



Strange Aeons

April 28th, 2018

Wayne's World of Paintball, Ocala, FL

\$30 Online Pre-Registration

\$35 Onsite Registration

MGP Event for Ages 16+

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“Nor is it to be thought...that man is either the oldest or the last of earth’s masters, or that the common bulk of life and substances walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, They walk serene and primal, undimensioned and to us unseen.”

– HP Lovecraft

Strange Aeons is a horror-apocalypse airsoft game inspired by the works of HP Lovecraft. It is set in the end times of humanity, when the stars are right again for the Old Ones to stir from their slumber... and when the barriers grow thin which keep them on the outside. Mankind’s fragile civilization spirals down into savagery and madness. Dark cults, long underground, rise again to welcome back their ancient masters and usher in our destruction. The few who survive, band together against the encroaching darkness in a hopeless battle against the horrors from without... and the desperation and madness from within.



In keeping with the atmosphere of suspense and fear, the event will start in the afternoon with game play extended late into the night. We selected a date very close to the full moon to maximize illumination, but much of the game will be fought in darkness. Groups of survivors fight to stay alive... against the elements, wild-eyed cultists, and rival groups scrambling for supplies in the ruins. As the night goes on and the cults grow in power... even worse things will roam in the shadows.

Strange Aeons is designed for “survivor groups” that will start with approximately 12-15 personnel, and a handful of “cults” which will start with approximately 3-5 personnel. As the event goes on, survivors will grow fewer in number, while cults grow larger and more powerful. Survivors search and compete for limited resources to sustain their groups, fight off the attacks of crazed cultists, and struggle to maintain their sanity against the nightmare of the end times. Cults will harass survivors and fight other cults, seek to increase their numbers, and search for relics and components necessary to complete their rituals. Admins and non-player character actors will be among the various teams to help guide the event and provide special information and functions to assist the teams.

HP Who? For those not familiar with his work, Howard Phillips Lovecraft (1890 – 1937) was an American writer who achieved posthumous fame through his influential works of horror fiction. He was virtually unknown and published only in pulp magazines before he died in poverty, but he is now regarded as one of the most significant 20th-century authors in his genre. Best known for his works collectively known as the “Cthulhu Mythos”, much of his work dealt with ancient alien and extra-dimensional beings of great power, that ruled primordial Earth, but now lie dormant and waiting for their time to return. They are remembered in dark-legends and by obscure cults that worship the beings as gods. His works have heavily influenced many modern horror and science fiction writers and he has a considerable fan-base today. If you want to learn more, you should certainly start with some of Lovecraft’s own fiction, or delve into the works of many of the writers he inspired.

As “wikis” are common sources of rapid research, there is a dedicated Lovecraft Wiki at <http://lovecraft.wikia.com>.

For an exceptionally cool treatment of the Mythos through a lens sure to appeal to most players, you may also want to explore the games and fiction by the Delta Green Partnership. This group of game designers and writers have developed a compelling, modern take on the Mythos that should be very accessible to airsoft players <http://www.delta-green.com>.



The Survivors

The Band of Brothers – Florida Army National Guard

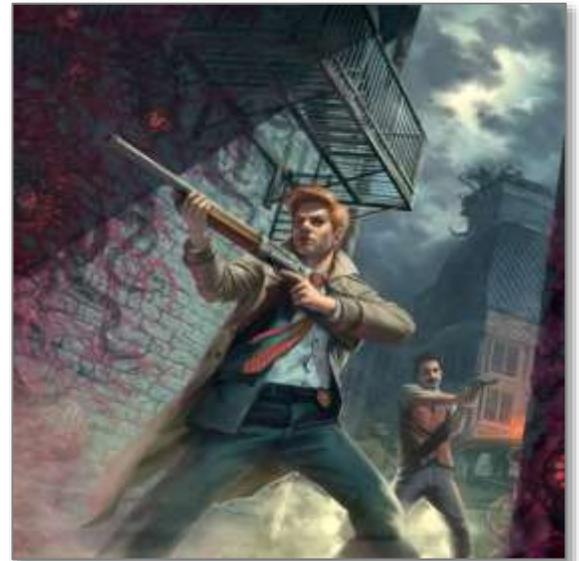
The Florida National Guard mobilized to contain the riots and looting, but none of you were expecting to be in full-on firefights with armed civilians. As the nightmare continued, re-supply became sporadic. Eventually, it ceased altogether. Communication grew choppy as the days passed, until your calls were answered with nothing but static. The crazies outside the wire chanted in the night. A language that couldn't have been intended for any human voice. Overhead, the skies rippled with streaks of color. It was beautiful, really. You all craned your necks to watch glittering gems fall to earth. They got larger... until the horrors flapped down from the night sky into the FOB, their great, leathery wings still sparkling with ice. Screams. Gunfire. Rending metal. Those of you who escaped pulled together as brothers in arms, ready to face the end together.

