

KINKORA TRIUMVIRATE

For one of our winter camping trips, we organized a war game that made two teams compete against each other to try and find a bomb and disarm it. However, halfway through an event occurred that completely changed the way the teams played the game.

Our Objectives

- Encourage team play and cooperation between team members.
- Provide a game that is both physically and mentally challenging
- Present a twist in the game that would completely surprise everyone

Camp Site

Camp Kinkora (75 min north of Montreal) presented us with a large enough playing area to accommodate a large number of players. It had lodges, a baseball field, a bridge over a lake and lots of patches of forest that could be used for concealment purposes.

Teams

- Team Alpha – 20 players that would face Team Beta
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- HQ – coordinators of the game
- SpecOps – 20 scout leaders invited secretly, who remained hidden during the first half of the game.

Game Goals

- The goal of the game at first was to find the bomb before the other team and disarm it.
- To get to this end, each team would have face different challenges that would lead them from one strategic point to another to come closer and closer to finding the bomb.
- HQ acted as the coordinators, speaking to each team separately at different times in the game to orient them.
- The SpecOps remained hidden to both Team A and B, until they were summoned by HQ. They were tasked in kidnapping players from both Teams.

Game progression – 1st half

Both teams started out from the starting point and they open up a letter with a coded hint. They need to decipher the code to figure out the coordinates of their next objective. Each time they complete an objective, they contact HQ to get new instructions, which could be anything from: attacking the team, search for weapons, spy, steal, etc.

As such, both teams would cross each other's path on numerous occasions. Fights would breakout, and player who would lose their flags would have to go to HQ, only to be released after a waiting period of 5 minutes.

At a certain point in the game, HQ contacts the SpecOps team and instructs them to kidnap isolated players from both teams (the task is simplified by the fact that some of the dead players are easily taken away). Once all the hostages have been taken to a cabin, HQ sends out a distress call to both teams, urging them to unite to fight this new threat that has kidnapped soldiers from both sides and has taken the bomb.

Game progression – 2nd half

During the second half, the SpecOps send out a coded message that contains 5 coordinates. The teams will need to unite forces and figure out the possible locations. Then, they need to move together and try to save the hostages and disarm the bomb, before it's too late!

In retrospect...

The game was a resounding success, as it had moments of action, strategic thinking as well as a plot twist that caught everyone off guard. The surprise attack was definitely the highlight of this game – which for several years hadn't changed much of its formula.

We wanted a huge game that would involve everyone and have even the newest scouts participate in a memorable and enjoyable way. Furthermore, by somewhat controlling the flow of the game, HQ was able to time certain important events – which worked almost perfectly, if it weren't for lost players, loss of communication or missed cues!

Overall, though, it was one of the most memorable camping trips everyone had ever had.