

Mall Mutation Madness: Hardcore II (Saturday 19 October 2019)

Welcome to the second annual MALL MUTATION MADNESS: HARDCORE! hosted by the FRAG Society! This is the 8th HARDCORE event and is biggest and most intense iteration yet!

There are several reasons you do not want to miss out on the one-of-a-kind zombie blaster tag action of MALL MUTATION MADNESS: HARDCORE (M3:H):

-Venue! - The event will be held AFTER-HOURS inside the darkened and empty Mid Rivers Mall in St. Peters, MO. No other location offers an experience quite like the EERIE and CAVERNOUS confines of an indoor shopping center!

-Mutation! - Zombies swap and UPGRADE gear with every tag and assist! Foam equipment is used to make zombies more TACTICALLY FLEXIBLE by increasing their ability to TAG or decreasing their chances of being stunned!

-Hardcore! - This is a game of zombie tag taken to EXTREMES! The game is designed to be ACTION-PACKED, to be COMPETITIVE, and to require players to COORDINATE and COOPERATE with their teams. Players must earn EXPERIENCE through conflict and action to unlock better gear and better defend themselves, while dealing with persistent AMMO LOSS. This is Humans Vs Zombies on the HARDEST DIFFICULTY SETTING!

Sounds fun, right? Interested in knowing more? Here are some common questions about the game:

WHO IS ALLOWED TO PLAY?

Any person can play this game, but for liability reasons, there are some limitations for players under the age of 18 years old. Players 12-17 must have a parent sign a liability waiver hard copy and have a guardian (over 18) at the venue (in the food court or on the field) during the time of play. Players 12 years and under must have a parent sign the liability waiver hard copy AND have a guardian (over 18) at their side at all times during play. Nobody under 12 years old is to be on the field without a guardian at any point during play. Players 18 and older must sign a waiver as well, but have no restrictions on the playing field beyond standard game rules.

WHAT IS NEEDED TO PLAY?

Players NEED only a few MANDATORY items to be able to play M3:H.

-One RED and one BLUE bandanna for team assignment

-Safety Glasses/Eye Protection rated for construction or high-impact sports (regular glasses will not be allowed as eye protection!)

-Shoes with non-marking soles (most athletic and running shoes work best, no spikes!)

Additionally, players can (and should!) bring any of the following to enhance their game play experience:

- Foam dart BLASTERS of various classes (details and restrictions below in the human gear section)
- Darts and AMMO
- Rolled SOCKS (limitations and specifications below in the human gear section)
- Bags, harnesses, rigging, and tactical GEAR
- Knee and elbow PADS (soft exterior, like volleyball kneepads or non-marking rigid pads)

Most gear will be kept out of the playing area and in the food court during the game. It should be easily accessible for quick access as needed during game progression, but kept tidy and be picked up easily. It is a good idea to pack your things into a couple of BOX TOTES or DUFFLE BAGS and have them clearly labeled with your name! There is security present during the event, but they are not assigned to be watching the gear storage, so it's a good idea to keep things locked up and out of sight if you bring anything valuable!

WHAT KIND OF GAME CAN I EXPECT AT M3:H?

Mutation: Hardcore has developed a style of gameplay completely unique from any other zombie blaster tag game or Humans vs Zombies experience, while still retaining most of the core elements that form the foundations of those games. It is a very high-intensity game with flurries of light to medium contact, little down-time, and relentless in-game progression and team skirmishing. It is commonplace to see players slide in and out of cover as one would in arena based blaster games. Most players get very sweaty and play very hard but always with smiles and great enthusiasm.

There are a lot of upgrades, gear choices, and accessories for players on all teams. Each object carries with it a set of rules, but their interactions on the field are very simple, tangible, and easily deduced by observation or quick instruction. Since players on all teams must earn the ability to use their bigger and better toys through the game, upgrades are awarded based on skill and actions performed during the game, and a steady power creep keeps any one side from being too powerful at the beginning. There are more steps in this game than a standard game of Humans vs Zombies, but after a couple of repetitions of the process, it becomes second nature just like any other game.

The environment is dark and the mood of the game is scarier than a lot of other zombie tag games. Yells echo up and down the corridors, players jump out from dark shadows, and similar looking environments in the dark disorient players. Consider this a FORMAL WARNING for those sensitive to and easily affected by atmospheric gameplay conditions.

HOW MUCH ARE TICKETS AND WHEN/WHERE CAN I GET THEM?

Tickets will be available through EventBrite and linked to the event on Facebook. Last year players were able to buy tickets through the link on the FB event page as well as the event on the EventBrite page and should be able to do the same thing this year. Tickets will go on sale in the next few days and should be up NO LATER than September 20th.

Tickets this year will cost \$35 plus the eventbrite fee (which I think is around \$1.60ish). This is a bit of a climb in price from last year, but we must limit player attendance to only 160 total players due to space and logistical concerns. This is the price at which the event reaches zero sum at 100% attendance. That's right, this is a non-profit game/event and all ticket sales go back to paying for the venue, insurance, and logistical costs for moving equipment to and from the event!

I'm going to level with you. Last year there were just under 120 players. This year there seems to be more interest and it's reaching much farther than I expected and because of that the game could very possibly sell out. To minimize the risk of missing the ticket sales launch, trying to buy tickets after they've sold out, and not being able to attend the event, I'll post a ticket sales launch countdown on the event page and make sure everyone has the best chance to buy tickets they can. But, once 160 tickets are sold, they're gone and I can't add more. Buy them early, like the FRAG Society FB group page, and turn your event notifications on so you can get fair warning!

