



# CHECKPOINTS

## VISIT THESE IN ORDER

- DUPONT CIRCLE ★
- PERSHING PARK ①
- SHERIDAN CIRCLE ②
- SHAW SKATE PARK ③

- JAMES MONROE PARK ④
- 1232 EUCLID ST NW ⑤
- DUPONT ITALIAN KITCHEN ⑥
- BONUS CHECKPOINT ⑦



### SAFE ZONES

SEE REVERSE FOR INSET MAPS

- DUPONT CIRCLE ★
- Penn Ave (E/W), 15th ST and 14th ST ①
- SHERIDAN CIRCLE ②
- PARK BOUNDARIES (11th & RI Ave) ③

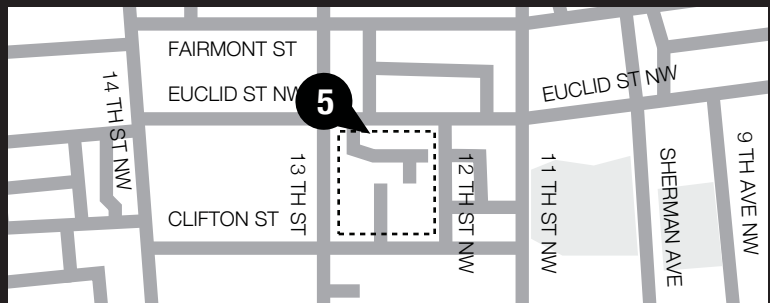
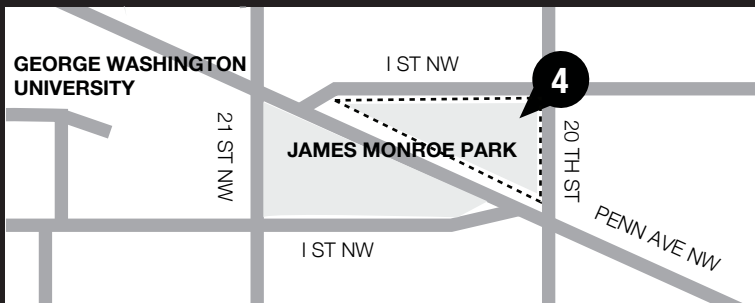
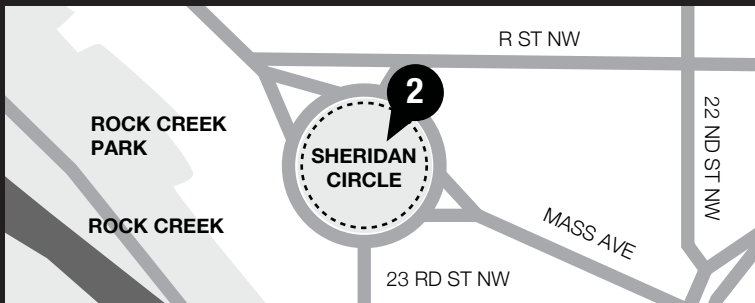
- I ST, 20th ST and Penn AVE ④
- Euclid ST, 13th ST, 12th ST and Clifton ST ⑤
- R ST, 16th ST, Corcoran ST and 17th ST ⑥

# SURVIVEDC 2013

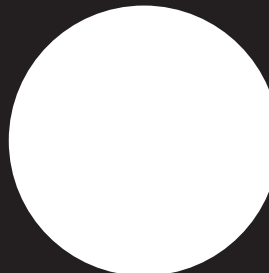
CHECKPOINT STAMPS / 6 REQUIRED



## DUPONT CIRCLE (Freebie)



# FINISH



**BONUS**  
ONE YELLOW = 5 ORANGE

### SPECIAL THANKS TO:

Our Volunteers  
DC's group house scene  
(Keep it going, DC!)

Dupont Italian Kitchen  
Cluster Media  
Xanadu

**INSTRUCTIONS:** Make it to each checkpoint 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.
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

[sfzero.com](http://sfzero.com)  
[survivedc.com](http://survivedc.com)

MANIFESTS WILL BE CONFISCATED IF PRESENTED FOR CHECKPOINT STAMPS PRIOR TO THE START OF THE GAME