



# Amerika 8

## Players Packet

February 3<sup>rd</sup>, 2018

Waynes World of Paintball, Ocala FL

\$35 online pre-registration / \$40 onsite registration



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When the D-Day landing fell apart on the beaches of Normandy, the hope of Democracy died alongside tens of thousands of Allied troops. The success of the Third Reich's atomic weapons project halted the Red Army in the radioactive ruins of Poland. Operation Sea Lion ground the British Empire beneath the heel of the Reich. The threat of German atomic bombers over Moscow brought Stalin to sign a ceasefire in 1945. German and Japanese troops landed on the east and west coasts of the United States in 1946, ripping through the broad heartlands with strategic atomic strikes that neutralized massed US resistance. Working feverishly, the Manhattan project was able to complete its work from new facilities in Calgary and the remnants of the United States and Canada detonated atomic weapons against German forces near Colorado Springs and Rapid City. By the time the ceasefire was signed in 1949, all that remained of the United States was a crippled handful of states in the Pacific North-West and along the Canadian border.

Nearly 70 years later, the citizens chafe under the control of Berlin and the Amerikanisches Reichsgovernor. A new Commander in inbound, the feared Butcher of Birmingham. An SS Colonel who crushed the heart of the resistance in Alabama last summer, newly promoted to Commandant of Atlantic Forces, he aims to gut the Florida resistance at any cost to the population.

### UNIFORMS and Units

<p><b><u>MultiCam / ATAC FG</u></b> 7<sup>th</sup> Fallshirmjäger Division</p>		<p><b><u>Civilian and Mixed Clothing *</u></b> Resistance Fighters</p>	
<p><b><u>Woodland / Woodland MARPAT / Flecktarn</u></b> 9<sup>th</sup> PanzerGrenadier Division</p>		<p>* <i>Camouflage pants only</i> please if you want to wear a mixed uniform as a resistance fighter. It is usually easier to see the upper body in the woods, so camouflage shirts may cause confusion with German units. If you wear camo pants, please wear a recognizably civilian shirt or jacket!</p>	
<p><b><u>Urban / Black</u></b> Amerikan SS Division (Charles Lindbergh)</p>		<p>German units should be uniformed. We'd like to see the more MilSim units in the German side. Exercise your counter-insurgency skills. Patrol, scout, communicate and maneuver to fight a counter-insurgency operation.</p>	

### Where did it all go wrong?

US resolve faltered after the failure of the D-Day landings and massive loss of American lives on the beaches of Normandy. Operation Sea Lion and the occupation of Great Britain forced American troops across the Atlantic and lifted Germany's Western Front. Werner Heisenberg and the members of the *Uranverein* perfected the atomic bomb in the winter of 1944. The world saw the horror of atomic devastation as the Red Army vanguard was destroyed in Poland in 1945.

The following year, Axis forces invaded the United States. Japanese forces advanced across the west coast and south-western states. The Germans raged from the east coast deep into the American heartland. Atomic strikes destroyed massed US forces, leaving the radioactive wastelands bypassed by the Blitzkreig. The United States barely developed their own atomic weapons in time to cripple the German advance with surgical strikes in Bismark, Rapid City and Colorado Springs. All that remained of America were Washington, Montana and the new state of Oreida, assembled from the unoccupied fragments of Oregon and Idaho.



## **Life in the Amerikan Reich**

Even after nearly seven decades of occupation, many Americans still dream of freedom and liberty from their masters. Others have embraced the wealth and power cooperation with the Reich provides. Three “regional” SS-Divisions have been added to Reich’s military, Amerika, Charles Lindbergh, and Von Steuben Divisions, while other “naturalized” Amerikans serve in the Wehrmacht. The truly ruthless work actively within the Gestapo, rooting out political criminals and enemies of the Reich.

The Resistance movement has always been there. Free America and Canada have helped smuggle weapons and ammunition across the borders to aid the Resistance. As the “Cold War” between the Reich and the Soviet Union grew in the 1950s and ‘60s, the Soviets provided considerable funding and arms to aid the Resistance. Brush wars flared in Central and South America, Africa and South-East Asia during the 60s and 70s as the superpowers fought “proxy wars” across the Third World.

