

# Humans Vs Zombies

*Endwar 2024*  
*Player Rulebook v1.0*

*Brought to you by Aethernaut Inc and Charlotte Outdoor Gaming*

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## Introduction

Welcome to Humans Vs Zombies at Endwar 2024! Our goal as the moderating team is to create a welcoming, fun, and safe environment for all players. This handbook was created to ensure that you are familiar with the general rules of Humans vs Zombies (HvZ), the rules unique to this event, as well as player conduct expectations. Most answers to your questions can be found here but if you still have questions, please ask our friendly moderators and they will be able to give you the answers you need. They can be identified by the awesome shirts, purple bandanas, or mod team role in discord. We hope you have a great time at Endwar! And please, don't make us make a rule about it.

## Handbook Terminology

We at Endwar recognize that terminology varies between campus/ play locations. These are terms used here

- Human: A player on the Human Team.
- Zombie: A player on the Zombie Team.
- Moderator / Mod: A person who helped create and run this event.
- Z-crew (field mod): Players who moderate disputes to help run a mission.
- Supers: Zombies identified by certain clothing that have special rules.
- Equipment: Items given to zombies that enhance their natural abilities.

## The Strike System

As a player, you are responsible for abiding by the rules of the game. In the event that a moderator feels as though any of these rules has been broken, or that a player has done something to greatly diminish the quality of play for those around them, a moderator may choose to give out a strike(s). At Endwar, we operate on a Three Strike System. The first strike is a warning. If a second strike is given, you may not receive any supers/equipment and lose any you may already have received. Should you receive three strikes, you can no longer continue to play HvZ at Endwar 2024.

## Moderator Discretion

Not every scenario can be covered in this handbook, let alone the nuance of each individual scenario. When it comes to enforcing the rules, levying strikes, and/or making changes to the game, moderators use their discretion to decide what is best. Every moderator on the team is experienced and focused on what will ensure a welcoming, fun, and safe environment for all players. Please keep this in mind and respect the sacrifice and commitment these people put in.

## Player Conduct

Players are expected to follow all of the rules outlined here and abide by any university policies while on the UNCC campus. This includes, but is not limited to, the following:

1. Keep your issued ID card on you at all times.
  - a. This ID card identifies you as a registered player at Endwar, tracks your strikes, and also contains important information.
2. While playing HvZ on UNCC's campus, you must wear your issued Endwar Bandana in its appropriate location.
  - a. Bandanas from previous games are allowed as long as they are worn below the belt line.
3. We are guests on this campus. Do not damage the grounds in any way.
4. If you are handling a prop for the game, please keep it in the condition you found it in unless instructions dictate otherwise.
5. Endwar is a welcoming, fun, and safe space for anyone and everyone. Inappropriate behavior including but not limited to bigotry, harassment, and/or physical altercations are not tolerated.

## Dress Code

In order to best limit suspicion, the UNCC campus police has worked with the Endwar moderator body to come up with regulations that keep players safe and keep campus police satisfied. To preface this, please consider how you look from 30 feet away. If anything looks remotely dangerous, amend it.

1. No full face masks, hoods, or other devices may be worn so as to conceal the identity of the wearer.
  - a. Half masks are allowed.
2. Any tactical gear beyond a belt or bandolier must be brightly colored and checked with blasters. Furthermore, bulletproof vests are not needed nor allowed.
3. Your bandana is required for play at all times and will be Kelly Green. Please avoid wearing colors that match or obscure the bandanna color.
4. In order to best ensure a seamless play, please refrain from wearing colors that can be mistaken for real and potentially dangerous equipment like black.
5. Ghillie Suits are strictly prohibited.
6. Full torso vests can be mistaken for bullet proof vests and are strictly prohibited.

Please remember this is an outdoor event. While not strictly enforced, we highly encourage non restrictive clothing, closed toe shoes, and sunscreen.

## Registration

Those who wish to attend HvZ at Endwar may register either online or in person. To register online, please visit <https://www.hvzendwar.com/registration>. In person registration can be done on Friday, July 5th during FoamCon or Saturday, July 6th before the start of the first mission. In order to ensure the event runs on schedule, we highly encourage you to register online or during FoamCon.

