Falling Castle (6/27)

There will be 4 kingdoms (each with a madrich/a as king/queen) and three roles of chanichim (advisor, jester, peasant).

**Peasants:**

* goal: trade items to get zahav (gold) and answers for puzzles
* you can only bring 18 items every market time to trade
* round 1 of trading you may only trade wheat, corn, apples, oranges
* round 2 of trading you may ALSO trade grapes, wood, fish, cheese
* round 3 of trading you may ALSO trade silver, cows, chicken, horses
* when you would like to trade in for gold or answer you must trade with the your kingdom’s king/queen

1 bar gold= 8 apples, 8 oranges, 8 wheat, 8 corn, 5 wood, 5 cheese, 5 fish, 5 grapes, 2 chicken, 2 horse, 2 cow, 2 silver

1 answer=3 apples, 3 oranges, 3 wheat, 3 corn, 1 wood, 1 cheese, 1 fish, 1 grape, 1 chicken, 1 cow, 1 silver, 1 horse

apples=oranges=wheat=corn

grapes=cheese=fish=wood

silver=cow=chicken=horse

**Advisors**:

* Complete puzzles
* Receive gold for every puzzle you complete
* Ask peasants to trade resources for answers

**Jesters:**

* round 1: create a performance which includes a shir (song) we sing at camp in Ivrit
* round 2: use 13 me’ah milim in a skit
* 10 minutes to rehearse then perform for queen Maddie
* queen decides who gets 1st (gold), 2nd (3 answers for puzzles), 3rd (2 answers for puzzles), 4th (1 answer for puzzles)

* when all puzzles are completed by one kingdom, we pause the game and the kingdom with the least amount of gold falls to the winner kingdom (wage war)à move together
* every kingdom given 4 more puzzles to complete
* other two kingdoms have 2 min to decide to join forces (combine amount of gold and subtract 5) —if they do join together then they will get a 2 minute delay start for next 4 puzzles (or continue as 2 separate kingdoms)
* trading and jesters continue as necessary

**\*\*\*Everyone: Don’t forget you are at a ball, when the music stops so do you! (kingdom loses gold if ANY kingdom member does not freeze)\*\*\*\***

**Team with most gold at the end wins**