The world came within inches of a nuclear exchange when the Soviets mounted short and intermediate range missiles in Cuba, easily within striking range of the Amerikan Reich. The Soviets backed down from Amerikan Reich President Joseph Kennedy, Sr. in October of 1962 and withdrew their missiles. Formal reports maintain that Lee Harvey Oswald acted as a lone gunman in Joe Kennedy’s assassination in Dallas in 1963. Oswald’s three years in the Soviet Union and visits to the Cuban embassy in Mexico in the early autumn of ’63 have caused many theories of Soviet complicity and many believe a Resistance sniper supported Oswald from the Grassy Knoll.

As close as the superpowers came to launching a Third World War, always they have stepped back from the brink. The atomic nightmare of Poland and the devastation wrought during the American invasion were too poignant. Conflicts were limited to saber rattling, embargos and brush wars engineered by the KGB and Sicherheitsdienst.

Increased domestic rationing and wide-spread hunger following years of low grain production brought new support to the resistance movement. The Reich is embroiled in a drawn out struggle in the Middle-East, leaving limited forces within Amerika and reducing the Reich’s ability to fight a new war. The leaders of the Resistance felt that now was the time to strike. Securing the commitment of Free America, Canada, Cuba and the Soviet Union to support this new Amerikan revolution, strikes were launched at key locations throughout the country. The revolution made significant gains, establishing free zones of Allied control throughout the country, but the momentum has stalled and the Reich gathers forces for a counter-attack.



## Reporting Onsite

When reporting to the registration table, you will be asked to present the following items:

1. **Waynes World General Release and Waiver**
2. **NSERA Release and Waiver**
3. **MindGame Productions Release and Waiver**
4. **Drivers License or other form of photo ID**
5. **Payment for walk-in players**

All three waivers are included in this player's packet. Please complete them and bring them to the event. Additional copies will be available onsite but completing this information in advance will speed the process. Please be sure your paper work is complete **before** coming to the registration desk.

## Chrono Procedures

Take all of your weapons, **INCLUDING** back up weapons or 'emergency' weapons, to the Chrono station. Go through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates.

We will provide 0.25 gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.



Staff members fire several rounds with each weapon, taking the average score as the chrono result. If you feel the results of one chrono are inaccurate, you have the option of testing from a second chrono and averaging the results. Excortech Chronos are our standard chrono devices and have proven to be trusted and reliable by major event organizers. The chrono personnel have the final say if a weapon will be allowed onto the field.

Non-sniper weapons will be chrono'd using bio .25 gram BBs.

- RIFLE / SMG - OK < 366 fps
- SAW - OK < 390 fps  
(50 foot minimum engagement, no SAW firing indoors)
- SNIPER WEAPONS - OK < 436 fps  
(100 Foot minimum engagement - chronographed using .36 gram BBs – Semi or Bolt action only)

Players caught with hot guns or guns that were not chronographed prior to the game will be removed from the game with no refund given. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all to help protect players on the field.



*Chrono Nazi says, "DON'T TRY ME!"*

## WEAPON MAGAZINES



We do not consider a P90 with a 3000+ round reservoir magazine to be a squad support weapon. Support weapons include M249s, M240s, M60s, RPKs, and similar light and medium machineguns.

Assault rifles, submachine guns, DMRs, and sniper weapons should only be equipped with low-capacity or mid-capacity magazines. Mid-cap magazines come in different sizes so they cannot always be defined with a specific round count. Common mid-cap designs typically hold between 130-160 rounds.

We typically define a high-capacity magazine as having an internal reservoir and a feeding spring that is manually or electrically wound to feed BBs from the reservoir. That being said... there are some small winding magazines. M16 Vietnam style high-caps hold about 190 rounds. Vintorez short high-caps hold about 150 rounds. While both these examples have winding mechanisms... their total capacity is comparable to mid-cap magazines and we would consider them acceptable on the field. Although **flash mags** use a string instead of a winding mechanism to build spring tension, their reservoir capacity is double that of most mid-cap magazines and **would thus be considered to be high-capacity magazines**.



There are some uncommon airsoft weapon designs that may not have any mid-caps in production, or their mid-caps may be very difficult to obtain... a G3 or PPSH are examples. If you have one of these weapons... that's awesome. But if you don't have mid-caps for it... please leave it at home and bring a weapon for which you have mid-cap magazines.

