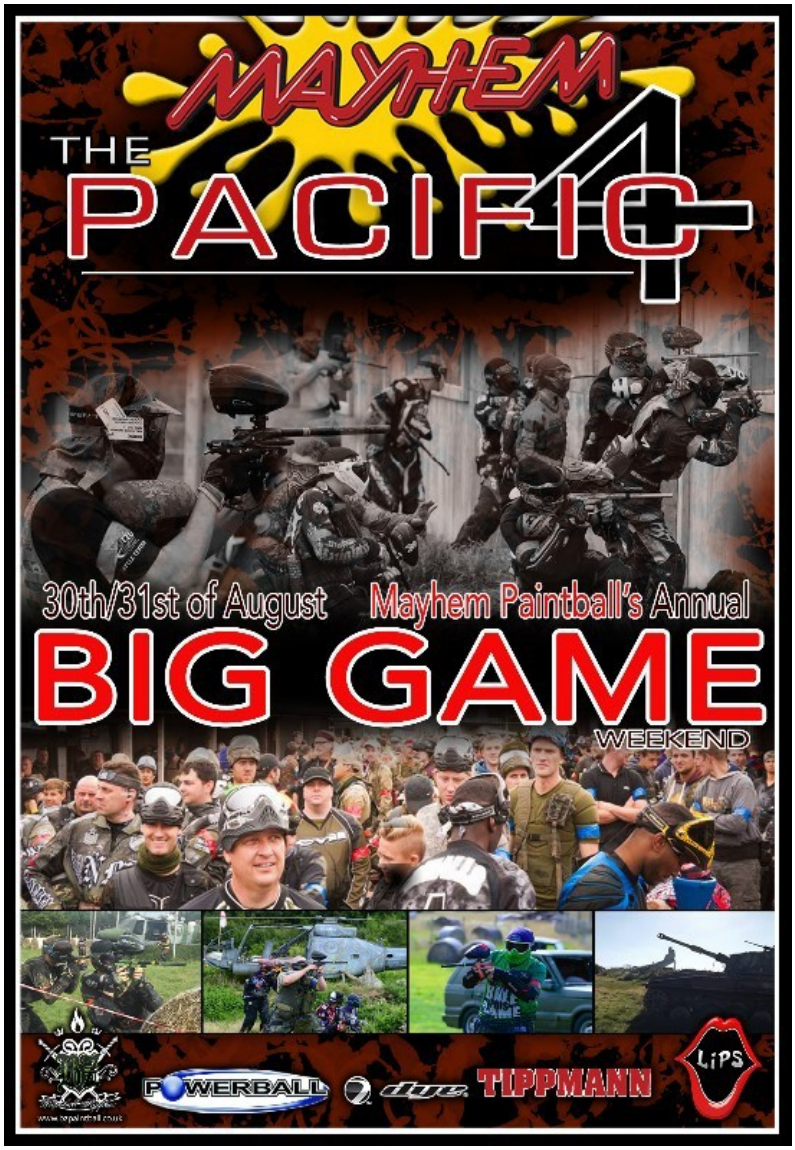


The Scenario

April 1945, The Battle for Okinawa, only 340 mi away from the Japanese mainland was home to the bloodiest battle fought in the Pacific Theatre. After a long campaign of Island hopping the Allies planned to use Okinawa as a base for air operations for the planned invasion of the Japanese mainland. What followed was an 82 day long battle with an estimated 200,000 casualties in total with the Japanese referring to the battle as 'rain of steel'.

The close proximity of Okinawa to the Japanese mainland has caused the Japanese defenders to fight with renewed vigour as they fight and die in the defence of their home, while the Allied forces fight with grim determination to put an end to the war. The Allies increasing air power in the pacific has allowed the Allied commanders to use devastating airstrikes on the Japanese forces, who have responded in kind with ever increasing use of Kamikaze attacks and daring raids on allied positions.

The successful Invasion or Defence of the Islands will determine whether or not the war shall continue to rage costing countless more lives or put an end to 6 years of bloody fighting. Both sides understand that victory at Okinawa will have vital benefits to their war efforts and that the Airfield, fuel depots and radar stations must be assaulted or defended as the outcome of the War and their lives depends on it.

