

Return to Zion

January 8, 2022, Wayne's World of Paintball, Ocala, FL

\$35 Advance Registration / \$40 onsite

Game Overview:

Return to Zion is the sequel event to *Zion's Gate* (June 2021), an MGP airsoft event based on the Ubisoft videogame *Far Cry 5*. While there is a strong storyline around the game, it is designed to be an action-heavy counterinsurgency milsim scenario inspired by the game. A level of role-play within the factions to add to a fun event immersion is recommended but is not really a LARP scenario event.

Introduction:

We return to Forest County, half-a-year since the incidents surrounding *Zion's Gate*. What local and Federal law enforcement hoped to keep as a quiet, surgical take-down of the Project at Zion's Gate has become an international embarrassment and a major threat to the rule of law.

Acting on credible reports of kidnapping, murder, drug, and weapon violations by the apocalyptic cult leader Jeremiah Ark and the Zion's Gate cult, the joint law enforcement task force walked headlong into a warzone for which they were not fully prepared. Seventeen law enforcement officers lost their lives and two-dozen more were wounded in a running battle throughout Forest County. An undetermined number of cultists were killed in the exchange, before the task force was forced with withdraw... leaving the cult leadership intact.

The situation could no longer be kept out of the news. Checkpoints were set up around Forest County, to keep reporters and thrill seekers from entering. More Federal agents were deployed to man the operational command cell and try to negotiate a surrender from the besieged and defiant Ark family. As days dragged into weeks, Florida National Guard personnel were activated to man the security checkpoints and try to control traffic into and out of Forest County.

The Arks were now national news, becoming the demons of some and the heroes of others in their armed stand against the government. News media has surrounded the county and culture wars throw a confusing storm of facts, half-truths, and outrageous lies around the Arks, the police action, and the ongoing siege between the Zion's Gate cult, Federal, and state agencies. As weeks dragged into months, with no sign of surrender by the Arks, donations began flowing into Zion's Gate accounts from supporters denying or seemingly unconcerned with reports of the cult's torture and murder of locals, criminal enterprises, and brainwashing of members. Despite the checkpoints, volunteer fighters and weapons from religious radicals, sovereign citizens, and some extremist militias slipped in to join the Arks.

As the government has continued carefully paced efforts to cut off supplies and negotiate an end to the standoff, the cult's broadcasts from within have grown increasingly dark and threatening. Jeremiah Ark sees Armageddon arrived at his doorstep and is preparing his followers for the End of Days. His followers appear ready to embrace death for the Father.

January 8 has been set at the final deadline for the Zion's Gate cult to throw down their weapons and surrender themselves to the authorities. The Insurrection Act has been invoked and National Guard troops have been preparing to go in with Federal law enforcement to end what has become an open rebellion.

Special Field Safety Note:

A large sinkhole and a couple smaller ones have opened in the vicinity of “north base”. Wayne’s World is working on a long-term solution, but for the time being, plan on the area around north base being out of play. Vicinity B19-21, C19-21, and D19-21 on the map.

Squad Organization (IMPORTANT):

The major game factions are the cult of Zion’s Gate and militia extremists, fighting an active insurgency as they usher in what they believe is the war of the apocalypse, and a joint law-enforcement task force and National Guard detail assembled to take down the cult. Players will be divided into assigned squads with designated leads for the event. Players are asked to remain with their squads throughout the event for mission control, coordination, and to enhance the experience we are looking to create.

