

MAG 14

Title: Settlers of Camp-tan

Planners: Maddie and Jonathan

Goal: best peulat erev everrrr #magshimazing

Materials:

- Masking tape for grid on floor and for making moadoans
- 2 large die to roll
- resource cards
- development cards
- Port owner's validation
- Plastic cups for tzrifim and moadoans
- Markers for Mercaz to write which bunk bought something
- 7 Milk Crate's for Chadar Chofesh
- 6 large poster boards to write the number rolled (use front and back)
- Bunk numbers
- Different bunk's resource collection guide

Place: Beit Am Bet

Time: 8:30pm

Mashehu meyuchad: it is IMPERATIVE that everyone bring their water bottle to this peulah, both for purposes of the activity and hydration.

Process:

Set up: Maddie and Carmi have to painstakingly set up the masking tape grid on the floor and organize all of the materials, as well as cup up all of the cards.

Arrival of Edah: Sit by bunk in circles on the floor alongside the wall next to the sheet that has your bunk number. This will be your bunk's home base area.

Steps:

1. Quiet down, shush, sheket, mustashhh!
2. Maddie explains directions. (Let's go over them now to make sure at least one counselor from every bunk knows what's up to assist in any confusion, and to see if I can make the directions clearer.)
3. Lets begin

Directions

- This is the Holy Land. The Holy Land has an abundance of resources that include Kippot, Challah, Torahs, Tefillin, and Tallit. You will need to collect these resources to build roads, tzrifim, moadoans, beit am's, and new chadarim.
- To collect these resources, you must go to the Mercaz. You are allowed to collect the resources that correspond to the number rolled on the dice. For example, if a 7 is rolled, every tzrif can collect one of each resource. For every other number, however, each tzrif collects different resources. Please refer to your bunk's resource guide to see what resources you can get for each specific roll.
- The dice will be rolled once every 60 seconds. We will announce the number that was rolled by holding up a poster board of that number.
- So when the dice are rolled and you know which resources you are supposed to be collecting, go to the Mercaz and *politely* ask for the resources you need.
- You will need these resources to build roads, tzrifim, moadoans, beit ams, and new chadars. Refer to the building costs card to see how much you must pay for each one. Go back to the mercaz when you are ready to make a purchase and they will give you the materials you need to build that thing in exchange for the resource cards as payment.
- Roads are built along the lines of the grid, and buildings are built at the corners on the grid. Roads built using a pair of shoes from one camper.
- You may not build one building next to another; in other words, there must be at least 2 roads separating each building from its closest neighbor.
- Each team will start with one free tzrif and one free road. Moadoans, beit ams, and chadars are all upgrades. That means that you have to build a moadoan in the place of an old tzrif (which eliminates that specific tzrif), a bait am in the place of an old moadoan (which eliminates that specific moadoan), and a chadar in the place of a beit am (which eliminates that specific beit am). Again, each building is an upgrade to the building immediately lesser than itself.
- You can also buy development cards at the mercaz using the resources indicated. Development cards will be one of the following. You may use a development card by going to the home base of the bunk you wish to use it upon, or the mercaz.
 - **Year of Plenty** – this allows you to take 2 resources of your choosing from the mercaz.
 - **Schmitah** – you get to pick another team who is not allowed to collect on the next roll of the dice
 - **Pesach** – you are allowed to take all the challah from one team.
 - **Monday/Thursday/Saturday** – you are allowed to take 2 torahs from one other team
 - **Hay on the Dreidel** – You can pick a team that can only collect half of the resources they are given on the next roll of the dice (if the number is odd, round up: if I am supposed to get 5 Torahs, I take 3)

- **It's Your Bar/Bat Mitzvah!** Mazal Tov! You get an extra roll of the dice. You may collect resources as if a ___ was just rolled.
- There is also trading. You can trade resource cards with any team at any time throughout the game. You can trade 1 for 1, 2 for 1, 3 for 1... any trade that both teams agree on is absolutely fine.
- You can also trade with the Mercaz. If you go with 4 of one card, they will give you 1 of any other card that you want. For example, if I have a lot of kippot but I really want a Torah, I can go to the Mercaz with my 4 kippot and get a Torah in exchange.
- This 4 to 1 trading with the Mercaz rule holds true unless you build on a port. Ports are marked by different colored tape at the intersection between 4 squares of the grid. You may not place your first tzrif on a port, but you are encouraged to build roads leading there so that you can use the port. If your bunk does get a port, go to the Mercaz and ask for a port validation. You will be given a paper that shows it is okay that you trade 3 of a certain object for any other, instead of 4 of an object for any other. They are specific to one resource, meaning if my bunk acquires a 3 to 1 challah port, I can trade 3 challahs for anything I want, but I can't trade 3 Tefillin for anything I want.
- What's the goal? The goal is to settle the best camp that you can, so try and get up to that new chadar!
- Any questions? Let's settle Camp-tan!

