ERSTELLT VON
Hesi07

ON
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★ ★ ★ ★ ★
Keine Stimmen

Nehemia



Bei diesem spannenden Nachtgeländespiel musst du ganz schön auf der Hut sein, denn überall kann der Feind lauern. Lass dich nicht erwischen!

Passend zum Lagerthema oder Semesterprogram Nehemia.

Material

- Barrier tape to cordon off the pile of debris
- Many stones, as similar in size as possible
- Vests with numbers (=armor)
- Flashlights (=swords)

Preparation

- Mark off the pile of rubble
- Spread stones around the pile of rubble
- Mark different camps (e.g., with a light)

Procedure

- The players are divided into 3 groups: one group of Israelites and two groups of enemies.
- The Israelites must try to bring as many stones as possible to the city wall in order to rebuild it.
- The enemies, on the other hand, try to carry as many stones as possible to their hiding places to prevent the city wall from being rebuilt.
- At the start of the game, each player receives a vest with a number. Two more are set aside for them in their camp.
- The vests represent “armor”; without them, no one is allowed to carry stones or shine a light on other players.
- The enemies are at odds with one another and, of course, hostile toward the Israelites. By shining a flashlight (“sword”) on another player and loudly calling out their **correct** number, that player must hand over their vest. If they are carrying a stone, they must also hand it over.
- To continue playing, the player who was shone on must first return to their camp and get a new vest.

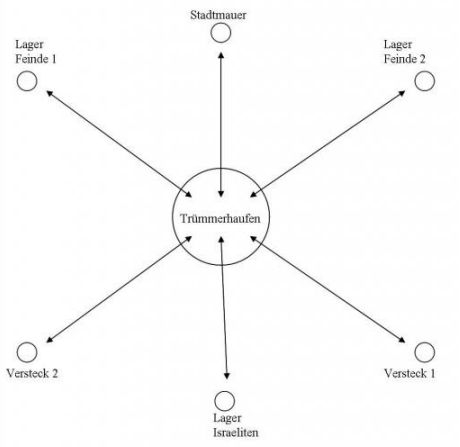
- The captured vests must **first** be brought back to the player's own camp; only then may the opposing team's stone be removed.
- At the end of the game, which concludes after a set time, the captured vests and transported stones are tallied.
- Each vest is worth 3 stones.
- The player who has collected the most points (=stones) at the end wins.

Rules

- Each player may carry only **one** stone; if they are already carrying one, they may not shine a light on anyone else but must first take the stone to the city wall or to the hiding place.

- When shining a light, you must **not** shine it in another player's face!
- To protect yourself from being shone on, you may only use your legs and natural objects such as trees; you are **not** allowed to cover your number with your arms or hands!
- Captured vests may be reused by players if they no longer have any of their own.
- No player may wear or carry two vests at the same time. If an opponent's vest is captured, it **must** be brought back to camp and may only be used after the player has lost their own.
- No one may be targeted in the camps of the individual groups, in the hiding places, or near the city wall.
- At the pile of rubble, however, there is no safe zone; players may be illuminated anywhere there.

Schedule



Schedule

Variation

- Jerusalem - Reconstruction of the Wall
- Number Game

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