



In case of game emergency call Sam (415.238.2494) or Sean (415.935.4730). For all other emergencies call 911.

# JOURNEY TO THE END OF THE NIGHT: OCT 29TH, 2011

# 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, and ride buses and trains.

**You may visit the checkpoints in any order.** At each checkpoint you must find an Agent to sign your manifest. If you arrive at a checkpoint that has closed, find a stranger to sign your map. All checkpoints close at 12:30.

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

Chasers: you can visit Washington Square to be resurrected (one time only) and return to play.

Runners and Chasers: Beware the Chaser-Killer. If you are tagged by the Chaser-Killer you are out of the game permanently.

We will award prizes for First Place Runner and Deadliest Chaser at the finish line in Crissy Field at midnight.

## SOME RULES

- The game starts when the air horn blows. Do not leave early.
- Travel by foot, bus, or train only - absolutely no cars, taxis, bikes, etc.
- You can visit the checkpoints in any 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.
- Chasers can only tag one player at a time.
- You can only become a Chaser by being tagged by a Chaser.
- All tags must be "clean and fair," and made outside of safezones. No disputes will be handled at the finish line. If there is any reasonable disagreement over the fairness of a tag, the Chaser loses.

## SAFEZONES: CHASING-FREE AREAS WHERE YOU CANNOT TAG OR BE TAGGED

Safezones are: Bus shelters (not all bus stops have these), underground MUNI and BART stations, on board any bus or train, and while boarding or exiting a stopped train or bus.

Each checkpoint is within a safezone (see right side). Safezones include both sides of all streets that enclose them.

# MANIFEST



## LEVI'S PLAZA

Safezone: The blocks enclosed by Lombard, Union, Sansome, and Embarcadero



## WILLIE "WOO WOO" WONG PLAYGROUND

Safezone: The blocks enclosed by Clay, California, Powell, and Grant



## BROADWAY TUNNEL MINI PARK

Safezone: The blocks enclosed by Vallejo, Pacific, Hyde, and Jones



## FISHERMAN'S WHARF

Safezone: The blocks enclosed by Embarcadero, Jefferson, Taylor and Powell



## FORT MASON

Safezone: The blocks enclosed by San Francisco Bay, Laguna, Van Ness, and Bay St



## RESURRECTION POINT (OPTIONAL) - WASHINGTON SQUARE

Come here if you are tagged and want to keep running!

Safezone: The blocks enclosed by Filbert, Union, Powell, and Stockton



## FINISH LINE: CRISSY FIELD BEACH

Safezone: The area enclosed by the bay, Marina Blvd/Mason, Baker, and Halleck