

THE ZONE

28 MARCH 2026
WAYNE'S WORLD OF PAINTBALL

MINDGAME
PRODUCTIONS

Welcome to the Zone

It is so quiet out here; it is the quietest place in the world.

---Stalker

On 26 April 1986 at 01:23am, reactor number four at the Chernobyl plant, near Pripyat in the Ukrainian SSR, exploded. Further explosions and fire sent a plume of highly radioactive fallout into the atmosphere. Four hundred times more fallout was released than had been by the atomic bombing of Hiroshima. The plume drifted over the western Soviet Union, Eastern Europe, Western Europe, Northern Europe, and eastern North America. Large areas in Ukraine, Belarus, and Russia were badly contaminated, resulting in the evacuation and resettlement of over 336,000 people.



The Zone of Alienation was established soon after the Chernobyl disaster in 1986, to prevent people from entering the heavily contaminated territory. The site of the disaster was divided into 4 concentric zones, amongst them the fourth (the nearest, within a radius of 30 km/19 mi) being the most dangerous.

In the following years, the Soviet Union established a series of highly classified, experimental research stations within **The Zone**. The Soviet, and later the Ukrainian military, gained valuable experience operating within a highly contaminated landscape. For the scientists, **The Zone** provided a vast area of utter seclusion for advanced, theoretical scientific far from prying eyes.

The full range of experiments taking place within **The Zone** remains unknown. Recovered journals and disjointed reports indicate research was conducted into alternative energy sources, remote mind control, proto-matter and other bleeding-edge science. No one knows what triggered the second incident, but the results were far more startling.

The Zone wants to be respected. Otherwise, it will punish.

---Stalker

The Second Incident

On April 13, 2006, 04:13 a.m., the area around Chernobyl was lit by a blinding light, painting the area with a red glow and sending out a rolling, roaring emission of noise and energy that ended all communication with the research stations. The Ukrainian government ordered an immediate quarantine of the area, the military shooting any violators on sight. 24/7 patrols of the perimeter became necessary.



Something changed inside **The Zone**... affecting the fundamental structure of space and time itself. Strange mutants were reported by patrols, that could not be accounted for simply by the effects of radiation on animal and human DNA. Pockets were discovered where physics behaved in strange and dangerous ways. These “anomalies” spawn strange otherworldly artifacts. Rare and incredibly valuable items of unknown origin, with powers inexplicable to science but offering keys to new understandings of the universe. These artifacts and the riches they fetch from scientists and collectors draw the Stalkers... who brave the dangers of The Zone to retrieve these artifacts.

The Zone is a unique airsoft experience drawn from the *STALKER* videogame series, inspired by the Russian film of the same name and the novel *Roadside Picnic*. For fans of the *STALKER* games, we have elected to use the “classic” *STALKER* setting of the first games circa 2008-2009.

Set in the contaminated wastelands of the Chernobyl Zone of Alienation, Ukrainian troops, paramilitary factions and lone stalkers fight to control or reveal the secrets of **The Zone**. Some follow orders of the government, with little knowledge or understanding of what they are guarding, others seek fortune through scavenging scraps of classified technology and strange, unearthly artifacts. **The Zone** is a grim and deadly place, full of radioactive pockets, unexplained anomalies, mutated horrors and ruthless killers. But it is said that within a man can find treasure beyond his wildest dreams...

Important Registration Notes

Cost for advance, online registration is \$40. Onsite registration is \$50. Pay attention to uniform requirements! Players under 18 should have waivers signed by a legal guardian and we ask that players under 15 years of age be accompanied by an adult player.



Factions and Uniforms

Mindgame Productions wants to create a unique atmosphere and dynamic for **The Zone**. To support this atmosphere and to be fair to players who are also excited about supporting this event, uniforms and faction limits WILL BE ENFORCED at this event. The event will have an "alternative milsim" vibe. Light role-play to help create the feel of **The Zone** and the *STALKER* setting is encouraged, but it will be a combat-heavy game.

Ensure you and your teammates are in the correct uniform. Several factions have a maximum capacity of players. Be sure you register and pay in advance to secure your place in a specific faction. Players are encouraged to bring gas masks, respirators, Geiger counters or any other props that you think would fit the role.

