

PLAYER INSTRUCTIONS

Your goal is to reach the final checkpoint first with a complete manifest, without being caught by Chasers. You may walk, run, or take the train.

At each checkpoint you must find an 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 blue ribbon and give it to the Chaser who caught you. Put on your red ribbon: your goal now is to catch other players.



RUNNER AWARDS

All players to cross the finish line with a *complete manifest* will receive a MEDAL OF MERIT.

The first player to arrive at Checkpoint 6 with a *complete manifest* will receive the RUNNER TROPHY.

The first 3 players to cross the finish line with stamps from *all three BONUS checkpoints* will receive a MEDAL OF COURAGE.

CHASER AWARDS

The first 12 Chasers to arrive at Checkpoint 6 with *at least one catch* (proven by a runner's blue ribbon) will receive a MEDAL OF VALOR.

At midnight, the Chaser present at Checkpoint 6 with the *most catches* will receive the CHASER TROPHY.

SAFE ZONES

All CTA Train Stations & Trains

Within 10 feet of a *BONUS Checkpoint stamp*

Elston Ave between Division and Augusta

Green St between Hubbard and Kinzie

LOWER LEVEL of Hubbard between Rush and Michigan

the *entire block contained by Madison, Monroe, Clark, and Dearborn*

Roosevelt Rd between Canal and Clark

Within 5 feet of Lake Shore Dr & all ground East of Lake Shore Dr



RULES

- 1) Travel by foot or train only - ABSOLUTELY NO BUSES, TAXIS, BIKES, SKATEBOARDS, ETC.
- 2) You must do the checkpoints in order.
- 3) If you arrive at a checkpoint after the Agent has left, you may ask a stranger to sign your manifest.
- 4) Your ribbon must be worn visibly on the upper arm at all times. Hiding your ribbon is considered cheating, and is punishable by death.

In case of emergency, call Dax at (650) 224 3357

MANIFEST

1 - 1117 N Elston – closes at 9PM

(agent signature)

2 - Green & I-90/94 – closes at 10PM

(agent signature)

3 - Hubbard @ Michigan,
LOWER LEVEL – closes at 11PM

(agent signature)

4 - "Exelon" Plaza – closes at 12AM

(agent signature)

5 - Roosevelt & Canal – closes at 1AM

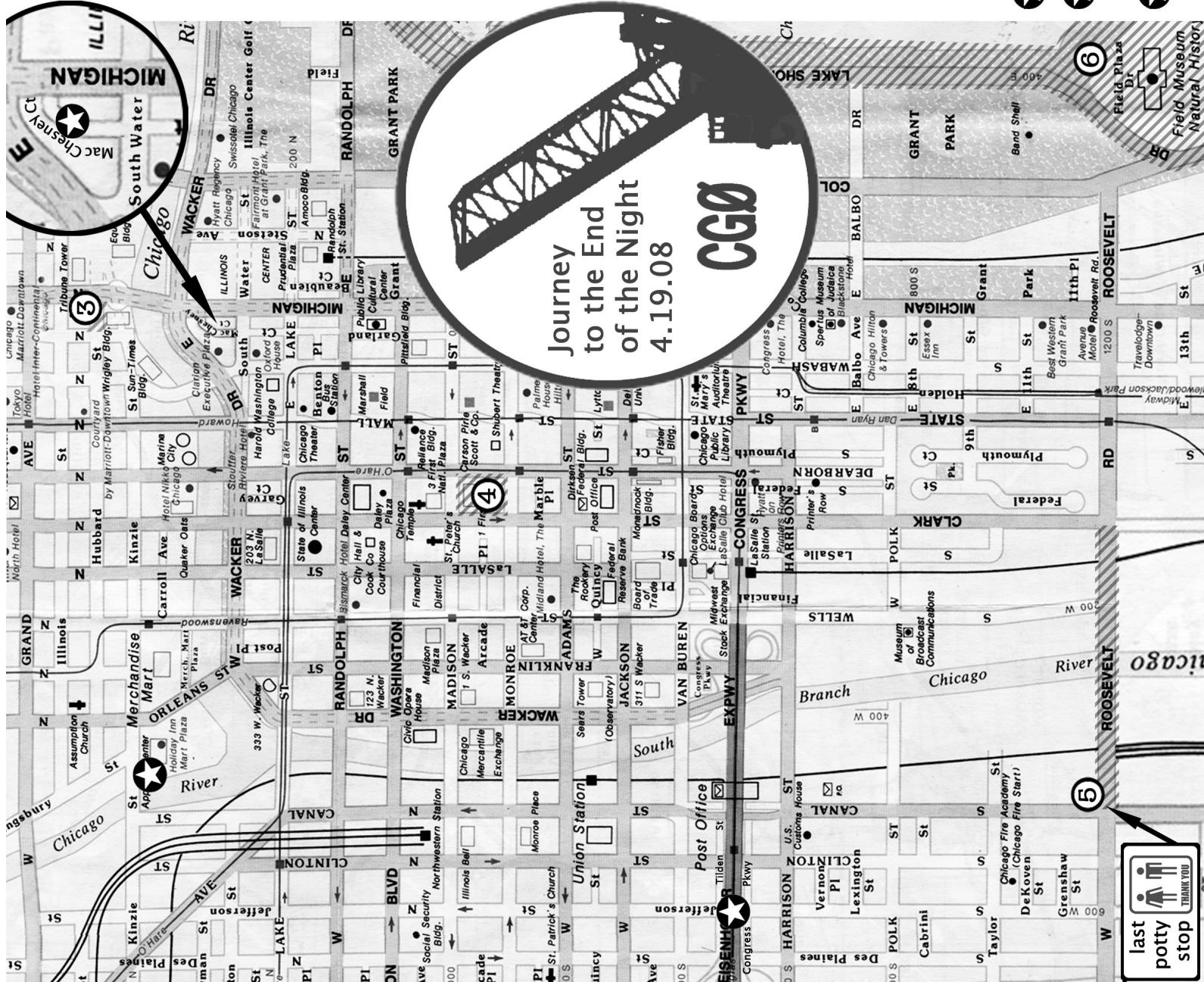
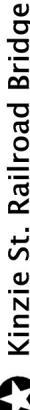
(agent signature)