Why do we do this? It is awesome to be engaged in an intense fire-fight, changing magazines, running short on ammo, tossing mags to your buddies. It's intense... it's fun... it makes players chose their shots more carefully and forces them to think more tactically than they would with an endless supply of ammo. It also adds more value to support weapons with a capacity to lay down a heavier base of fire.



Please comply with our magazine guidelines. If you are on the field and you see a player using a high-cap who shouldn't be... take note to be able to identify the player... notify an admin... describe the player in detail. Even better, specifically point him out to the admin so we can investigate the situation and determine why the player in question considers himself to be a unique snowflake for whom rules don't apply.

## RADIOS

There should be several radios scattered across a 8-10 man squad to be able to coordinate internal fire-teams and have one dedicated to the command net.

Have at least one radio in your squad dedicated to the command net so you can hear intel and coordinate efforts with other friendly teams. It is very helpful for admins to be able to drop onto a command net and send out information and announcements to teams across the field.

There are some excellent and very affordable radios available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should be able to drop about \$30 to obtain a BaoFeng dual-band radio. By yourself a radio. Program it for the common FRS and GMRS frequencies. Use some radio discipline... but use that radio!!!



## Communications

Radio Channels are:

American Radio Nets	FRS/GMRS	UHF Freq	German Radio Nets	FRS/GMRS	UHF Freq
American (unassigned)	1	462.5625	German (unassigned)	7	462.7125
American (unassigned)	2	462.5875	German (unassigned)	8	467.5625
Alpha Cell (optional)	3	462.6125	Fallshirmjäger (optional)	9	467.5875
Bravo Cell (optional)	4	462.6375	PanzerGrenadiers (optional)	10	467.6125
Charlie Cell (optional)	5	462.6625	SS (optional)	11	467.6375
<b>American Command Net</b>	6	462.6875	<b>German Command Net</b>	12	467.6625
Unassigned	GMRS 1	462.5500	Unassigned	GMRS 5	462.6500
Unassigned	GMRS 2	462.5750	Unassigned	GMRS 6	462.6750
Unassigned	GMRS 3	462.6000	Unassigned	GMRS 7	462.7000
Unassigned	GMRS 4	462.6250	Unassigned	GMRS 8	462.7250
<b>Admin Net</b>	13	467.6875			



## Timeline

### Saturday, February 3<sup>rd</sup>

- 0700 - Gates open.
- 0730 – Chrono and Registration desk open.
- 0945 – GAME & SAFETY BRIEFING
- 1330 – Lunch
- 1830 – (Approximately) ENDEX

PLEASE be onsite no later than 0830. It takes time to check-in and chrono players. If you arri

# Waynes World of Paintball

## 4841 S. Pine Street

### Ocala, Florida 34480

#### Field Location

Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)



The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill. You will be in the camping and parking area.

