



**MINDGAME**  
PRODUCTIONS

# OMEGA STRAIN

**March 16, 2019**

**Waynes World of Paintball, Ocala, FL**

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

It all started as an outbreak of a deadly pathogen in West Africa. The latest hemorrhagic fever in a long line of outbreaks. Normal response actions were employed by the CDC and WHO, but it soon grew out of control. With a long period of incubation, the virus was difficult to detect with pre-existing methods. It couldn't live long outside a host, but quickly passed through fluids, sweat, even a careless cough or sneeze could pass the virus in close quarters. It lay hidden within a host for weeks, slowly multiplying until an unknown biological switch turned it lethal. The host would collapse in days from the time the first outward signs were displayed. It was not contained... it had already spread far further than any realized at the time.

The Omega Strain flared into a global pandemic that ripped across the globe, devastating mankind and bringing about a collapse of governments and social order. Bands of survivors drew together, searching for dwindling food and medical resources and fighting gangs of killers who reveled in the chaos. Others hid alone in the wilderness, fleeing the violence of their fellow man and from potential carriers of the virus.

It is over 9 months since the last emergency broadcasts died, over eighteen months since the world we knew began coming apart. The government, or what is passing as one, has emerged from their bunkers and has begun to re-establishing order. For many, the assistance, support, and security is a desperately needed relief. Others are highly skeptical of the government and its intentions. Some blame the government itself as the creator of the Omega Strain in an experiment that went out of control. And a few have come to love the new dark ages and the power they have seized amid the chaos.

## Important Registration Notes

Cost for advance, online registration is \$35. Sign up in advance to lock in your team and save money! Onsite registration is \$40. Pay attention to uniform requirements! They will be enforced! **Players should be 16 years of age or older by March 16, 2019.**

## UNIFORMS and Units

### US Government Troops

#### **Tan-Based Camo**

(Active duty/Guard/Reserve Troops)



### Ravenwood PMC

#### **Tan pants / Black Shirts**

(Government Contractors)



### Militia and Outlaw Groups

#### **Green-Based Camo and Civilian Clothes**

(recommend an identifying colored bandana or other uniform designator for your group)



### Lone Survivors

#### **also Green-Based Camo and Civilian clothes**

(plan to operate solo or buddy teams at most. If you prefer a team dynamic... go for the militia/outlaw groups.)



### Black / Urban

#### **Local Police**

(Black/Urban uniforms please. Not tracks suits or black jeans.)



## Backstory:

### 19 months ago...

The outbreak of a new strain of hemorrhagic fever in Cameroon and the Central African Republic. The World Health Organization and the Center for Disease Control deploy teams to the region. The virus proves extremely difficult to detect, except near a final, lethal stage in which internal tissues rapidly break down. Research and containment efforts continue, although the virus has already spread much farther and faster than the medical teams are aware.

### 18 months ago...

Deaths from V397-A, as it was initially identified, spread rapidly from Niger to Angola. The medical teams acknowledge the virus escaped containment and urge extensive travel restrictions while improved early detection and treatment efforts continue to develop.

### 17 months ago...

Three-quarters of the original medical team deployed to West Africa have succumbed to what is now being called the Omega Strain. A new detection system that can identify traces of the virus in blood samples with a high degree of reliability is rushed to medical teams around the world. Small outbreaks have now been reported in Europe, the mid-East and the United States. Many central African nations have now collapsed into riots and lawlessness. Some limited treatment successes are seen, provided that the disease is caught in the early stages.



### **15 months ago...**

Large outbreaks have occurred in a dozen major American cities. Reports of the virus have spread to Asia and South America. Australia establishes a complete travel ban. Riots rage through Europe and broad swathes of the African continent are silent. The virus appears to be undergoing mutation as it spreads, forcing medical researcher to continually chase new treatment options. Detection scanners are improved, now able to detect early signs of the virus in sweat or saliva.

### **13 months ago...**

Active-duty and National Guard units are deployed to keep the peace while many inner cities burn. There are wide-spread power outages. Large numbers of the American population flee from urban to rural areas to escape looting gangs. The military tries to move refugees into larger containment camps to identify and isolate infected carriers. The effort is partially successful as many carriers are identified and quarantined. Some camp containment efforts backfire as the virus runs through the tightly packed populations. There is armed resistance by refugees who refuse to be moved to containment camps. News from abroad is spotty.