Military uniforms and gear encouraged.

The Thin Blue Line – Law Enforcement

Patrolling the streets was always tough. You got to go home at night, if you were lucky. Every day on patrol. Every day on watch. Every day looking out for some punk looking to put a bullet into you to get “in” with his gang. But that was before the horrors really started. Before that 9-11 call in the midst of the riots and the fires. You go there too late. You found that woman laying out in the dark apartment. Her husband straddling her lifeless, bloody corpse. He turned and howled beneath the glare of your weapon-light. A fanged maw split his face down the middle in a spray of spittle, blood and gobbets of his wife's flesh. You and your partner kept shooting... long after it stopped moving. Back to the station, you met other officers stumbling back into the precinct. Their eyes wide with the memories of that they saw in the night. What they'd never get out of their heads. You raided what was left in the SWAT armory, piled into your patrol cars and just started driving into the night.

Black or Urban uniforms and gear encouraged.

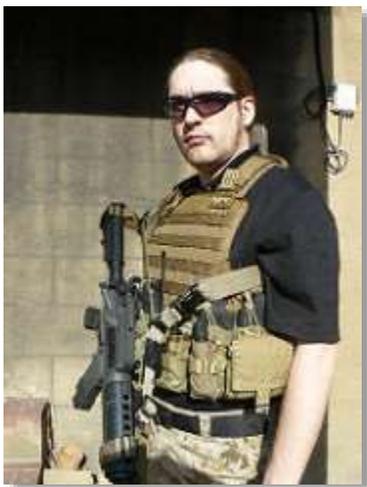


The Preppers – Civilian Militia

You knew this was going to happen. Well, maybe not this. But something. You just thought it was going to be United Nation troops... or nukes. But not this. You and your boys were getting ready. You saw American troops shooting citizens on the news and you called your boys to standby. Looked like the world was going crazy. What were those noises? Coming from the old Butler farm? Weird bunch that bought it a couple years ago. Kept to themselves. Something off about them. Now these lights and some crazy piping through the trees. Something else, growing louder. Roaring like a freight train. Crashing through the trees. Your perimeter lights kicked on and you caught a glimpse of it. Size of a house. Black fur and a dozen drooling mouths opening and closing all over it. Hooved legs like tree-trunks smashing

through the fence and sinking into the earth. Thick, ropy tentacles... no idea how many... whipping and lashing about like saplings in a storm. The trees were cracking and falling as it smashed through the grove, heading right toward you. You barely had time to grab your AR and your go-bag as you ran to the truck. Hoping the others would be at the rally point.

Mix of para-military gear and civilian clothing, flannel, etc. encouraged.



The Insiders – The Program

It was a long, hard fight. Unsung heroes delaying the inevitable. You tried to keep the rest of the world blissfully ignorant. Still thinking they were the god-damned masters of the world around them. Had it really been ninety years since the Innsmouth raid? And that shit-storm of horrible secrets it opened? There'd been good decades and bad ones. Riding high from the OSS years until those cowboys fucked it up in Cambodia. The whole outfit was deep-state for decades, unsanctioned and unknown, stealing budget dollars where we could. Hiding ops and bodies under layers of grade-A bureaucratic shit. The Global War on Terror had been good. Black budgets authorized again, although the team's war on terror was a different nature. We tracked down the books. Burned them or locked them away. We tracked down those in-the-know. Usually didn't bother to lock them away. They just burned. We shut it down where ever we could find it. No price too great to pay... fuck, did we ever pay it. But we always knew it was borrowed time. It was good while it lasted.

