



HUMANS Vs. ZOMBIES: THE RULES



HUMAN RULES:

1. Each human will start the game with a life card (which he or she must surrender if turned by a zombie).
2. Zombies can only be shot in the arms, legs, or torso. **NO HEADSHOTS.**
3. If you shoot someone in the head (accidentally or otherwise), there will be consequences:
First Headshot = 5 minute penalty at the front desk
Second Headshot = ejection from the game
Moral of the story: **AIM CAREFULLY.**
4. If a human is “turned” he or she must go to the front desk, holding their hands in the air to show that they are dead. A turned human must also give their “life card” to the zombie that turned them.
5. At the desk, turned humans will hand over their weapon and receive their zombie bandana.
6. At the end of the game, the last human standing will receive a prize.

ZOMBIE RULES:

1. A zombie must two-hand touch a human in order to “turn” them.
2. Zombies may hunt alone or in groups of up to five. If more than five zombies are in a group, they get confused and turn on each other.
3. Zombie bandanas must be worn at all times. No taking them off and “pretending” to be human.
4. Zombies who are shot in the arm, leg, or torso must sit out for 2 minutes at the front desk before returning to the game. Hands must be held in the air while walking to the desk to show that they are “dead.”
5. Newly turned zombies must wait 2 minutes before returning to the game.
6. Zombies must take the life card of any human they turn. At the end of the game, the zombie with the most life cards will receive a prize.

GENERAL RULES:

1. Bathrooms, the hallway they are in, the meeting room, and the front desk are Safe Zones. No shots may be fired. No humans may be turned.
2. Blocking the stairs or “guarding” the Safe Zones is not allowed. No standing within five feet of these areas.
3. No “hiding” in Safe Zones to keep from getting turned or shot. You will automatically be disqualified.
4. **NO RUNNING ON THE STAIRS.**
5. **NO USING THE ELEVATOR.**
6. **NO HIDING IN THE UPSTAIRS COMPUTER LAB.**
7. Library Staff have the final word in all disagreements. Arguing with a Staff Member will get you ejected from the game.

IF YOU BRING YOUR OWN NERF GUN, MAKE SURE YOUR NAME IS ON IT! NO MODS ALLOWED!