JERUSALEM AHEAD
A TOUR THROUGH THE ROAD OF COURAGE

RULES OF THE GAME

KEBEN HAYESOD • JERUSALEM 1951
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EN ROUTE
POUR JERUSALEM
UNE EXCURSION A TRAVERS LA ROUTE HEROIQUE

REGLEMENTS DU JEU

KEBEN HAYESOD • JERUSALEM 1951
TOUS DROITS RESERVES

* *

EN CAMINO A JERUSALEN
UN PASEO POR LA CARRETERA DEL HEROISMO

REGLAS DEL JUEGO

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TODOS DERECHOS ESTAN RESERVADOS

PRINTED IN ISRAEL
JERUSALEM AHEAD
A TOUR THROUGH THE ROAD OF COURAGE

THE MATERIAL REQUIRED
a) A map of the “Road of Courage” on which the settlements between Tel-Aviv and Jerusalem are marked by numbers.
b) Dice, numbered 1–6.
c) Counters, to mark the players’ progress.

RULES OF THE GAME
The aim of the game is to reach Jerusalem — the Capital of Israel.
To start the game, you have to throw Number 1 on the dice. For each consecutive step throw the dice and move your counter forward the number of spaces shown on the dice. As he moves from place to place, each player must describe the road he passes.
There are many obstacles on the road. The player may be forced to withdraw or be unable to move.
From 68 onwards progress is slow and from each throw of the dice the players have to deduct 2 until reaching, or by passing, 64.
You must reach Jerusalem, No. 80 on the map, by throwing the exact number required. If you throw a larger number, you must wait for the next turn.

1. TEL-AVIV — the largest city in Israel. Only 40 years ago the area over which Tel-Aviv now extends was covered by barren, desert sand-dunes. A small number of families from amongst the Jewish inhabitants of Jaffa formed a society (“Ahuzat Bait” — The Possession of a House) and decided to build a new suburb, which was to be more beautiful and better developed than Jaffa.
In the year 1909 (5669) they began to build, calling their quarter “Tel-Aviv” — “The Hill of Spring” (the Hebrew name of Theodore Herzl’s book “Alonehand”). The late Meir Dizengoff, who helped greatly in its development and expansion, is regarded as the father of the city.
In 1930 (5711) Tel-Aviv and Jaffa were joined, and the whole city is now called “Tel-Aviv—Jaffa”.

5. MIKVE ISRAEL — it is 5 km from Tel-Aviv to Mikve Israel. In 1870 (5630) the Agricultural School of Mikve Israel was founded by the Alliance Israelite. A celebration is being held in Mikve Israel.
You go over to the school to visit a friend there.
You must throw No. 4 on the dice before you can move on.

6. BEIT DAGON — this crossroad is situated on, or near, the site of the city of Beit Dagon, famous in Bible times as the seat of the Tribe of Juda.
You hitch-like to Gitav Brenner where you help in the erection of building units for new immigrants from Yemen. You volunteer to stay on, missing one turn.

9. RISHON LE ZION — founded in 1882.
You visit the wine cellars and taste the different wines. You get sleepy and go back two spaces.

11. NESS ZIONA — was founded in 1884 (5644).
It is mainly an area of orange groves. Beit Hanan, Neta’im, Beit Oved and Ayanot lie in the vicinity.
You stop to visit a man who has gone to lend a hand with the orange picking in the district. You must throw the exact number to reach Rehovot (No. 14). If the player throws a larger number than that required he cannot move and must wait for the next turn.

14. REHOVOT — was formerly a moshava (smallholders’ village) and is now a town. It was founded in 1890 (5650). Its population engages mainly in citrus cultivation and also in business and industry. The world-famous Weizmann Institute is in Rehovot, as is also the Agricultural Research Station. The private residence of the President of the State of Israel, Dr. H. Weizmann, is also here.
You want to see the President, but he is in his office at Ha’Kirya in Tel-Aviv. You go back as well.

