

# THE FIELD OF BATTLE

## Supplies Needed:

- 1 piece of Graph Paper
- Pencil
- 2 different colour markers or pens

## Instructions:

When an army goes into battle the King must have a plan of attack. You are now the King and you must place your pieces on the field of battle and build your castle. You command a group of catapults and you must use them to defeat your enemy while hoping your own defenses hold.

## How to Play:

Take your piece of graph paper and fold it in half. The fold is the dividing line between the two battling forces. Each person takes a turn using the pencil to design their castle using as many squares as they like. You must include a keep which consists of 6 consecutive squares in total. This is where your King is situated. As soon as the keep falls, the game is lost! Once you have drawn your castle, draw 4 catapults on your side of the battlefield. Catapults should be circular shaped and be drawn within a collection of 4 squares. Once you have both drawn your castles and catapults, decide which team is represented by which colour marker or pen.

## Let the Battle Begin!

The person whose birthday is earliest in the year goes first. He or she draws a dot no larger than one square on their side of the battle field in their chosen colour. They then fold the page along the original fold line and colour their dot from the back of the page. This should transfer the ink onto the other side of the battlefield. This is their "shot". Wherever it lands in enemy territory is where the shot landed. Once the shot is complete the other team takes their turn.

2 shots to a catapult and it is destroyed. Once all catapults are destroyed that team is defenseless and can no longer take shots at the opposing army. A hit to a catapult is counted if it hits anywhere inside the 4 squares that make up the circle it was drawn in. 4 direct hits to the keep and the game is over!