Black & tan contractor uniforms or suits encouraged.

The Cults

The Cthulhu Cult – Servants of the Dreaming God

“That is not dead which can eternal lie, And with strange aeons even death may die.”

– HP Lovecraft

In the ancient days, long before the rise of men, Great Cthulhu and his spawn descended from the stars onto the lost continent of Mu, building the great city of R'lyeh. Terrible wars were fought between Cthulhu and the others who sought control of the Earth; the Elder Things, the Great Race, the Mi-Go... until finally a truce was reached and the world divided. But after summer comes winter, and the star-cycles became such that it was time for Cthulhu to sleep. R'lyeh sank into the depths with the lost continent as the Great One slumbered and dreamed. And in dreaming, reached the minds of man. It is said *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn...* In his house at R'lyeh, dead Cthulhu waits dreaming. For eons the observances have been followed and the memory of the Dreaming God kept alive. And after winter, comes summer. And once again, the stars are right. Great Cthulhu stirs and rises to reclaim his world! *Iä! Iä! Cthulhu fhtagn!*

Mix of civilian and paramilitary gear. Your cult's color is GREEN and should be incorporated for recognition purposes. Scarf, armband, headband, etc. This should be a medium green, more recognizable than just olive drab.



The Shub-Niggurath Cult – Those who follow the Black Goat of the Woods

“Iä! Shub-Niggurath! As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold.” – HP Lovecraft

The Dark Mother, Shub-Niggurath. The Black Goat of the Woods with a Thousand Young. One of the great Outer Gods, the fecund mother of that in the darkest woods. The Hyperboreans knew Her, as did the priests of Mu. The satyrs danced for Her beneath a swollen moon and the Druids spilled blood to Her into the black forest loam. When the moon is right, and with the sacred rituals, She may be called... and the service of her Dark Young granted to the faithful. Mighty stones have been set up. Cast the perfumes upon the coals, trace the sigil of Bleesu and pronounce the words of power. Unto he that knows the signs and utters the words shall all earthly pleasures and excess be granted, when the sun enters the Sign of the Ram and the time of night is upon you!

Mix of civilian and paramilitary gear. Your cult's color is BLUE and should be incorporated for recognition purposes. Scarf, armband, headband, etc. This should be a medium blue, more recognizable than just navy blue.



The Hastur Cult – Those who serve the Yellow King

“I cannot forget Carcosa where black stars hang in the heavens; where the shadows of men's thoughts lengthen in the afternoon, when the twin suns sink into the lake of Hali; and my mind will bear for ever the memory of the Pallid Mask.” – Robert W. Chambers

The ambition of Caesar and of Napoleon pales before that which shall not rest until it resides in the minds of men and controls even their unborn thoughts. He is a king whom emperors have served; those who hear the truth, who see the Yellow Sign, and are embraced by the scalloped tatters of the King in Yellow. What is the might of those who seek to rule the world as compared to One who can remake it? As the mind's eye opens to see the spires of Carcosa and the cloud waves which roll and break on the shores of Hali, the Phantom of Truth unveils the domain of the King. As the truth is unveiled, reality merges with perception, until the Black Stars rise and the Yellow King comes. We are here merely to share to Truth. To lay aside all masks. Tell me... have you seen the Yellow Sign?

Mix of civilian and paramilitary gear. Your cult's color is YELLOW and should be incorporated for recognition purposes. Scarf, armband, headband, etc. This can be a mustard or golden yellow, but should be more recognizable than a brown shade of yellow.

Uniforms and Equipment

There are no specific uniform requirements for the event. The survivor groups are themed, and players encouraged to dress appropriately. 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.

Summary:

- 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 chemlight or red lens flashlight to signal your dead status after dark!

Special Event Rules

Lives and Sanity

“The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents... some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new Dark Age.” - HP Lovecraft

A central theme of the Mythos is the downward spiral into madness under the weight of alien horrors and the bleak hopelessness of mankind’s fate. To replicate this in Strange Aeons, players in the survivor groups will receive a number of tyvex wristbands during check-in. These will all be placed on the same wrist, and represent the “lives and sanity” the survivor has remaining to them. These bands will be torn away, one at a time, when certain situations occur during the game. When a “dead” survivor returns to their base to respawn, they will lose a “sanity band” if the group has failed to retrieve adequate supplies. If a survivor witnesses certain horrific sights or experiences certain situations, they lose a sanity band. These will be discussed in more detail below.

