

Basic instincts provide skills in adult hide and seek

By JANE MULLER
Champion Reporter

The object is to capture the opposing team's flag and take it back to camp.

Sounds simple enough and it would be if it weren't for the threat of being shot. The menace of red plastic bullets (balls filled with red water

soluble paint) and each player's ability to give or receive the colourful blast brings out our killer instinct.

A basic drive to hunt and kill can be unleashed for a day in a new type of team sport. The Great Canadian Adventure Game, one of several strategy and survival contests, has hit Milton with the locations in north Milton on Sixth Line.

The equipment necessary to play is fairly basic and is part of the \$35 package. The most important component is the gun. The CO2 powered handguns valued at about \$160 are specially designed for the Great Canadian Adventure Game by

Crossman. According to a local game franchise owner, Mike Costelloe, this piece of hardware makes what his organization has to offer unique.

The repeating pistol comes complete with a holster, 40 shots and two CO2 cartridges, good for 24 shots each. Camouflage clothing can be rented for \$3 and is probably a good idea when it comes to this adult version of hide and seek.

The adventure game garb is incomplete without the protective goggles which must be worn at all times.

With a rule like that one might wonder how strictly players abide by the no head shot rule. That nagging question, amplified by the signing of a release of responsibility contract, goes unanswered until the end of the day-long game.

Mr. Costelloe said his 100-acre game site can accommodate up to 120 players but he's happy with two teams of about 35 players. He will marshal games with as few as 20 participants in total however.

Since the first adventure took place at the location operated by Mr. Costelloe and his wife Lynne, clientele has been largely male. A recent game had eight female competitors out of a field of 25.

"Out of that group, seven of the women will be back—you can't please everyone," Mr. Costelloe noted.

It's addictive

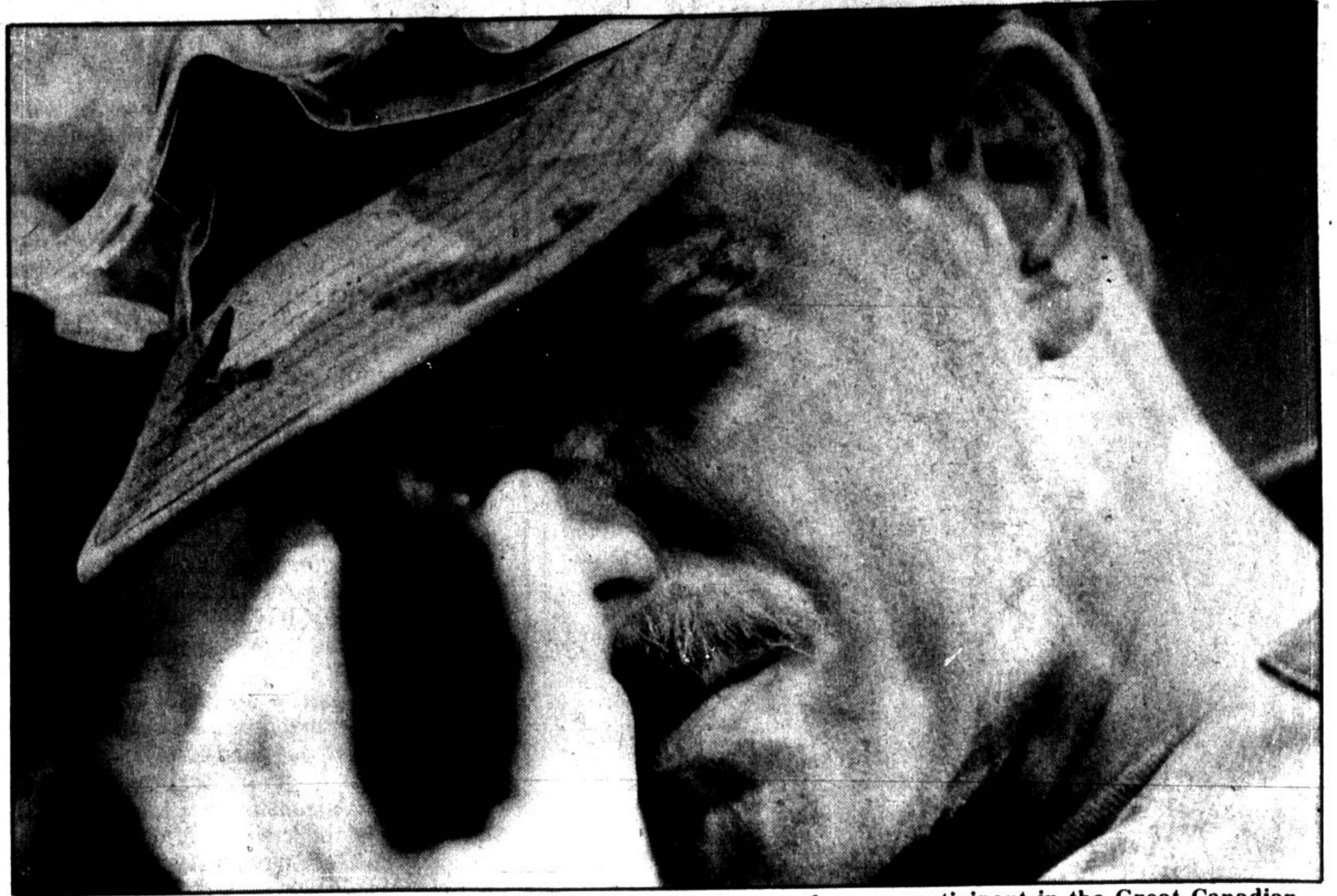
He can draw on his own experience when he explains most people who do like the game will get hooked on it. Repeat business is what will keep franchises like his own going, Mr. Costelloe believes.

