



Winter Moon

March 3rd, 2018

Wayne's World of Paintball, Ocala, FL

\$20 Online Pre-Registration

\$25 Onsite Registration

MGP Event for Ages 16+

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Winter Moon brings back the old tradition of the MAD game series... (Mindgames After Dark). These were smaller, inexpensive night games that usually delved into non-traditional themes. Winter Moon was actually the first of the MAD game scenarios... and originally run (I believe) in 2008.

In mid-February, 2018, a story appeared on news of a chemical spill at the Raythorn Corporation facility in Sunny Springs. The next day, it was national news that a toxic leak from this research site had triggered a massive evacuation of residents from Lawrence County.



The Raythorn Corporation, a large conglomerate spanning numerous divisions in defense technology, was sending corporate emergency response teams (CERT) to aid local, state, and federal authorities in the clean-up effort. It was never really clear what happened or what chemicals were involved, but there was a satisfying flurry of trucks speeding in and out of the quarantined area that it was clear that decisive action was being taken.

Within days, the latest international crisis hit the headlines and the media spotlight moved on. Considering the number of residents moved out of Sunny Springs and the surrounding towns of central Lawrence County, it was surprising just how much the incident faded from the news.

But you haven't forgotten about it. In fact, it's been pretty much a monu-fucking-mental pain the ass. Your National Guard unit was activated to establish a safety cordon around the restricted. For over two-weeks, you've been manning check-points and patrolling the perimeter. Keeping out looters and evacuated yokels trying to get back in and check on their double-wives. Your boss has been blowing up your phone, demanding to know when you're coming back to work. You can't go home. You're not happy that your gal hasn't been answering her phone at night. You've been given strict orders to stay out of the quarantined area, which should only be accessible by Raythorn CERT personnel and specially cleared emergency management types.

But earlier this evening, an emergency call came over the CB radio that Specialist Blake has in his stupid monster-truck. Someone calling for help... from inside Sunny Springs. It's Saturday night. You can't raise anyone at the Armory. You tried calling your pretty-much-useless LT, but no answer there. You got hold of Top... and he told you to take care of things and leave him alone. Someone's calling for help. You're supposed to be helping people, right?

The signal dropped of the radio, but all you got was that they were in Sunny Springs, badly injured and losing blood. You pulled together the members of your platoon at the checkpoint, grabbed your gear, and started marching toward Sunny Springs.

The Teams

<p><u>MultiCam / ATAC FG / Woodland</u></p> <p>Florida National Guard (please... wear full uniform tops and bottoms!)</p>		<p><u>Urban / Black</u></p> <p>Raythorn Corporation CERT team</p>	
<p><u>Black and Tan</u></p> <p>Lawrence County Sheriff Department</p>		<p><u>Special</u></p> <p>Volunteers needed for some special roles</p>	<p>?</p>

Uniforms and Equipment

If you're on a uniformed team... please... wear the full, appropriate uniform top and bottom. Full-seal, ANSI-rated eye-protection is required. Boots and gloves are strongly recommended. Flashlights or tactical lights will be useful. Night-vision equipment is permissible. Consider wearing clothes and uniforms that can risk a stain or two. Fake blood and other effects may be used on the field. Most of the recipes are washable, but it is possible there may be some residual staining.

Standard airsoft FPS requirements and magazine limitations detailed in this players pack will apply. Since much of the game will be night-play, no SAWS, DMRs or sniper weapons should be used at the event! After nightfall there will be too much risk of a close-range engagement. All weapons will be used on semi-automatic ONLY!

Foam "boffer" weapons may be used in the game, subject to admin safety approval.

- Any attire ok but please consider the group themes
- Full seal, ANSI rated eye-pro
- Boots, gloves, flashlights recommended
- Night vision okay
- No SAWS, DMRs or sniper weapons
- Low/Mid-Cap magazines
- Semi-auto ONLY!
- Foam boffer weapons ok

Deadrags and Deadlights

As with all games, bring a red "deadrag" to signal when you are shot and out of play. Be sure to bring a red chem-light or red lens flashlight to signal your dead status after dark!

Special Event Rules

Admin Guide

A game admin will accompany each player team to help guide them as needed and handle any rules issues/questions that may arise.

Chemlight Markers

Red chem-lights, red LEDs or red lens flashlights will be used to mark "out of play" individuals, such as casualties or game admins.

A blue chem-light will be issued to most players. These will be tucked securely through Molle straps or worn on a cord. These need to be visible at all times you are in-play (not a casualty or otherwise). This is a special game mechanic to let... certain things... see players more distinctly in the dark. ☺ If you lose your blue light, ask your admin guide for a replacement.

Limited Ammo

You all drew live rounds from the armory, in case there were looters. But you don't have an endless supply. To replicate the limited ammo supplies, and the fact that your team is moving some distance from your checkpoint, we ask that each player carry a maximum of six (6) loaded mid-capacity rifle magazines on them, along with a reasonable number of magazines for a sidearm. Please do not carry any additional ammunition beyond this basic load-out! Remember that weapons will be used on semi-automatic fire only!

