

The Official Kennesaw State University – Marietta Campus Human Vs. Zombies Event

March 24th, 2025 – March 28th, 2025

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Overview

Humans vs Zombies is an organized, campus-wide game of tag with a specific ruleset and a zombie/survival theme. It was started in Goucher College in 2005 and has spread to many other colleges since.

Participation is divided into two groups - Humans and Zombies. A player's allegiance is denoted by the positioning of a bandana. Human players wear the bandana on their head while Zombie players wear the bandana on their biceps.

For zombies; the object of the game is to spread the infection (via tagging) to all human players before the end of the game. For humans; the object of the game is to prevent the creation of more Zombies, typically achieved by stunning zombies and completing objectives. Once tagged, a human player will switch teams and will now play as a Zombie and the zombie player will report the tag on the website. On the final day, Humans and Zombies will face off to determine which team will win.

One large facet of the game is the ability of the human players to defend themselves with Nerf Blasters, using soft, foam darts. These darts usually fly around 30 feet. The choice of Nerf Blasters is due to safety concerns. The Blasters themselves are children's toys and brightly colored, making it impossible to mistake them for real firearms. The darts are usually bright-orange and easily visible as well as made of soft foam. An impact from one is noticeable but will not do any damage or inflict pain. **Any modified nerf blasters or darts that do not fit this description must be tested by staff or will not be allowed.** There are many documented cases of Nerf blasters on larger campuses being used without incident. A zombie player hit with a nerf dart is removed from play and must move to a safe zone and stay for 90 seconds (about 3 minutes).

Play is to be confined to all outdoor areas on the campus property except for organized events and restricted areas. **ALL BUILDING INTERIORS ARE OFF-LIMITS.** These off-limit areas are considered safe zones, and no player is allowed to participate in the game in any way from within the safe zone. This includes Zombie players pushing human players out to be tagged by other zombies and human players shooting from a safe zone to hit zombies. While in a Safe zone, any Nerf blasters are to be uncharged and stowed out of sight. If your head is covered under an entrance or an awning of some sort outside a building, that is considered a safe zone.

In the event of a player dispute, HVZ staff will be available to contact and resolve the dispute. Any dispute on multiple zombies tagging a human will be decided by the human player that was tagged.

Objective

Players can start as a Human or a Zombie. The Humans objective is to prevent the creation of more Zombies, typically achieved by stunning zombies and completing objectives. The Zombie objective is to convert Humans to Zombies by tagging and avoiding being stunned. On the final day, Humans and Zombies will face off to determine which team will win.

Safety Rules

Rules created for the safety of all players are strictly enforced. Violation of safety rules will result in a ban from the game and possibly going through the student conduct process.

- No realistic looking blasters, and all blasters must have an orange tipped barrel.
 - Do not change color of original NERF in any way (I.E making the NERF all black)
- No modifications of NERF Darts or NERF blasters which may cause increased harm or unfair advantage. (Having an automated NERF is fine, but it can't be changed to shoot faster or harder than what it's supposed to be.)
- Blasters may not be visible inside buildings or offices on campus.

- Darts must not hurt on impact. (If you're not sure about this, fire it at point-blank range into your arm and see if it hurts; if you're still not sure, speak with a staff member.)
- Players may not use any forms of transportation other than walking with unmodified shoes while playing or to gain an advantage over other players. (This includes cars, bicycles, skateboards, rollerblades, unicycles, rip-sticks, scooters, Heelys etc.)
- All players are to be respectful to their fellow players and staff working at the event.
- No tackling of any form

Equipment

- Bandana (provided to you at a safety meeting)
- Nerf blasters or foam dart firing device OR Balled-up Clean Socks
 - Types of NERF blasters not allowed.
 - Nerf guns that hold more than 50 rounds (including extra magazines attached to the weapon. Additional magazines kept elsewhere on your person are allowed.)
 - Self-Modified Nerf blasters.
 - Swords and shields
 - Bows and arrows (The nerf guns that look like bows but still fire using air pressure are fine)
 - Slingshots
 - Objects not thrown from the hand
 - Clean Balled-Up Socks are allowed. (These are a throwing type weapon that have been uncommonly used in the past.)
 - Thrown bullets will not be able to stun zombies.
 - If you are unsure if your device falls within the guidelines, check with a Staff member.

