

# ZOMBIE APOCALYPSE

## GAME RULEBOOK

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# 1.0 Premise

1.1 The Zombie Apocalypse is a survival simulation game. Our goal is to create immersive Zombie Apocalypse simulation which gives players the chance to test their skills and see if they have what it takes to stay alive.

1.2 We greatly encourage players to get into character and pretend like everything that is happening in the game is real. This is after all a roleplaying game, and doing so will make your experience, and that of others, much more immersive.

1.3 All rules put in place are meant to facilitate immersion. Please abide by them to the best of your ability. Remember that this is a game and your goal should always be to play to the spirit of the rules, not to try and find ways to exploit them.

# 2.0 Game Terms

2.1 Below is a list of important terms which are crucial to your involvement and enjoyment of the game. Please ensure you understand these terms.

**2.2 STOP THE GAME:** This is the most important term for a player to know. “Stop the game” is our safe word and is used to let the people around you know that something is actually wrong. This call should only be used if there is an actual problem (you dropped your glasses, you got hurt, you’re in fear of harm, etc.)

**2.3 Referee:** There will be several referees patrolling the game zone to help resolve conflict and answer questions. Any questions or grievances with other participants should be brought to a referee. All referee rulings are final.

**2.4 NPC:** Short for Non-player character. NPCs are volunteers who are playing characters within the game. They will also serve as out of game sources of authority and players are to listen to their direction.

**2.5 Player:** any in-game participant including survivors, zombies, and npcs

**2.6 Survivor:** A survivor is a paying player who has not died

**2.7 Zombie:** Our zombies are made up of volunteers who start the game as undead and survivors who have died in game.

**2.8 Penalty:** a penalty is given out by referee to players who have broken a rule, including poor sportsmanship. Penalties will be tracked by hole punching a players ID badge (see section 4.0 player items). 3 penalties will result in removal from the game.

**2.9 In Character:** this term refers to anything that happens as a part of the game. Survivors who are “in character” are ones who are actively participating in the game, they can do mission and earn rewards, as well as fight zombies, get infected, and die. While within the game zone players are considered in character.

**2.10 OOC:** Stands for Out of Character. If a player is “out of character” they are not currently involved in the game, cannot take damage, or interact with other in character items. If a player wishes to go out of character they must first exit the game field. The only exception to this rule is in case of an emergency.

**2.11 Game Zone:** the marked area of play. Our game zone is marked on 3 sides by a rope with reflective tape that surround the entire area and black mesh fencing on the 4<sup>th</sup> side. Players may exit the game zone at any time to take a rest or visit the washroom or their vehicles. Players must always re-enter the game zone where they exited. Leaving the game zone as a means of travelling to other game zone areas or to scout other parts of the game zone is considered cheating.

**2.12 OOC Zone:** an out of character zone is a place where players step out of the game world and back to reality. This includes the parking lot, washrooms, and canteen area outside the game field as well as the Zombie Hive at the center of the game field.

**2.13 Zombie Hive:** The zombie hive is the command post for zombies and volunteers, if you are a zombie, whether newly turned or looking to hook up with a horde this is the place to go. This is an OOC Zone which Survivors are not allowed to enter except in case of emergency. The First Aid center will be located within the Zombie Hive.

## 3.0 Costumes

3.1 We greatly encourage players to dress up to make themselves and their team really stand out.

3.2 The Zombie Apocalypse has no formal costume requirements meaning players are welcome to dress however they wish so long as it doesn't violate our Safety and Behaviour Policy <http://frontierlarp.com/safety/>

3.3 Post apocalypse, medieval, futuristic, you name it. The only limit is your creativity.

# 4.0 Combat

## 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. Players will be primarily engaging unarmed zombie volunteers, without them there would be no game so treat them well. Anyone caught repeatedly striking too hard will be removed from play.

**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. Players that abuse this mechanic will be penalized.

**4.1.7 Hit:** A strike that safely and successfully hits another player with a safe approved weapon, dealing in game damage.

**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 if the damage is higher than 1.

**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. Players can only deal damage with a safe approved weapon.

**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. A players hitpoints can never go below 0.

**4.1.11 Unconsciousness:** a player is unconscious when they hit 0 hitpoints, at this point they must drop to the ground and remain motionless. Unconscious players can be healed by other players if they are treated in time. If you are physically unable to drop or it is unsafe to do please lower yourself to a crouch and place a hand up above your head.