Army of the Ukraine

The Ukrainian military supposedly has **The Zone** contained to prevent the unauthorized entry and the looting of dangerous materials. They allegedly enforce this rule with a "Shoot-on-sight" declaration. Because of corruption within their ranks, they themselves are the reason why Stalkers can continue to operate, and why materials from **The Zone** trickle into the outside world. The Army is officially hostile to all Stalkers operating illegally within **The Zone**, unofficially they occasionally turn a blind eye to Duty, provided their mission goals do not conflict. Individual soldiers or small patrols have been known to let Stalkers slide by in exchange for bribes or artifacts, although soldiers caught doing this risk imprisonment or worse.

Uniforms – MultiCam, ATACs, Russian EMR, Flora, Berezka patterns



Duty

Duty was founded by former military expedition survivors and Stalkers concerned about the looming horrors of **The Zone**. They have a strict military code and operate in a military fashion, using ranks like Sergeant, Major, Captain, General, etc. Their goal is to contain and destroy the Zone, fearing it will spread to the outside world. They view **The Zone** as a dangerous cancer and they seek a way to excise it with blunt force by killing mutants, eliminating opposition, burning down and drowning mutant dens. They are neutral toward other **Zone** factions, save for the Bandits and their long-time nemesis: the Freedom faction. It is said that Duty has deep connections within the military, specifically Spetsnaz detachments within **The Zone**, although they treat regular grunts with contempt.

Uniform – Black (often with red/crimson accents)



Freedom

Freedom is a collection of anarchists, daredevils, and other Stalkers who believe in the right for free access to **The Zone**. Freedom believes that **The Zone** is a wonder given to all humanity. They are hostile to the ecologists exploiting **The Zone** for research. They openly oppose the Military, and their long-time rivals, Duty. The only interest of Freedom is to live and open **The Zone** as a museum for people outside of Chernobyl. Freedom believes that if ecologists leave **The Zone** from scientific research, **The Zone** will act friendly and peacefully.

Uniform – Woodland, Flecktarn, Woodland MARPAT, Alpenflage



Bandits

The Bandits are raiders and marauders of **The Zone**, ranging from petty thugs and gangsters to organized crime syndicates. Apart from Freedom, which treats them with marginal contempt, everyone hates the Bandits due to their nefarious acts of robbing and exploiting honest Stalkers. Most Bandits are unorganized and leaderless; there are only a few known Bandit leaders and camps, and even then, their groups are still chaotic, with underlings always trying to take control by overthrowing the previous leader. Their unit size is mediocre, and their equipment is cheap and shoddy; because of this they've adapted to a guerilla style of warfare, ambushing small groups with large numbers by camping in locations just off the normal paths.

Uniform – Mixed uniforms and civilian gear. Striped Tracksuits, Mixed tops and bottoms.



Neutral Stalkers (Loners)

Loners are a semi-unified group of Stalkers who brave **The Zone** for personal reasons. Most are drawn by the riches of **The Zone**, and do not pay attention to the other factions' in-fighting. Less scrupulous Loners may screw a brother over for a valuable Artifact or rich stash, but they generally support each other as fellow adventurers and frequently help each other when in trouble. Loners cooperate well with Freedom. Depending on their actions, Loners may see complications with the Military, and Duty if they become too overt in their collection and selling of Artifacts. Actions have consequences and if even a small number of Loners cross Duty or the Military too often, those factions may become hostile to all Loners. Loners distrust Bandits but some negotiations and cautious interactions are not unheard of. The line between Loner and Bandit may be few bad choices.

Uniform – Olive drab recommended, or mixed uniforms and civilian gear as described for Bandits above.



Monolith (NPC-Faction)

The Monolith is a semi-religious cult hostile to all but their own. Monolithians believe in the power of the Wish Granter, rumored to be an alien artifact hidden in the center of **The Zone**. Members of this faction devote their lives to protecting the Wish Granter and ensuring that no one ever reaches the center of **The Zone**. They appear to sometimes receive communication telepathically from an unknown consciousness and have been observed kneeling in a swaying, nodding trance before tall sculptures of garbage and refuse that are believed to represent the Wishbringer. They are fearless in combat, more than willing to lay down their lives to protect the deepest secrets of **The Zone**. The Monolith is an NPC faction in the game that may occasionally appear to threaten Stalkers or be present defending an artifact.

Uniform – Urban camouflage patterns, typically with green or black gear.



Life in the Zone

"I'm drunk right now. I'm celebrating, as you can see. I went into the Zone and came back alive and with money. It doesn't happen very often that people come back alive and even more rarely that they come back with money."

---Stalker

There are a few human settlements and camps where contaminant levels allow. The military tries to keep new Stalkers from entering **The Zone** but has been largely unsuccessful due to the size of the region and the dangers escalating further into its depths.