WHAT SHOULD I DO TO PREP FOR THE GAME?

Play with your blasters! Pick your few favorites in the classes listed in the gear section and make sure they're working like you want them to. Play games of HvZ at your school and with friends in parks on the weekends. Have fun and get used to your blaster functions and your skill tolerances. Everything should be running like clockwork to have the most fun at the event! Go running! Stretch and flex and do light aerobic workouts leading up to the game. Many players always regret not doing a couple of weeks of cardio prior to the game and missing out on some fun because they were too winded to participate!

WHAT SHOULD I NOT DO BEFORE THE GAME?

Don't spend a lot of time modding and customizing a blaster and bring it to M3:H untested! I've seen so many new blasters come to Hardcore events that were firing too hot (too fast) or made it a magazine and a half into the game before self destructing and getting a player tagged. M3:H is a six hour game. Getting tagged in the first 20 minutes because of a blaster implosion isn't the best way to have fun (unless you just wanted to be a zombie that much!). Run your most reliable blasters and familiar gear (as made available in the game) to increase your enjoyment!

Don't bring a huge ego and come to dominate! While this is meant to be an elite-type of game with some of the hardest challenges offered, this is not a competition for squad supremacy! All players of all ages will eventually be tagged and more than likely, the zombies will secure another inevitable victory. The game is designed this way and if you get tagged, the game is going as it is planned. If there is a total player wipe early or before an endgame is reached, we'll reset the game and return to play! This means that a fun and engaging experience takes priority over survival and should spur mission attempts and player interaction. Turtling and hiding are good ways to miss out. Remain humble, take referee calls without arguing, and keep attitudes in check. Play hard and enjoy yourself, but not at the expense of the players around

you!

IT'S SATURDAY OCTOBER 19TH. WHAT DO I DO AND WHERE DO I GO?

Arrive with your playing gear at Mid Rivers Mall in St. Peters, MO 63376 and park in the lot between the movie theater and JCPenny (South/SouthEast Lot). The entrance in the corner is the main entrance and is the door that's closest to the food court. Our registration table will be set up in the food court and should be your first stop before outfitting yourself for the game. The game will begin as close to 10p as humanly possible, but there may be some delays due to straggling mall patrons and employees. Registration will open up at 8p, but we don't mind you arriving a little bit earlier than that and socializing in the food court as long you are not disrupting the other patrons and creating blockages to businesses. There will be no food or drink for sale during the game, so make sure you eat a solid meal before arriving or at the food court when you do. Drinks and snacks are allowed in the food court during the course of the game, but should be stored and kept packed during mall business hours.

WHAT STEPS ARE IN THE REGISTRATION PROCESS?

- Present proof of ticket purchase (phone access or printed ticket)
- Sign the Liability Waiver (or parent sign if under 18 years old)
- Be given game ID card and name tag
- Be assigned to Red team, Blue team, or volunteer to start on the zombie team.
- Safety check for safety glasses and blaster inspection for modded or custom blasters

With your remaining downtime before the mission briefing, ask the staff questions about the game or rules clarifications, re-read the rules and restrictions, socialize with your friends, introduce yourself to others, gear up, and talk strategy!

I'M A HUMAN PLAYER ON RED OR BLUE TEAM AND GEARING UP FOR THE GAME. HOW DO I OUTFIT MYSELF FOR PLAY?

You start the game on a human team with a PLAYER LEVEL of 1. This affects how much gear you can carry onto the field as you can only carry gear worth a number of LOAD POINTS (LP) equal to your PLAYER LEVEL. 1 LOAD POINT for game start means you can start with any one of the following items:

- A 1 LP blaster (classification in the human gear section)
- A 1 LP foam blade
- An ammo bag or carrying case
- A 1 LP small shield
- Medic Lvl 1 skill
- Engineer Lvl 1 skill

Of course, rolled socks and ammo don't count towards LOAD POINTS and can be carried for defense so players can choose special skill classes and get them out onto the field as soon as possible!

Make sure these other items are on your person and being used in addition to your player gear:

- Your NAME TAG is on your chest and visible
- Your ID CARD is easily accessible in a pocket or closed pouch
- Your SAFETY GLASSES are on and protecting your eyes!
- Your BANDANNA is correctly matched to your color team (RED or BLUE) and tied visibly around your upper arm between your elbow and your shoulder!
- You have 1 starting player XP TOKEN that matches your team color (to be dropped when tagged by a zombie or human from the other team)

I'M A ZOMBIE PLAYER AND GEARING UP FOR THE GAME. WHAT DO I NEED?

Outfitting for zombie play is a bit easier. Make sure you have the following items:

- Your NAME TAG is on your chest and visible
- Your SAFETY GLASSES are on and protecting your eyes!
- Your BANDANNA is on your forehead and tied so that it can be pulled down to your neck quickly and replaced back up to your forehead without the need for tying/untying every time.
- You have 1 starting player XP TOKEN that matches the zombie team (to be dropped when stunned by human players)

IT'S 10PM AND WE'RE STARTING THE GAME! WHAT SHOULD I EXPECT?

Expect a short and quick MISSION BRIEFING explaining the setting, the scenario, and basic objectives of game play. All players are expected to have read, re-read, and be familiar with the rules by the time of the briefing, but a brief OVERVIEW of RULES of play and expected player CONDUCT may be given. There will not be time for answering questions! A station will be set up near the registration area so players can ask questions and get clarifications on rules after registering and before briefing. Once the introductory briefing is concluded, players will be split up into their teams and led to their starting points. There will be a game start countdown and players will be released on the whistle!