## Minors and Medical

Any player is allowed to play regardless of age or medical condition, however, if a player is under the age of 18 then they need a guardian to remain with them for the entirety of the HvZ event portion. The guardian does not need to be a parent, but if they are not, a note from a parent is required giving the chosen guardian approval to watch the minor. Furthermore, at registration the minor and their guardian will receive matching bracelets with the names of both on them. If the two are separated for any reason, they will be asked to return to the union for the remainder of the mission and their names will be taken. If it happens a second time, they will be asked to turn over their bandana and leave. The moderators are not responsible for anyone and are not here to babysit. When it comes to playing, if one of the pair is tagged, the other person will immediately go inactive and follow the rules for a recently turned zombie. THERE IS NO TRADING WHO YOUR GUARDIAN IS AT ANY POINT.

If you have a medical condition you are not required to share that information with anyone but it is recommended you make our first aid coordinator, Talli, aware. All medical information given will be kept confidential and only used for

In the event of an injury or medical emergency, please notify the campus police number on your player ID. DO NOT CALL 911. The campus emergency response could be delayed if it is not managed in the proper channels. If able, after calling the campus police, notify the nearest moderator either in person or via discord. We have a first aid coordinator who will ensure any injuries or conditions are immediately taken care of. It is important that if you recognize something is wrong with your health to remove yourself from play, take off your bandana, and notify the appropriate authorities for assistance. Notifying a moderator will help the game flow seamlessly and a player can rejoin when/if they have recovered.

# Rules

## Basic Gameplay

### Tags

1. A proper tag is defined by a Zombie making contact with a Human with their hand(s). Contact with a bag or any equipment will not be counted.
  - a. A tag can also occur by other zombie approved equipment provided by moderators, such as a pool noodle or a Smoker's dodgeball.
2. Players may not shield themselves using their bags, other players, or non-players.
3. If a Zombie tags a player in an inappropriate body location, the tag will still count, but the player will be dealt with accordingly by moderators on a case-by-case basis
4. Do NOT tackle anyone. Hand to body contact is sufficient; there is never a reason to use excessive force

### What To Do When Tagged

1. When a Human is tagged, they should safely step away from the area of play as quickly as possible
2. Once tagged they may return their blaster to a safe place, move their bandana around their neck, and then return to the game
  - a. During this time, the player should consider themselves removed from play
3. During a mission, if a player is tagged, they will become active when other Zombies respawn.
4. If a player is tagged before a mission, the player will become active on the current rolling respawn timer, OR at the start of the mission (whichever comes first)



## **Stuns**

1. Zombies are stunned when a Human hits them with an approved stunning method:
  - a. Approved ammo types from approved blasters.
  - b. Thrown socks.
  - c. Any other special mission mechanic.
2. After a Zombie has been stunned, they should safely step away from the area of play as quickly as possible and move their bandana from their head to around their neck, or otherwise hold it to the side.
3. When a Zombie respawns (see below), they will replace their bandana around their head.
4. While a Zombie is stunned, they may not speak about game details until they respawn.
  - a. This includes, but is not limited to Cell Phones, Discord, verbal communication, written communication, and sign language.

## **Zombie Respawns**

1. In order to respawn, Zombies must:
  - a. Respawn within the minute of the current “rolling respawn” interval (explained further below). If they do not, they must wait for the next interval.
  - b. Break line of sight from all humans.

## **Rolling Respawn**

1. The “rolling respawn” describes the minute which a zombie may respawn.
2. “Rolling respawns” will be announced before each mission and will not change for the duration of said mission.
3. “Rolling respawn” intervals will be identified by divisible integers of the 1s column digit:
  - a. “On the 2s” - 12:02, 12:04, 12:06, 12:08, 12:10, etc.
  - b. “On the 3s” - 12:03, 12:06, 12:09, 12:13, etc.
  - c. “On the 5s” - 12:05, 12:10, 12:15, etc.

## Areas of Interest

### Safe Zones

1. While inside a safe zone, players may not be tagged or stunned, however Humans may still stun Zombies who are outside of the safe zone.
2. During missions safe zones are up to moderator discretion and all locations, start times, and end times will be communicated to all players.