Currently considered the most dangerous place on the planet, it can be a paradise to low-lives and thieves escaping the law. It is a gold mine for treasure hunters seeking valuable and mysterious Artifacts. Artifacts are highly sought after by those traveling to deeper parts of **The Zone** as well as scientists wanting to study them for application in new technologies.

The life expectancy of one entering **The Zone** is extremely low. Any number of hazards could result in death at any moment. As such, constant patrol of the area is required and anyone or anything seen attempting to breach the quarantine should be shot on sight. It is also said that the quarantine goes both ways and the military is also there to prevent any individuals from leaving and bringing unknown dangers and contaminants into the world.

Artifacts

The appearance of Artifacts was documented after the Second Incident, mysterious objects with inexplicable properties; increasing stamina, increased radiation protection, faster healing are a few of the beneficial side-effects, while others convey a balance of positive and negative effects to humans in the immediate vicinity. These extra-dimensional Artifacts pose the potential of great scientific discoveries and potential benefits to mankind if their secrets can be unlocked. Their rarity and the dangers posed in recovering them from **The Zone** can command a small fortune from scientific organizations and wealthy collectors. The Ukrainian government wishes to control these artifacts and keep their existence a secret from the general public; as well as the existence and activities of the former research stations hidden in **The Zone** and potential events leading to the Second Incident.



Lesser Artifacts may occasionally be found in The Zone, particularly within Anomalies, but they are rare and hard to find. When the manifestation of a major Artifact is detected, recovery teams are swiftly dispatched to secure it before it falls into the hands of other Stalkers.

If a player carrying an artifact is shot on the field, he should drop the artifact on the ground where he falls. A friendly or hostile player can then recover it. Artifacts must be returned to a faction's basecamp or sold to the merchant for the reward money.

Missions and Rubles

The local currency is the Ukrainian ruble. Rubles are usually earned in missions to recover Artifacts or successful raids against enemy factions. Recovered Artifacts must be safely returned to the faction basecamp or sold to a merchant for a pay-out.

Rubles can purchase items from merchants to increase survival chances in **The Zone**, or for intelligence on upcoming Artifact raids. Some groups might demand rubles as bribes for safe passage, pay for hired guns to do a job or in various other ways. *Most players will use their rubles to purchase extra tickets for the raffle to increase their chances of taking away some real loot at the end of the day!*



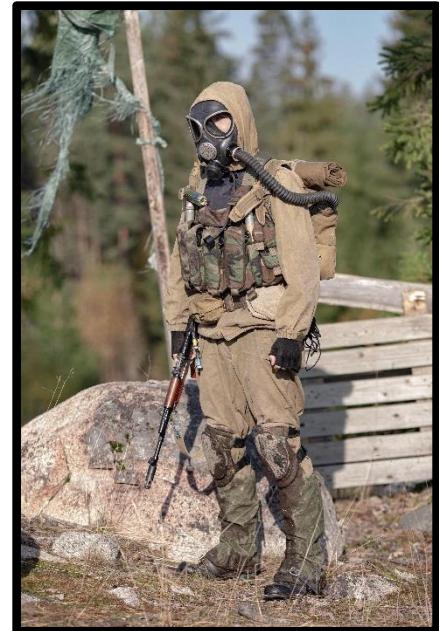
Military will be paid a *small* salary. Military earn rubles just by performing their job, patrolling **The Zone** and maintaining some checkpoints to minimize Stalker activity and the flow of Artifacts out of **The Zone**. Occasionally the Military will be assigned missions to raid a Stalker camp or to recover an Artifact for scientists. These will have extra payouts that can be distributed among members who performed the mission or to all military members as a bonus at the choice of the commander.

Duty seeks to prevent Artifacts from leaving **The Zone** and spreading its contagion outside its borders. They discourage Stalkers from penetrating too deeply into **The Zone** and awakening new horrors. Duty regularly conduct missions to recover Artifacts and deny them from other Stalkers and are occasionally ordered to raid a Freedom or Bandit encampment. Payout for Artifacts will be received when it is safely secured at the Duty basecamp and at the successful conclusion of combat missions. Rubles will be distributed among members performing the mission or to all Duty members at the choice of the commander.