THE GAME HAS STARTED! IN WHAT AREAS OF THE MALL CAN I PLAY?

The playing field is limited to the FIRST FLOOR COMMON AREAS of the mall. At no time should players enter the service hallways and back access areas of the mall. Players may not climb into kiosks or open-style stores in the mall common space. Everywhere else in the common area is a fair play zone where tags and combat can take place; however, due to the alarm systems of some stores being rather sensitive, some alcoves and entry areas may be blocked off from play. There are NO SAFE ZONES in the playing field. The food court is a non-play area for every team and will be where players remove themselves from play to sit out, catch their breath, upgrade and change gear, or transfer teams, BUT CANNOT BE USED FOR RETREAT or safety from tags.

There will be a lot of terrain and cover in the playing field. Most of this will be mall fixtures, furniture, plants, and other decor. Anything that looks like it belongs in the mall during normal business hours is not to be moved from its place, damaged, or touched for game purposes. Mall furniture can be used for cover, but don't climb on top of or jump over these objects. If you

knock over anything in or around a KIOSK, freeze and call for a REFEREE and the game will be paused while the situation is assessed. BOXES, CARDBOARD BARRICADES, and pop-up cover set up in the mall can be moved during the course of the game, but ONLY by players that have unlocked that ability with the appropriate upgrade (Engineer for humans and Wrecker for zombies). If you knock over any cover that has been set up for the game, you will be penalized as 'stunned' or 'wounded' while you replace the cover as it should stand. If you are tagged while rebuilding the structure, the tag will be treated as legitimate and final, so be sure not to knock over the cover!

WHAT KIND OF GAMEPLAY IS ALLOWED? WHAT IS MY CODE OF CONDUCT?

-EYE PROTECTION is mandatory at all times on the playing field. Do not remove safety glasses during play.

-HEADSHOTS are permitted as a viable target for tags, stuns, and wounds, but the HEAD SHOULD NOT BE PURPOSEFULLY AIMED FOR. Try your best to avoid using the head as a target and apologize in the event that the head is hit. If you are hit in the head, chances are you had your head as the only exposed target out of cover, or you ducked low as someone fired towards your chest. Keep in mind, accidents happen and if you keep getting shot in the head, the likelihood is that you are doing something that puts your head in the line of fire and should be avoided. If you suspect someone is INTENTIONALLY AIMING AT THE FACE OR HEAD, notify a referee immediately!

-No use of EXCESSIVE FORCE when tagging or swinging foam weapons. This is a game of tag, and a quick tap is all that's needed. Speed is allowed, but don't swing with power. Always swing with control and never wildly or blindly.

-FOAM EDGED weapons are the only things that should be used for melee and tagging. All cardboard and plastic surfaces of items are not to be used for tagging or other melee!

-PLAY FAIR, FOLLOW THE RULES, and RESPECT ALL PLAYERS, regardless of age, skill, or ability. Remember, this is not the game to prove superiority or have fun at the expense of others!

-SLIDING is allowed, but only when controlled. There is to be NO UNCONTROLLED MOMENTUM! This includes running into walls, other players, sliding into cover, or sliding into legs. No jumping off or over furniture!

-Players are RESPONSIBLE for any and all damage they cause! Repairing drywall or windows is VERY EXPENSIVE, as we found out last year. You will be held accountable for any damage you cause and the video cameras used for surveillance will verify culprits if nobody admits to damages. If you feel you can't afford to pay for repairs, then play in a manner that doesn't put you at risk!

-Always make sure you have the appropriate tools for the game on your person! Carry your XP TOKENS to drop when needed. These are integral to the experience progression process!

-There are no players favored in the event of TIED actions. The effects of both actions are followed through and it is treated as SIMULTANEOUS. This means that a human can stun a zombie and still get tagged at the same time. Do your best to shoot early and cleanly to avoid possible conflicts. Wounds and tags will not be waived and ignored just because a stun happened at the same time! If you are hit by a weapon or tagged, then take your WOUND!

-Listen for WHISTLES! Long whistles start or stop gameplay for everyone. Short whistles are accompanied by direction and calls from the refs! Follow the REFEREES directions on the field!

I KNOW WHERE TO PLAY AND HOW TO ACT. NOW WHAT DO I DO AS A HUMAN?

Your objective as a human player is to survive and eliminate the other player teams from the game. Your human team will win if it removes the other human team and zombie team from the game. At the beginning of the game, this act is impossible because both humans and zombies can respawn and come back into play after being stunned or wounded and executed. You and your team will need to explore the playing field, find and complete objectives by performing the described tasks, and try to accomplish all listed goals in order to remove your opponents' ability to respawn back into the game. If you survive long enough to keep your opponents from coming back, then the task becomes eradication as you and your teammates will hunt down and eliminate the last remaining players in the endgame. When players on only one team are all that remain active on the field, the game is over and the last team standing is declared the victor. Move fast and try to complete your objectives quickly because your opponents are trying to do the same and eliminate you! If multiple teams reach the endgame at the same time, then it becomes a single elimination deathmatch with the last team standing taking the victory!

There will be several objectives listed in a queue at your starting point/respawn. Most of these will be objectives necessary to activate the endgame, but some objectives will be completed to pursue better gear and equipment that your team can use to improve its combat ability and fighting strength. Some objectives will be sequential and not available until others have been completed. Collaborate with your team to figure out which objectives you should prioritize and in what order. There will also be several hidden files and logs that will help you uncover what happened (story-wise) at this venue that led to its current state of being. Most of these will be pure immersion and back-story while others may provide more useful information and clues as to how to solve puzzles and complete objectives more easily! Explore and conquer!

