

# BREAK INTO THE CASTLE! CAN YOU PREVAIL?



There is a siege in your town and you are part of the townsfolk.

Your family are inside the castle and you need to get in to make sure they are ok

But the castle is locked down!

Can you 'BREAK IN?'

Due to your knowledge of the castle you have crept through the outer defences – past the attacking army and their weapons of war:



The weapons are both huge and scary and you hope that they don't fire on the castle with your friends and family inside.

You make a mental note of what each weapon can do so you can inform the sergeant once you get inside.

### BALLISTA

The Ballista is a very powerful weapon, which can shoot large darts (1.5m long) and can fire them as far as 100 metres.

### MANGONEL

The massive Mangonel which can hurl smallish stones (no more than 5 kilos) and other missiles about 110 metres. It is powered by twisting rope or sinew very tightly - when the rope untwisted, it moves the arm and fires the object.

It is used also to shoot fireballs (stones wrapped with oil soaked, flaming cloth) to try to set the castle on fire!

### The TREBUCHET

The Trébuchet is extremely accurate and is used mainly to hurl big stones (15 kilos) as far as 120 metres, and is used to damage the castle walls and also to destroy the buildings inside.

If that isn't bad enough, they have been hurling dead animals to spread disease inside the castle

You arrive at the inner defences, tired cold and hungry.

The guards have not noticed you as the enemy have started to fire one of the war machines.

You panic and look around – you haven't much time!

You see the **Portcullis** a heavy gate which is lowered and raised on chains or ropes, and is held in place by the stones of the wall, it is shut and you need to get inside.

There are **Arrowloops** on both sides. These allow the soldiers to stay safe behind the walls while they fire arrows and crossbow bolts through the openings.

You know if you can get through the portcullis there will be 'meurtriére' (**murder holes**) above, Meurtriére is the old French word for 'murderous'.

The defenders will not know you as a friend and will drop things through these holes – heavy stones, hot sand, boiling water and other nasty things like wee and poo...Yuk!

The gatehouse is bristling with defences!!! How are you going to get through them?

The portcullis is made of wood with metal spikes at the bottom. Its latticed design means that when it is down, people inside the inner ward of the castle can see who is approaching, and can fire arrows at them. You can only raise and drop the portcullis from inside the building. The doors to the inside of the building are behind the portcullis. You need the guards to raise it!

You approach with care holding your hands in the air hoping they will ask who you are before firing

Your cousin told you to look for a hidden message on the wall which is for friends only, to give the guards a password:

It says to open the portcullis you must solve these three riddles in this order and shout the answers to the guard in the tower.

You know you have an archer aiming a bow at you and trembling you attempt to solve the riddles:

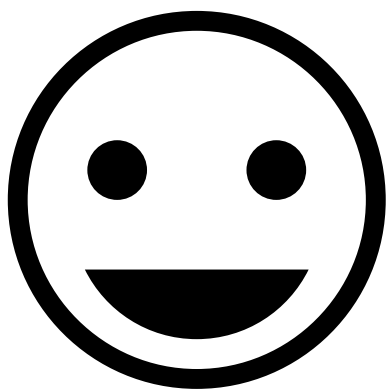
\*I am an odd number. Take away a letter and I become even. What number am I?

\*What occurs once in every minute, twice in every moment, yet never in a thousand years?

\*What belongs to you, but other people use it more than you?

Can you solve the puzzle?

- A) Your name 5 V
- B) 8 N The Guards Name
- C) 7 M Your Name
- D) 7 N Your Cousin's Name



WELL DONE!

Continue



TRY AGAIN!

Continue

You shout out the answer and the portcullis opens slowly and a parchment flutters to the ground.

You pick it up and see a series of strange symbols.

1.	1	10	100	1000
2	11	20	200	2000
3	111	30	300	3000
4	1111	40	400	4000
5	7	50	500	5000
6	2	60	600	6000
7	2	70	700	7000
8	11	80	800	8000
9	2	90	900	9000

You step past the portcullis and look at the large wooden door barring your way to the inner ward. You know that the guards will still not trust you and you have limited

time to prove your loyalty. The doors are made from solid oak - about 5-7 centimetres thick.

They are held closed by a bar of great big oak beams. One end of the bar is pushed into a deep hole on one side, and the other end is pushed into a hole on the other side. The stone around the holes hold the bar firmly in place.



While you are looking at the door and thinking about how to get through it, big stones and rocks start falling on you.

- \*Arrows are shot at you from either side!
- \*It's suddenly very dangerous to be here!
- \*It starts raining wee and boiling water!
- \*You look up and see big holes above you!
- \*They are not called 'murder holes' for nothing!!!

You look around frantically whilst dodging the attack.

Suddenly you see a set of strange symbols scratched onto the walls





The guard shouts at you for a password! You have seconds before the archers find their target.

You shout out.....

A 7471

B 4771

C 1774

D 1477



WELL DONE!

Continue



TRY AGAIN!

Continue

The door suddenly opens and you are grabbed by your clothing and thrust forward.  
“What is your purpose here?” bawls the guard



“I am looking for my parents sir” you say.

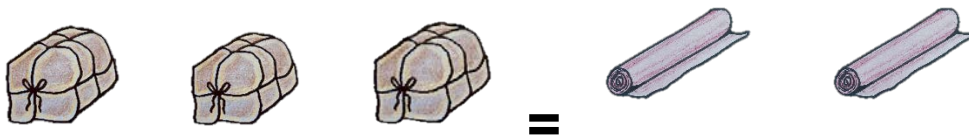
You tell the guard their names and he sends you to the nearest merchant to ask for directions.