6 - Field Museum Lawn – closes at 2AM

(journey time) _____
(agent signature)

Bonus Checkpoints:
(optional, unstaffed locations)

STAMP ANYWHERE ON YOUR MAP



Journey to the End of the Night - RULES

* Travel by foot or CTA only
**ABSOLUTELY NO CARS, TAXIS,
BIKES, SKATEBOARDS, SKATES
ETC.**

TAGGING: all tags must be "clean and fair."
If there is any reasonable dispute over the fairness
of a tag, the Chaser loses - Don't attempt a tag
unless you're sure you're in fair territory!

* You must visit the checkpoints
in order.

Your ribbon must be worn visibly on the upper arm at all
times. **Hiding** your ribbon is considered cheating, and is punishable by death.

SAFE ZONES:

- * inside CTA train stations, on board CTA trains and buses, and while boarding & stopped bus
- * areas surrounding each checkpoint as described on the map

CHECKPOINT 1: "Agora" (crowd of headless statues)

**SAFE ZONE: on the cement at the base
of the statues**

(agent signature)

checkpoint closes at 8:00pm

**CHECKPOINT 2:
bottom of the staircase at
Northwest "tower" of
Roosevelt Street Bridge**

SAFE ZONE:

**TOWARD
Roosevelt Between Clark and
Canal**

(agent signature)
checkpoint closes at 9:00pm

**CHECKPOINT 3
(other side)**

PLAYER INSTRUCTIONS

Your goal is to reach the FINISH LINE with a signature from each CHECKPOINT, without being caught by Chasers. You may walk, run, or ride CTA trains and buses.

At each checkpoint you must find an Agent to sign your manifest. These Agents will instruct you on how to identify the Agent at the next checkpoint. If a checkpoint has closed, find a stranger to sign your map.

If you are caught (tagged), remove your blue ribbon and give it to the Chaser who caught you. Put on your pink ribbon: your goal now is to catch other players.

CGO

In case of game emergency, call Dax at (650) 224 3357
In case of medical emergency, call 9-1-1

A simultaneous game is being played in Washington DC tonight! To attempt to reach a DC Runner during the game, call:

(202) 393-1788

If a DC Runner is passing by when this telephone rings, they will pick up. Read them the lock combination below, and they will give you the address of a Secret Bonus Checkpoint!

DC Lock Combination:

7-7-3

TOWARD
CHECKPOINT 2
(other side)

CHECKPOINT 3:

1907 S Halsted

Vespine Gallery (inside)

SAFE ZONE: Halsted between
19th Street and 19th Place

(agent signature)
checkpoint closes at 9.45pm

We will all want to hear
the story of your run,
especially those who
played in DC!

Post your adventure, with
or without pictures, to:

chicag0.org/over

FINISH LINE: Co-Prosperity
Sphere, 3219 S Morgan St.
SAFE ZONE: Morgan be-
tween 31st Street and 33rd
Street

(signature/arrival time)
finish line closes at 12 midnight

6

TOWARD
CHECKPOINT 2
(other side)

If a DC Runner is passing by when this telephone rings, they will pick up. Read them the lock combination below, and they will give you the address of a Secret Bonus Checkpoint!

DC Lock Combination:

7-7-3

CHECKPOINT 4: Chinatown

Square (plaza)

SAFE ZONE: within the bounds
of the 12 Zodiac statues that
surround the plaza

(agent signature)
checkpoint closes at 10.30pm

5

CHECKPOINT 5: railyard entrance ramp
under 90/94 at Canal

SAFE ZONE: Canal between 24th Place
and 26th Street

(agent signature)
checkpoint closes at 11.15pm

RUNNER AWARDS

All players to reach the finish line with a all signatures
will receive a BADGE OF MERIT.

The first player to arrive at the finish line with all signatures
will receive the RUNNER TROPHY.