"People look for a good field," he said.

Variety constitutes an ideal environment and that's what his Sixth Line location has to offer. A large and a small playing area are situated in a wooded area, consisting primarily of cedar trees. There is some heavy brush, open land and a pond to add diversity.

Maps outlining field boundaries and flag locations help teams to plot strategies. According to Mr. Costelloe, the simplest strategies are the most effective.

He played the game 12 times last year and found his instincts were sharpened and game plans im-



This mild mannered Milton firefighter took on a new look recently as a participant in the Great Canadian Adventure Game. It was Roger Clements' second battle field experience which earned him leader status among his team of first-timers.

proved with experience. "At first you can't distinguish between a bird in the bush and a person," explained the seasoned player.

As a witness to many first-time players' reactions, Mr. Costelloe said initially people ask themselves what they are doing there. As players emerge from the trailer suited in military-style clothes complete with camouflage make-up the quiet rural setting begins to look like a battleground.

The mood becomes serious as Mr. Costelloe explains game rules and the dos and don'ts of hand gun operation. Players decide whether to play a direct hit or paint splatter game.

After a few shots at wooden targets it's time for teams to select leaders. The flip of a coin determines which team has the choice of flag stations and the first game begins. A 90-minute limit is placed on each encounter but games are usually completed within that time period.

Once in the bush as a flag station guard or an attacker, one thing is immediately evident. Camouflage definitely works. In fact if it weren't for the bluish tinge of the goggles, players would be unrecognizable anywhere but in open fields.

From the sounding of the horn which starts the attack the imagination runs wild. The enemy could be anywhere and for that matter so could the flag station. The map is a help but once on the course the enemy outpost can be elusive. Bright green and yellow tape marks the flag station and if that isn't enough, the sound of gun fire is likely to alert those who approach the coveted nylon flag.

When a player is shot he or she must return to the trailer and wait for the next game before returning to the battle-field. The game can be played with a 15 minute rule. This gives fallen players a chance to get back into the game 15 minutes after being shot. The player may only return if a wounded opponent can go back with him, however.

