

Operation Zodiac Game Rules

Most details are covered in the player pack but this is a brief overview of what you need to know. Please be aware that due to circumstances beyond our control the game schedule has changed from previous information.

The location:

A former Yugoslavian military base that saw active fighting during the war, Lastovo since 2006 has been a protected nature park and we are extremely lucky to get permission to play here. The military base was abandoned in the early 1990's and many buildings have been left for nature to reclaim.

We will assemble at Ubli Harbour for game start, exact times will be posted on the Operation Zodiac FB page.

Disclaimer:

Every player must fill out a registration form before starting the event.

You must be extra careful when playing, especially around cliffs and buildings, some areas may be unsafe to enter and you will be made aware of these before you play. There are strictly no naked flames when on the site, this means no pyro technics and all cigarettes must be extinguished properly and butts taken with you! Not flicked into the undergrowth, forest fires are a serious risk.

Hydrate when playing and take a radio if you have one, mobile signal is poor and there are many signal dead areas.

Chrono limit:

280 FPS top limit – any marker found constantly reading between 280 – 300 will result in your team bands being removed and you will be asked to leave the game and re-chrono before joining again.

Any player firing consistently over 300 FPS will result in an instant ban for the day.

Random chrono checks will be performed, you will be asked to fire 5 shots over the chrono and an average will be taken, so regularly check your marker, especially if you have a pistol with CO2 that may be impacted by heat. We are not picking on anyone, we just have to ensure everyone is safe.

Red or blue tape will be applied to your barrel when you have completed a successful chrono check.

Fire modes:

Semi only, no burst or full auto allowed, some areas are close quarters, especially in buildings and tunnels

No drum mags or loaders over 15 round capacity, non magfed pump or markers with stick feed, gravity loaders within the capacity are allowed.

Paint:

This game is site paint only, which will be a clear fill made for the game by GI. We cannot make a mess or mark buildings etc with coloured paint.

Paint cost is 15 euros for a bag of 500, please buy these at registration. We have a very limited supply so more may not be available from what has been pre-ordered. Sorry no refunds on paint sold, please check your bags before taking them away.

If you have .43 caliber pistols, please let us know, we will allow you to bring your own powder or clear balls, but you need to check with staff before, no coloured paint.

First Strike rounds: Due to the plastic construction of first strike and coloured fill, they are not allowed to be used.

Game Rules

Eliminations:

Due to the nature of clear fill, it is almost impossible for the marshal staff to 100% confirm a direct hit, for this reason we will ask you all to play honorably and count any direct hit, even those that bounce and do not break on impact to count as an elimination.

Numbers of eliminated players do not count towards scores.

If you are hit, put your hand up, shout "HIT" or "OUT" and leave the area as quickly as possible. Keep your hand or gun raised with a barrel sock or bung in place if you are able. This will signify that you are an eliminated player.

Eliminated players cannot communicate with any other player until they are back at the dedicated spawn point.

Any player walking in a live game area with gun or hand lowered will be considered a live player, you have been warned.

When walking out of tunnels, be vocal that a dead player is coming through, please allow dead players to exit areas safely.

Blind firing:

Please do not shoot through doors, windows or around corners if you cannot see the target.

Surrender rule:

Some areas can be close quarters, if you are point blank to a player please respect other players and use a surrender if you are able to do so. You can only surrender a player if you have a complete paintball marker in use. You can only surrender one opponent at a time. Just be sensible and be safe. If you have no choice, please shoot a player in the pack or vest, not head or fleshy bits!

Spawns:

Spawn points cannot be captured, if a spawn point is overrun, they will be moved back by marshals. Please do not deliberately shoot into a spawn point or shoot players around a spawn points. Capturing a spawn gives no extra points, spawn points can and may move. Please keep the game flowing and objectives in mind.

Props:

Please do not move or hide any props or artifacts that are meant for the opposing team, you may only move your team colour props.

Indoors:

Do not shut, lock or otherwise barricade doors, windows or entry / exit points to tunnels or buildings. Do not enter any tunnel systems unless you have a working flashlight. Some buildings will be tapped off with red and white tape, do not use these as the floors will be unsafe and may give way.