**4.1.12 Death:** A player dies after they have been unconscious for 60 seconds. At this point they must go out of character and make their way to the Zombie Hive at the centre of the game zone. Here they will be done up in make-up and join one of our hordes as all corpses are infected by the virus.

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

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

## 4.2 Special Terms

**4.2.1 Explode:** A call of explode is used primarily when one fires a rocket or throws a grenade. All players 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.

**4.2.2 Loot:** After you kill a zombie or player you may want to search them for in-game items. To do so simply place a hand on the fallen player 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:** This call (when accompanied by a 2 hand touch) means you have been infected with the virus. It takes 30 minutes for a living player to die from infection (see section 4.1.12 on death). If they are infected again 5 minutes will automatically be dropped from this time. This process should be roleplayed by the player as they slowly become more and more sickly. If you have no means of tracking the exact passage of time we ask that you play to the spirit of the rules and estimate as best you can.

**4.3.2 Stopping Infection:** players may stop infection if they find and consume the anti-virus or by immediately removing the infected limb. This must be done within 60 seconds of infection and fully roleplayed, meaning the player may not use said limb for the remainder of the game, choose carefully.

## 7.0 Survivor Items

**7.0.1** Players may bring whatever anti-zombie equipment into the game that they choose provided it is first approved as safe. To ensure your items are safe for our game please review our **Safety Protocol**.

**7.0.2 Labelling:** players are heavily encourage to label all items they bring into the game.

**7.0.3 Lost and Found:** All items you bring into the game are your responsibility. After the event any players with missing items should message us via facebook or email. We will do our best to return all lost items to their owners. Any unclaimed Lost and Found items will be considered abandoned and disposed of or become Frontier property after 6 months.

**7.0.4 Special inquires:** Have a cool idea or item that isn't listed below? Send us a message on facebook or email and tell us about it. We give out special stats for impressive and unique builds but ONLY if you tell us about them at least 1 week in advance of a game.

## 7.1 Weapon Basics

**7.1.1 Weaponry:** At this event players will be using Nerf blasters firing foam darts and specially built foam padded weapons, as such no form of protective eye wear is required.

**7.1.2** Items such as paintball and airsoft guns will not be permitted into the game.

**7.1.3** For a detailed description of what items are allowed in the game and which are not please read through our **Safety Rulebook**. Players are expected to know this information and any items that violate it will not be allowed into the game.

**7.1.4** All weaponry will be rated based on effort put in, and examined for safety at the start of the game, all decision made by game crew are final.

**7.1.5** The Frontier crew reserves the right to refuse any weapon deemed unsafe even if it does not directly violate our safety protocols.

**7.1.6** Below is a list of several of the different Classifications of weapons which can be found or brought into the game as well as how they are rated.

**7.1.7 Note:** If you have any additional questions about weaponry and if yours will meet our safety requirements please inbox our **Facebook Page** or email us at thefrontierlarp@gmail.com

## 7.2 Weapon Stats

**7.2.1 Guns:** Whether a pistol, rifle, or fully automatic all guns are rated according to the following chart.

1 damage	2 Damage	3 Damage
		
Stock Nerf Blasters and knockoff brands	Painted Nerf Blasters or knockoff brands	Beautifully painted blasters or knockoff brands

**7.2.2 Melee:** Melee weapons come in a wide variety, from baseball bats and golf clubs to swords, axes, and frying pans.

1 damage	2 Damage	3 Damage
		
Basic Boffers & Dollor store Swords	Nerf swords & Improved Boffers	Professional built and Plastidip

**7.2.3 Bows:** Deals 2 points of damage. Bows as well as arrows will each be approved on an individual basis as there are many factors which contribute/detract from their safety. Arrows are to be fired only from the bow and cannot be used as melee weapons or thrown.



**7.2.4 Rocket Launchers:** Rocket launchers deal explode damage with a radius of 1m (see section 4.2.1). A shot from a rocket launcher should be accompanied by a call of “Explode 1 meters.”

### 7.2.5 Examples of Rocket Launchers

Nerf Titan As V1	Nerf Demolisher
	

### 7.2.6 Grenades:

Similar to the rocket launcher a grenade deals explode damage and a throw must be accompanied by a call of “Explode 1 meter.” The Zombie crew reserve the right to make the final call on what will be considered a grenade. Once thrown a grenade cannot be re-used.

