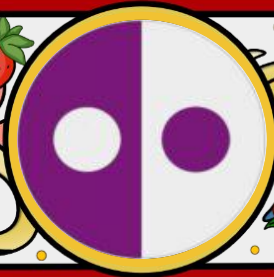


# Gulf Wars XXXIII



# Youth Activities



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About the Cover: The cover, hand painted in acrylic and tears by an Outlands Viking, evokes the singular joy of youth, where imagination, play, and learning form the brush strokes on the canvas of life.

## From the Editor

Your Publications team, at the suggestions of the Autocrats, and in an effort to bring more inclusion to Gulf Wars, have developed a mini-book of games and activities aimed specifically at the youth of the Known World.

In these pages, one can find colouring pages, a word search, a crossword puzzle, logic puzzles to test reasoning skill, riddles to test your wit, and mazes to drive you crazy!

There's also a page for keeping notes during your time at War, to plan your activities, and to write down details of new acquaintances and old friends.

We hope that you enjoy the collective efforts of the team in pulling together something special for our youth (and heck, for the youthful spirit in all of us)!

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# Of Truth and Lies

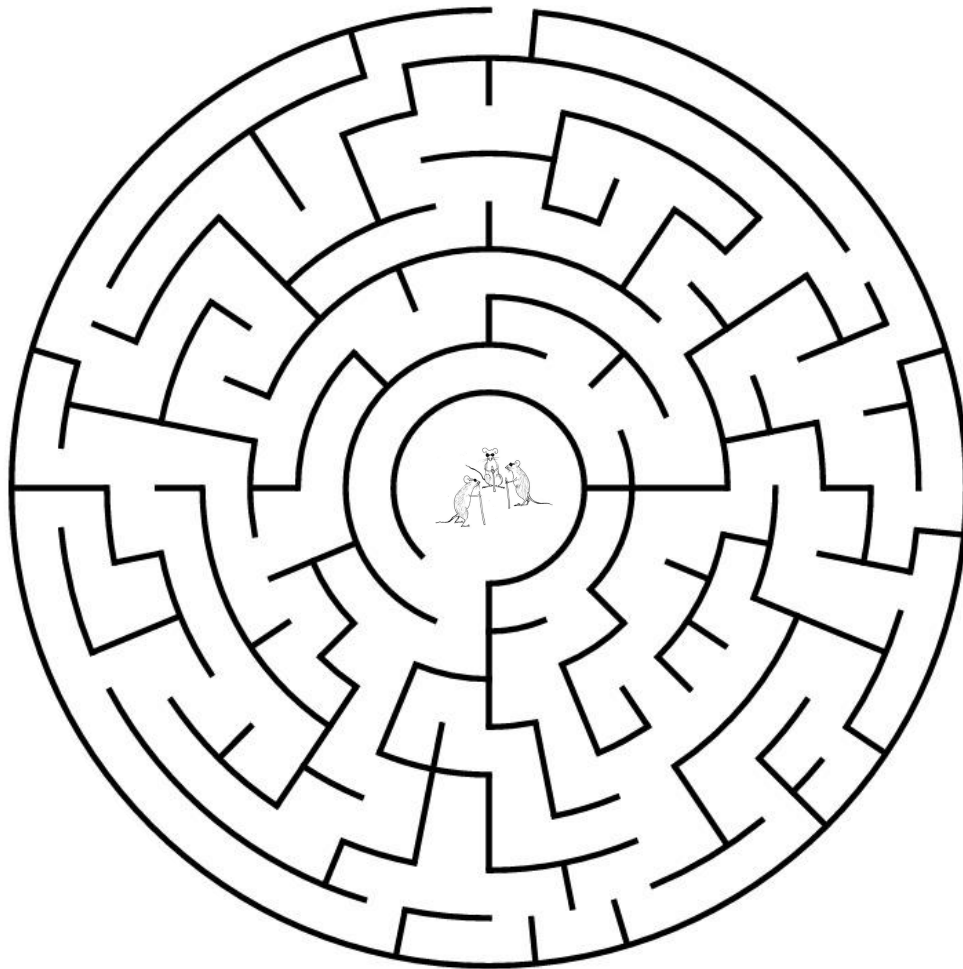
In a time long past, a wandering knight found themselves at a crossroads deep within an enchanted forest. At the center of the clearing stood two towering gates, each guarded by a stern-faced sentinel clad in shining mail. The knight knew their quest hinged on choosing the correct path, for one gate led to the castle where their true purpose awaited, while the other led to ruin and despair.