I'VE FOUND SOME OBJECTIVES ON THE FIELD. WHAT SHOULD I DO WITH THEM?

First, check the color of the objective. Does it match your team's color? Blue team will be handling COOL color objectives (green, blue, purple). Red team will be handling WARM color objectives (yellow, orange, red). If it doesn't match your team's color, don't touch it. A player should never interact with an objective that doesn't match their team! Next, do you know what the objective does or where it goes? If the answer to either of those is no, you should probably leave it and communicate with your team as to what to do with it and when.

THERE ARE SOME LOCKED BOX OBJECTIVES. CAN I MOVE THE BOX AND HANG ONTO IT FOR LATER?

No. Locked boxes must stay where the box is at. Once the box is opened, the contents can be removed, but the box must remain in place.

HOW MANY OBJECTIVE ITEMS CAN I CARRY AT ONE TIME?

You may carry one objective item per hand or one item with both hands. You may never carry more than two objective items at a time. You may fire blasters and run with objectives (unless otherwise noted) provided the blaster can be fired one handed. Objective items may never be placed in bags or stuck somewhere on your person and must always occupy at least one hand. They may be handed off to teammates or placed on the ground, but never thrown or tossed. They cannot be handed off if you are wounded and if you are TURNED by a zombie or EXECUTED by the other team while holding an objective item, it must be placed on the ground before you walk away to respawn or change teams.

I FEEL UNDER-EQUIPPED AT PLAYER LEVEL 1. HOW DO I INCREASE MY PLAYER LEVEL AND ACQUIRE MORE LOAD POINTS TO CARRY MORE GEAR?

When you encounter humans on the other team and zombie players, you have the chance to shoot them with your blaster, hit them with socks, or strike them with a foam blade. Any time you do this to a zombie player, they will be STUNNED. A stunned zombie will drop an XP TOKEN, pick up a piece of ammo from the play field, and leave the field to go respawn. If you shoot a human player, they will take a knee and enter a WOUNDED state. They are immobile and cannot defend themselves. If you are able to get close enough to TAG with your hand or MELEE with a foam weapon the WOUNDED human, you have successfully EXECUTED that player. They will drop their XP TOKEN and remove themselves to their starting point to respawn back into the game.

Go grab that XP TOKEN! If you collect enough XP TOKENS that are a different color than your team color, you can trade them in at the armory and increase your PLAYER LEVEL. The number of LOAD POINTS you can carry as a player are equal to your PLAYER LEVEL. Keep battling zombies and humans on the other team to collect more XP TOKENS, trade them in, and keep leveling up! The max PLAYER LEVEL any player can reach is LEVEL 5. This means that a player will never be allowed to take more than 5 LOAD POINTS worth of equipment and gear onto the field at one time.

I'VE ENCOUNTERED MY HUMAN OPPONENTS! WHAT NOW?

Defend yourself by shooting your blaster, striking with foam blades, or throwing balled socks! Your opponents will be trying to do the same to you! Take cover and move quickly to avoid being shot! If you are SHOT, you have been WOUNDED. This means you must take a knee and cannot move or shoot. Act as if the knee on the ground is glued there. You are a stationary target. Raise a hand over your head to signal you are wounded to prevent from being perceived as a crouching active player and most likely repeatedly shot. Your only action available to you is to call for help and hope a MEDIC from your team can TAG you on the shoulder. If they get to you and perform this action, you may stand up from that spot and return to active gameplay with no penalty. Any time you are hit by a dart round, thrown sock, or struck with a melee weapon, you must always become WOUNDED and take a knee at the point of contact, even if you just stood back up into active play and were immediately shot again!

Oh no, your team couldn't reach you and a human on the opposing team TAGGED you on the shoulder while you were wounded. This tag can be from a melee weapon or with a hand. You have now been EXECUTED by your opponent. You must drop your XP TOKEN on the ground where you were tagged and retreat to your base. You are out of play until you collect another XP TOKEN and tag in. This is the process of respawning. You may respawn an unlimited number of times whenever human opponents execute you.

I'VE ENCOUNTERED ZOMBIE PLAYERS! WHAT NOW?

Don't let zombies tag you! Shoot darts, throw socks, and strike with foam weapons to STUN zombies and momentarily remove their active threat! If you do get tagged by a zombie (and you eventually will), enter the WOUNDED state and take your knee! Shout for help and hope a team MEDIC can tag you before another zombie does! If a second zombie (not the one who WOUNDED you) tags you, you have been TURNED and your time as a human player is over. Hand your ID CARD over to the zombie that tagged you and drop your XP TOKEN on the ground. Go back to the food court and remove your human playing gear and return any equipment that might have come from the armory. Hand over any XP TOKENS you earned while as a human player. Take off your bandanna from your arm and put it around your forehead. Grab an XP TOKEN matching the zombie colors (green) and enter play on the ZOMBIE TEAM from their starting point!

I HAD AN OBJECTIVE IN MY HAND AND WAS WOUNDED. WHAT DO I DO WITH IT?

While wounded, you may continue to hang onto objectives and do not need to set them down. You may not toss the item to a teammate or discard it while wounded. If revived by a MEDIC, you carry on with the objective item just as if you were never interrupted. If you are EXECUTED or TURNED into a zombie while carrying an objective, you must place that objective on the ground where you were kneeling and leave it for whoever will pick it up after you leave!

