



Shotwell Life Center is ground zero
of a horrific plague.

Takis from the handi stop were contaminated with a genetic mutation and turn anyone who eats them into a flesh-eating zombie.

No one knew.

It took hours for the mutation to take place after eating them, and no one knew until after the shotwell life center doors were closed for the library's summer lock-in.

the zombies currently look like anyone else, but after dinner. . .

HUMANS VS. ZOMBIES SHOTWELL BRANCH LIBRARY SUMMER 2013

Participants:

- Humans: those who did not eat takis and now must fight the zombie invasion (active participant)
- Zombies: those who did eat the takis and now must try and turn the humans into zombies (active participant)
- U.N. Investigator(s): those who are in charge of making sure game play is fair and safe for all.
- Game master: mz. Christie

For humans:

- Goal of the game: survive. The one who is the last to be turned into a zombie is the winner.
- You can stun the zombies by taking one of their flags. No tackles, no scratches, no beating of the zombies allowed.
- Humans can form teams of three for survival.
- You turn into a zombie if a zombie takes both of your flags.

For zombies:

- The goal of the game is to turn all of the humans. The game is over when all the humans are dead.
- You turn humans by taking their flags. No tackling or hits on the head, torso, or feet. No flying tags or any other type of tag that will cause injury.
- You can be stunned by humans taking one of your flags. You must count to 10 in the manner demonstrated by the game master. Any faster and you will have to start again.
- Zombies can hunt in packs of six. Any more than that and you get confused and wander off by yourselves.

For U.N. Investigator(S):

- You wander the site making sure that zombies and humans are following the rules. If they are found to not be playing fair, the following penalties will apply:
 - Flying tags or other unsafe tags by zombies: immediate death and sent to the game master
 - Stunning to the head or other places to cause pain on purpose: immediate sentence to the game master
 - Humans in more than squads of 3: immediate disbandment.
 - Zombies in more than packs of 6: immediate confusion and wandering alone.
 - Zombies counting too fast during stunning: counting to 100.
 - W.H.O. doctor not performing duties: report immediately to game master for punishment

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Rules of the game:

- Those who want to be active participants (humans or zombies) need to let mz. Christie know before start of game
- Game master assigns bandanas to W.H.O. doctors so zombies and humans know who they are. They are then released into the game arena.
- Active Participants are given their infection status. Humans are immediately sent from the room to form a plan. Zombies meet with each other before brain functions complete disintegrate.
- Game play starts.
- The game is called when time runs out or there is one human left.
- Bathrooms, weight room and parks offices are *off limits*.
- No game play on stairs or in the elevator.
- No hiding in the bathroom or elevator.

Weeping Angel Challenge:

- Humans who have been killed and who are given a card by a UN Inspector can try and gain their humanity back through the weeping angel challenge.
- Any human who has this card must report immediately to the game master, and is out of play until their status is determined.
- If a human decides to take the challenge and fails, they are dead and out of the gameplay until the next round.
- If a human decided not to take the challenge, they will turn into a zombie and continue to play under zombie rules.