

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 8.16pm

agent signature

- ② Lake Merritt Colonnade
checkpoint closes at 9.00pm

agent signature

- ③ Athol Park Tennis Courts
checkpoint closes at 9.48pm

agent signature

- ④ Madison Square Park
checkpoint closes at 10.30pm

agent signature

- ⑤ Public Shore at Washington St
checkpoint closes at 11.18pm

agent signature

- ⑥ Underground Parking Entrance
checkpoint closes at 12.00am

agent signature

- ⑦ Lakeside Park Gazebo
checkpoint closes at 12.48am

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