



Zombie Game Rules rev 1-28-11

❖ Weapons Allowed:

PISTOL: Gas, Co2, Electric or Springer – Blow Back or Non Blow Back.

SHOTGUN: Springer or Gas.

Mac 11, MP7 and MP9 can be used however NO FULL AUTO and NO extra Clips.

MELEE WEAPONS: Must have 1 inch thick foam and be bendable- such as a Nerf Sword.

NO ELECTRIC -8 ohk @8 RIFLES OR SNIPERS

- **NO** 8mm bb weapons.
- Only **TWO** magazines or shotgun shells can be used in any mission.
- **NO** more than **50rds** allowed per mission **OR** **ONLY ONE** extended magazine per mission.
- Weapons can **ONLY** be fired on Semi-Auto **NO** Full Auto.
- **ALL** Melee weapons must be approved at time of Chrono.
- *Flashlights* can be mounted or handheld but only **ONE** per player.

❖ Maximum Weapons Per Player:

TWO Airsoft Guns and **ONE** Melee Weapon.

- **IF** player chooses to have **TWO** Airsoft Guns then **NO** extra clips are allowed.

❖ FPS:

350 FPS **Max** with .20bb **STRICTLY ENFORCED** (Testing bb's will be supplied)

❖ Protection:

FULL Face Protection must be worn by every player there are **NO** exceptions to this rule.

- **Such as:** Full Seal Goggles with an Iron Mask, Face Wrap or Mouth Guard.
- **Zombies:** Can be padded as much as needed.

❖ Teams:

- A Squad
- B Squad
- Zombies

❖ Players :

- ✓ **ALL Player's** are required to have a glow stick. You can bring your own glow sticks or we'll have them available for purchase at the field for \$1.00. The Glow sticks are to indicate that you're a player. Once you've been turned into a Zombie the glow stick will need to be covered or hid where it **CAN NOT** be seen.
- ✓ Each Team will have a designated Commanding leader to help with the missions.
- ✓ If you are touched by a Zombie ANYWHERE – you in turn become a Zombie. You are to holster your Weapon's, **hide your glow stick where it's not visible** and begin acting the part.
- ✓ Player's turned Zombie for the first time must wait **20 seconds** before re-entering/ re-spawning into the game as a zombie and cannot move. Hide your glow sticks.
- ✓ Player if you have a "radio" for communications and you become infected you may radio in that your infected but then you must turn your radio off.
- ✓ If you are turned into a Zombie you are only a Zombie for that mission. You go back to player status for the next mission.
- ✓ Player's may choose **NOT** to be a zombie after being infected but will have to exit the mission after infection occurs. Any player's that exit the game will not be permitted back into the mission.
- ✓ Player's you are **ONLY** to shoot or strike at Zombies when you or your team feels threatened.
- ✓ **NO** shooting of Zombies if there is **NO** threat.
- ✓ Player's you are **NOT** to shoot or strike at zombies who are down and in re-spawn mode. This will not lengthen the zombie down time.
- ✓ Player's you are **NOT** to shoot or strike a zombie who is re-spawning (starting to stand up) until they begin to pose a threat. Players are to continue with the mission.
- ✓ Player's you are **NOT** to wait for any Zombies to re-spawn you are to continue with the mission.
- ✓ Players you are **NOT** to shoot the Zombies in the back – this does not kill them.
- ✓ Players you are **NOT** to stab the Zombies with your melee weapons. A strike to the chest or back will kill the Zombie. Also Do Not use full force with melee weapons.
- ✓ Player's there is no re-loading on the field during the missions. The maximum rounds you are allowed is 50. You will need to re-load in between the missions.
- ✓ Player's be sure to read over the Zombie section so that you understand that role as well.
- ✓ Once the objective is completed the mission is over. If the mission is overrun by Zombies then it is also over. You will hear a siren when the mission is over.

❖ How to Kill the Zombies:

- **NO HEAD SHOTS.**
- **TWO** shots to the chest will kill a zombie or one shot from a shotgun that has 3shot burst.
- **NO** Gun shots to the back of the body or the head.
- **TWO** Melee strikes to the front or back of the body kills a zombie.
Please DO NOT use Full Force when hitting a Zombie, they are not real Zombies.
- **No** stabbing with the Melee weapons they must be used in a striking manner.
- Zombies have unlimited re-spawning and will re-spawn in 15 seconds.
- Player's you are **NOT** to wait for any zombies to re-spawn you're to continue with the mission.
 - ◆ Player's you are **NOT** to shoot or strike a Zombie who is re-spawning (starting to stand up) until they began to pose a threat.
 - ◆ Player's you are **NOT** to shoot or strike at zombies who are down and in re-spawn mode. **This will not lengthen the zombie down time.**
- Player's be sure that the Zombie is dead (re-spawning) before you get close to them. They are still infected and can turn you into a Zombie.

❖ Zombies:

- ✓ Zombies you can walk, jump, and lunge towards your prey. No Tackling.
- ✓ **NO Running** towards player's - you may walk briskly.
- ✓ You **CAN NOT** verbally speak to each other or use physical gestures to communicate messages. As a Zombie when you see your prey you can moan or grunt in excitement. This may make other zombies aware of your location but this is the zombie's only form of sound.
- ✓ Zombies you are **NOT** aware of other zombies. You **DO NOT** work in teams. Your sole purpose is the infecting of humans.
- ✓ One hand touch from a zombie anywhere infects the human player.
- ✓ Zombies you have unlimited re-spawning and if killed will **count to 15** and then re-enter the game. If killed by a Melee weapon then **count to 20** before re-entering the game.
- ✓ If a Zombie is in re-spawn phase they **cannot** be killed again. The Zombie must be standing up and moving towards the player to become a threat.

- ✓ Zombies you are still infected and may still be able to infect the human's after being killed **UNTIL** you're in your re-spawn phase. So as you're falling to the ground you can still touch to infect the human's.
- ✓ **DO NOT TACKLE THE HUMANS!**
- ✓ Zombies **CAN NOT** take or move any objectives their whole purpose is to infect the other humans.
- ✓ Zombies you can **NOT** walk backwards to the player's.

❖ **Miscellaneous Game Rules:**

- ◆ NO Player's or Zombies are to get on top of any structures.
- ◆ NO Grenades of any kind will be used on any mission's.
- ◆ NO throwing of any weapon's.
- ◆ NO Head Shots - For Safety Reasons.
- ◆ There is NO TACKLING of any kind.
- ◆ Once you leave the mission in play you will not be permitted back in.
- ◆ If you have a concern/problem on the field while in play there will be a designated game controller that you can go to.
They will be pointed out at the start of each game.
- ◆ NO Re-loading on the fields when in play – maximum rounds are 50.
- ◆ **Night Vision** is permitted.

* If any player is causing harm to any player's they will be asked to leave the park and will not be able to play any events offered by code Red for six months.

** If any player commits an infraction of any rule they will receive a "warning" and will receive a mark that will indicate such. If that same player commits a 2nd infraction of any rules they will be asked to leave the park and will not be able to play any events offered by Code Red for six months.

**** There is NO REFUND****

If you have any questions about the rules or need any clarification please call (760) 241-9097 or email Sam@coderedairsoftpark.com