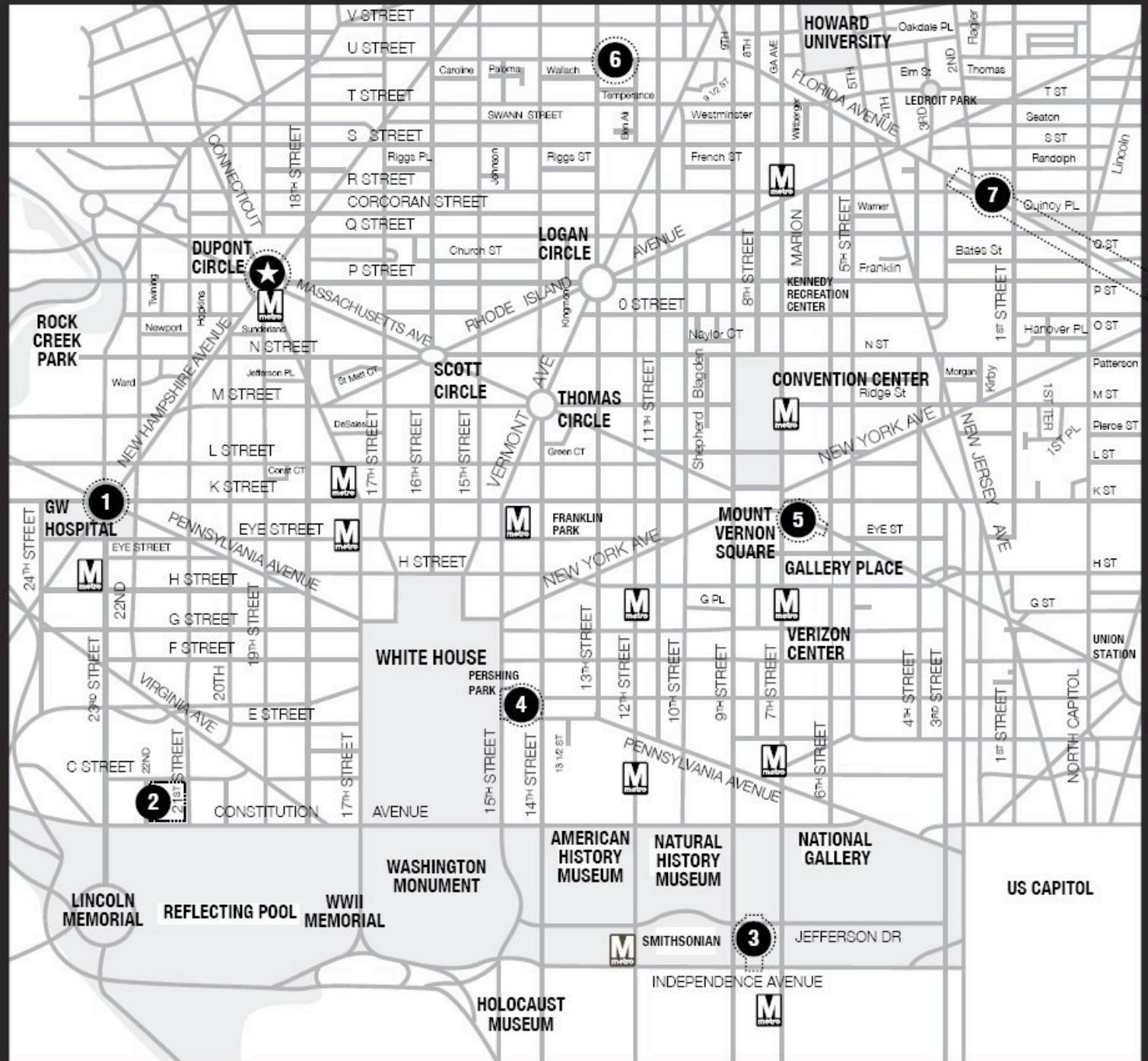
CHASER AWARDS

The first 10 Chasers to arrive at the finish line with at least one
catch (proven by a runner's blue ribbon) will receive a BADGE OF
VALOR. These chasers may not re-enter the game.

At 11.30pm, the Chaser present at the finish line with the most
catches will receive the CHASER TROPHY.

CHECKPOINTS

DUPONT CIRCLE ★ PERSHING PARK (WEST OF FREEDOM PLAZA) ④
WASHINGTON CIRCLE ① 635 MASS AVE ⑤
CONSTITUTION & 22ND ② 1213 U STREET ⑥
ARTS+INDUSTRIES BLDG ③ 133 FLORIDA AVE ⑦



SAFE ZONES

SAFE ZONES DUPONT CIRCLE ★ BLOCK OF 14TH+15TH & PENN+EST 4
WASHINGTON CIRCLE 1 MASS BTW 6TH+7TH 5
CONSTITUTION BTW 21ST+22ND (& NAT'I SCIENCES PARK) 2 U BTW 12TH+13TH 6
INDEPENDENCE BTW 9TH+7TH (& PATH TO JEFF/MALL) 3 FLORIDA EAST OF 3RD 7

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED / 1 BONUS



DUPONT CIRCLE



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:

