



LnC:2k7 URBAN CRAWLERS is about boldly re-exploring the known, and documenting your heroic travels. You will be awarded points for overcoming obstacles, and bonuses for sharing your findings with other travelers!

A team of any two people traveling in any urban or downtown space at any time can play. To start you and your partner must decide 4 things: 1) choose your role, 2) a time and place to begin play, 3) the total score or destination goal that will end play, 4) the name of your expedition. For example, you can decide to meet in a lobby and play until you reach the Bus Terminal, or until you've collected 100 points. The only way to lose at LnC:2k7 is to stop play before the pre-agreed upon goal has been achieved.

**PLAYER ROLES: PIONEER (Lewis)** — You collect items that will help overcome obstacles during the journey and store them in your team's pack. The Pioneer is the only team member who can make contact with elements in the environment (conversing with natives, entering cafes, etc.)

**NAVIGATOR (Clark)** — You read, interpret, and enforce rules, while deciding upon routes accordingly. The Navigator keeps track of team score, updates information in the team logbook, and is responsible for documentation.

**TOOLS:** Ideally your team will have a pack, a logbook, chalk, and a camera or other form of documentation. All these items are optional, but highly recommended. It is also suggested you print-out the log sheet to bring on the journey.

**STARTING:** You and your partner meet at the designated starting point and begin play by walking in the direction of the closest water source. This can be a café, fire hydrant, or puddle. Within steps, obstacles and opportunities for points should begin to shape your journey.

**END SCENARIO:** Play continues until you reach your predetermined goal, whether it's a final destination or target score.

**ADDITIONAL BONUS POINTS:** Uploading documentation of your activities is always worth big points to the historians tracking the process of LnC:2k7. Check out [www.FLICKr.com/groups/UrbanCrawlers](http://www.FLICKr.com/groups/UrbanCrawlers) to earn more points and follow the adventures of other explorers. (2) BONUS POINTS for each documented activity.



**ENVIRONMENTAL OBSTACLES:** During the journey your team will encounter obstacles that you will have options of overcoming in a variety of ways.

**CROSSWALKS** — In order to pass a crosswalk, players either:

> Lay Stepping Stones by having the Pioneer lay out collected sticks, or leaves, to step on across the crosswalk. The 'stepping stones' can be picked up by the navigator and passed forward to be relaid, but at all times each member of the team must have at least one foot on a stepping stone. POINTS = (15)

> Pay the Toll means leaving a coin acquired during the journey on the curb before crossing the crosswalk. POINTS = (5)

> Solicit a Scout by having both members of the team maintain physical contact with your guide while crossing the street. POINTS = (5)

> Fashion a Boat by drawing a ship in the cross walk. This can be done with the team chalk, or any mark-making stone found along the journey. POINTS = (2)

> Forging Ahead involves one team member carrying the other across the road. At no time may the carried team member come in contact with the ground. POINTS = (2)

**WILD ANIMALS** — Any animal larger than a pigeon must be avoided unless appropriate identification has been made. Appropriate identification procedures require that the Navigator stay at least 10 paces from the animal, while the Pioneer approaches, makes contact with, and identifies both the name and breed of the animal. Once that information is relayed to the Navigator and stored in the logbook the team may pass. If at anytime an unidentified animal enters within 10 paces of the Navigator, or an animal cannot be identified, contact must be avoided and the team must go around. POINTS for successful identification of an animal = (10).

**HAZARDS** — Hazards could be dangerous and should be avoided at all cost.

> You may not cross in front of a building or car if they are sounding any type of alarm. When an alarm is heard, the team must head in the opposite direction from the alarm and cross the street at the next crosswalk or go around the corner to avoid the hazard.

> If a streetlight is flashing or is witnessed going out, the team should follow the same steps to avoid the hazard.

> Large cracks in the road or sidewalk must be made safe to cross. The Pioneer may build a bridge with sticks or fill the crevice with sugar or salt making the crossing safe.



**RECURRING REQUIREMENTS:** Along with the periodical environmental obstacles, there are constantly recurring requirements you must meet at set intervals along your journey.

**WATER** — Required to collect at least once every three blocks.

> Filling your canteen can be done by having the team receive a free cup of water from a café or similar establishment. POINTS = (5).

> Tapping ground water is accomplished by coming in direct contact with a fire hydrant. No contact with or ingestion of actual water is required. POINTS = (2).

> "Thanks Nature!" means anytime during the game play if it is raining you are not required to seek out any additional source of water. POINTS = (5) per 3 block increment while it is raining. For playing in the rain, (20) BONUS POINTS.

**FOOD** — Required to collect at least once every six (6) blocks.

> Harvesting requires each player to pick two different weeds from the environment. These weeds can be carried or discarded in the appropriate waste container, but don't need to be ingested. POINTS = (5).

> Hunting Bison is the most complicated but most rewarding source of food. To successfully hunt a bison (a car), you must locate its sleeping grounds (a parking lot) and construct a trap (encircle it completely with chalk, salt, or sugar), without waking it (coming in contact with it or its neighbors). POINTS for a calf (two-door) = (8), POINTS for an adult (four-door or wagon) = (10), POINTS for a bull (SUV or truck) = (12).

> Foraging means the team as a whole has to collect three separate sources of food from their surroundings. These can include acorns or other nuts/seeds found in the environment, scraps of food left by others, or any other free source of nutrients like mints, candies, or gum received from native inhabitants. Two of the items can be stored in the pack, but at least one foraged item must be ingested.



**BONUS POINTS:** Don't miss out on the many opportunities for extra points to boost your score!

**Playing the Part** —

> Navigator uses a walking stick during the journey, and the Pioneer wears a coonskin hat, or other headdress fashioned from materials collected during journey. (15) BONUS POINTS

**Making Contact with the Natives** —

> Wave to someone & have them wave back (2) BONUS POINTS

> Smile at a stranger & they smile back (2) BONUS POINTS

> Get a car or truck to honk by giving the truck horn hand gesture (2) BONUS POINTS

> Welcome a someone to "beautiful downtown ..." (2) BONUS POINTS

> Give someone a flower (5) BONUS POINTS

> Convince a stranger to take a photo of the expedition (5) BONUS POINTS

**Recruit a Guide** —

> Ask for directions and get an accurate response. (5) BONUS POINTS

> Persuade someone you don't know to take you to your landing place personally, and the highway is paved with no rules all the way to your final destination. (20) BONUS POINTS

**Cultural Exchange** —

> Teach someone you encounter a joke or song or dance and have them perform it. (25) BONUS POINTS

> Tell someone a story about being lost, and have them tell you a tale of one of their own adventures. (25) BONUS POINTS

**Planting a Flag** — If you design and construct a sign with items found during your journey, and then plant the flag at your destination you get (10) BONUS POINTS.

**Planting a Flag on High** — If you design and construct a sign with items found during your journey, and then plant the flag on top of a building, you get (10) BONUS POINTS, plus and additional (2) BONUS POINTS for each story of the building.

**Locating the Source** — If you detect a pleasant smell or sound, are able to positively identify the source, and log the information in your logbook, you get (10) BONUS POINTS.