

# University of Chicago Humans vs Zombies

Website: <https://www.uchicagohvz.org/>

Facebook: <https://www.facebook.com/UChicagoHvZ/>

Instagram: <https://www.instagram.com/uchicagohvz/>

Discord: <https://discord.gg/EOB4Mn3>

Minecraft IP / Version #: `uchvz.apexmc.co` / 1.16.3

## How the Game Works

Humans vs Zombies is similar to a game of tag, but with blasters and socks. It is a weeklong game in the fall and winter, and a one day game in the spring. Zombies kill humans by tagging them and humans can stun zombies with Nerf ammo or socks. All players must wear their game bandanna for the duration of the game

This game works largely off the honor system. The moderators are unable to look over the players' shoulders every second of the game, and we should not need to. If there were a ton of moderator interference, the game would no longer be fun. As a general rule, **don't be a dick**. Try to avoid styles of play that ruin the experience for other human and zombie players. **Also, don't be a dumbass**. Don't do things that put your safety as well as the safety of other players in jeopardy. We are not liable for any player versus player or player versus environment injuries. As the mods like to say, if you die in real life, you die in the game.

This year, the game will be held on Minecraft. Unlike how the game is normally held, players will need to find loot chests around campus in order to get ammo/weapons to fend off zombies. The campus map corners are approximately Ellis and 59<sup>th</sup>, Ellis and 56<sup>th</sup>, University and 59<sup>th</sup>, and University and 56<sup>th</sup>. Please restrict gameplay to those areas. Additionally, only a handful of buildings will be open for you to go into. Please do not expect to be able to go into every building to hide from zombies.

**When you register for the game, please make sure that you've added your Minecraft username to your account on the website so that you're able to enter the server.**

Finally, if you would like to play the game, but you don't have Minecraft and need help with purchasing it, please reach out to one of the mods, or email us at [zombies-request@lists.uchicago.edu](mailto:zombies-request@lists.uchicago.edu).

## GAME MODERATORS

If you have any questions or concerns, please contact the game moderators at [zombies-requests@lists.uchicago.edu](mailto:zombies-requests@lists.uchicago.edu) or reaching out to any of the moderators on the UChicago Humans vs Zombies Discord server.

Please contact us if there is an emergency, health concern, kill dispute, or if you have a problem that cannot be easily resolved. We're here to help; that's our job.

Additionally, if you don't understand something in the rules and want an explanation, please contact one of the moderators.

## REGISTRATION

Registration for a game can be done at <http://uchicagohvz.org/>. Registration will open Monday morning (10/12/20) at 8AM for players to input their Minecraft usernames.

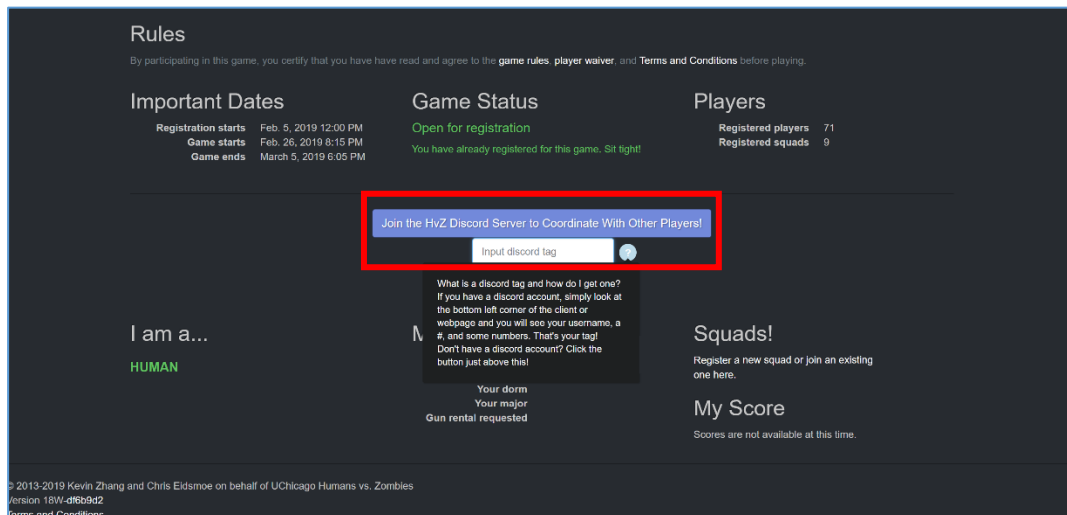
## COMMUNICATION

The official means of communication for Humans vs Zombies is via the listhost emails as well as messages in the Discord server in the #announcements channel.

**The official email listhost is [zombies@lists.uchicago.edu](mailto:zombies@lists.uchicago.edu), which is where all official announcement will be sent from [HvZModSquad@gmail.com](mailto:HvZModSquad@gmail.com). Players cannot send emails over this listhost.**

**Players cannot be unsubscribed from the listhost while the game is in session. If you are not receiving emails from the listhost, please contact the moderators.**

The Discord server can be used for communication between players. Players can register their discord tag on the website to gain a human/zombie role from the bot, Schrodinger.



Within the Discord server, the Human Radio channels will only be accessible to those with the Human role and the Zombie Radio channels only be accessible to those with the Zombie roles. The Mods have access to all of the #ask-the-mods channels, so feel free to direct questions to those channels.

## BASIC MECHANICS

Humans shoot zombies and zombies tag humans.

Once killed, you will automatically become a zombie, and that will be logged on our website.

When a human shoots a zombie, the zombie is stunned for twenty seconds. Stunned zombies become non-players and cannot tag humans for those twenty seconds.

## EQUIPMENT

Throughout the map, there will be three types of chests for humans to loot. Once looted, the chest will take **24hrs** to respawn the material inside. The three types of chests are:

- Common:
- Rare:
- Very Rare:

These chests are hidden around the play area, and will help you survive the zombie apocalypse.

## **MISSIONS**

Each day, we will issue missions over the listhost, but participation is completely voluntary. Details will be sent out earlier in the day of each planned mission.

Missions may feature temporary rule modifications, for example a temporary change in the zombie respawn timer. These last only until the end of the mission unless otherwise specified by the moderator who explains the mission. Some missions also involve temporary safe zones, which exist for no longer than the moderators explain them to last.

Humans and zombies alike can earn points from mission participation, so we hope to see all of you there!