



WORLD WAR


The game ended on October 30th.

how to play.



 The Story So Far

 How to Play

 Track Infection



At the start of the game, players must wear their “human” button in a prominent place on their bodies to indicate they are playing and they are NOT infected.

Infecting Others

1. After being infected, the player removes her/his "human" button.
 2. The player is now in a period of incubation and can infect others.
 3. The player will infect four other players by giving a human an infection card. (The infected player will hand the infection card to the non-infected player's hand and state that the player is now infected. The non-infected player must accept the card)
 4. After the player has infected four other people, she/he may wear the zombie button.
 5. The player will then report that she/he has become a zombie on the game website using their MVConnect student ID.
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Guess the Antidote

- Humans are in a race to solve the puzzle for the antidote.
- Questions will be revealed over the course of the game with clues to the antidote.
- Players can use the game website to try to guess the correct answer for antidote.
- Zombies can be "cured" with the antidote and return to being human.

- The player may share the inoculation with other humans.

Where do I get the game pieces

Game pieces will be available for free in the library on Monday, October 21 and Tuesday, October 22. Students wishing to join the game can pick up game pieces on a first-come, first-serve basis. Faculty members who are using the game as part of a class can request for materials in advance.

- A human button
- A zombie button
- Four infection cards
- A rule sheet with information to login and report an infection

Be safe! Play with honor, die with honor!

- Class time is OFF LIMITS! No infections can occur during classes.
- This game is NOT a physical game. Humans cannot and should not avoid zombies, because you will not know if a zombie can actually infect you.

- No player is allowed to run, hide, deflect, throw things, be obnoxious, or exhibit other types of unacceptable behavior.
- This game does not involve weapons (real or pretend) or projectiles. Please do not bring toy weapons or zombie-killing implements to campus. This is NOT part of this game.