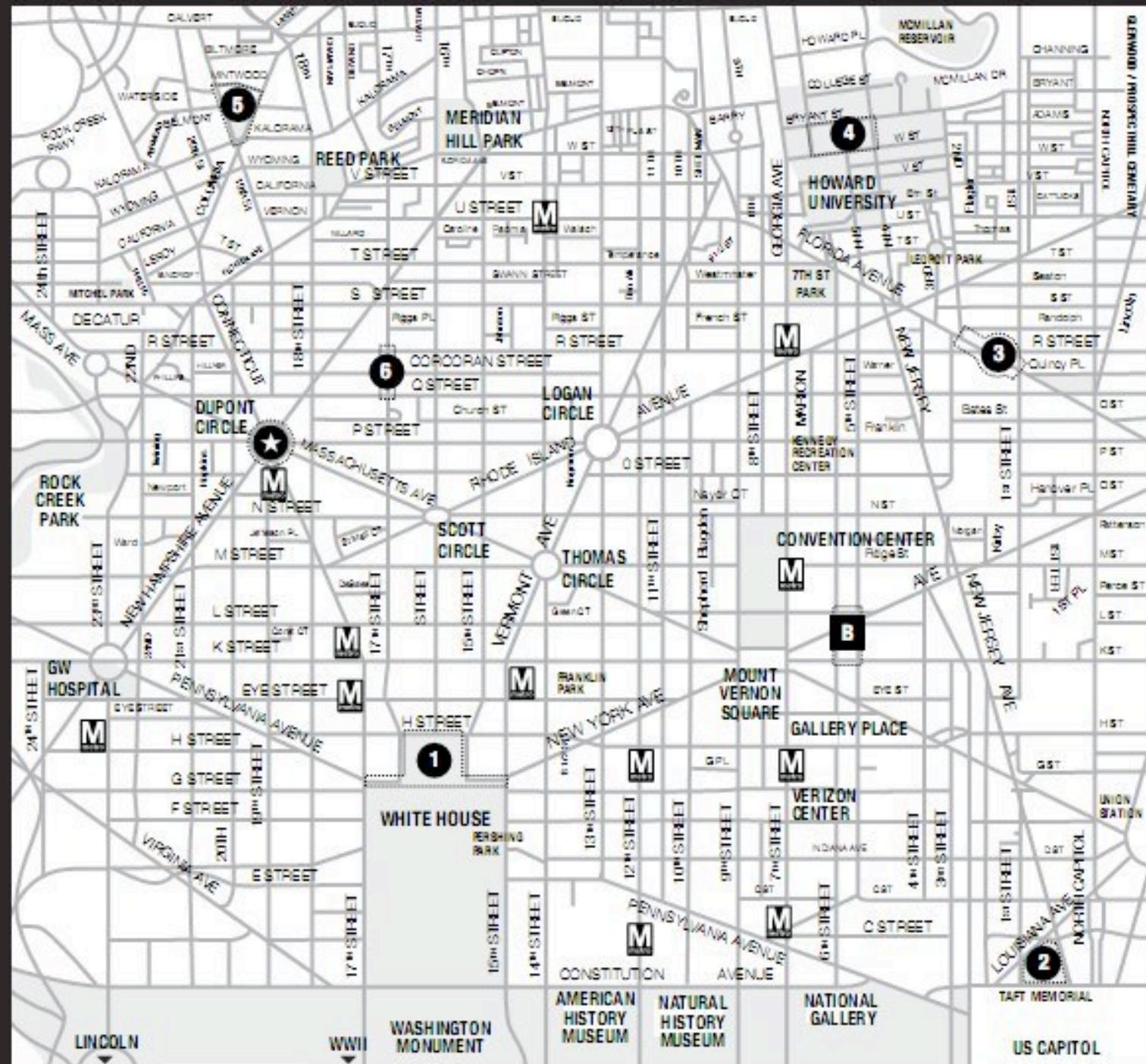
1. ABSOLUTELY NO CARS, TAXIS OR BIKES OR BUSES!
2. Your player ribbon must be tied around your arm and visible at all times
3. Visit checkpoints in order. You may visit the bonus checkpoint at any time.
4. If the Checkpoint Agent has already left ask a stranger to sign this manifest

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
- INSIDE 133 FLORIDA AVE NW ③
- HOWARD UNIVERSITY LIBRARY ●
- KALORAMA COMMUNITY PARK ●
- INSIDE 1637 17TH ST ●
- BONUS - INSIDE 1103 6TH ST ■

