

1. Walk in the direction of the tallest building you can see.
2. Stop at the next junction.
3. Go to pg 50.

1. Try to raise one eyebrow independently of the other. If in a group go with the majority.

If you succeed go to p. 21

If you fail go to p. 30

1. Stop! Do not move your feet.
2. Look down and note the space between your feet.

If there is any rubbish go to pg 13

If you shoe laces are untied go to pg 48

If neither of the above is true then spread
your legs as far apart as possible and go to p.

z

1. Take a piece of chalk and write something on the wall or floor. Image or text.
2. If the surface you choose to draw on is..

-red brick go to pg 32
-tarmac or gravel go to pg 34
-smooth go to pg 13
-none of the above go to pg 17

1. Roll a dice in your minds eye

If its a even number go to p. x

If its an odd number go to p. y

If it's a non standard dice with no numbers go
to p. z

1. Go to the nearest street corner
2. Without moving your feet look around you for any visible flags.

If you see a the Union Jack flag go to p. x

If you see any other flag then go to p. y

If you see no flags at all go to p. y

1. Follow the person who matches this description long enough to ascertain if they have any facial hair at all.

If they're sporting any facial fuzz go to p. x
If they're clean shaven go to p. y

1. Follow the person who matches this description and watch for any of the following actions.
2. Follow them for at least until you pass 2 sets of traffic lights.

Cross the road. Go to p.

Check their watch. Go to p.

Look at their phone. Go to p.

None of these. Go to p.

1. Follow the person who matches this description and look carefully at the shoes they are wearing.
2. Follow them for until you pass two street signs or cannot follow any further

If they had a laces go to p. x

If they were slipons go to p.y

If they were neither go to p. z

1. Continue walking the direction you were last walking.
2. Do so until you see a small street/alley wide enough for only one car.

If the street is not a dead end, go down it and turn to p. x

If the street is a dead end, continue walking and turn to p. y

1. Go to and stop at the nearest junction with two or more roads leading from it.
2. Determine which road has the steepest downhill decline.
3. Continue walking downhill until you see..

a house/building number - go to p. x (->number game)

a metal sculpture or statue - go to p. y(->climb)

some roadworks - go to p. z

1. Stop at the nearest junction with two or more roads leading from it.
2. Determine which road has the steepest uphill incline.
3. Continue walking downhill until you see..

a person walking a dog - go to p. x (->person follow)

a plaque, memorial object, statue or tree - go to p. y (->climb)

some roadworks - go to p. z

1. Find a sizable piece of pavement.
2. Draw out a hopscotch court (see diagram) using chalk.
3. Assign a player 1 and 2. Assign your own rules if necessary.

If player 1 wins go to p. x

If player 2 wins go to p. y

1. Take the next left
2. Walk down this street until you first see a building with a number on it.

If it's greater than 1 and less than 99 go to p. x

If it's greater than 100 go to p. y

If it's greater than 1000 go to p. z

1. Approach the nearest bus stop.
2. Get out your oyster card.
3. Examine the serial number at the top right of the back of the card. Note the 7th and 8th digit.

If the 7th is greater than the 8th, subtract the 8th from the 7th and walk for this many minutes down the next available left road. Go to p. x

If the 8th is greater than the 7th, subtract the 7th from the 8th and get on the next available bus for this many stops. Go to p. y

If the numbers are equal, leave your oyster card by the bus stop. Go to p. z

1. Enter the laundry mat.
2. Count the number of washing machines and dryers.

If less than 10 go to p.x
If more than 10 go to p. y

1. Keep walking in the same direction you were last walking.
2. Continue until you see a car parked partly on the road and partly on the pavement.
3. Note the car license plate.

If it contains a zero go to p. x

If it does not go to p. y

1. Approach the hotel

If there is not a doorman ENTER - go to p. 22

If there is a doorman continue walking by and
go to p. y (->walking)

1. When inside take a look around the reception area.
2. Walk to the lifts and press the up button (if there are no obvious lifts, exit and go to pg. X)

If there is one or more people getting in the lift go to the same floor as the TALLEST person. Go to pg. 30

If you are alone press the button for the top floor. Go to pg 41 (NEED TO ADD THIS - LOOK OUT OF WINDOW)

1. Find a bench or other place to sit.
2. Take ten deep breathes.
3. During the time it takes to do this count how many cranes you see over the buildings.

