



SUBMITTED BY

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Keine Stimmen

Nehemiah



In this exciting nighttime outdoor game, you'll have to be on high alert, because the enemy could be lurking anywhere. Don't get caught!

Perfect for [the camp theme](#) or [the Nehemiah semester program](#).

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

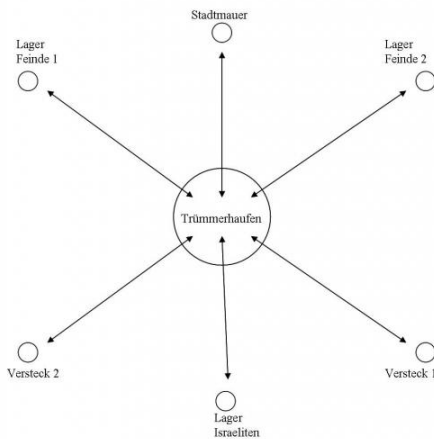
- The players are divided into 3 groups: one group of Israelites and two groups of enemies.
- The Israelites must try to bring as many stones as possible to the city wall in order to rebuild it.
- The enemies, on the other hand, try to carry as many stones as possible to their hiding places to prevent 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

Source Citation

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