

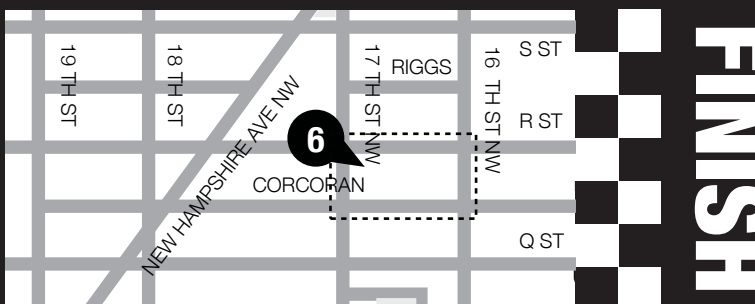
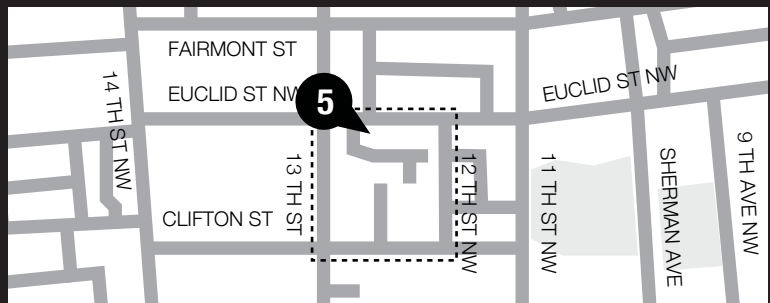
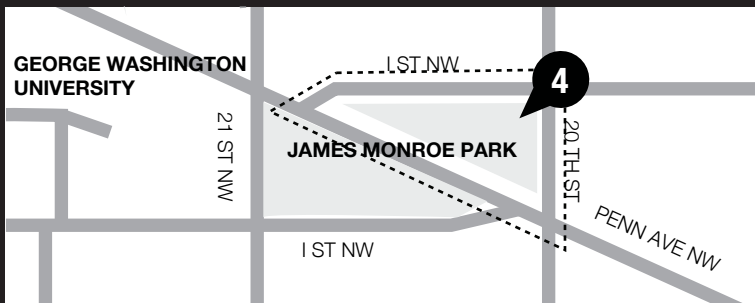
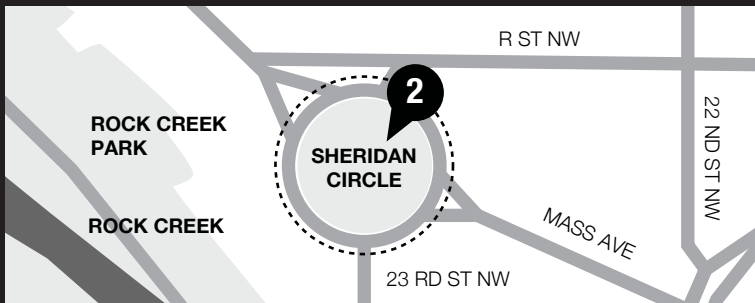
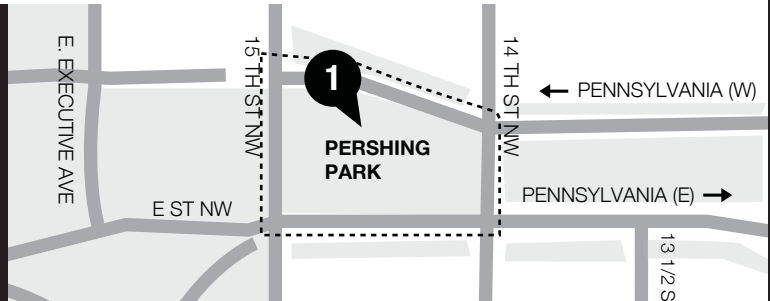
SURVIVEDC 2013

CHECKPOINT STAMPS / 6 REQUIRED

GAME STARTS AS CLOSE TO 8PM AS POSSIBLE. AWARD CEREMONY STARTS 12:00 AM AT THE FINAL CHECKPOINT.



DUPONT CIRCLE (Freebie)



FINISH



BONUS
1 YELLOW = 5 BLUE + 1 MIN

SPECIAL THANKS TO:

Our Volunteers
DC's group house scene
(Keep it going, DC!)
Dupont Italian Kitchen
Cluster Media
Xanadu

INSTRUCTIONS: Make it to each checkpoint without being caught by chasers. You may run, walk or take the metro. At each checkpoint there will be an agent to stamp this manifest. If you are caught (tagged) remove your player ribbon and give it to the person who caught you and put on your chaser ribbon. Your goal is now to catch people. Inquire about bonus activities that reveal in-game secrets.

RULES:

1. ABSOLUTELY NO CARS, TAXIS, BIKES OR BUSES!
2. Your player and chaser ribbon must be tied around your arm and visible at all times
3. Safezones extend 5 feet from the street surrounding checkpoint areas (do not dash across streets)
4. If the Checkpoint Agent has already left ask a stranger to sign this manifest
5. Rule disputes should be settled amicably between players and chasers. Checkpoint Agents have final say.

IN CASE OF EMERGENCY CALL 911

Questions? Call Brandon: (240) 687-6967

sfzero.com survivedc.com

MANIFESTS WILL BE CONFISCATED IF PRESENTED FOR CHECKPOINT STAMPS PRIOR TO THE START OF THE GAME