

PLAYER INSTRUCTIONS

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

At each checkpoint you must find an 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 *blue* ribbon and give it to the Chaser who caught you. Put on your *red* ribbon: your goal now is to catch other players.



RUNNER AWARDS

All players to cross the finish line with a *complete manifest* will receive a MEDAL OF MERIT.

The first player to arrive at Checkpoint 6 with a *complete manifest* will receive the RUNNER TROPHY.

The first 3 players to cross the finish line with stamps from *all three BONUS checkpoints* will receive a MEDAL OF COURAGE.

CHASER AWARDS

The first 12 Chasers to arrive at Checkpoint 6 with *at least one catch* (proven by a runner's blue ribbon) will receive a MEDAL OF VALOR.

At midnight, the Chaser present at Checkpoint 6 with the *most catches* will receive the CHASER TROPHY.

SAFE ZONES

All CTA Train Stations & Trains

Within 10 feet of a *BONUS Checkpoint stamp*

Elston Ave between *Division* and *Augusta*

Green St between *Hubbard* and *Kinzie*

LOWER LEVEL of *Hubbard* between *Rush* and *Michigan*

the *entire block* contained by *Madison*, *Monroe*, *Clark*, and *Dearborn*

Roosevelt Rd between *Canal* and *Clark*

Within 5 feet of *Lake Shore Dr* & all ground East of *Lake Shore Dr*

RULES

- 1) Travel by foot or train only – ABSOLUTELY NO BUSES, TAXIS, BIKES, SKATEBOARDS, ETC.
- 2) You must do the checkpoints in order.
- 3) If you arrive at a checkpoint after the Agent has left, you may ask a stranger to sign your manifest.
- 4) Your ribbon must be worn visibly on the upper arm at all times. Hiding your ribbon is considered cheating, and is punishable by death.

In case of emergency, call Dax at (650) 224 3357

Journey to the End of the Night

CGO

4.19.08

③

④

⑤

last potty stop
THANK YOU

(agent signature)

(agent signature)

(agent signature)

(agent signature)

(agent signature)

(journey time)

(agent signature)

STAMP ANYWHERE ON YOUR MAP

- ★ Kinzie St. Railroad Bridge
- ★ MacChesney Ct Loading Dock
(note: access from LOWER LEVEL only)
- ★ Jefferson between Tilden and Congress

Journey to the End of the Night – RULES

- * Travel by foot or CTA only
ABSOLUTELY NO CARS, TAXIS, BIKES, SKATEBOARDS, SKATES ETC.
- * You must visit the checkpoints in 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.*

TAGGING: all tags must be “clean and fair.”

If there is any reasonable dispute over the fairness of a tag, the Chaser loses. *Don't attempt a tag unless you're sure you're in fair territory!*

All disputes must be settled by Players present, at the time of the tag. If the tagged Runner does not challenge an unfair tag at the time that the ribbon is handed over, the tag is fair. *No disputes will be handled at the finish line.*

SAFE ZONES:

- * inside CTA train stations, on board CTA trains and buses, and while boarding a stopped bus
- * areas surrounding each checkpoint as described on the map

CHECKPOINT 1: “Agora” (crowd of headless statues)

SAFE ZONE: on the cement at the base of the statues

(agent signature) checkpoint closes at 8:00pm

CHECKPOINT 2's
bottom of the staircase at Northwest “tower” of Roosevelt Street Bridge

SAFE ZONE:
Roosevelt between Clark and Canal

(agent signature) checkpoint closes at 9:00pm

TOWARD CHECKPOINT 3
(other side)

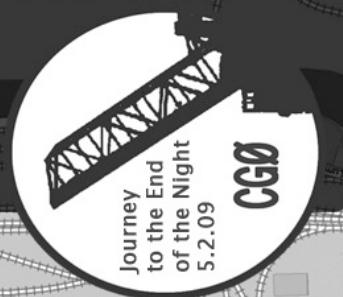
PLAYER INSTRUCTIONS

Your goal is to reach the **FINISH LINE** with a signature from each **CHECKPOINT**, without being caught by Chasers. You may walk, run, or ride CTA trains and buses.

At each checkpoint you must find an Agent to sign your manifest. These Agents will instruct you on how to identify the Agent at the next checkpoint. If a checkpoint has closed, find a stranger to sign your map.

If you are caught (tagged), remove your *blue* ribbon and give it to the Chaser who caught you. Put on your *pink* ribbon: your goal now is to catch other players.

In case of game emergency, call Dax at (650) 224 3357
In case of medical emergency, call 9-1-1



A simultaneous game is being played in Washington DC to-night! To attempt to reach a DC Runner during the game, call:

(202) 393-1788

If a DC Runner is passing by when this telephone rings, they will pick up. Read them the lock combination below, and they will give you the address of a Secret Bonus Checkpoint!

DC Lock Combination:

7-7-3

CHECKPOINT 3:
1907 S Halsted
Vespine Gallery (inside)
SAFE ZONE: Halsted between
19th Street and 19th Place

(agent signature)
checkpoint closes at 9.45pm

We will all want to hear
the story of your run,
especially those who
played in DC!

Post your adventure, with
or without pictures, to:

chicagø.org/over

CHECKPOINT 4: Chinatown
Square (plaza)

SAFE ZONE: within the bounds
of the 12 Zodiac statues that
surround the plaza

(agent signature)
checkpoint closes at 10.30pm

CHECKPOINT 5: railyard entrance ramp
under 90/94 at Canal
SAFE ZONE: Canal between 24th Place
and 26th Street

(agent signature)
checkpoint closes at 11.15pm

FINISH LINE: Co-Prosperity
Sphere, 3219 S Morgan St.
SAFE ZONE: Morgan be-
tween 31st Street and 33rd
Street

(signature/arrival time)
finish line closes at 12 midnight

RUNNER AWARDS

All players to reach the finish line with a all signatures
will recieve a BADGE OF MERIT.

