



CHECKPOINTS

VISIT THESE IN ORDER

- DUPONT CIRCLE 1
- BOLT BUS STOP 10th & H 1
- STEPS OF GEORGETOWN LAW 2
- PORCH AT 133 FLORIDA AVE NW 3

- WASHINGTON IMPROV SCHOOL 4
- LAMONT PARK 5
- MARIE REED REC CENTER 6



SAFE ZONES

- DUPONT CIRCLE 1
- AREA AROUND THE BUS STOP 1
- THE STEPS THEMSELVES (600 NJ Ave) 2
- FLORIDA AVE BETWEEN 1ST & 2ND 3

- AREA AROUND CHECKPOINT (13th & V) 4
- PARK BOUNDARIES (Mt Pleasant, 17th, & Killbourne) 5
- PARK BOUNDARIES (18th & CA Ave) 6

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED



DUPONT CIRCLE
(Freebie)



FINISH

SPECIAL THANKS TO:

WASHINGTONIMPROVTHEATER

washingtonimprovtheater.com

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 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 Chris at (516) 547-3889

sfzero.com
survivedc.com