Wizard Activity for “There's No Place Like Yom”

<Opening Monologue/introduction> //Better written by Va'adot actually making the Yom than me.

Wizard: Congratulations! You didn’t just gather a heart, brain, and courage, you Earned it!

Munchkin Leader(s)

Player Setup:

* Edah is divided into three teams. Preferably the same bunk groupings as they were walking around earlier.
* Each group is walked to a third of the field (which group gets which third doesn't really matter).
* Give each player an identifying mark for their team (check survival supplies to see if I have enough)

Physical Game Setup:

* Place one upside down trash can in the center of the field. This will be the end point of the three boundary lines (trashcan 1)
* Place one upside down trash can at the end of each boundary line, to make three lines across the field (trashcans 2, 3, 4)
* Place one upside down milk crate in the center back, rotated around 15 degrees clockwise (see drawing) of each third of the field. (milk crates 1, 2, 3)
* Place one right-side up milk crate next to each upside down one (milk crates 4, 5, 6)
* For each milk crate, pick one of the objects (heart, diploma, medal), and put three of them on it.
* Place one hula hoop in the center back, rotated about 15 degrees counter clockwise (see drawing) for each third of the field (hula hoops 1, 2, 3)

Game Rules:

* The goal of the game is to get one of each object in your team's right-side up crate.
* Standard Capture-The-Flag rules apply:
	+ If you are touched by a member of another team in that team's portion of the field, you are caught and go to that team's jail.
		- 3-team addendum: If a member of Team A and a member of Team B touch in Team C's territory, nothing happens.
	+ Once in jail, you can't leave until a member of your team (who is not in jail) touches you. Once someone does, both you and that person can and must take a free walk back to your territory.
	+ Forming chains from the jail is allowed, so long as the anchor of the chain is inside the hula hoop.
	+ If you make it to the hula hoop around the “flags” (objects), you are safe until you decide to take the challenge that object provides. See below for Object.
	+ If you are caught with an object, drop it. It can't be moved by members of the team which possesses that territory
	+ Once you get an object back to your territory, drop it in your upside-up milk crate. Once you get one of each object in that crate, you win.
	+ No Tug of War/Challenges
* Object Rules:
	+ Each object has a different challenge in order to take it. If you fail the challenge, you walk back to your side for free empty handed. If you win the challence. You can pick up the object, but once you step out of the hula hoop (“safe zone”), you can be tagged.
	+ Brain Challenge: You must answer a riddle (Figure them out)
	+ Heart Challenge: ?
	+ Courage Challenge: Trust something or other
* Zerg Rules
	+ Zerg can move objects as she pleases, and tag people out of jail as she pleases.
* Counselor Positions
	+ 2 to man each challenge station (3)
		-
		-
		-
		-
		-
		-
	+ 1 to be zerg
		- Erin
	+ Everyone else is a roaming judge. Make sure the lines are fair, settle disputes etc.