

JOURNEY TO THE END OF THE NIGHT

the route:

1. COIT TOWER - SOUTH SIDE

X

2. 845 JACKSON ST.

X

3. 1095 HYDE ST.

X

4. 1700 POST ST.

X

5. 36 PARKER AVE.

X

6. CORNER OF SUMNER AVE. & MACARTHUR AVE.

X

7. WAVE ORGAN: END OF JETTY PAST YACHT CLUBS

INSTRUCTIONS

Your goal is to reach the final checkpoint first with a complete manifest and without being caught by chasers. You may walk, run or take public transportation.

At 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 give it to the chaser who got you. Put on your chaser ribbon. Your goal now is to catch other players.

Look out for a special SFZero agent with red hair dressed in red/orange: codename Robinson. He will be roaming the course. If you find him you'll receive a Powerful Object that will give you an edge in the game.

RULES

1. Travel by feet & public transportation only - ABSOLUTELY NO TAXIS OR BIKES
2. You must do the checkpoints in order.
3. If you can't find an agent to sign your manifest, ask a stranger.
4. Player ribbons should be clearly visible at all times.

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

1. Stairs leading up to Coit Tower and park area around Coit Tower
2. Jackson between Powell & Stockton
3. CALA foods parking lot
4. Post between Webster & Laguna
5. Parker between California & Euclid
6. MacArthur between Presidio & Portola
7. North of Marina / Old Mason near end point
8. On buses and at bus stops
9. 100 feet around Agent Robinson

in case of emergency, call sam (415.238.2494) or ian (415.516.1391)

SFZERO.ORG

THE MAP

