Humans versus Zombie Spring 2016 Campaign

**Main Story Line and Missions**

**First (Opening) Mission - Friday 4/1**

Humans are gathered at starting location and are briefed on the rules of HvZ. They are told that Colgate’s Radio Station has been experiencing some interference recently, but that no one is sure what has been causing the trouble. However, it’s been narrowed down to somewhere around the ski hill. Participants travel up to the area with an NPC guide. Upon arrival, they discover some strange looking technology (alien in nature), which they need to approach to investigate. Humans must obtain a piece of the technology to show to the radio technician, who informs them about the expert in alien tech. OZ will be hiding out nearby and will rush down the group of humans, hopefully turning one or two (depending on the starting numbers). Group scatters with the student who lets them know that they must pick a human leader and gives some basic information, including info for the start of the next mission.

**Second Mission - Saturday 4/2**

Mission Type: Capture and Return

Human team meets up with the alien expert, who is shocked that aliens exist because it validates him spending four years of college studying the field. Expert admits that he’s never actually seen an alien and maybe isn’t as much of an expert as he’d like to claim. So, he asks the humans to collect a sample. Humans are given a special gun with limited ammo (pick unique nerf gun and darts from locker), with a longer stun time, which allows them to recover a zombie to bring to the expert. When a zombie becomes captured in this manner, the stun time on the remaining zombies is reduced. If the humans are not careful, the zombie can respawn and try to turn humans. Additionally, the zombie can kill the NPC if the humans are not watching for the spawn to reset, doing so would grant zombies bonus points.

If the NPC does not die, alerts humans to the side quest (retrieving alien tech) and gives them a meeting time/location for the next mission.

**Third (Final) Mission - Sunday 4/3**

Mission Type: Exterminate Alien Threat

Humans will attempt to prevent the alien(s) from escaping back to the mother ship while Zombies attempt to defend the alien(s). The time that each location must be held is subject to change based on attendance.

1. Grassy field Merrill House - hold for 7 minutes
2. Observatory - hold for 7 minutes
3. Top of the ski hill, back by the Darwin trails - hold for 7 minutes

**Side Quest**

The side quest can be completed by the humans over the course of the event.

* Recover other alien tech, hidden at various locations, deliver to Alien Expert
	+ Locations: Olin bottom floor/tunnels, Chapel basement, Library top floor, Little Hall
	+ Each piece of tech is a note or object containing cryptic or helpful information
	+ Olin Hall and Little Hall have helpful notes – humans given points and temporary zombie cool down timer increase
	+ Library and Chapel would have unhelpful notes that makes no sense to players but that the Alien Expert finds useful – humans just given points
* Observe aliens at the top of the hill and note various important pieces of information:
	+ Colors, types of gun
	+ Have a few zombies/NPCs wander around the top of the hill every once in awhile
	+ Will depend on number of NPCs and availability
	+ Give aliens and some zombies sashes/bandanas, humans can record and submit information to Alien Expert through email
	+ Depending on what guns we have, also maybe rough descriptions of guns so the Alien Expert can develop zombie-fighting tech from them
* Investigate records of a previous alien visit to Earth
	+ Information located in the Library basement
	+ Either Alien Expert asks directly for the documents or hints at location
	+ Drop the documents at a certain location or directly to Alien Expert

**NPCs**

Non-player characters created for the campaign were given a few key characteristics, but left broad in order to allow the individuals playing them a chance to bring their own flair to the character.

Radio Technician (Josh)

* Leads players to ski hill on starting mission
* Introduces second (Saturday) mission
* Is scared of the aliens and zombies, won’t go with the humans near any

Alien Expert (Ben)

* Gives information on aliens to humans
* He is very absent minded and scatterbrained. Will sometimes will trail off in the middle of a sentence, forgetting what he was saying.
* Overly excited that aliens are real, despite the fact that they are trying to kill the human race with zombies

Alien Mother-Brain (Isabella)

* Main target for last mission
* Has an odd appearance, jittery and unsmooth movement
* Wants to kill of humans with the zombies, so that the aliens can colonize Earth

**Game Mechanics and Balancing**

Assumed: 20 humans begin play

Team with most points wins

*Scoring methods are not revealed until after game, if even.*

**Points for Humans**

Second Mission Complete: 10 points

Alien Expert Alive: 10 points

Alien Mother-Brain Leader Dead: 20 points

Alien tech: 2 points each + 2 for full completion (10 total)

Humans alive at the end: 3 points each (**?** total)

(Humans alive who do not attend the final mission are worth 1 point)

**Perfect score: 50 + humans**

**Points for Zombies**

Humans turned: **2** points each (**?** total)

(Humans turned who do not attend the final mission are worth 1 point)

Expect Dead: 10 points

Aliens escape: 20 points

Merrill House Field held: 5 points

Observatory held: 5 points

Ski Hill/Drawn Path held: 10 points

**Perfect score: 50 + humans**

**Game Balance Checks**

* After Friday mission, humans should maintain advantage in 15/5 to 17/3 split
* After the Saturday mission, advantage should be slightly human favor or tied
* After Sunday mission, zombies should maintain advantage in 15/5 to 17/3 split

**Zombie Respawn Timer,** to be announced/changed at the beginning/end of missions

* Timer begins at 3 minutes, for every 3 humans turned (does not include OZs), timer increases by 1 minute

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| OZs only | 3 min |
| 3 turned | 4 min |
| 6 turned | 5 min |
| 9 turned | 6 min |
| 12 turned | 7 min |
| 15 turned | 8 min |
| 18 turned | 9 min |