Each cult “congregation” and JTF squad will be administratively led by a staff admin. This model was used at *Zion’s Gate* and helped to ensure a high level of action and combat. Staff leads are in continual radio communication with one another for coordination and maneuver on the field. They may (and probably will) assign fire-team leads to provide tactical leadership during engagements. **It is particularly important that players remain with their staff-leads throughout the game, regrouping immediately after every combat encounter to continue the mission.**

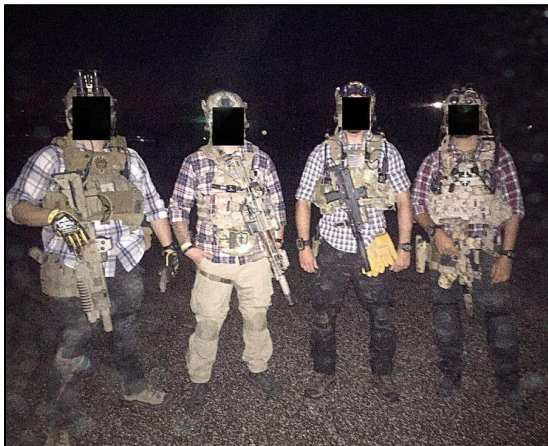


Factions and Uniforms:

Zion's Gate Cult

The corruption of this society is a cancer, eating it from within. The Fall is coming, when the towers of Wall Street will collapse, the bubbles of privilege, denial, and ignorance to the natural order will burst, the millions of streaming feeds of social media will fall silent... and the unprepared and unrepentant will stare in horror at the doom closing in. Within Zion's Gate we have a home. We are loved. Protected by the hand of the Father and guided by his words, we prepare for the apocalypse, and stand ready to be the righteous swords of retribution against the weak and the sinful. We have demonstrated the weakness of the unbelievers as we chased them from our doorstep. Now we prepare ourselves for the final reaping that will open up the end of days.

Wearing – Solid color shirts, Plaid shirts– no camouflage shirts. Camouflage pants would be acceptable, but solid color and plaid shirts only. Solid color shirts with the Zion's Gate cross are awesome for Cult members, if players want to really get into the roles. We want to help keep the factions looking visually distinctive and we ask no camo shirts for cultists.



Militia Insurgents

A mixed collection of political extremists and sovereign citizens, they all share a mutual dislike and mistrust of the Federal government and have long been preparing for a civil war as seen through the lens of their various beliefs. Seeing the Feds move against a church congregation and be violently driven back to an armed stand-off seemed to be the spark many of them were waiting for. This was their opportunity to stand up against the government, and many have come from across Florida and from across the country to bring their weapons and support to the Ark family. Dismissing reports of Cult torture and murder of townspeople as media lies and manipulation, many of them have now come face to face with the brutal fanaticism of the Zion's Gate Cult. A few have left the county, deciding they want nothing to do with the bloodthirsty apocalyptic cult, while others rationalize it as “watering the tree of

liberty” with the blood of those opposing their goals. And after all... the longer they remain within the county... the more they are exposed to the Bliss and the hypnotic message of the Father.

Wearing – Solid color shirts, Plaid shirts, Hawaiian Shirts– no camouflage shirts. Camouflage pants would be acceptable, but solid color and plaid shirts only. We want to help keep the factions looking visually distinctive and we ask no camo shirts for cultists.

Federal Law Enforcement

The feds have had their eyes on the Zion's Gate cult for some time. A LEO task force moved on the cult in June, but it turned into a disaster. The cult was far better armed and prepared than expected. Federal agents have tried to negotiate a surrender by the Arks for months, but their position has only grown more aggressive as they dig into the towns and woodlands of Forest County. The JTF has now been expanded to include National Guard troops, and the JTF is preparing to end the stand-off once and for all.

Wearing – Khaki or desert camouflage pants (not multicam). Black polos, combat shirts, and t-shirts. Recommend completing the look with cool-guy FBI, ATF, DEA caps, patches, and fake badges.





Florida National Guard

Called in at first to help secure the borders of Forest County after the failed LEO raid, National Guard numbers have scaled up dramatically over the months of the siege. Despite efforts to lock down passage, the border has been repeatedly breached with shipments of supplies, weapons and new recruits in the form of extremist militias and sovereign citizens, celebrating the armed rebellion against the Federal government. Negotiations have been fruitless and the rhetoric from the Ark family has grown more violent and apocalyptic. Approval has been given to employ the National Guard in a direct combat role under the Insurrection Act and units have been rolled into the expanded Joint Task Force. The reality of taking direct actions against American citizens is grim, but the evidence of the Cult's bloody barbarism and gleeful murder of innocent people has to be stopped.