As the knight approached, one of the guards raised his hand and spoke:

“Traveler, heed my words. One of us speaks only truth, while the other speaks only lies. You may ask but a single question to discern which gate leads to your salvation.”

The knight paused, their brow furrowed in thought. After a moment, they stepped forward and addressed one of the guards.

What question did the knight ask, and of whom did he ask it?



**Solution:** The knight should ask either guard: "If I were to ask the other guard which gate leads to the castle, which gate would they point to?" Whatever the answer, the knight should take the *opposite* gate.  
**Explanation:** If the knight asks the truthful guard, the truthful guard knows the liar would point to the wrong gate, so the truthful guard points to the wrong gate as well. On the other hand, if the knight asks the liar, the liar knows the truthful guard would point to the correct gate—but being a liar, they point to the wrong gate instead.  
**Conclusion:** In both cases, the guard always points to the incorrect gate, so the knight must take the opposite path.



# A Riddle Inside An Enigma

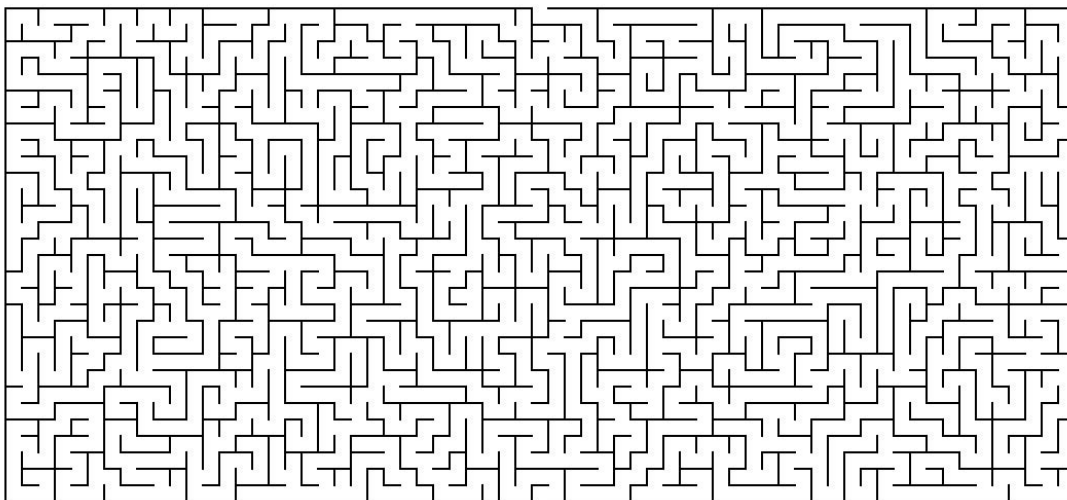
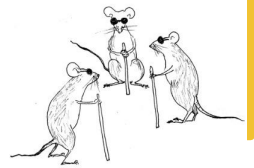
A **cryptogram** is a type of puzzle that consists of a short piece of encrypted text. **Encryption** is the process of converting the original information, known as plaintext, into an alternative form, known as ciphertext. **Decryption** is the process of solving the cryptogram by determining the cipher. The **cipher** is the code used to encrypt a message.

Solve the cryptogram to reveal an ancient riddle. Can you answer the question the riddle asks?