Index page

Main page ……1
Index……2
In brief……3
The Teams……3
Registration……3
Rental Gear……3
Bottle Checking……4
Gun Teching……4
Video/Camera Men.....4
Re-Spawns……4
Forward entry/exit points.....5
Air Stations……5
Missions and Objectives.....5
Pyrotechnics……5
Airstrikes……5
General Game Rules……5
Emergency Procedure……6
Safe Areas.....6
Hotel……6
Camping……7
Food and Drink…….7
Friday……7
Saturday……7
Timetable of Events……8
Directions……9
Central Line……9
Our Address……9
Telephone Numbers……9

Mayhem Paintball Presents:

Mayhem Big Game 2014 – The Pacific 4

In brief

This is a weekend event running on Saturday the 30th of August and Sunday the 31st of August. Camping is available on the Friday, Saturday and Sunday evenings.

On the Friday, players are invited to arrive at 12:00 to set up camp, registration will be open on the Friday from 12:00-18:00. On the Saturday, registration will be open 10:00-19:00. On the Saturday, games will begin at 11:00 and run until 16:00. Between 16:00 and 17:30 all paintball will stop so that players will be able to walk the field. Evening games will then run from 17:30 until around 21:30.

Registration will open at 7:00 on the Sunday morning.
The Sunday will be split into two halves, morning and afternoon, with a 45minute lunch break at 12:30.

The final battle will finish at 16:00 and will be followed by prize giving.

The Teams

All players will be issued with a numbered wristband and be banded either blue or red coloured armbands. All players have to wear their armbands in clear view at all times, as this will identify which side you are playing on.
All players are also required to wear their wristband throughout the day as this indicates that you have registered and are therefore insured to play at this event.
The team colours are as follows: Americans/Allies = Blue and Japanese/Axis = Red
Costumes can be worn but you will still be required to wear your wristband and armband tape at all times. A prize will be awarded after the initial game briefing for the player to be judged the 'best dressed' by the Mayhem team.

Registration

Opening Times
Friday: 12:00 – 18:00
Saturday: 10:00 – 20:00
Sunday: 07:00 – 10:00

All players must register to play.
Please bring a printed copy of your purchase confirmation for your event ticket if you booked online. All those who booked over the phone, please just turn up and inform the booking in staff what name you booked under. This will speed up the registration process. When you register you will be provided with a numbered wristband which must be worn at all times.

Rental Gear

Players who are renting playing gear will be issued with a rental player's pass. Please take this to the Mayhem Tech Stand to retrieve your marker for the weekend. You will be issued your overalls, pack and goggles when you book in.

Bottle Checking

All air bottles must be checked prior to use on site. Bottles will be checked to ensure that they are within test date, of good condition and have two burst disks. Bottles found to be substandard will be retained by the event staff until after the event has finished when they will be returned to the owner. This is to ensure that substandard bottles are not used accidentally during the event. Bottles can be checked at any of the tech booths.

Gun Teching

It is strongly advised all players check their markers well in advance of any paintball events that they attend!

This year, all major brands are represented on their own respective tech stands.

Dye Stand: Dye/Proto Markers
Tippmann Stand: Tippmann Markers
Planet Eclipse Stand: Planet Eclipse Markers
GOG Tech Stand: Smart Parts/GOG Markers
KEE/Mayhem Tech Stand: Empire/Invert/BT/Rental

Video/Camera Men

Throughout the Mayhem Big Game, we will be having an extensive film and camera crew who will be capturing still and video footage of the event. The crew will be filming live paintball action and also interviewing players. Please cooperate with them as much as possible, and bear in mind they will be using expensive equipment so please mind your paint! We are hoping to create a video that will blow you away.

Re-Spawns

You are eliminated from the game when hit by a paintball that bursts upon you or any part of your equipment. You must give a clear indication that you are 'out' by raising your marker and spare hand in the air immediately and move quickly away from the area. Remember – dead men don't talk!
You must then re-spawn in order to re-enter the game, to do this you must head back to the base you started at:

Team starting at the landing craft must respawn at their backline (or mobile respawn point) between the landing crafts and the barricade wood deadzone
Team starting in tank convoy must respawn at their backline (or mobile respawn point) between the coach and the mini-bus in Radar.

Each team will also have mobile respawn points, where you may respawn if you have been eliminated. A mobile respawn point will be carried by a marshal and be clearly marked with a St George's flag. These respawn points will be mobile and will move around throughout the day.

Forward entry/exit points

When entering the game, initially all players will start at the back line. When leaving the field, there will be various exit points, that are clearly marked. If you cannot find an entry/exit, please ask a marshal who will point you in the right direction.

