

Title: Dungeons and Dragons, Machaneh style!

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Materials: Labels (one of each)

Opening Statments (5 of each)

Gameplay sheets (one copy of each, there are 9 sheets per copy)

Goals: Have fun, make decisions as a team, goof around

Setup: Dungeons and Dragons is about two things: Your character, and choosing your gameplay; everything that happens in D&D is up to you!

Around the basketball courts, there will be 9 different locations of camp, marked by a sheet of paper: A tzrif, the misrad, the BAG, the chadar, the agam, the kfar, the programming office, the marp, and the Beit Kinesset. At each location, there will be a sheet marked as belonging to one of the 3 possible characters.

Groups will split up, and each will be given one player to begin with: Rabbi Gelb, (your edah rosh – you need to come up with your own story for this one), or an A-side camper. They will be given the opening statement for their character and play a choose-your-own-adventure game based on a day in the life of that character. At the end of each prompt, they will be given an option of location to travel to next, and they must decide as a group where to go. In order to get the next option, they will have to find the location they've decided upon as a group on the basketball court and read the paper relevant to their character. (Ex: If a Rabbi Gelb group is prompted between the chadar and BK, and chooses the chadar, they must find the chadar location and read the paper that says "Chadar-Rabbi Gelb" on top)

They will travel along in the game until they reach their final destination. At that point, they will have the option to either replay the game

as the same character, or they can ask a madrich for a new player sheet and play the game as a new person.

Opening Statements:

You wake up in the morning. You are Rabbi Gelb. You greet your lovely dog Rufus and go admire your brand new pickup truck. All is well until you realize how hungry you are. You could go to the chadar, but you've told yourself you won't eat in the chadar until they bring back French toast sticks. The marp may have food, but they also may just give you a bandaid and tell you to leave. Do you:

- a. Go to the chadar. Maybe you'll be lucky and it'll be muffins
- b. Go to the marp. You know they have lots of leftover Shabbos brownies in the back
- c. Ignore your impending hunger and go for a lake swim instead.

#GetFit

Welcome to Machaneh Ramah! You are an A-side camper, and it's your first day of camp ever. You're probably named, like, Josh or something. Or Rebecca. It doesn't matter. What matters is that it's your first day as a chanich, and you're shakin in your boots. You hop off the DC bus, JDS drawstring bag in hand. You don't recognize any of your surroundings, but you know you must find *somewhere* to go. Do you:

A: Go to the misrad. It's the closest building to you, and those couches on the porch look dang comfy

B: Wander around and try to find the chadar. You're very hungry after what felt like days of travel, even though it was only like 2 hours

Camper Gameplay:

Chadar- camper

You arrive at the Chadar Ochel, and it's everything the virtual tour showed and more. The options are endless, the pasta is flowing endlessly. You can't wait to dig your grubby little hands into some sweet, sweet egg salad. You chow down HARD and eat probably way too much. The stomach ache is imminent, and you feel it starting to churn, but you can push the bad feelings aside for the sake of having a fun first day. Do you:

A: Head to the Agam, you've heard a lot about its perfect temperature and pleasant smell

B: Find somewhere to lie down and digest. The Beit Kinesset is nice and cold, it'll do nicely

Misrad- camper

You wander into the misrad, and immediately regret your decision. It's filled with strange adults you don't recognize. They take your cell phone and throw you an ugly orange laundry bag with your name misspelled on it. You want to book it as soon as possible because everyone here is middle aged and it's overwhelming. Let's get a move on, kiddo! Do you:

A: Go to the Marp. You need to drop off your inhaler and EpiPen anyways.

B: Try to find the programming office. Maybe they'll have your chug assignments. You hope you get Pinterest chug!

Beit Kinesset- camper

Welcome to the Beit Kinesset, young one. It smells quite musty in here, but the air conditioning is refreshing and the spirituality of the all the Torahs in the room is palpable. "Ahh, the presence of HaShem is strong in here," you say to yourself. You get yourself comfortable on a nice wooden bench and drift off for a quick nap.

Someone yelling "Hey, punk! Get out of here, you little twerp" awakens you from your slumber. You look up at a freckled man in a staff shirt. His

nametag says “Emmett Stein”, but his tone says it’s time to leave. Where do you go next?

A: Beit Am Gadol. You did a lot of research when picking a machaneh, and that glorious, shining building was a big factor in your choice

B: Programming Office. You really gotta figure out your chugim. They definitely won’t have your assignment yet, but it’s worth a shot

Marp- camper

You ask for directions to the marp, and eventually you make your way there. You enter the waiting room, and already you can tell that you’re going to spend A LOT of time faking injuries in there. The atmosphere is welcoming, what with all the Olaf paraphernalia lining every wall. How’d they know he was one of your top 3 favorite cartoon snowmen? After dropping off your excessive amount of medication, you decide to take a little walk. Where will you go next?