If you see none or 1 go to p. z

If you see between 1 and 10 go to p. y

If you see more than 10 go to pg.

1. Find a wall or structure suitable for a sit down.
2. Count to 25.
3. During this time look carefully at all the people passing you.

If no-one smiles go to pg

If there is 1 or more go to pg

1. Find a convenient place to sit outside
2. Whilst relaxing, draw around your own feet or have someone else draw round them with the chalk.

If one foot is noticeably larger than the other go to pg.

If they are fairly symmetrical in size then go to pg.

1. Approach the structure and consider it's suitability to be climbed on safely.

If you believe you can climb it SAFELY, do so
go to p. x

If not, continue walking and go to p. x

1. Determine (to the best of your ability) the direction of your birth place (if in a group choose one, do not separate).

Continue walking in this direction until you see a person holding their phone. Go to pg.

1. Determine to the best of your ability which direction is SOUTH.
2. Walk in this direction.

If you have not come from here, walk in this direction until you pass 5 roads on your left.
Go to pg. x

If you came from this direction head WEST until you have passed 5 roads go to pg.

1. Take the next right and keep walking in this direction.
2. Walk until the tenth male has passed by. If the man has...

glasses. go to pg

a hat. go to pg

a moustache/beard. go to pg

any combination of the above go to pg

none of the above. go to pg

1. Determine to the best of your ability which direction is NORTH.
2. Walk in this direction until you see...

an advert for perfume / aftershave. go to pg
a disused building. go to pg
a church/temple or mosque. go to pg
an 'affordable' restaurant. go to pg

1. Close your eyes and listen.
2. When you here the first distinctive sound open your eyes and look for the source of the sound.

If you can determine the origin. Go to pg.

If you can't. Go to pg.

3. Walk against the direction of the wind until you come across...

A homeless man (MAKE ONE FOR HOMELESS PERSON)

A bus shelter with a digital timetable.

A signpost to another area of London.

A phone booth. Go to pg. (Phone booth)

4. Go to the bus shelter.
5. Look around the street for any of the following:

- a laundrette go to pg. (laundrette)
- a newsagent go to pg (newsagent/shop)
- an affordable restaurant
- a hotel

6. Enter the shop
7. Look for a packet of crisps for no more than 25p. e.g. Space Invaders.

If they sell these reasonably priced items buy one and exit. Go to page (Crisps)

If they do not exit and go to the nearest bus stop. Go to page. (Bus)

1. Enter the shop.
2. Buy a newspaper (tabloid) and before you leave ask the clerk when his birthday is.
3. Exit the shop and look up the clerks horoscope in the newspaper.

If the horoscope mentions romance/ a lover / partner / etc take a left out of the shop. Go to pg.

If the horoscope mentions work / travel / friendship take a right out of the shop. go to pg.

If the horoscope mentions none of the above go give the paper to a passer by and go to pg.

1. Enter the restaurant.
2. Have a look around and ask to see a menu.
3. Whilst looking at the menu, estimate the number of people in the restaurant. Then leave the restaurant.
4. Attempt to get a free book or matches or a mint on your way out.

If you get a free item - go to pg. (->number
game)

If not - go to pg.

1. Take the number you have memorized.

If it less than 5, go to nearest shop /
newsagent

If between 5 and 10 walk for this number of
minutes in the most uphill direction.

If higher than 10 walk in the most downhill
direction until you've passed this number of
streets. Go to pg.

1. Go to the nearest corner or junction.
2. Wait for 15th person to pass by.
3. Start walking in the same direction as this person until you see:

A car of any colour except red. go to pg

A newsagents/shop. go to pg

A statue/sculpture. go to pg (climb)

1. Get on the next available bus.
2. Sit on the seat nearest the back.
3. At the next stop count the number of people getting on.
4. Move one open/available seat forward for every person getting on.
5. At the next stop follow the same steps as above until there are no more seats ahead of you. Then get off and go to pg. (GET OFF THE BUS)

1. Continue walking in this direction until you see one of the following:

a person carrying some shopping. Go to 11
someone in a work uniform (not police / fire /
ambulance)

A statue/sculpture. go to pg (climb)

1. Stand with your back(s) against the wall.
2. When a person with a hat or glasses walks passed, start counting every person who walks by.
3. Stop counting when the next person with a hat or glasses walks by.

