A PURSUIT ACROSS SAN FRANCISCO IN SEVEN PARTS

JOURNEY TO THE END OF THE NIGHT
FIVE YEARS RUNNING

PLAYER MANIFEST

1A OR 1B	2A OR 2B	3
4	5	6

NAME:

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RUNNER ID - 12345
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PLAYER INSTRUCTIONS

Your goal is to reach the finish line with a stamp from each checkpoint, without being caught by Chasers. You may ONLY walk, run, & ride public transportation (MUNI, BART, cable cars).

At each Checkpoint you must find an Agent to sign your manifest. These agents will tell you how to find the Agent at the next Checkpoint. 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 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. You may still visit Checkpoints (they're all really awesome). Join us at the finish line at Bernal Hill at any time for the post-game party.

AWARDS

Players who reach the finish line with all Checkpoint stamps without being tagged will receive Something Nice.

Special trophies will be given for first place finish, and tagging the most Players by midnight. The award ceremony happens at midnight at the finish line.

RULES

 • Game starts when the air horn blows. Don't leave early.
 • Travel by foot, bus, or train only - absolutely no cars, taxis, bikes, roller blades, hovercraft, Frank Chu Chu Train, etc.
 • You must visit the Checkpoints in order. You may go to either 1A or 1B first (you do NOT need to go to both of them), and again either 2A or 2B, (do NOT go to both).
 • Your Ribbon must be worn visibly on the upper arm at all times. Hiding your Ribbon is considered cheating, & 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 Safe Zones. No disputes will be handled at the finish line. If there is any reasonable disagreement over the fairness of a tag, the Chaser loses.
 • Be safe, no aggressive tagging, cars are still real in the game.

SAFE ZONES

Safe Zones are chasing-free areas where you cannot tag or be tagged, seen on the map as shaded dotted territories. Safe Zones can also be found inside public transit vehicles like buses, trams, trains. Bus stops & underground stations are NOT Safe Zones, Players can be tagged while waiting for & stepping off of public transportation.

Each Checkpoint is within a Safe Zone. Safe Zones include both sides of all streets that enclose them.

SAFE AGENTS

During the game you might find someone sharply dressed holding a glowing umbrella, this is a Safe Agent. The area immediately around the Agent is considered a Mobile Safe Zone. Agents tend to be running on their own time and might not go in a helpful direction.

JOURNEY LOG

Your Player Manifest carries a unique Runner ID in the form of a QR code. During the game your Runner ID will be scanned at Checkpoints so that your progress can be documented and studied by engineers later on. At the end of the game and there after your stats will be available on the "Net" for later inspection and gloating.

No smart phone is required for this process, but we encourage you to scan the code and register your Player Name and Email. After you register DO NOT share your phone with anyone else without unbinding (logging out) your phone from your Runner ID first. If your phone doesn't support QR scanning please simply go to the following address and enter your Runner ID in by hand:

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http://jl.vc
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If you do indeed have a smart phone, you can participate in our special Beta Test of Chase Tagging. If you are caught in the game, during the ribbon exchange a Chaser might ask to scan your Runner ID, at which point the Chaser will tag their catch. Now that you are a Chaser you too can tag your catches, but be sure to register your Player Name and Email first, that way our system knows that your phone is yours and not the catch you're scanning. Again if your phone doesn't support QR scanning, simply go to the address provided.

Information collected will be available under the Creative Commons, most likely at:
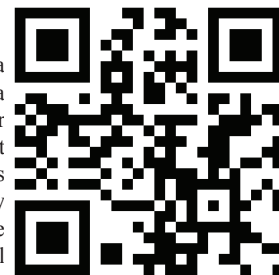
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http://log.ichaseyou.com
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CHECKPOINTS

Checkpoints will close at the designated time listed. If a checkpoint is closed attempt to get a signature from a stranger. Head to Bernal Hill at midnight if you haven't already gotten to Checkpoint 5. At the beginning of the game you can go to either Checkpoints 1A or 1B but not both, & also either 2A or 2B, but not both. Bonus Checkpoints may contain a Powerful Object, or sadness. Players are not required to go to Bonus Checkpoints.

1A	SAINT SANDWICH DAY	CLOSES AT 8:30
1B	GUY & LANSING DESCENT	CLOSES AT 8:30
?	UNION CHU (NOT REQUIRED)	CLOSES AT 9:00
?	BLUE CUBES (NOT REQUIRED)	CLOSES AT 9:00
2A	ADA SHADOW FOREST	CLOSES AT 9:30
2B	ONE I AM	CLOSES AT 9:30
3	OCTAVIA CHRONOS	CLOSES AT 10:30
4	BERRY & SIXTH HIP	CLOSES AT 11:30
5	JSA BRIDGE	CLOSES AT 12:00
6	GARFIELD TEST	CLOSES AT 12:30
END	BERNAL MOUNTAIN	CLOSES AT 1:00

