



YISHUV CHALLENGE

The Challenge:

You and your teammates are immigrants to Israel in 1892. You are working to create a settlement

(*Yishuv*/ **יִשׁוּב**). You have very little in the way of resources. Your immediate goal is to build four buildings for temporary housing, *ma'aborot*.

You must do this before your supplies run out or the entire group perishes.

Yishuv Challenge

Israel
I-1



The Challenge: You and your team mates are immigrants to Israel in 1892. You are working to create a settlement (Yishuv/יישוב). You have very little in the way of resources. Your immediate goal is to build four buildings for temporary housing, Ma'aborot. You must do this before your supplies run out or the entire group perishes.

To Play: The game is designed for 4 – 6 players. Players sit around a table in a circle or on the floor. The pile of situation cards is placed in the center of the playing area. Also placed in the center are tokens that represent the resources available to your group. These resources are determined by the number of players. For each player, place one ammunition card, one food card and one medicine card in the center of the playing area. To play, each player takes a turn taking a card, reading it aloud, and following the directions. As play progresses, some of these resources will be lost and removed from the center. At other times, new resources will be obtained.

Rules:

If at any time the group has no food cards amongst its supplies, four more players may take their turns. If no more food has been obtained during this time, the group perishes and the game ends.

If at any time a member of your group perishes, s/he simply watches the progression of the game, but does not participate.

Malaria

You come down with malaria. Remove one medicine token from your supplies.

Arab Attack

Local Arabs attack your settlement. One **ישוב** is burned down. Remove it from your collection of completed structures.

Arab Attack

Local Arabs attack your settlement. Both you and the player to your left are killed.

Building Completed!

Mazal Tov! You have all worked well together, and one **ישוב** is now completed. Take a token and put it in the center of your playing area.

Food Shortage

A drought has caused many of the crops you were growing to die. Delete two food tokens from your supplies.

Food Shortage

A wild animal has attacked the chickens in the coop. Delete one food token from your supplies.

Help Received

A philanthropist has provided your settlement with extra funds. You receive 3 food tokens, 2 ammunition tokens, and 3 medicine tokens.

Malaria

Your entire group is stricken with malaria. Remove all medicine tokens from your supplies. If fewer than four are available, remove all that are left and you do not survive.

Arab Attack

Local Arabs attack your settlement. Although no lives are lost, much ammunition was used. Remove two ammunition tokens from your supplies.

Torrential Rains

Rain wipes out most of your crops. Remove all but one food token from your supplies.

Bumper Crops

You have had a successful harvest. Add two food tokens to your supplies.

Drought

The crops die due to lack of rain. Remove all food tokens from your supplies. If the food supply is not replenished by the time each player takes one more turn, the entire group perishes.

Building Completed!

Mazal Tov! You have all worked well together, and one יֵשׁוּב is now completed. Take a token and put it in the center of your playing area.

Building Completed!

Mazal Tov! You have all worked well together, and one יֵשׁוּב is now completed. Take a token and put it in the center of your playing area.

Building Completed!

Mazal Tov! You have all worked well together, and one יֵשׁוּב is now completed. Take a token and put it in the center of your playing area.

Building Completed!

Mazal Tov! You have all worked well together, and one יֵשׁוּב is now completed. Take a token and put it in the center of your playing area.

Building Completed!

Mazal Tov! You have all worked well together, and one **בנין** is now completed. Take a token and put it in the center of your playing area.

Chamsin!

Hot winds blow in from the desert making it impossible to work. Use up one food token while waiting for conditions to improve.

Help Received

A philanthropist has provided your settlement with extra funds. You receive 2 food tokens and 3 medicine tokens.

Crop Failure

You ignored the advise of neighboring Arabs who told you that it was too late in the season to plant barley. The entire crop fails. Remove 2 food tokens.

Team member leaves

The team member to your right has found the living conditions too difficult and has arranged to emigrate to the United States. This team member will no longer participate

Neighbors Help

A group of neighboring Arabs observe your lack of food, and offer advise for raising more crops. Add two food tokens.

Arab Attack

Local Arabs attack your settlement. Three of the attackers are killed and you confiscate their weapons. Add 2 weapons tokens to your supplies.

Receive Supplies

A neighboring **בנין** gives up its' attempt for survival. They leave you with their remaining supplies. Add 2 medical tokens and 2 food tokens to your supplies.