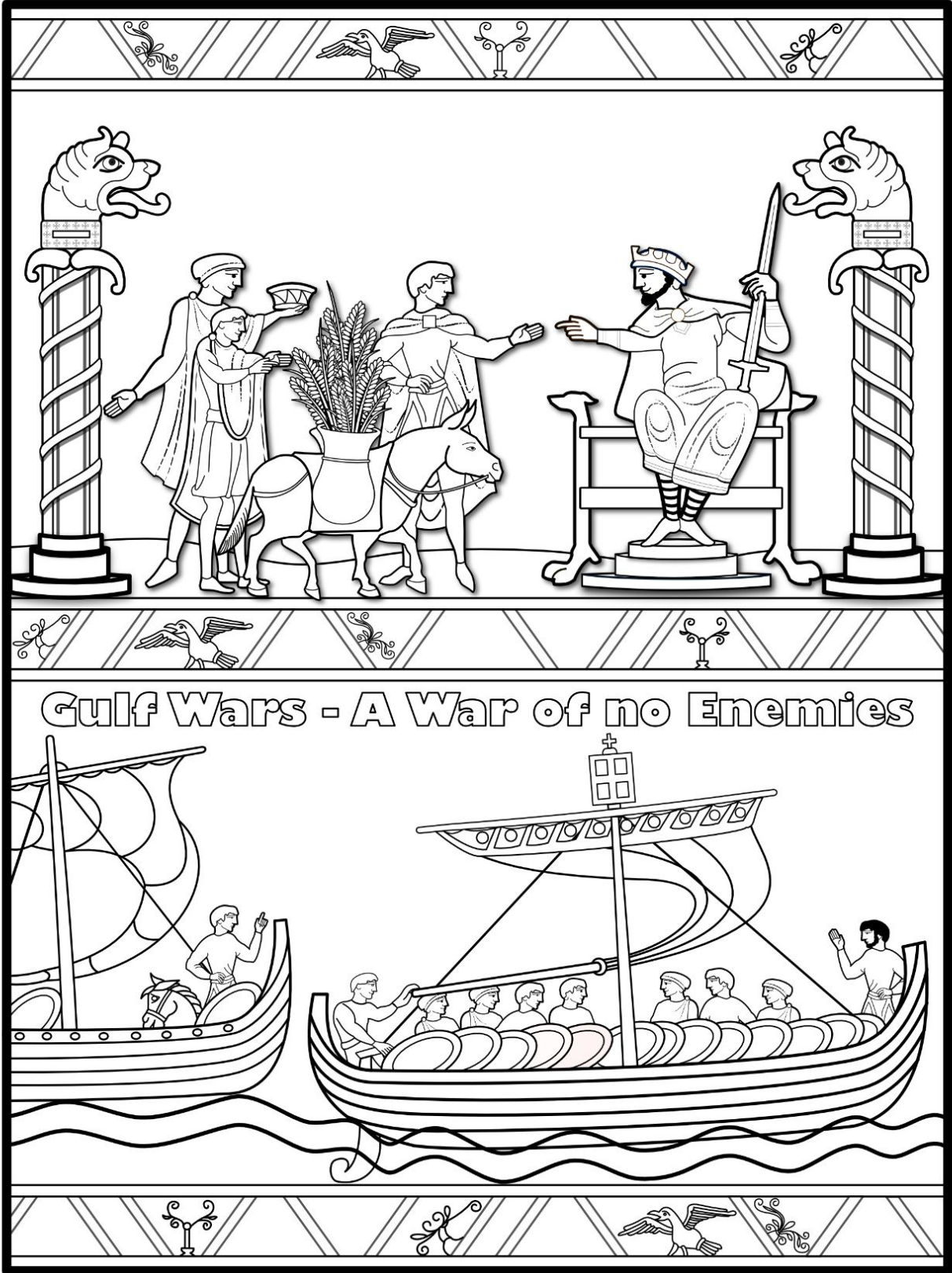
## What Am I?

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

X M A I Z B V V C U K V T V Q W U Z Z U  
 X A S C A D D Z B C M A K C B Z Z U  
 F G F G X R V  
 A K Q W Z C X K Z I Z B R B V



**Cryptogram solution:**  
 I have roots nobody sees,  
 I am taller than trees.  
 Up, up I go,  
 And yet I never grow.  
 Riddle solution: A mountain



