



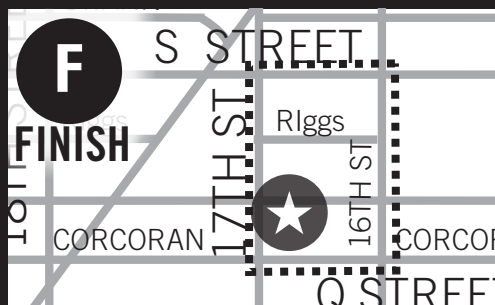
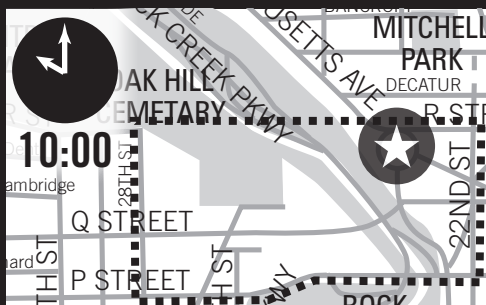
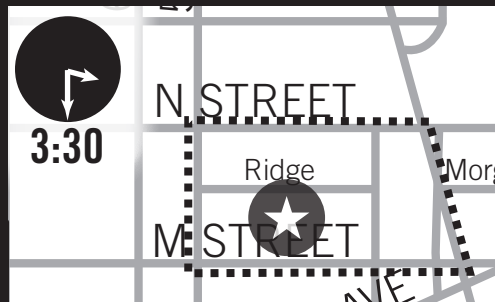
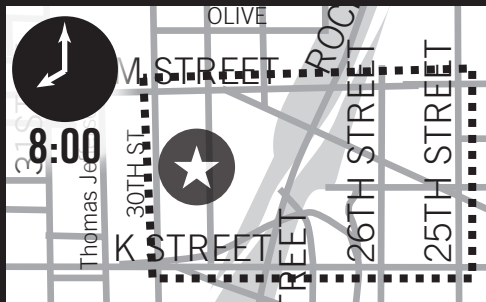
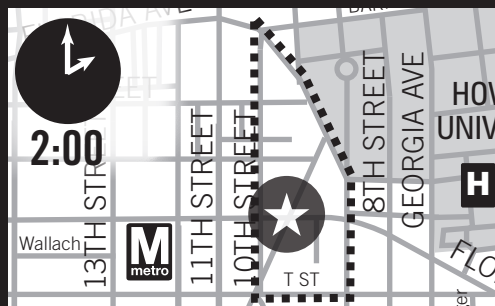
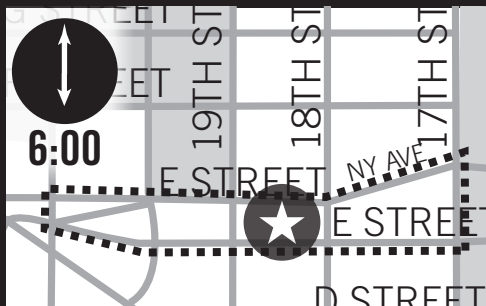
MANIFEST



SURVIVE DC 2011

CHECKPOINT STAMPS

(VISIT IN ANY ORDER; ALL STAMPS REQUIRED TO FINISH)



IN CASE OF EMERGENCY: Call Brandon at (240) 687-6967
or Thomas at (410) 370-8492

THE GOAL

Get your manifest stamped at every checkpoint, then reach the finish line, without being caught (tagged).

RULES FOR EVERYONE

The game starts when the air horn blows. Starting early is cheating. All ribbons must be worn on the upper arm and visible at all times. Hiding your ribbon is cheating. You may run, walk, use wheelchairs, or use metro or buses. Using any other form of transportation (cars, bikes, skateboards, rockets, giraffes) is cheating. If you wish to stop playing: remove your ribbon. Rejoining the game after quitting is cheating. Cheating is punishable by death. Go to the finish line to find your friends, wait for awards, or volunteer for a special role.

RUNNERS

All players start as runners. Runners wear blue ribbons (so put yours on now). Their goal is to get to checkpoints. Keep the orange ribbon in your pocket to use if you get caught. You may visit checkpoints in any order. Checkpoints close at midnight. If the checkpoint is closed, get a stranger to sign your manifest.

CHASERS

Chasers wear orange ribbons. Their goal is to catch runners by tagging them. When a chaser tags a runner, they take the runner's blue ribbon as a trophy. The runner ties on an orange ribbon and becomes a chaser too. Chasers must get the blue ribbon before tagging again. You can only become a chaser by being tagged by a chaser.

SAFE ZONES

Chasers cannot tag runners inside safe zones. Each checkpoint is inside a safe zone. Checkpoint safe zones include both sides of all bordering streets. Metro stations and trains are safe zones, including ten feet from station exits (top of escalators). Buses are safe zones, including ten feet from any bus stopped at a bus stop. Ten feet from any police officer or security guard is a safe zone. Please do not tag police officers; they do not usually have ribbons.

ALSO LOOK FOR

- **Good Player Fairies** are mobile safe zones; chasers may not tag within ten feet of a Good Player Fairy. They wear a metallic gold ribbon but do not always have wings. They may be summoned by tweeting a plea for help with your location and the hashtags #goodplayerfairy #survivedc
- **The Uber-Chaser** can tag both runners and chasers, even within safe zones! They wear a pink-and-black leopard-print ribbon and glowing lights. If a chaser is tagged by the Uber-Chaser, the chaser is out of the game entirely. The Uber-Chaser is capricious and likes day lilies, coconut, and riding the metro.

PRIZES

Trophies will be given shortly after midnight at the finish line. Trophies will be given to the first runners to finish, to the chaser bringing the most blue ribbons to the finish line by midnight, and to a few other lucky people (best costume, best story, etc.). All runners who finish with a completed manifest (even after midnight) get a small prize.

REMEMBER: IT'S A GAME

Don't be a jerk, and have fun. Everyone playing is here to have fun, and the people running this game are volunteers who did a lot of work to make that happen. Most importantly: **Be Safe.** Getting caught by a chaser is not as bad as getting hit by a car. You're still in the real world, in a city with dangers. Be aware, and careful.