



# Instructions

## Yud-Tes Kislev From Prison to Freedom

### **What you need:**

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One token for every player, one die, glasses of "lechaim" for when you win.

### **How you play:**

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1. Each player chooses a token. Place all the tokens on the Alter Rebbe's house.
2. Decide who'll play first. The first player rolls the die and moves over the number of stones that is shown on the die. Every player does the same, in turn.
3. When you reach a stone with a mission on it, you must perform the mission.
4. To reach the Alter Rebbe's freedom, you need to land on the last (53rd) stone in an **exact** number of steps.

### **Who is the winner?**

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The first player to reach the celebration of Chof Kislev (the 53rd stone) and the Alter Rebbe's release.

# Heh Teves

## The Books Return to 770

### What you need:

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16 tokens in 4 different colors, one die

### How you play:

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1. Each player selects 4 tokens (chassidim) of the same color and places them on the 4 base spots of that color, which are at the corners of the board (for instance, green tokens are placed on the green bases).
2. Each player rolls the die, in turn. Only when a 5 (for Heh Teves) is shown, can he/she begin to play. Play begins by moving the first token from its base onto the first position in the track that runs along the edge of the board.
3. Starting at the first position, players move their tokens along the track, in a clockwise direction. At the end of the first circuit, players move along the individual (colored) tracks that end at 770!
4. The number of steps a player takes is the number shown on the die.
5. Players can move more than one chossid (token) at a time, but only one chossid can move for each roll of the die.
6. To get into 770, you need to move an **exact** number of steps.

### Note:

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1. If a chossid (token) lands on a spy, he must go back to his base spot (so that he doesn't get caught with books).
2. If a chossid (token) lands on a sefer, the player must say the name of a Chassidic sefer (but may not say a name that has already been mentioned in the same game). If the player performed the mission successfully, he/she gets another free roll of the die.
3. Who is the winner? The first player who brings all his/her chassidim to 770.

# Yud Shevat

## The Rebbe's Mivtzoim

### **What you need:**

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One token for every player, one die

### **How you play:**

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1. Each player chooses a token. Place all the tokens on the square marked "Golus."
2. Decide who'll play first. The first player rolls the die and moves the number of squares that is shown on the die.
3. Along the road to "Geulo" (square 100), you'll find mivtzoim that the Rebbe began and encouraged during his Nesius. If you land on a square that shows one part of a mivtza, find the matching part and hop to that square: sometimes, you'll hop up and sometimes, you'll hop down.
4. To get to "Geulo" (square 100), you must roll the die to the exact number.

The following mivtzoim (campaigns) appear on the playing board:

Tefillin, Shabbos Candles, Torah, Mezuzo, A "House Filled with Books", A "Letter In a Sefer Torah", Ahavas Yisroel, Tzedoko, Moshiach and Geulo, "Tzivos Hashem" Bedroom, Matzo, Lag BaOmer Parades

### **Who is the winner?**

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The first player to reach the Geulo.

# Chof-Beis Shevat

## The Rebbetzin

### **What you need:**

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One token for every player, one die

### **How you play:**

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1. Each player chooses a token and places it on the matching color base on the outside of the circle.
2. Decide who'll play first. The first player rolls the die and moves the number of segments that is shown on the die. At first, move along the outer ring, in a clockwise direction.
3. When you land on a blue arrow, you can proceed (in the next move) along the next (inner) ring. The number of segments you move is always the number that is shown when you roll the die.
4. When you land on a green segment, where the name of one of the Rebbeim is shown, you must say the name of his wife, the Rebbetzin. If you get the name right, you get another free move. (To learn the names of the Rebbetzins, look at the section "Shalshelas Hayachas" or "Genealogy" in the Introduction to Hayom Yom.)

### **For the advanced players:**

When you land on a light blue segment, you must say the name of one of the Rebbe's daughters. If you are successful, you can move forward two segments!

5. When you land on a segment with a head scarf, you must name a good quality that we learn from that Rebbetzin. If you can name one, move one segment forward.
6. When you land on a "frownie," you lose one turn.

### **Who is the winner?**

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The first player to reach "Keser Malchus" -- the Rebbe and Rebbetzin.

# Yud-Aleph Nissan

## Birthday Customs

### What you need:

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6 tokens, die

Also, prepare a few glasses of "lechaim" and some tzedoko.

