

## Ballard and Fremont Edition

Saturday, May 20, 2023

### Requirements

- ORCA card with either a pass or at least \$9 loaded on it
- A smartphone
- Joined the Signal group

### Basics

- All tasks have an assigned amount of point values
- Most tasks are relatively close to public transit stations
- Tasks further away (i.e. harder to get to) will be given relatively more points
- Points can be spent to foil opponents
- 4 people per team
- 4 hours long competition period
- The organizers are in charge of the game and will coordinate it; there will be many times during the game where you will interact with them
- Must be willing to pay to complete some tasks and to eat lunch, but expect to spend no more than \$30 per person



## Rules

### Basic gameplay logistics

- The objective of the game is to earn as many points as possible.
- Every player must have a fully charged mobile phone with Signal installed.
  - Signal will be used to communicate between participants and the organizers.
- Players must travel by foot or public transit operated by King County Metro or branded as Sound Transit.
  - Absolutely no traveling on cars, trucks, boats, planes, bikes, scooters, or Segways.
- Must stay within the bounds of the game.
  - No penalties will be assessed for leaving these bounds, but no tasks are to be completed outside of the bounds.
- You can message the organizers for clarifications. They can either respond to you directly or on the main group chat, depending on the circumstances.
- Each team is strongly encouraged to take a 10 minute food/bio break sometime between the beginning of the 2nd hour and end of the 3rd hour. A 200 point bonus is given to teams that send receipts of their team's food purchases to the organizers, and show proof of eating with two pictures: one taken at the beginning of the 10 minute period and another at the end of it.
  - Consuming food on-the-go is permitted, though keep in mind food can't be consumed onboard public transit in Seattle.
  - Feel free to eat/take a bio break for longer than 10 minutes, but no additional bonuses would be provided to you.

### Completing tasks

- The list of tasks are in the last portion of this document.
- There are three kinds of tasks:
  - **Challenge tasks.** This is the main kind of task you can complete. It involves planning to get to the right place (or to explore the right place). Completing challenge tasks is the main objective of the game and will earn you the most points.
  - **Easy wins.** These are diversions from the main game, usually stumbled upon by coincidence. Seize the moment and profit on points! Each easy win may only be won once.
  - **Street View.** A picture of an intersection in the game zone will be shared. Find it (without using image search or reverse Street View) and go to it. Take a selfie to receive credit!



- Team members must stay together at all times unless specified in the task.
- To officially complete a task, they must be reported to the organizers via Signal as soon as they are completed (for verification and tabulation purposes).
  - If the organizers inform the team that their task was not successfully completed, the organizers will not inform the team of what they did incorrectly, and the team may try to repeat the task at most two more times. After that, they cannot continue attempting to complete the task and must try another task.
- Some tasks may have limits on how many teams can complete them. Teams who complete the tasks after the limit has been reached will not receive any points for that task. These tasks will be clearly indicated as such.
- Tasks may be completed simultaneously with other tasks.
- If a task requires a certain item, it must be purchased after the game starts. Items you have with you won't count unless explicitly permitted by the task.
- If a task requires pictures as proof (which almost all of them do), all team members must be in the picture (as a selfie) unless explicitly not required. When in doubt, ask the organizers.
- If a task says you can't look something up, it means you also can't ask a non-participating person to look it up for you or tell you the answer.
- If you are not sure about what counts for a task, ask the organizers. Failure to ask may result in you not earning the points if your actions don't qualify as properly completing the task.
- If a task requires each team member to procure something, then teams which have more members than other teams only need to get the number of items equivalent to the smallest team's size. For instance, if the smallest team size is 4, then teams of 5 will only need to get 4 items.
- When completing tasks, please do not do anything that might lead to danger. **Safety first.** If you are concerned that you or other teams completing a task may result in harm, please contact the organizers immediately. They may issue a notice to everyone that a certain task is removed from the game due to safety concerns.
- Street View tasks cannot be completed with reverse image search, but you are permitted to guess and check by using Street View normally.
- **Be sure, when communicating with organizers, that you tell them what you are sending evidence for.**

### Interacting with other teams

- Teams may foil one another by spending a certain amount of points they have already earned.



