



MINDGAME
PRODUCTIONS

OMEGA STRAIN 2

January 14, 2023

Wayne's World of Paintball, Ocala FL

Omega Strain 2 Players Packet

January 14th, 2023

Wayne's World of Paintball, Ocala FL

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

Price includes ammo for event

MindGame Productions 2023 Basic Rules Summary

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.
- Please read the player's pack and be familiar with the game rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles should be worn in combination 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 or you may be changed to a different team.
- All players must have at least one canteen or hydration pack
- Radios are recommended.
- A driver's license or other form of ID should be always kept on person in the event.

Weapon Rules

- RIFLE / SMG – Up to 400 fps with 0.20g BBs (10' minimum engagement range)
- No upgraded DMRs for this game!
- No support weapons for this game!
- No upgraded sniper-level weapons for this game!
- HPA weapons with must have regulator locks.
- Keep 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) YELL it! It's not a stealth kill.

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.
- A BB hit or burst leaves 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 teammates.
- Any other player may administer first aid.
 - The medic takes an ACE bandage or tourniquet from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, the casualty is back in play
 - You may be wounded and return via first aid TWO TIMES ONLY
 - If you are shot again after being healed twice, you are dead and go to a respawn point.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby respawn point.
- You may "buddy-carry" a casualty with one hand must be on casualty's shoulder. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Keep your dead rag visible walking to respawn point. Drink water. Reload. Remove bandages and replace them in your IFAK before respawning back into play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used.
- Stay in the general area after throwing smoke until it has fully burned out.
- Don't throw smoke grenades into building.
- 40mm Tagin rounds should not be used against personnel.

Don't stop here! Be sure to check next pages for specific information on this game!

Storyline

It's been a year since the Virus flashed into a global pandemic, bringing the newly dead back to a horrific semblance of life. Devoid of personality, memory, or rational thought, driven only by a hunger for living flesh, the dead broke through all efforts of containment and the Virus spread like a wildfire. Government enclaves withdrew into their most secure shelters and facilities while small bands of survivors established their own armed encampments to defend what vestiges of mankind remained. Some of these facilities and camps proved to be secure against the pandemic... others fell to the infected.

Survivors banded together by common bonds, families, friends, comrades. There were remnants of military and police units who had nothing left to defend but their brothers in arms. Groups of survivalists and “preppers” congratulated themselves for the foresight for which others mocked them. Some turned to faith to protect them, although prayers alone were not enough. A few criminal gangs and groups of renegades, already possessing weapons and a degree of organization, managed to hang on. Others simply found fellow survivors with which to unite for safety; with little more in common than the fact that somehow, they were still alive.

Small groups of survivors struggle with one another for food, fuel, ammunition, and other supplies as resources dry up with no civilization to replace them. Some still seek a cure for the Virus, others just to survive and be left alone, while others live as predators on their fellow survivors and take what they need by any means.



Key event details

- **Airsoft weapon options are limited:**
 - **AEGs up to 400fps**
 - **Spring shotguns or spring bolt action up to 400fps**
 - **Gas / HPA weapons under 400fps.**
 - **No upgraded DMRs, Sniper Weapons, or full auto Support weapons will be used.**
 - **No full-auto fire. Semi-auto only.**
- **Nerf / foam weapons and rubber knives may be used.**
- **Limited ammo game! We'll issue ammo to player teams.**
- **Zombie-time!**
 - **During the day... all players will spend time as a zombie. Intentional head shots are prohibited, and center of mass shots are the focus. Players should still *strongly* consider bringing lower face protection or full-face masks, and be sure you're wearing a vest, plate carrier, or a thick enough shirt or jacket to absorb some hits. Strongly recommend wearing gloves for the game and advise against short sleeves.**

Don't stop here! Be sure to check next pages for specific information on this game!

Uniforms and Units

No specific "team uniforms" are required. It's the zombie apocalypse. Some survivors wear uniforms for jobs they held before the world began to die. Most just make do with what they find.

How do I recognize potential enemies? Everyone outside your squad is a potential enemy. Do not wander far from team members... you won't last long on your own. If

you see movement in the woods, and you know your teammates are behind you, it's either the living dead... or other survivors as likely to shoot you as to help you.



Each team will be around 8-10 members with a hard limit of 12. During online registration, players note with which airsoft teams or players they'd like to be grouped and may select from some classic zombie survival character types.