Safe Zones

Human players are safe (cannot be tagged or stun zombies) in or from the following areas:

- Any time you need to pass through a doorway (safe zones extend to approximately 15 feet outside of doorways)
- Have asphalt under your person - roads, parking garages, parking lots. Sidewalks are NOT safe.
- Are standing under a structure or any covered areas on campus- covered walkways, covered sidewalks, covered BOB stops, entrances to buildings, patios, gazebos, etc.
- Student Housing Buildings (Howell, Hornet Village, Commons, Courtyard, University Columns)
- ALL Academic buildings
- The BOB
- Anywhere off campus (past the campus loop road) - this includes the entirety of Columns, and the walk past the loop
- The Kennesaw Campus
- Zombie players cannot block, trap, or stop any human players from exiting a safe zone.
- [A Complete list of guidelines is in Section 5 regarding Safe Zones]
- All on campus construction zones are restricted zones.

The Official KSU-Marietta Human Vs. Zombies Event Rules

The rules defined in this document are in effect for all players. Any player found not participating in the game within the confines of the rules set forth in this document is subject to being removed from play and could result in going through the student conduct process. Players found in violation of rules which also violate institution rules will be subject to further penalties by the institution.

Section 1: Rules for all players

- Players will be respectful to all staff working at the event. You will be disqualified from HVZ activities if you fail to do so.
- Players will not fight in HVZ. Players will not post threatening messages anywhere on campus property, GroupMe, Discord, or texting threads.
 - Players will not use foul language or threatening language against each other.
 - Players will not physically harm each other.
- Players will keep their blasters lowered and as out-of-sight as possible while they are inside any building on campus at any time.
- Players will not use their foam blaster while inside any building.
- Players will not use any form of melee weapon at any time.
- Players will sign a waiver before participating in the game.
- Players will always carry their HVZ Identification bandana with them while they are in play.
- Players will always wear their HVZ Identification bandana except when,
 1. The player is in a non-play zone (such as a building or vehicle),

2. The player is wearing business attire while on their way to or from presentation, job interview, or formal event,
 3. The player is participating in an activity related to school or work (such as a photo-shoot or group project for class),
 4. The player is participating in, or traveling to, a sporting event in which the player is a member of the team,
 5. The player is in uniform for another KSU activity that they are participating in at that moment (such as ROTC)
- Players will dress in a suitable way for a publicly visible college activity.
 - Players will not wear any form of clothing which may cause another student, faculty member, or any other non-player to be given the impression that anything other than a game of tag is occurring.
 - Players will make sure that the bandana is on their top layer of clothing and easily visible. (Not wearing a similar color shirt to camouflage the bandana)
 - Players are not to receive any form of game-play assistance from non-players under any circumstance at any time.
 - Players are not to use any form of a shield except for during the final objective. This includes being shielded by non-players. Only shields permitted by HVZ staff are allowed during the week.
 - Players are not to chase, yell at, or interfere with non-players.
 - Players are to observe building entry restrictions and may not enter restricted buildings after hours.
 - Players will not remove themselves from playing only because they have electronics or expensive equipment.
 - Players will not attempt to exploit or hack the website or point system in any way.
 - Players will not use any form of transportation while they are in play other than their own legs. This includes, but is not limited to:
 1. Bicycles,
 2. Unicycles,
 3. Skateboards,
 4. Longboards,
 5. Hoverboards
 6. Rip-Sticks,
 7. Scooters
 8. Golf carts
 9. Go-carts
 10. Roller skates
 11. Rollerblades
 12. Heelys
 - Players will not use any form of laser pointers while participating in the game.
 - Players will show respect to players, non-players, staff, and administrators.
 - Players will not enter any construction site.
 - Any player in a car is considered out of play.

Section 2, Rules for Human Players

- Upon being tagged by a zombie, as defined in section 5 of this document, a human player will surrender their HVZ identification wristband which contains their valid tag information to the tagging zombie player.
- In cases of multiple-tag disputes, the tagged human will have the final on which zombie player tagged first.
- Human players will aim and/or blast their blasters only at other players.
- Human players will not aim and/or blast their blasters at the head of any player.
- Human players will not use non-players as any form of a human shield.
- Human players will use only commercially available foam blasters or clean socks to stun zombie players.
- Human players will not have a foam blaster which has had its external components modified. This includes modifying the color of the gun.
- Human players will not blast any item from a foam blaster other than a foam projectile.
- Human players will always wear their HVZ Identification bandana on their heads while in play. The bandana will be unobstructed from view. The bandana will be at least two inches tall on the head and visible while being worn.
- Human players will not intentionally follow stunned zombies.
- The virus has a one (1) hour incubation period. A human player will remain human for this length of time before immediately turning into a zombie. Alerting others of your condition is purely optional.
- Human players will not remove their bandanas while outside solely since they are carrying a laptop computing device.
- Human players will not communicate with treasonous zombie players to gain information regarding zombie locations, objectives, or strategies.
- Human players will not divulge information regarding human locations, objectives, or strategies to zombie players.
- Upon exiting an automobile, a human gets a limited 15-foot safe zone. This safe zone becomes null and void upon the human exiting the 15-foot radius. There is no safe zone while approaching an automobile.