### How you play:

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1. Each player chooses a token and places it on "Start" in one of the birthday customs tracks (if there are 3 or fewer players, each player can play on 2 tracks at the same time).
2. The first player rolls the die and along the track, moves the same number of squares shown on the die. You can move up or down, but only within your own track.
3. When three players land on the same birthday custom (minhag) at the same time, all of them perform the mission connected to that minhag.

### Missions for the Minhagim

Wine -- make a farbrengin. All players (young and old) say "lechaim."

Checkmark -- a positive decision (hachloto). Every player standing on such a square takes on him/herself a good hachloto.

Tzedoko -- adding in charity. All players give tzedoko and ask for the Geulo with all their heart.

Heart -- adding in Ahavas Yisroel. Each player pays a compliment to the player on his/her left.

Paper and pen -- cheshbon nefesh. A moment of silence. Think what good thing you did today. What could you have done better?

Fiddle -- your new kapitel T'hillim. An adult reads out your new kapitel, verse by verse, and everyone repeats after him/her.

4. Play continues until all six birthday customs have been performed.

### Who is the winner?

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The player who first performed the custom he/she chose at the start of the game. Of course, even after there's a first winner, continue to farbreng and watch others win!

# Gimmel Tammuz

## Hiskashrus to the Rebbe

### **What you need:**

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64 discs, in 4 different colors.

Also, prepare a bag with 22 bits of paper. On each bit of paper, write a number from 1 to 22.

### **How you play:**

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1. Each player (or pair of players) receives 16 discs and sits at one corner of the playing board.
2. Elect a leader (it can be an adult who is not playing). The leader draws out a number from the bag, or picks a random Chassidic definition, then reads out the definition of that concept (but not the concept itself—only the definition).
3. The player who finds the picture that matches the Chassidic concept places a disc on the picture.

### **Who is the winner?**

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The first player to fill the whole board with discs.

# Yud-Beis-Yud-Gimmel Tammuz

## The Rayatz's First Imprisonment

### What you need:

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48 discs in 4 different colors

The educational aim of this game is to illustrate the Rebbe Rayatz's first imprisonment, in order that children identify with the story, and derive lessons and values.

### How you play:

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On the board are words and pictures that tell the story of the Rebbe Rayatz's first imprisonment, when he was still a boy.

If there are players who cannot read yet, you can play the story using only the pictures. Older children can play using both words and pictures.

Before you begin to play, it's a good idea to read the story "A Boy in Prison." It's been provided here, below.

1. Put all the discs in a container in the center. That's the pool.
2. Every player chooses a picture or word on the board. Keep it in mind, but don't tell anybody what it is.
3. The player must describe the picture or word he/she chose without mentioning the picture, or word, itself. Describe its color and the way in which it is shown on the board, until one of the other players guesses what it is.
4. The first player who correctly guesses what the picture or word is, and can tell how the picture or word is connected to the story "A Boy in Prison," gets a disc. The color of the disc must be the same as the border of the picture or word.  
Every disc has a specific number of points. Red=2; blue=1; yellow=3; green=4.
5. A player who makes a wrong guess, or does not know how the picture or word is connected to the story, must return to the pool a disc of the same color as the border of the picture or word. (Be careful!!)

### Who is the winner?

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The player who has the most points. Use the colors to do the math!

# Chay Elul

## The Order of the Rebbeim

### What you need:

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A token for each player

### How you play:

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1. Each player chooses one of the pictures in the first (bottom) row as his/her starting point (make sure you always place the disc in the spot indicated, and not on the picture itself, chas veshalom).

There are seven generations from the Alter Rebbe until our generation, the generation of Geulo. Your aim is to get to the gates of Geulo, to the Beis HaMikdosh. But how?

2. Taking it in turns, players move, step after step, up, down, to the side, or diagonally, to the picture that shows the Rebbe before, or after the Rebbe they are located on now. (For example, a player who is now on the Rebbe the 'Tzemach Tzedek,' can move, step after step, to a picture of the Mittler Rebbe, who was Rebbe of the generation before that; or to a picture of the Rebbe Maharash, who was Rebbe in the generation afterward.)

### Who is the winner?

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The first player to reach the Beis HaMikdosh.