**SAFE ZONES**

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

DUPONT CIRCLE ★

- 16TH & 17TH STS ④
- 18TH & 19TH STS ⑤
- 20TH & 21ST STS ⑥
- 22ND & 23RD STS ⑦

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

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED / 1 BONUS



DUPONT CIRCLE



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

Journey to the End of the Night Los Angeles

7•12•2008 Official Player Manifest

Do not lose LAØ

Checkpoints

1. Tower Records Building
Corner of Argyle & Yucca
(closes at 9:00pm)

2. Mann's Chinese Theater
Hollywood Blvd, near Orange
(closes at 10:00pm)

3. Hollywood Forever Cemetery
Santa Monica near Gordon
(closes at 11:30pm)

4. Bransdall Art Park
Hollywood & Berendo (top of hill)
(closes at midnight)

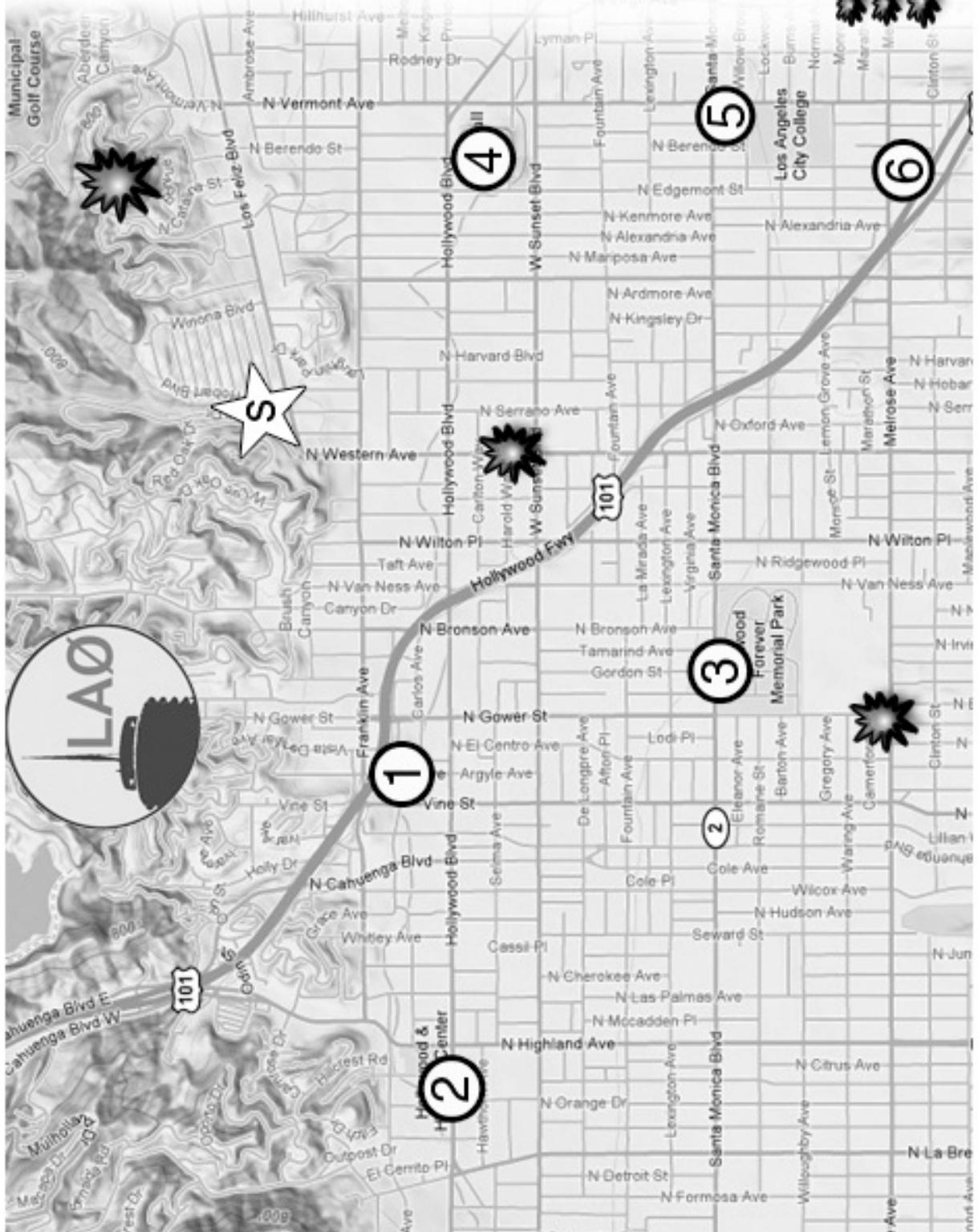
5. El Gran Burrito
Santa Monica & Vermont
(closes at 12:30am)

6. Finish Line & Party
662 N. Heliotrope Dr.

Bonus Checkpoints

(optional unstaffed locations)

- Astro Burger - 5601 Melrose
- White Horse - 1532 Western
- Griffith Observatory - ???





Rules

- 1) Travel by foot or public transportation only.
NO BIKES OR ROLLERSTATES, SCATEBOARDS, ETC.
- 2) Your armband must be worn on your upper arm
and be visible at all times. Hiding your armband is not cool.
- 3) All checkpoints must be done in order.
- 4) If you arrive at a checkpoint after it is closed, you may ask
a stranger at the location to sign your manifest.
- 5) Every runner will be given a blue and a red ribbon to start the game. The runner
must always be wearing an armband. If a runner is caught by a chaser, that
runner must surrender their blue ribbon to the chaser. The caught runner
now has the opportunity to put on the red ribbon and become a chaser and
continue the game as a chaser. This option is encouraged.
- 6) There are three bonus checkpoints. They do not need to be recovered,
But there will be special bonuses for recovering them. These locations
will have a means of marking your manifest. Find the means and mark
your manifest anywhere. Finding these locations will not be easy.

Safe Zones

No chaser can tag a runner in a safe zone.

Every checkpoint is a safe zone.

Additionally, the sidewalk up to the nearest corner from the checkpoint is also safe.

All busses and trains are safe zones. All subway stations are safe zones.

Awards

The first runner to arrive at the finish line will get a beautiful handcrafted trophy that
will forever remind that player of their enormous level of awesome.

The chaser that arrives at the finish line with the most blue armbands will receive an
amazing trophy that will forever remind that player of their cunning.



We want to know what this adventure was like from
your perspective. Please post your story with or
without pictures to: <http://sfzero.org/tasks/Journey-to-the-End-of-the-Night-Los-Angeles/>

In order to post your story you will first have to sign
up for the game. Just go to SFZERO.org and
sign up. Once you're signed up, you can regale
us all with your story of daring and adventure!

MANIFEST

PLAYER INSTRUCTIONS

Your goal is to reach the final STAGE first with a complete manifest and without being caught by CHASERS. You may walk, run, take the bus or take the train.

1 Pillsbury Dr & Pleasant St SE : CLOSES AT 7:30 PM
safe zone: begins at chalk lines.

2 1821 Riverside Ave : CLOSES AT 8:15 PM
safe zone: south side of cedar on either side of building, note signs.

3 5th St & 3rd Ave S : CLOSES AT 9:00 PM
safe zone: approx 100 feet radius, note signs.

4 Willow St & Grant St : CLOSES AT 10:00 PM
safe zone: grass area enclosed by sidewalk.

5 2451 Nicollet Ave : CLOSES AT 11:00 PM
safe zone: building, and sidewalk patio area in front.

6 11th St & Nicollet Ave : OPENS AT 8:15 PM CLOSES AT 11:30 PM
safe zone: fountain area.

DEMILITARIZED ZONES (no tagging)
include checkpoints and the following:

Covered area of upper deck on Washington Ave Bridge
Washington Ave from Cedar Ave to S 12th Ave - both sides and street
Buses and trains - chasers may ride, but not tag
Bus stops with shelters 15 seconds before & during bus arrival
10 foot radius around bonus checkpoints are safe.