TZRIF 46 RESOURCE COLLECTION GUIDE	
Number Rolled on the Dice	Resources you can Collect
2	3 Challah, 2 Kippot, 2 Torahs
3	2 Kippot
4	3 Tallis
5	1 Challah
6	2 Tefillin, 1 Torah, 1 Tallis
7	1 Tallis, 1 Tefillin, 1 Torah, 1 Kippah, 1 Challah
8	2 Challahs, 3 Kippot
9	1 Challah
10	2 Torahs
11	3 Tefillin
12	4 Tallit, 1 Tefillin, 1 Kippah, 1 Torah

TZRIF 48 RESOURCE COLLECTION GUIDE	
Number Rolled on the Dice	Resources you can Collect
2	2 Challahs, 3 Kippot
3	3 Tefillin
4	1 Challah
5	1 Challah
6	3 Challah, 2 Kippot, 2 Torahs
7	1 Tallis, 1 Tefillin, 1 Torah, 1 Kippah, 1 Challah
8	3 Tallis
9	4 Tallit, 1 Tefillin, 1 Kippah, 1 Torah
10	2 Torahs
11	2 Kippot
12	2 Tefillin, 1 Torah, 1 Tallis

TZRIF 49 RESOURCE COLLECTION GUIDE	
Number Rolled on the Dice	Resources you can Collect
2	3 Challah, 2 Kippot, 2 Torahs
3	1 Challah
4	2 Kippot
5	2 Torahs
6	3 Tallis
7	1 Tallis, 1 Tefillin, 1 Torah, 1 Kippah, 1 Challah
8	1 Challah
9	3 Tefillin
10	2 Tefillin, 1 Torah, 1 Tallis
11	4 Tallit, 1 Tefillin, 1 Kippah, 1 Torah
12	2 Challahs, 3 Kippot

TZRIF 60 RESOURCE COLLECTION GUIDE	
Number Rolled on the Dice	Resources you can Collect
2	2 Tefillin, 1 Torah, 1 Tallis
3	3 Challah, 2 Kippot, 2 Torahs
4	2 Challahs, 3 Kippot
5	2 Kippot
6	1 Challah
7	1 Tallis, 1 Tefillin, 1 Torah, 1 Kippah, 1 Challah
8	2 Torahs
9	3 Tallis
10	3 Tefillin
11	1 Challah
12	4 Tallit, 1 Tefillin, 1 Kippah, 1 Torah

TZRIF 62 RESOURCE COLLECTION GUIDE	
Number Rolled on the Dice	Resources you can Collect
2	2 Torahs
3	2 Tefillin, 1 Torah, 1 Tallis
4	3 Challah, 2 Kippot, 2 Torahs
5	2 Challahs, 3 Kippot
6	4 Tallit, 1 Tefillin, 1 Kippah, 1 Torah
7	1 Tallis, 1 Tefillin, 1 Torah, 1 Kippah, 1 Challah
8	3 Tefillin
9	2 Kippot
10	1 Challah
11	3 Tallis
12	1 Challah

Building Costs

Road: 2 shoes

- Tallis
- Kippah

Tzrif: Plastic cup

- Tallis
- Torah
- Tefillin

Moadoan: 2 plastic cups

(you need to have built 2 tzrifim already to build a moadoan)

- 3 Challas
- 2 Torahs

Beit Am: Camper's water bottles

(you need to have built 2 tzrifim and 3 moadoans already to build a Beit Am)

- 3 Kippot
- 2 Tallit
- 1 Tefillin

Chadar Chadash: Milk Crate

(you need to have built 3 tzrifim, 2 moadoans, and 2 Beit Ams already to build a Chadar Chadash)

- 4 Challas
- 4 Tefillin
- 4 Kippot
- 4 Tallit
- 4 Torahs

Development Card:

- Tallis
- Tefillin
- Kippah

3 to 1 Torah Port

This sheet is a validation that you own a port. You may trade 3 Torahs for anything else at the mercaz if you show them this sheet.

3 to 1 Tefillin Port

This sheet is a validation that you own a port. You may trade 3 Tefillin for anything else at the mercaz if you show them this sheet.

3 to 1 Kippah Port

This sheet is a validation that you own a port. You may trade 3 Kippot for anything else at the mercaz if you show them this sheet.

3 to 1 Tassis Port

This sheet is a validation that you own a port. You may trade 3 Tassit for anything else at the mercaz if you show them this sheet.

3 to 1 Challah Port

This sheet is a validation that you own a port. You may trade 3 Challahs for anything else at the mercaz if you show them this sheet.

Pesach

You are hereby granted the power of taking all the challah from one team

Year of Plenty

This card hereby grants you the power to take 2 resources of your choosing from the mercaz

Schmitah

This card allows you to pick another team who is not permitted to collect from the next roll of the dice

Hay on the Dreidel

You are hereby granted the opportunity to choose one team who can only collect half of the resources they would have been given on the next roll of the dice (Round up: if you are supposed to get 5, take 3 instead)

Monday/Thursday/Saturday

You are hereby granted the power of taking 2 Torahs from one team

Bar/Bat Mitzvah

You get an extra roll of the dice. You may collect resources as if a ___ was just rolled.

Challah



Challah



Tefillin



Tefillin



Tallis



Tallis



Torah



Torah



Kippot



Kippot