The first player to arrive at the finish line with all signatures
will receive the RUNNER TROPHY.

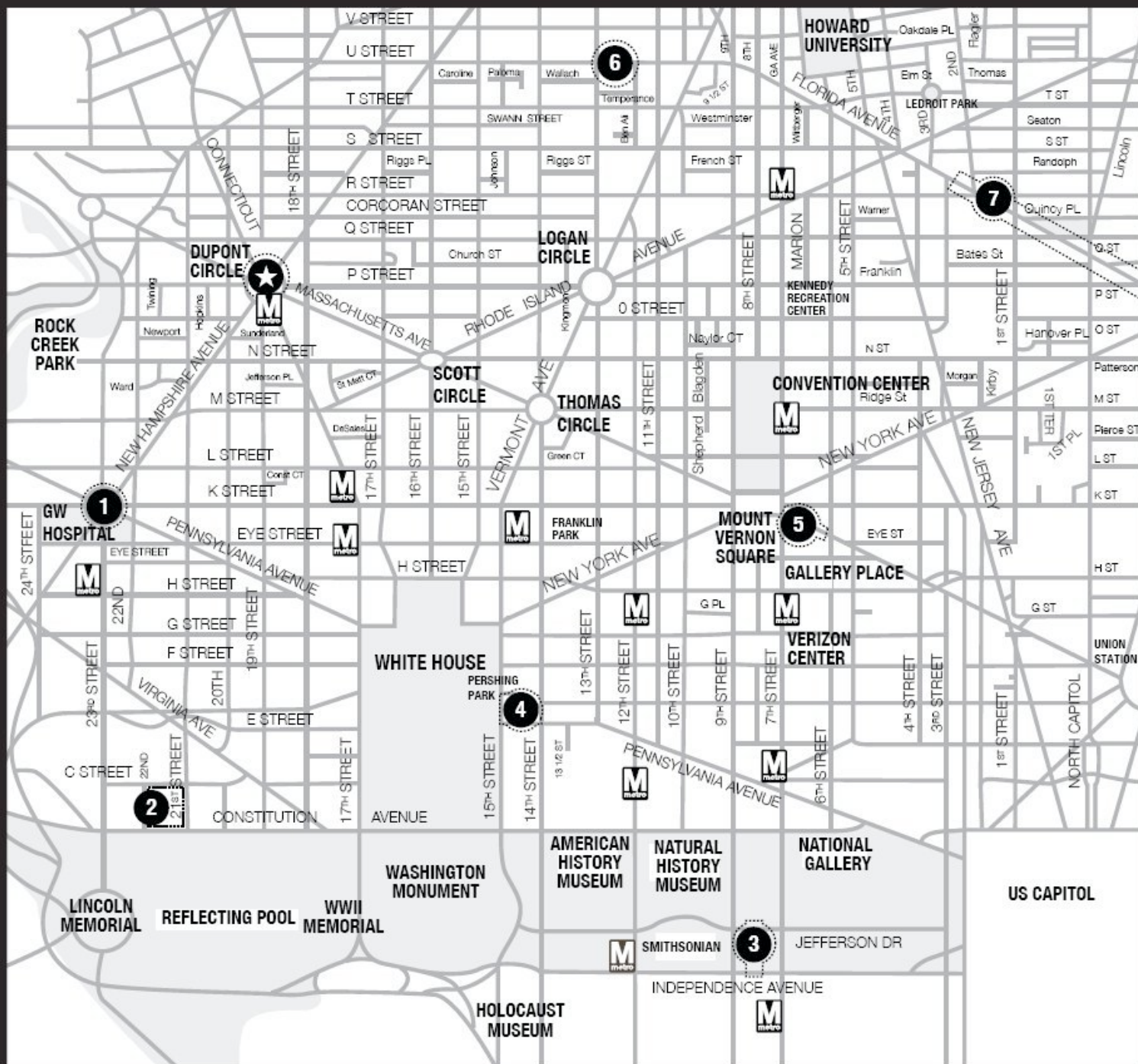
CHASER AWARDS

The first 10 Chasers to arrive at the finish line with at least one
catch (proven by a runner's blue ribbon) will receive a BADGE OF
VALOR. These chasers may not re-enter the game.

At 11.30pm, the Chaser present at the finish line with the most
catches will receive the CHASER TROPHY.

CHECKPOINTS

- | | |
|---|--|
| DUPONT CIRCLE ★ | PERSHING PARK (WEST OF FREEDOM PLAZA) 4 |
| WASHINGTON CIRCLE 1 | 635 MASS AVE 5 |
| CONSTITUTION & 22ND 2 | 1213 U STREET 6 |
| PARK BETWEEN HIRSHORN & ARTS+INDUSTRIES BLDG 3 | 133 FLORIDA AVE 7 |



SAFE ZONES

- | | |
|---|---|
| DUPONT CIRCLE ★ | BLOCK OF 14TH+15TH & PENN+EST 4 |
| WASHINGTON CIRCLE 1 | MASS BTW 6TH+7TH 5 |
| CONSTITUTION BTW 21ST+22ND (& NAT'I SCIENCES PARK) 2 | U BTW 12TH+13TH 6 |
| INDEPENDENCE BTW 9TH+7TH (& PATH TO JEFF/MALL) 3 | FLORIDA EAST OF 3RD 7 |

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED / 1 BONUS



DUPONT CIRCLE



FINISH



BONUS

INSTRUCTIONS: Make it to each checkpoint, in order, without being caught by chasers. You may run, walk, or take the metro. At each checkpoint there will be an SFZero Agent to sign this manifest. They will tell you how to identify the agent at the next checkpoint. If you are caught (tagged), remove your player ribbon and give it the person who caught you and put on your chaser ribbon. Your goal is now to catch other people.