A: The Kfar. You’ve been told that you’re not allowed to go in there, but you’re dying to taste that forbidden fruit.

B: Beit Kineset. The resounding sounds of the Kochavimers praying is quite appealing to your little ears

Beit Am Gadol- camper

Well, the cat's out of the BAG! Haha, get it? This place is picture perfect and, as the name suggests, is very large. You can see it all play out in front of you like a dream- the plays, the Roo games, the eicha. You throw around a basketball with some friendly Magshimimers, and you really feel like your nerves are starting to settle. UNTIL...

A madrich receives a text on their phone that you're missing! They're five minutes away from calling the Palmer police. This is quite the dramatic twist for an already overwhelming day. Do you:

A: Go to your tzrif. You're not sure your madrichim are there, but at least you can get into bed and cry yourself to sleep until someone finds you

B: Go to the misrad. Someone there will be able to call off the search party, if you can even remember your first name.

Programming- Camper

You approach the door to the programming office, formerly known as The David Office. The door is locked, but on the other side of the glass you notice a small, pierced man engaged in a passionate discussion with a bearded man you can only assume is a professional golf cart racer. You fog up the glass with your stinky child breath, and in the fog you write "can i have my chugs plz" with your finger. They glance over at you and shake

their heads no. Defeated and disappointed, you know it's time to move on.
Do you:

A: Head to the Beit Am Gadol. Time to ride a dang scooter or something

B: Wander into the kfar and plead ignorance when they yell at you for disrespecting their Niv-privilege. #Nivlege, if you will

Agam- camper

You get to the Agam, and you can't wait to dive on in, literally and metaphorically. Who cares if you don't know how to swim?! That's someone else's responsibility now!

You wade into A-water. The cold water gives you a rush. It feels like a rebirth, a spiritual reconfiguration. You feel like a new person, almost as if you walked into a mikvah.

All is blissful for a while, until it hits you. You fool, you didn't wait a full two hours between eating and swimming! The cramp hits you, and a lifeguard has to jump in to your rescue, even though it's only 3 feet deep where you're standing.

You are sent straight to the marp!

Kfar- camper

Blissfully ignorant, you parade up the road into the kfar. The nivonimers tower over you like giants, not unlike the ones that inhabited the Land of Canaan when the Israelites sent in spies. You don't understand why everyone is wearing monochrome outfits of red, blue, white, or green. Aesthetically, it's pleasing, but no fashionista would ever approve. As you approach the top of the hill, the giant teens begin to yell.

"GET. OUT!" They scream in your face. Clearly, they're a big fan of Jordan Peele films, but that doesn't mean they should scream at you! You feel intimidated and you need to find a safe space.

A: Go to the Beit Knesset. You find the architecture of the building appealing, and it will calm you down from the rollercoaster you just experienced

B: Go to the chadar. Getting scared sure does work up one's appetite!

Tzrif- camper

Hey, welcome to your tzrif, kid! Your bags are next to your bed, and the smiling faces of your new peers and madrichim provide a warm welcome. And what's this? A plastic cup with 2 Hershey Kisses in it! Man, you sure are gonna like it here! Make your bed, unpack your bags, and settle into your new home.

Congratulations on making it to your tzrif! What do you want to do next?

A: start this wonderful day all over again!

B: Live this day as someone new (see a madrich)

Maddie Gameplay:

Chadar- Maddie

You arrive at the chadar and, for some reason, they're serving fish sticks for breakfast. You spill tartar sauce on your 8th favorite pair of sparkly shoes. They ask you to lead Bracha Achrona, which is objectively the worst part of your job. The disappointment is unreal, but there's still time to turn this yom around. You could go visit some pals, or perhaps catch a tan by the agam. Do you:

A: Visit Simon and Didi in the programming office

B: Catch some sick rays by the waterfront #GnarlyDude

Kfar- Maddie

You walk into the kfar and you're greeted by the all the nostalgia of the good ole days. Did you know your Niv was the first to live in the new kfar? Iconic. You search high and low for someone to hang out with, completely forgetting that all your friends live in the same building as you rather than in the kfar. You knock on the door of the girl's binyan and are greeted by the miktzoi, Yaira Kalendar. Or is it Tova Benson-Tilsen now? Who knows. Either way, she tells you that Aryeh is at the agam, but you might be kind of over it at this point. Do you:

A: Head to the agam anyways, cause why the heck not

B: Go to the Beit Am Gadol to check out Machazemer practice (A whole new world, am I right??)

