Hardware Components

ZTag requires 2 types of components, ZTag badges (worn by each player) and ZStations (installed in the ZTag Arena).

- **ZTag Badges:** All players wear badges over their hearts as a "health indicator." 4 different color patterns are shown below:
    - **Solid White (Doctor):** Doctors are the heroes of the game, they can heal sick humans and are immune to zombies. When a human player finds all of the required checkpoints, they become a Doctor.
    - **Slow Green Heartbeat (Human):** This is a healthy player, and he will remain healthy as long as he doesn't get too close to a zombie.
    - **Fast Yellow Heartbeat (Sick):** If a healthy human is "bit" by a zombie, he is now sick. He must find a checkpoint or health kit immediately (before his incubation time runs out) to avoid turning into a zombie. If a sick player gets bit again by a zombie, he automatically becomes a zombie.
    - **Solid Red (Zombie):** Zombies who are infectious within 3ft face-to-face of a human.

- **ZStations:** ZStations enhance the ZTag gameplay by allowing you to adjust certain game rules. Configure the ZStations by downloading the "ZTag Config" app from the Android or Apple App Store. During gameplay, ZStations activate when a player places their palm over the front of the casing (a strobe pattern will indicate successful activation). The various functions are listed below:
    - **Initializer (white):** ZTag games have several parameters that can be configured such as game length, the number of required checkpoints to find, and incubation period of a sick human; The ZTag Game Host

determines these variables before the game. The ZTag Game Host initializes each player to begin the game.

- **Health kit (green):** If a human player is sick (fast yellow heartbeat), he can activate a health kit to heal himself back to a slow green heartbeat. Players may use health kits multiple times.
- **Checkpoint (rainbow):** Humans must find all required checkpoints in the arena to become doctors. Additionally, checkpoints heal each human player once per game. A player activating the same checkpoint will not get another check mark and will not get healed again.
- **Hazard (red):** Hazards send the same infection signal as zombies; Therefore humans should avoid hazard areas.
- **Pause (blue):** Pause a game in certain locations where ZTag may be disruptive to operations.
- **Resume (magenta):** A player can resume their game by visiting this resume ZStation.