It's the end of the world. You need a mix of skills and experience. You're welcome to play former military or cops... but think what style might be fun to play and who you might like on your team. Why not have a group that includes a couple former soldiers, a cop, a bike gang member, a hunter, a doctor, a yuppie businessman and a tourist who was just here on vacation?

When you register online for the event, select the character type you want to play and enter a note to help us group you with your buddies, their names, or a team name. We plan to limit squads to approximately 8-10 with no more than 12. So, if you have a very large team, consider splitting into a "squad 1" and "squad 2" group. We will post and update the assigned player teams online as players register online, so you can make sure your buddies are correctly assigned.

Walk-on players are welcome but will be organized into groups as needed. In other words, if your friends all preregister, identity their requested group and fill up the team... you will probably be assigned to a mixed group of survivalists formed the day of the game.

The uniforms and weapon selections are suggestions only; recommendations to help look and play the part. They might help make roles seem more realistic or fun to play but are NOT requirements. There are a few character types with special abilities, and we **WILL** ask that those few special character types dress the part in order get the benefits that character will be offered. Footstomp moment here...some scenarios may require specific character types to fully complete... so talk with your buddies and consider a few different character types.



If you don't have a doctor, scientist or biotech executive in your group and end up securing a medical crate or doses of the retrovirus, you might want to consider cutting a deal with a group who has one... or ambushing a group who has one, killing everyone else and forcing the player to join your group at gunpoint!

Character Type	Suggested Uniform	Suggested Weapons	Special Abilities / Restrictions
Military / Reserves / National Guard <i>Really don't like Militia/Preppers</i>	MultiCam	M4 variant / Sidearm	Optional specialties: Field Medic – Sidearm or shotgun only. Bring a larger bag marked with red cross (larger than a personal IFAK) with extra ace bandages. Ability to “activate” medical crates as spawn. Motor-pool specialist – Bring a bag with tools as a prop. Wrenches, etc. Pilot – Flight suit, no plate carrier. Carry only a side-arm or a smaller PDW type AEG.
Sheriff's Department <i>Really don't like Bike Gang members</i>	Olive Drab or Coyote	M4 variant or Shotgun / Sidearm	Optional specialties: Pilot – Flight suit, no plate carrier. Carry only a side-arm or a smaller PDW type AEG.
Police <i>Really don't like Street Gang members</i>	Black	M4 variant or Shotgun / Sidearm	Motorcycle Cop – Bring a mountain bike to game as your “motorcycle”. (Or just call it a bicycle and wear shorts so you can move like a law enforcement cheetah) EMS – Sidearm or shotgun only. No plate carrier. Bring a larger bag marked with red cross (larger than a personal IFAK) with extra ace bandages. Ability to “activate” medical crates as spawn point.
Hunter	Woodland / RealTree / Flannel	Shotgun / Nerf Bow	Bring a duck call or rattling deer antlers to draw zombies
BioTech Corp Security	Black	Any style AEG or Shotgun / Sidearm	Optional specialties: BioTech team lead – Sidearm or shotgun only. Put some sort of visible rank on your uniform (e.g., Captain's bars, etc.) Will have ability to apply retrovirus.
Militia/ Prepper <i>Really don't like Military/Reserves/National Guard</i>	Woodland Camo / Mixed Camo / Flannel	Any style AEG / Sidearm	Optional specialties: Mechanic – Bring a bag with tools as a prop. Wrenches, etc. Survival Doc – Sidearm or shotgun only. Bring a larger bag marked with red cross (larger than a personal IFAK) with extra ace bandages. Ability to “activate” medical crates spawn point.
Bike Gang Member <i>Really don't like Sheriff's Department</i>	Jeans/ Leather jacket or vest	Any style AEG or Shotgun/ Sidearm	Bring a Mountain bike to the game as “your ride” Mechanic – Bring a bag with tools as a prop. Wrenches, etc.
Street Gang Member <i>Really don't like Police</i>	Jeans/ Gang colors	Any style AEG / Sidearm	Angry with big attitude.