A HUMAN ON THE OTHER TEAM WOUNDED ME AND A ZOMBIE TAGGED ME. AM I TURNED?

Yes. Unfortunately this opportunistic zombie has made excellent use of timing and capitalized on a human player in distress amidst chaos. This is also one of the few times where a single zombie will turn a human to their team without the aid of their teammates. Likewise, if a zombie wounds a human and a human player from the other team EXECUTES the WOUNDED player before another zombie can tag them, then that human can go respawn and has been spared turning to the zombie team. This would be a MERCY EXECUTION and deprives the zombies from gathering strength through growing numbers.

WOW. THIS GAME IS INTENSE AND I NEED A FEW MINUTES TO CATCH MY BREATH. CAN I REMOVE MYSELF FROM THE GAME?

Yes. You may remove yourself from the game at anytime for any reason (snack, rest, bathroom break, upgrade, trip to the armory, gear swap and retrofit, etc.) except for the reason of trying to avoid a tag or conflict. If you are being actively pursued, defending yourself in combat, or have been backed into a corner and cannot flee from active enemies, you may not remove yourself

from the game until the immediate situation has come to resolution. If enemies are present, but have been wounded and cannot pose an immediate threat, you may remove yourself from play before more active players arrive as reinforcements. **FIGHT YOUR WAY OUT!** Quickly stun those zombies and wound/execute your opposing team humans. Once clear, raise one or both arms (preferably your primary blaster or melee weapon arm) overhead to signal 'OUT OF PLAY.' This is a universal signal and will help you from being engaged as an active player! Make your trip to the food court in the most direct path possible while avoiding entering active skirmishes and combat zones. When returning to play, raise your hand(s) overhead and move quickly back to your starting point and enter play as if you were respawning again. Removing yourself from play is a privilege and necessary for the game to progress and for players' safety. It is NOT a teleport function and should never be used for a tactical repositioning or redeployment, especially behind enemy lines!

I'VE STARTED TURNING IN XP TOKENS AND INCREASING MY PLAYER LEVEL. WHAT ARE MY GEAR AND EQUIPMENT OPTIONS AND HOW MANY LOAD POINTS DO THEY COST?

Human gear and equipment, their descriptions of how they are used on the field, restrictions or banned items, and how many LOAD POINTS they cost are listed in the following section:

-Socks and Ammo = 0 LP. You may carry any amount of socks or ammo as you can in your pockets, small dump sacks, or attached to 'tactical' clothing. Socks may be thrown and will stun zombies and wound humans. Ammo is defined as any foam dart or ballistic projectile launched by a blaster and MAY NOT be thrown. Ammo may be recovered from the ground during play, but never recovered from the zombie respawn collection points. Ammo collected in these points is considered EXPENDED during the game and cannot be used again. It may be recovered after the game. Socks may not be taped or knotted and must be balled or rolled from only one sock. Velcro may be attached to socks, but should not cover more than half of its surface area. If you glue your velcro to your socks, please use it sparingly and do not create hard edges or surfaces with glue spots. Socks must be able to squish and compress with minor pressure. Ammo must be able to squish and compress at point of impact (dart tip). Hard plastic tip darts present a hazard to all of the glass in the mall and are considered a BANNED ITEM.

-Sock and Ammo Bags = 1 LP. You may bring backpacks, messenger bags, drawstring sacks, or similar large capacity satchels onto the playing field to carry copious amounts of socks, ammo, and/or magazines for blasters. Each bag is worth 1 LP. Contents cannot be launched or jettisoned from the bag in an attempt to stun zombies or wound humans. Socks must still be thrown with your hand and ammo must be launched from a blaster.

-Blasters = Variable LP. Blasters fling or blast ammo at targets. Rounds fired from a blaster will stun zombies and wound humans. Stock blasters require no safety inspection for this game. Customized or performance modded blasters (purely visual modification without any performance mods exempt) must be safety inspected and fire consistently under 130 FPS. They must be approved by referees before being brought onto the field for play. Variable speed

blasters must be setting-locked and cannot be adjusted during game play. Blowguns and drawstring blasters or dart launchers are BANNED ITEMS for this game due to their inconsistent or easily altered velocities. Pump primed pressure blasters must be limited to a number of pumps set by referees after testing velocity at safety inspection. Blaster LOAD POINTS are determined by the number of actions it takes to fire rounds and the ammo capacity. Their LP costs are as follows:

- 1 LP = Single Shot/Single Burst (air pressure) per Prime
- 2 LP = Semi-Automatic or 2-handed Slam-Fire
- 3 LP = Fully Automatic with an ammo capacity of 100 rounds or less
- 4 LP = Fully Automatic with an ammo capacity of greater than 100 rounds

-Blades = Variable LP. STUNS zombies and WOUNDS humans; EXECUTES wounded humans. LP costs are as follows:

- 1 LP = 1' Foam Blade (Machete)
- 2 LP = 2' Foam Blade (Short Sword)
- 3 LP = 3' Foam Blade (Long Sword)

-Flamethrower = 3 LP. Acts as a melee weapon, but with an ammo counter. Each time a zombie or human is tagged with the melee "flame spurt," an ammo notch/ring from the "fuel canister" must be taken from the flamethrower and dropped on the ground to be collected by zombies. More ammo can be acquired in the game and the flamethrower can be "refueled." There may even be a way to eliminate the need for fuel during the course of the game...

-Power Fist = 5 LP. Instant EXECUTIONS on human players and STUNS all zombies in one tag (bypassing armor flags) without any kind of wound.

