

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.

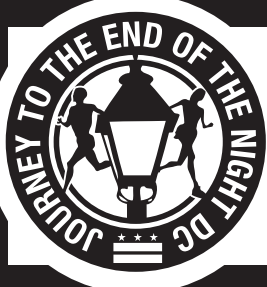
RULES:

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

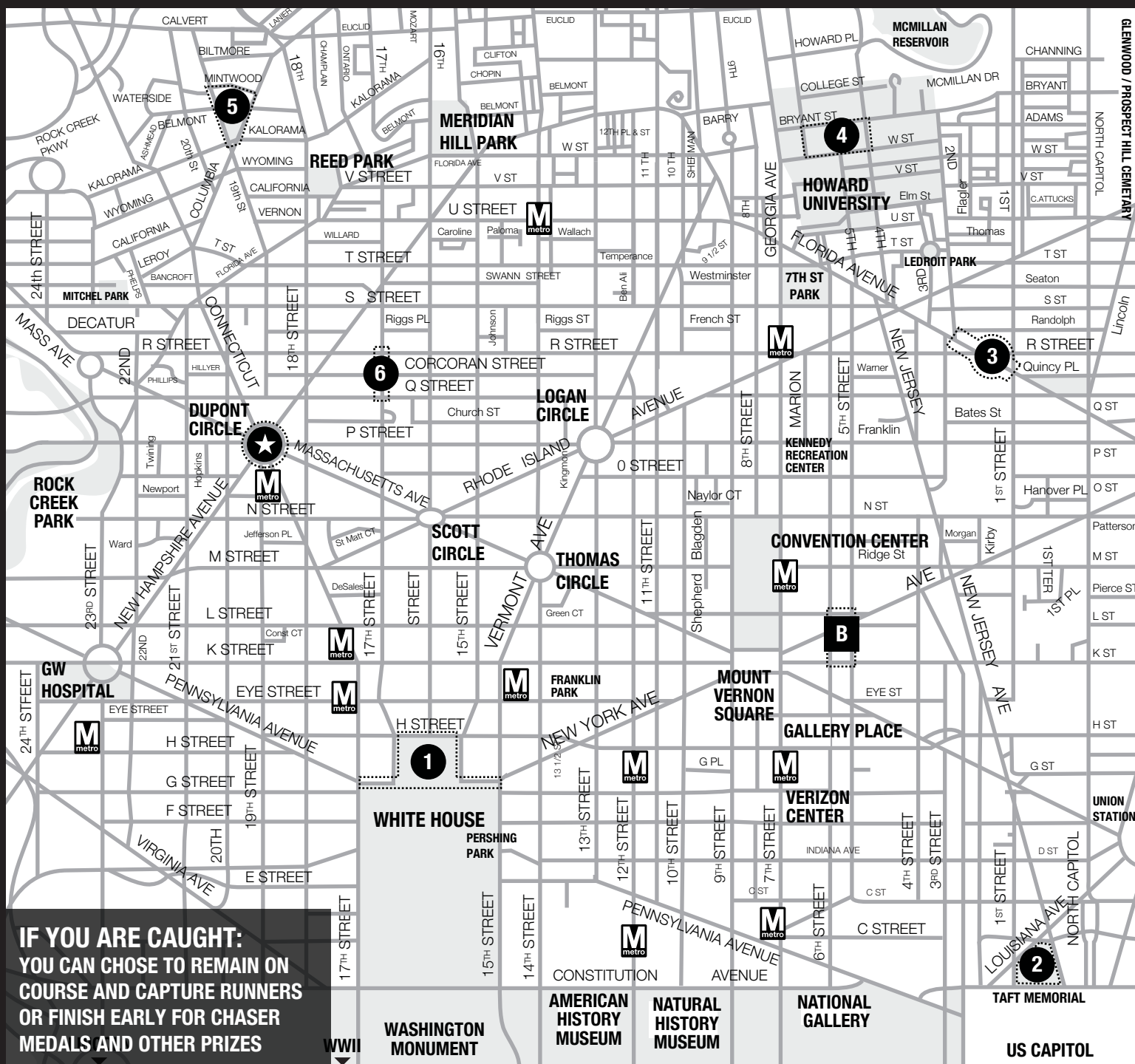
sfzero.com
survivedc.com



CHECKPOINTS

DUPONT CIRCLE ★
LAFAYETTE PARK ①
TAFT MEMORIAL ②
133 FLORIDA AVE NW ③

HOWARD UNIVERSITY LIBRARY ④
KALORAMA COMMUNITY PARK ⑤
INSIDE 1637 17TH ST ⑥
BONUS - INSIDE 1103 6TH ST B



IF YOU ARE CAUGHT:
 YOU CAN CHOOSE TO REMAIN ON
 COURSE AND CAPTURE RUNNERS
 OR FINISH EARLY FOR CHASER
 MEDALS AND OTHER PRIZES

SAFE ZONES

DUPONT CIRCLE ★
LAFAYETTE PARK & PENN AVE B/W 16TH & 17TH ①
PARK (CONST., 1ST, CST, & NEW JERSEY) ②
FLORIDA AVE BETWEEN 1ST & 2ND ③

BLOCK OF 6TH, BRYANT, 4TH & WST ④
PARK (19TH, MINTWOOD & COLUMBIA) ⑤
17TH BETWEEN Q & R ⑥
BLOCK BETWEEN 6TH, 7TH, L & M B