Air Stations

We are delighted to announce that we have secured the services of HPAC for the Mayhem Big Game once again so will be offering 4500psi fills, as well as 3000psi fills across the whole weekend.

Missions and Objectives

Exact missions and objectives will be revealed to each teams generals in the week prior to the game, and will be available in each base on the Sunday. Missions will be under time constraints and will be heavily focused on natural resources. Keep an eye out for:

- Water Containers
- Fuel Containers
- Ration Packs
- Ammunition Dumps

Pyrotechnics

Unfortunately due to the huge fire risk, absolutely no pyrotechnics will be allowed on site by use of players. We will however be using controlled pyrotechnics for a number of missions and objectives throughout the games on the Saturday and Sunday events.

Airstrikes

Airstrikes are going to be a support option available to generals in trade for points that they have accumulated in other missions throughout the day, air strikes will be marked with marshals surrounding a designated point and setting off smoke grenades. If you come into contact with this smoke, you are eliminated from the game and must return to your teams dedicated respawn point.

General Game Rules

Goggles must be worn at all times in game areas.
Barrel socks must be in place before entry into the safe areas.
280 fps.
No wiping.
No overshooting.
No full-auto or burst firing mode
Ramping allowed: 15bps
Event paint only.
No pyrotechnics.
No First Strike.
No abusive language.

Respect staff and fellow players at all times.
Dead men don't talk.
No blind firing.
No hiding of team ID colours.
You must have a witnessed chrono check before playing.
You must have your bottle checked before playing.
Marshalls decisions are final.

An elimination is deemed as any shot that breaks on you or any part your equipment. You must not shoot at or talk to any live players once you are eliminated.

Mayhem reserve the right to remove players from the game with no recompense. The Event Coordinator's decision in such instances will be final.

Emergency Procedure

Six loud whistle blasts will indicate a medical emergency.
If you hear this emergency alarm, you MUST STOP playing immediately. Make your marker safe and apply your barrel sock. Do not move position until instructed to do so by an event marshal.
The First Aid station for this event is located within the main safe area and clearly indicated with signs containing a green cross. Please come to the First Aid station should you require any minor medical attention. If immediate medical attention is required, please contact the emergency services.

Safe Areas

There are dedicated safe areas on the field, where you can go in, take off your goggles, clean them and get a drink of water. Please ensure your marker is left outside the safe area with your barrel sock applied. To use the safe area you must call a marshal over, to stand by the entrance, and the safe area must be away from the line of play. If the line of play moves whilst the game is on, any players will be moved to their own skirmish line. No tactical advantages can be made from using a safe area.

Hotel

Our normal hotel the Prince Regent Hotel in Chigwell is now fully booked for the Mayhem Big Game 2014, but we have secured the same deal at the Bell Hotel in Epping, which is a 10 minute drive from the site.

Quote 'Mayhem Big Game' when booking for over 40% off their normal rate and pay only £35pp based on two sharing.

Bell Hotel
High Rd,
Epping,
Essex
CM16 4DG
Email: reservations@bellepping.co.uk
Tel: 01992 573138

The Prince Regent Hotel - Chigwell
Manor Road
Chigwell, London
IG8 8AE
Tel: 0208 505 9966
Email: princeregent@menzieshotels.co.uk

Camping

Camping is permitted on the Friday, Saturday and Sunday nights. As there are residential properties and commercial agricultural premises in the immediate vicinity, we insist that all campers respect the sites neighbours. Absolutely **NO** pyrotechnics or dry firing in the camp area. Please keep noise to a reasonable level. Any campers who do not respect the privacy of the local inhabitants will be ejected from the site and will not be permitted to play on the Sunday. No refunds will be issued in such circumstances.
Please ensure that you leave the campsite in the same condition that you found it. Please bag up all your litter. All BBQ's must be raised off of the ground.

Food & Drink

Food and drink will be available from 2pm Saturday and throughout the day on the Sunday from our on-site vendors. Players are welcome to bring their own food/drink From 17:00 until late on the Saturday and all day on the Sunday, the bar will be open selling a good variety of beers, spirits and soft drinks,

Friday

Players are welcome to arrive at site on the Friday but we ask you to try and stick to the campsite as much as possible until registration opens (12:00-18:00) as we will have rental customers on-site.

