

Journey To The End Of The Night Los Angeles 2011

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.

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 manifest.

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. But remember to come to the finish line at the Greenway Court Theater before midnight.

AWARDS

Players who reach the finish line with all checkpoint signatures and a blue ribbon on will receive something nice.

Special trophies will be given to the player that finishes first and to the chaser with the most blue ribbons by midnight.

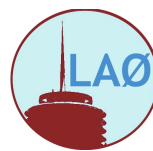
SOME RULES

- The game starts when the whistle blows. You cannot leave early.
- Travel by foot or bus only: absolutely no cars, cabs, bikes, skateboards 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 therefore punishable by death.
- Chasers can only tag one Runner 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 dispute over the fairness of a tag, the Chaser loses.

SAFEZONES: CHASING-FREE ZONES, NO TAGS OR TAGGING ALLOWED

All buses are safe. Busstops are not. Beware. The areas around the checkpoints as follows:

1. The safezone is all of the property of the Pacific Design Center and all of the sidewalks around it. If you step into the street, you are fair game. The curb is your barrier.
2. Same as checkpoint 1, except the Beverly Center and its sidewalks are safe.
3. For Checkpoint 3, all of the park is safe EXCEPT the sidewalks surrounding it. You must be IN the park to be safe.
4. Same as Checkpoint 3, except all of the property of LACMA and the La Brea Tar Pits.
5. The safezone is the entire block and of its sidewalks, but again, streets are not safe.
6. Just Greenway Court property is safe. Not the sidewalk in front and not Fairfax High.



MANIFEST



1. Pacific Design Center (closes at 9:00)

Safezone: Everything Between Melrose & Santa Monica and San Vicente & Huntley

2. Beverly Center Escalator (closes at 9:30)

Safezone: Only the sidewalks around the entire Beverly Center. No streets

3. La Cienega Park (closes at 10:00)

Safezone: All of La Cienega Park excluding the sidewalk

4. La Brea Tar Pits (closes at 10:30)

Safezone: All of the property of LACMA excluding the sidewalks

5. 142 S. Sycamore Ave. (closes at 11:30)

Safezone: Everything between 1st & 2nd Streets and Sycamore & Orange

6. Greenway Court Theater (closes at midnight)

Safezone: Just the Greenway Court property, none of Fairfax High is safe

Journey To The End Of The Night

was created by Sean Mahan, Ian Kizu-Blair and Sam Levigne as part of the game SFØ. Once you have completed this Journey we would love to read what you have to say about your adventure. Please sign up for SFØ and write about your impressions.
<http://sf0.org/tasks/Journey-To-The-End-Of-The-Night-Los-Angeles-2011/>