## Lodging

### Country Inn and Suites

I-75 Exit #350

3720 S.W. College Road (352) 237-0715

### Motor Inn

3601 West Silver Springs Blvd. (352) 629-6902

ask for Lahni or Kay

### Royal Inn

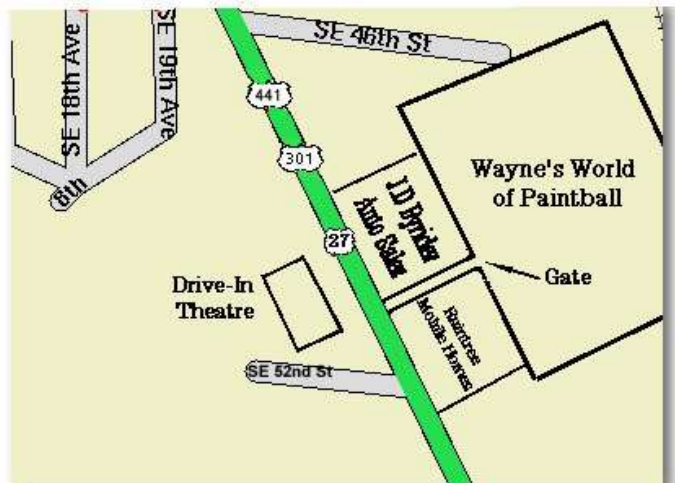
2900 S. Pine (352) 732-3575

### Travel Lodge

1626 S. Pine (352) 622-4121 ask for Lesley or Steve

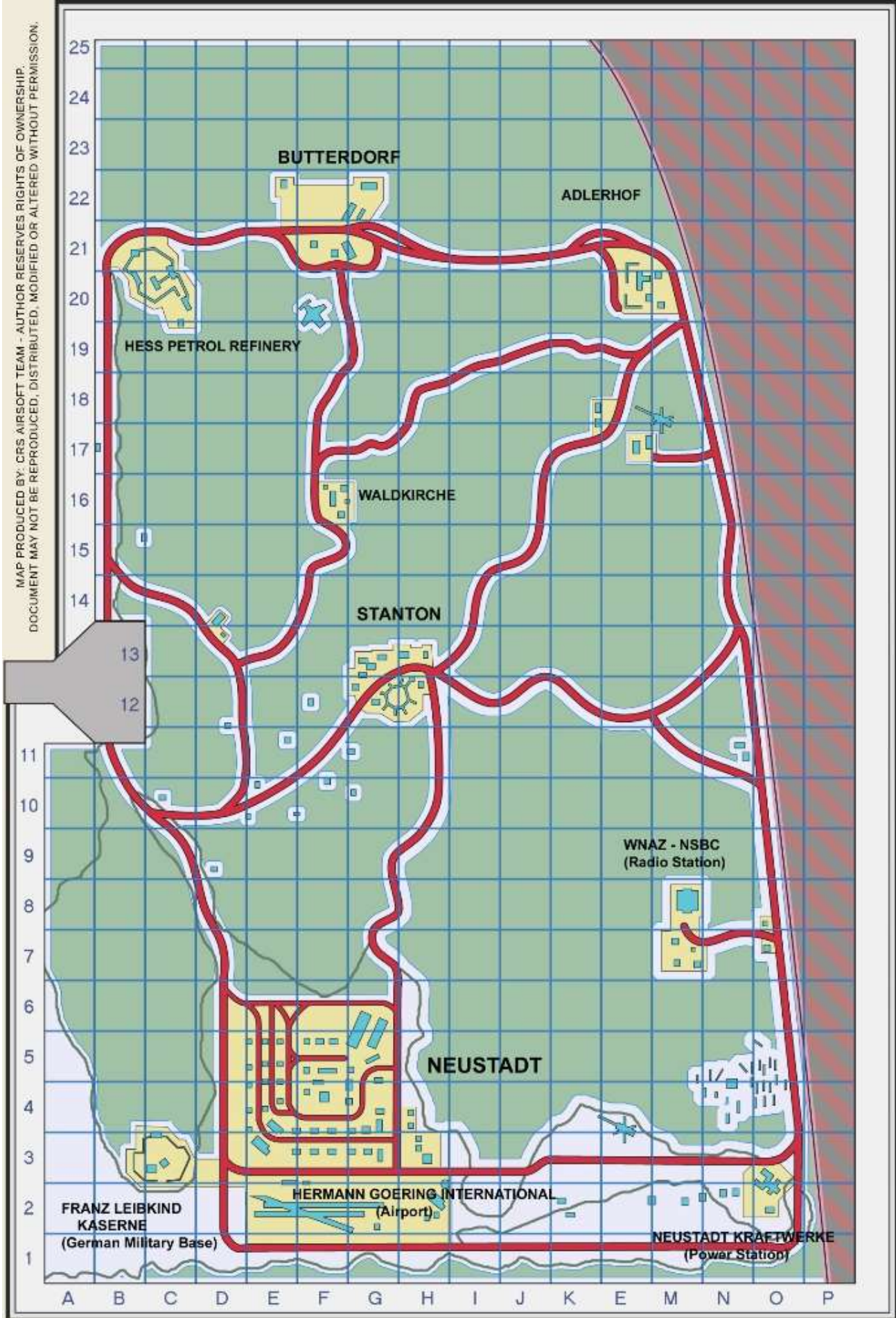
### Holiday Inn Express

1212 S. Pine (352) 629-7300



**\*\*\* Camping Onsite is Available – clean up your area and no open fires\*\*\***

MAP PRODUCED BY: CRS AIRSOFT TEAM - AUTHOR RESERVES RIGHTS OF OWNERSHIP.  
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## Additional Event Notes

We will take a lunch break at approximately 1330hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break. The game is planned to run until approximately 183 depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go into the night.



Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.