### **11 months ago...**

Any semblance of federal control falls away. Surviving elements of the government and many military units withdraw into bunkers and highly secured bases. Armed militia establish havens of community defense against the gangs roaming the countryside. Emergency broadcast stations announce that a reliable cure for the Omega Virus has been discovered and is undergoing production. Locations of distribution centers near government and military enclaves are announced. Many survivors brave the dangerous trek to the distribution centers. Others will not risk the outlaw gangs.

### **9 months ago...**

The last emergency broadcast services go off the air. The remaining power stations go offline. Deaths from Omega drop off sharply as the drugs secured from distribution centers are administered in survivor encampments. With few hosts remaining, and limited movement between armed encampments, the pandemic appears to be burning itself out. However, it has left little semblance of civilization behind.

### **1 month ago...**

Radio broadcasts from the government begin again. They announce that the military will be distributing food and medical supplies to outlying communities, and establishing safe havens that are protected against outlaws and criminals. Survivors are encouraged to come to these safe havens for vaccination, treatment, and a safe place to live. America will be rising from these ashes, and it is time to come out of the darkness.



## **Reporting Onsite**

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

- 1. Waynes World of Paintball General Release and Waiver**
- 2. National Sports Entertainment & Recreation Association 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

You will need to take all of your weapons, INCLUDING back up weapons weapons, to the Chrono station. We recommend going through chrono and registration as early as possible to give you ample time to prepare you gear and link up with your squad mates and faction leaders.

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 0.2gram 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 any of the other chronos as well and averaging the results. The chrono personnel have the final say if a weapon will be allowed onto the field.

1. You will arrive at the chrono station and fall into the line if there is one formed.
2. When called to the next available chrono station, you will hand your weapon and empty magazine to the chrono attendant.
3. The chrono attendant will EMPTY any BB's you may have in your magazine.
4. He will then load your magazine with approximately ten .20g BB's.
5. The attendant will then fire your weapon a minimum of THREE (3) times through the chrono to establish the weapons FPS. If the measured FPS is not consistent, the weapon may be fired additional times or tested on another chrono.
6. If your weapon fails to measure within legal MGP FPS regulations your weapon will be rejected and you will be directed to either have the weapon 'downgraded' or you will need to pack away your weapon.

### BRING EYE-PROTECTION TO CHRONO!

#### RIFLE / SMG

OK < 400 fps

#### DMR

(must be physically locked in semi-auto only / 50 foot minimum engagement)

OK < 450 fps

#### SUPPORT WEAPONS

(50 foot minimum engagement, no SAW firing indoors)

OK < 450 fps

#### BOLT / SINGLE ACTION SNIPER WEAPONS

(100 Foot minimum engagement)

OK < 550 fps

**Weapons using an external gas source must have locked regulator to prevent field adjustments.**

**MGP has adopted the US 2018 SAVL guidelines with other members of the Florida MilSim Association.**

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 was checked in the morning chrono test. This is all to help protect players on the field.



Old photo! ☺  
Wear your eye-pro to chrono!

## Resources and Respawn Rules

Resources provide life. Resources are necessary for survival. Resources provide for respawning in the game. As civilization crumbled, food, medicine, fuel, and other supplies necessary for survival became scarce. Survivors have needed to hunt for, and even kill for, limited supplies and resources for many long, dark months. There are still limited resources remaining in the field, but the government has also begun to provide these critical resources... albeit under tight, bureaucratic control.

Resource props are located on 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 life. If you find or capture a resource... protect it. Move it to a safe haven on the field that your militia or outlaw group can defend, or a place you think its lot likely to be found if you're a lone survivor.

If you're killed... you need resources to respawn. Return to your cached resources, tear away one of the tyvex bands around the resource, and you have respawned. As you use resources to respawn, they become depleted and are eventually "empty" (no more wristbands on them!).

You cannot respawn from a resource if there is an active firefight in the area. If your resources are hidden in a building your group uses as a base-camp, you can respawn there when all is quiet. If the base is under attack, you cannot respawn there. If your team is planning to attack another base, you may consider bringing a resource object or two along with you as a "field respawn" point. Just drop the resource a reasonable distance away; perhaps 75-100 yards. Team members killed in the attack may return to your field respawn point until it is depleted. However if the firefight moves to the vicinity of the resource, it cannot be used until the situation is quiet or it is moved a distance away by a living (not a "dead") player.