-Shields = Variable LP. Blocks AMMO fired at a player and deflects melee strikes and tags. Ricochets and deflections that still hit the shield bearer still count as hits, so cover yourself well!

- 1 LP = 2 sq ft Shield (Small Shield)
- 2 LP = 4 sq ft Shield (Medium Shield)
- 3 LP = 6 sq ft Shield (Large Shield)

-Armor = Variable LP. Gives the player 2 extra abilities to make them more resilient. The first is an self-repair function that auto-heals the player when they have received a wound from a shot or a tag. The player will take a knee and hold a hand in the air like normal, but instead of calling for help and waiting for a MEDIC to heal the player, the player can count out loud, very audibly, from 1 to 10. At the end of the 10-count, the player may stand up and return to play as normal. If a MEDIC heals the armored player before they reach the end of their 10-count, the player may return to the game as normal before completion.

The second benefit from the armor upgrade is the flags that clip to and hang from the shoulder guards. These act as extra hit points and prevent a second zombie from turning the human or prevent someone from the other human team from executing the player. When an armored human is WOUNDED and on their knee and counting out loud, a second player must pull a flag

instead of going for a tag. Only one flag may be pulled by player per wounding, so they will have to make ANOTHER attempt on a SUBSEQUENT wounding if by themselves OR have a teammate pull the second flag concurrently with their pull of the first (MULTIPLE FLAGS REQUIRE MULTIPLE PLAYERS!). When a player pulls a flag, they should drop it on the spot where the pull happened. ONLY when a player has had all their flags pulled will they count as being tagged and TURNED or EXECUTED. If they have had flags pulled by both humans and zombies, the player will be EXECUTED if the LAST FLAG is pulled by a human and TURNED if the last flag is pulled by a zombie. Players may not reattach their flags, but should recover pulled flags and hang on to them. If an ENGINEER is present, the ENGINEER may reattach the flags to the shoulder guards and "repair" the armor.

2 LP = Armor Vest (Orange) - 2 Flags

3 LP = Heavy Armor (Black) - 4 Flags

-Medic = Variable LP. Allows a WOUNDED teammate to return to play on the spot.

1 LP = Lvl 1 MEDIC (White Armband) Heal teammates with a MELEE TAG

2 LP = Lvl 2 MEDIC (White Pinny) Heal teammates with a BLASTER SHOT

Shout "MED SHOT!" to denote you are healing a teammate and not just shooting them!

3 LP = Lvl 3 MEDIC (Lab Coat) HOLD a MELEE TAG on a teammate to make

Them INVULNERABLE to all shots and tags.

Shout "Adrenaline!" to denote the active effect.

The INVULNERABILITY lasts until the MEDIC is WOUNDED or the MEDIC removes the TAG from the affected player.

-Engineer = Variable LP. Repairs ARMOR and manipulates TERRAIN COVER.

1 LP = Lvl 1 ENGINEER (Yellow Armband) May repair ARMOR by reattaching FLAGS

2 LP = Lvl 2 ENGINEER (Yellow Pinny) May move BARRICADES and BARRICADE BOXES. These are marked with Yellow/Black Striped TAPE.

May only grab one BOX or BARRICADE at a time, but can move and stack them anywhere on the playing field!

3 LP = Lvl 3 ENGINEER (Reflective Vest) May move any BOX or BARRICADE.

May only grab one BOX or BARRICADE at a time, but can move And stack them anywhere on the playing field!

*Please note that ENGINEERS are not immune to the COVER COLLAPSE and KNOCKDOWN rules. When deconstructing terrain, do so piece by piece in a manner that doesn't make the structure fall so you don't WOUND yourself and become a target for TAG/TURNING or EXECUTION!

ALL THIS HUMAN INFO IS GOOD AND FINE, BUT I WANT SOME ZOMBIE INFORMATION!

Excellent! Welcome to the horde! Make sure you've got your BANDANNA around your forehead, an XP TOKEN in your pocket, and you are wearing your EYE PROTECTION, because there's about to be a bunch of foam flinging right at you!

HOW DO ZOMBIES WIN THE GAME?

The game will end with a zombie victory when all human players have been eliminated and TURNED to the zombie team. With no one left to fight, the zombies will be declared victorious!

HOW DO ZOMBIES TURN HUMANS TO THE ZOMBIE TEAM?

Zombies must try to tag humans in order to WOUND them. While wounded, a human will be taking a knee and unable to defend themselves. This is when a second zombie should run in for the kill and TAG the human player. If this happens, the human has been TURNED and will join the zombie team. They will hand their ID CARD to the zombie that TURNED them and drop their XP TOKEN on the ground. Etiquette says that the zombie who wounded the human should receive that token, but if they have left for different hunting grounds or are respawning, that token is fair game for anyone.

WHY DO I NEED TO TRY AND COLLECT XP TOKENS?

XP TOKENS can be turned in at the ARMORY and used to upgrade levels WITHOUT having TURNED a human. It also prevents a human on the other team from retrieving the token and upgrading! More on that in just a bit!

DOES THIS MEAN I CAN PICK UP HUMAN XP FROM THE GROUND IF I FIND IT?

Yes! If you come across the pickings from a human FIREFIGHT and there is lots of XP to scavenge, do so! Share with your teammates and spread the wealth!

THE HUMANS ARE TRYING TO KEEP ME FROM TAGGING THEM WITH WEIRD GEAR. WHY AREN'T THEY WOUNDING OR TURNING WHEN I TAG THEM?