Medical Doctor	Jeans & Dress Shirt / Scrubs / Old Suit	Sidearm or shotgun only	Bring a few additional detailing props, such as a larger bag marked with red cross (larger than a personal IFAK) with extra ace bandages. Will have ability to “activate” medical crates as team’s mobile spawn point. Will <i>also</i> have ability to apply retrovirus.
Scientist	Scrubs / lab coat / protective coverall	Sidearm or shotgun only	Will have the ability to apply retrovirus.
BioTech Corp Executive	Old Suit	Sidearm or shotgun only	Piss everyone around you off with complaints and try to act better than everyone. Will have the ability to use retrovirus.
Yuppie	Slacks / colored polo shirt	Shotgun / sidearm	Piss everyone around you off with complaints and try to act better than everyone. Has the “blue falcon” ability to turn attention from incoming undead from himself to another team member two times each scenario by displaying special card to approaching zombies, ripping it in half, and pointing to another team member, “No... don’t eat me! Eat him!”
Preacher / Priest	Old Suit / all black with priest’s color	Shotgun / sidearm	Has ability to “turn undead” two times in each scenario by displaying special card to zombies approaching you and ripping it in half. Zombies in immediate vicinity will retreat for three minutes.
Tourist	Shorts / Hawaiian Shirt	Sidearm only	Take a lot of photos. Tell everyone stories about how things are different back in Boise or Cleveland. Only living survivor who may monitor Z-Net for clues on herd movement. (Checking <i>Yelp!</i> Reviews on different locations)
Other concepts???	Other uniforms???	Other weapon combos?	Make a suggestion... just try to think of what seems reasonably logical

Virus Infection

At check-in, you will be provided a “bloodstained” cloth strip to carry during the day. This is not a medic bandage, but to be tied or wrapped around your head, lower face, neck or upper arm when you become “infected” as a visual indicator that you are now one of the undead.

When you are touched by a zombie, you are “dead” and now infected. Sling your weapon or possibly drop it off in a safe location. Put on your bloodstained “infected” cloth in a very visible location. Consider adding lower face protection or a full mask, if you aren’t wearing one already and come back as a zombie. You can talk with other Zombies to make herd attack plans, but once you get close to living survivors, please just groan and growl.



Headshots are NOT REQUIRED to kill zombies. Intentional headshots are prohibited. Aim for the center of mass for safety reasons. It takes several shots to drop a zombie. We leave the exact count to the infected player but recommend going down after two to four single hits to the body. Since it takes more to kill the zombies, a “bang out” safety kill will also drop only a single zombie instead of the usual two enemy kills.

Ammunition is critically low a year after the outbreak and a valuable commodity. Players are encouraged to bring some sort of *safe* melee weapon; a rubber knife, a Nerf Axe or Sword, etc. When the zombies are encountered singly or in small groups, some survivors may prefer to try and dispatch them with a melee weapon – land several touches on the zombie player's body. This will help save ammo for when faced by a large mob of zombies or a rival, armed faction of survivors.

When zombie players are killed... they should take a knee, crouch, or lay down until the survivors pass. Wait until the living survivors are at least 150 to 200 feet away... then respawn and resume shuffling around. Zombies are most dangerous in packs, so we recommend gathering in herds with other zombies. You're welcome to lunge forward or event sprint short distances when you close with your targets... but conserve your energy and walk around with the herd most of the time.

FRS Channel 12 (same as frequency 467.662) is going to be used as ZombieNet. When you become infected. Switch to that channel. Admins regularly announce the location and movement direction of teams of survivors. That way you know where to go to kill survivors and don't have to wander the field searching for them! Even if you don't have a radio (and you should get one!) hopefully several zombies in your herd will have one.

Scenario Overview

The game will be a series of 60- to 90-minute scenarios. At the start of each scenario, some teams are assigned to start out as zombies, while other teams start out as survivors. About 1/4 to 1/3 of the players start as infected in each scenario. You can count on at least two scenarios during the day in which you will start as zombies and the other scenarios you will start as a survivor.

Survivor groups are assigned specific starting points for each scenario but may immediately go mobile. They'll seek food, medicine, fuel, ammunition, and shelter against the infected. Teams compete against one another to survive and for the scarce resources on the field... so watch out for opposing survivor teams as well as the infected. Don't trust everyone you meet. Some teams will be given special goals that may run against your own interests!

Several critical resources will be physical props on the field. Crates of medicine, ammo caches, gas cans, and some other special items. All provide benefits for survivors. Some scenarios specifically focus on the recovery of certain items.