Wearing – Multicam, ATACS or UCP uniforms (matching shirts and pants).

Any color gear is fine, but we'd like to see full top and bottom multicam, ATACS or UCP for the National Guard.

Regional Sheriffs

That damned cult hasn't just been a plague on Forest County, it's been a nightmare for surrounding counties as well. Local sheriff departments were glad to finally see the Feds move on the cult in June, but the fallout from the failed operation has been a disaster. This formerly quiet region of Central Florida has turned into an armed DMZ with National Guard troops patrolling the borders of Forest County and an ongoing build-up of international media encampments. It's been difficult for surrounding counties to maintain order as protests for and against the insurgents occur with increasing violence. But at least now the end appears to be in sight.

Wearing – Woodland, Olive Drab, Urban Camo. Any color gear is fine, but we'd like to see matching tops and bottoms for the regional sheriff's departments.



Medic Rules

A hit on the body or gear is considered a valid hit. Loudly shout "HIT!", pull out a red dead-rag to identify your casualty status, and go prone or take a knee. Sometimes dead players remain standing in the middle of a firefight, blocking shots and line of sight for combatants. Please go prone or take a knee to get out of the line of fire.

When you are in casualty status, you may call for help, shout for a medic, but cannot relay tactical information or the location of enemy combatants to friendly forces. You cannot fire your weapon, throw grenades, use a melee weapon, or conduct any other offensive actions. You will be in this casualty status for a minimum of three minutes, but we recommend no longer than five minutes. At the end of this time, if no one has arrived to provide first aid, you have "bled-out" and move to a casualty collection point (detailed in the next section).



Any other player can provide "medical assistance", although you cannot provide medical care to yourself. All players may (and should!) carry at least two (2) ACE bandages in their individual first-aid kit (IFAK). Airsoft "tourniquets" popular at milsim events are also permissible. To provide first-aid, a player takes one of the bandages, winds it securely around the casualty's arm, and tucks the end securely in place. Typically, you will want to use one of the bandages from the casualty's IFAK, saving your own medical supplies for yourself. Once first aid is complete, you may re-enter combat.

A player may receive medical assistance in this manner twice. The third time they are shot, they should head straight to a casualty collection point.

All players should bring at least two ACE Bandages (or airsoft tourniquets) and a red dead-rag! These are common requirements at MANY airsoft events and players should make them a fundamental, permanent part of their load-out. We are trying out allowing players to carry more than two bandages to help team-mates or represent players running as dedicated team medics, but each player can still only be treated twice before needing respawn on a third hit.

Casualty Collection Points and Respawns: (Important!)

This is perhaps one of the most critical rules to help maintain our planned mission flow for *Return to Zion*! When you are “killed” in combat (bleeding out from an injury or taking a third shot after two medic treatments), you **do not leave the area** to go respawn. Once you’re “dead”, move to a location approximately 25 yards from the firefight, be sure your dead-rags are visible, and wait there for the combat action to conclude. Cult dead should gather in one area, JTF dead should gather in a different area. Stay in visual sight of the action, but just establish a casualty collection point for your faction outside of the main combat area and wait there!

When the combat action has concluded, move to join up with your staff-lead (your tac-team or congregation lead). They will respawn you back into play there and prepare you to continue to mission / move to a different location on the field. You will not need to leave the field to respawn, you will re-enter the game with the rest of your squad at the conclusion of the combat and the mission chapter will continue with whatever ramifications have occurred from the JTF or Cult victory.

It will be important to bring enough ammo on the field with you to sustain operations for extended game-play. You will have the opportunity to reload your magazine between engagements, but we would like to keep players on the field as much as possible without repeated trips back to the parking lot to reload. Cultists may want to consider bring additional bags of ammo to cache on the field if they want to stay on the field between mission chapters (advisable).