RULES:

1. ABSOLUTELY NO CARS, TAXIS OR BIKES OR BUSES!
2. Your player ribbon must be tied around your arm and visible at all times
3. Visit checkpoints in order. You may visit the bonus checkpoint at any time.
4. If the Checkpoint Agent has already left ask a stranger to sign this manifest

IN CASE OF EMERGENCY:

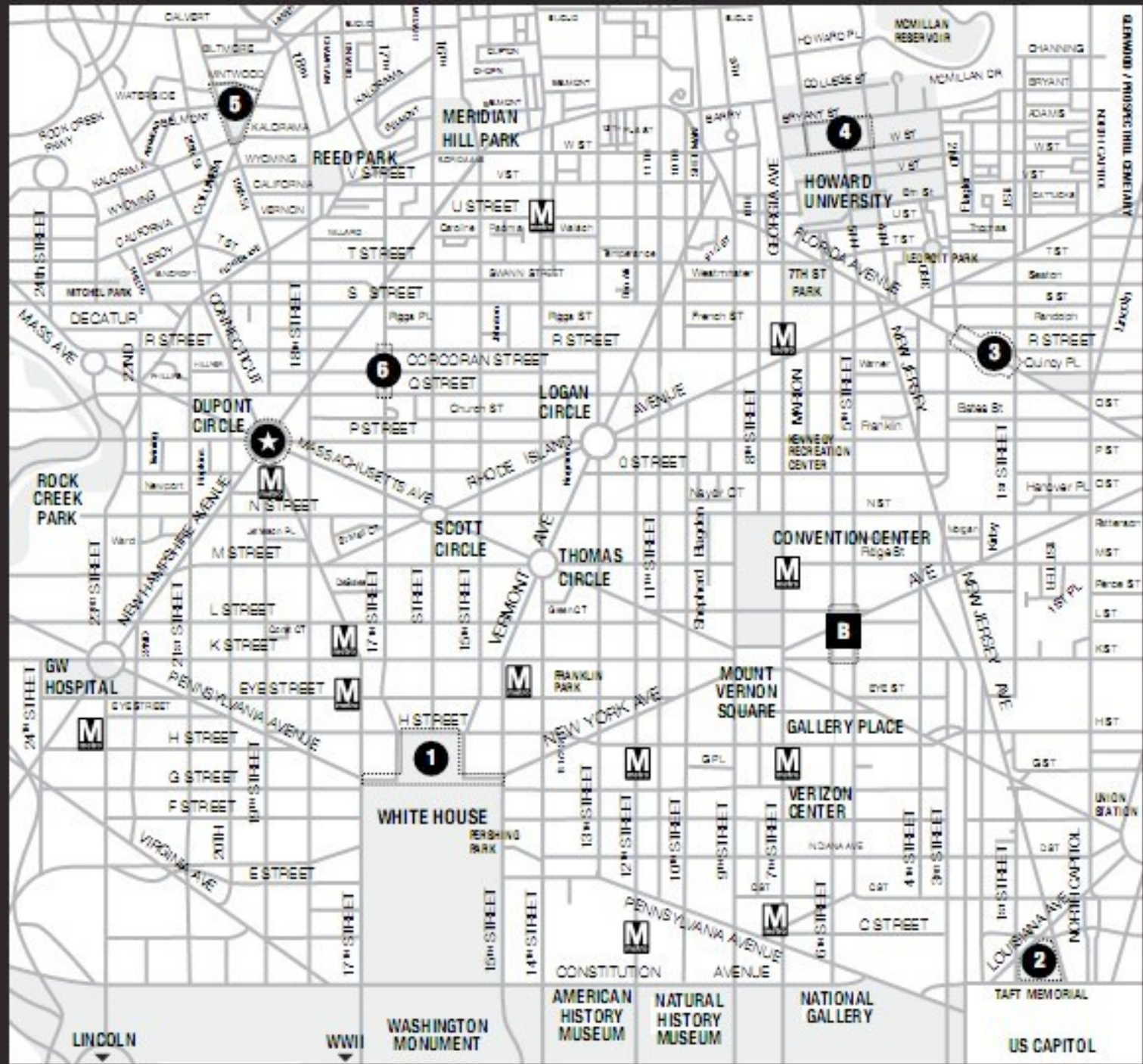
Call Brandon at (240) 687-6967
or Thomas at (410) 370-8492

sfzero.com
survivedc.com



CHECKPOINTS

- DUPONT CIRCLE ★
- LAFAYETTE PARK ❶
- TAFT MEMORIAL ❷
- INSIDE 133 FLORIDA AVE NW ❸
- HOWARD UNIVERSITY LIBRARY ❹
- KALORAMA COMMUNITY PARK ❺
- INSIDE 1637 17TH ST ❻
- BONUS - INSIDE 1103 6TH ST ❼



SAFE ZONES

- DUPONT CIRCLE ★
- LAFAYETTE PARK & PENN AVE B/W 16TH & 17TH ❶
- PARK (CONST., 1ST, C_{ST}, & NEW JERSEY) ❷
- FLORIDA AVE BETWEEN 1ST & 2ND ❸
- BLOCK OF 6TH, BRYANT, 4TH & W_{ST} ❹
- PARK (19TH, MINTWOOD & COLUMBIA) ❺
- 17TH BETWEEN Q & R ❻
- BLOCK BETWEEN 6TH, 7TH, L & M ❼

JOURNEY TO THE END OF THE NIGHT: DC

CHECKPOINT STAMPS / 6 REQUIRED / 1 BONUS



DUPONT CIRCLE



FINISH



BONUS

INSTRUCTIONS: Make it to each checkpoint, in order, without being caught by chasers. You may run, walk, or take the metro. At each checkpoint there will be an SFZero Agent to sign this manifest. They will tell you how to identify the agent at the next checkpoint. If you are caught (tagged), remove your player ribbon and give it the person who caught you and put on your chaser ribbon. Your goal is now to catch other people.

