

How to Zombie Guide

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1.0 Game Terms

1.1 “STOP THE GAME”, this is our safety call. When someone says this, EVERYONE MUST stop, until the problem has been fixed

1.2 “Out of Character” When someone puts a fist on top of their head, it means they are Out of Character. This is a way to communicate that you are temporarily out of the game. Players may use this at times, and our zombies can use it SPARINGLY if they need to get from place to place.

1.3 Zombie Hive: the zombie central command, where zombies should go to link up with hordes and location of our First aid center.

2.0 Costumes

2.1 Costumes: Zombies are expected to arrive in raggedy street clothes. These can be old clothes or ones purchased from a thrift store. Tearing, cutting holes, and staining the clothes with dirt, coffee (to simulate dirt), and fake blood is encouraged.

2.2 Make-up: players make-up will be provided by our make-up artists on site. If you wish to do your own make-up please contact us ahead of time to ensure it fits with our game. Players who wish to wear a mask instead of make-up should also contact us prior to the game.

2.3 Prohibited Costumes: While we welcome themed zombies such as clowns, chefs, etc volunteers are not to dress as any creatures other than zombies. This is a zombie apocalypse and adding in other creatures detracts from that theme and adds confusion for survivor players.

3.0 Behavior

3.1 Hordes: in our game zombies travel in hordes, groups of a dozen or so led by a horde leader. All zombies in the horde need to follow the direction of the horde leader. Any issues or concerns you have should be brought to your horde leader.

3.2 Speed: our zombies are slow and dumb, you can move UP TO a light jog speed but NO faster. NEVER SPRINT!

3.3 Movements: Your movements should be awkward and jerky, we encourage twitching, bending your limbs at awkward angles, and picking a 'dead weight' part of your body which you drag or let hang limply.

3.4 Sound: our zombies do not speak, but they do moan, growl, and hiss. Make some noise when you're chasing players to help build atmosphere and especially when hit!

3.5 Intelligence: Players can easily outsmart you. Keep in mind, you cannot climb and you cannot open doors other than by pushing into them. If you find yourself 'trapped' in a room, wait until players have seemed to leave the area, then open it and stumble your way out.

3.6 Remember, this is a game, Your primary goal, is to see the players have a great time. NOT to try and kill all players. We want everyone to leave tonight in a good mood. So play it up!

4.0 Combat

4.0.1 Note: While similar to the combat section in the Zombie Apocalypse game rulebook this section has been rewritten to be geared towards zombies.

4.1 Basics

4.1.1 Live Action Combat: In this game all combat is live action, this means it will be conducted using foam weapons and rely on participants real world abilities to strike opponents.

4.1.2 Light Contact: This is a light contact game meaning that all strikes should contain minimal force.

4.1.3 Safety: All combat should be conducted in a controlled manner with consideration for the player or NPC you are engaging. For full safety rules please review our safety rulebook.

4.1.4 Safety Equipment: No safety equipment is required for play however we do recommend players wear eye and face protection as accidents can happen.

4.1.5 Illegal Hit Zones: the face, neck, and groin are all illegal targets for a hit.

4.1.6 Illegal Hit: an illegal hit is one that strikes too hard or hits one of the illegal hit zones. If you are struck with an illegal hit please call it out, you may disregard this hit taking no damage and step OOC for a few moments if necessary. Report this behaviour to your horde leader if it continues.

4.1.7 Hit: A strike that safely and successfully hits another player, dealing in game damage. Survivor players may only deal damage with safe approved weapons but

zombies may strike with their hands. This MUST be an open palmed hit, no harder than a pat on the back.

4.1.8 Hit Call: A number called out when striking another player which represents how much damage is being dealt. A hit should be accompanied by a hit call stating how much damage is dealt.

4.1.9 Damage: in game injuries, every time a player is hit they should be roleplaying the damage they take. This involved physically reaction to the hit as well as grunting or crying out in pain.

4.1.10 Hitpoints: The amount of damage a survivor, NPC, or Zombie can take before dying is their hitpoints. Hitpoints are global meaning every time you are hit, regardless of where, deduct the hit call associated with the strike from your overall hitpoints. If you did not hear the hit call deduct 1 point of damage.

4.1.11 Death: Zombies die at 0 hitpoints. Upon death you must fall to the ground, or if it is unsafe to do so crouch down so that it is evident you are no longer alive. Remain on the ground until your horde leader calls a respawn.

4.1.12 Hand to Hand/Grabbling: Players are not allowed to use any hand to hand combat including pushing, grabbing, hitting, tripping, or kicking. Tackling, jumping on, and grabbling others is also not permitted.

4.1.13 No Machine Gunning: A term that refers to rapidly calling damage while striking repeatedly using only quick wrist flicks. All hits require a full swing of the arm, at a rate of approximately 1 hit per second.

4.2 Special Terms

4.2.1 Respawn: when respawn is called all dead zombies in the area may get back up and return to life. Only a horde leader may call a respawn and this will usually only happen after a group of players have just moved on.

4.2.2 Explode: A call of explode is used primarily when one fires a rocket or throws a grenade. All survivors and zombies within a radius of 1 meter from the source of the explosion are reduced to 0 hitpoints and rendered unconscious. Players or NPC's who are effected by exploding objects should hurl themselves about as if an actual explosion went off.

4.2.3 Loot: After you kill a zombie players will want to search them for in-game items. To do so they will place a hand on the fallen zombie and call "loot." If you are dead and someone calls this on you then you are to hand them whatever in game items you have on you.

4.3 Infection

4.3.1 Infect: To infect a player a zombie must tag them with a two-hand touch and call out "infect". It takes 30 minutes for a living player to die from infection. If they are infected again 5 minutes will automatically be dropped form this time.

4.3.2 Armor Vs Infection: armor prevents infection on the areas it covers allowing players to ignore your infect call if one or both hands are on an armored location. If the armor is destroyed by damage it no longer protects the area.

4.4 Aggression

4.4.1 Never strike a player with any force

4.4.2 Do not actually bite a player.

4.4.3 Do not jump on top of players or knock them down.

4.4.4 Never physically restrain a player.

4.4.5 Remember, this is a game, we want everyone to have fun.

4.4.6 Zombies should also avoid repeatedly harassing the same players, after you've been killed once by a player, move on to another group before returning.