### No-Play Zones

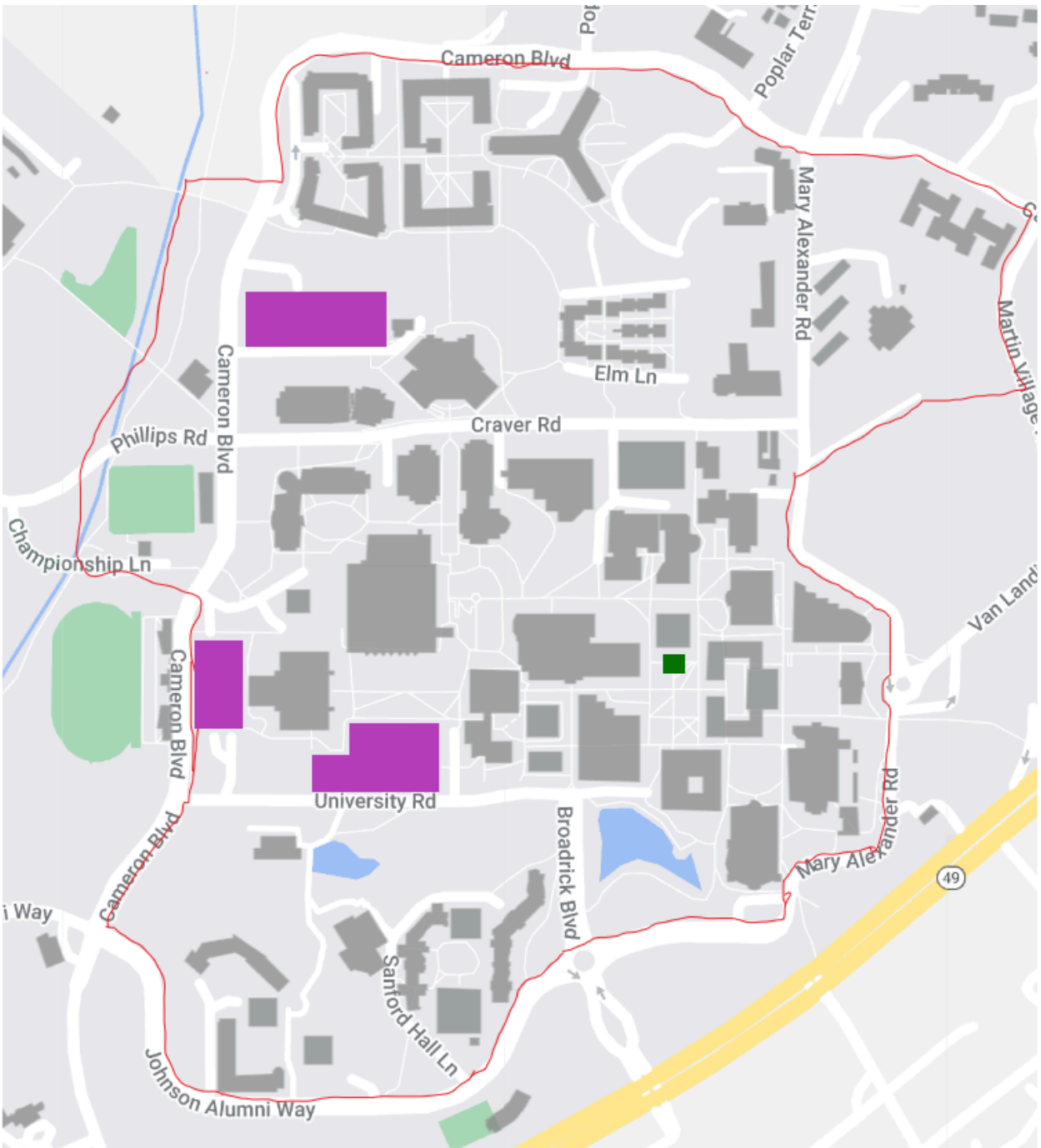
1. No-play zones are areas on campus when all gear should be stowed including bandanas. Play may not occur while in these areas, including using them as a passthrough during missions.
2. The following is a list of no-play zones:
  - a. Roads.
    - i. **Cross roads at designated crosswalks only**
  - b. Parking decks.
  - c. Construction zones.
  - d. The botanical gardens.
    - i. Players may use the gravel path that splits the gardens.
  - e. Inside buildings.
    - i. You may wear your bandanna indoors.
  - f. **The Constellation Garden/Remembrance Memorial in front of Kennedy Hall** (pictured below)
3. If you are caught in a no-play zone playing the game, you will receive a strike with no warning.
  - a. If you are caught playing in the Remembrance Memorial you will be **Three Strikes. This means you are banned from the rest of the game.**
    - i. If you wish to visit there, please do so outside of missions, leave your blaster behind, and remove your bandana



