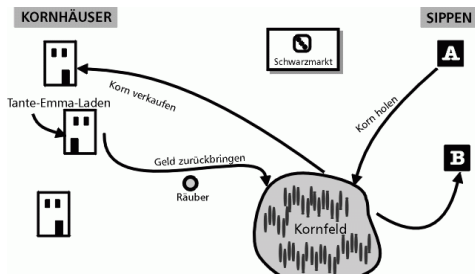


Aunt Emma and the grain collectors



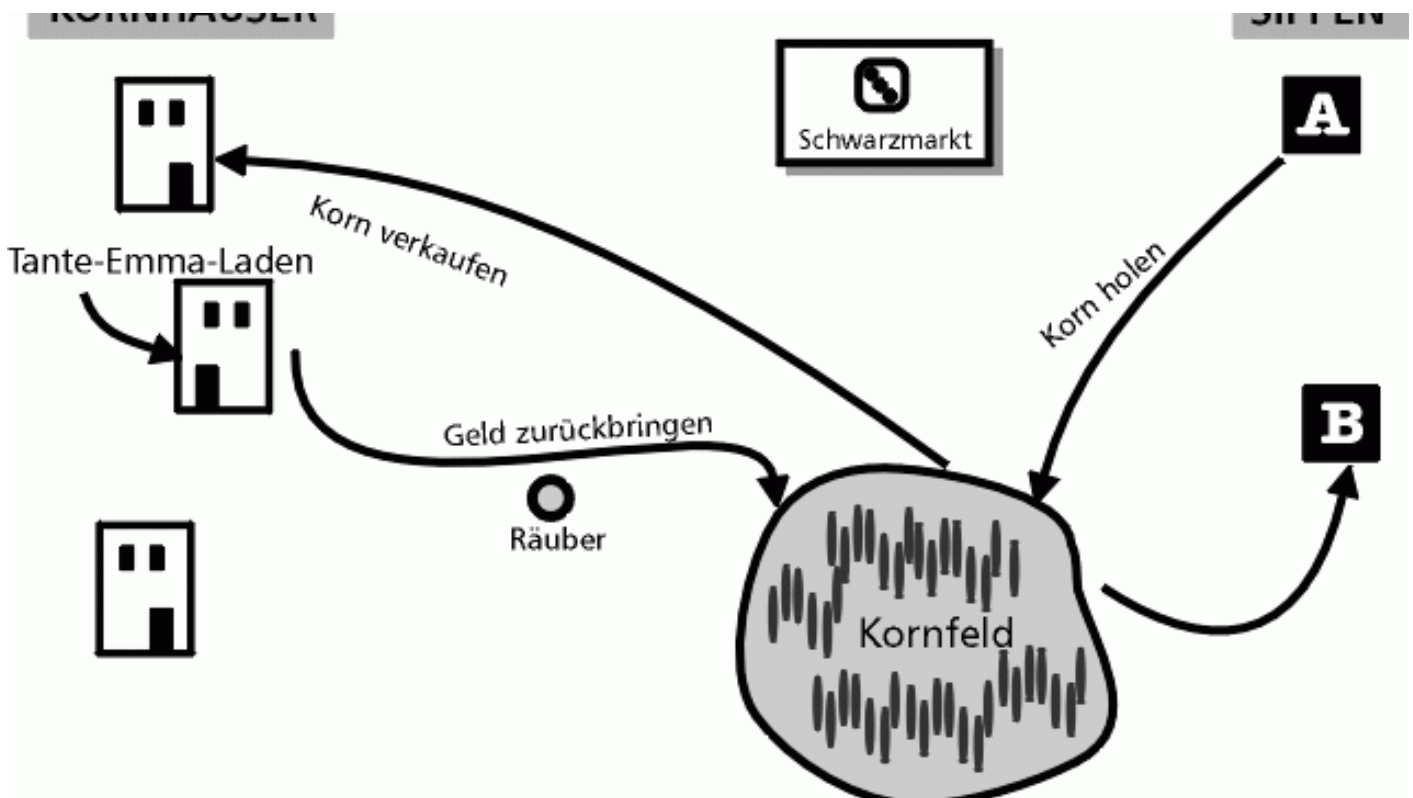
It is about the story of Joseph in Genesis 41

Prehistory

Pharaoh had strange dreams of 7 fat cows and 7 lean cows. He also saw 7 fat ears of corn and 7 lean ears of corn. The lean ones ate up the fat ones. This strange dream that Pharaoh had dreamt troubled him a lot. Many of his advisors tried to interpret the dream, but none knew what the dream meant. Then Pharaoh's cupbearer remembered Joseph, who had also correctly interpreted a dream for him in prison.

So Pharaoh sent for Joseph and told him his dreams. Joseph then began to interpret the dream with the help of God. The 7 fat cows meant 7 good years with great harvest. The 7 lean cows meant the opposite - 7 bad years with famine.

Pharaoh then appointed Joseph over all of Egypt to plant granaries and make the necessary provisions for the 7 years of famine. So Joseph ordered the people to gather grain and sell it to the granaries.



Explanation

The players are divided into 2 groups. Both groups have the task to collect grain in the "7 good years" in the land of Egypt. This grain is collected in the grain field. (Only 1 grain may be taken.) There are different types of grain. (Different colors of candies). This grain must be brought to the grain houses. The grain houses pay the players money for the grain. Each granary has different opening hours, varying prices (max. 5 coins) and buys different types of grain (3 types of grain out of 5). **The goal for the players is to collect as much money as possible to buy enough grain in for the "7 bad years".**

Stupidly, there is also a robber in the area who attacks the players and steals their money (no grain). When the robber touches a player, the player must surrender and give all his money to the robber.

Because there is a lot of money in the game, a black market is also formed. In the black market, players trade grain and money. Bets can be placed or any other kind of trade can be made. (e.g. rolling dice, scissors/stone/paper....)

Additional task

As an additional task, a gift for Joseph must be purchased at the corner store (middle grain store). This gift can either be chosen from a list in the corner store, or it can be invented and Aunt Emma sells it for a (high) price. This part of the game is not at all compulsory and is intended more as a

joke.....

Ladder

Minimum 3 (1 robber, 2 granaries)

Ideal 5 (1 robber, 1 game leader/black market supervisor, 3 granaries.)

Play time

1 hour

Material

- Marking tape
- Grain (sugus, wedding candies)
- Coins
- Dice for black market or similar
- additional material for decorating the stores
- ev. list with opening hours
- Poster for grain types (which colors are bought)
- "open/closed" sign
- List for additional task

[Tante Emma und die Kornsammler.pdf](#)

Source reference

Cover picture: Courtesy of www.spielboerse.ch - Spielideen für die Jungschar!

Game idea: Courtesy of www.spielboerse.ch - Spielideen für die Jungschar!