We want to stress again the importance of this guideline for the game. Do not leave the field to respawn. Do not stray too far from the rest of your squad and squad leader. Dead players will move to a casualty collection point near the fighting and wait there to rejoin their squad and be respawned back into the game when the local fighting has concluded.

Weapons and Ammo

“MilSim” fire rules (Important!)

We are running under our usual “milsim” rules. Only formal support gunners, with weapons such as the M-249, M-240, RPK, MG36, and similar support weapons will be able to run on full-automatic fire. Riflemen (all assault rifles, submachine guns, PDWs, DMRs, and sidearms) will run on semi-automatic fire only.

Grenades

Grenades have an area of effect damage-radius of 10 feet from the grenade (a 20’ diameter circle). If the grenade is a design that throws out a spray of BBs, a hit by a BB outside the 10-foot radius is a valid hit, otherwise being within 10’ of the grenade is within the damage radius, whether or not BBs are involved. Thunder-B grenades are very commonly used in game. Taginn and Enola Gaye pull-pin grenades were approved last year by Wayne’s World, although these still may be on a “thin-ice” approval and could be changed in the future.

Smoke Grenades

Only “cold-burning” (no exposed fuse) smoke grenades may be used at Wayne’s World and they may only be deployed by game admins, who will stay and observe the grenade until it is fully extinguished. They will only be deployed in the open and never in a building.

Grenade and Rocket Launchers

40mm BB shower grenades are welcomed for use as anti-personnel weapons. As there will be no vehicles in play at this event, there is no specific reason to use rocket launchers or Taginn 40mm rounds. Clearing buildings should be accomplished through fire, maneuver, and hand grenades.

Melee Weapons

As more of a milsim event, we discourage the use of melee boffer weapons. other than perhaps a rubber knife for a tacticool look and an occasional sneak kill.

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.

Meet the Arks



Jeremiah Ark (the Father) – The founder and leader of the Project at Zion’s Gate is the youngest of the four Ark brothers. Jeremiah was a brilliant child, albeit quiet and a loner. He was religious from his childhood, and a voracious reader of history. Jeremiah began preaching in the revival circuit in his late teens, building a growing following. He established the Church of Zion’s Gate while still in his early 20s. As the size of his congregation swelled, Jeremiah’s vision and message grew darker. Focusing more and more on the coming apocalypse and the role of the faithful in purifying and leading those who would survive it. Three years ago, Jeremiah moved the whole operation to Florida and reinvented the church as the Project at Zion’s Gate. He became more and more reclusive, appearing only to preach to the faithful. He provides the leadership and the vision to the church, while his siblings run the day-to-

day operations.

Joseph Ark – The eldest, Joe left home when Jeremiah was still a child. He spent one tour in the Army but was always in trouble with his NCOs. Returning to Georgia, he couldn’t keep a regular job, but he had a talent for illicit activity. Joe joined the Shadows of Cthulhu, an outlaw motorcycle gang ranging up and down the east coast. He rose quickly through the ranks, overseeing illegal gun sales, methamphetamine production and distribution, and human trafficking. He knew his little brother had become a preacher, but never paid much attention until his daughter Abigail urged him to listen to Jeremiah’s message. What he had to said about a society too corrupt to continue, and preparation for the fall made a lot of sense to him. But what really caught his attention was “the Bliss”, this drug concoction the church members were cooking up. It had become a major part of the church’s culture, but the production was amateurish. Joe saw the opportunity and took over the Bliss operation with Jeremiah’s blessing. Soon the Bliss production facilities were turning out barrel after barrel of the potent hallucinogen, and Joe’s experience was invaluable in moving it through the county and outside its borders.