## **Stairs**

While stairs are not officially designated as no play zones due to how frequently you will encounter them on this campus, playing on or around stairs is exceptionally dangerous. Please treat stairs as a temporary pause in play while everyone goes up or down and resume play when safe. Failure to do so may result in the issuance of strikes or removal from the game.

## Play Area and Campus Map



The red line marks the play area boundary

The purple boxes are the parking garages

The green box is the location of the Remembrance Memorial

## Blasters, Throwables, and Gear

### Banned Ammo Types

1. Hyper
2. 50 cal foam balls
3. Full Vinyl Jackets (FVJs)
4. Full Homemade / Stefan Darts
5. Gel
6. Firm Rival

### Banned Blaster Types

1. Zing Bows
2. CO2 Power
3. HPA/LPA blasters

### Thrown Projectiles

1. Humans may ONLY use rolled up socks to throw at zombies to stun them.
2. Any thrown projectile must leave the hand of the thrower to count as a stun.
3. Socks should be kept in a relative “ball” shape.
  - a. No sock flails, bolas, etc.
4. Socks may not be filled with anything other than socks.
  - a. Duct tape may be used to hold the socks in shape, but may not cover the entire surface.
  - b. If it doesn't squish, it needs to be readjusted.
5. Only one projectile may be thrown at a time. No “cluster shots.”

## **Blaster Restrictions**

Gear and blasters will be checked prior to use by an Endwar Moderator as well as a Campus Police Officer before being approved for use. Blasters will be checked via a chronograph using Feet Per Second (FPS).

1. The officer will be checking to ensure the blasters and gear being used will not be mistaken for anything dangerous and/or suspicious
  - a. The campus police have final say. Any argument with the police regarding gear that has been deemed unfit for use will result in that person being barred from play.
2. The Moderator will be checking blasters to ensure they are within the FPS cap.
  - a. At Endwar, the FPS cap is twofold
    - i. No single shot shall exceed 130 FPS
    - ii. No 5 shot average shall exceed 120 FPS
  - b. Should either or both of these limits be exceeded, the blaster will not be approved for use
    - i. Blasters can be reconfigured and tested again.

## **Blaster Attachments and Accessories**

1. No attachments that project light.
  - a. Flashlights, lasers, etc.
2. No “real steel” attachments.
  - a. Sights such as red dots must be “toy-ified” in some way and approved by the police.

## **Blasters in Buildings**

1. While in the UNCC Student union all players must fully conceal their blaster in a bag.
2. While in Halton, blasters may be out, but only fired in approved areas.

## **Mission 1**

During Mission 1 ONLY, electronic blasters are not allowed. Blasters are restricted to spring power. Air powered blasters are okay so long as there is a physical action required to prime. (ie pumping up an air tank)

# Super Zombies

## Common Supers

Common Supers are super zombies that humans may encounter at any point during the game and have mechanical tweaks compared to standard zombies.

### Boomers

1. Boomers are identified by a 6' long capped PVC pipe with a bright pool noodle on the tip that they will carry around.
2. Boomers have no stun mechanic changes as compared to a standard zombie.
3. Boomers may **NOT** tag humans. Instead, while active as a zombie, Boomers may choose to “pop” by first yelling “BOOM!”; becoming stationary, waving the stick in the air, and then begin counting down from 30.
  - a. During the countdown, any stunned zombies can run around the Boomer (and give an optional high 5) to respawn immediately.
  - b. Upon completion of the countdown, the boomer is stunned and respawns again in 2 rolling respawns.
4. Boomers, when not “popped”, have no movement mechanic changes as compared to a standard zombie.