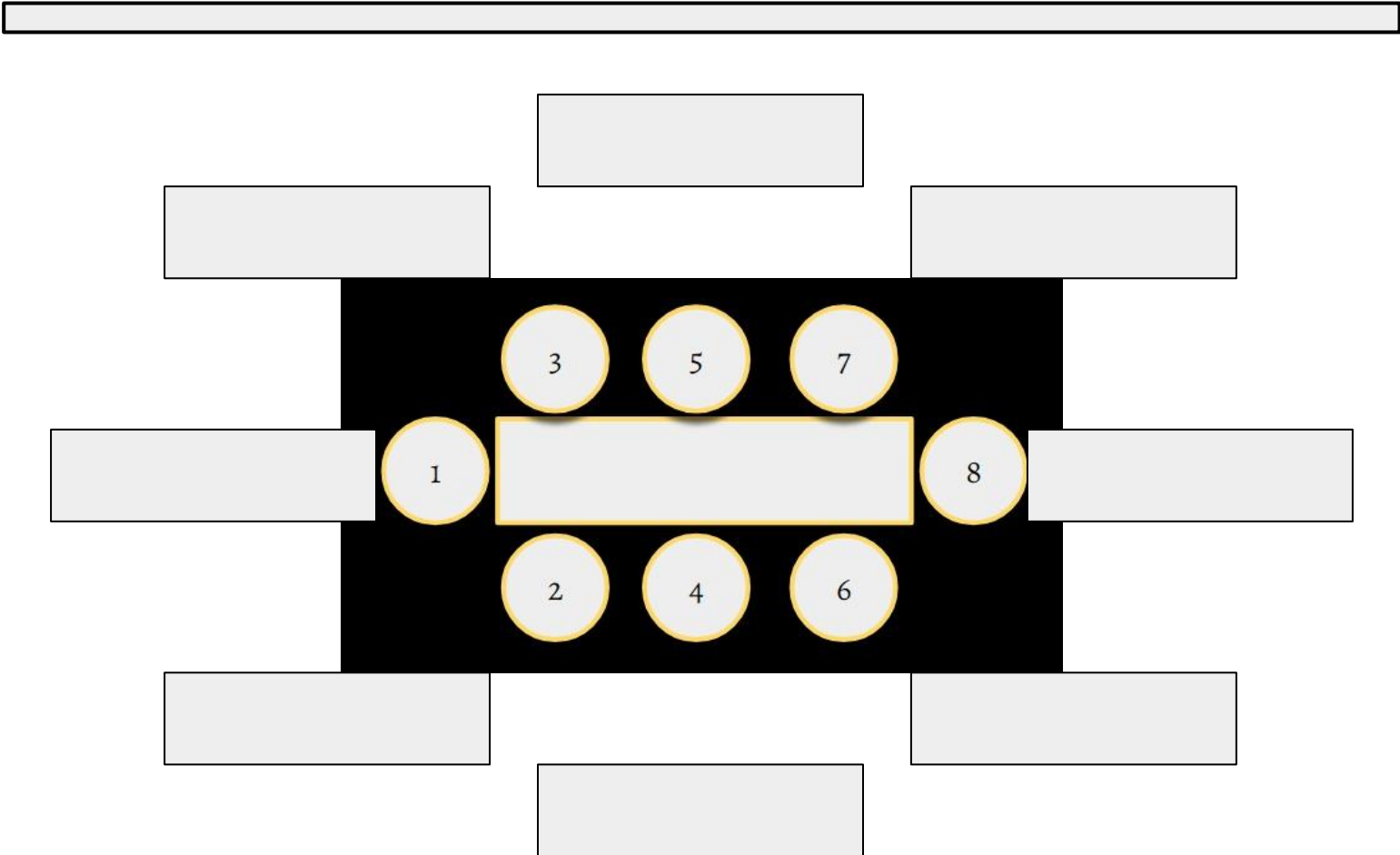
Gulf Wars - A War of no Enemies

# The King's Banquet

The King is hosting a grand banquet with 8 places set at High Table. Everyone has specific seating requirements based on medieval hierarchy and personal rivalries. Your job is to determine the correct seating arrangement at the table. Use deduction with the facts to place each guest correctly!

