

Humans Vs Zombies

*Queen City Chiller 2027
Official Player Rulebook*

*Brought to you by
Charlotte Area Team Tag, Carolina Nerf Club, and Atlanta Blaster Club*

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Introduction

Welcome to UNC Charlotte (UNCC)! We're thrilled to have you join us for our game. Our goal as the moderating team is to create a welcoming, fun, and safe environment for all players. This rulebook 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 in the Carolina Nerf Club discord or in person at the event and they will be able to give you the answers you need. We hope you have a great time at the Queen City Chiller (QCC)! And please, don't make us make a rule about it.

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 QCC, we operate on a Three Strike System. The first strike is a warning. If a second strike is given, you may not receive any in-game enhancements and will lose any earned previously. Should you receive three strikes, you can no longer continue to play HvZ at the event.

Moderator Discretion

HvZ is a dynamic game that no rulebook could ever capture in its entirety. When it comes to enforcing the rules, levying strikes, and/or making changes to the game, moderators will use their best discretion to 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.

Rule 0

Don't be that guy. We all know them. The player that goes way too hard and will ruin the spirit of the game for the slightest of advantages regardless of how it affects those around them and/or the game overall. Don't be that guy.

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 QCC, tracks your strikes, and also contains important information.
2. While playing HvZ on UNCC's campus, you must wear your issued QCC bandana in its appropriate location.
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. QCC 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

The moderation team has worked closely with campus police to come up with regulations that will keep players readily identifiable and safe during the game. A good rule of thumb is to consider how you look from 30 feet away. If anything looks remotely dangerous, we advise you to amend it as it may be disallowed.

1. No full face masks, hoods, or other devices may be worn so as to conceal the identity of the wearer.
2. Any tactical gear beyond a belt or bandolier must be brightly colored and checked with blasters.
3. Avoid wearing colors that match or obscure the bandanna color.
4. Eye Protection is required to play.
 - a. Standard glasses / sunglasses are okay
5. Ghillie Suits are strictly prohibited.
6. Any gear that resembles bulletproof gear is strictly prohibited.

Please remember this is an outdoor event. While not enforced, we highly encourage closed toe shoes and weather appropriate attire.

Registration

Those who wish to attend HvZ at QCC may register either online or in person. To register online, please visit <https://forms.gle/RdtVjCsXm1KDG4a96>

In person registration can be done on Friday, January 15 before Mission 0 and January 16 before Mission 1. In order to ensure the event runs on schedule, we highly encourage you to register online.

Minor Policy

QCC is an event open to ages 7 and up! However, we must adhere to campus policy. Minors of high school age and with valid proof of age or high school attendance may attend the event without the need for a chaperone. Minors that do not meet this criteria will need an adult chaperone to remain with them for the entirety of the event. Furthermore, at registration, the minor and their chaperone will have to sign a special waiver and will also receive matching bracelets with the names of both on them. If the two are separated for any reason, they will be asked to de-band for the remainder of the mission and their names will be taken down. If it happens a second time, they will be asked to turn over their bandana and leave. During play, if one player in the pair is tagged, the other person will immediately go inactive and follow the rules for a recently turned zombie.

If an emergency arises and a chaperone is no longer able to fulfill their obligation, the pair must return to the briefing room. If the minor wishes to continue play, a new chaperone meeting all requirements must make themselves known to the mod staff during mission break.

Rules

Basic Gameplay

Tags

1. A proper tag is defined by a Zombie making contact with a Human with any part of their hand(s). Contact with WORN items will count as a tag.
 - a. A tag can also occur by other zombie approved equipment provided by moderators, such as a pool noodle or a Smoker's dodgeball.
 - b. Backpacks, gear, and clothing are considered worn items.
 - i. A held blaster is not considered a worn item and a zombie player touching it does not count as a tag.
2. Players may not shield themselves using other players or non-players.
3. Do NOT tackle anyone. Hand to body contact is sufficient; there is never a reason to use excessive force.
 - a. Tackling does not count as a tag.

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 may become active after the announced zombie respawn time.

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. Mod approved dense foam throwables.
 - d. 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 in a visible location.
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.
 - b. Commonly referred to as "Dead men tell no tales".

Zombie Respawns

1. In order to respawn, Zombies must:
 - a. Respawn after waiting the appropriate amount of time designated before each mission.
 - b. Break mutual line of sight: Zombies cannot be seen by Humans and vice versa.
 - i. A Zombie that is at least 30 ft away from any Humans is considered to have met the line of sight requirement

Internal Zombie Timer (IZT)

Every zombie will have an Internal Zombie Timer (IZT) which is the period of time from when they are stunned to when they may become active again. Each zombie is responsible for keeping track of their own timer. The IZT will be announced before each mission.