### Guardians

1. Guardians are identified by a 5' x 3' cardboard tower shield that they will carry around.
2. Guardians can use this shield to protect themselves and others from incoming fire but otherwise have no stun mechanic changes as compared to a standard zombie.
3. Guardians have no tag mechanic changes compared to a standard zombie.
  - a. Tags must be completed with hand to body contact. Tagging with the shield does not count. Tagging with the shield may result in the issuance of strikes to offending parties.
4. Guardians have no movement mechanic changes as compared to a standard zombie.

## Smokers

1. Smokers are identified by wearing an oversized D.A.R.E. t-shirt.
  - a. They may also be carrying a smoker ball.
2. Smokes have no stun mechanic changes as compared to a standard zombie.
3. Smokers, in addition to being able to tag like a standard zombie, have a ball that can be thrown.
  - a. A thrown smoker ball is live and can tag humans so long as it has not hit a wall, the ground, or any other solid, stationary inanimate object.
  - b. A thrown ball MAY ricochet off one player to another. Both players would be considered tagged.
  - c. If a smoker ball hits a blaster it is STILL live.
    - i. If the ball ONLY hits a player's blaster, and not the player themselves, it does not count as a tag.
  - d. The smoker is responsible for their ball, all other zombies and humans should not touch it.
  - e. The smoker ball may not be thrown over the road
    - i. Doing so may result in the issuance of strikes to the offending parties.
4. Smokers have no movement mechanic changes as compared to a standard zombie

## Tanks

1. Tanks are identified by a brightly colored safety vest.
2. Tanks are stunnable by specific ammo types only. The ammo used to stun the tank depends the color of vest worn
  - a. Tanks in a Yellow Vest can only be stunned by SOCKS.
  - b. Tanks in a Blue Vest can only be stunned by MEGA XL DARTS.
  - c. Tanks in a Pink Vest can only be stunned by DEMOLISHER MISSILES.
3. Tanks have no tag mechanic changes as compared to a standard zombie.
4. Tanks have no movement mechanic changes as compared to a standard zombie.



## Mission Supers

Mission Supers are super zombies that you may encounter during a particular mission. Players will be informed in the mission briefing about the super but not given details as to when or where they will be encountered. The Mission Supers you will encounter this Endwar are:

### Dunce-Cap Zombies

1. Dunce-Cap Zombies receive a colored dunce cap and a the same colored sash
2. They work similarly to Tanks in that they are only stunned by specific ammo types.
  - a. The ammo used to stun a Dunce-Cap Zombie is a stuffed animal (to be distributed by the moderators)
    - i. Some stuffed animals will have a sewn on cap and sash of their own. This can only stun the Dunce-Cap Zombie of the corresponding color.

## Zombie Leaders

The zombie horde will be led by three members of the moderation team, each with their own unique ability. For those of you interested in the UNCC HvZ lore, the zombie leaders are based on initial iterations of super zombies whose rules have changed to grow with the game.

### Xylaria

Played by Werme, Xylaria is the Zombie Leader of Decay. This is the original iteration of the Smoker. In UNCC games they used to be identified with pink cowboy hats. You can see why this had to change.

1. Xylaria is identified by their costume and silly string bandolier
2. Xylaria has no stun mechanic changes compared to a normal zombie
3. In addition to the normal tag mechanic, Xylaria can spray their silly string. Any pieces of silly string that lands on an active human player and sticks will count as a tag
4. Xylaria has no movement mechanic changes compared to a normal zombie

### Xarol

Played by Pat, Xarol is the Zombie Leader of the Forest. While not precisely the original iteration of the Shield Zombie, shield sizes were non standard upon introduction to the UNCC game. As a result, there were some wild options back in the day. Enjoy some of that nonsense.

1. Xarol is identified by their costume and oversized shield
2. They have no stun mechanic changes compared to a normal zombie
  - a. Except for the giant shield they can hide behind
3. Xarol has no tag mechanic changes compared to a normal zombie
  - a. Tags must be completed with hand to body contact. Tagging with the shield does not count and can result in the removal of the shield from the game.
4. Xarol has no movement mechanic changes compared to a normal zombie

## Eks

Played by Jeff, Eks is the Zombie Leader of Life. This super is the original iteration of a resurrection based super called the necromancer. This was originally designed for use when UNCC games used a set timer for zombie respawns rather than the rolling respawn system used today. The original identifier was a goodwill mumu. That spirit is being kept alive.