Joel Ark – The second eldest, Joel was the only one of the brothers to attend college, although actual studying he accomplished between parties was debatable. He worked a few different jobs up in Atlanta, but finally hit his stride as a motivational speaker and life coach. Selling his message of reveling in a self-centered, success-oriented life, he found no shortage of young professionals eager to hear it. Joel amassed a considerable nest-egg spread between American banks and shady off-shore accounts, but the high-life couldn’t last forever. He lost his multi-million-dollar Atlanta mansion and much of his wealth after a string of divorces. A few DUIs left him unable to drive his exotic car collection, which was soon sold off cover the crippling alimony payments. On a trip home to visit his little brother, Joel heard him speak and

saw the enthusiasm of this congregation. Recognizing there were few better ways of making money that religion, Joel enthusiastically stepped in to manage media and public relations. Within weeks, Joel was preaching the message across radio, TV, and social media. Joel has proven to be a valuable recruiter for Zion’s Gate, bringing in many new converts with his media efforts and helping to raise considerable capital. It is not clear how much of the message he believes, but he sure knows how to sell it.



Jacob Ark – The third brother, only a few years older than Jeremiah, Jacob enlisted as soon as he turned 18. He took to the discipline and rigor of military life far better than his older brother, Joseph, and spent most of his 12 years of service at war. He was exceptionally good at what he did and killed men across three continents. But after a serious wound sent him home and discharged him with a chest full of medals, he found out that those skills he honed, and the shiny medals, were next to worthless in a country that hailed him as a hero, but then treated him as an inconvenience and embarrassment when he was broken and needing support. Jacob became even more of a loner, living off the grid in the mountains of Georgia. Bitter, angry, he might have just faded away into the forest if his youngest brother hadn't asked for his help. Mankind is suffering, Jeremiah said, from a blight of its own making. Sins and

arrogance have caused it to grow weak, while its numbers have swelled to a point that society is unsustainable. The herd is too large, sick, and dying. It needs hunters to cull the weak. Jeremiah's call has been answered by the faithful, but they need training by a hunter of men to become hunters themselves. Jacob oversees security and training for Zion's Gate. Under Jacob's tutelage, Jeremiah now has his army for the end of times.

Abigail Ark – Joseph's daughter, Abigail saw little of her father growing up. Her mother drank and cursed him, but passionately fell back into his arms whenever he showed up unannounced from whatever racket he was running with the motorcycle gang. While he saw little of her, Joseph still loved Abigail dearly and always made sure her mother had money to take care of her. Always carefree and a bit of a moonchild. Abigail experimented with drugs in her high-school years, to include primitive herbal concoctions and natural hallucinogens she read about in books. She was an early follower of the Church of Zion, listening to her uncle Jeremiah's message in the pleasant haze of a substance she developed that she called the Bliss. Jeremiah saw the effect the Bliss had on Abigail and her friends. The peaceful state they enjoyed, and how receptive they were to influence. Under Jeremiah's encouragement, Abigail taught her friends how to cook up the Bliss. Now that her daddy has come back into her life, helping out Jeremiah and increasing the flow of the Bliss, she couldn't be happier. The whole world needs to come into the arms of the church. To embrace the Bliss.



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. **Wayne's World COVID-19 Waiver**
4. **MindGame Productions Release and Waiver**
5. **Drivers License or other form of photo ID**
6. **Payment for walk-in players**

All four 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 paperwork is complete **before** coming to the registration desk.

Chrono Procedures

We will be running a modified chrono program to better accommodate current social distancing concerns. Non-sniper weapons will be chronographed using bio **.20 gram BBs**.

RIFLE / SMG

OK < 400 fps

DMR

(must be physically locked into 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. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all to help protect players on the field.

Timeline

Friday, January 7

- After 3pm - Early arrivals for overnight camping set-ups.