Ammunition



During the past year since the dead began to walk and to eat the living, ammunition supplies have become critically low. To represent these shortages, and to make the game less painful for zombies, this a limited ammo event. Ammo is given to teams at the beginning of each scenario. Please don't use your own ammo at this game!

We plan to provide each team a bag of about 1,000 to 1,200 BBs to divide among themselves before each scenario. Make your shots count! If a team member dies... be sure to scavenge ammo from his body before he leaves to spawn back in as a zombie. Use foam weapons to take out small numbers of zombies and save ammunition for larger infected hordes and rival gangs of survivors. Extra ammo will be place on the field during each scenario, that can be found and used by survivors.

Weapon Upgrades

Acquiring better weapons is a must in pretty much any zombie apocalypse. This is simulated in each scenario by taking a percentage (about 20-30%) of each team's long-guns out of play at the start of each scenario. We'll represent this by an admin banding some of your team weapons with a red band during the scenario briefing. Just sling these weapons and keep them out of play until you hit a weapon upgrade area.

The National Guard Armory and the Sunny Springs Police department are considered upgrade areas. If your team can get inside one of them, tear or cut away the red bands and those few restricted weapons are now in play. Be advised that a hostile team MAY choose to capture and occupy an upgrade area specifically to prevent other teams from using it. In that case... maybe you need to kill them and take it.

There is also a rather sleazy weapons merchant who's been seen in the city from time to time. And weapon "upgrades" may be available through him.



Medical Crates

When one survivor is shot by another survivor, standard wound and first aid rules apply. Players are down and bleeding out, but an Ace bandage or milisim tourniquet applied by another player will get them back into the fight. They can get this first aid treatment twice and are considered dead the third time they are shot.

But here is where it gets interesting. When the player dies, they need to leave the group and join a zombie herd as one of the undead. UNLESS the team has secured a medical crate and has a Doctor or Medic with their team.

Medical crates will have looped paper wrist bands hanging from them. Each represents a lifesaving unit of advanced medical supplies, and offers a single respawn opportunity. The "dying" player and the team's medical professional go to the crate, tear away and discard one wrist band, and the player is respawned back into the game. Once the last wristband has been removed, the medical supplies are expended. Players should not respawn from the crate while in combat.

Medical crates are portable and may be carried with a team to new locations. If a team's medical professional has been killed, they may try to negotiate an agreement with another group of survivors with a doctor to share the resource, or may even try to capture another team's doctor to work for them!

Final Zombie Tips (aka Dead and Loving It!)

If you're starting out a scenario as a zombie, you might consider securing your weapon and maybe your tactical gear off-field. You won't need it until the next scenario, and you'll want to stay lightweight and mobile. But you'll need to be quick since we want to minimize down-time between scenarios. Consider pulling on an extra sweatshirt or other padded layer as an extra level of protection against BBs. If you are transformed into a zombie during the scenario, you probably will just want to sling your weapon and chase humans, rather than leave the field to store them.



Survivors are asked to aim for center of mass, but participants are **STRONGLY** advised to bring full-face masks, or extra lower face masks they can slip on when in Zombie mode.

Bring a radio and take advantage of “Z-Net”. Admins regularly report the location and movement of human survivors over Z-Net, so you and the herd will know right where to go eat the living. Zombies are also welcomed to use Z-Net to report human sightings or to request help taking down a group of humans in a well-defended location. Don’t wander the field aimlessly looking for fresh meat. Tune into Z-Net (FRS 12 or frequency 467.662).

You are considered “fast zombies”, but don’t exhaust yourself galloping back and forth across the field. Walk at your own pace and wait until the right moment to rush your victims.

You’re dead but can still be “killed”. When you get hit by several single shots or a short burst, go down. Raise your arms, groan, and take a knee to show that you’re out of the fight. Don’t stand there blocking survivor’s line of fire! Stay there till the action moves past you before standing up and resuming the hunt. If you are attacking humans sheltering in place, they may not be moving on. In that case, just raise your hands and walk a few hundred feet away from the action before resuming the hunt.