A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

## BBs and Weapons Magazines

Waynes World of Paintball requires the use of bio-degradable or earth-friendly BBs.

## Check list for AMERIKA

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Amerika Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.

# MindGame Productions 2018 Event Rules

## General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- We reserve the right to DENY any application from players we deem unfit to participate in our event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Try to pre-register online... it's easier for us and cheaper for you!
- Read the players pack. Be familiar with the event rules!

## Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles worn only in conjunction with shooting glasses or prescription glasses
- Full face-protection recommended but not required
- Other Personal Gear
  - Red dead-rag mandatory
  - Red flashlight / red chem-light mandatory to signal "dead status" for night games
  - Uniforms appropriate for selected faction are required
  - All players must have at least one canteen or hydration pack
  - Radios recommended
  - Compass recommended
  - Driver's license or other form of ID should be kept on person at all times

## Weapon Rules

- RIFLE / SMG - OK < 366 fps with 0.25g BBs (10' minimum engagement)
- SAW / LMG - OK < 390 fps with 0.25g BBs (50' minimum engagement, no SAW firing indoors)
  - High-capacity and box-mags for support weapons only
  - HPA weapons must have tournament lock
- SNIPER / DMR WEAPONS - OK < 436 fps with 0.36g BBs (100' minimum engagement)
  - Sniper and DMR weapons must have fully automatic feature physically disabled
- Biodegradable BBs required
- Weapons on safe with magazines out in the staging area
- No blind firing. Eyes should be looking down the barrel when engaging a target
- If target is within 10', please use safety kill and "bang" out the enemy (max 2x enemies)

## Wounds and Medic Rules

- A hit anywhere on body or gear is a valid hit
- Ricochets are not counted, but if in doubt, call the hit
- Friendly fire counts as a hit
- Grenade casualty radius is 10', if in doubt, assume you're in the radius
- Knife kills are silent and they do not leave you wounded. You are dead
- The first hit or burst that hits you leaves you wounded (**REVISED RULES!!!**)
  - Yell "HIT!"
  - Go prone or take a knee
  - Display your dead-rag or red dead-light
  - You MAY crawl to cover (crawl... not walk... not run)
  - You MAY point
  - You MAY talk
  - You MAY NOT shoot or throw grenades
  - If you avoid additional damage for 5 full minutes (5 FULL MINUTES) you are back in game
  - If you are shot again or knife-killed while wounded, you are dead and must go to respawn
- You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk

- Each player may carry a maximum of two ACE bandages in a personal IFAK
  - You may not administer self-aid, but you may help a buddy (or enemy) from their IFAK or yours
  - Take an ACE bandage from IFAK and wrap it fully around casualty's arm (or shot body part)
  - When the bandage is wrapped and secured, casualty is back in play
  - You may be wounded and return (via 5 Minute heal or bandage) **TWO TIMES ONLY**
- If you are shot again after two previously healed wounds, you are dead and go to respawn
  - Return to the designated respawn location. Drink water. Reload. Return to play.
  - Some games *may* have special wound, medic or respawn rules in play.

### **Pyro/Smoke**

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used
- Players may bring smoke to the field but admins must deploy and keep eyes on the grenade
  - Plan your smoke ahead of time
  - Give smoke grenades to admin, tell them where you want it deployed
  - Coordinate deployment via signal/radio to time smoke with your assault!

### **Admins and Photographers**

- At least three MGP admins will be on the field at all times during the game (usually more).
- Admins may be identified by red polo shirts or hunter-orange vests. Please do not shoot these admins
- Other admins will run "embedded" in player units, uniformed for that team
- Embedded admins may be shot at like any other player, but they will step into admin role as required
- Photographers may be on the field in yellow vests. Please do not shoot these photographers
- Other photographers may be "in-character" as embedded journalists and may be engaged

**Mindgame Productions, Inc.**  
**Indemnity Agreement & Release of Liability, Acknowledgment Of Risks And Hazards**

This is an important legal document! By signing it, you are giving up certain rights!  
Please read carefully before signing!