17. GIVAT BRENNER — is a kibbutz (communal settlement) named after the writer Yosef Haim Brenner, who was killed in Jaffa during the riots of 1921. One of the largest communal settlements in the State, it was founded in 1928 by pioneers from Lithuania and Germany; it has since absorbed immigrants from a large number of other countries. Its settlement budget was allocated by Keren Hayesod, the land by Keren Kayemet Le-Israel. It engages in varied and intensive mixed farming and in many industrial undertakings and trades. You go to visit the “Serene House”, their large cultural centre.
Ennio Sereni, a member of the settlement, was killed by the Nazis after having parachuted into enemy territory during the second World War.
You look round in the neighbourhood. Everyone is working feverishly, you work too. You miss two turns not realising how quickly time passes.

20. THE ROAD OF COURAGE — now you enter it.
It helped Israel in winning victory and now it helps you to reach Jerusalem quickly.
You pay your debt of homage by undertaking to help the settlement strongholds through the Keren Hayesod Youth Department either by work for your youth organisation or by a contribution to Keren Hayesod funds.
You move forward 5 points.

23. YESODOT — is a kibbutz (communal settlement) of the “Workers of Agudat Israel”. It was founded on national land by means of subsidies from Keren Hayesod.
JERUSALEM AHEAD

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a) A map of the "Road of Courage" on which the settlements between Tel-Aviv and Jerusalem are marked by numbers.
b) Dice, numbered 1-6.
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The aim of the game is to reach Jerusalem — the Capital of Israel.

To start the game, you have to throw Number 1 on the dice. For each consecutive step throw the dice and move your counter forward the number of spaces shown on the dice. As he moves from place to place, each player must describe the road he passes.

There are many obstacles on the road. The player may be forced to withdraw or be unable to move.

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You must reach Jerusalem, No. 80 on the map, by throwing the exact number required. If you throw a larger number, you must wait for the next turn.

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A celebration is being held in Mikve Israel. You go over to the school to visit a friend there. You must throw No. 4 on the dice before you can move on.

3. BEIT DAGON — this crossroad is situated on, or near, the site of the city of Beit Dagon, famous in Bible times as the seat of the Tribe of Judah.

You hitch-like to Gitat Brenner where you help in the erection of building units for new immigrants from Yemen. You volunteer to stay on, missing out turn.

9. RISHON LE ZION — founded in 1882.

You visit the vine cellars and taste the different wines. You get sleepy and go back two spaces.

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It is mainly an area of orange groves. Beit Hanan, Ne- ti'im, Beit Oved and Ayanot lie in the vicinity.

You stop to visit a man who has gone to lend a hand with the orange picking in the district. You must throw the exact number to reach Rishon Le-Zion (No. 14). If the player throws a larger number than that required he cannot move and must wait for the next turn.

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23. YESODOT — is a kibbutz (communal settlement) of the "Workers of Agudat Israel". It was founded on national land by means of subsidies from Keren Hayesod.
You arrive early Friday afternoon and stay over to celebrate the Saturday. The next bus goes on Sunday morning. You miss one turn.

25. HULDA — a kibbutz (communal settlement smaller than a kibbutz), on the western slopes of the Judean Hills; it was founded in 1909. The place had many ups and downs. During the 1929 riots the isolated settlement was attacked and after heroic self-defense, in which A. Chirik fell, the place was abandoned and destroyed. In 1930, Hulda was again settled with the help of Keren Hayesod. The Herzel forest, the oldest forest of Keren Kayemet, is planted in the vicinity of Hulda. During the War of Liberation, Hulda served as a centre and assembly point from which the convoys left and paved their way in an easterly direction to Shaar Hagai and Jerusalem.

You remember the days of war. You imagine you are surrounded by enemy forces and try to break through. Choose the number you want to throw, announce it and then cast the dice. If you guess you go forward; if not, you withdraw the number of points you threw.