Saturday, January 8

- 7am - Gates open.
- 7:45am – Chrono and Registration desk open.
- 9:30 am - Estimated briefing, following by game start
- Approximately 1pm – Lunch
- TBA – ENDEX

Communications

There are some excellent and very affordable radios available. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should absolutely be able to buy an affordable radio. Regrettably some programmable Bao Feng radios may be impossible to purchase now due to FCC restrictions, but other programmable radios may be available.

Radio Channels for FRS and UHF Radios

| Radio Net | FRS | UHF Freq | Radio Net | FRS | UHF Freq |
|----------------------|-----|----------|----------------------|-----|----------|
| Wayne's World Admins | 1 | 462.562 | JTF Alpha Internal | 8 | 467.562 |
| Unassigned | 2 | 462.587 | JTF Bravo Internal | 9 | 467.587 |
| Congregation 1 | 3 | 462.612 | JTF Charlie Internal | 10 | 467.612 |
| Congregation 2 | 4 | 462.637 | JTF Delta Internal | 11 | 462.637 |
| Congregation 3 | 5 | 462.662 | Unassigned | 12 | 462.662 |
| Congregation 4 | 6 | 462.687 | MGP Admin Net | 13 | 467.687 |
| Unassigned | 7 | 462.712 | | | |

Additional Event Notes

Hotdogs, chips and sodas for lunch 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. ***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, pouches or trash bags and throw away your trash ... IN THE TRASH CAN.***

Check list for Return to Zion

- Airsoft AEG & magazines
- Spare AEG & magazines
- Gas pistol and magazines
- Two Ace bandages for “IFAK”
- Green gas and Batteries
- EYE PROTECTION
- Correct uniform for your team
- Tactical gear (vest, plate carrier, belt)
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Sleeping Bag
- Belt
- Radio w/ spare batteries
- Weapons sling
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Red Chem/Flashlight for dead signal at night
- Anti-fog
- Speed loader
- GUN BAG – for transport
- Field Map
- MGP Waiver
- Wayne’s World of Paintball Waiver
- NSERA Waiver
- Admission fee
- “OFF”... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list including some of the ‘basics’. You may find that you need more than the items listed, or less. 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 are a self-contained entity. GATHER and begin preparation of ALL YOUR GEAR no later than Wednesday night. This will allow for any last minute items to be found in time.



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.

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

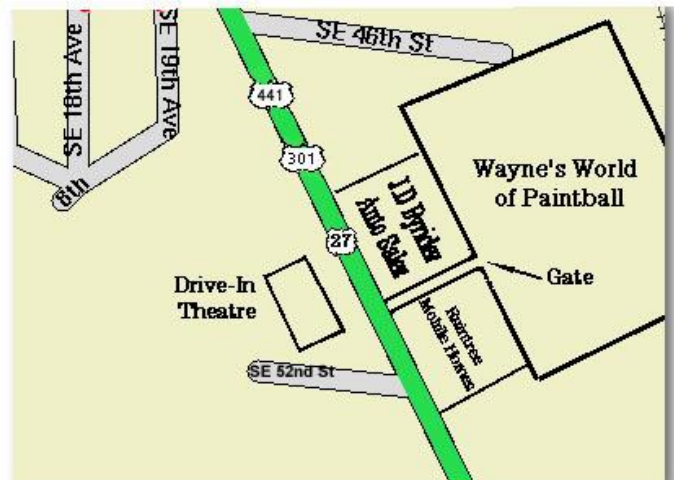
Travel Lodge
1626 S. Pine Ave
352-622-4121

