



\$30 online pre-registration / \$40 onsite registration

It is a decade after the Treaty of Coruscant ended the Great Galactic War between the Sith Empire and the Galactic Republic. Throughout the Outer Rim, border skirmishes and proxy wars erupt sporadically to threaten the uneasy truce. Valdor III stands to become the newest battleground in this galactic Cold War.

An independent, forest world in the Outer Rim, Valdor III was colonized over 400 years earlier by humans from the core worlds, and has seen migrations from other sentient races. Ancient ruins from an extinct indigenous population remain in the deep forests and ancient Valdorian relics command a high price. A lightly populated planet, the government has long had difficulty enforcing the rule of law outside major cities and Valdor III has developed a bit of a reputation as a haven for smugglers and even less savory types that the authorities largely ignore provided they don't interfere with affairs of state and don't cause problems with the general population.

The planet was a constitutional monarchy for centuries, by a dwindling royal bloodline. The last regent, Jarl Arithos, died without an heir two years ago, and a duumvirate was established by the Houses of Bolyn and Panteer. Within a year, cracks were already showing in this ruling alliance by the two Houses, and the situation steadily declined. Each House has accused the other of plotting to seize power. Both have been exposed coordinating with criminal gangs to secretly smuggle weapons from off-world and each have taken to hiring mercenaries to bolster their ranks. A civil war is looming on the horizon.

Into this growing storm have arrived representatives from both the Sith Empire and the Republic, Dark Adepts and Jedi Knights. They are here to negotiate with the two Houses and ensure that the victor commits to neutrality at worst... or allegiance at best... but few carry illusions they are against direct action to further their aims. House Bolyn and House Panteer are expected to play with the delegates and seek the best deal they can secure, but they must realize that delaying too long will let their opponent seize the high ground.

Smugglers and criminal gangs on Valdor are worried that a regime change, especially a formal alliance with either the Republic or the Sith Empire, will result in a future crackdown on their illicit activities. They have been taking advantage of the growing troubles by running weapons and supplies to both Houses, but they fear outside influence on the Valdorian government. They are expected to be working to secure a commitment of a laissez-faire approach to "independent business" on Valdor and may actively work to sabotage the off-world delegates or threaten to withdraw their illicit support for any House which strikes an alliance.

Join us on May the 4th for our first airsoft experience set in the Star Wars Universe. Choose your identity and take a side in the Battle for Valdor III!

Important Registration Notes

Cost for advance, online registration is \$30. We would really love to secure the entire field for this event so PLEASE PRE-REGISTER! Onsite registration is \$40. Pay attention to uniform requirements! **Players should be 16 years of age or older by May 4, 2019, or have been pre-approved for play.**

UNIFORMS and Units

House Bolyn Tan-Based Camo

Tan and tan-based camouflage patterns such as Multicam, desert, ATACs, etc.



Jedi Knights Brown Jedi Robes

Not a tan-based uniform, but brown Jedi robes. May be worn over tan or other neutral colored clothing. You can buy these robes on Amazon for \$25 and up depending on vendor. Want to be a Jedi? You need the robes.



Mandalorians Mandalorian Armor

Guild-level standards expected, not only a Mando-style helmet but helmet and body armor. Various colors accepted.



House Panteer Green-Based Camo

Green and green-based camouflage patterns such as Woodland, Flecktarn, MARPAT, etc.



Sith Dark Adepts Black Sith Robes

Black Sith robes over black clothing. Not JUST a black uniform, but black Sith robes over black clothing. You can buy these robes on Amazon for \$20 and up. Want to be a Sith? You need the robes.



Scum and Villains Civilian Clothing

Civilian clothing, preferably with a "Star Wars" rogue appearance. No camouflage patterns unless a radical, bright pattern such as Stinger, etc. But would *prefer* roguish, sci-fi civilian look.



* If any players want to wear any sort of mask or make up for a non-human race... go for it! So much the better!

Special Event Rules for the Battle of Valdor III

Semi-Auto Fire Only

Only semi-automatic fire will be allowed. All AEGs/HPA assault rifles, SMGs, and selective fire pistols must remain on semi-automatic only. In addition to the game-play dynamic, this is also a safety measure for the force users. If a support weapon cannot be switched to semi-automatic fire, please leave it at home. Sniper weapons and DMRs which comply with standard FPS rules may be used, although minimum engagement distances are still required.

Hi-Cap magazine (one only) permitted

We normally require mid-cap magazines. In consideration that some players may like to bring less common airsoft weapons for a special look which may not have readily available mid-caps, a player may be permitted a single, hi-cap magazine. You may have multiple mid-cap magazines... OR a single hi-cap magazine.