Respawn

To better accommodate the game atmosphere, we don't want players having to walk across the dark field to try finding respawn points, and we want to keep teams together. Standard hit rules and medic bandaging rules will apply. If a team has players who are "dead", (e.g., already healed twice), the group needs to set up a temporary patrol-base for advanced casualty care. Set up a defensive perimeter, pull all casualties into the center of the patrol-base with a player acting as a medic. The team will need to stay in this patrol base for five-minutes (unless told to move out earlier by a game admin). At the end of this time, all "dead" players are restored.



Route to Sunny Springs

For most players... the road to get into, and out of Sunny Springs is a bit of a hike. The route starts going out the north field entrance to the Soggy Bottom water treatment plant, east to Sampson Farms truck stop, all the way south to the KP&L power plant, and then west into Sunny Springs. Once that route has been taken, Sunny Springs may be entered and other locations to the north are accessible. To leave Sunny Springs (withdraw out of the quarantined area) players will take the reverse route.

Weapon Magazines

NO SAWs, DMRs or sniper weapons will be used for Winter Moon due to potential of close range engagements after nightfall!

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

Radios

There are some excellent and very affordable radios easily available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should absolutely 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!!!



Radio Channels are:

	FRS/ GMRS	UHF Freq		FRS/ GMRS	UHF Freq
Unassigned	1	462.5625	Lawrence County Sheriff	7	462.7125
Unassigned	2	462.5875	Unassigned	8	467.5625
Unassigned	3	462.6125	Unassigned	9	467.5875
Unassigned	4	462.6375	Florida National Guard	10	467.6125
Unassigned	5	462.6625	Unassigned	11	467.6375
Unassigned	6	462.6875	Unassigned	12	467.6625
			Admin Net	13	467.6875
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

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-on 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.

Please note there is a LIMITED number of player spaces available. It is possible these may sell out in pre-registration with no walk-on slots available.

Chrono Procedures

You will need to 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. You do not need to bring pistols or shotguns as we do not typically chrono these weapons.

The chrono station is a short distance from the main staging area, near the trash receptacles. There will be at least three chronographs being used to check the weapons. 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
- No SAWS, DMRs or sniper weapons for Winter Moon

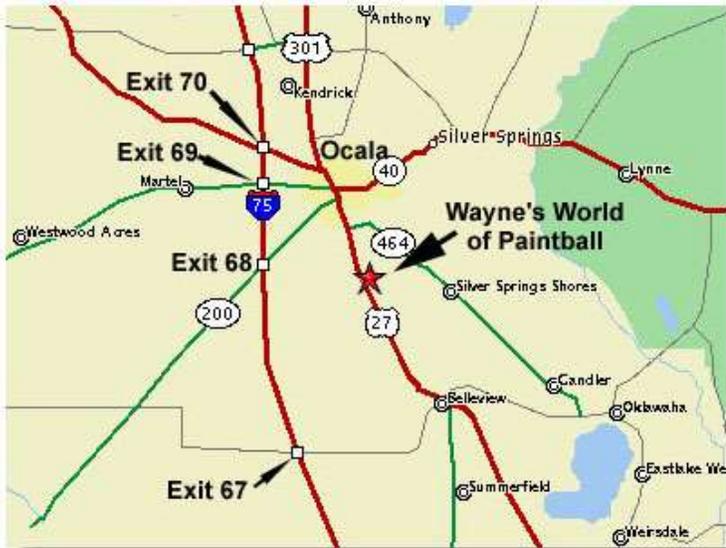
Timeline

Saturday, March 3rd

- 1630 (4:30pm) – Chrono and Registration desk open.
- 1800 (6:00pm) – BRIEFING
- 1830 (6:30pm) – SUNSET (Game begins soon after sunset)
- 2230-2300 (10:30 – 11:00pm) – Estimated game completion

Be sure to eat before the event or bring some field snacks with you.
We will not have a meal break for the event!

Field Location



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

Dixie Motel
1539 S. Pine Ave
352-629-1590

Travel Lodge
1626 S. Pine Ave
352-622-4121

Holiday Inn Express
1212 S. Pine Ave
877-410-6681

Hilltop Motel
5801 S. Pine Ave
352-867-1137

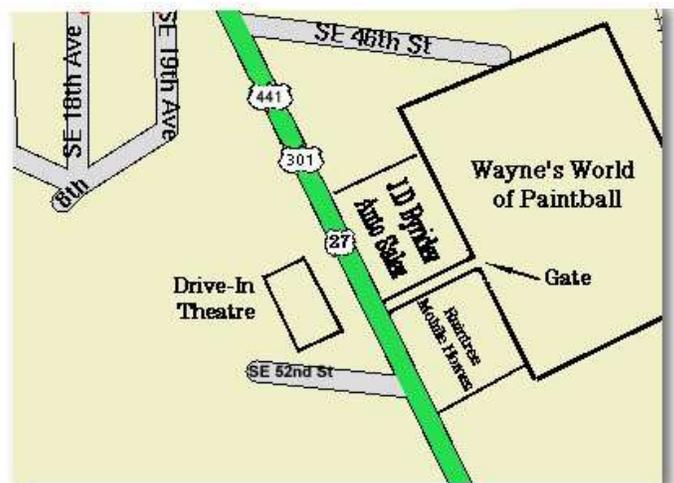
Silver Princess Motel
3041 S. Pine Ave
352-622-7186

Budget Inn Ocala
2901 S. Pine Ave
352-351-2131

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.)