If you counted:

Less than 10 people go to pg
11 - 15 people go to pg
16 - 25 people go to pg
26 - 35 people go to pg
36 or more people go to pg

1. Take the newspaper and find somewhere comfortable to sit for a while.
2. Read the paper at your leisure.
3. STOP if you hear someone beeping their horn and go to pg. x
4. When you are sufficiently browsed the paper without interruption, get up and take an immediate left down the next available street.
Go to pg

5. Find the nearest pedestrian signpost.
6. Count the number of directions it points in and remember this number.
7. Wait for the next person to walk by and start walking in the same direction they are going.
8. Go in this direction counting the amount of pigeons or birds you see

If you counted:

Less than 10 people go to pg

11 - 15 people go to pg

16 - 25 people go to pg

26 - 35 people go to pg

36 or more people go to pg

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When the TALLEST person exits the lift
get out and make the following observation.

Determine where they keep their hotel room key:

If left pocket, go to p. z

If right pocket go to pg 22

If in a bag/purse/etc go to pg. y

If unable to tell exit the hotel and go to p.

x

1. Set of in search of the nearest pedestrian crossing.
2. Cross the road.

If you have to wait for cars to stop go to pg.
If you do not have to wait go to pg

5. Find the nearest bus stop.

If there are more than 2 people waiting for a bus go to pg. x

If there are less than 2 people waiting for a bus go to pg. y

If the bus arrives whilst you are calculating get on the bus and go to pg. (->bus)

6. STOP. Look around you.
7. If you see a bus, take note of its number. (If not go to pg.)
8. According to the bus number do the following:

According to the first digit walk this many minutes in the direction you came from.

According to the second digit walk this many paces in the direction of the Thames.

1. Begin walking EAST.
2. Continue walking until you pass or get passed by somebody that is shorter than you. Take note of the person.

If the person is wearing high heels- go to p.
104

If the person is wearing tennis shoes- go to p.
64

If the person is wearing a tie- go to p.36

If the person is crawling- go to p. 33

If the person is none or any combination of the
above- go to p. 40

1. Sit as far toward the back of the bus as possible.
2. Note the next person to get on the bus after you.
3. Get off at the same bus stop as this person. Go to pg.

1. Begin walking downhill.
2. Keep walking until you locate somebody that is sitting down outside.
3. Walk passed them and keep walking.
4. Walk now for another 20 seconds.
5. Cross the road and head back in the direction of the seated person.
6. When you get back to the where they were sat...

If they are still sitting go to pg.

If they are still outside, but not sitting go to pg.

If they are walking off but still in sight go to pg.

7. If they are nowhere to be found go to pg.

1. After exiting bus, begin walking in the opposite direction to the bus.
2. Find the nearest "affordable" restaurant. Then go to p. 39 (if you cannot find one go to pg.)

When you get off the lift, try to find a window.

1. If you can see a pavement count the number of people with hats over a 30 second period. (If you can't see or can't find a window, exit the hotel and go to pg X)

If you see

1 hat only go to pg.

between 2 and 5 hats go to pg.

over 5 hats go to pg.

1. Find the nearest trees.

If there are many leaves on the tree go to pg.

If there are few leaves on the tree go to pg.

1. Find the nearest bus stop
2. Stand at bus stop and note the people waiting to board bus.

If there are more people shorter than you - go to p.a

If there are more people taller than you - go to p. b

If there is nobody else, a tie or you just cannot tell - go to p.c

3. Look at your shoes:

If you feel as though you need new shoes go to
pg. a

If you do not feel as though you need new
shoes- go to p. b

1. Begin walking in the direction of your birth.
If in a group go with the person who can deduce this quickest.
2. Ask a passer by of your choice if they have the "time".
3. When somebody tells you the "time" follow the instruction below accordingly.

If the person told you the exact time (to the minute) using numbers- go to page a

If the person rounded the time to the nearest 5 or 10, go to page b

If the person gave you a more figurative description of the time, go to page c

4. STOP. Look around you at the buildings and structures.
5. Count the amount of CCTV cameras you can see without moving.

If you can't see any go to p.

If you can see between 1 and 4 go to p.

If you can see between 5 and 9 go to p.

If you can see more than 10 go to p.