- If purchasing a foil would result in a negative points balance, you can't buy it.
- Each team can only use each foil once.
- Each team may only be foiled by each foil once. (This is to prevent different teams from "ganging up" on one specific team.)
- To make a foil, a team should make the request with the organizers, who will then officially issue the foil if the other team hasn't already been foiled.
- Teams may not have any contact with each other during the game, unless they see each other in person, or as otherwise specified in the rules.

### **Concluding the game**

- Teams must arrive at the pit stop by the designated end time of the game, as determined by the organizers. If they do not arrive at the pit stop on time, a points penalty will be assessed based on the following rules:
  - Being late will result in a deduction of 50 points
  - For every minute a team is late, an additional 5 points will be deducted from their overall score
- At the end of the game, teams will be ranked by how many points they earned.
- All times are reported in U.S. Pacific Daylight Time.
- Clarifications are issued by the organizers and are final. When appropriate, the clarifications will be announced to all teams, not just yours.
- Tiebreaking rules
  - The amount of rules broken will be the first to break ties, with fewer rule violations giving higher priority
  - The order in which teams find the organizers (which is one of the tasks) will then be used to break ties
  - If neither team that's tied visited the organizers, whoever completed more tasks wins
  - If the teams both completed the same amount of tasks, then it's a fight to the death with rock paper scissors, best out of 3.

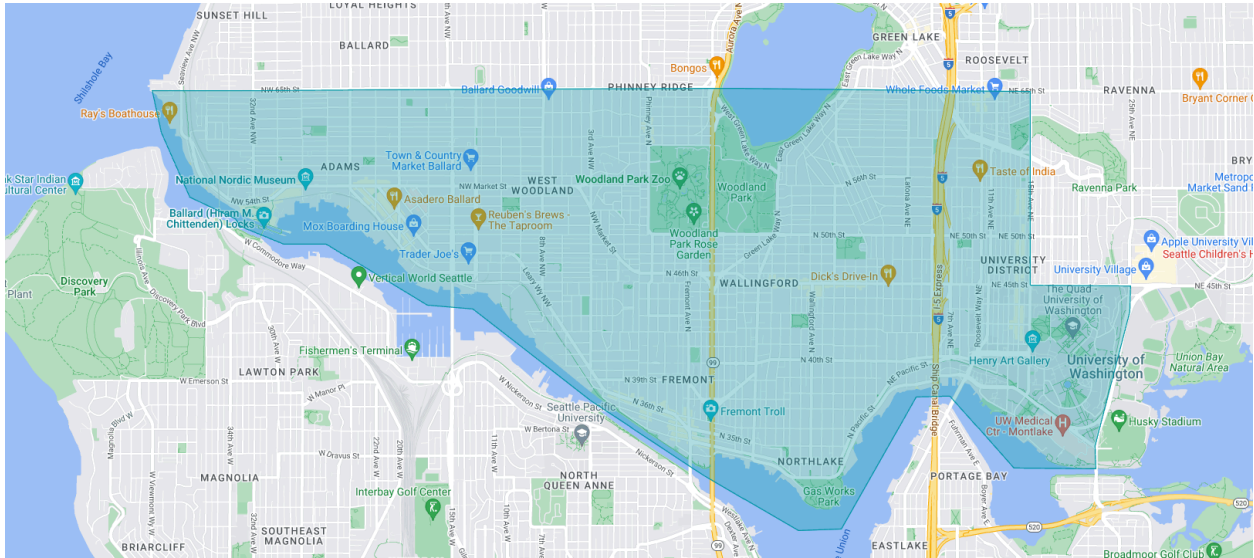
### **Miscellaneous**

- Rules can be changed by the organizers at any time before, during, and after the competition period. Whatever the organizers say can override any of the written rules.