Outdoors:

Be aware of where you are going at all times, do not take shortcuts or unnecessary risks off main paths or game areas, there are many unsafe cliffs and hidden metal, barbed wire etc, we do not recommend you run through any area where the ground is obscured or jump over walls where you do not know what is on the other side!

Marshals:

Please do not argue with any game staff, they can see things you may not be aware of or ask you to move away from an area for your own safety. Any threatening behavior towards staff will be dealt with. Marshals will endeavor not to give away player positions.

Photographers:

Please do not shoot at any photographer or drone equipment being used. Photographers will try not to give away player any positions, please do not use photographers as mobile bunkers to hide behind.

GAME SCHEDULE

Thursday: Registration, gun check and chrono

11:00: Start gathering at port.

11:30 - 12:30 - Info brief and check in.

16:30 - 18:30 Chrono guns and tech / air time at the campsite

Friday: Phase one The Tunnels

07:30: Chronograph and air stations open. Prepare equipment.

08:00: Chronograph and air stations close. Morning brief for teams.

08:30: Move to start locations.

09:30: Game starts. Reds attack; Blues defend the beach and tunnels. 3 hour game

13:00: Break for lunch.

14:30: Game starts. Blues attack; Reds defend the beach and tunnels. 3 hour game

18:00: Game over.

19:00: Debrief at campsite.

Saturday: Phase two The Compound

07:30: Chronograph and air stations open. Prepare equipment.

08:00: Chronograph and air stations close. Morning brief for teams.

08:30: Move to start locations.

09:30: Game starts. Blues attack; Reds defend the village. 3 hour game

13:00: break for lunch.

14:30: Game starts. Reds attack; Blues defend the village. 3 hour game

18:00: Game over.

19:00: Players meet in the camp site for a drink and de-brief.

Operation Zodiac Registration Form

To be completed in full, please read the following, and then complete the form in block capitals:

I

Players Name

Agree to participate in the paintball event entirely at my own risk, I recognise that there may be hazards in the game area, such as fallen branches, sharp objects, holes, trip hazards, running water and that paintball pellets can bruise or cut the skin. I confirm that Operation Zodiac or Paintball Magazine shall not be liable for any loss or damage, cost or expenses arising from my attendance, which was not reasonably foreseeable by the operator on the date of attendance at the location, except in the respect of death or personal injury resulting from an act or omission on the part of the operator, recorded in it and signed by the injured person or their representative. I understand that all equipment the player brings and any vehicles used are at the owners risk. I understand that any paintballs purchased during the event are my responsibility from the time of purchase and are non-refundable; Operation Zodiac or Paintball Magazine shall not be responsible for replacing any paintballs that might become lost, stolen, dropped or accidentally damaged. I understand that I may be shot anyone in the head or face, or at a distance of less than 6 feet. That I will wear my goggles (mask) and will not attempt to lift or remove them whilst in the playing, and that I will obey all reasonable requests of Operation Zodiac or Paintball Magazine personnel. It is my responsibility to ensure that any paintball mask is fitted correctly and suitable for game play. If in any doubt about any equipment I will immediately seek advice from a member of staff. Under no circumstances will I participate in the paintball event if my mask is not held firmly against my face at all times. **I accept that if I should lift or remove my goggles (mask) at any time when in the game I do so at my own risk and have been advised not to do so.** Only paintball supplied by Operation Zodiac or Paintball Magazine can be used unless expressly agreed by event staff.

Please cross this box to accept the terms

Medical Disclaimer

I confirm that I believe myself to be physically fit and able to participate in the paintball activities. I recognise that the games may require a high level of exertion. Please declare any illnesses such as asthma, heart disease etc., as they may be aggravated by playing paintball. Please insure any medication is kept on you if needed (inhalers, pills or hay fever tablets).

Media Disclaimer

I confirm that I am aware that still photography and video media will be taken of the event and can be used for promotional purposes by Operation Zodiac, Paintball Magazine and associated parties.

PLEASE COMPLETE IN BLOCK CAPITALS

Date of birth:
Telephone number:
Email:
Address:

Signature

Date