Programming- Maddie

You arrive at the programming office, and it's like something out of wonderful fever dream. Boxes of cheez-its, stacked to the ceiling. Perfectly organized calendars line the wall like the Sistine Chapel. No Rosh Edah could ever ask for more. This *is* Olam HaBah. You eat every cookie in sight, which you immediately realize was a bad idea.

Head to the Marp

Marp- Maddie

You arrive at the Marp, and you are immediately rushed into the back. Olga exclaims in a panic, “Every single one of your campers has lice. How could you let this happen?!” Shocked and confused, you yell out a muddled response not even you can comprehend, saying something about a shared Shabbos Kovah. In an attempt to escape the situation, you make up an excuse on the spot. Do you:

A: Fake a phone call about a distressed camper. Someone can’t find their Hydroflask, or something. Head to a tzrif!

B: Sneak away to the Misrad. There’s a copier emergency!

Beit Am Gadol- Maddie

The Beit Am Gadol is one of your favorite places in camp. The lack of proper ventilation makes for a great hot yoga spot, and, as everyone knows, the stage is your one true home. You belt out a few verses of Lipgloss by Lil Mama, and your heart feels full for a moment.

Suddenly, you receive a distressing call from the misrad that one of your campers in the Chadar has stolen approximately 3,000 kippot from the Kippah Return bin. Do you:

A: Go straight to the Chadar and face this glaring issue head-on

B: Head to the misrad. This is a disciplinary issue that must be tackled from an outside perspective

Agam- Maddie

You head to the Agam and look out over the rolling hills, dancing in mist and prancing in majestic delicacy. You roll out your My Little Pony beach towel and lay down, ready to catch a sick tan. You drift softly into sleep, relaxed and comfortable. Unfortunately, you forgot to apply any sunscreen, and you awake an hour later looking redder than any lobster (imitation lobster, of course. Keep it kosher). Do you:

A: Trek over to the Marp for some aloe. It may be far away, and it may not be sick call, but perhaps they'll make an exception for you

B: Go to a tzad bet tzrif and pray that some pale camper keeps a stack of aloe next to her bed

Misrad- Maddie

At the misrad, the scene is bustling. It's like that scene in The Bee Movie where every bee is doing their job, except nobody here sounds like Jerry

Seinfeld (unfortunately). You pop a K-cup in the Keurig, kick back your feet, and chat with Ed Pletman.

“I can’t believe every toilet in your edah’s tzrifim was clogged. That was quite the maintenance request you put in,” he says.

This comment reminds you just how thankful you are for indoor plumbing, and you realize it’s time to sing your praises in front of your Kehillah and HaShem. Do you:

A: Go to the Beit Kineset. Vered is karyaning today, but you should really be there to lead Kaddish Yatom

B: Go to the kfar. Yoni Gelb knows his way around a siddur, you know they’ll deliver the tfillah experience you deserve.

Tzrif- Maddie

You strut on in into a Tzad Bet Tzrif. Of course, the Machoners did a spectacular job with nikayon today. The floor is so clean you could eat off of it, so you sit down for a quick ziti dinner. Once you’re full and satiated, you start to get warm and cozy. Wait, you’re too warm now. These tzrifim are hot. Why are they so hot, oh my goooooood. You desperately need some A/C, and the two closest options are clear. Do you:

A: Go to the programming office. *A/C and* snacks? Count me in sis

B: Head to the Beit Kineset. It’s time to daven anyways, the best part of the day!

Beit Kineset- Maddie

You made it to the Beit Kineset! Hallelujah! No seriously, Hallelujah on page 88 is being sung out when you walk in. The energy is uplifting and filled with ruach as you tap out the Karyan.

“Az Yashir, amud 90,” you call, a smile on your face.
After a long and hectic morning, you’re finally where you belong.

Congrats on making it to the BK! Do you want to:

A: Relive this day as Maddie #ThrillItUp

B: Live this day as a new person (see a Madrich)

Rabbi Gelb Gameplay:

Chadar- Rabbi Gelb

“What’s happening, dude? Here’s your personalized meal, with avocados grown straight from my garden.” It’s Sean, your closest confidante. You are feeling very #blessed and therefore give a gorgeous rendition of Birkat HaMazon into the chadar mic. Being on a high of holiness and blessings, you know the next place to go is tfillot. Do you:

A: Go to the kfar. There are only a few Nivonimers, so they won’t be too rowdy or loud, perfect for a sensitive guy like you

B: Go to the Beit Kinesset. Machon always has a lot of ruach, and you’re in quite the spiritual mood.

