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SAN FRANCISCO

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Journey To The End Of The Night

Like a game of Tag, but for ninjas



Journey To The End Of The Night Website

Emailed on June 16, 2011

Every great kids' game requires a different set of skills: in Tag you need to be athletic and elusive, in Duck, Duck, Goose, you need agility and listening skills, while in Red Rover you just need to be morally cool with clotheslining chicks. Introducing a new take on a kids' game that'll require at least the first two, Journey To The End Of The Night.

Launched by three local dudes, Journey is a American rock band formed in 1973 crazy epic night-venture that unleashes upwards of 1000 people on the 7x7 in a stealth-requiring game of Tag that encourages you to bring "friends you can outrun and wouldn't mind double-crossing". The game itself is simple: the Journey guys'll hook you up with backstage passes a map with six addresses across the city that you'll have to hit -- in order -- without getting tagged, plus score signatures from incognito dudes (look for awesomely fake beards)

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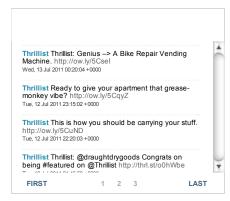
at each point to prove you went there, which, considering how often he disappears, will be especially important for LeBron James. Bikes, skateboards, taxis, Razors, Power Wheels, and Barbie Corvettes are forbidden, so basically you can run or take, ugh, Muni, and they'll have "safe zones" at each checkpoint that you're definitely gonna need; every time someone gets tagged they automatically join the group of "chasers", and become immediately disappointed in cranberry juice's lack of hustle.

You'll keep track of who's doing the tagging with different-colored ribbons tied around your arm (blue=runners, red=chasers), with chasers collecting players' strips as trophies, as opposed to all those retired neck braces you earned with your unbreakable Red Rover forearms.

You know you want to know more about the "drinks and merriment" at the end of the race

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