Freedom believes the dangers of **The Zone** hold great wonders to benefit mankind and they have a network of collectors and scientists on the outside eager to pay for them. Freedom regularly conducts missions to recover Artifacts and occasionally may raid a Duty or Bandit encampment. Payout for Artifacts will be received when it is safely secured at the Freedom basecamp and at the successful conclusion of combat missions. Rubles will be distributed among members performing the mission or to all Freedom members at the choice of the commander.

Bandits are more disorganized and usually split into smaller gangs. Bandits rarely mount large Artifact recovery missions like Duty, Freedom or even the Military. They are not likely to raid faction basecamps unless they know something valuable is kept there and it seems lightly protected. But Bandits eagerly let other factions and Stalkers do the difficult work and then try to sweep in for an easy score. They can employ scouts reporting via radio on the results of factions conducting Artifact raid missions to identify victors and the route they may be taking, then set up an ambush to take the Artifact. Bandits are not popular in **The Zone**. If Bandits recover an Artifact, they'll need to sell it to the merchant. Don't expect as large of a payout for the Artifact as the Military, Duty, or Freedom will receive on mission completion. Those groups have their own financial backers and networks for moving, researching, or disposing of Artifacts. The merchant will take his cut to broker the deal. On the bright side, you probably won't have as many Bandits to split the loot between as one of the larger factions.

Loners have a tough life in **The Zone**, but have the potential of earning massive wealth. They can learn details of upcoming Artifact raids and either band together with other Loners to assemble a larger unit to take it by brute force, or they can go solo or with a couple other Loners to try and move swiftly and quietly to recover the Artifact on their own while the larger factions are moving to the objective or fighting with each other. As with Bandits, Loners who recover Artifacts on their own will need to sell it through the merchant, who will take a large cut of the reward, but if only a small group of Loners are splitting the reward, it could still be a significant payout for the risk they are taking.



Dangers of the Zone

Enemy factions are far from the only danger found in **The Zone**. Radiation, Anomalies, dangerous mutants... are a few of the threats that Stalkers must contend with.

Anomalies – The mysterious extradimensional Artifacts are born in the heart of Anomalies, but recovering them is a dangerous proposition. The second incident shattered local reality and created these local space-time pockets defying normal physics... gravity vortices, singularities, flame jets and other lethal traps to snare the unwary. Widespread and local energy emissions periodically hit **The Zone**, generating new Artifacts inside of anomalies. Occasionally a bold Stalker may be lucky enough to find a lesser Artifact inside an Anomaly, but the scientists have become better at detecting major Artifact manifestations and deploy teams of Stalkers to recover many of the most powerful ones soon after they appear.



Traversing them will take time and effort. Crossing into anomalies without the correct protection and procedures results instant player death. No revival and you'll owe us time as a Zombie. You are here for the STALKER experience, Don't cheat.



Players will be given a bolt tied to 8 feet of string at check in. You must keep this bolt as its ESSENTIAL TO CROSS ANOMALY FIELDS. Players loop one end to their gear. They then toss the bolt forward and they may cross to it. Repeat the process to cross the anomaly fields.

Players may also purchase an Anomaly Detector in game with in-game currency. This allows them to WALK with a sidearm through the anomaly field without using a bolt. DETECTOR

USERS MUST STOP EVERY FEW STEPS AND "SCAN" WITH THE DETECTOR! Players can also purchase one in real life from Etsy or have one 3d Printed. These personally owned detectors cannot be looted.

Yellow- Anomaly Fields

You may ONLY traverse these with the bolt and string or detector equipped.

Red- Anomaly Fields and Psi Rad zones.

You may step ONLY into these with your bolt, or detector out, and a gas mask equipped to investigate an anomaly or complete quest tasks YOU MAY NOT PASS THROUGH THESE without a gas mask or you are killed and are now a Zombie.

Even a bolt or detector are not full-proof. If the player steps into a deadly section of the anomaly, and you'll know it if it happens, the player should wait until his teammates have left the area and then spend a short period of time as a Zombie.

Mutants – Some of the darkest regions of **The Zone** are the haunts of mutants. These are rumored to be surviving remnants of horrific experiments conducted prior to the second incident, animals and even humans twisted by strange science and further altered by the energy emissions sweeping **The Zone**. Some rely on brute savagery, while others possess powerful psi abilities to blast their foes. They are not commonly encountered, but mutants can be extremely dangerous.

Snorks are gibbering mutated former workers and military members from the earliest expeditions. They run crouched with a distinctive gas mask that have grown into their face. They are completely feral and savage. If one touches a player, they are immediately down and bleeding out. Shotguns can kill them, rifles and pistols can drive them off.