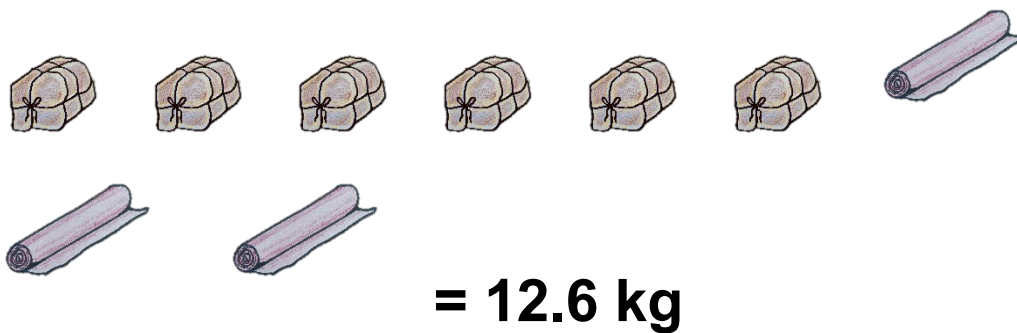
The merchant is not a jolly man and asks you for something in return.



The merchant tells you that 3 bales of wool weigh the same as 2 rolls of linen



He needs you to help to find out how much 1 bale of wool will weigh if 6 bales of wool and 3 rolls of linen total 12.6 kg



How much does 1 bale of wool weigh?

- A, 1.6 kg
- B, 1.2 kg
- C, 1.4 kg
- D, 0.85 kg



WELL DONE!

Continue



TRY AGAIN!

Continue

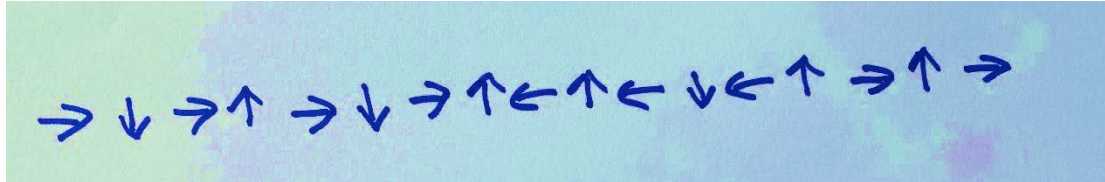
With a stick in the dirt the merchant draws directions to the last known place he had seen your parents. He laughs wickedly and you wonder why? You make a mental note of the directions.



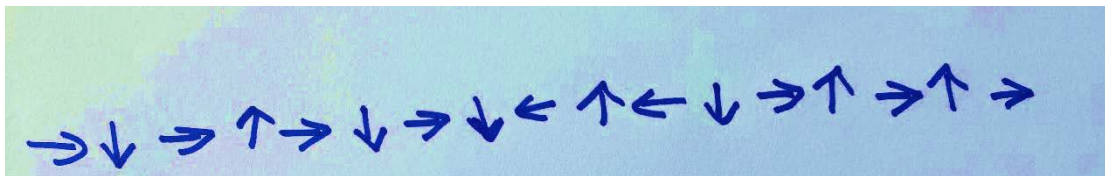


Can you find which way to go?

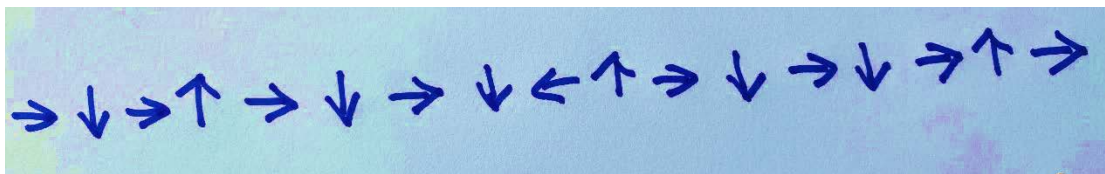
A,



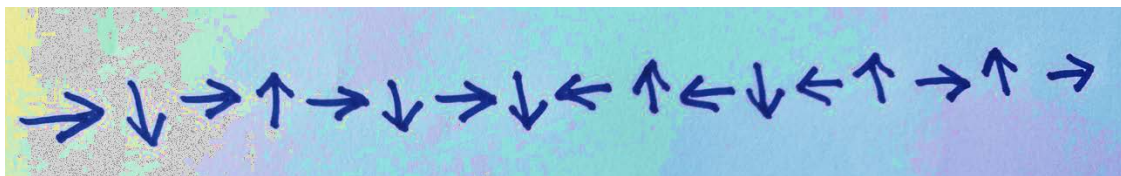
B,



C,



D,





well done!

Continue



TRY AGAIN!

Continue

You follow the instructions correctly past all the guards and come to a sturdy wooden door full of locks. Scratched into the wood is a riddle:

Time and tide wait for no man

Neither does a castle build

By our lord King Edward we have this castle

How many castles in Wales does he have a hand?

<https://cadw.gov.wales/learn/histories/castles-and-town-walls-edward-i>

- A) 19
- B) 18
- C) 17
- D) 16



WELL DONE!

Continue



TRY AGAIN!

Continue

The door creaks open and you rush inside, you see your parents standing in front of you and run towards them.

Too late do you realise your surroundings, you are in the prison tower and the door slams behind you. THUD!

You have found your parents but now! **YOU HAVE TO ESCAPE THE CASTLE!**



Look out for the next exciting episode

**ESCAPE THE CASTLE!**