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

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

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

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

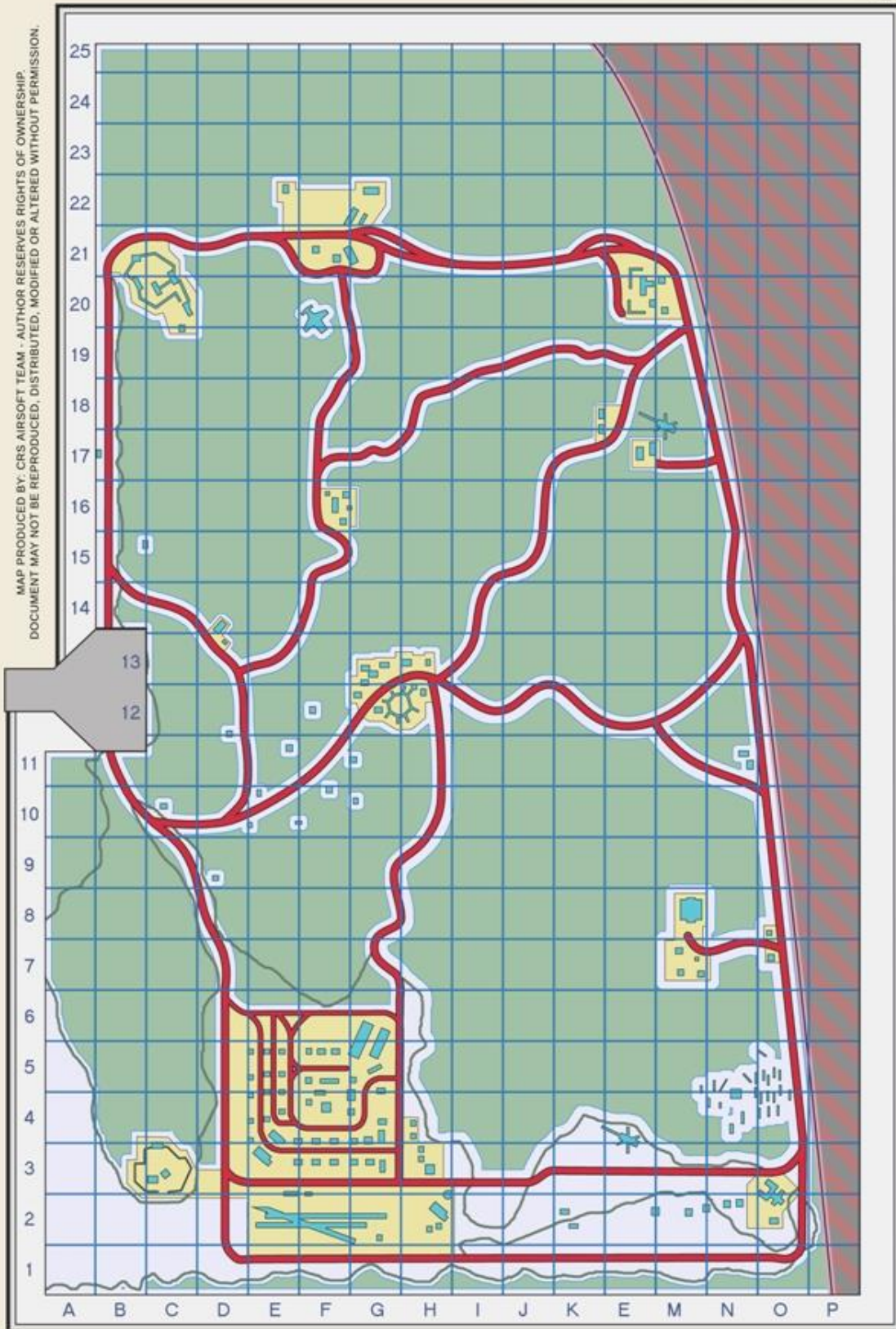


***** Camping Onsite is Available *****

Clean up your area and no open fires



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



SCALE 1:100



MindGame Productions 2022 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.
- Read the player's 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.
- 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.
- 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)
- 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.
- 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'-15', 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 leave you wounded
 - Yell "HIT!". Go prone or take a knee. Display your dead-rag or red dead-light.
 - You MAY call for medical assistance but don't point or call out enemy positions to team mates.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby casualty collection point.
- You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Any other player may administer first aid.
 - The medic will take an ACE bandage from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, casualty is back in play
 - You may be wounded and return (via 5 Minute heal or bandage) TWO TIMES ONLY
 - If you are shot again after two previously healed wounds, you are dead and go to casualty collection point.
- Wait near the fighting at the casualty collection point. Keep your dead rag visible. Drink water. Reload. Wait for the local fighting to conclude and rejoin your squad leader to be respawned back into play.

