

## **Riftwalkers: Explore, survive, escape - 2026: Wasaga Paintball Big Game Rules – You should read these. Seriously. Read them.**

**GAME TIME:** The game will start at 10:00 am and ends at 5:00 PM. Pre-game briefing will be at 9:00 in the staging area. Prize draws will occur at 5:30pm for anyone who participated in the game and filled out a legible waiver (you must be present to win). No planned breaks are scheduled. Eat, drink, and get paint & air on the run.

**GAME HALTS:** At 13:00 the game will be halted for 15 minutes while the teams swap bases. At 15:45 the game will be halted to reorganize for the final battle. The last mission will be at 15:00 and the last loot drop will be at 15:30.

**GAME DIRECTORS:** Dave "RandomDave" Kratky and Jarrett "NoCoolNickname" Bissonette. Directors have 15+ years of Wasaga Big Game experience) and are in the staging area at the Director's Stage. They are responsible for the pre-game briefing, game flow, scoring, giving out missions to the Generals and answering questions.

**TEAM GENERALS:** [Zach lanetta is the Knightmare \(Blue\) General](#) and [Will MacDonald is the Dragon \(Red\) General](#). They will lead your team to glorious victory or be responsible for a terrible defeat. Both Generals bring many years of Big Game experience to the field. Your general will usually be found at your base.

**XO:** (1 per team) A player with mad strategic skills who will be the right hand of your General.

**SERGEANTS:** (2 per team) A player with several years of big game experience at WBPA. They have superior knowledge of the field layout, game rules and give advice on game rules and strategies to their teams and lead important missions. They can be identified by their unique jerseys. If you see them running, try to keep up.

**PAINTBALLS / FIRST STRIKE ROUNDS: !!!EVENT PAINTBALLS ONLY!!!** Field speed limit is 280 fps, 270 fps for First Strike Rounds and 300 fps for Umarex .50 cal pistols. Players shooting FS must have their guns set to 270 fps for both regular paint and FS rounds. Players shooting FS rounds must obtain a "First Strike Shooter" card with their registration and wear it with their player card. ALL paint, including First Strike must be purchased from Wasaga Paintball for the big game. Ramping and Tippmann "Safe" fully auto modes are allowed if capped at 13 BPS. **IF YOU ARE HIT BY OFF-FIELD PAINT, YOU ARE NOT ELIMINATED. Let a ref know if you are hit by off-field paint and where it came from. Players using off-field paint may be asked to leave without refund. Be cool, use field paint.**

**GRENADES: Smoke grenades:** Only Enola Gay cold burn smoke grenades may be used. Do not use white, grey or black smoke. A different coloured smoke will be used by the Game Staff. They are not to be thrown into small spaces or buildings. The use of smoke grenades will depend on the forest fire warning level on game day. **Pressurized paint grenades** are permitted. **No form of pyro, explosive grenades or devices are allowed.** E.g. Flashbangs, fireworks etc.

**KNIVES:** Realistic looking knives are not permitted on the field. If you wish to carry a rubber training knife or other soft melee weapon we have orange spray paint. Check with your Game Directors.

**RIOT SHIELDS:** Riot shields (max 24" wide by 40" high) are permitted. While using a riot shield, players may only use a pistol. Players using shields can only be eliminated by a hit to their body or equipment other than the shield and can not be revived by a medic. Medics may not carry a shield as this would be super OP and cheap.

**MAIN BASES AND REINSERTIONS:** **Tippman, Tank Attack and most of Ridge Runner are out of bounds.** [The BLUE base in the morning is Crash Site, out the left-hand mesh, down the road past the Tippman Assault Base.](#) [The RED team base is the Drug Lab in GI town, out the right-hand mesh and down the road.](#) Bases will swap at 1300. Both teams must pass through a chronograph station at their entry points. If you have been eliminated or exit the field for any reason, you may only reinsert at your designated entry point after chronographing. There will be a meshed in "masks off" safety area near each base and an air station near the Crash Site base.