The government has resources. They have a LOT of resources. The government has a field hospital from which government troops may respawn. Other players, militia, outlaws, lone survivors, may go to the government hospital to respawn if it is nearby. If they have no resources of their own, they are \*forced\* to go to the government facility to respawn. While you're there, you can either bring empty resource props to be "refilled" or see if there are government supplied resources you can apply for to help you out in the wilds. It's just... dealing with the government sort of sucks. You'll see what we mean.

If you don't want to deal with the government more than you have to, you'll need more resources. Maybe you'll find some in the field. Maybe you'll be able to attack other groups of survivors to steal their resources. Maybe you'll lie in wait for a government patrol transporting resources across the field to attack them and claim the supplies as your own.

## WEAPON MAGAZINES



Support weapon

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.**



Not a support weapon

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.



## Semi Auto versus Full Auto

For this event, we ask that all assault rifles, SMGs, PDWs, etc. all be limited to SEMI-AUTOMATIC fire only. We would like to restrict fully automatic fire only to legitimate support weapons.



## Timeline

- 0700 - Gates open.
- 0730 – Registration/Chrono opens.
- 0930 – GAME & SAFETY BRIEFING  
All players must attend and show up loaded and ready to move out from the briefing.
- 0945 – First players moved out onto the field.
- 1000 – GAME START
- 1300 – Lunch
- 1430 – GAME RESUMES
- 1800 – Game Ends

## Communications

### Radio Channels are:

Militia / Outlaw Radio Nets	FRS/ GMRS	UHF Freq	Government Radio Nets	FRS/ GMRS	UHF Freq
Unassigned Militia/Outlaw	1	462.5625	Military channel A	7	462.7125
Unassigned Militia/Outlaw	2	462.5875	Military channel B	8	467.5625
Unassigned Militia/Outlaw	3	462.6125	Military channel C	9	467.5875
Unassigned Militia/Outlaw	4	462.6375	Police channel	10	467.6125
Unassigned Militia/Outlaw	5	462.6625	Ravenwood channel	11	467.6375
<b>Survivors Contact Channel</b>	<b>6</b>	462.6875	<b>Gov't 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			

# Waynes World of Paintball

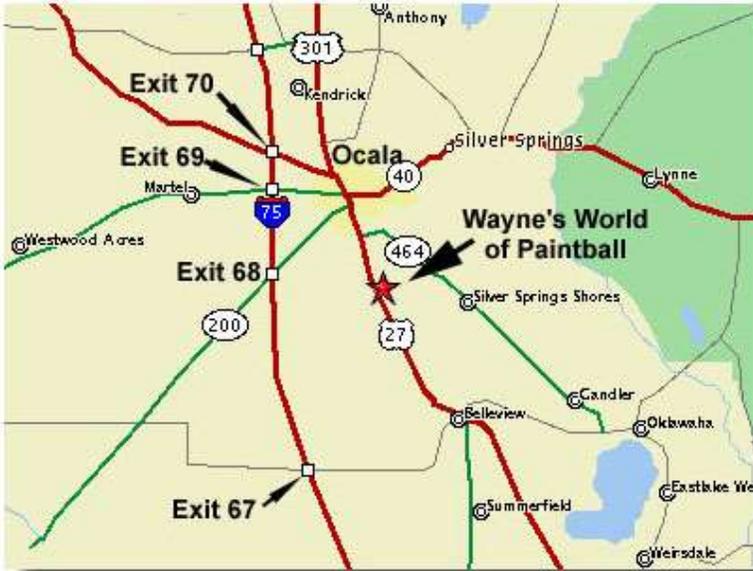
4841 S. Pine Street  
Ocala, Florida 34480

## Field Location

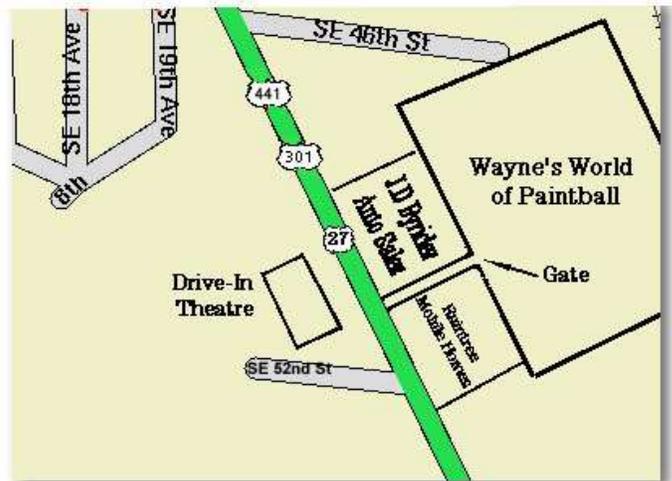
Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

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.

