

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED / 1 BONUS



DUPONT CIRCLE

1

2

3

4

5

6

FINISH

B

BONUS

INSTRUCTIONS: Make it to each checkpoint, in order, without being caught by chasers. You may run, walk, or take the metro. At each checkpoint there will be an SFZero Agent to sign this manifest. They will tell you how to identify the agent at the next checkpoint. If you are caught (tagged), remove your player ribbon and give it the person who caught you and put on your chaser ribbon. Your goal is now to catch other people.

RULES:

1. ABSOLUTELY NO CARS, TAXIS OR BIKES OR BUSES!
2. Your player ribbon must be tied around your arm and visible at all times
3. Visit checkpoints in order. You may visit the bonus checkpoint at any time.
4. If the Checkpoint Agent has already left ask a stranger to sign this manifest

IN CASE OF EMERGENCY:

Call Brandon at (240) 687-6967
or Thomas at (410) 370-8492

sfzero.com
survivedc.com

FOR CHICAGO, CALL (773) 209-1323 AND TELL THEM THIS ADDRESS: 961 W 19TH STREET, APT 3R