Mandalorians

The Mandalorians represent an ancient tradition of galactic mercenaries and may be hired by a couple of factions, to include providing mercs for rival factions at the same time!. While they fight for money, the Mandos still have a highly honorable code to honor their contracts, and will remain loyal to their employer until the agreed upon conditions on which the contract concludes. Mandalorians wear armor that protects well against most energy weapons, represented by a **kill plate** on the front and back of their torsos. Only a BB hit to the kill plate “penetrates” their armor. *A high bar has been set by “The Guild” airsoft team and they are the official gatekeepers of the Mandalorian faction.* Please ensure you have checked in with the Guild on Facebook and your armor meets Guild standards. It may be of any color and colorful armor is common among these mercenaries. Mandalorian kill plates should be no smaller than 5” in diameter (search Amazon for “Mini Pie Pan”) and should be made from steel or hard aluminum. Please do not use pans made from aluminum foil. The kill plates should be strapped securely to the front and back, center torso. During combat, Mandalorians players are asked to NOT block their kill plates with their arms, rifle, or obstacles. It may happen for brief moments as part of shooting and moving, but please do not intentionally cover kill plates during combat.

Wookies

A small number of Wookies are among the non-human races on Valdor III. Wookies may fight for either House Bolyn or House Panteer, and are represented by either forest- or desert-toned ghillie suits. Wookies are allowed **kill plates** to represent their natural strength and toughness. kill plates should be no smaller than 5” in diameter (search Amazon for “Mini Pie Pan”) and should be made from steel or hard aluminum. Please do not use pans made from aluminum foil. The kill plates should be strapped securely to the front and back, center torso, and situated so that it is not hidden by the ghillie suit. During combat, Wookies are asked to NOT block their kill plates with their arms, rifle, or obstacles. It may happen for brief moments as part of shooting and moving, but please do not intentionally cover kill plates during combat. Have some fun if you role-play a Wookiee... roaring and making “wookie sounds” instead of talking during the day!



Force Users: Jedi Knights and Sith Adepts

Two player types on the field represent Force Users... the Jedi Knights and Sith Adepts. They are entitled to certain benefits, but are also held to certain restrictions. They are difficult to kill and they have some special force powers, but they are limited in their weapons and have specific costume requirements. Please note that at this time, we are limited force users to Jedi Knights and Sith Adepts only. Perhaps in the future we may try other groups such as the Grey Jedi, but let’s keep it simple this first time!

Force Defense

Both the Jedi and the Sith use the force to anticipate attacks, making them difficult to kill. To replicate this, both Jedi and Sith may wear **kill plates** on their chest and back. These should be no smaller than 5" in diameter (search Amazon for "Mini Pie Pan") and should be made from steel or hard aluminum. Please do not use pans made from aluminum foil. The kill plates should be strapped securely to the front and back, center torso and the Jedi and Sith robes arranged so that they will not block the kill plate, although the plate may be painted to better match the costume. Only a BB hit or a rubber knife attack strike to the kill plate will "kill" the force user. Lightsabers are exempt from this rule. Lightsabers do NOT need to strike a kill plate.



Force Mental Suggestion

Both the Jedi and the Sith have power of implanting mental suggestions (the "mind trick"). This ability may only be used **against** non-force users, Jedi and Sith are immune to its effects. The mind trick can only be used against another player within 15' of the force user, it must be a verbal suggestion accompanied with the "mind trick" hand-sign, and it may be used against a single target only. This is not a skill to be used during combat, but during conversations or a pre-cursor to combat.

During a negotiation or conversation, a force user may make the hand sign and direct a simple statement to another, single player such as, "This is a really good deal, I think you should consider it", or "you really want to tell me where the supplies are hidden". We ask that the non-force user on the receiving end be a good sport, play along, and comply. The effect lasts no longer than one minute, at which time the player is back to normal. During that minute the force user may add another suggestion or two to the same target, but may not initiate mind control against another target until the minute expires.

If the suggestion isn't overly outrageous and it makes for a fun role-play situation, other players may choose to role-play as if they were not aware the mind trick was being performed on their comrade. But if the suggestion is over the top, they may certainly be aware the force user is manipulating their friend and respond accordingly.

Remember this is not a skill for use during combat, but may be used prior to combat. If a force user is threatened by several hostile players, he may flash the hand sign and one of them and say, "Your friends are assholes and you should shoot them." The affected player should be a good sport and start shooting his friends, but they may be quicker on the draw.