RULES:

1. ABSOLUTELY NO CARS, TAXIS OR BIKES OR BUSES!
2. Your player ribbon must be tied around your arm and visible at all times
3. Visit checkpoints in order. You may visit the bonus checkpoint at any time.
4. If the Checkpoint Agent has already left ask a stranger to sign this manifest

IN CASE OF EMERGENCY:

Call Brandon at (240) 687-6967
or Thomas at (410) 370-8492

sfzero.com
survivedc.com

Journey to the End of the Night in Los Angeles

7.12.2008

Official Player Manifest

Do not lose

LAO

Checkpoints

1. Tower Records Building
Corner of Argyle & Yucca
(closes at 9:00pm)

(agent signature)

2. Mann's Chinese Theater
Hollywood Blvd. near Orange
(closes at 10:00pm)

(agent signature)

3. Hollywood Forever Cemetery
Santa Monica near Gordon
(closes at 11:00pm)

(agent signature)

4. Bamsdall Art Park
Hollywood & Berendo (top of hill)
(closes at midnight)

(agent signature)

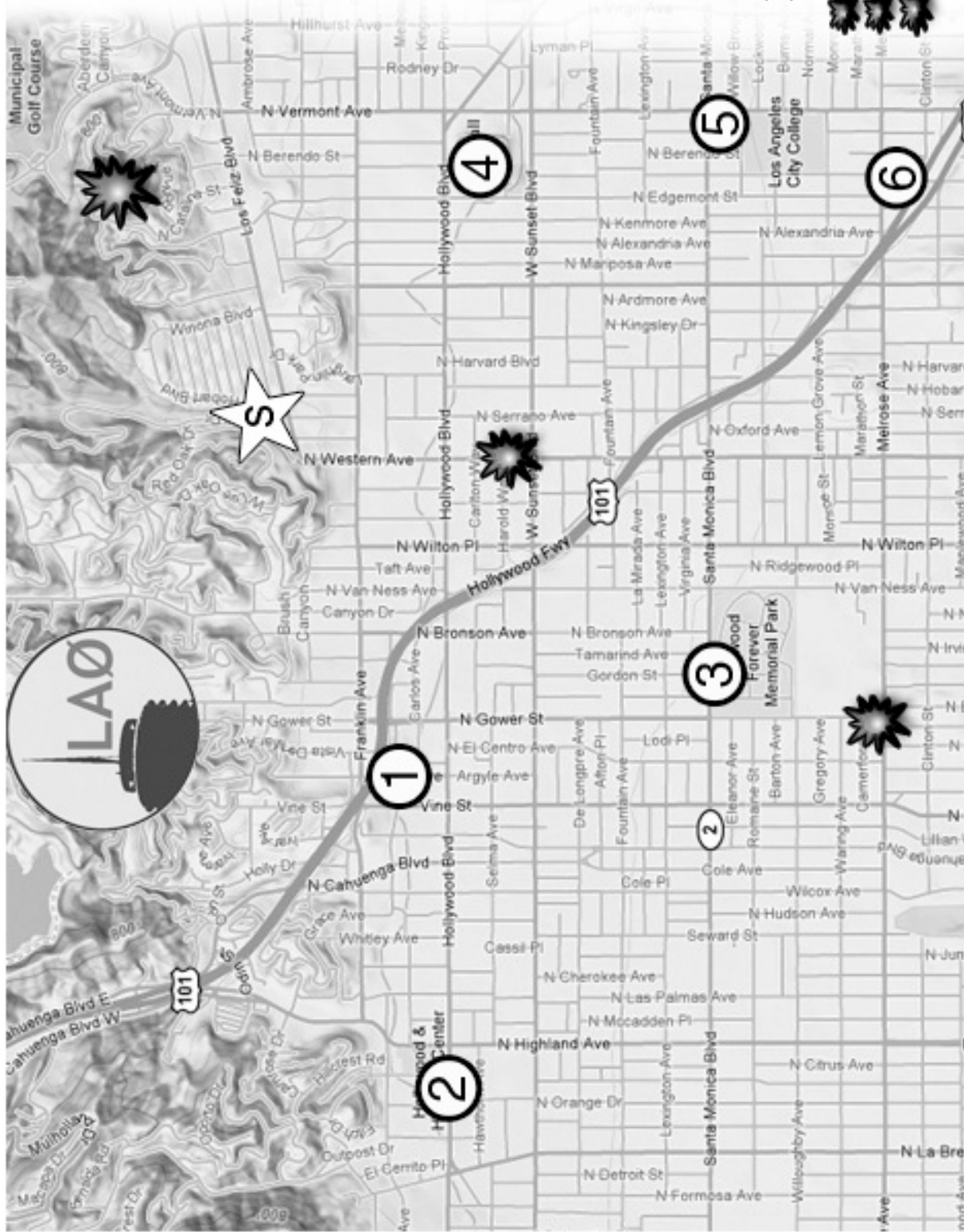
5. El Gran Burrito
Santa Monica & Vermont
(closes at 12:30am)

(agent signature)

6. Finish Line & Party
662 N. Heliotrope Dr.

Bonus Checkpoints (optional unstaffed locations)

- Astro Burger - 5601 Melrose
- White Horse - 1532 Western
- Griffith Observatory - ???