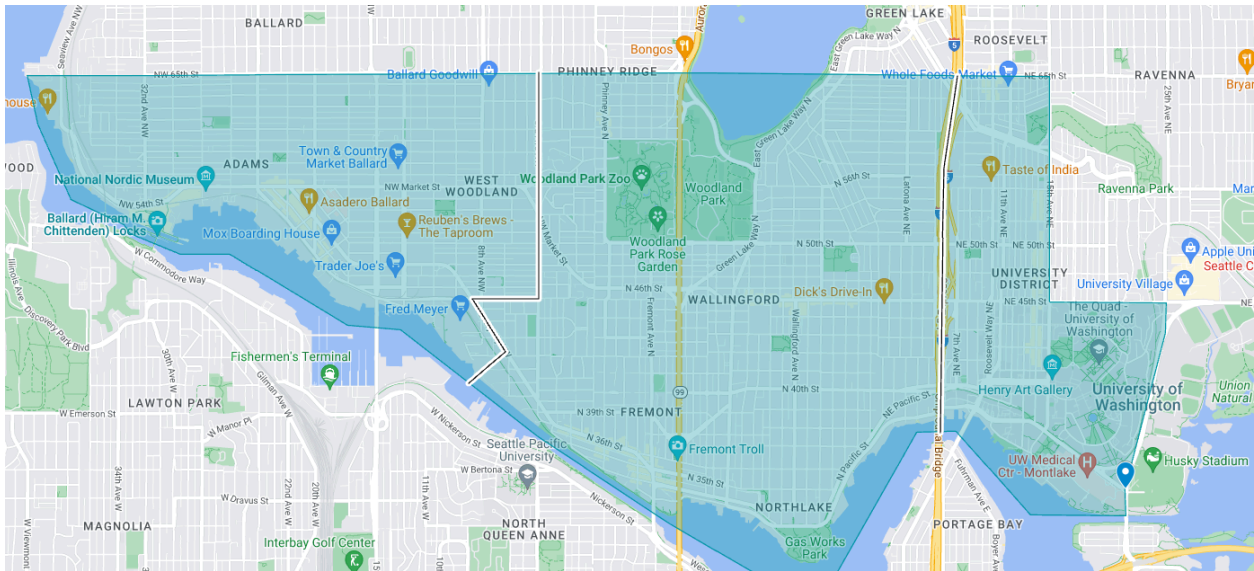


## Game zone and game boundaries

Official game boundaries (authoritative and binding): [Seattle Travel/Transit Trek #1](#)



For the purposes of this game, Ballard, Fremont, and the U District are the three zones of the game, delineated by the following lines:



(Wallingford is part of Fremont for the purpose of this game.)

Approximate boundaries:

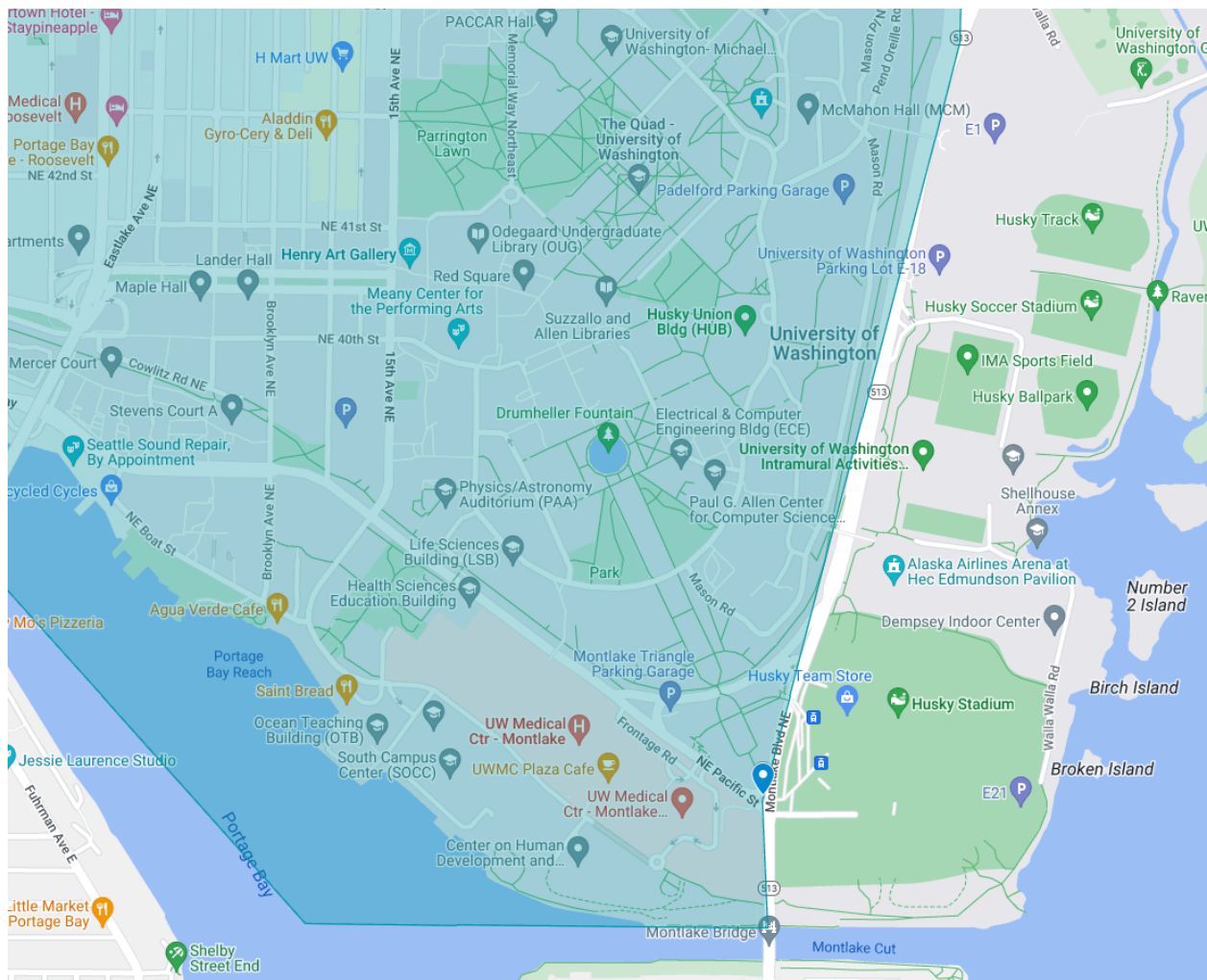
- West: Shores of Puget Sound
- South: Lake Union, Portage Bay, and the Lake Washington Ship Canal