Force Lightning

This ability is permitted only to the Sith. The Dark Adept may carry up to four (4x) 40mm BB-shower grenades on their belt or gear. They are not required to have a launcher (it's even better if they don't use one). In combat, the Dark Adept may draw a 40mm grenade and thumb the button to blast BBs at their enemy in a blast of "force lightning".

Force Healing

This ability is permitted only to the Jedi. The Jedi may kneel over a dead ally and place hands on them. Concentrating and using the ancient Jedi mantra of, "One-Mississippi, Two-Mississippi, Three-Mississippi, Four-Mississippi, Five-Mississippi, Six-Mississippi, Seven-Mississippi, Eight-Mississippi, Nine-Mississippi, Ten-Mississippi", the individual is pulled back from the after-world and brought back to life. The individual is still

considered to be badly injured, at the same level of having been wounded and healed twice by a medic. In other words, one more hit will again kill the individual. A Jedi may only use this power once during a firefight, at the conclusion of hostilities they may use it to bring back multiple allies. Remember that the individual “brought back” by the Jedi will be killed again on the next hit! Only a return to respawn will fully revitalize a player with all allowable wounds restored!

Force User Restrictions

While force users, Jedi and Dark Adepts, each have several force abilities (Force Defense, Force Mental Suggestion, and either Force Lightning or Force Healing depending on their orientation to the Dark or Light side), there are also a couple restrictions force users are required to follow. Force users **must** wear their appropriate robes... brown robes for Jedi and black robes for the Dark Adepts. Brown or black uniforms alone are not sufficient. These must be flowing, hooded robes, probably belted to prevent them from obscuring the kill plates. Costume robes are not expensive and easily available on Amazon, or any local or online costume retailer.

In addition to their robes, force users are not allowed to use AEG or HPA rifles, SMGs, or support weapons. They are restricted to pistols and foam boffer light sabers **ONLY!** They may dual-wield a pistol in one hand and a light-saber in the other if they wish.

Light Sabers

Only force users are allowed to use light sabers in the game. We recommend using a brightly colored foam “pool noodle”, trimmed to the appropriate length. A length of PVC may be wrapped in duct tape for reinforcement and run through the center of the noodle. The lightsaber’s handle can be simply a section of the noodle wrapped in duct tape or the player may elect to craft a fancier handle. Single or double-bladed light sabers are permitted.

A strike from a light saber disables any limb, or kills on a hit to the torso or head (please try to avoid head shots!!) Light sabers cut through armor and do not require a hit to a kill plate. Thus any light saber strike is valid on an armored opponent or another force user. If rival force users square off against each other in a light saber duel... nothing prohibits other players from shooting at them, but consider being cool and letting them duel it out between themselves!

The Galactic Economy

A simulated economy will be in place for the game. All players may partake in the economy for various reasons or just for fun, but it is most important to House Bolyn, House Panteer, the Mandolorians, and the Scum and Villains as victory conditions. Of the two rival noble Houses, the House which ends with the most money in the Galactic Bank at 5pm is the victor for control of Valdor III. The Mandolorians will have a target goal they are trying to reach by or before 5pm to elevate their chapter in the mercenary guild. The Scum and Villains have more of a long-shot to victory as their money-making options are generally of an illicit nature and opposing a combat faction too directly may back-fire significantly on their criminal enterprises.

Credits and Accounts

There will be some physical props in play representing Galactic Credits. Credits may be earned in missions, paid out by larger teams to their players, used for gambling and some general shenanigans. They do not represent as important of a gaming element for the “average player” as bottle-caps represent in Wasteland. The major focus of the economy will be for several of the teams and often in amounts not represented by physical props. Major funds will be handled electronically via the Galactic Bank.

An NPC in the game will be representing the local director of the Galactic Bank. The Director will be maintaining a spreadsheet of major accounts, handle electronic funding transactions, and may be taking part in some meetings and negotiations representing the interests of the Galactic Bank. Account numbers and a confirmation code will be provided to the lead of each team, and players with a compelling reason may be allowed to set up an account of their own (talk to your local bank representative!) The Director will have the cell-phone numbers of all account holders.

Funds in the Game

House Bolyn and House Panteer will each be provided a starting level of funds in their accounts. During the game they may spend credits to hire mercenaries, purchase smuggled weapons, and for other reasons. They will also earn credits to their account when performing successful missions. The team leads will need to decide what risk they want to manage in spending money to increase their combat power or to unlock special missions, versus just trying to win simple combat missions and save as much as they can.