***** Camping Onsite is Available *****
Clean up your area and no open fires

NORTH AMERICA 1:100
(UNITED STATES OF AMERICA)

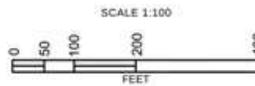
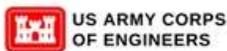
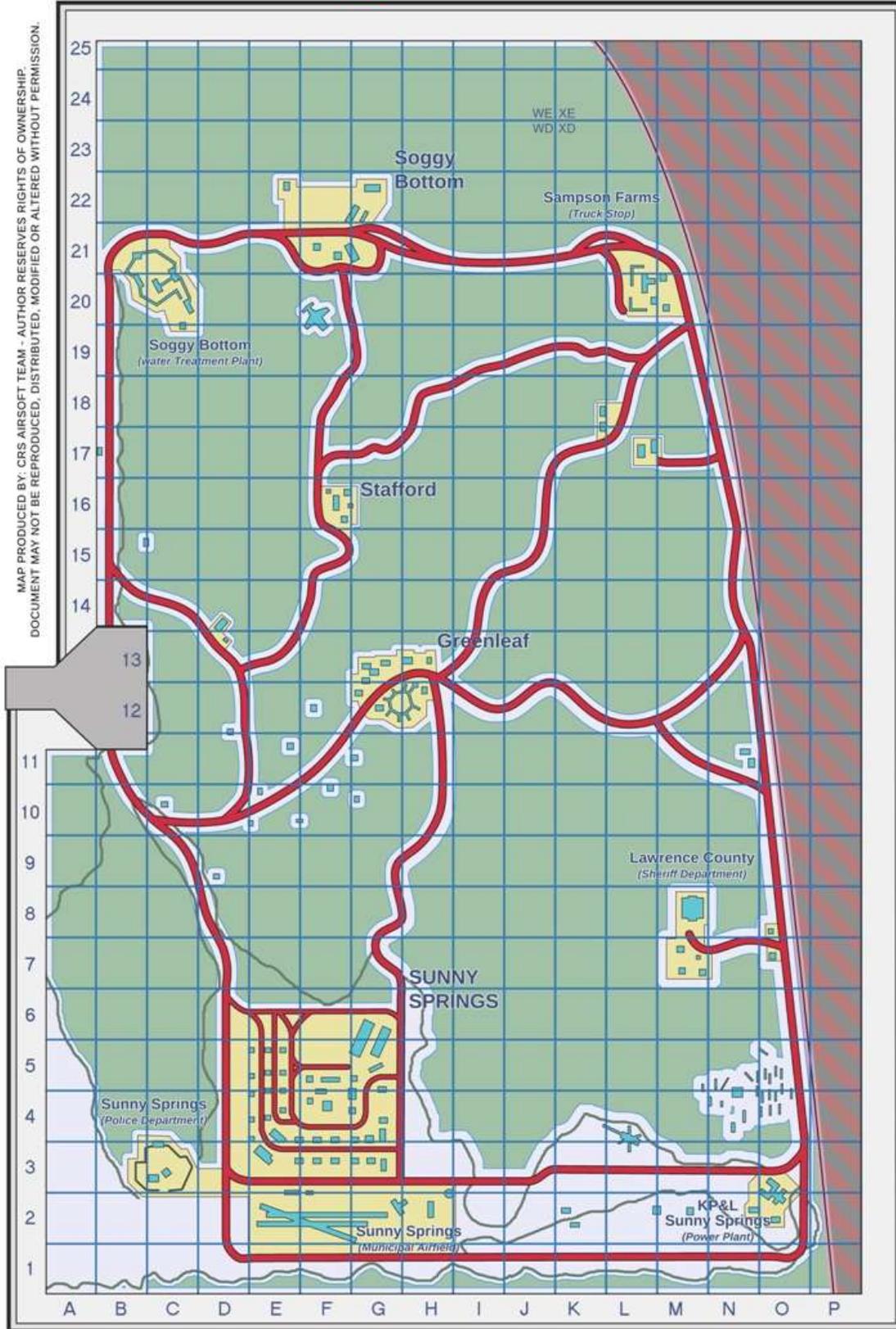


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REFER TO THIS MAP AS:
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<p>10 98 PRINTED BY ARMY MAP SERVICE, CORPS OF ENGINEERS</p>	<p>©. Reprint with Subgrapher's Perm. 1998.</p>
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Additional Event Notes

Players are advised to bring power bars, trail mix, MREs or other fast and easy food. We will not be taking a break and will be playing until early Sunday morning. The game is planned to run until approximately 1 or 2 am. 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.

Check list for Winter Moon

- 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
- 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
- Red chem-light, red LED or red lens flashlight
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Wayne's World 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)
- 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
 - 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!

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.

