

JOURNEY TO THE END OF THE NIGHT: HALLOWEEN 2010 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, and ride buses and trains.

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 yellow 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 Shakespeare Garden at any time for the post-game party.

AWARDS

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

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

SOME RULES

- The game starts when the air horn blows. Do not leave early.
- Travel by foot, bus, or train only - absolutely no cars, taxis, bikes, 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).
- Your ribbon must be worn visibly on the upper arm at all times. Hiding your ribbon is considered cheating, and 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 safezones. No disputes will be handled at the finish line. If there is any reasonable disagreement over the fairness of a tag, the Chaser loses.

SAFEZONES: CHASING-FREE AREAS WHERE YOU CANNOT TAG OR BE TAGGED

Safezones are: Bus shelters (not all bus stops have these), underground MUNI and BART stations, on board any bus or train, and while boarding or exiting a stopped train or bus.

Each checkpoint is within a safezone (see right side). Safezones include both sides of all streets that enclose them.

You may also see a Glowing Jellyfish along the course route; all runners near her are safe.

MANIFEST

1a

MAIN ST UNDER THE BAY BRIDGE (CLOSES AT 8:30)
Safezone: The blocks enclosed by Beale, Harrison and the Bay

LA PLAGE!

1b

CHINATOWN PARK AT CLAY & KEARNY (CLOSES AT 8:30)

Safezone: The blocks enclosed by Grant, Montgomery, Jackson and Sacramento

2

VAN PARKED NEAR CORNER OF 4TH & SHIPLEY (CLOSES AT 9:30)

Safezone: The blocks enclosed by Howard, Harrison, 3rd and 5th

3

271 DORE ST (CLOSES AT 10:30)

Safezone: The blocks enclosed by Folsom, Brannan, 8th, and Division/under 101

4

2169 MISSION ST (CLOSES AT 11:30)

Safezone: The blocks enclosed by 16th, 18th, Valencia and Capp

5

DUBOCE PARK (CLOSES AT 12:30)

Safezone: The blocks enclosed by Haight, Duboce, Scott and Fillmore

6

1445 OAK STREET, APT 6 (CLOSES AT 12:30)

Safezone: The blocks enclosed by Fell, Page, Baker and Mason

7

FINISH LINE: SHAKESPEARE GARDEN IN GOLDEN GATE PARK

Safezone: Tea Garden Dr and plaza between de Young and Academy of Sciences. In addition, you are safe if you are touching grass anywhere in Golden Gate Park.