Pyro/ Smoke

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

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

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

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

1. REPRESENTATIONS, WARRANTIES, & ASSUMPTIONS OF RISK:

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

(_____) Please initial when read and agreed upon

2. EXEMPTION AND RELEASE FROM LIABILITY

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

(_____) Please initial when read and agreed upon

3. COVENANT NOT TO SUE.

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

(_____) Please initial when read and agreed upon

4. LIQUIDATED DAMAGES.

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

(_____) Please initial when read and agreed upon

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

(_____) Please initial when read and agreed upon

5. INDEMNITY AGAINST THIRD PARTY CLAIMS.

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

() Please initial when read and agreed upon

6. ARBITRATION BOARD.

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

() Please initial when read and agreed upon

7. VALIDITY OF WAIVER.

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

() Please initial when read and agreed upon

8. REPRESENTATION AND WARRANTIES.

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

() Please initial when read and agreed upon

9. LIKENESS RIGHTS.

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

() Please initial when read and agreed upon

10. EFFECTIVE TERM

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

() Please initial when read and agreed upon

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

Your Signature _____ Today's Date _____ Email Address _____

Printed Name _____ Date of Birth _____ Emergency Contact # _____

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

Printed Name of Legal Guardian _____

Witness Signature _____ Today's Date _____ Witness Name _____

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE _____ E-MAIL ADDRESS _____
DATE _____ TEAM NAME _____

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

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

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

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

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

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

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

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

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

SIGNATURE _____ Date _____

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

Assumption of the Risk and Waiver of Liability Relating to Coronavirus/COVID-19

The novel coronavirus, COVID-19, has been declared a worldwide pandemic by the World Health Organization. **COVID-19 is extremely contagious** and is believed to spread mainly from person-to-person contact. As a result, federal, state, and local governments and federal and state health agencies recommend social distancing and have, in many locations, prohibited the congregation of groups of people.

Wayne's World of Paintball ("Wayne's World") has put in place preventative measures to reduce the spread of COVID-19; however, Wayne's World **cannot guarantee** that you or your child(ren) will not become infected with COVID-19. Further, attending Wayne's World could **increase** your risk and your child(ren)'s risk of contracting COVID-19 .

.....

By signing this agreement, I acknowledge the contagious nature of COVID-19 and voluntarily assume the risk that my child(ren) and I may be exposed to or infected by COVID-19 by attending Wayne's World and that such exposure or infection may result in personal injury, illness, permanent disability, and death. I understand that the risk of becoming exposed to or infected by COVID-19 at Wayne's World may result from the actions, omissions, or negligence of myself and others, including, but not limited to, Wayne's World employees, volunteers, and program participants and their families. I voluntarily agree to assume all of the foregoing risks and accept sole responsibility for any injury to my child(ren) or myself (including, but not limited to, personal injury, disability, and death), illness, damage, loss, claim, liability, or expense, of any kind, that I or my child(ren) may experience or incur in connection with my child(ren)'s attendance at Wayne's World or participation in Wayne's World events ("Claims"). On my behalf, and on behalf of my children, I hereby release, covenant not to sue, discharge, and hold harmless Wayne's World, its employees, agents, and representatives, of and from the Claims, including all liabilities, claims, actions, damages, costs or expenses of any kind arising out of or relating thereto. I understand and agree that this release includes any Claims based on the actions, omissions, or negligence of Wayne's World its employees, agents, and representatives, whether a COVID-19 infection occurs before, during, or after participation in any Wayne's World event.

Parent/Guardian *(Please print)* _____ Signature _____ Date _____

Participant *(Please print)* _____ Signature _____ Date _____