

MACCABEES AND MENORAHS



This is a collaborative game where 2-5 players retell the story of Hanukkah. One person will be the Nagid (leader) who guides the group through the story. The other players will take on the roles of the Maccabees. You can play this game over eight short (15 minute) sessions, perhaps after lighting the menorah each night. You could also play it in one sitting.

CREATING THE CHARACTERS

Each player creates their character by picking a name and a Jewish value they embody.





Names: Dinah, Eliezer, Hannah, Jonathan, John, Judah, Judith, Leah, Ruth, Simon

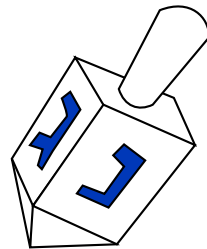
JEWISH VALUES	
Anavah – Humility	Melakhah – Hard Work
Chesed – Loving-kindness	Rachamim – Mercy
Ometz – Courage	Simcha – Joy
Hanhagah – Leadership	Tzedek – Justice

Each player starts with two pieces of gelt. The Nagid starts with a pile of gelt.

PLAYING THE GAME

Each session, the Nagid starts by describing an opening scene that involves the characters. Then, the players narrates their characters' actions. If a character takes a risky action, their player spins a dreidel to see if it succeeds. The Nagid narrates the results.

-  **Gimmel** – a complete success
-  **Hey** – a success, but at a cost
-  **Nun** – a failure, try a different approach
-  **Shin** – a terrible failure, things get worse



A player can spend one piece of gelt to upgrade their result (e.g. turn a Nun into a Hey). A player earns an extra piece of gelt whenever their character embodies the selected Value.

Tzedakah: a player can give another player one of their gelt before they spin the dreidel.

RUNNING THE GAME

The Nagid's role is to create a vivid world for the players. They decide how the world reacts to the characters' actions and can roleplay the dialogue of other people in a scene. As the scene continues, they should create challenges for the players to overcome.

There are eight sessions, one for each night of Hanukkah. The Nagid starts by describing where the characters are and what is happening around them. Then, they ask the players how their characters respond. When a character takes a risky action, the Nagid asks the player to spin the dreidel and then narrates the result.

The session ends when the characters successfully resolve the initial situation.

EIGHT SESSIONS
1. Greek soldiers enter town, outlawing shabbat and demanding idol worship
2. Mattityahu kills a Jew who is praying to Zeus and citizens attack the Greeks
3. The Maccabee rebellion begins but the Jewish army needs recruits
4. A Jewish town is under attack and needs to be rescued
5. The Greek army is marching on Jerusalem and the Maccabees must defeat them
6. The temple is back in Jewish control but the menorah has been stolen
7. The menorah is lit but there is only enough kosher oil to last for one night
8. The Greeks are defeated but Jewish refugees are reluctant to return home



Designed by Randy Lubin | DiegeticGames.com

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