



Mayank Dhungana/Index

PHOTO SPREAD: Each semester, students play Humans vs. Zombies, a high-energy version tag with socks, nerf guns and missions.

Humans vs Zombies

Students participate in supersized tag game

BY SARAH SCOTT
Staff Reporter

Avoiding zombification is more risky than students might have anticipated.

There was an atypically high number of injuries in the past week's game of Humans vs. Zombies, which is similar to tag. In the game, which lasted from April 1 to 7, players begin as humans who try to avoid being tagged and becoming a zombie.

Game moderator Josh Hirner said four students were injured in this semester's game. Injuries included a sprained shoulder, a cut on the head and an injured ankle.

"Every game we get a few injuries here and there," Hirner said. "It seems like the issue with this game is that they all kind of came within a two-day span."

Hirner said some injuries were bound to happen with 200 students participating.

"I think it's analogous to any other type of physical activity you might see here on campus," Hirner said.

Freshman Justin Crouch received a cut on the head during the game. He said it happened on the first day of the game when he was a human running away from a zombie. While running down the steps of Magruder Hall, Crouch said his momentum carried him into a stone



column on which he hit his head.

He said he was glad though, because the zombie didn't tag him.

"I still played the game, still like playing the game," Crouch said. "I was up the next day, ready for the mission."

He said he does not blame Humans versus Zombies for his injury.

"It was my stupidity," Crouch said. "Nothing to do with the game."

Crouch might not be complaining, but others on campus have.

Senior Susie Pope, Residence Hall Association president, said the RHA, which sponsors the game, has received some complaints about it.

She said the main complaint came from a group of players last semester bumping into an administrator. After receiving that complaint, RHA informed one of the moderators, who then sent out an e-mail advising player to be courteous.

Pope said the incident led to a rule change for this semester's game. Now, if a player bumps into someone who isn't playing, he or she must stop and apologize.

Pope said she thinks Humans vs. Zombies has a positive impact on the campus.

"We've had problems with fun and spirit in the past, and this has really gotten a lot of students involved," Pope said.

Hirner said moderators for the game try to account for considerations such as the game's possibility to disrupt.

"We have some pretty strict rules about not getting in the way of non-players, so really people shouldn't be blocking doorways, people shouldn't be running up and down stairs because not only is that dangerous to them, more importantly — well, equally importantly — it's dangerous to other people as well," Hirner said.



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