Rules

- 1) Travel by foot or public transportation only.
NO BIKES OR ROLLERSTATES, SCATEBOARDS, ETC.
- 2) Your armband must be worn on your upper arm
and be visible at all times. Hiding your armband is not cool.
- 3) All checkpoints must be done in order.
- 4) If you arrive at a checkpoint after it is closed, you may ask
a stranger at the location to sign your manifest.
- 5) Every runner will be given a blue and a red ribbon to start the game. The runner
must always be wearing an armband. If a runner is caught by a chaser, that
runner must surrender their blue ribbon to the chaser. The caught runner
now has the opportunity to put on the red ribbon and become a chaser and
continue the game as a chaser. This option is encouraged.
- 6) There are three bonus checkpoints. They do not need to be recovered,
But there will be special bonuses for recovering them. These locations
will have a means of marking your manifest. Find the means and mark
your manifest anywhere. Finding these locations will not be easy.

Safe Zones

No chaser can tag a runner in a safe zone. Every checkpoint is a safe zone.
Additionally, the sidewalk up to the nearest corner from the checkpoint is also safe.
All busses and trains are safe zones. All subway stations are safe zones.

Awards

The first runner to arrive at the finish line will get a beautiful handcrafted trophy that
will forever remind that player of their enormous level of awesome.
The chaser that arrives at the finish line with the most blue armbands will receive an
amazing trophy that will forever remind that player of their cunning.



We want to know what this adventure was like from
your perspective. Please post your story with or
without pictures to: [http://sfzero.org/tasks/Journey-
to-the-End-of-the-Night-Los-Angeles/](http://sfzero.org/tasks/Journey-to-the-End-of-the-Night-Los-Angeles/)

In order to post your story you will first have to sign
up for the game. Just go to SFZERO.org and
sign up. Once you're signed up, you can regale
us all with your story of daring and adventure!

MANIFEST

①

Pillsbury Dr & Pleasant St SE : CLOSSES AT 7:30 PM
safe zone: begins at chalk lines.

②

1821 Riverside Ave : CLOSSES AT 8:15 PM
safe zone: south side of cedar on either side of building. note signs.

③

5th St & 3rd Ave S : CLOSSES AT 9:00 PM
safe zone: approx 100 feet radius. note signs.

④

Willow St & Grant St : CLOSSES AT 10:00 PM
safe zone: grass area enclosed by sidewalk.

⑤

2451 Nicollet Ave : CLOSSES AT 11:00 PM
safe zone: building, and sidewalk patio area in front.

⑥

11th St & Nicollet Ave : OPENS AT 8:15 PM CLOSSES AT 11:30 PM
safe zone: fountain area.

DEMILITARIZED ZONES (no tagging)
include checkpoints and the following:

Covered area of upper deck on Washington Ave Bridge
Washington Ave from Cedar Ave to S 12th Ave-both sides and street
Buses and trains - chasers may ride, but not tag
Bus stops with shelters 15 seconds before & during bus arrival
10 foot radius around bonus checkpoints are safe.

PLAYER INSTRUCTIONS

Your goal is to reach the final STAGE first with a complete manifest and without being caught by CHASERS. You may walk, run, take the bus or take the train.

At each STAGE find an MNZero AGENT to sign your manifest. These agents may require something of you, and will instruct you on how to identify the agent at the next STAGE.

If you are caught (tagged), remove your runner ribbon (BLUE) and put on your chaser ribbon (RED). Your goal now is to catch other RUNNERS. CHASERS may stop chasing and go to the finish anytime after 8:15 PM. Try to be at the end by 11:30 PM.

BONUS STAGES

There are six BONUS STAGES. You do not have to visit them to complete your manifest and earn RUNNER prizes; they are strictly optional. At each BONUS STAGE there's a stamp and a pad of ink; stamp your manifest with the stamp and leave. At any standard STAGE, you can show a manifest with any three different bonus stamps to the AGENT, who will cross them off and give you a special yellow ribbon. Wear this along with your blue ribbon.

If you have a yellow ribbon and are tagged, give the CHASER the yellow ribbon instead of the blue. You now have 30 seconds of freedom from being caught again by that CHASER or any other CHASER who sees this happen. Run!

For CHASERS, yellow ribbons count as double when counted at the finish line.

RULES

- Travel by foot, bus or train only - ABSOLUTELY NO TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.
- You must do the STAGES in order.
- If you arrive at a STAGE after the AGENT has left, you may ask a stranger to sign your manifest.
- Your ribbon must be worn visibly on the upper arm at all times. Hiding your ribbon is considered cheating, and is punishable by death.
- In case of emergency or for directions to the after party, call Journey Central at 612-817-5379.

share stories and photos of your run or chase! sign up on sf0!
<http://sf0.org/tasks/Journey-to-the-End-of-the-Night-Minnesota/>

AWARDS

The first RUNNER to arrive at STAGE 6 with a complete manifest will receive the RUNNER TROPHY.
The CHASER present at Midnight, at the after party, with the most catches (proved by their ribbons) will receive the CHASER TROPHY.
Other special awards will be given.

AWARDS WILL BE GIVEN OUT AT MIDNIGHT AT THE AFTER PARTY
If you are not at the finish by 11:30, call Journey Central for the After Party location.