Bloodsuckers run fast, are hard to see and incredibly tough to kill. If they touch you, you are dead. They will use their appendages to drink your blood. Rifle fire may cause them to retreat, but repeated shotgun hits are required to put one down.

Controllers are slow, Plodding and impervious to gun fire. Though incredibly rare, they emit a psychic noise that shreds the human mind. Any player within earshot of the noise the controller makes MUST go to their knees, act disoriented and cease shooting or fire. They may attempt to crawl and break line of sight and run. The Controller can only be killed with repeated shotgun blasts. Rifle fire may cause them to retreat.

Important note: Shotguns are required to kill mutants. Fire from rifles, pistols or LMGs may cause them with retreat. During the game, please fire your AEGs and gas guns AROUND mutants. At the ground or air near them to possibly drive them off. Please try to limit fire directly at the mutants to shotgun fire only.



Zombies – Considered by many Stalkers as a fate worse than death; pockets of psi energy, the psychic domination of Controller mutants or the legendary power of the Brain Scorcher deep in the Red Forest can wipe the minds of humans and turn them into aggressive, shambling zombies. Probably one of the lesser dangers of The Zone, zombies can still prove lethal if a Stalkers comes upon them unexpectedly or encounters them in greater numbers.

Players who die in an Anomaly or are killed and tagged out by Monolith are requested to spend a little time as Zombies to add some additional color and danger to The Zone. Wait until the living players have left the area, do a time check or set your phone alarm for fifteen minutes and begin roaming as a Zombie. Walk in the direction of known basecamps or head toward the sound of gunfire in the forest. When encountering other players, advance slowly toward them in a shambling gait, groaning and firing intermittent shots from the hip. Zombies are not accurate, only fire your weapon from the hip, but they can be tough to kill. When shot, take a knee for 30 seconds, then rise and begin shuffling forward again. After you have been shot three times, or your 15-minute alarm sounds, you can return to your faction basecamp or a nearby respawn area and re-enter the game.

Chrono Procedures

Take your weapons, INCLUDING back up weapons or ‘emergency’ weapons, to the Chrono station. Go through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates.

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

- 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



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.

HPA weapons should have tournament locks on their gas regulators.

Waivers

New waivers are required for 1 March 2026 to 28 Feb 2027. Please complete your 2026-2027 waivers online in advance by going to <https://waiver.smartwaiver.com/w/62267eebc893d/web/>

Restricted Full Auto

Fully automatic fire is limited to support weapons (SAWs and SMGs). Assault rifles and SMGs are limited to semi-automatic fire only. (This is typical of many mil-sim games to elevate value of support weapons)

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**.

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 firefight, 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.



Not a support weapon



Communications

Radio Channels are:

Radio Nets	FRS/ GMRS	UHF Freq	Radio Nets	FRS/ GMRS	UHF Freq
Monolith	1	462.5625	Freedom	7	462.7125
-	2	462.5875	-	8	467.5625
Military	3	462.6125	Bandits	9	467.5875
-	4	462.6375	-	10	467.6125
Duty	5	462.6625	Loners	11	467.6375
-	6	462.6875	-	12	467.6625
-	GMRS 1	462.5500	-	GMRS 5	462.6500
-	GMRS 2	462.5750	-	GMRS 6	462.6750
-	GMRS 3	462.6000	-	GMRS 7	462.7000
-	GMRS 4	462.6250	-	GMRS 8	462.7250
Admin Net	13	467.6875			

A frequency is a measured radio wavelength, while channels are short-hand numbers arbitrarily assigned to a frequency by manufacturers. FRS radios are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically set aside for low-power, civilian radio chatter. Many programmable radios made overseas, such as BaoFengs, come with programmed frequencies which have been assigned channel numbers by their manufacturer. There is no guarantee, however, that the channel not sold as a dedicated FRS/GMRS radio will have the same programmed configuration as an FRS radio. An out of the box BaoFeng on “BaoFeng channel 3” is on a different frequency than FRS channel 3!

These sample instructions are for a BaoFeng UV5R, one of the most common models.

- Switch your BaoFeng from Channel Mode to Frequency mode by pressing the orange button on the front labelled “VFO/MR”. That toggles between pre-programmed channels and entering specific frequencies.
- Listed in the chart above are the **FRS** channels and the actual frequencies for those channels.
- If you want to speak with an FRS radio on channel 7, set the BaoFeng frequency 462.712.
- Consider using the Lock/Unlock key on the bottom left of the keypad. There is a key symbol on it. This will lock in the current freq or channel to prevent it being changed by accidentally pressing a button.