In consideration of MindGame Productions allowing (Print Name) \_\_\_\_\_ to utilize the event facilities and participate in airsoft tactical scenarios, training and related activities, (hereinafter referred to as 'activities covered by this Agreement), I agree that:

1. REPRESENTATIONS, WARRANTIES, & ASSUMPTIONS OF RISK:

I understand that participating in any of the activities covered by this Agreement will expose me to the risk of personal injury, property damage and/or death. I understand that the success and safety of my participation is dependent upon the proper functioning of proscribed safety equipment, vehicles and airsoft training weapons; and that neither the safety equipment, vehicles or airsoft weapons can be guaranteed to function perfectly. I understand that the safety equipment, vehicles and airsoft weapons are subject to mechanical malfunctions as well as operator error. I freely, voluntarily and expressly choose to assume all risks inherent in participating in the activities covered by this Agreement, including, but not limited to, risks of equipment failure, malfunction and/or failure to function, including those which may result from some defect in design, assembly, and/or manufacture as well as those risks arising from improper and/or negligent operation, training and/or use of the equipment. For and in consideration of the thrill of participation in this activity, and understanding full well that those risks may include personal injury, property damage, and/or death, I assume those risks.

(\_\_\_\_\_) Please initial when read and agreed upon

2. EXEMPTION AND RELEASE FROM LIABILITY

I exempt and release the following persons, corporations and organizations: MindGame Productions, Inc.; Guardian Centers of Georgia, LLC; Waynes World of Paintball; The owners and lessees, if any, of land upon and from which the airsoft event and related training operations are conducted; and including all of each person's, corporation's, and organization's officers, agents, servants, employees, representatives, lessors; (hereinafter collectively referred to as "Releasees"), from any and all liability, claims, demands or actions or causes of action whatsoever arising out of any damage, loss or injury to me or my property, or my death, while upon the premises or while participating in any of the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause.

(\_\_\_\_\_) Please initial when read and agreed upon

3. COVENANT NOT TO SUE.

I agree never to institute any lawsuit or action at law or arbitration or otherwise against any of Releasees, or to initiate or assist in the prosecution of any claim for damages or cause of action which I may have by reason of injury to my person or property, or my death, arising from the activities covered by this Agreement, whether caused by the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I further agree that my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf, shall not institute any suit or action at law or otherwise against any of Releasees, nor shall they initiate or assist the prosecution of any claim for damages or cause of action which I, my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf may have by reason of injury to my person or property, or my death, arising from activities covered by this Agreement, whether caused by any negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I hereby so instruct my heirs, executors, administrators, personal representatives and/or anyone else claiming on my behalf. Should any such suit, action at law, arbitration or otherwise be instituted against any of Releasees, I agree that such Releasees shall be entitled to recover attorneys' fees and costs incurred in defense of such suit or action, including any appeals therefrom.

(\_\_\_\_\_) Please initial when read and agreed upon

4. LIQUIDATED DAMAGES.

As part of the consideration for my being allowed to participate in the activities covered by this Agreement, I promise not to initiate any legal or equitable action or arbitration against any of the Releasees for any cause of action whatsoever. Furthermore, I realized that the damages to the Releasees for my breach of this promise are uncertain and difficult to establish and that in the event I breach this promise I agree that the liquidated damages I will be liable to pay to each of the Releasees named in a any legal action I may bring is \$100,000 for each named defendant.

(\_\_\_\_\_) Please initial when read and agreed upon

I agree that the amount of \$100,000 is not a penalty but is rather an estimate of uncertain damages. I further agree that this provision for liquidated damages shall apply to any action in which I am required to indemnify the released parties, such as a wrongful death action brought by my heirs. These liquidated damages shall be due and payable immediately upon filing any legal action or demand for arbitration and irrespective of the outcome.

(\_\_\_\_\_) Please initial when read and agreed upon

5. INDEMNITY AGAINST THIRD PARTY CLAIMS.

I will indemnify, save and hold harmless Releasees from any and all losses, claims, actions, or proceedings of every kind and character, including attorney's fees and expenses, which may be presented or initiated by any other persons or organizations and which arise directly or indirectly from my participation in the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees or from any other cause.

( \_\_\_\_\_ ) Please initial when read and agreed upon

6. ARBITRATION BOARD.

I further agree that in the event I or any other party have any claims whatsoever against any of the Releasees arising out of my participation in activities covered by this agreement including an action for personal injury or wrongful death, that it shall be a condition precedent to the filing of any legal action against any of the Releasees by myself or my heirs, that the matter first be arbitrated by an arbitration board appointed by MindGame Productions, Inc. and that the decision and finding of that board shall be final and binding upon all persons. MindGame Productions shall have absolute and unfettered license to choose whomsoever they desire as arbitrators and the decision of the arbitrators shall not be set aside for any reason whatsoever. Furthermore the filing of a demand for arbitration shall trigger the requirement for payment of liquidated damages specified in Paragraph 4.

