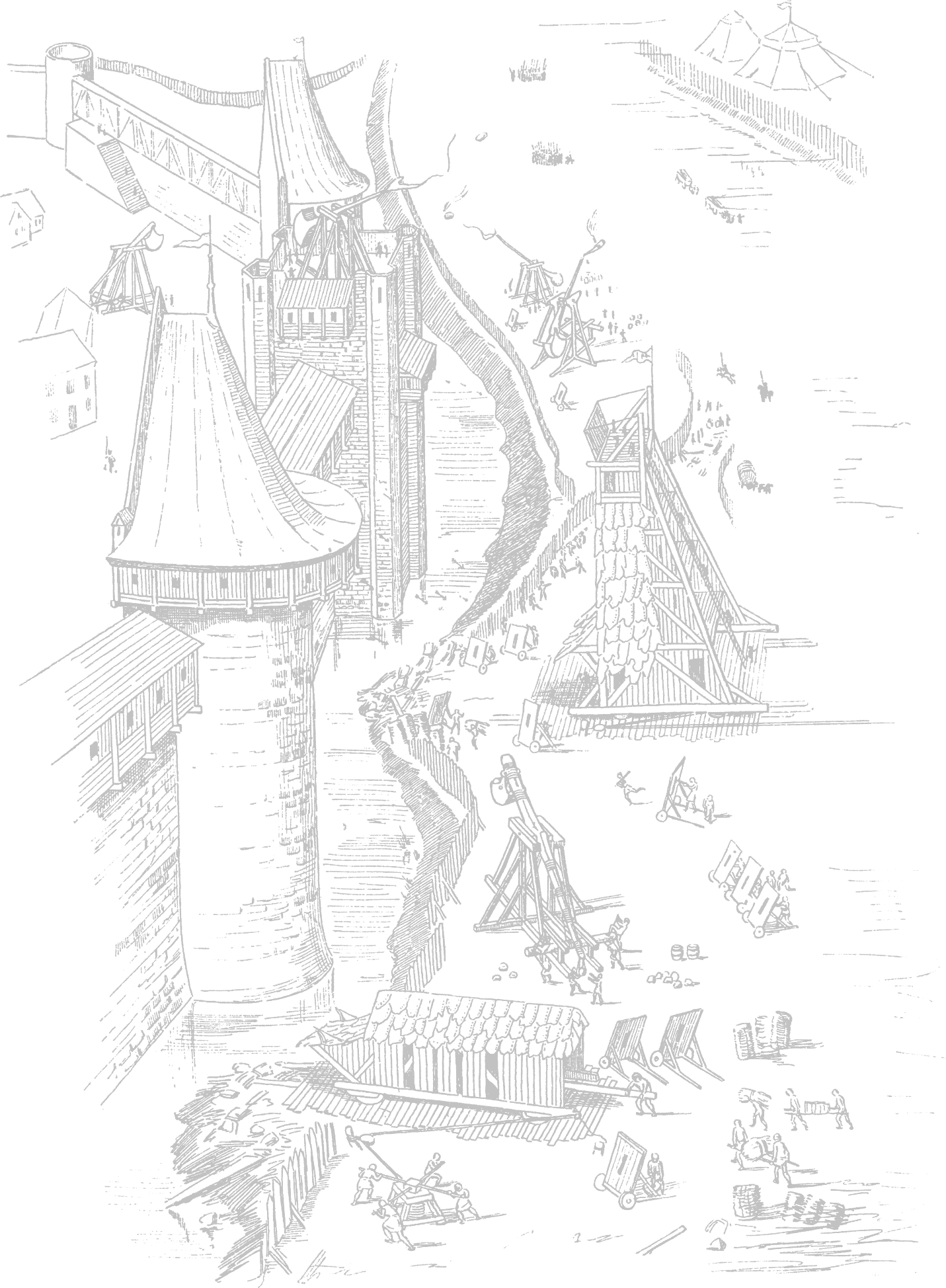
**Besieging Castles 101**

**Store Rules**

* Supplies for catapults and quarry devices are purchased from Scip's Sieging Goods using Siege Shekels
* The store will be open during most of the activity
* You can exchange one building set piece for another at the store.
* *(Optional)* You cannot mix and match components from different building sets in your devices
* *(Optional)* You can use one brand of set for your catapult and a different one for your quarry device

**Quarry Rules**

* You gather **boulders** (ping pong balls) for your siege from the quarry. You need a **quarry pass** to visit the quarry. The quarry volunteer will collect your pass.
* You get a new quarry pass at the castle when you've launched all of your boulders.
* You can collect only **one** box of boulders per visit to the quarry.
* Leave the box/container at the quarry, just take the boulders.
* Your **feet** must stay **behind the line** in the quarry, but you can **reach** over the line.

**Siege Rules**

* Your entire body must stay **behind the siege line**.
* The boulder itself **cannot be touched** during the launch (i.e., no throwing the ball!).
* The catapult must be resting **on the floor**, and **behind the siege line**, during firing.
* You can change your launching and reaching devices as many times as you like. You can even start completely over using a different building set (if different sets are in the store)!

**Scoring**

|  |  |
| --- | --- |
| **If your boulder…** | **Points** |
| Lands in the **moat** | 1 |
| Lands in the **bailey** | 2 |
| Lands in the **keep** | 3 |
| Hits the **flag** | 4 |