JOURNEY TO THE END OF THE NIGHT



09.13.08

JOURNEY CENTRAL
612-817-5379
twitter stream: twitter.com/mnzero

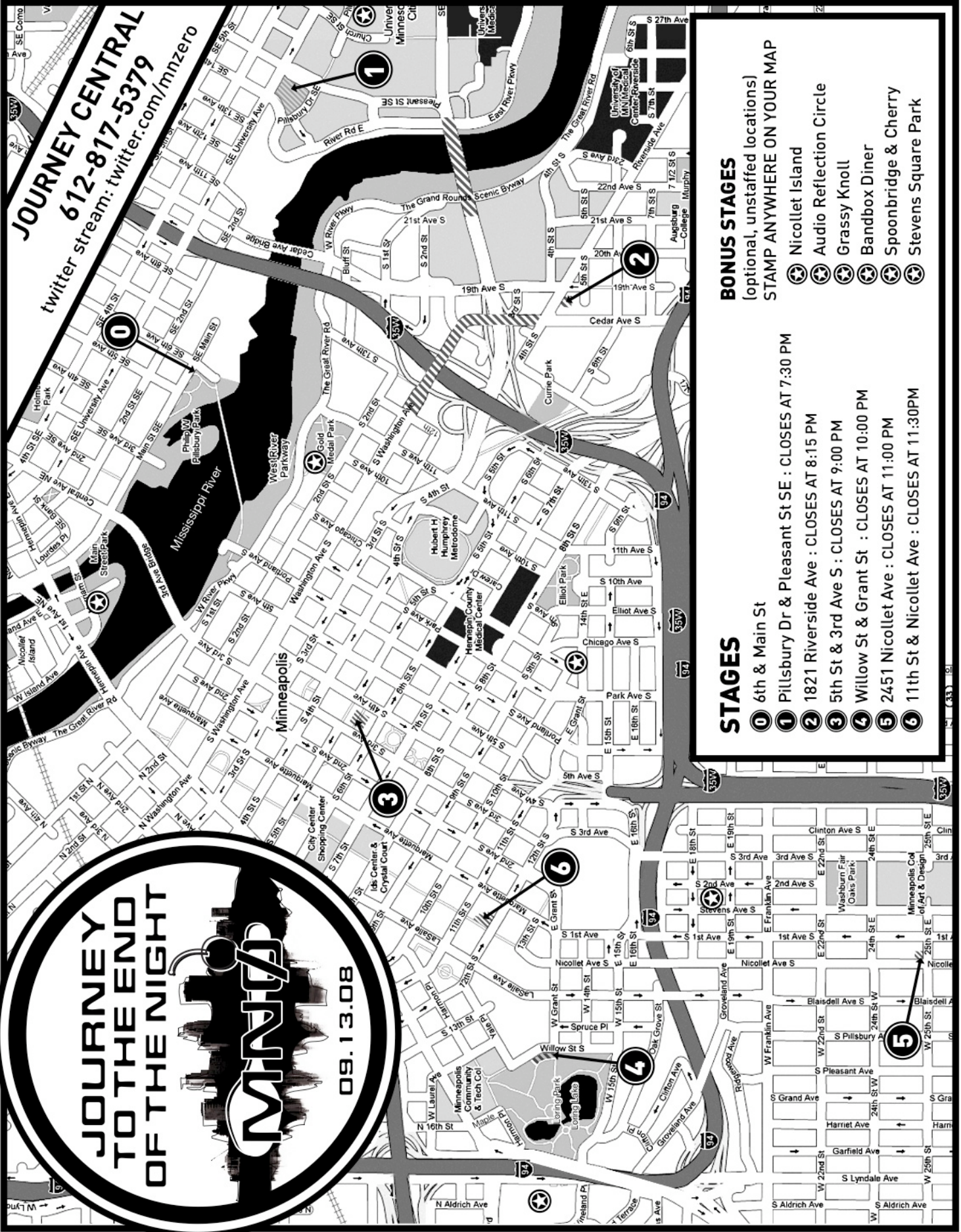
STAGES

- 0 6th & Main St
- 1 Pillsbury Dr & Pleasant St SE : CLOSURES AT 7:30 PM
- 2 1821 Riverside Ave : CLOSURES AT 8:15 PM
- 3 5th St & 3rd Ave S : CLOSURES AT 9:00 PM
- 4 Willow St & Grant St : CLOSURES AT 10:00 PM
- 5 2451 Nicollet Ave : CLOSURES AT 11:00 PM
- 6 11th St & Nicollet Ave : CLOSURES AT 11:30 PM

BONUS STAGES

(optional, unstaffed locations)
STAMP ANYWHERE ON YOUR MAP

- ★ Nicollet Island
- ★ Audio Reflection Circle
- ★ Grassy Knoll
- ★ Bandbox Diner
- ★ Spoonbridge & Cherry
- ★ Stevens Square Park



PLAYER IN- STRUCTIONS

Your goal is to reach the **FINISH LINE** with a signature from each **CHECK-POINT**, without being caught by Chasers. You may walk, run, and ride buses and trains.

At each checkpoint you must find an Agent to sign your manifest. These Agents will instruct you on how to identify the Agent at the next checkpoint. If a checkpoint has closed, find a stranger to sign your map.

If you are caught (tagged), remove your *green* ribbon and give it to the Chaser who caught you. Put on your *orange* ribbon: your goal now is to catch other players.

AWARDS

All players to reach the finish line *with all checkpoint signatures* will receive a **BADGE OF MERIT**.

The first player to arrive at the finish line *with all checkpoint signatures* will receive the **RUNNER TROPHY**.

At midnight, the Chaser present at the finish line with the *most catches* (proven by runners' ribbons) will receive the **CHASER TROPHY**.

Your allies and enemies will all want to hear the story of your run! Post your adventure, with or without pictures, to:

totheendofthenight.com/oakland/over

MANIFEST:

① Morcom Amphitheater of Roses
checkpoint closes at 8.15pm

agent signature

② Lake Merritt Colonnade
checkpoint closes at 9.00pm

agent signature

③ Athol Park Tennis Courts
checkpoint closes at 9.45pm

agent signature

④ Madison Square Park
checkpoint closes at 10.30pm

agent signature

⑤ Public Shore at Washington St
checkpoint closes at 11.15pm

agent signature

⑥ Underground Parking Entrance
checkpoint closes at 12.00am

agent signature

⑦ Lakeside Park Gazebo
checkpoint closes at 12.45am

agent signature

arrival time

GAME RULES

* Travel by foot, AC Transit, or BART only - NO CARS, TAXIS, BIKES, SKATEBOARDS, SKATES ETC.