### The Lineage of the Chabad Rebbeim

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1. The Alter Rebbe -- Rabbi Schneur Zalman
2. The Mittler Rebbe -- Rabbi Dovber
3. The Rebbe the 'Tzemach Tzedek' -- Rabbi Menachem Mendel
4. The Rebbe Maharash -- Rabbi Shmuel
5. The Rebbe Rashab -- Rabbi Shalom Dovber
6. The Rebbe Rayatz -- Rabbi Yosef Yitzchok
7. The Rebbe Nesi Doreinu -- Rabbi Menachem Mendel

# Tes-Yud Kislev

## Chabad Aleph-Beis

### What you need:

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1 token, die, 48 discs in 4 different colors, a stop-watch

### How you play:

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1. Each player takes 12 discs of the color he/she chooses.
2. On the arrow of the starting point, place one token that will serve all the players.
3. The first player rolls the die and moves the token the number of places that is shown on the die.
4. The block he/she lands on is a basic Chassidic topic. He/she has to now think of a person or thing that belongs to that topic.
5. The player closes his/her eyes and points at a random letter in the center of the board (you can select a letter by any other method you choose). Within an agreed-upon time limit, the player has to think of a person or thing that is an example of the block he/she landed on that and starts with the letter he/she pointed to. For example, let's say the player landed on "Mashpi'im and men of good deeds" and that the letter he pointed to was Shin, he could say "Shlomo Chaim Kesselman." If the player was successful, he places one of his discs on the circle next to the topic.
6. The next player rolls the die and moves the same token onwards, from the block at which the previous player stopped.

### Note:

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You cannot repeat a person or thing that somebody else already mentioned in this game.

If the token lands, in one of the rounds, directly on the arrow, the player who rolled the die can jump to any topic he/she chooses.

### Who is the winner?

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The first player to put down all his/her discs.

# A Boy in Prison

Lubavitch, Menachem-Av, 5651

The hubbub of the market spilled over from the town square and into the side streets. The two children, making their way home for lunch from cheder had to pick their way among the noisy farmers and carts filled with produce.

"Look what I bought for my brother," said Shimon suddenly, and took out a little box from his pocket.

Yosef Yitzchok took the box from his friend and looked at it. It was a box of matches -- every youth's dream.

Just then, a familiar figure came up to them, tramping heavily, bent under his burden. On his shoulders was a calf, under his arm a lamb, and hanging around his neck, a basket of chickens. It was Reb Dovid the butcher, a poor, simple man, who had to work very hard to support his family.

Yosef Yitzchok knew Reb Dovid well -- thanks to the gmach.

Yosef Yitzchok had a gmach. He would save the coins he received as a prize for learning mishnayos by heart. He had managed to save up 30 rubles, which he would lend to poor peddlers. Among his regular borrowers was Reb Dovid. Yosef Yitzchok was always impressed by his hard-working and honest character.

When he saw the children, his face lit up, and happily he said, "With Hashem's help, today, I am going to make a nice profit." He had hardly said this, when the Deputy Police Chief stalked up to him and slapped him hard across the face. Reb Dovid, stunned, swayed a little, then blood began to trickle from his nose.

Yosef Yitzchok was shocked. "How dare this vulgar goy hurt a refined and honest Jew? I cannot hold back," he decided.

"Drunkard, low-life!" the 11-year-old boy screamed, and pushed the policeman as hard as he could.

"Arrest him, arrest the Jew-boy!" the humiliated policeman shouted angrily. "As if it's not enough that he's preventing me from fulfilling my duties, he's now torn the medal off my uniform."

A coarse villager in a simple police uniform jumped at Yosef Yitzchok and grabbed him with his powerful hands. The stench of alcohol on his breath was sickening.

"Take him to the police station. He'll pay dearly for his insolence!" the Deputy Police Chief instructed his assistant.

The policeman dragged off the frightened boy between the market stalls, holding him roughly by his clothes and collar.

When they reached the police station, the boy was handed to the officer on duty.

The officer looked at Yosef Yitzchok with disdain, slapped his face, and dragged him by the ear to the prison cell.

The boy was pushed into a dark little room, and the door slammed behind him. Yosef Yitzchok heard the key turn in the lock, then the policeman's steps as he moved away, then a gloomy silence.