AWARDS

The first RUNNER to arrive at STAGE 6 with a complete manifest will receive the RUNNER TROPHY.
The CHASER present at Midnight, at the after party with the most catches (proved by their ribbons)
will receive the CHASER TROPHY.
Other special awards will be given.

AWARDS WILL BE GIVEN OUT AT MIDNIGHT AT THE AFTER PARTY

If you are not at the finish by 11:30, call Journey Central for the After Party location.

share stories and photos of your run or chase! sign up on sf0!
<http://sf0.org/tasks/journey-to-the-End-of-the-Night-Minnesota/>

BONUS STAGES

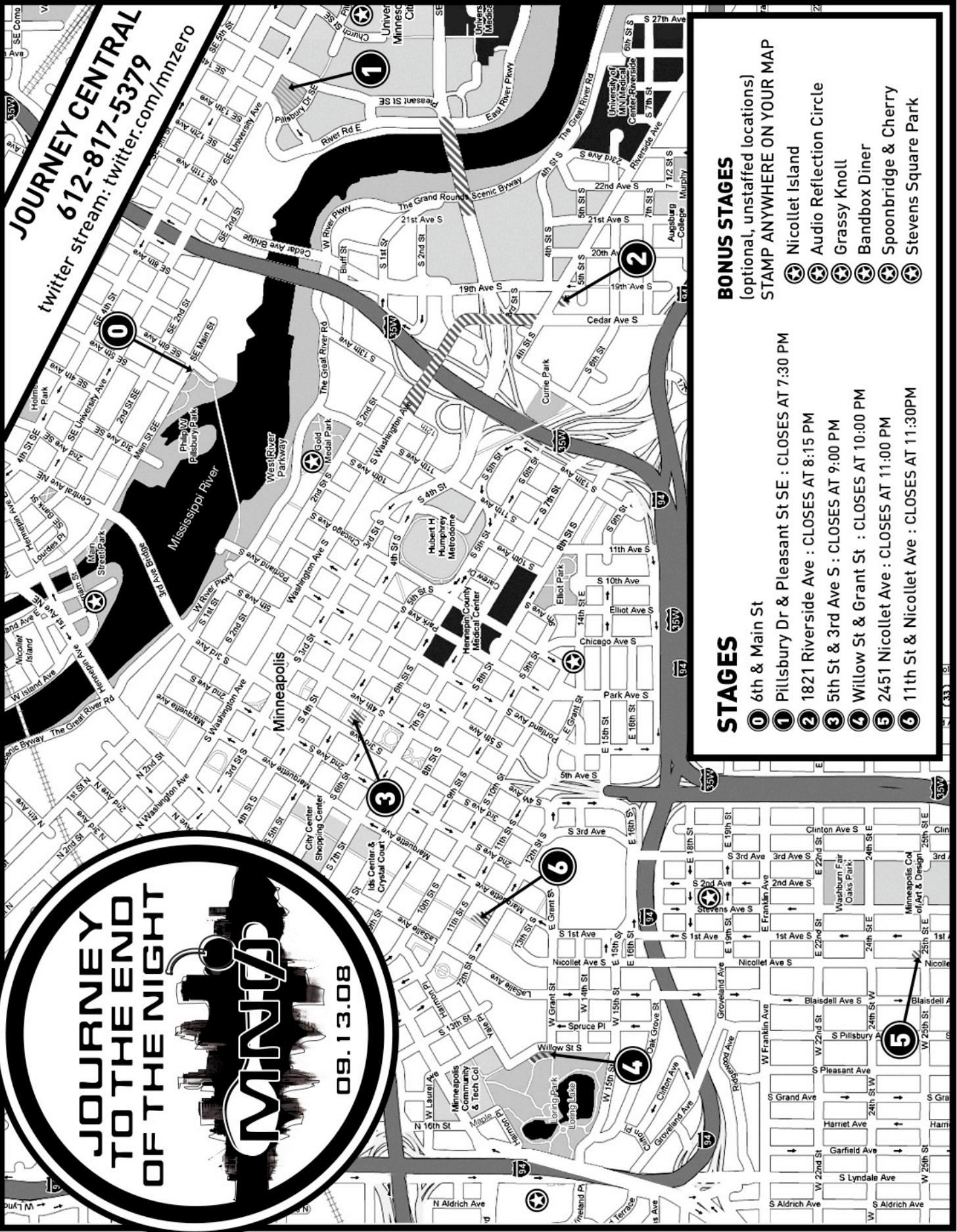
There are six BONUS STAGES. You do not have to visit them to complete your manifest and earn RUNNER prizes; they are strictly optional. At each BONUS STAGE there's a stamp and a pad of ink; stamp your manifest with the stamp and leave. At any standard STAGE, you can show a manifest with any three different bonus stamps to the AGENT, who will cross them off and give you a special yellow ribbon. Wear this along with your blue ribbon.

If you have a yellow ribbon and are tagged, give the CHASER the yellow ribbon instead of the blue. You now have 30 seconds of freedom from being caught again by that CHASER or any other CHASER who sees this happen. Run!

For CHASERS, yellow ribbons count as double when counted at the finish line.

RULES

- Travel by foot, bus or train only - ABSOLUTELY NO TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.
- You must do the STAGES in order.
- If you arrive at a STAGE after the AGENT has left, you may ask a stranger to sign your manifest.
 - Your ribbon must be worn visibly on the upper arm at all times. Hiding your ribbon is considered cheating.
 - In case of emergency or for directions to the after party, call Journey Central at 612-817-5379.



