

Journey to the End of the Night: Halloween

October 30, 2010

7:00pm at Justin Herman Plaza

600-1000 players anticipated

Contact Information:

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Game Summary

Journey to the End of the Night is a live game event in which players **race across a city at night, pursued by unknown chasers**. If they are caught, they too become a chaser.

At each checkpoint along the way they experience a site-specific performance or installation.

Game History

2006-Present

Journey to the End of the Night was created in 2006 by Ian Kizu-Blair, Sean Mahan and Sam Lavigne.

With over 5,000 players all-time it is [one of the most successful street games in the world](#). Since June 2006, it has been played in San Francisco, New York, London, Los Angeles, Berlin, Chicago, Washington DC, and Vienna.

San Francisco's 2009 Halloween event drew over 700 attendees. The end party of about 250 was held at Noisebridge, who reported increased interest and walk-ins as a result. Press coverage included the Bay Guardian, SF Weekly, and Laughing Squid.



San Francisco: Halloween 2009



Washington DC: May 2009

The Game Map and Manifest

THE MAP

SFZERO.ORG



INSTRUCTIONS

Your goal is to reach the Ocean Beach bonfire first with a complete manifest and without being caught by chasers. If you are playing as a group, the first group to finish with all members wins.

Inside each checkpoint you must find an SFZero 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 player ribbon and put on your chaser ribbon. Your goal now is to catch other players. You may stop chasing and go to Ocean Beach as early as you want, but no later than 10:45 PM.

Demilitarized Zones are chaser-free areas where you cannot tag or be tagged. They are:

1. Mason between Sacramento and California
2. Market between Octavia (freeway on-ramp) and Laguna
3. Geary between Wood and Collins
4. Middle Drive E.
5. Balboa between 17th and 18th
6. Anywhere West of The Great Highway
7. Buses, trains and MUNI stations

San Francisco 2006

Conclusion

- Over 5,000 players have participated, making Journey to the End of the Night one of the most successful street games in the world
- It is a dynamic street game that greatly engages young, urban participants
- Participants love the experience because it empowers them to act as strong and intelligent urban survivalists
- San Francisco's Halloween event was a huge success last year with over 700 players and promises to be even bigger this year