* You must visit the checkpoints in 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.*

SAFE ZONES:

No tags may be made within Safe Zones (see other side)

TAGGING: all tags must be "clean and fair."

If there is any reasonable dispute over the fairness of a tag, the Chaser loses. *Don't attempt a tag unless you're sure you're in fair territory!*

All disputes must be settled by Players present, at the time of the tag. If the tagged Runner does not challenge an unfair tag at the time that the ribbon is handed over, the tag is fair. *No disputes will be handled at the finish line.*

In case of game emergency
call Dax (650) 224 3357
or Sean (415) 430 7378

In case of medical emergency
call 9-1-1

SAFEZONE 1:
Morcom
Amphitheater
of Roses

SAFEZONE 3:
all of east
18th street
-and-
athol park

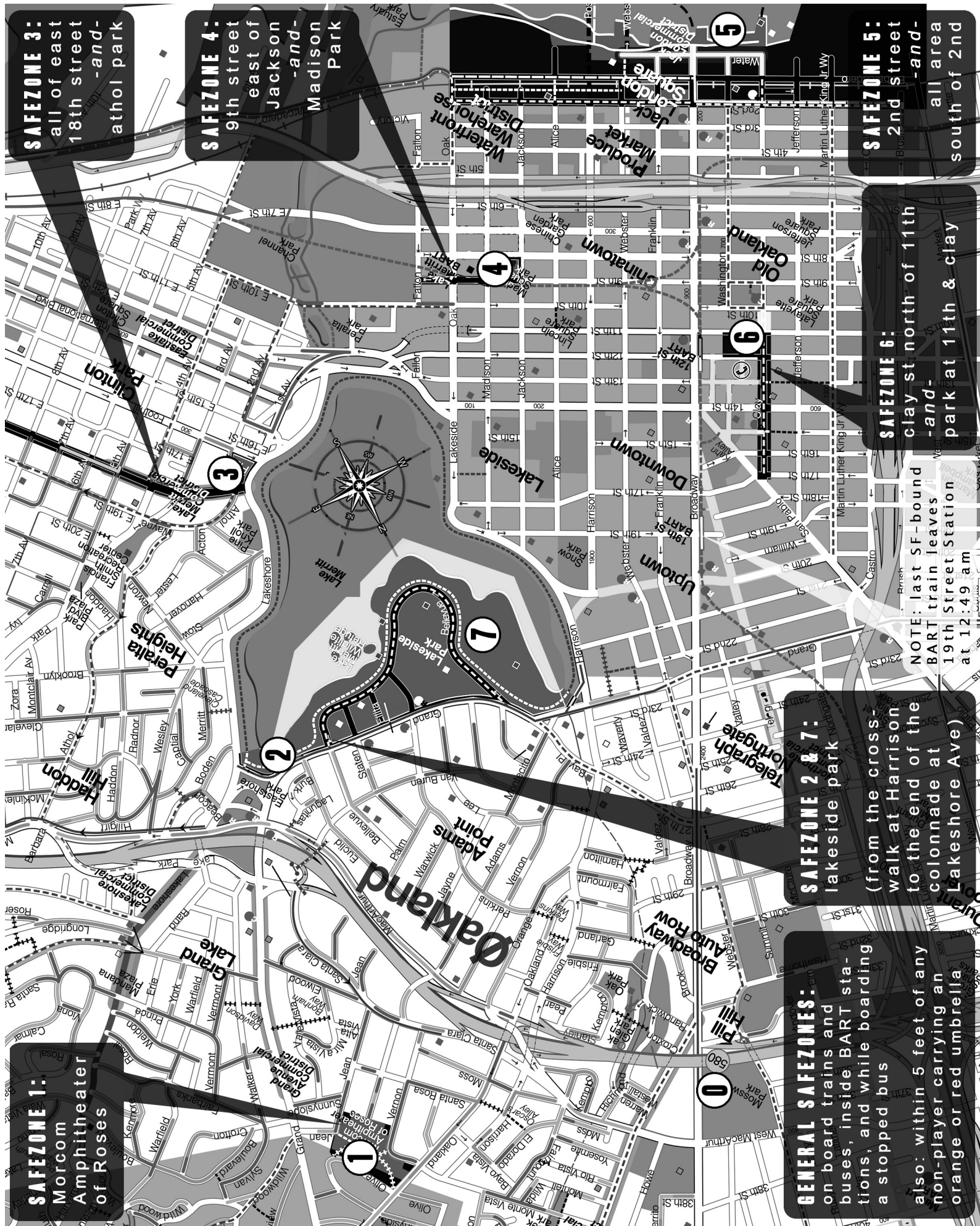
SAFEZONE 4:
9th street
east of
Jackson
-and-
Madison
Park

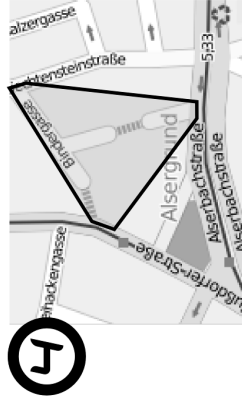
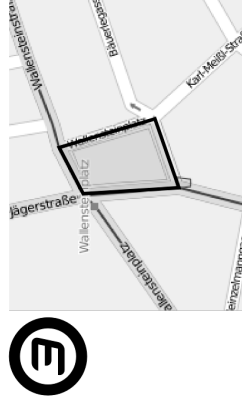
SAFEZONE 5:
2nd street
-and-
all area
south of 2nd

