

We have loved creating nights of wicked whimsy, and we hope that now you will do the same! This special guide was created to give you the tools (and ideas!) you need to transform your own city.

Capture the Flag by newmindspace <http://www.newmindspace.com>

Capture the Flag is an urban game in which two teams hide flags on their respective territory and try to capture the opponents' flag. You can tag people in your territory to hamper their efforts to capture your flag. There is generally a street in the middle that is neutral territory and streets in each direction (N, S, E, W) that serve as the game's borders. Games usually last from about 90 minutes to 2 hours.

You can find a copy of sample rules to use at the end of this document. Alter them as follows:

Where to Play

Capture the Flag can be played anywhere there is a *low level of vehicular traffic, an even mix of commercial and residential buildings* and *an area that is relatively easy to divide in half*. To plan our games, we use Google Maps (<http://maps.google.com>). Borders need not always be streets; the area under bridges work well too. **We do not recommend playing in parks:** a great deal of the fun is lost!

For your first game, try to find an area that is relatively grid-shaped and possible to walk from one end to the other in 15 minutes or less. Make sure it can be easily accessed by public transit and preferably located in the downtown or *centre-ville* of your city. The map does not have to be cut in half *equally*, just *equitably*.

The Jail Option

When somebody gets tagged, where do they go? The simplest way to deal with this is to have them *return to their side* before they can attempt a capture again.

You may also opt for *jails*, places on your side where tagged enemy players wait to be freed by another teammate, sometimes called a "jailbreak." Jails do not work well in larger games and often lead to excessive cheating.

Referees

Especially in larger games, you may decide to use referees. These are people who explain the rules of the game, make sure flags are hidden properly, address rule discrepancies and, if you choose to use cellphones, are at the top of the phone chain. If you choose to use referees, you will probably be one.

The Cellphone Option

The use of cellphones to communicate is highly recommended. Set up a phone chain so that each team has a central relay person, sometimes called the team captain. The captain will call two of his teammates, who will in turn call two people themselves. The referees should have the numbers of each team captain.

Cellphones are used by the referees to end planning time, announce captures and

address rule discrepancies. Cellphones are used by teams to inform their teammates where the enemy flag is, to plan attacks and to coordinate jailbreaks.

Getting the Word Out

The internet is your best bet for getting strangers to attend your event. We have used LiveJournal (<http://www.livejournal.com>) communities extensively, as well as city-specific blogs, forums and mailing lists.

We recommend setting up a small website that *provides detailed information* and *collects e-mail addresses*. Some people will always want to know when the next game is, and prefer to have information delivered to them than to have to find it themselves.

Choose a specific time, date and meeting location for the game. Make sure to include public transit directions. It may also be useful to include a rain date, or state that the game is rain or shine.

Before the Game Day

If it is not very straightforward how the area will be divided, *print out maps*. If you have a *website*, the map also doubles as a flyer that will help people remember your site and give them a place to look for pictures of the game. If you choose to use *referees*, *print out their cellphone numbers* on this flyer. You may choose to print the rules as well, but you may also want to change the rules at the game based on how many people turn out.

Before the Game Begins

Allow at least 20 minutes after the meeting time for people to arrive. People often underestimate how long they will have to wait for public transit. *Explain the rules* loudly, clearly and repeatedly. If you expect more than 70 people, you may consider using amplified sound. *Set up the phone chain*. This involves getting the numbers of each team captain and instructing them to get phone numbers of teammates, who should in turn get numbers of their own.

During the Game

Begin the game. At this point, hiding time should commence. In about ten minutes, you should call each captain and let them know that the game has fully begun.

What happens next is anybody's guess.

Take pictures! They will be your mementos and a photographic record of the creative things that people have done in cities around the world. Group shots *and* action shots are very valuable to you and to the players.

After a flag is captured, you may choose to end the game or to continue it. When the game is over, go out somewhere to relax!

Having Fun

Remember that Capture the Flag is a game, and games are about having fun! Everything you do in a city is either work or play, so on this very special night,

remember to play.

Ready Go!

If you have a game in your city, let us know! We would love to chat about games in other cities, share pictures

The Rules (you should read these at the beginning of the game)

The Map

The game board is divided into two "sides" by [insert street here]. Each side of this street belongs to a team, but the street itself is neutral. The boundaries shall be [insert street here] to the north, [insert street here] to the south, [insert street here] to the east, [insert street here] to the west.

Teams

Each team is chosen at random; but friends' preferences will be respected. Caution tape armbands will be used to denote teams.

Planning Time

Each team is given a flag and is allowed 10 minutes to hide their flag and develop a strategy. The flag **MUST** be placed on the corner of two streets with at least 3 points of approach. No alleys, laneways, dead end streets or underground pathways.

At the end of the 10 minute planning time, a cellular call will go out and the game will begin.

Cellphones will be used to make a telephone chain to keep up team communication.

Territory

Players are safe on their side. If they are in enemy territory, they can be tagged by an opponent. If they are tagged, they must proceed to the border and count to ten.

Transportation

Players are allowed to use bicycles, skateboards, rollerblades, longboards, taxis, streetcars, buses, and the subway as long as they are not carrying a flag.

Captures

A point is scored when the enemy's flag enters your territory. When a point is scored, you must call a referee for the point to count.

The team with the most points at the end of the game wins! :)

Cost and Age Restriction

Our events are always free and all ages! You do not need to sign up, just show up :) But we appreciate the roll call. If you are late, simply choose a team by putting on an armband, which will be left for you.

Appendix Recommendations for specific cities. If you have hosted a Capture the Flag game or you have suggestions for where one should be held, please let us know!

Calgary, Alberta

Chicago, Illinois

London, United Kingdom

Los Angeles, California

Toy District

Montréal, Québec

Rue Ste-Andre

New York, New York

SoHo

East Village

West Village

Williamsburg

DUMBO

Red Hook

Paris, France

9^o Arrondissement

San Francisco, California

Seattle, Washington

University of Washington

Toronto, Ontario

Kensington Market

N: College St. // S: Dundas St. // E: Spadina Ave. // W: Lippincott // Border: Augusta Ave.

Financial District

N: Queen St. // S: Front St. // E: Yonge St. // W: University Ave. // Border: King St.

University of Toronto

Vancouver, British Columbia

Victoria, British Columbia

Bug Zoo / Wharf Street

Winnipeg, Manitoba