**Note:** Limit 1 grenade per player.

### 7.2.7 Example Grenades:

Valid Grenade	Not a Grenade
	
Resembles real grenade, obvious effort	Minimal effort, barely resembles grenade

**7.2.8 Ammunition:** There is no limit as to how much ammunition players can bring into the game for any weapon. The ammunition itself will have no effect on the damage of the weapon.

**7.2.9 Fired Ammunition:** Players may pick up and re-use fired ammo from all weapons EXCEPT for Rocket Launchers. Players should expect to lose ammunition during the event as the game field is large and dark.

## 7.4 Shields

7.4.1 Players may bring shields into the game to defend themselves.

7.4.2 Unlike armor which has a set number of hitpoints shields can block infinite amounts of damage including melee and ranged, but NOT explode damage.

7.4.3 Shields are meant for defense only and never to be used as weapons.

7.4.4 To be considered a shield the prop must meet all the requirements set out in our [safety page](#).

## 7.3 Armor

7.3.1 Players may wear armor into the game to earn bonus hitpoints.




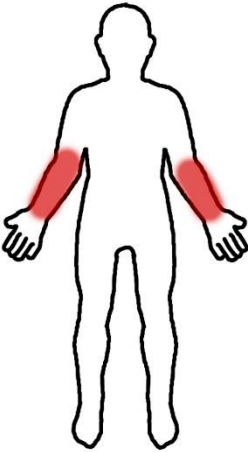
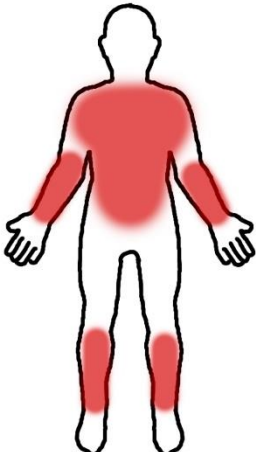
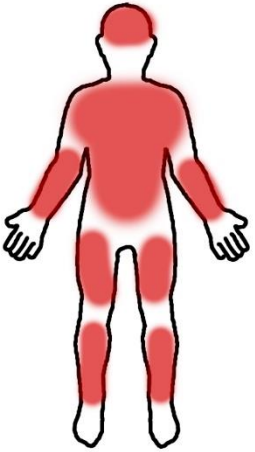
7.3.2 Armor will be given given 1-3 points for quality multiplied by 1-3 points of quantity for a total rating of anywhere from 1-9 points.

7.3.3 The rating of armor is entirely at the discretion of the Frontier Zombie Apocalypse crew. So please, impress us.

7.3.4 Any damage taken while wearing armor, regardless of where, subtracts from your armor points first, once all your armor points are used up the armor is destroyed. Destroyed armor can be repaired in-game.

7.3.5 Armor also helps to prevent infection, but ONLY on the areas of the body that it covers. When all your armor points are gone the armor no longer protects those areas from infection until it is repaired.

### 7.3.6 Armor Rating Chart

Quality		
1 Point	2 Points	3 Points
		
Quantity		
1 Point	2 Points	3 Points
		

7.3.7 For more info on what type of armor is allowed in game please view the armor section of our [safety page](#).

## 8.0 In Game Items

**8.1** Throughout the game zone players may find many different types of items which are outlined below.

**8.2** All in-game items will be clearly marked with in-game logos or the Frontier logo to let players know they are part of the game. If you find any items in-game which are not labelled please turn them over to one of our crew members.

**8.3 Mission Items:** Mission items come in a wide variety including supply crates or rare resources that players need to find and collect as well as locks and clue pieces. These should be handed over to the NPC who gave the mission.

**8.4 Loot Caches:** Hidden within the game zone will be several loot caches containing in-game currency, weapon/armor upgrades, snacks, ammo, bandages, and of course the anti-virus! Any of these items may be used and consumed by players.

**8.5 Bandages:** items that can be found or bought in-game to heal players, restoring their hitpoints. To take effect a bandage must be tied around the injured player and kept on for the remainder of the game. Please do your best to return all bandages at the end of the game.

**8.6 Anti-virus:** when used the anti-virus stops the infection, curing those who are infected. This does nothing to help those who have already turned.

**8.7 Experimental Weapons:** Rare weapons that deal higher than normal damage. These items can be used by any player who finds them but must be returned at the end of the game.

**8.8 Upgrades:** bought with in-game currency or given as rewards for completing missions upgrades increases the damage of weapons, durability of armor, and even a players innate statistics.