JOURNEY TO THE END OF THE NIGHT

FIVE YEARS RUNNING

SAN FRANCISCO - JUNE 2011
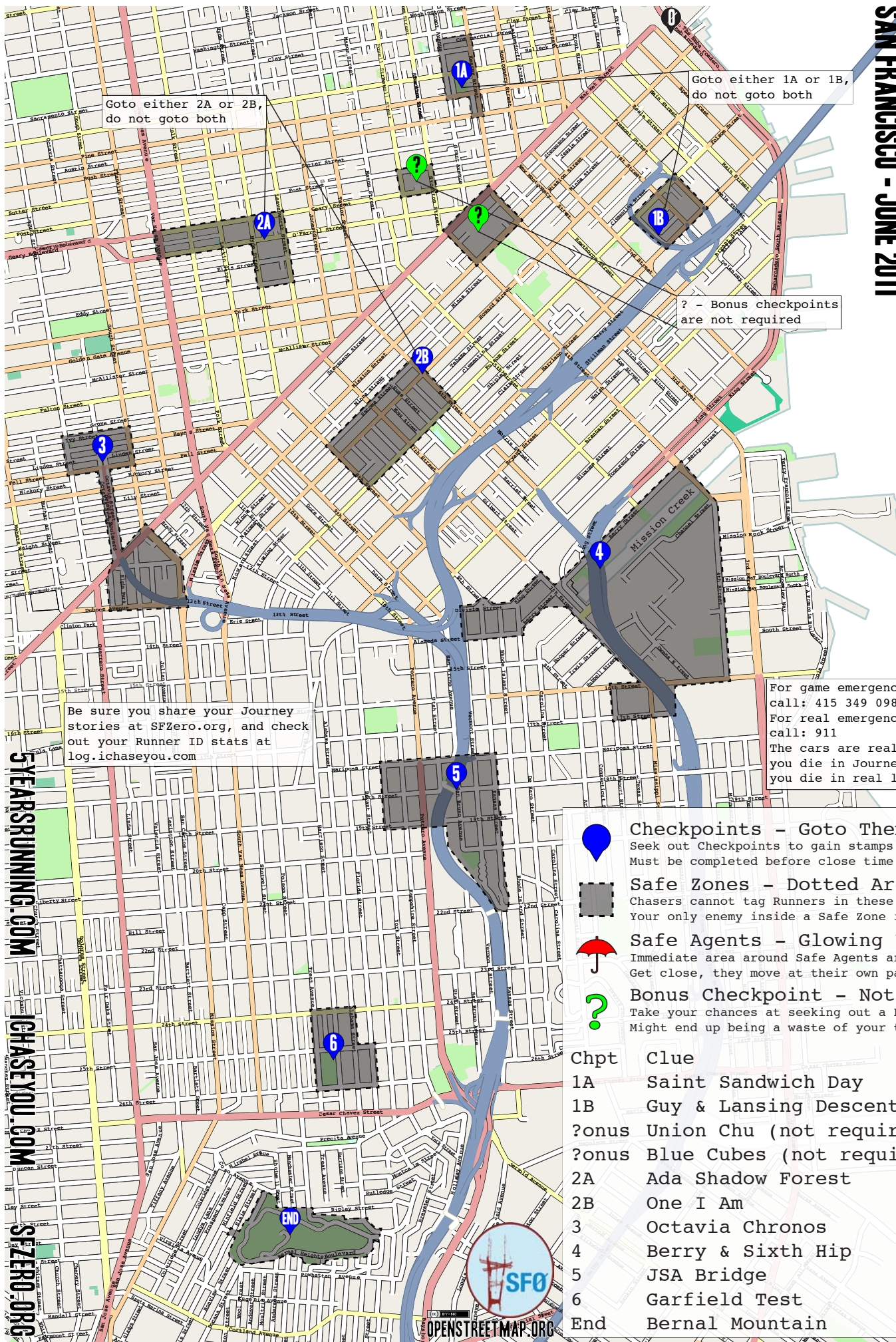
Goto either 1A or 1B,
do not goto both

Goto either 2A or 2B,
do not goto both

? - Bonus checkpoints
are not required

Be sure you share your Journey
stories at SFZero.org, and check
out your Runner ID stats at
log.ichaseyou.com

For game emergencies
call: 415 349 0985
For real emergencies
call: 911
The cars are real, if
you die in Journey,
you die in real life.

Checkpoints – Goto Them
Seek out Checkpoints to gain stamps from Agents
Must be completed before close time in sequence

Safe Zones – Dotted Areas
Chasers cannot tag Runners in these territories
Your only enemy inside a Safe Zone is Father Time

Safe Agents – Glowing Umbrella
Immediate area around Safe Agents are Safe Zones
Get close, they move at their own pace

Bonus Checkpoint – Not Required
Take your chances at seeking out a Powerful Object
Might end up being a waste of your time

Chpt	Clue	Close
1A	Saint Sandwich Day	8:30
1B	Guy & Lansing Descent	8:30
?onus	Union Chu (not required)	9:00
?onus	Blue Cubes (not required)	9:00
2A	Ada Shadow Forest	9:30
2B	One I Am	9:30
3	Octavia Chronos	10:30
4	Berry & Sixth Hip	11:30
5	JSA Bridge	12:00
6	Garfield Test	12:30
End	Bernal Mountain	

5YEARSRUNNING.COM

ICHASEYOU.COM

SFZERO.ORG

OPENSTREETMAP.ORG

SFO