When a survivor has no wristbands remaining, he or she is considered to be hopeless insane and will be cast out of the group. The outcast will roam the forest on their own, until a cult finds them and brings them into the fold.



Resources

As civilization crumbles, food, medicine, fuel, and other supplies necessary to maintain a group of survivors becomes more and more scarce. To reflect this, the bands of survivors will need to hunt for, and potentially fight over, limited supplies and resources. These resources are critical to prolonging your team members’ very existence!

Resource props will be located throughout the field, representing fuel, medicine, and food. Each resource prop will have a number of tyvex wristbands looped around one of the handles, representing the relative value the prop represents for sustaining the lives of your group. Survivors will need to bring the resource props back to their base and place them at their designated respawn point. Resource props may **ONLY** support player respawns when they are back at the team’s designated spawn point. If a group of players are ambushed while transporting a resource prop, they may **NOT** use the resource to respawn lives in the wilderness. It is only effective at their base.

When located at a group’s designated respawn point, a wristband attached to the prop may be torn away and discarded **INSTEAD** of a band on the player’s own wrist. Once all wristbands attached to a resource have been torn away, the resource is considered to be expended and will no longer help to sustain the survivors.

If a survivor base is overrun, another group of survivors may capture resources and take them to their own base. Each “looting” player may carry only one resource prop. Thus if a base containing three resource props is overrun by two opposing players, they may only carry away two resource props with them.

If opposing players cannot carry all resources away with them, they are permitted to tear away **ONE** single wristband from any props they cannot carry to simulate sabotage or despoiling supplies. Only a **SINGLE** wristband band be removed from each despoiled prop. This tactic may be employed by cultists over-running a base. Cultists do not use resources in the same manner as survivors, but they may capture resources or despoil them.

Please carry any captured resources back to your base, whether the players are survivors are cultists. Cultists may consider supplies at their bases as “bait” to draw in survivors, and the game staff would really like to be able to recover props at the end of the game and not have them scattered and hidden in the woods.

Bases and Respawn Points

Each group of survivors or cult will have a home base and a designated spawn point within the base. The spawn point will be marked with a flag and chem-light (for night-time identification). Bases and spawn points may be relocated during the game, but the flags and chem-lights marking the respawn point may not be “concealed”. They may be inside a building, but not laying on the ground, buried in leaves, etc. When a player is killed, they may return to either their own respawn point, or to the main field entrance. Home base respawn points are considered to be suspended while the base is under attack. In other words, if your base is under attack, you must wait until the threat is over or move to the main field entrance. Survivor players must tear away one of their “sanity bands” in order to respawn.

If there are resource props at the survivor’s spawn point which still have sanity bands attached to them, the survivor may tear away one from the resource instead of from their own wrist. If the player goes to the main field entrance, they will have no option other than to remove one of their personal sanity bands.

Cultists do not worry about sanity bands or resources when respawning, since now the world is FULL of crazies. But they still are prohibited from respawning at their teams spawn point if the base is under attack.



Outcasts and Cult Recruitment

As described earlier, when a survivor has lost all sanity, he or she is outcast from the team. The player must leave their group and head out into the field. They are meant to be pretty far-gone and should flee or attack any other players they run across... be they survivors, cults, or other outcasts. If killed in combat, the outcasts may just chill out in place for about 5 minutes before resuming their wandering. If they were killed near the base of a survivor group or cult, however, they should retire a respectable distance, wait five minutes, and resume wandering in another direction. While they are in their “dead” waiting phase, any one of the cults may recruit them as a new member. The cults should have a supply of cloth strips in their designated cult color. Let the new recruit tie that around their arm and they are now a member of that cult for the remainder of the game.