( \_\_\_\_\_ ) Please initial when read and agreed upon

7. VALIDITY OF WAIVER.

I understand and agree that if I institute, or anyone on my behalf institutes, any suit or action at law or any claim for damages or cause of action against any of Releasees because of injury to my person or property, or my death, due to the activities covered by this Agreement, I agree that this Agreement can and will be used as evidence in court. Should a court of competent jurisdiction rule that any of the provision(s) of this Liability Release Agreement is void or invalid, all remaining provisions hereof shall remain in full force and effect.

( \_\_\_\_\_ ) Please initial when read and agreed upon

8. REPRESENTATION AND WARRANTIES.

I represent and warrant that (a) I have read, understand and agree to fully comply with all rules, procedures, safety guidelines and standards published online, in the players pack for this event and briefed onsite, (b) I assume fault and liability for injury of myself or other participants if caused by my failure to comply with all rules, procedures and safety guidelines published online, in the players pack for this event and briefed onsite, (c) I have notified the event staff of any physical afflictions, relevant past medical history details, medical treatment and medications which I am currently undergoing or taking, (d) I have made no misrepresentations on my age, health or understanding and agreement of all event terms, rules and conditions.

( \_\_\_\_\_ ) Please initial when read and agreed upon

9. LIKENESS RIGHTS.

Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, may not be generated, created, used, distributed, or reproduced, in/on/within, any commercial, personal, promotional, advertisement, in/on print or electronic format, resulting in any financial, monetary, personal, promotional, or any other reason(s) unapproved by event organizers or any other party authorized by event organizers. Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, are the property of event organizers. Players and approved photographers may retain their photos and video, however MindGame Productions, Inc. requests the download of all images and video for our own use prior to leaving the event. By attending, you agree to allow us the unrestricted and uncompensated use of you, your likeness, name, voice, photograph (s) logo or trademark in such material..

( \_\_\_\_\_ ) Please initial when read and agreed upon

10. EFFECTIVE TERM

This Agreement shall remain in full force and effect from the date and time of signing continuously for a period of 10 (ten) years.

( \_\_\_\_\_ ) Please initial when read and agreed upon

IN WITNESS WHEREOF I HAVE CAREFULLY READ THIS DOCUMENT AND THE BELOW REGISTRATION FORM, FULLY KNOW AND UNDERSTAND THEIR CONTENTS, AND SIGN IT OF MY OWN FREE WILL.

Your Signature \_\_\_\_\_ Today's Date \_\_\_\_\_ Email Address \_\_\_\_\_

Printed Name \_\_\_\_\_ Date of Birth \_\_\_\_\_ Emergency Contact # \_\_\_\_\_

Signature of Legal Guardian (if under 18 years of age) \_\_\_\_\_ Today's Date \_\_\_\_\_

Printed Name of Legal Guardian \_\_\_\_\_

Witness Signature \_\_\_\_\_ Today's Date \_\_\_\_\_ Witness Name \_\_\_\_\_

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
PHONE \_\_\_\_\_ E-MAIL ADDRESS \_\_\_\_\_  
DATE \_\_\_\_\_ TEAM NAME \_\_\_\_\_

**WAYNE'S WORLD OF PAINTBALL, INC. /  
WAYNE DOLLACK  
24 HOUR ROLE-PLAYING SCENARIO GAMES, INC.  
Sparr, Florida  
The United States of America  
GENERAL RELEASE**

KNOW ALL MEN BY THESE PRESENT THAT THE UNDERSIGNED, being of lawful age, for the sole consideration of being granted the opportunity to participate in the below described event does hereby and for his/her heirs, executors, administrators, personal representatives, successors and assigns release, acquit and forever discharge in the United States of America and the Owner of any lands utilized by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. in the conduct of its operations and its or their agents, servants, successors, personal representatives, heirs, executors, administrators, assigns, and all other persons, firms, corporations, associations, or partnerships of and from any and all claims, actions, causes of action, demands, rights, damages, costs, loss of service, expenses and compensation whatsoever, which the undersigned now has or which may hereafter accrue or result from on account of or in any growing out of any and all known and unknown, foreseen and unforeseen, bodily and personal injuries and property damage and the consequences thereof resulting or to result or which may result from any accident, casualty or event which may or did occur for any reason in connection with or arising out of or on account of the undersigned's participation in simulated combat situations, whether as contestant or observer, held on the date of execution hereof.

