

JOURNEY TO THE END OF THE NIGHT

the route:

1. 2 W 32ND ST, #201

X

2. 58 BARROW ST

X

3. BATTERY PARK LABYRINTH

X

4. 26 WALL ST

X

5. 8 MOTT ST

X

6. NUBLU - 62 AVENUE C

in case of emergency, call sam (415.238.2494) or ian (415.516.1391)

INSTRUCTIONS

Your goal is to reach the final checkpoint first with a complete manifest and without being caught by chasers.

Inside each checkpoint you must find an SFZero agent to sign your manifest. These agents will instruct you on how to identify the agent at the next checkpoint.

If you are caught (tagged), remove your player ribbon and put on your chaser ribbon. Your goal now is to catch other players.

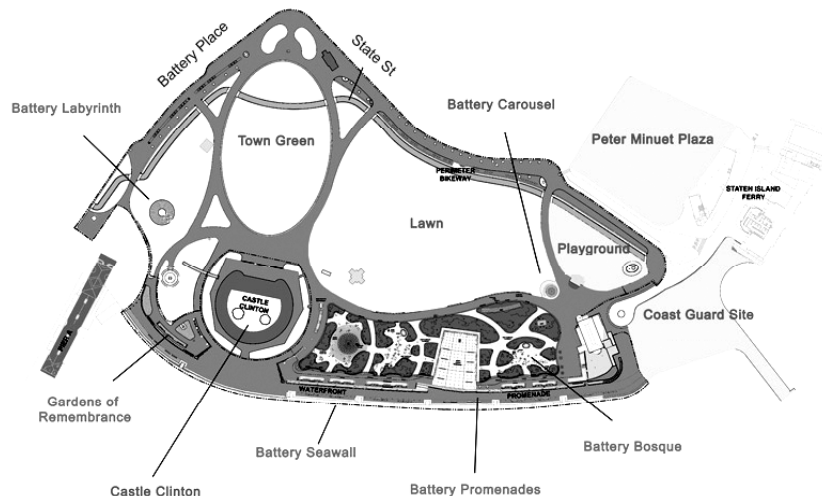
You may walk, run or take public transportation.

RULES

1. Travel by feet & public transportation only - ABSOLUTELY NO TAXIS OR BIKES
2. You must do the checkpoints in order.
3. If you can't find an agent to sign your manifest, ask a stranger.
4. Player ribbons should be clearly visible at all times.

Demilitarized Zones are chaser-free areas where you cannot tag or be tagged. They are:

1. W 32nd St between 5th Ave & 6th Ave
2. Barrow between Bedford & Bleecker
3. Area around Labryinth enclosed by benches/fences
4. Wall St between William & Broad
5. Mott between Mosco and Chatham Sq
6. Avenue C
7. Trains & train platforms (but NOT subway stations)



THE MAP