As cults grow in size, they may “unlock” certain benefits, and grow ever closer to their goal of performing their dark ritual and presumably summoning an avatar or major servant of their respective master. The specific targets to unlock benefits and perform their ritual will get a final determination the day of the event, as total participant count needs to be considered. Potential unlocked benefits may include an additional cult respawn point that may be placed on the field, or their very own servitor horror (a costume a cultist may don to represent a lesser Mythos horror, making them significantly harder to kill and hopefully easier to scare the crap out of other players when they pounce on them in the darkness!).

Relic Components

While cultists are not specifically worried about obtaining resources, they will want to be looking for relic components. A list of relic components will be provided to the cults on game day. These items are hidden on the field and a cult will be expected to obtain at least three relic components before performing their ritual.



During the game, if a cultist or a survivor finds a relic component, we ask that the prop **EITHER** remain on that person **OR** be brought back and deposited at the respawn point in the cult or survivor group's base camp. Do **NOT** hide the relic in a cache on the field or actually take it off the field. This is to help the game staff recover props at the end of the game and to keep the relic components **IN PLAY** at all times, so that other groups have the chance to capture them.

PLEASE DO NOT KEEP THE RELIC PROPS. THESE ARE NOT FOR YOU TO TAKE HOME AS SOUVENIRS. Expense and effort goes into making these props and we want to use them again in the future. Don't be an asshole!

Non-Player Characters

The game staff will be on the field in the role of non-player characters. They will be watching for rules infractions and safety issues, but will also portray characters on the field. Some of the NPCs may be able to provide tangible benefits to survivor groups or cults; such as a psychologist able to work with traumatized survivors and potentially return a sanity band to them, an occult researcher with insight on means to hinder the efforts of cults, a scientist able to extend the benefits (i.e., restore a "sanity band" to resource props, or a dedicated servant of the Old Ones who may be able to help the efforts of a cult.



Horrors (optional)

It is possible that survivors will experience some events during the game which are so traumatic that the horror and shock erode their fragile hold on sanity itself. This is really meant to be more of an honor system than a hard-rule. If a player enters a room and a bloody-spattered corpse, prepared by the game-staff, topples onto the player and really makes him or her yell in surprise or fright... consider tearing off a sanity bad for a good, fun scare. If night has descended on the field, you're cautiously moving down the trail, and suddenly a Mythos "horror" erupts, hollowing from the darkness and tears into your party... even if you survive the encounter... you may consider a voluntary sacrifice of a sanity bad if you can say, "damn... that scared the shit out me!"

Onset of Madness (optional)

Not a requirement, but an option that certainly adds more to the experience, consider role-playing your gradual loss of sanity for the benefit, consternation, or aggravation of your team mates. As you end up tearing away more and more sanity bands during the game, and edge closer to being outcast from your group, consider a role-play of your gradual onset of madness. It might take any number of forms; an increase of manic aggression, creeping despair and melancholia, nervous tics and laughter, occasional hallucinations, flashbacks, or voices in your head.



Game Goals

The game will be targeted to conclude on or around a specific time, such as shortly after midnight.

Survivors

The goal of survivors will be to survive until the end of the game, with your sanity and humanity largely intact. In addition, you will want to try preventing any of the cults from achieving their final rituals. As the evening goes on, and survivor groups become fewer in number, it is permissible for them to band together to a common goal. Groups will likely be asked to operate as opposing teams until at least nightfall.

Cults

The goal of cults will be to increase their numbers and, ultimately, perform their own dark ritual sacred to their patron deity. An earlier section detailed how cults may recruit outcasts as new cult members. As the cults increase in size, they will unlock benefits that make their cult more powerful on the field. Ultimately, each cult will want to try meeting the requirements and performing their respective ritual before midnight. (The specific window of the ritual will most likely be between 11pm and midnight... that is the period in which “the stars are right”)



Ritual requirements will include;

- Cult has unlocked their own servitor horror
- Cult has reached a specific minimum size
- Cult has found at least three relic components hidden on the field
- Cult has obtained the ritual they must perform (most likely obtained from an NPC)
- Cult has captive survivor(s) or rival cult member(s) as sacrifice

“Sinkertown” in the center of the field, is a nexus of occult power, and the location where the gates will be opened. The cult will need to take control of Sinkertown during the time window for the ritual and successfully complete it. If more than one cult has met all the requirements to ritual, the cults will need to battle for control of the nexus and manage to complete their ritual. Cults who have not met the requirements for ritual, and any remaining survivors, will want to try to prevent the completion of the ritual until after the time window is closed.