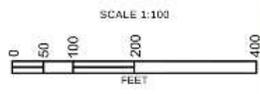
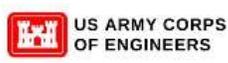
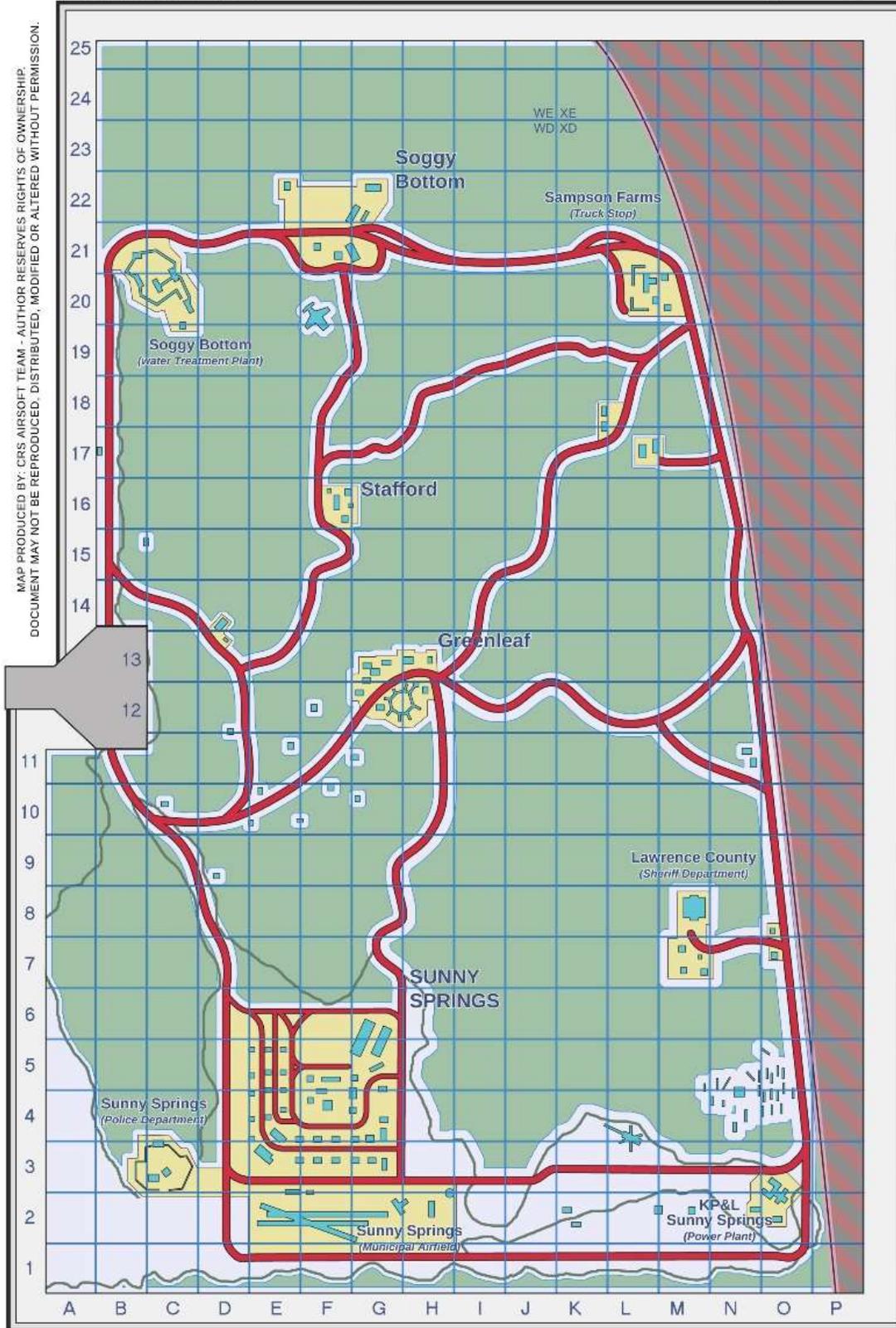


**\*\*\* Camping Onsite is Available \*\*\***

**\*\*\* Clean up your area and no open fires (use burn rings) \*\*\***



MAP PRODUCED BY: CRS AIRSOFT TEAM - AUTHOR RESERVES RIGHTS OF OWNERSHIP  
DOCUMENT MAY NOT BE REPRODUCED, DISTRIBUTED, MODIFIED OR ALTERED WITHOUT PERMISSION.