Facts:

1. The King always sits at the head of the table in Seat 1.
2. The Bishop cannot sit next to the Knight or the Court Jester.
3. The Court Jester will only sit directly across from the Queen.
4. The Blacksmith insists on sitting at the opposite end of the table from the King.
5. The Merchant refuses to sit next to the Blacksmith or the Court Jester.
6. The Lady must sit to the right of the Bishop or the Knight.
7. The Queen always sits directly to the King's right.
8. The Knight refuses to be separated from the Lady.



**Solution:** The King is at Seat 1 (given); The Queen is at Seat 2 (facts 1 & 7 - Seat 2 is directly to the right of Seat 1); The Court Jester is at Seat 3 (facts 7 & 3 - Seat 3 is directly across from Seat 2); The Blacksmith is at Seat 8 (facts 1 & 4 - Seat 8 is opposite side of table from Seat 1); The Merchant is at Seat 4 (3 & 4 above, plus fact 5 - Seats 4, 5, 6, & 7 possible: 5 is next to Seat 3; Seats 6 & 7 are next to Seat 8); The Lady is at Seat 5 (fact 5 - Seats 5, 6, & 7 possible: 6 has no open seats adjacent; 7 has no seat to the left); The Knight is at Seat 7 (6 above, plus fact 8); The Bishop is at Seat 6 (7 above - by elimination)



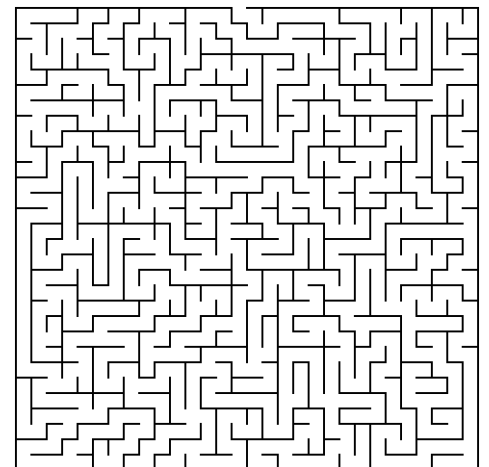
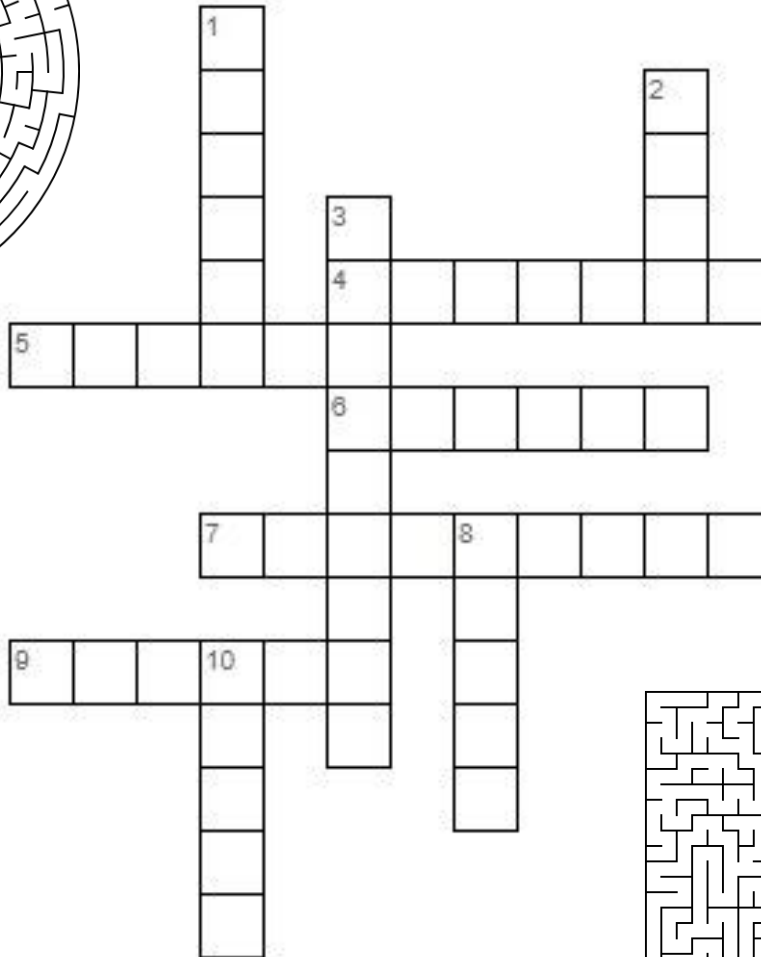
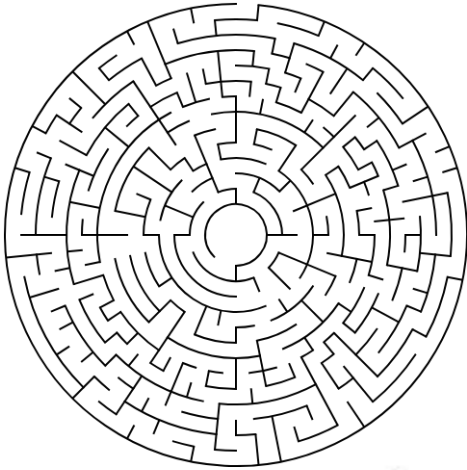