**PLAY AREA:** See your field map.

## **2026 Big Game Backstory – Riftwalkers: Explore, survive, escape.**

The year is 2026. Canadian scientists near Wasaga Beach, Ontario have tinkered with forces that mankind is not meant to tinker with, as they tend to do. During a particle accelerator experiment, a rift was opened, leading to another world. After losing contact with their initial drone, the Canadian government gave up. For a perfectly reasonable fee and a cut of any profits, Knightmare and Dragon Corp, two private companies, were granted permission to send exploration teams through. Shortly after their entry the rift closed, and they find themselves trapped in this mysterious alternate dimension. Unable to agree on how to proceed, the generals

go their separate ways, vowing to lead their people home.

Unfortunately for our heroes, the land of Faerie is far from deserted, and the inhabitants have their own plans, including using the corps to invade Earth. Join your general, explore the realm of the Fae, survive and get back to our world.

**HOW TO WIN THE GAME – YOU MAY WANT TO READ THIS.** OR JUST SHOOT OPPOSING PLAYERS. I LOVE PAINTBALL.

**TECH / LOOT CRATES:** At the bottom of each hour, loot crates will appear around the warzone. Return these items to your General for points, tech, candy, perk cards, sparkles and other goodies.

**MISSIONS:** Missions are handed to the Generals at the top of each hour and are how you will get your team points, perks and tech. Generals will brief their troops at this time. If you wish to participate in a mission, be at your base on the hour. It is a good idea to do missions, because points.

**BASE FLAGS:** Main team bases cannot be entered or captured by the opposing team. Forward Operating Base (FOB) flags may be captured and returned to the game directors for points.

#### **SPECIAL UNITS**

**PORTABLE NERF ROCKET LAUNCHERS/UNDER BARREL GRENADE LAUNCHERS:** Used to destroy Tanks and to eliminate players in a 10-foot radius around walls and solid bunkers. Must be factory manufactured launchers (no homemade devices) and may only be used if you have Rocket Launcher credentials and have been cleared and approved by the Game Directors.

**MEDIC RULES:** A medic is identified by white armband tape and medic credentials. A medic is the only player allowed to wipe paint hits off another player while in the playing area. Medics are not allowed to heal themselves but may be healed by another medic. If a player is marked with paint on the shoulders or lower including any equipment carried, they may call for a medic to wipe off the hit and return them to game play. Hits to the neck or head cannot be healed by a medic. When calling for a medic, the hit player may not move more than the length of their body from the place they were marked. The hit player may not shoot, return fire or mercy any opposing players. The opposing team may continue to fire at or mercy a hit player calling for a medic until the hit player calls themselves HIT or surrenders. Hit players make for good medic bait, just saying. If a medic cannot get to the hit player within 60 seconds, the player is eliminated. A hit player will raise their hand above their head to indicate to the enemy they have surrendered. Once you have raised your hand and left your position you may not call for or be returned to play by a medic. **Medics may not carry shields.**

**BASE ARTILLERY:** Generals will have occasional access to artillery. Referees will eliminate any player within a 25' circumference of the target marked on the artillery map.

**DRONE TARGETING TEAM:** A five-man team responsible for targeting buildings & bunkers with laser equipment. Once targeted and confirmed by a ref, A (pretend) Predator Drone will fire a laser guided missile at the target. Referees will eliminate any players within a double arm's length circumference of the target. The targeting team should stay in contact with their General. As this is the land of Fairie, there may also be sparkles.

**ARMoured VEHICLES (Tanks/Trolls):** Can only be eliminated with a Portable Rocket Launcher. Do not approach, touch or run in front of AVs. Trolls are players in hockey pads that are alive for 1 minute after activation. Most AVs are available to your General once an hour.

**HELICOPTERS:** A super high-tech piece of rope, led by a ref. Transported troops must always keep one hand on the rope or they are eliminated. Helicopters are considered vehicles while in flight and can only be eliminated with a rocket launcher. The Helicopter cannot be shot at otherwise. The Helicopter will have one tail gunner at the back of the line who can shoot. Once dropped, helicopter passengers are in play.

**PENALTIES:** Penalties will be assessed against players and their team for infractions such as safety violations (i.e. masks off in the field, barrel plugs out in the safety area), cheating or other examples of poor sportsmanship. Your main objective for this game is to have fun. 😊 Referees have the final say on the playing field. Any disputes may be brought to the Head Referee at the Game Directors' table.