Areas of Interest

Safe Zones

1. While inside a safe zone, players may not be tagged or stunned, however Humans inside the safe zone 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.
 - a. Safe zones will be marked by orange cones

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. DO NOT shoot or throw things over no play zones.
3. The following is a list of no-play zones:
 - a. Roads
 - i. **Cross roads at designated crosswalks only but no play is to occur in them.**
 - ii. No camping crosswalks.
 - b. Parking decks
 - c. Construction zones
 - i. In areas adjacent to construction, but not within it, treat that area as if they are stairs (covered below).
 - 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

- i. If you are caught playing in the Remembrance Memorial you will immediately be issued three strikes. **This means you are banned from the rest of the game.**
 1. If you wish to visit there, please do so outside of missions, leave your blaster behind, and remove your bandana



4. If you are caught in a no-play zone playing the game, you will receive a strike with no warning.

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 no play zone while everyone goes up or down and resume play once everyone is off the stairs and at a safe distance. Players should not camp stairs. Failure to do so may result in the issuance of strikes or removal from the game.

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
7. “Heavy” darts

Banned Blaster Types

1. Zing / zing-style bows
2. Anything gas powered
3. High Pressure Air (HPA) blasters
4. Low Pressure Air (LPA) blasters
 - a. LPA blasters will be reviewed on a case by case basis.
 - i. General rule of thumb, if it was made by a first party company for the direct purpose of flinging foam, it will likely be allowed.
 1. The Nerf Elite 2.0 Motoblitz underslung shotgun would be allowed
 2. Drain Blasters would NOT be allowed

Thrown Projectiles

1. Humans may use rolled up socks, or similarly moderator approved items to throw at zombies to stun them.
 - a. Ammo used in blasters MAY NOT be thrown.
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 and Gear Restrictions

Blasters and gear will be checked prior to use by a QCC Moderator or a Campus Police Officer before being approved for use. Blasters will be checked via a chronograph using Feet Per Second (FPS).

1. The Officer or an Approved Moderator 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. Moderators may fire the blaster multiple times to ensure compliance
 - b. For full darts, half darts, and rival balls the cap is 150 FPS
 - c. For Mega XL and Demolisher Rockets the cap is 75 FPS
3. No attachments to a blaster that project light.
 - a. Flashlights, lasers, etc.
 - b. Flashlights are permitted so long as they are handheld and not run in the strobe setting
 - i. Flashlights should be used to light the path ahead and not to sweep/scan for people. Avoid pointing at people.
4. 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

The university does request that we keep blasters concealed while inside buildings; however, blasters are allowed to be out when in the briefing room and while entering / leaving the briefing room. If you need to enter another building for any reason, please either stow your blaster away or leave it outside, hopefully with your fellow human group.

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 around in a circle, and beginning a counting down from 30.
 - a. During the countdown, any stunned zombies (except when otherwise specified) can run around the Boomer following the direction of the stick
 - b. Upon completion of the countdown, the boomer is stunned and respawns again after 2x the IZT.
4. Boomers, when not “popped”, have no movement mechanic changes as compared to a standard zombie.

Guardians

1. Guardians are identified by a large 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. Attempting to tag with the shield will not count as a tag. Doing so is “Shield Bashing” and may result in the offending player receiving strikes
4. Guardians have no movement mechanic changes as compared to a standard zombie.

Smokers

1. Smokers are identified by wearing a special hat that says smoker.
 - a. They may also be carrying a smoker ball.
2. Smokers 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(s), and not the player themselves, it does not count as a tag.
 - ii. Humans MAY NOT swing around or extend their blaster(s) out of close proximity to their body to deflect or bat down a smoker ball.
 - iii. Humans MAY move their blaster(s) around, within close proximity to their body, in order to protect themselves from an incoming smoker ball.
 - iv. No other players may interact with the ball or prevent the smoker from retrieving their ball
 - d. The smoker ball may not be thrown over the road or stairs.
 - 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 Purple Vest can only be stunned by MEGA XL DARTS ***AND/OR*** 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 that differ from the common supers. Players will be informed in the mission briefing about the mission specific super(s) but not given details as to when or where they will be encountered. There WILL be mission supers this year.

First Aid Coordination/Emergencies

Player safety is of the utmost importance to the QCC Moderation team. To ensure a safe experience for all, 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 QCC Discord in the Medic Channel (channel will be open the week of QCC). Care may also be obtained in the briefing room.

Minor Medical Event

In the case of a minor medical event that is not an emergency the player should remove themselves from play and have another player to stay with them temporarily. During this time both players will remove their player bandanas. Next, alert the Medic Channel in discord. A minor medical event is an event such as scrapes, sprains, bruises, or anything that does not require immediate assistance.

Medical Emergency

If a player is experiencing a medical emergency that will require the hospital, a pause for play will be called and Campus Emergency Services should be contacted IMMEDIATELY at 704-687-2200. This will receive help faster than 911. This number is on your player ID. Again **DO NOT CALL 911**. The campus emergency response could be delayed if it is not managed in the proper channels. You should notify the Medic Channel in Discord after contacting Campus Emergency Services.