1. Eks is identified by their fabulous dress
2. Eks is stunned the same way as a zombie however, they respawn on a set  $\chi$  minute timer rather than with the rolling respawns.
3. Eks has no tag mechanic changes compared to a normal zombie
  - a. Optionally, while still active, Eks may choose to form a hand holding chain with any number of stunned zombies and sing (to the Little Einsteins Theme)

*We're having us a rez  
with our fav'rite leader Eks,  
all as one we cry  
humans will die!  
Join with us  
we're here to raise a fuss  
let the Apex reign  
give us our brains!*

- b. After completion of the song, all zombies except for Eks are active.
  - c. After completion of the song, Eks is stunned for  $2\chi$  minutes
4. Eks has no movement changes compared to a normal zombie

## Bushwhacking

1. This will be a game wide mechanic active during all times of play at Endwar.
2. Paths: Players will need to create and clear paths through campus using the below process. These paths will be the only places allowed for Human Players to be in at any time during play other than the allowed 'open areas' as described below in rule 3.
  - a. A "Path" is defined by two lines of decently parallel surveying ribbon placed and taped down on a hard surface (brick, pavement, asphalt, etc.). There can be no obstacles (columns, grass, or any fixed object larger than 2'x2'x2', etc.) in between the two ribbons along any point. Paths may not be placed in roads.
  - b. To lay pathways, 3 players are required: Players A & B (the Trailblazers) who will be laying down lines of ribbon, and Player C ( the Surveyor) who will be responsible for holding and dispensing tape.
    - i. Players may only ever carry one roll type, either Tape or Ribbon. They may never carry rolls of different types at the same time.
  - c. The steps for putting down ribbons are as follows:
    - i. Players A & B will each receive a piece of tape from Player C which they will both use to anchor the start of their respective lines of ribbon.
    - ii. Once that is done, Players A & B will receive a second piece of tape from Player C and then go out in a parallel path in a direction on a sidewalk/hard surface until they both get to a mutually agreed upon point or until one of the players runs out of ribbon.
    - iii. Once they reach a mutually agreed upon point, both Player A & B will anchor their run of ribbon with the tape from step ii. Once both runs are taped down, the path is now available for all humans to use.
    - iv. Repeat steps i, ii, and iii as needed to lay more path.
    - v. Players who have ribbon rolls may swap out at any time with Players A & B so long as the current A/B Player is not actively laying a section of ribbon. These new players should anchor their ribbon line to the end of the previous A/B Player's ribbon line to start/continue clearing a path and become the new A/B Player.
    - vi. Any Human Player may freely apply tape to already Established

lines of ribbon.

- d. Non-Ribbon laying players (aka, anyone who is not Play A & B actively laying a path) are not allowed to advance down a path past the last piece of tape on either side of the path.
3. To complement the Paths, there will be open areas already explored representing easier to travel paths like waterways or other such boons.
  - a. Any hard surface/pathway/sidewalk that is bordering a curb or road, or is only separated from a curb by less than 5' of grass is considered to always be available to players and DOES NOT require a path to be laid for players to travel upon it. This area extends to 5' away from any curb.
  - b. The area around Base Camp (the Union) will also be an open area and will not require pathways to be laid inside of the specified area.
4. Human Players will not be allowed to be off of the path at any time during play.
  - a. If a Human Player is found to have willingly left the path (i.e. not pushed, physically forced, or for safety), the penalty shall be immediate conversion into a Zombie as the jungle has swallowed the poor and unfortunate soul of the player.
5. Stairs
  - a. Paths DO NOT need to be laid on stairways/stairwells.
  - b. When a path is laid to either the top or the bottom of a stairway, that stairwell is now considered open and players may now freely ascend/descend the stairs as they like.
  - c. At the other end of the stairs from the original path entrance, a 10' grace area is allowed and then the path must continue to be laid to extend the pathway beyond the stairs
6. Path supplies will be passed out at the beginning of each mission as desired/requested by each group
  - a. Human Groups may only ever have a max total of ONE duct tape roll and TEN ribbon rolls
  - b. To be able to receive more supplies during a mission, Humans Players must return the center cardboard roll/ tubes of their exhausted ribbon/tape to receive a new supply of the same type.
  - c. If a Human Player is tagged while carrying a supply roll or actively laying ribbon/tape, they should immediately drop their supply roll/rolls onto the ground, OR they may return their rolls to the Base Camp and the designated moderator there.
7. There will be a Path Board in the Base Camp for players to draw in completed

pathways to help communicate what paths have been laid for their fellow humans.