If, for example, House Bolyn negotiates a two-hour contract to hire six Mandalorean mercs, the head of House Bolyn will send a text to the representative of the Galactic Bank requesting the transfer of a specific number of credits from his account to the Mandalorean account, and his personal confirmation code. The Director will update his spreadsheet and send a confirmation text of the transaction to both House Bolyn and the Mandaloreans.

For another example, House Panteer may negotiate with the Jawbone the Hutt (a local gangster) to purchase weapons smuggled onto Valdor III. After the transfer is confirmed, this “unlocks” a special mission for House Panteer. They will be notified of the drop location of the weapons shipment, which House Panteer needs to recover and transport safely to a designated location. If successful, House Panteer receives a bonus award to their account significantly higher than the cost of the smuggled weapons. If the shipment is intercepted and captured by a rival team such as House Bolyn, the intercepting team receives a bonus to their account and House Panteer is out of the cost of the illegal weapons shipment (don’t expect the scum and villains of Valdor III to offer a refund willingly!)

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.

MGP does offer online waivers as well! These may be completed at www.mindgame-productions.com .

Chrono Procedures

You will need to take all of your weapons, **INCLUDING** back up 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.



Old photo! 😊
Wear your eye-pro 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

SUPPORT WEAPONS

(50 foot minimum engagement, no SAW firing indoors)

OK < 450 fps

Support weapons which cannot be switched to semi-auto fire are not allowed at this event!

DMR

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

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.



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
- 1700(ish) – Galactic Bank victory announcement
- 1800 – Game Ends

Communications

Radio Channels are:

| Militia / Outlaw Radio Nets | FRS/ GMRS | UHF Freq | | Government Radio Nets | FRS/ GMRS | UHF Freq |
|--------------------------------|--------------|-------------|--|--------------------------|--------------|-------------|
| Wayne's World Admins | 1 | 462.562 | | Mandolorian Command | 7 | 462.712 |
| Unassigned | 2 | 462.587 | | Mando Aux | 8 | 467.562 |
| Scum and Villains | 3 | 462.612 | | House Bolyan Command | 9 | 467.587 |
| Scum and Villains aux | 4 | 462.637 | | Bolyan Aux | 10 | 467.612 |
| Jedi Delegation | 5 | 462.662 | | House Panteer Command | 11 | 467.637 |
| Sith Delegation | 6 | 462.687 | | Panteer Aux | 12 | 467.662 |
| | | | | | | |
| Unassigned | GMRS 1 | 462.550 | | Unassigned | GMRS 5 | 462.650 |
| Unassigned | GMRS 2 | 462.575 | | Unassigned | GMRS 6 | 462.675 |
| Unassigned | GMRS 3 | 462.600 | | Unassigned | GMRS 7 | 462.700 |
| Unassigned | GMRS 4 | 462.625 | | Unassigned | GMRS 8 | 462.725 |
| | | | | | | |
| Admin Net | 13 | 467.6875 | | | | |

Please note that the pre-programmed BaoFeng channels are NOT the same frequency as standard FRS channels. We are currently still using FRS radio channels/freqs as a commonly available baseline, but if player feedback indicates FRS radios are not really being used anymore and all players now have programmable dual-band radios, we may move to VHF frequencies in the future for slightly better performance outdoors.

In other words... give us some feedback on what radios you're using! ☺

Waynes World of Paintball

4841 S. Pine Street
Ocala, Florida 34480

Field Location

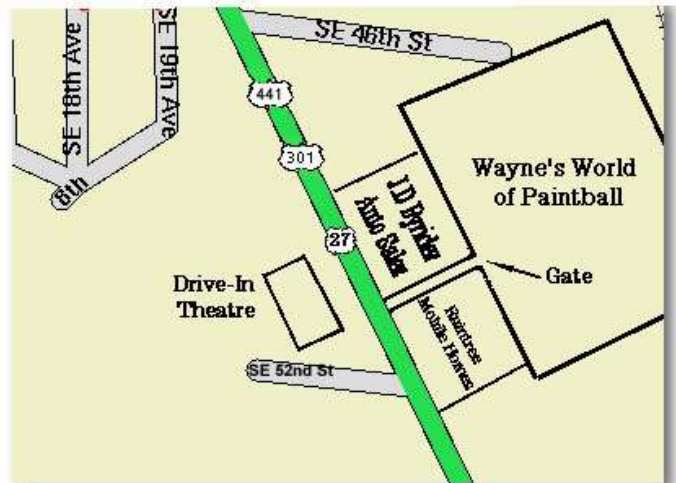
Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

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) *****

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 the Battle of Valdor III

- 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
- Field 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.