It is understood and agreed that this release is made in order to induce Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and Scenario Directors to allow the undersigned to participate in the event herein referenced and that such inducement is material to Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. decision to allow the undersigned to so participate. Furthermore, the undersigned agrees to follow and abide by the letter and spirit of the rules of safety and play as defined by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives. Specifically, the undersigned agrees to wear at all times while on the playing field eye protection approved by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives.

The undersigned hereby declares and represents that he/she acknowledges and understands that any injuries which may be sustained for any reason may be permanent and progressive and that recovery therefrom is uncertain and indefinite, or may be fatal, and in making this Release it is understood and agreed that the undersigned intends to assume any and all risks of loss, including property damage losses, and indemnifies and saves Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives from any damage, loss, claim, cost, and expense of any kind or nature.

The undersigned further declares and represents that no promise, inducement, or agreement not herein expressed has been made to the undersigned, and that this Release contains the entire agreement between the parties hereto, and that the terms of this Release are contractual and not a mere recital, and that it is made freely, knowingly and intentionally.

The foregoing Release and its conditions are understood to apply to all other individual players, as well as Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and the land owners or Scenario Directors and Promoters of events.

THE UNDERSIGNED HAS READ THE FOREGOING RELEASE AND FULLY UNDERSTANDS IT. THE UNDERSIGNED REPRESENTS THAT HE/SHE CAN READ AND WRITE THE ENGLISH LANGUAGE AND HAS SIGNED THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND.

THE UNDERSIGNED FURTHER ACKNOWLEDGES THAT THE EVENT ABOVE DESCRIBED MAY INVOLVE A HIGH DEGREE OF RISK OR PHYSICAL INJURY OR DEATH; THAT THE SIMULATED COMBAT SITUATIONS INVOLVE USE OF A GAS POWERED WEAPON SHOOTING PAINT-FILLED GELATIN PROJECTILES AND THAT IT IS HIGHLY PROBABLE THAT THE UNDERSIGNED WILL BE HIT BY ONE OR MORE SUCH PROJECTILES.

In witness whereof I have hereunto set my hand and seal and delivered this Release the day referenced above.

SIGNATURE \_\_\_\_\_ Date \_\_\_\_\_

**WE MAINTAIN THE RIGHT TO REFUSE PARTICIPATION TO ANYONE ON ANY GROUNDS DEEMED APPLICABLE BY US.**

# NATIONAL SPORTS ENTERTAINMENT & RECREATION ASSOCIATION

**Industry Insurance Programs** \_ [www.nsera.com/paintball](http://www.nsera.com/paintball)

Wayne's World of Paintball, Inc.=WWP Fax: (352) 591-2210

## RELEASE OF LIABILITY, INDEMNITY AND ASSUMPTION OF RISK READ BEFORE SIGNING

IN CONSIDERATION of being permitted to participate in any Paintball and/or Airsoft activities including, but not limited to, playing, using the premises of, renting and operating equipment leased, sanctioned and/or operated by the above named vendor, I acknowledge and agree that:

I fully understand and acknowledge that; (a) risks and dangers exist in my use of Paintball and/or Airsoft equipment and my participation in Paintball and/or Airsoft activities; (b) my participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of WWP; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, employees of WWP, or by any other person.

I, on behalf of myself, my personal representatives and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify WWP and its owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Paintball equipment or my participation in Paintball and/or Airsoft activities. I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of WWP. This waiver is good through 3/1/2018.

### MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for WWP to authorize emergency medical treatment as may be deemed necessary for the child named below while participating in Paintball and/or Airsoft games.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE WWP FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

\_\_\_\_\_  
Print Name    Age    Date of Birth    Phone

\_\_\_\_\_  
Signature    Address    City, State Zip

\_\_\_\_\_  
Signature of Parent/Guardian (if less than 18 years old)    E-mail

Date: \_\_\_\_\_