PLAYER IN- STRUCTIONS

MANIFEST:

Your goal is to reach the FINISH LINE with a signature from each CHECKPOINT, without being caught by Chasers. You may walk, run, and ride buses and trains.

At each checkpoint you must find an Agent to sign your manifest. These Agents will instruct you on how to identify the Agent at the next checkpoint. If a checkpoint has closed, find a stranger to sign your map.

If you are caught (tagged), remove your green ribbon and give it to the Chaser who caught you. Put on your orange ribbon: your goal now is to catch other players.

1 Morcom Amphitheater of Roses
checkpoint closes at 8:15pm

agent signature

2 Lake Merritt Colonnade
checkpoint closes at 9:00pm

agent signature

3 Athol Park Tennis Courts
checkpoint closes at 9:45pm

agent signature

4 Madison Square Park
checkpoint closes at 10:30pm

agent signature

5 Public Shore at Washington St
checkpoint closes at 11:15pm

agent signature

6 Underground Parking Entrance
checkpoint closes at 12:00am

agent signature

A W A R D S

All players to reach the finish line *with all checkpoint signatures* will receive a BADGE OF MERIT.

The first player to arrive at the finish line *with all checkpoint signatures* will receive the RUNNER TROPHY.

At midnight, the Chaser present at the finish line *with the most catches* (proven by runners' ribbons) will receive the CHASER TROPHY.

Your allies and enemies will all want to hear the story of your run! Post your adventure, with or without pictures, to: totheendofthenight.com/oakland/over

GAME RULES

* Travel by foot, AC Transit, or BART only - NO CARS, TAXIS, BIKES, SKATEBOARDS, SKATES ETC.

* You must visit the checkpoints in order.

* Your ribbon must be worn visibly on the upper arm at all times. *Hiding your ribbon is considered cheating, and is punishable by death.*

SAFE ZONES:

No tags may be made within Safe Zones (see other side)

TAGGING: all tags must be "clean and fair."

If there is any reasonable dispute over the fairness of a tag, the Chaser loses. *Don't attempt a tag unless you're sure you're in fair territory!*

All disputes must be settled by Players present, at the time of the tag. If the tagged Runner does not challenge an unfair tag at the time that the ribbon is handed over, the tag is fair. *No disputes will be handled at the finish line.*

In case of game emergency call Dax (650) 224 3357 or Sean (415) 430 7378

In case of medical emergency call 9-1-1

arrival time

agent signature

7 Lakeside Park Gazebo
checkpoint closes at 12:45am

agent signature

agent signature

SAFEZONE 1:
Morcom
Amphitheater
of Roses

SAFEZONE 3:
all of east
18th street
-and-
athol park

SAFEZONE 4:
9th street
east of
Jackson
-and-
Madison
Park

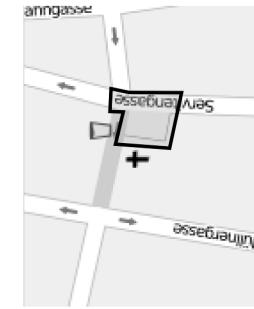
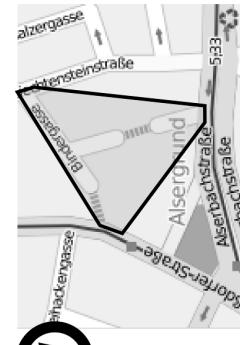
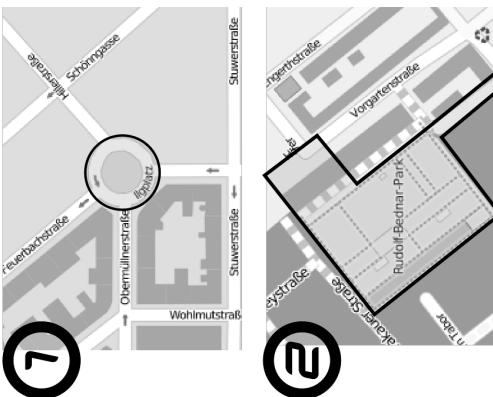
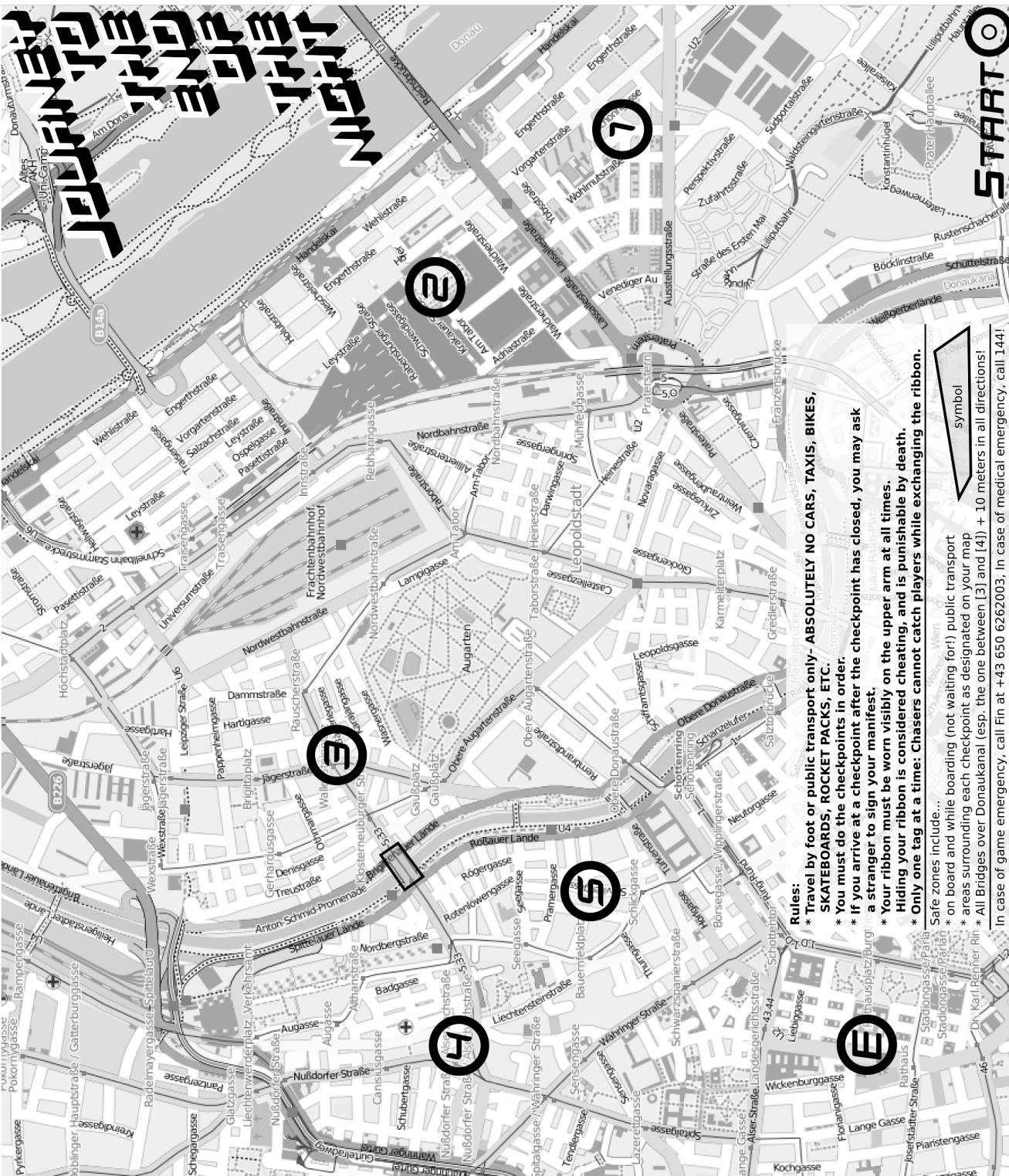
SAFEZONE 5:
2nd street
-and-
all area
south of 2nd