Yosef Yitzchok stood there in the dark, scared. The rumbling of his stomach reminded him that it had been hours since he had eaten anything. He felt helpless, when suddenly, he remembered that he was a descendant of the royal House of Lubavitch. His forefathers had labored with extreme self-sacrifice for the sake of Jews, and had even sat in prison, in the most difficult conditions. And now he, too, was in prison. He had to walk in their path, to rise above time and place, and to busy himself with Torah. Yosef Yitzchok, aged 11, already knew two sedarim of mishnayos by heart, and he now began to recite them, and through their holy letters, to purify the dank air.

All of a sudden, there was an odd sound. A kind of long groan. And then, a strange shuffling. Yosef Yitzchok shuddered. The brush of his imagination began to paint horrifying pictures. "Moach shalit al halev (the head rules the heart)," the boy decided, and drew back from the corner where the sounds had come from.

He continued to recite mishnayos, trying as best he could to concentrate on the holy words of Torah. Then he decided to daven mincha. Since the dark cell did not have even the tiniest window, he would not see the sunset. Better hurry.

At first, he thought he should add "Aneinu" and "Ve'al Chet" in his prayers. Then a new and surprising thought came to his mind: "The Creator gave me a wonderful zechus (merit) that I should sit in prison for having defended a Jew. Is there any greater zechus than that?" It is not proper now to cry with a broken heart. Quite the opposite, his feet should be dancing. He should daven with great joy, and he should not say Tachanun at all. And so the boy davened with great intent, striving to put joy and gratitude into every word.

He completed his prayers and thought he would go back to the mishnayos, when suddenly, he heard more scary noises coming from the corner. Groans, grunts, and sounds of something writhing. His teeth chattered. His entire body trembled. Suddenly, he remembered the box of matches he had taken from his friend, Shimon. He still had it. Hashgocho Protis (Divine Intervention).

Yosef Yitzchok lit a match and a pale, quivering light lit up the dark corner. His fear melted away at once, giving way to surprise. Who had decided to put a tied-up calf in the prison cell? What had this innocent creature done to deserve to be muzzled so?

Yosef Yitzchok continued to recite mishnayos by heart, calmer now than before. He had just completed Seder Zeroim, and wanted to start Seder Moed, when he heard the sound of approaching steps and the jingling of keys. The door opened. There stood the police officer who had put him in the cell. The look of scorn (when he had first received him) was now a look of shame, and even of some fear.

"Forgive me, my boy," he said in a sorry tone, "How could I have known that you were the nephew of the Raza\*? Please don't tell anybody that I hit you, or pulled your ear."

The policeman led the boy to the office of the Police Chief. The Chief was sitting behind his desk, and in front of him, on the other side of the desk, stood the Deputy Police Chief, Rev Dovid the butcher, and two Lubavitcher chassidim.

"Meir the butcher bought a calf from my brother, and this impudent Jew stole the calf from him. I wanted to arrest the thief, when this youth tried to obstruct me from performing my duty, and even tore off my medal," charged the Deputy.

"Reb Dovid is innocent. With my own eyes, I saw him buying the calf with his own money!" vouched one of the chassidim.

"I saw it, too," confirmed his friend.

While the Police Chief was questioning the witnesses, the Raza's assistant came in and handed him a note. The Chief read the note and said, "You may take the boy. He is free to go."

Outside the police station, Yosef Yitzchok's friends were waiting for him, excitedly. On his way home, Yosef Yitzchok told them all that had happened, and also mentioned the tied-up calf that was lying on the cell floor, bleating, with its mouth muzzled. When the Raza's assistant heard this, he realized that this information could help in the investigation, so he hurried back to the police station to tell the Police Chief about the calf that his nephew had seen.

The Chief checked the facts and came to the conclusion that the calf in the cell was the calf that had been stolen from Meir, and that the Deputy and his brother were the thieves. The Police Chief was furious and punished the corrupt Deputy. Not long afterward, the Deputy was fired from his position.

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When the Rebbe Rashab learned about the imprisonment of his only son, he said, "It is good that you defended a Jew, and if you sat in jail for a few hours as a result, it does not matter! You also learned that it is good to know mishnayos by heart. If not for the Torah that you learned, you would have been no better than the calf that was with you in the prison cell. You were able to spend your time in prayer and Torah study and that is the advantage of man over beast."

The Rebbe Rashab gave his son another ten rubles, so that he could increase the size of his gmach, and add to his acts of kindness even more.

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\*) "Raza" spells the first letters of "Rabbi Zalman Aharon." He was the elder brother of the Rebbe Rashab, and a highly-respected figure in Lubavitch, even among the non-Jews.