Saturday

Games will begin from 11:00 on the Saturday and run through to 16:00. When notice is given, players are welcome to walk the field (approximately after 16:15) but are advised to take goggles with them. Evening games will start at 17:30. Please ensure all Saturday players fill your bottles at the end of the games to ensure unnecessary waiting times for filling your bottle on the Sunday morning.

Timetable of events

Friday 29th August

12:00: Campsite opens
12:00 – 18:00: Registration opens
(If there's enough interest, we will run games on the Friday!)

Saturday 30th August

10:00: Registration Opens
11:00: Trade Stands Open
11:00 - 12:30: Sup-Air Rolling Games with London Nexus
12:00 - 16:00: Mag-fed Rolling Games with Warfighters! Free Tippmann Mag-Fed Gun Rentals!
12:00 - 13:30: Tippmann Quickdraw Challenge on COD Town
12:30 - 14:00: Sup-Air Rolling Games with PB Religion
14:00 - 16:00: Band of Brothers Part 1: D-Day Game
16:00: Afternoon games end
16:15 - 17:15: Field walk begins (all games stop)
17:30: Evening games begin
17:30 - 19:00: Band of Brothers Part 2: Siege of Bastogne
17:30 - 20:30: Urban Rolling Games
17:30 - 20:30: Sup-Air Rolling Games
19:30 - 21:00: Dye Tactical Big Game
21:00: All games end - Players party starts: Bar, Rodeo Bull and more inflatables action!

Sunday 31st of August

07:00 Registration opens, Chronograph stations available for setting up
07 :30 Chronograph stations open for witnessed testing
08:40 Registration closes, Chronograph stations close
08:45 Game briefing starts
09:35 Field entry gate opens; all players take to the field and are escorted to their start points
09:55 Field entry gate closes for 20 minutes, any players not on the game field at this point will have to wait for insertion at 10:15
10:00 Game start
10:15 Field entry gate re-opens
12:30 Lunch
13:15 Game restarts
13:30 Field entry gate re-opens
15:45 Game Over
16:00 Final score, Prize Giving, Raffle

Monday 1st of September

15:00 Campsite closes

Directions

From the Dartford tunnel

Come off the M25 at junction 29 and turn left on to the A127 heading for Romford. Stay on the A127 for 5 miles (don't go on the flyover) until a roundabout called Gallows Corner. Take the third exit (up Straight Road) and go straight over the mini roundabout. Past the first set of traffic lights there is set of staggered traffic lights at the end of the road. Go right at the first set and then go 40 metres to the next set and take a left, up the Broxhill Road (this is a narrow road). At the end of this road there is a village green and church in front of you - take a right turn on to the B175 to Abridge and Ongar. Go past the Royal Oak pub on your right then the rabbits on your right and soon you come to a roundabout where you turn left on to the A113 for Abridge. We are 1 mile on the left past the airfield. Turn in to the Patch Park Garden Centre. Carry on up a private road for 500 metres where you will come to the Mayhem car park.

From central London or the North Circular

Head for the M11. Come off the M11 at junction 5 (Loughton). At the end of the slip road turn right under the motorway and go 500 metres to a small roundabout. Turn left at the roundabout on to the A113 heading for Abridge and Ongar. 1 and a half miles past Abridge is Patch Park Garden Centre with green railiings. Turn right in to the second entrance and go up a private road through the garden centre for 500 metres where you will come to the Mayhem car park.

From M25 west bound heading towards junction 26 (Waltham Abbey)

Come off the slip road to the roundabout and turn right under the motorway. At the second roundabout take the second exit for the B172 to Theydon-Bois and Abridge. Stay on the winding road through the forest and go straight through Theydon-Bois. Cross the humpback bridge and turn left at the T-junction towards Ongar on the A113. 1 and a half miles past Abridge is Patch Park Garden Centre with green railings. Turn right in to the second entrance through the garden centre and go up a private road for 500 metres and you will come to the Mayhem car park.

Central Line

FREE PICK UP FROM THEYDON BOIS!

Mayhem Paintball offer a free collection service from the Theydon Bois underground station. Just give us a call when you are two stops before Theydon Bois station and we'll come and pick you up.

Our Address

Mayhem Paintball, Pryors Farm, Patch Park, Abridge, Essex RM4 1AA
Use door number 158 and RM4 1AA for SatNav addresses

Telephone Numbers

01708 688517 or 0207 6005030