8. Paths may overlap at intersections; if an offshoot path is desired from an existing pathway, anchor the ribbon line to the original path and then lay the path as normal moving away from the existing path.
  - a. If desired, the overlapping sections may be removed at completed/taped intersections for appearances.
9. When tearing/cutting tape/ribbon, no cutting tools may be used. Hands should be the only thing tearing the tape/ribbon.

## Original Zombies

Original Zombies (OZ) will be chosen from a pool of volunteers. They will start Mission 1 as zombies with the following mechanics:

1. Each OZ will be given a deck of 4 cards painted on one side to be Red, Blue, Yellow, and Black.
2. Upon tagging a human, instead of that human becoming a zombie immediately, the OZ will offer the tagged player their deck of cards. The human player will select a card to keep and look at the color. The color of their card determines their “Turn Time”
3. “Turn Time” is when the infection finally overcomes the player and turns them into a zombie. The color of the card indicates when the player will turn according to the “Turn Time Table”
  - a. The “Turn Time Table” is as follows:
    - i. Black Card - Instant turn
    - ii. Yellow Card - 11am or 1 hour after Mission 1 start
    - iii. Red Card - 12pm or during downtime between Missions 1 and 2
    - iv. Blue Card - 2:30pm or after the end of Mission 2
  - b. Should a card be selected AFTER the indicated “Turn Time”, then that card is seen as an instant turn
    - i. For example, it is 1pm and a Yellow Card is drawn.
  - c. If a human player is tagged and they already have a card, that human player instantly turns into a Zombie and the OZ should not give that player a new card.
4. To turn back into a human player, an OZ needs to hand out 3 of their 4 cards.
  - a. If the player wishes to remain a zombie they would hand out 3 cards and use the 4th on themselves.
  - b. Once an OZ has obtained their 3 tags they may begin their play as a human at the start of the next mission, completing the current mission as a zombie.

## Optional Zombie Ammo Retrieval and Return

Zombies will be given ziploc bags in sandwich and gallon sizes and given the optional task of collecting ammo during missions to be turned in. Doing so will allow them to purchase bonus super zombies and/or equipment for use in mission. The specifics are laid out below.

1. Ammo Value
  - a. Each dart does not have a set value. Instead we are looking for full bags and encourage prioritizing larger ammo types (socks, mega XL, etc)
2. Super and Equipment Prices
  - a. The price and availability of super zombies and equipment will be determined between missions and will be announced during mission briefing. The prices will be fixed for the duration of the mission.
3. Turn in Locations
  - a. Field Mods, Water Station, and the Student Union are all potential turn in locations
    - i. The specific locations of each super and the number at each location will be announced during mission briefing
4. Purchase times
  - a. Super Zombies will be available in mission
  - b. Equipment will be available before mission start



## First Aid Coordination/Emergencies

We address this once again because player health is important to us

When/if a player experiences a medical situation, they should remove themselves from the play area immediately if able. Once removed, or isolated, they should take off their bandana to show others they are not playing. No one should call 911. If someone needs emergency services they should call this number 704-687-2200. At UNCC, the Campus Police office manages all emergency calls to ensure the appropriate services get to the correct location. Calling this number is faster than calling 911. Your safety comes first so if you need emergency help call the above number. Once able, please notify a moderator.

We have a first aid team on site made up of Certified First Aid personnel and licensed medical staff. They can be reached through the Endwar Discord in the Urgent Channel (channel will be open the week of Endwar). Care can also be obtained at the union or a hydration station. The fastest way to receive non-emergency care is to notify the urgent channel in discord

If you hear a whistle, take a knee. A moderator may feel the need to pause play due to a medical emergency and this is how they will announce it. Players should not use whistles. Any player found blowing a whistle will get a strike.