**RELIABILITY DIAGRAM**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P										

<p><b>1</b> - 1:100 Scale</p> <p><b>2</b> - 1:100 Scale</p> <p><b>3</b> - 1:100 Scale</p> <p><b>4</b> - 1:100 Scale</p> <p><b>5</b> - 1:100 Scale</p> <p><b>6</b> - 1:100 Scale</p> <p><b>7</b> - 1:100 Scale</p> <p><b>8</b> - 1:100 Scale</p> <p><b>9</b> - 1:100 Scale</p> <p><b>10</b> - 1:100 Scale</p> <p><b>11</b> - 1:100 Scale</p> <p><b>12</b> - 1:100 Scale</p> <p><b>13</b> - 1:100 Scale</p> <p><b>14</b> - 1:100 Scale</p> <p><b>15</b> - 1:100 Scale</p> <p><b>16</b> - 1:100 Scale</p> <p><b>17</b> - 1:100 Scale</p> <p><b>18</b> - 1:100 Scale</p> <p><b>19</b> - 1:100 Scale</p> <p><b>20</b> - 1:100 Scale</p> <p><b>21</b> - 1:100 Scale</p> <p><b>22</b> - 1:100 Scale</p> <p><b>23</b> - 1:100 Scale</p> <p><b>24</b> - 1:100 Scale</p> <p><b>25</b> - 1:100 Scale</p>	<p><b>1</b> - 1:100 Scale</p> <p><b>2</b> - 1:100 Scale</p> <p><b>3</b> - 1:100 Scale</p> <p><b>4</b> - 1:100 Scale</p> <p><b>5</b> - 1:100 Scale</p> <p><b>6</b> - 1:100 Scale</p> <p><b>7</b> - 1:100 Scale</p> <p><b>8</b> - 1:100 Scale</p> <p><b>9</b> - 1:100 Scale</p> <p><b>10</b> - 1:100 Scale</p> <p><b>11</b> - 1:100 Scale</p> <p><b>12</b> - 1:100 Scale</p> <p><b>13</b> - 1:100 Scale</p> <p><b>14</b> - 1:100 Scale</p> <p><b>15</b> - 1:100 Scale</p> <p><b>16</b> - 1:100 Scale</p> <p><b>17</b> - 1:100 Scale</p> <p><b>18</b> - 1:100 Scale</p> <p><b>19</b> - 1:100 Scale</p> <p><b>20</b> - 1:100 Scale</p> <p><b>21</b> - 1:100 Scale</p> <p><b>22</b> - 1:100 Scale</p> <p><b>23</b> - 1:100 Scale</p> <p><b>24</b> - 1:100 Scale</p> <p><b>25</b> - 1:100 Scale</p>
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## Additional Event Notes

We will take a lunch break at approximately 1300hrs. 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 and will be playing until after nightfall. The game is planned to run until approximately 1800hrs depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go through the day.



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 OMEGA STRAIN

- 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 2019 Event Rules

## General

- We reserve right to revoke play from players who break our stated and in-game rules during the 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
- 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 < 400 fps with 0.20g BBs (10' minimum engagement – semi-auto only)
- DMR – OK < 450 fps with 0.20g BBs (50' minimum engagement, physically locked to semi)
- Support – OK < 450 fps with 0.20g BBs (50' minimum engagement, no firing indoors)
- Sniper – OK < 550 fps with 0.20g BBs (100' minimum engagement, bolt-action or manual cocking only)
- Weapons with external gas tanks must have regulator locks
- 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 shift your position to not be stepped on
  - You MAY call for help or a medic
  - You MAY NOT call out enemy locations
- If you are not healed in approximately three minutes, you have bled out and must go to respawn
- 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
- A player cannot apply first aid to themselves, but any other player may render first aid
- When the bandage is wrapped and secured, casualty is back in play
- You may be wounded and return 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.



## 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.**