A single survivor is usually more than a match for a couple of zombies if they can maintain some distance. But when a group of zombies begins to come at survivors from different sides, or if they survivors are struggling to change a magazine, a zombie rush can overwhelm them. Don’t forget that humans will have limited ammo reserves and will start running out of BBs as the scenario progresses! Sometimes it’s worth the zombies keeping



up a low-level of harassing attacks to get survivors to burn through their ammo, and then really step up the pressure as they run low and the panic really begins! When **SEVERAL** hordes begin to close in on a group of survivors... it gets dangerous for survivors. They may need to start running and tiring themselves to avoid being caught between two hordes.

Zombies do **NOT** leave the field to respawn. Wait till the survivors move a couple hundred feet away, or put up your hands and walk the same distance from the action. Wait a minute, take some water, then come back into the action.

The Bang rule will still be in effect to minimize close-range shots but modified so that players have to “bang” a zombie several times to kill them. If several zombies can close in on a human, he won’t be able to yell “bang” fast enough before someone gets him! Even though the Bang rule is in effect, full face masks **STRONGLY** encouraged, and players asked to keep shots center of mass... understand you’re going to get shot a lot during the day. The very limited ammo situation and semi-auto fire will also help a lot.

Reporting Onsite

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

1. **Wayne’s World General Release and Waiver**
2. **NSERA Release and Waiver**
3. **MindGame Productions Release and Waiver**
4. **Payment for walk-in players**

All waivers are at the pack of the players pack and also available online. We recommend completing waivers online before the game day for easiest check-in onsite. Online Waiver link:

<https://waiver.smartwaiver.com/w/5f7624a18bd94/web/>.

Chrono Procedures

We took a hiatus due to Covid, but chrono requirements are back for 2023. Go through chrono and check-in as early as possible to give you ample time to prepare your gear and link up with your squad mates.

We will provide 0.20 gram BBs for the test. Several common types of magazines are available at the chrono station, but players should bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono just in case.

RIFLE / SMG - OK up to 400 fps

No support weapons or upgraded DMR/Sniper weapons at this event.

HPA weapons should have tournament locks on their gas regulators.



Players caught with hot guns 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 is tagged from the morning chrono test. This is all to help protect players on the field.

Radios

Teams are welcome to pick up an unassigned channel for their use. We expect teams won't split up too much for this game so radios may not always be needed, unless some survivor groups start communicating with other groups. When you're a zombie, you'll probably be glad to have a radio to monitor Z-Net.



Channels

Radio Nets	FRS/ GMRS	UHF Freq	Radio Nets	FRS/ GMRS	UHF Freq
Unassigned	1	462.562	Unassigned	7	462.712
Unassigned	2	462.587	Unassigned	8	467.562
Unassigned	3	462.612	Unassigned	9	467.587
Unassigned	4	462.637	Unassigned	10	467.612
Unassigned	5	462.662	Reserved for Scenario use	11	467.637
Unassigned	6	462.687	Z-Net (Zombie herd coms)	12	467.662
			Admin Net	13	467.6875

Timeline

Saturday, January 14th

- 0700 - Gates open.
- 0745 – Chrono and Registration desk open.
- 0930 – GAME & SAFETY BRIEFING
- 1330 – (Approximate) Lunch
- 1730 – (Approximate) ENDEX

PLEASE be onsite no later than 0830. It takes time to check-in and chrono players.

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.

