from the desk of

SFZERO



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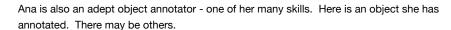
To Whom It May Concern:

This letter is intended to serve as a recommendation for Ana Billingsley, also known as Annnna. We first encountered Ana in 2006 when she began her participation in SFZero.org (the universe's only real-world first-person action-adventure game) of which we are the engineers.

Ana has impressed us with her formidable drive to experience the freedom hard-coded into San Francisco's protocol, and her willingness to interact with the city and unflinchingly confront the question: "Are we bureaucrats or are we human beings?"

In 2007 Ana installed a particularly inspired Public Easel. Her dedication provided the students at her school with a space to engage in public discourse. Here it is below:







Ana is a spy, a negotiator, an architect, an escape artist, a bricoleur, a cartographer, a politician, a cheat¹ and a ghostwriter.

Ana is also an accomplished journalist. She is an exceptional writer and keenly aware of the challenges inherent in institutional information production and distribution. She co-authored the most lucid and thoroughly researched article about SFZero we have ever read. Her piece outshone articles written by professional journalists for the San Francisco Chronicle, SF Weekly, C-NET and the Contra-Costa Times.

We hope she is always considered.

¹ We do not believe that Ana has ever cheated on any school work and we do not endorse cheating¹.

¹ We do, however, acknowledge that cheating may be correct and necessary in the following contexts: horse races, mandatory military service, taxes, games of chance like blackjack, the SATs, electoral manipulation and immigration.

Sincerely yours,