Some gear and equipment pieces will help a human survive a zombie tag.

Shields will block tags, so you'll have to tag around a shield and connect with the player!

Armor will allow a wounded human to stand up after a 10 count. Additionally, armor has flags clipped to the shoulder that need to be pulled in order to turn the player! If you see a wounded human with armor, aim for the flags! You can only pull one at a time while that player is wounded! If you wish to pull multiple flags at the same time, you'll need multiple players!

Medics will be tagging or shooting their teammates to HEAL them from WOUNDED states! A high level medic can hold a tag on a teammate and make them INVULNERABLE TO TAGS.

Tag the medic first to weaken the buffed player!

HUMANS ARE ALSO DEFENDING THEMSELVES BY SHOOTING AT ME! WHAT DO I DO IF I GET SHOT?

If in your attempts to tag humans you are shot with ammo from a blaster, hit by a rolled sock, or struck with a foam blade, you have been STUNNED! Drop your XP TOKEN on the ground where you stand. Lower your bandanna to your neck or raise a hand high above your head. Be sure to grab a round of AMMO or sock from the ground if you were hit with one of those. If you were struck with only a foam blade, do not grab a round of ammo. Return to the zombie respawn point and deposit your DART or SOCK. Grab a new XP TOKEN and keep it on your person for the next time you'll be stunned. Raise your bandanna back up to your forehead.

This is the process called **RESPAWNING**. As soon as you've completed these steps, get back in the game and try to **TAG** more humans!

ARE THERE OTHER THINGS TO DO ON THE FIELD BESIDES TAG HUMANS?

Yes. There will be some objectives for the zombie players to perform during the course of the game. Upon completion of some of these objectives you will unlock more places to respawn for your convenience and bigger and better gear to take onto the field! All zombie objectives will be clearly marked as an objective for the zombie team, so be on the lookout for items that match your team! Don't touch any of the color-coded human objectives!

WHAT KIND OF TOYS DO I GET TO TAKE ONTO THE FIELD AND PLAY WITH?

You start out as a Lvl 0 zombie and don't get to start with any gear unless this is amended by a referee for balance reasons. Collect an **ID CARD** from a human tag that **TURNS** to increase your level. One **ID CARD** will bump you up one level! Collect **XP TOKENS** as well! It will take multiple **XP TOKENS** traded in at the armory for one level, so be on the watch for where they drop! The max level that any zombie player may be is **LEVEL 5!**

HOW DO THE DIFFERENT GEAR SETS AFFECT HOW I PLAY AS A ZOMBIE?

Here's a breakdown of all the zombie gear!

-Tentacles = Extends a zombie's reach by half a foam noodle each level. Counts as an extension of a tag for game purposes. The noodle chains are flexible. If the noodle chain is hit by a foam blade, you will be **STUNNED**.

-Claws = Rigid foam forearm blades. Number of blades increases per claw with each level. Claws are sword equivalents and will not cause a **STUN** if struck by a human foam blade.

-Lashes = Flexible foam noodles that increase in length with each level. Mixes reach extension with multiple attacks. Noodles will be **STUNNED** if struck with a foam sword.

-Armor = Armor gives zombies a **WOUND** similar to how humans operate. When shot, instead of taking a **STUN** and **RESPAWNING**, the zombie player will take a knee, hold a hand in the air and count to 10, loudly and audibly. Upon reaching 10, the zombie player will stand up and return to play as normal. You may return to play as long as you have at least one flag hanging from your shoulder guard. Humans will try to remove your flags from your shoulders while you are **WOUNDED**. They can only grab one flag per person per **WOUNDED** duration. If they wish to remove multiple flags simultaneously, they need multiple players to do so. Once the last flag has been removed, you are **STUNNED** and must **RESPAWN** into play just like normal. When flags are pulled, they should be dropped at the spot they were pulled and should be recovered as soon as you can. You may not reattach your own flags while you are active, but may give them to a **WRECKER** zombie to reattach for you. You must reset all of your flags while **STUNNED** before you respawn back into the game.

-Shields = Increase surface area of mobile cover with each level by one square foot. Shields block ammo, socks, and melee tags. Ricochets and deflections that hit you still count as a STUN, so cover and block well! Noodle edges count as tags and should be used. Non noodle edges should never be used for tagging. No shield bashing!

-Rooting Rings = Creates an area that makes the zombie invulnerable to ranged attacks. Drop the ring and place a foot inside in order to activate. Each level grants a larger ring and allows additional zombies to gain the effects if they put a foot in the ring. Melee strikes will still stun zombies in the ring. As soon as the Rooter zombie is stunned the effect ends for all others in the ring.

ARE THERE ZOMBIE CLASSES THAT DON'T LEVEL UP WITH TURNS OR XP TOKENS?

Yes. There are two zombie classes that just bestow special abilities and don't level like the rest. They are the following:

-Wrecker: Requires level 3. Put on the hardhat. Allows the zombie to repair armor, remove barricades, and move boxes. The Wrecker may only move one barricade or box at a time. If a wrecker is stunned AFTER with a BOX or BARRICADE in hand, they may carry the item with them for 10 STEPS on the way back to respawn. At the end of the 10 STEPS, they must drop the item on the field. If they are not stunned, they may move any item to where they choose (still on the playing field). Wreckers are not IMMUNE to the COVER COLLAPSE and KNOCKDOWN rule, but will handle it with the 10 STEP removal process before RESPAWNING.