SAFEZONE 2 & 7:
lakeside park
(from the cross-
walk at Harrison
to the end of the
colonnade at
Lakeshore Ave)

GENERAL SAFEZONES:
on board trains and
buses, inside BART sta-
tions, and while boarding
a stopped bus
also: within 5 feet of any
non-player carrying an
orange or red umbrella

SAFEZONE 6:
clay st north of 11th
-and-
all area
park at 11th & clay

NOTE: last SF-bound
BART train leaves
19th Street Station
at 12:49 am



Rules:
 * Travel by foot or public transport only - **ABSOLUTELY NO CARS, TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.**

* You must do the checkpoints in order.
 * If you arrive at a checkpoint after the checkpoint has closed, you may ask a stranger to sign your manifest.

* Your ribbon must be worn visibly on the upper arm at all times.
 * Hiding your ribbon is considered cheating, and is punishable by death.

* Only one tag at a time: Chasers cannot catch players while exchanging the ribbon.

Safe zones include...
 * on board and while boarding (not waiting for) public transport
 * areas surrounding each checkpoint as designated on your map

* areas between [3] and [4] + 10 meters in all directions!
 In case of game emergency, call Fin at +43 650 6282003, in case of medical emergency, call 144!

in the Park behind Rathaus

START O
 Journey to the End of the Night is (cc)-by-nc SfZero journeyvienna is Fin, Lfittl & Hyacint
 Good Luck & See you at the Finish line!

Now what?

Your goal is to reach the Finish Line [E] without being caught.
Should you get caught, you become a chaser.
Then your goal is to catch as many players as you can.

Rules

Travel by foot or public transport only—
ABSOLUTELY NO CARS, TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.
You must do the checkpoints in order.

If you arrive at a checkpoint after the checkpoint has closed, you
may ask a stranger to sign your manifest.

Your ribbon must be worn visibly on the upper arm at all times.
Hiding your ribbon is considered cheating, and is punishable by death.
Only one tag at a time: Chasers cannot catch players while exchanging
the ribbon.

Safe Zones

- (1) around checkpoints:
- (2) Gürtel + Sidewalks
- (3) Moving Safezones
as announced at Start



Tagging

Must be safe and clean.
Disputes? Solve them!

Don't tag if you're not sure
it's allowed!

Safe: M0 Buildings End: Electric Avenue

Safe: Faßzieherg., Gardeg., Zitterhofg., Kirchbergg.

Safe: Am Gestade, Schwertg., Passauer Platz, Morlenstiege

Safe: Whole block n/e of H. Zollamtstr & Marxergasse

Safe: Ahrenbergpark + Donnebergpl. (s/e street)

Safe: Neumangasse, Erzherzog-Johann-Platz

Safe: Everything south of Kelsenstraße / Chegastraße

S y helo thar!

JOURNEY TO THE END OF THE NIGHT

play fair | don't hurt yourself | have fun || journeyvienna.at | fin + hyacint + lfitti