- When a human is within 15 feet of a public access door or under a covered awning (as defined in Section 5), the human player is in a safe zone, (also defined in section 5). Humans are not allowed to shoot zombies from inside the safe zone / Humans are not allowed to shoot from the safe zone to an area that is not inside a safe zone
- Human players will not throw their blasters.
- Human players will be considered inside and out of play if they have any body part inside of any building.
 - This means that a human player with a body part in a building cannot be tagged by a zombie and the human player cannot use their blasters or socks to stun zombies.

Section 3, Rules for zombie players.

- Zombie players will always wear their bandana upon their arm when they are playing. The bandana must be unobstructed from view from any direction.
- A zombie player, who is outside and who puts on his or her bandana must wait for 30 seconds before they can tag human players. During these 30 seconds, the zombie player will be vulnerable to being stunned by human players.
- A zombie player who tags a human will ask the human to surrender their HVZ Identification wristband which contains the tagging information. The zombie player will promptly use the website to record the tag. The zombie player will surrender their player identification number if prompted by the human player that they tagged.
- Unless defined as allowed in the mission information, a zombie player will not move, disguise, or obstruct any human objective.
- Upon being struck by a clean sock thrown by a human player or a foam dart shot from a valid blaster, the struck zombie player must go to a safe area for 90 seconds to revive.
- A zombie player will not follow a human player going inside or while inside of a building for the purpose of tagging or annoying them.
- A zombie player who has been stunned will not follow human players.
- A zombie player who has been stunned will not report any game relevant information to any players or non-players. This includes yelling, "Human."
- Zombie players will not communicate with treasonous human players to gain information regarding human locations, objectives, or strategies.
- Zombie players will not divulge information regarding zombie locations, objectives, or strategies to human players.
- Zombie players will not attempt to tag humans inside safe zones.
- Zombie players will not interact with any foam darts or socks except for the explicit purpose of returning the darts intact to the human players.

Section 4, Rules regarding missions:

- Missions will be communicated to you each day.
- No player shall give mission information to the opposing team at the start of a mission
- A player MAY use previous knowledge of a mission if they are tagged mid-mission BUT MAY NOT communicate this information to other players.
- No player shall use any form of vehicle to affect the progress of a mission.

Section 5, General Information:

- HVZ Identification Bandana
 - All players must use a bandana to denote participation in the game, which will be supplied to you during the safety meeting.
- Public Access Door -A public access door is any door on a campus building which is:
 - Unlocked,
 - Can be opened by an individual who does not attend or work at KSU.
- Tag:
 - A tag is a firm touch on an appropriate part of the body by a zombie player on a human player.
 - Tags must be made outside of buildings, automobiles, or safe zones.
 - Tags do not count if either player is inactive, disqualified, or banned.
- Safe Zone:
 - A safe zone is an area in which human players may exist and not be tagged by Zombie players. Zombie players may not tag a human player within the confines of the safe zone. Human players are not able to shoot out from the safe zone

Section 6, Eligibility and Removal from Game

Only current Kennesaw State University Residential Students are eligible to participate in Humans v. Zombies unless they receive permission from the Assistant Director of Residence Life, Marietta. To remain eligible, students must abide by the rules and guidelines listed above or communicated by an HVZ Staff (i.e. verbal, email, or other communication or posts). HVZ staff can remove players from the game for the following reasons:

- Disregarding HRL and Campus policies including the Student Code of Conduct and HRL Residential Handbook.
- Breaking any local, state or federal laws or regulations
- Disregarding the Official HVZ Rules and Guidelines or instructions from an HVZ Staff Member
- Abusing or misusing the Humans v. Zombies events, objectives, promotion or signage, privileges (i.e. misuse of Nerf gun), or engaging or encouraging others to engage in activities that would disrupt the operation of HVZ throughout the week.

If removed from the game, students are not allowed to participate in any remaining events or objectives and will not be allowed to receive any points for objectives (this includes team points)