



Journey to the End of the Night SF

Journey to the End of the Night, SF

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October 18, 2012

By Jan Ross

Forget about journeying to the center of the earth, Journey to the End of the Night is a freakishly cool free street game run by volunteers in several cities around the world.

It's a run through the city at night and will be held in San Francisco on November 10. Designed by Ian Kizu-Blair, Sean Mahan and Sam Lavigne, Journey to the End of the Night was held for the first time in San Francisco in 2006.

Their goal was to design a fun and challenging game that would put players in the middle of a chase through a big city at night.

With over 5,000 players, it has become one of the most successful street games in the world and has been played in big cities all over the world. In Washington in 2010, there were 1,100 players and the event last year in San Francisco had over 700 participants.

No wheels allowed in this game – no skates, bikes, cars or unicycles – only your own two feet. The exception is public transport probably because some of the cities involved are so big it would take a week to walk from one end to the other which would make the game rather a challenge for those who have to get to work at some point.

The object of the game is to make it to six checkpoints as fast as you can, while avoiding being caught by the other game players. If

caught, you become one of the chasers and begin to pursue those former friends and teammates. Sort of like zombies. Only with no brain-eating.

This is an intense, active and fun game with no age limits. Although it is aimed at adults since it will take place at night and at a grueling pace, you do not have to be an athlete, just someone who wants to have fun.

And can run very fast.

Register online, and then sign in at a checkpoint to pick up a map and two ribbons which you will tie around your arm to designate whether you are a player or a chaser.

At each checkpoint, have your map signed by a designated agent, then move to the next checkpoint. You have to go to the checkpoints in order or you will be disqualified.

It sounds pretty easy – much easier than avoiding zombies – but there will be lots of chasers trying to stop you and claim your player ribbon.

There will be some areas where you are safe from chasers like a designated area from the checkpoints and the interior of busses and trains. You can't be tagged or tag anyone else in these safe zones.

Quite simply, whoever reaches the final checkpoint wins. At the last checkpoint there will be drinks and celebration for the winner.

Prizes will be awarded for a variety of categories determined by the organizers in each city.

[Journey to the End of the Night SF](#)

10 November 2012

Meet at Dolores Park for registration at 6:00pm, game begins at 7:00pm

Ready to make your journey? Check the [DealAngel results for San Francisco](#) here.

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