Stalker PDAs

A feature of the STALKER game we were interested in simulating were the use of personal digital assistants (PDAs) carried by many Stalkers via player smart phones. We always encourage the download of the event map that can be kept handy on a phone.

For the game we will also establish a Discord channel for optional use in game. This can be an alternative to radio communication, if Stalkers want to post requests for assistance on a mission, calls for support, warnings about military patrols or a mutant den, and other notifications that can be received by other Stalkers. <https://discord.gg/mr5kc7e4>

Timeline

Saturday, February XX

- 0700 - Gates open.
- 0745 – Chrono and Registration desk open.
- 0915 – Briefing
- 0930 – Planned game start
- 1300 – Lunch
- 1730 – (Approximately) ENDEX

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



Wayne's World of Paintball

4841 S. Pine Street

Ocala, Florida 34480

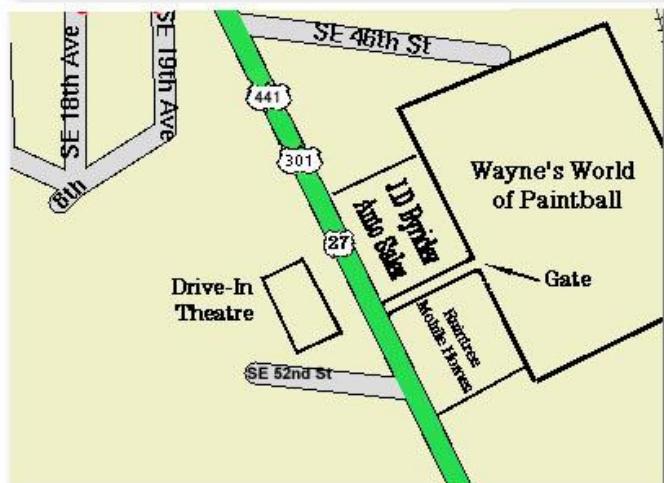
Field Location

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 Hwy. 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

There are numerous hotel options in the area, averaging in price from approximately \$75 a night upwards. Be sure to check the hotel's proximity to the field to help get an early start in the morning and definitely see if the property has a breakfast option.

Camping onsite is available in the parking lot area.



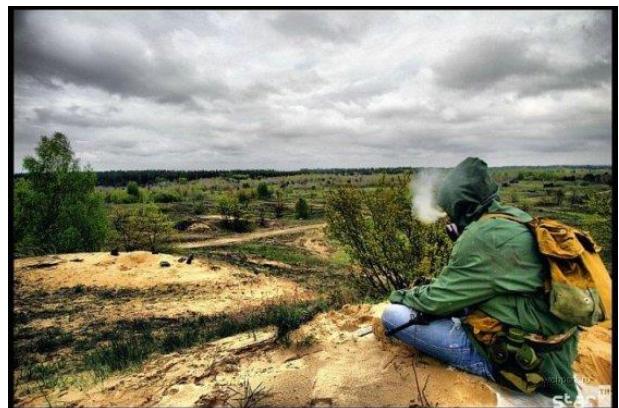
LUKOIL **ЛУКОЙЛ**

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



Additional Event Notes

We will take a lunch break at approximately 1300hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break. The game is planned to run until approximately 1830 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 The Zone

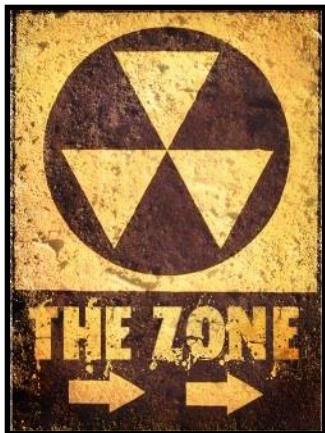
- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other backpack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog

- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- The Zone Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad, and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last-minute items to be found in time.

MindGame Productions 2026 Event Rules



General

- We reserve the right to expel 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 is 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 always kept on person.

Weapon Rules

- RIFLE / SMG - OK < 400 fps with 0.20g BBs (10' MED)
- DMR – OK < 450 fps with 0.20g BBs (50' MED, physically locked to semi)
- Support – OK < 450 fps with 0.20g BBs (50' MED, no firing indoors)
- Sniper – OK < 550 fps with 0.20g BBs (100' MED, 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. Look 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
- All players need to watch for brushfires and immediately call a cease fire to extinguish