- East: 15th Ave NE, except for the grounds of the University of Washington campus
- North: NW 65th St, N 70th St, and NE 70th St

## Starting point



Show up to the UW Triangle at the University of Washington campus **between 1:30pm and 1:45pm**. The rules will be explained and participants will have the opportunity to ask clarifying questions to the organizers before the game starts. You will also have the chance to meet your team and discuss basic strategy. The game will begin at 2pm when the organizers announce the start. Take your time or hurry up. The choice is yours; **don't be late!**

One member of your team should be designated as the primary representative, who will be responsible for communicating with the organizers.



## Ending point

The ending point will **not** be the same as the starting point. It will be within the game boundaries in a relatively central and accessible location. It will be announced one hour before the end of the game on the Signal group chat.

## Starting procedures

- Pick a name for your team
- Pick a representative for your team, who will communicate with the organizers on behalf of their team
  - The team representative should create a group chat with *just* the organizers
- Decide as a team if you want to be filmed - totally optional!
  - Teams who are filmed will also be ranked in an exclusive “filming” teams leaderboard (at the end of the game)
- Decide as a team what the strategy is and how to start

## Live scoreboard

You can keep track of the score on this Google Sheets:

[+ Seattle Travel Transit Trek - Scoreboard \(View Only, Public\)](#)



### **Safety disclaimer**

You (a Participant) and your safety are of paramount importance during your participation in the Seattle Travel/Transit Trek (the “Game”). You are strongly advised to avoid areas that may present imminent danger to you or your fellow Participants. In case a diversion needs to be made, you should report it to the Organizers and appropriate compensation in terms of points and/or time will be made for you, including but not limited to, bonus points, the waiver of a late return penalty, etc.

You may also not engage in any illegal activity to gain an unfair advantage in the Game. Doing so will result in penalties including/up to disqualification.

By participating in the Game, you agree that you are playing the Game at your own risk. You furthermore agree to hold the Organizers harmless and hold your fellow Participants harmless, even by the negligence of the Organizers or fellow Participants.

**IN NO EVENT WILL THE ORGANIZERS BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, EXEMPLARY, INCIDENTAL, SPECIAL, OR PUNITIVE DAMAGES ARISING FROM YOUR PARTICIPATION IN THIS GAME, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BY PARTICIPATING IN THIS GAME, YOU HEREBY WAIVE, RELEASE, AND DISCHARGE THE ORGANIZERS AND THEIR AGENTS OF ANY AND ALL LIABILITY OR DAMAGES OF ANY KIND RELATED TO, ARISING FROM, OR IN ANY WAY CONNECTED WITH, YOUR PARTICIPATION IN THIS GAME, INCLUDING THOSE ALLEGEDLY ATTRIBUTED TO THE NEGLIGENT ACTS OR OMISSIONS OF THE AFOREMENTIONED PARTIES.**