-Burster: Requires Level 1. Put on the shirt with the zombie-colored bib (Launch Pad) on the front of your body. Store ammo or socks in the launch pad, fold it so the rounds are held like in a sack and then pull the handles taut (out, down and forward works best) to spray ammo as a ranged attack. Any human hit by any of the projectiles is WOUNDED, so use a copious amount of ammo for bigger burst! The Burster may take ammo/socks from anywhere on the ground while they are active and not stunned or from the ammo collection points at a zombie respawn point. This is the only time in the game that ammo may be removed from a respawn point! The Burster always gets to launch its payload, even when stunned as this simulates an explosive reaction! If shot, stay in place and aim your launch pad and let it rip. You may not move from the spot but you may swivel and pivot as long as your feet don't leave the floor. Burst quickly though. If you have not "exploded" within the count of 10 seconds, you lose your chance to pop and must respawn. You may choose to NOT burst if you find yourself in a very unfavorable area, saving time by keeping yourself primed. Drop your XP and go respawn with your launch pad loaded! If you burst without having been STUNNED, grab more ammo from the area and set up for another pop!

GET READY FOR THE SCARIEST ZOMBIE IN THIS GAME...

-THE FLESHMONSTER: Can be piloted by any zombie player. Does not start on the field when the game begins. Must be earned through completion of objectives. After this device is unlocked, a zombie will choose to pilot the rig. It is an omni directional cart with a 'cage' of sorts

that the zombie will sit inside. On top of the structure will be a 4-way target and built-in dart collection box. In order to stun THE FLESHMONSTER and force a respawn, enough ammo must be shot into the target points to fill the box up past the line. Until that happens, THE FLESHMONSTER and pilot are immune to the STUNNED condition caused by all ranged and melee attacks from human players. The pilot zombie is not the target and should not be shot. The pilot can only pull the cart forward by reaching with their legs and PULLING the cart toward their feet. The pilot CANNOT push against the ground or other objects to move. The pilot zombie can reach with their hands and tag players if they pull themselves close enough to do so.

Additionally, THE FLESHMONSTER has four straps attached to the corners of the cage structure on the rig. Any ACTIVE and UNSTUNNED zombie can grab an unoccupied strap with a completely EMPTY HAND and ASSIMILATE with THE FLESHMONSTER. While they are grabbing the strap, the zombie player will gain THE FLESHMONSTER's immunity to a stun condition while taking ranged attacks (blaster ammo and thrown socks). ASSIMILATED zombies will still be vulnerable to MELEE WEAPONS TAGS and if hit, be severed from THE FLESHMONSTER and stunned as normal. When STUNNED/SEVERED, the zombie player will let go of the strap, drop their XP as normal, and go respawn following the standard procedure. Zombies equipped with ARMOR are the only exception to the STUN/SEVERING process. When hit with a MELEE WEAPON, they will take a WOUND as normal and need to have their flags removed to STUN/SEVER them from THE FLESHMONSTER.

While holding the straps, zombie players are not to pull or push the rig in any fashion and their straps must have some slack and not be pulled taut at all times. If a zombie pulls the strap taut, a REFEREE can and will rule that as a STUN and the zombie will unintentionally SELF-SEVER from THE FLESHMONSTER. A zombie can choose to let go of the strap and SELF-SEVER from THE FLESHMONSTER at any time, but this act will always stun the zombie and force a respawn, so choose wisely when and where to do so! If THE FLESHMONSTER is STUNNED because his ammo collection box has been filled to the requisite level, the pilot and all ASSIMILATED zombies are simultaneously stunned, need to drop their XP, and should begin the respawn process. The rig must be wheeled back to the zombie respawn by the pilot and reset by emptying the collection bin into the respawn collection tub before a new zombie player gets a chance to pilot the rig and terrorize the humans!

I HAVE AN ITEM IN EACH HAND AND WANT TO ASSIMILATE WITH THE FLESHMONSTER. CAN I HOLD AN ITEM AND GRAB THE STRAP WITH THE SAME HAND?

No. This is a balancing mechanic that prevents disgustingly overpowered combinations of very high level zombies from making THE FLESHMONSTER unapproachable and unstunnable. Remember though, as you upgrade your zombie player level, you can swap out any gear at equivalent OR LOWER levels if you want to downgrade and ASSIMILATE with THE FLESHMONSTER! However, I would suggest that high-level zombie players work on other

coordinated attacks in a more autonomous fashion and let the lower level players get buffed by THE FLESHMONSTER!

I HAVE ASSIMILATED WITH THE FLESHMONSTER AND AM CHOOSING TO BLOCK A TARGET. IS THIS ALLOWED?

Yes. Using yourself or limbs to block the targets is a strategy that is legitimate. Keep in mind that if you focus on defense though, you'll be a quick target for severing. It is the human players' job to try to find a way to counter your choice of strategy!

I WANT TO ASSIMILATE WITH THE FLESH MONSTER BUT KEEP GETTING STUNNED ON MY APPROACH. HOW AND WHERE SHOULD I ASSIMILATE?

It's probably a good idea for the zombie pilot of the THE FLESHMONSTER to retreat away from the human firing lines to aid in recovering ASSIMILATED zombies as they are severed. Remember, this is a game of strategy and player cooperation! Coordinate plans and execute them to gauge the results! Adapt and overcome!

ARE THESE ALL OF THE RULES?

As of right now on 19 September 2019, yes, these are all the rules. Some of these may change ever so slightly before the game if troubleshooting finds a problem, wording can be smoothed out for clarity, or if new questions require additional info.

I look forward to seeing all of you at the mall on Saturday 19 October 2019!

Kyle Kaos