Lodging

Country Inn and Suites

I-75 Exit #350

3720 S.W. College Road (352) 237-0715

Motor Inn

3601 West Silver Springs Blvd. (352) 629-6902

ask for Lahni or Kay

Royal Inn

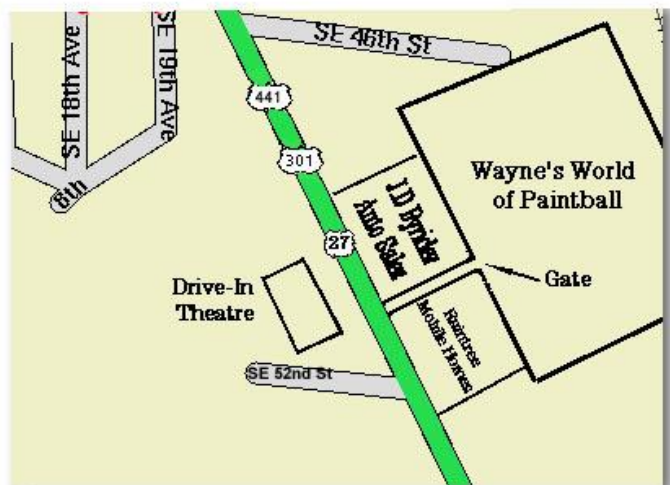
2900 S. Pine (352) 732-3575

Travel Lodge

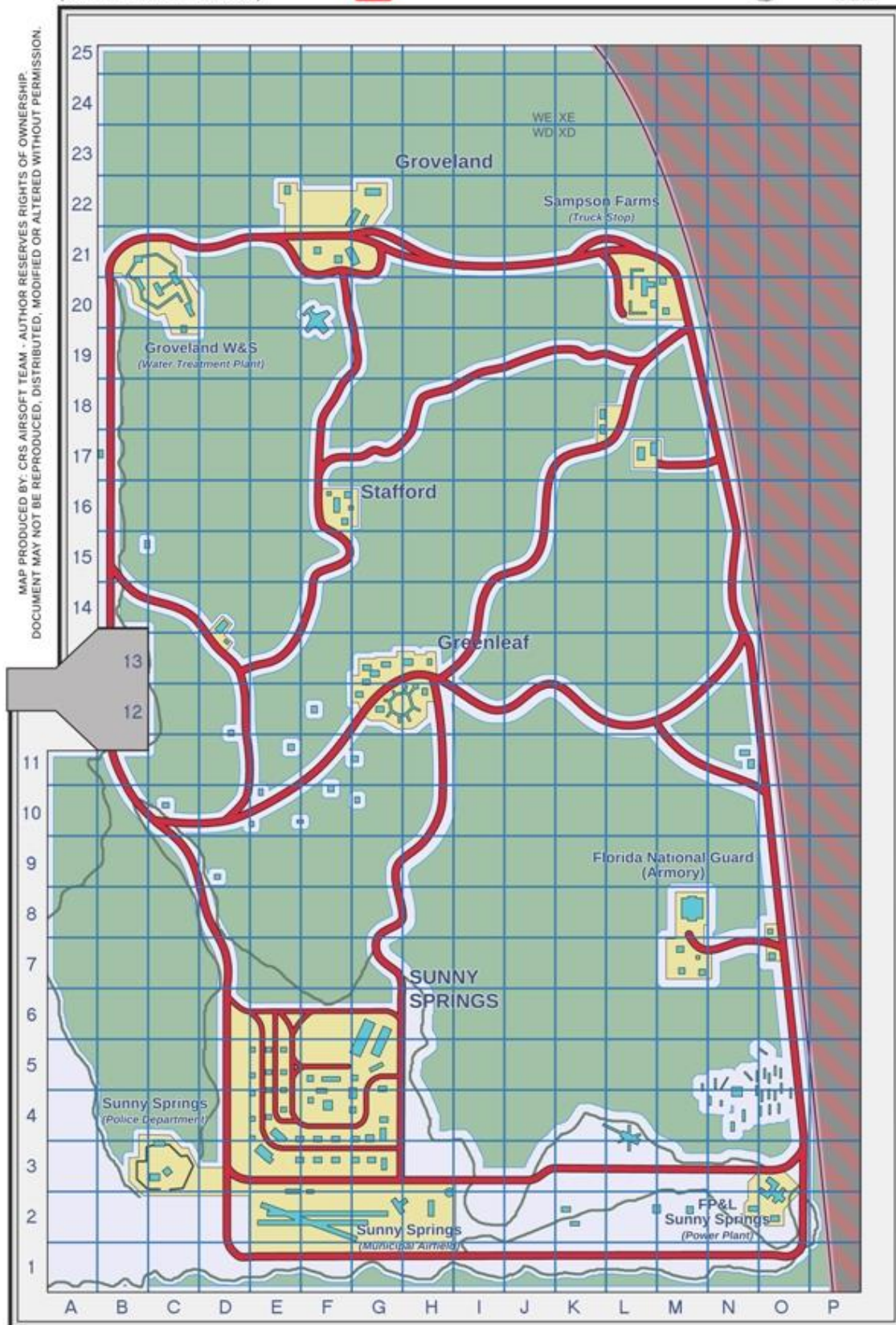
1626 S. Pine (352) 622-4121 ask for Lesley or Steve

Holiday Inn Express

1212 S. Pine (352) 629-7300



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

US ARMY CORPS
OF ENGINEERS

10-52 PRINTED BY ARMY MAP SERVICE, CORPS OF ENGINEERS



6. *Thalassidroma* *leucopygia* (Linn., 1758)



Additional Event Notes

We will take a lunch break at approximately 1330hrs. 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. The game is planned to run until approximately 1730 depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go into the night.

Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.

A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

BBs and Weapons Magazines

Wayne's World of Paintball requires the use of bio-degradable or earth-friendly BBs.

Check list for Event

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- ACE bandages for "first aid"
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other backpack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydro-pack, 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
- Filed Map
- All waivers completed
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Rain gear
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera

This is a generic list that includes many useful items. You may need more than the items listed, or fewer. 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 allows for last-minute items to be found in time.

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.**

Industry Insurance Programs _ www.nsera.com/paintball
Wayne's World of Paintball, Inc.=WWP Fax: (352) 591-2210
RELEASE OF LIABILITY, INDEMNITY AND ASSUMPTION OF RISK
READ BEFORE SIGNING

IN CONSIDERATION of being permitted to participate in any Paintball and/or Airsoft activities including, but not limited to, playing, using the premises of, renting and operating equipment leased, sanctioned and/or operated by the above named vendor, I acknowledge and agree that:

I fully understand and acknowledge that; (a) risks and dangers exist in my use of Paintball and/or Airsoft equipment and my participation in Paintball and/or Airsoft activities; (b) my participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of WWP; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, employees of WWP, or by any other person.

I, on behalf of myself, my personal representatives and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify WWP and its owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Paintball equipment or my participation in Paintball and/or Airsoft activities. I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of WWP. This waiver is good through 3/1/2023.

MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for WWP to authorize emergency medical treatment as may be deemed necessary for the child named below while participating in Paintball and/or Airsoft games.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE WWP FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

Print Name	Age	Date of Birth	Phone
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Signature

Address

City, State Zip

Signature of Parent/Guardian (if less than 18 years old)	E-mail
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Date: _____

Mindgame Productions Airsoft Event Hold Harmless/Personal Injury Waiver Form

Name of player/observer _____

Date of Birth _____

Email Address _____

Contact phone _____

As a prospective participant in the sport of Airsoft, it is extremely important that you have an understanding of the risks of personal injury and/or death that are associated with the sport. The following is intended to inform you of the general nature of those risks before your participation begins. The following is not intended to be an exhaustive discussion of those risks. Accordingly, should you have any questions pertaining to the nature and extent of those risks you should question the management of this field. Only after you have satisfied yourself as to the nature and extent of the risks involved as a participant in Airsoft should you sign below.

1. Airsoft is an inherently physical and potentially dangerous activity. The game involves the use of high-powered guns that fire plastic pellets at high velocities. Without adequate protection these pellets could break or penetrate the skin on impact. Should a pellet strike a person in the eyes, ears, nose or any vital area of the body that is not adequately protected, temporary or permanent injury, or in extreme circumstances, death, may occur.
2. Participants play the game on rough and sometimes hazardous terrain. Although this facility / site / organization has taken steps to minimize hazards, the risk of injury cannot be completely eradicated. There remains the risk that a participant could be injured as a result of the terrain.
3. The sport of Airsoft involves rigorous and strenuous physical activity. Accordingly, a person should not participate in the sport if he or she is not in good physical condition, or has any physical or mental illness or handicap which could be worsened by such participation or make the participant more vulnerable to physical injury or death. In some cases, players may be exposed to plants, insects or other elements that could cause serious injury from an allergic reaction.
4. The game of Airsoft involves simulated combat in which participants fire 6mm plastic BB projectiles (not exceeding the listed maximum safe FPS). These projectiles, while safe in most circumstances, may cause temporary discomfort, welts, bruising, minor bleeding or scarring. This facility / site / organization requires the participant to wear, at all times, MGP approved eye protection and highly suggests players adhere to the following suggestions to help minimize injury. All players are suggested to cover any exposed skin with a protective layer of clothing or other safety equipment. This includes the suggested use of full-face masks, gloves, long sleeve shirts, pants, lace up boots to prevent ankle injury, and knee or elbow pads (hard plastic).
5. It shall be the responsibility of each participant to obey all rules and utilize all safety equipment at all times. MGP has developed a formalized and standard rules set that is published on the website and is also presented in any Players Pack developed for an event. By signing below, the player acknowledges he or she has read these rules, understands them and agrees to comply with them at the event. Not having read the rules is no excuse for intentional or accidental violations. Safety equipment and event rules are designed to minimize the risk of injury and/or death, but even full compliance does not guarantee that such injury will not occur. All participants must have safety gear in accordance with MGP regulations and all weapons must be tested and approved for use by MGP regulations by a member of MGP or the event organizers. Participants with equipment that fails to meet these regulations will not be allowed to play and any player violating MGP regulations and safety guidelines may be asked to leave the event with no refund of any game day fees or donations.