Marp- Rabbi Gelb

“Welcome to the marp, Rabbi Gelb! We don’t have any breakfast available yet, but we do have a Gatorade and Luna bars, so you’re in luck!”

You’re disappointed in this marp meal, but hey, what did you really expect? Since you’re already in the area, you decide to check out the Sif complex, just to see what’s poppin. Do you:

A: Go to the Beit Kinesset. Machon is probably tearing it up in tfillot right now

B: Visit the programming office. You never know what shenanigans they’ve got going on in there!

Agam- Rabbi Gelb

You arrive at the Agam for your lake swim. You dip your toe into the crystal clear, pristine water. “Ahh, nature is beautiful,” you think to yourself.

A voice yells out from behind you: “NO SWIMMING WITHOUT A LIFE GAURD!” It’s Rotem. She has returned early from birthing her child specifically for the purpose of telling you not to swim. Defeated and still hungry, you go back to your original options.

A: Chadar

B: Marp

Kfar- Rabbi Gelb

You arrive at the Kfar for tfillot. As you approach the Moadon, you hear the meek but joyous voices of all 5 of the Nivonimers. “Small but mighty,” you remind yourself. Tfillot are underwhelming, with Tali Glickman using the wrong nusach for the Amidah, which happens to be your biggest pet peeve. You need to blow off some steam. Do you:

A: Hit up the Beit Am Gadol and shoot some hoops with Adam Offit
#BallIsLife

B: Go to the programming office to see if Simon and Didi are hoarding any Airheads that you can steal

Beit Kinesset- Rabbi Gelb

You go to the Beit Kineset for tfillot, and it's everything you've ever wanted and more. Spirits are high. Torah readings are immaculate. Vered sounds like an angel as she screeches out the last few notes of Adon Olam. Everything is bliss for but a few moments, when you get a very distressing phone call that Rufus has somehow gotten off his leash and is running wild throughout the Machaneh. Do you:

A: Go to a tzrif on tzad bet. Perhaps Rufus smelled a chanich's hidden stash of Lays potato chips and has been tearing through bags. After all, you can't have just one

B: Take cover at the Beit Am Gadol. You know how ruthless that dog can be, and you'll let maintenance handle it instead.

Programming- Rabbi Gelb

Ah, the programming office. Stacks of cookies, hoards of Havdallah candles, reams upon reams of paper, and yet somehow, absolutely no paperclips. A true anomaly of a place. Your good friends Simon and Didi are lounging around when you arrive.

"Hello, good sir. A tip of the hat to you on this fine morning," says Didi.

"Didi! Get out of my la-bo-ra-tory!" Simon yells back.

You don't understand the Dexter's Lab reference, which frustrates you. You're mad, which makes you want to go for a swim. Go to the agam

Beit Am Gadol- Rabbi Gelb

You arrive at the Beit Am Gadol and immediately remove your shoes, as this is holy ground. In the middle of the room, there is a bush. It is engulfed in flames, but it does not burn. A voice calls out your name, from nowhere in particular but from everywhere all at once. “Hinenni,” you reply.

I’m kidding, you just take off your shoes because it’s an expensive building and you don’t want to ruin the floor. You shoot some hoops and make every single shot.

“‘You miss 100% of the shots you don’t take’ - Wayne Gretsky” - Michael Scott”.

-Rabbi Gelb

Feeling safe and vindicated, you decide to go for a walk. Do you:

A: Go to a tzad bet tzrif. You love the sound architecture and the breezy living space

B: Go to the misrad. Might as well get some work done for the day

A tzrif- Rabbi Gelb

You walk into tzrif 50, the finest tzrif in all of the machaneh. The architectural inspiration was clearly borrowed from the Greeks, and the high walls and open floor plan give you a lot of good feelings. The backsplash in the bathroom is simply exquisite. “I should redo my foyer at home”, you think to yourself. Perhaps you can have Josh Edelglass draw up the plans for that.

You find nothing of interest in the tzrif, unless you count dreams and aspirations as things of interest. Feeling inspired, you decide to march yourself to work and get done all the things on your checklist today. Do you:

A: Go to the misrad, the powerhouse of the machaneh

B: Go to the kfar. The air cooling in the binyanim is the perfect working environment

Misrad- Rabbi Gelb

The misrad, the place you are meant to be. The AC is blasting, the coffee is pouring, the Josh Czick is typing. You’ve had a busy and exhausting morning, and you know it’s time to get to work for the day. You grab your cup of joe and get crack-a-lackin on the day’s to-do’s.

Congratulations on making it to the Misrad! Do you want to:

A: Live this day all over again! Heck yeah!

B: Live this day as a new person