SAFEZONE 6:
clay st north of 11th
-and-
park at 11th & clay

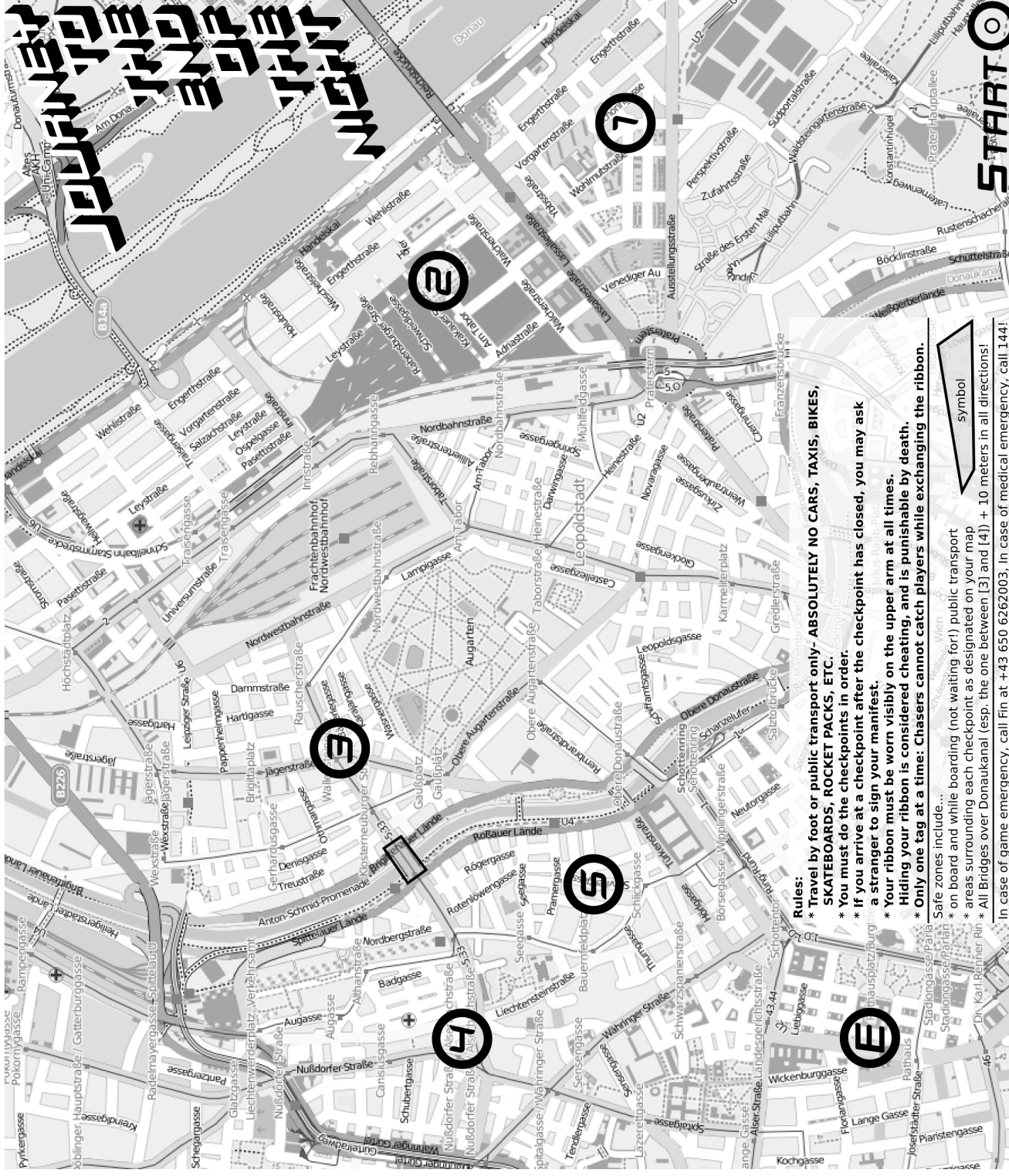
SAFEZONE 2 & 7:
lakeside park
(from the cross-
walk at Harrison
to the end of the
colonnade at
Lakeshore Ave)

GENERAL SAFEZONES:
on board trains and
buses, inside BART sta-
tions, and while boarding
a stopped bus
also: within 5 feet of any
non-player carrying an
orange or red umbrella





in the Park behind Rathaus

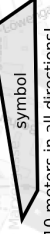


- Rules:**
- * Travel by foot or public transport only- **ABSOLUTELY NO CARS, TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.**
 - * You must do the checkpoints in order.
 - * If you arrive at a checkpoint after the checkpoint has closed, you may ask a stranger to sign your manifest.
 - * Your ribbon must be worn visibly on the upper arm at all times.
 - * Hiding your ribbon is considered cheating, and is punishable by death.
 - * Only one tag at a time: Chasers cannot catch players while exchanging the ribbon.

Safe zones include...

- * on board and while boarding (not waiting for!) public transport
- * areas surrounding each checkpoint as designated on your map
- * All Bridges over Donaukanal (esp. the one between [3] and [4]) + 10 meters in all directions!

In case of game emergency, call Fin at +43 650 6262003, in case of medical emergency, call 144!



symbol

START

Journey to the End of the Night is (cc)-by-nc SFZero. Journeyvienna is Fin, Lfitti & Hyacinth
Good Luck & See you at the Finish line!

Your goal is to reach the Finish Line [E] without being caught.
Should you get caught, you become a chaser.
Then your goal is to catch as many players as you can.

Travel by foot or public transport only-
ABSOLUTELY NO CARS, TAXIS, BIKES, SKATEBOARDS, ROCKET PACKS, ETC.
You must do the checkpoints in order.

If you arrive at a checkpoint after the checkpoint has closed, you may ask a stranger to sign your manifest.

Your ribbon must be worn visibly on the upper arm at all times.
Hiding your ribbon is considered cheating, and is punishable by death.
Only one tag at a time: Chasers cannot catch players while exchanging the ribbon.

- (1) around checkpoints:
- (2) Gürtel
 - + Sidewalks
- (3) Moving Safezones as announced at Start



Must be safe and clean.
Disputes? Solve them!

Don't tag if you're not sure
it's allowed!