Weapon Magazines

NO SAWs, DMRs or sniper weapons will be used for Strange Aeons 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. 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 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:

American Radio Nets	FRS/GMRS	UHF Freq	German Radio Nets	FRS/GMRS	UHF Freq
Unassigned	1	462.5625	Unassigned	7	462.7125
Unassigned	2	462.5875	Unassigned	8	467.5625
National Guard Survivors	3	462.6125	Unassigned	9	467.5875
Police Survivors	4	462.6375	Cthulhu Cult	10	467.6125
Militia Survivors	5	462.6625	Shub-Niggurath Cult	11	467.6375
Agent Survivors	6	462.6875	Hastur Cult	12	467.6625
Unassigned					
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
Admin Net	13	467.6875			

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 TerrorWerks

Timeline

Saturday, April 28th

- 1300 (1:00pm) – Chrono and Registration desk open.
- 1600 (4:00pm) – GAME & SAFETY BRIEFING
- 1630 (4:30pm) – GAME START
- 0030 (12:30am) – Estimated game completion

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

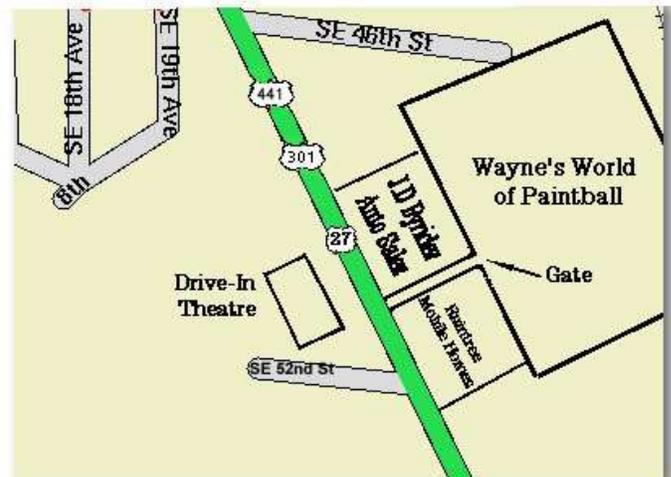
Country Inn and Suites
I-75 Exit #350
3720 S.W. College Road (352) 237-0715

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

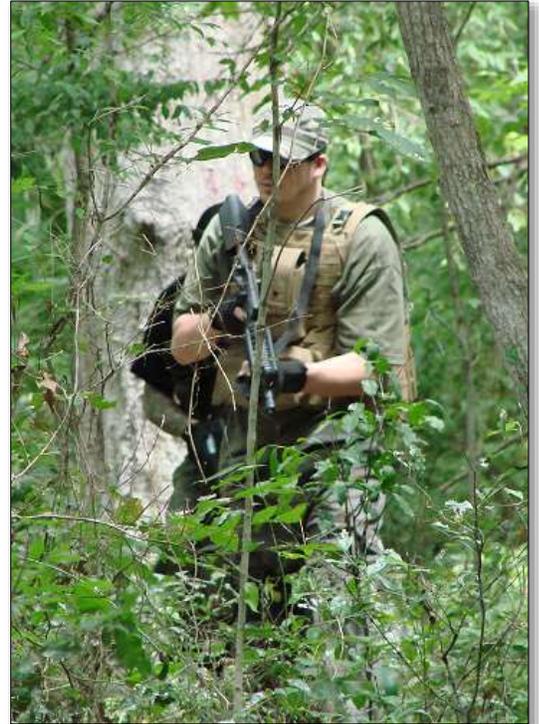


***** Camping Onsite is Available *****
Clean up your area and no open fires

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 dinner break and will be playing until late Saturday night. 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 Strange Aeons

- 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
- 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)
- ~~○ 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
 - Yell "HIT!"
 - Go prone or take a knee
 - Display your dead-rag or red dead-light
 - If you do not receive first aid within approximately 3 minutes, you 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 first aid 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.