X	P	R	I	N	C	E	F	E	H	M	G	T	Z
K	B	S	H	I	E	L	D	K	P	M	J	H	H
R	L	A	B	V	M	S	A	G	B	A	G	O	D
N	R	K	R	S	C	R	O	L	L	I	C	N	O
M	E	O	N	D	H	M	M	K	C	D	Y	O	J
I	G	I	E	T	D	R	E	S	S	E	X	R	O
H	H	L	C	S	Q	U	E	E	N	N	F	C	H
M	H	Q	O	Y	S	Q	U	I	R	E	K	H	E
N	P	I	Z	C	P	N	T	B	L	R	N	I	R
F	K	I	K	A	W	H	U	K	S	U	I	V	A
U	Z	S	X	S	I	S	N	L	W	Y	G	A	L
K	I	N	G	T	C	M	I	X	O	B	H	L	D
R	D	J	S	L	Q	L	C	G	R	G	T	R	S
O	M	J	N	E	C	M	I	L	D	D	O	Y	G

King      Bard      Honor      Dress  
 Queen      Herald      Chivalry      Tunic  
 Prince      Knight      Scroll      Sword  
 Maiden      Squire      Castle      Shield

# At the Crosswords



## Across

- 4 A person who makes and repairs armor.
- 5 A medieval entertainer who performed tricks, music, and storytelling.
- 6 A decorative banner or flag used in battle.
- 7 A building where monks live, work, and pray.
- 9 A fortified structure for defense and residence.

## Down

- 1 A person trained to fight on horseback in shining armor.
- 2 A noble title below a king but above a knight.
- 3 A craftsman who creates fine wooden furniture or tools.
- 8 A long-bladed weapon used by knights.
- 10 A wide-sleeved garment worn by men and women in the Middle Ages.

- Solution:**
- 1 Knight
  - 2 Duke
  - 3 Carpenter
  - 4 Armorer
  - 5 Jester
  - 6 Pennon
  - 7 Monastery
  - 8 Sword
  - 9 Castle
  - 10 Tunic

# Language Games

Try your hand at these authentic period riddles, drawn from sources like the famous Exeter Book (you can find more here – <https://oldenglishpoetry.camden.rutgers.edu/exeter-book-riddles/> )

## I

I'm alive without breath,  
I'm as cold as death;  
I'm never thirsty, but I always drink,  
Clad in mail, but I never clink.

## II

A thing that is full of eyes,  
But cannot see.

Stumped by the riddles? Take a break, unscramble your mind and these common medieval terms!

WRNAED  
SSRQUIE  
STEF A  
LROSLC  
SUTJO  
EPYSTRAT  
SALHRED  
BRDAS  
RKAEMT  
EAGRSSEL

Solutions:  
warden  
squires  
feast  
scroll  
joust  
tapesty  
heralds  
bards  
market  
largesse

## III

At night they come without being fetched,  
And by day they are lost without being stolen.

## IV

A wonder on the wave—  
Water becomes bone.

## V

A man rode into a village on Friday.  
He stayed for three days and left on Friday.  
How is this possible?

Riddle solutions:  
I – A fish  
II – A Steve  
III – Stars  
IV – Ice  
V – Friday is a horse

