City Wide Chase Tag (also known as hide and seek)

Max Karinen's words:

It was a fun game as kids, but with the power of modern technology it can become something more - not just a game, but a way to build community, a way to engage with the intrinsic soul of the city of Newcastle, a way to transcend our mortal bonds.

We've done some work to translate the rules for parkour. Ta da. (criticism encouraged)

The Basics

It's essentially build up tips. The game will **begin and end at civic**. It will start with pairing hiders up, identifying a group of seekers, and with every hider sharing their location in a tracking app (whatsapp for this game). Only one person in a pair has to have their location on but if you get split up make sure that location is turned on for each person.

When the game begins the runners will have 5 minutes to hot foot it out of the park. When a chaser tags a runner, they stop sharing their location and join the chasers. The game runs until one final person hasn't been tagged. The first boundary will be shared beforehand. The **bounds will get smaller throughout the game** so make sure you check your phone for updates.

Public transport within bounds is allowed and encouraged. Bikes and cars are not allowed. You can go anywhere within the bounds that isn't past knee deep in water, as the only accessibility issue is about athletic skill (don't go into a house, don't trespass). Library's, cafe's, restaurants, museums, shops, etc are all in. Avoid pubs if playing with minors. Absolutely **no drains or tunnels if it has rained recently or is to be raining,** we personally prefer our friends alive.

Be honest about if you've been tagged, and try not to be a nuisance to the public, remember they have rights to spaces as well.

Chasers can be volunteers or pre-decided. To make sure everyone gets a turn at being a runner, the start-of-game chasers can change to hiding after one hour or once ⅓ ish of the runners have been found (if they want). Make sure to check your phone frequently for map updates. Taking photos and sharing them in chat is very encouraged.

Bring a fully charged phone and running gear. Glowsticks will be humbly provided for the purpose of identifying who is playing.

This is an unofficial event. If you get hurt you are responsible. There is no insurance or liability involved in this game. It's a blown out version of playing build up tips with your besties.

The game is a dangerous combination of speed and competition. Because of that people are going to risk their bodies more. PLEASE remember it is just a game. **If you have to choose between taking a risk or taking an out, take the out.**

Endgame

The game will end after 2 to 3 hours when the last person is caught, at which point we'll regroup in civic for debrief and/or head to a food place.