By signing this Waiver/Release the undersigned (and, if applicable, his or her guardian) acknowledges that he/she has read the foregoing disclosures of the risks and, further, agrees that he/she assumes all such risks and will hold the MindGame Productions group, owners, operators, participants, and all of their agents and/or employees completely free and harmless from any and all damages from physical injuries and/or death which may result from the undersigned's participation whether outside or inside any of the field / site / event facilities. If participant is under 18 years of age, his/her legal guardians must also sign below:

I _____ state I am/have represented that I am 18 years old or older (if under 18, waiver must be co-signed below by legal guardian) and understand airsoft has the potential to be an injury causing sport and injury may be caused to myself or by me as a result of my actions at this event. I understand this form is a release from liability for the organizers, event staff, and property owners. This release includes indemnification for, but not limited to; liability/responsibility in the event of an injury to myself or an injury I may cause to another. I hereby relieve from liability, responsibility, legal action, mediation, arbitration, and hold harmless, from any event or occurrence including, but not limited to; personal injury and/or property damage, MindGame Productions Inc., Property Owners, Airsoft Event Organizers, Sponsors, any of their/its family, affiliates, owners, and/or employees or affiliates (hereafter referred to as event organizers) acting in any capacity of or on the event property, from any and all lawsuits, legal action, or financial compensation for any and all injuries to myself or physical damage to any of my property or the property in my possession or control. I further understand, state, and agree any damage I or equipment in my possession causes to any persons or property onsite or offsite of the above-mentioned property will, solely, and completely be the financial responsibility of myself. I understand in no way will event organizers defend me or compensate any person or company on my behalf or as a result of my, or any others, including event organizers actions. Any damaged personal property lost or stolen is solely my responsibility.

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. While players and approved photographers may retain their photos and video, MGP requests the download of a copy of all images and video for our own use prior to leaving the event. We may use photographs of our events and participants in promotional material via the internet, in print or on television. 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.

I HAVE READ AND UNDERSTAND THE TERMS AND CONDITIONS OUTLINED ABOVE. IN THE EVENT I DID NOT/DO NOT UNDERSTAND ANY PORTION OF THIS FORM, I HAVE/DID HAVE A REPRESENTATIVE OF THIS EVENT EXPLAINED, TO MY SATISFACTION, THE CONDITIONS OF THIS FORM, AND THE POSSIBLE REPERCUSSION(S) AND OR RAMIFICATION OF SIGNING THIS FORM AND ATTENDING THIS EVENT UNDER THE ABOVE MENTIONED CONDITIONS. I UNDERSTAND IN THE EVENT I AM NOT COMPLETELY SATISFIED WITH THE EXPLANATION OF THIS FORM PROVIDED, IT IS MY RIGHT, PRIOR TO THE SIGNING OF THIS FORM AND WITHIN TEN (10) MINUTES THEREAFTER, TO NOT PROVIDE MY SIGNATURE AND/OR DESTROY THIS FORM AFTER I HAVE SIGNED, RECEIVE A FULL REFUND AND NOT ATTEND THIS EVENT. I ATTEND THIS EVENT OF MY OWN FREE WILL, NO AGREEMENTS OR PROMISSES CONTRARY TO THESE TERMS HAVE BEEN STATED TO ME. IN ADDITION TO MY SIGNATURE BELOW, MY PRESENCE AT THIS AIRSOFT EVENT IS EVIDENT OF MY ACCEPTANCE OF THE ABOVE MENTIONED TERMS AND CONDITIONS. AFTER THE TEN (10) MINUTE GRACE PERIOD, NO REFUNDS WILL BE GIVEN UNDER ANY CIRCUMSTANCES.

Player Signature _____ Date _____ Printed Player Name _____

Legal Guardian (if applicable) _____ Printed Name of Legal Guardian (if applicable) _____