

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 ball 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