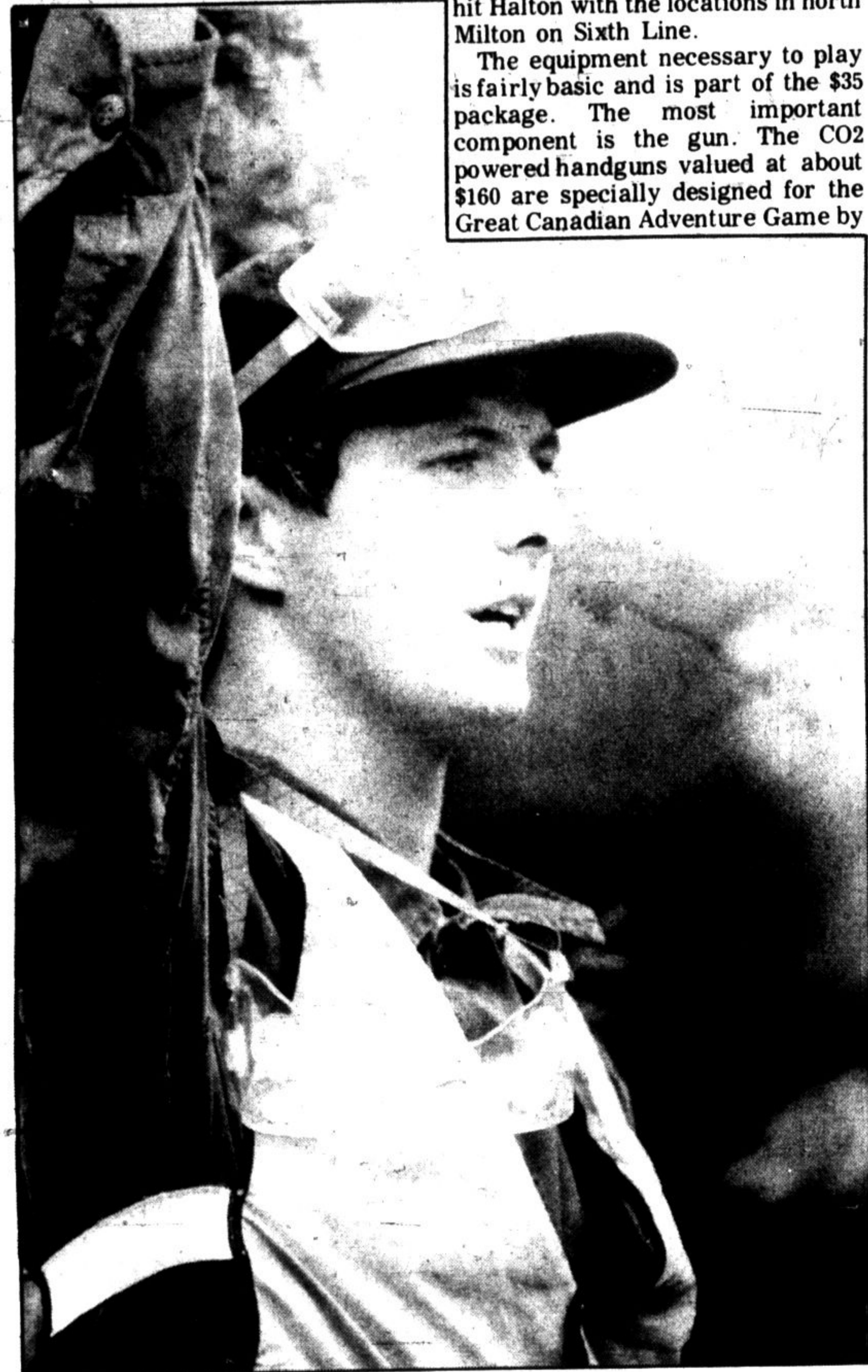
Depending on the distance the red balls are fired, they can leave a bruise, especially if they don't break. The added pain means a lack of paint and the shot doesn't count. Generally the impact is equivalent to being poked forcibly by a finger. As for the "wound", it all comes out in the wash.

As the day progresses the enthusiasm for the challenge grows and it is evident Mr. Costelloe's claim players "get high on the game" is true.

He would like to see the adventure game evolve into leagues, depending on interest. Already in the offering are games involving the various franchises. Operators like himself will select team members from those who impress them on their fields.

There are at least 20 Great Canadian Adventure Game franchises in this country. That number is more than equalled by competitors like the original Survival Game.

Like in any business, competition is good, according to Mr. Costelloe.



Spelling out the rules of the game is adventure game operator Mike Costelloe. He's hooked on the "hunt and kill" contest and began spreading survival fever here earlier this month with the opening of a field in north Milton.

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CAMPGROUNDS PUBLIC MEETING
Re: Licensing Regulations For Campgrounds

On August 7, 1984 the City of Burlington will hold a special public meeting to consider the approval of a new licensing regulations for campgrounds. These new licensing regulations, if approved, will govern the operation and maintenance of campground facilities.

(The Burlington Official Plan for the rural area does not permit the establishment of new campgrounds in the City, therefore, any new campgrounds will continue to require an Official Plan Amendment.)

This meeting will take place between 6:00-7:00 P.M. in the Council Chambers located on the second floor of City Hall, 426 Brant Street, Burlington. Interested citizens, community groups and members of the campground industry are invited to attend and participate in this meeting.

Should you require further information or a copy of the proposed licensing regulations, please contact the City of Burlington Planning Department at 335-7809.

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