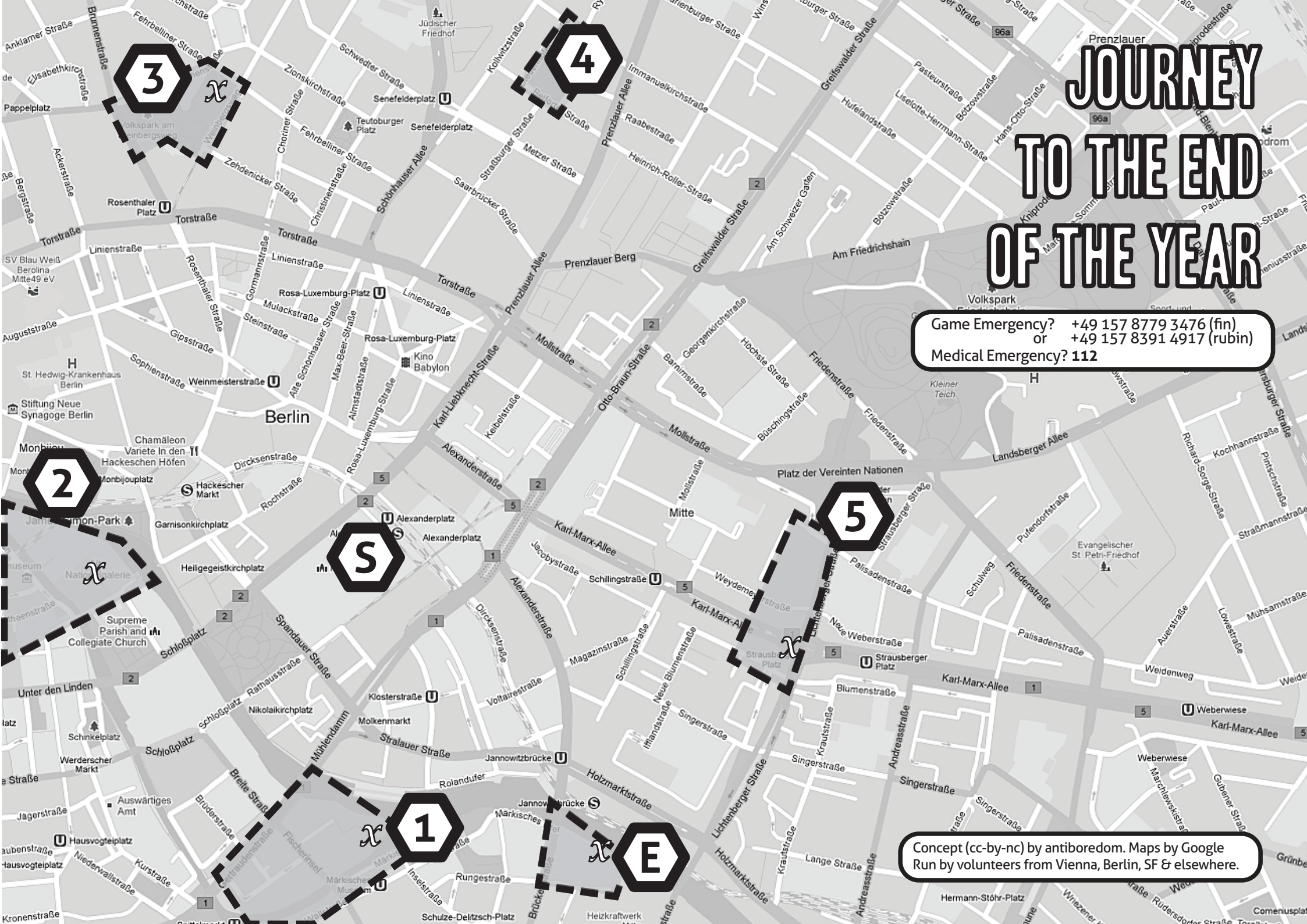


JOURNEY TO THE END OF THE YEAR

Game Emergency? +49 157 8779 3476 (fin)
or +49 157 8391 4917 (rubin)
Medical Emergency? 112

Concept (cc-by-nc) by antiboredom. Maps by Google
Run by volunteers from Vienna, Berlin, SF & elsewhere.



Put on the yellow ribbon. **You are now a runner.**

Your goal is to reach the finish line with a signature from each checkpoint, without being caught by chasers. Checkpoints must be completed in numeric order. You may walk, run, and ride buses and trains.

At each checkpoint you must find an Agent to sign your manifest.

After gaining a signature on your manifest, these Agents will tell you how to find the Agent at the next checkpoint. Each checkpoint has a closing time (listed on the manifest), if you arrive at a checkpoint that has closed, find a stranger to sign your map.

If you are caught (tagged by a chaser), **remove your yellow ribbon** and give it to the Chaser who caught you. **Put on your red ribbon: now you are a chaser**, your goal is to catch other runners and collect their ribbons. You may still visit checkpoints (they're all really awesome).

Please head to the finish line by 22:00 at C-Base. Winners (runners and chasers) will be announced at 22:30. All players are welcome to stay and party at C-Base through to the End of the Year.

RULES

1. Travel by feet & public transportation only
ABSOLUTELY NO INDIVIDUAL TRANSPORT (TAXIS, BIKES)
2. You must complete the checkpoints in order listed.
3. If the checkpoint has closed and you can't find an agent to sign your manifest, ask a stranger near by.
4. Player ribbons must be clearly visible at all times.
5. Chasers can only tag one player at a time (collect their yellow ribbon and properly shake hands before continuing to chase).
6. You can only become a Chaser by being tagged, no Player suicides!

SAFE ZONES - Where players cannot be caught

1. Around Check points, as marked in the Map.
2. In Trains, Buses and other Public Transport vehicles.
3. On Train Platforms (NOT the whole Train Stations).
4. Red Beard's beard.

REMEMBER

The city is not perfectly safe tonight. The cars are real.

You are playing the game at your own risk, but also don't put others at risk either.

Run by totheendoftheyear.com. Report your journey on sf0.org.



SPREE WATERFRONT (CLOSES 20:30)

Safe: Everything South of Gertraudenstraße/Mühlendamm

Agents sign here



TEAM BUILDING (CLOSES 21:00)

Safe: Bauhofstr, Dorotheenstr west of Hegelplatz, Bodestr.
+ Bridges to/from Bodestr.

Agents sign here



POINT CHECK CHARLIE (CLOSES 21:30)

Safe: Park and surrounding Streets

Agents sign here



SOMETHING SOMETHING TINFOIL (CLOSES 21:40)

Safe: Water Tower Grounds and surrounding Streets

Agents sign here



DIPLOMACY (CLOSES 21:50)

Safe: West half of Lichtenberger from N. Blumenstr to
Weydemeyerstr., + one Block west.

Agents sign here



C-BASE; RUNGESTRASSE 20 (PARTAY!)

Safe: East of Middle of Jannowitzbrücke to Rungestraße