30. MISGAV DAVID — a settlement named after Colonel David Marcus who fell in action during his military service during the War of Liberation "somewhere in Israel". He was an American Jew who volunteered to serve in the Israel Army, and was the originator of the idea of "The Road of Courage". You pay your tribute by undertaking to give a contribution to the funds of Keren Hayesod to build other strongholds settlements.

33. CROSSROADS — you must take care.

You lose your way and cross the armistice lines. You are taken prisoner and have to wait for the next prisoner-exchange, thereby losing 5 turns.

35. TAL SHACHAR — was founded on the 24th Tishrei 5709 (October 27th, 1948) as a moshav (Workers' Cooperative Settlement). It is named in honour of Henry Morgenthau ("Tal Shachar" in Hebrew), who served as Secretary of State for the United States Treasury and was President of the United Jewish Appeal. You collect from other players in aid of Keren Hayesod.

38. HAR EL — a kibbutz (communal settlement) of "Hashomer Hatzair" — "The Young Watchmen's Organization". The kibbutz was founded on the 24th day of Tishrei 5709 (October 27th, 1948). Its name is dedicated to the Har El company of the Palmach whose soldiers opened the road to Jerusalem and many of whom fell in action in this area.

You take part in guard duty and help to catch an infiltrator. You move forward 6 points.

41. TZORA — Samson's birthplace. This kibbutz of members of the United Youth Movement — Hatmuhah Hameuchedet — was founded on December 7th, 1948, by soldiers of the Israel Defence Forces. It is about 360 metres above sea level, and overlooks the whole surrounding area.

47. LATHRUN CROSSROADS — the area is heavily fortified, and some mines laid during the War of Liberation still cause trouble to the unsuspecting.

Your car hits a mine and the rear wheel blows up. Only the last player has a spare one and you have to wait until he passes you by. Should the last player hit the mine he has to return to Tel Shachar to fetch help.

GENERAL INSTRUCTION:

From now on progress is slow on the uphill road. You have to deduct 2 points from each throw of the dice until you reach, or by-pass, Neve Ilan.

48. SHAAR HAGAI — a narrow hollow, crowned by high hills on the left and right. Here bitter battles were waged by the heroes of the convoys.

In your mind you fight a successful action and move forward 3 points.

52. This dangerous turning is unfamiliar to the driver and you find yourself in the ditch. You are taken to Kibbutz Lehaghashma for first aid and there await 3 turns while recuperating.

54. STRONGHOLD SETTLEMENT RAMAT RAJZIEL — This spot is called after the first commander of the Irgun Zwai Leumi who volunteered for the British Army in the second World War and was killed in action. You help in terracing the deserted hills and stay three work-days (3 turns). You are then brought along a second-class road to Kibbutz Palmach Tzuba.

57. The radiator of your car is overheated and you have to wait one turn for it to cool down.

61. STRONGHOLD SETTLEMENT LEHAGSHA-MA was founded by members of the movement "Ha-Noar Hazioni" — "Zionist Youth". From the heights of Lehaghashaima one obtains a magnificent view over the Valley of Ajalon, the coastal plain and the Sharon, a stretch of the shore and also of Tel Aviv and its surroundings.

You are interested in this Stronghold Settlement and decide to visit another. You go forward to Neve Ilan without stopping.

64. NEVE ILAN — a kibbutz, whose members originate from France and Belgium, some of whom fought in the ranks of the "Maquis" in France. A "Garden of the Prophets and the Rabbis" is to be planted at Neve Ilan, according to the plan of the naturalist Dr. A. Hareveni.
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You take part in guard duty and help to catch an infiltrator. You move forward 6 points.

41. TZORA — Samson’s birthplace. This kibbutz of members of the United Youth Movement — Hatnua Hameuchedet — was founded on December 7th, 1948, by soldiers of the Israel Defence Forces. It is about 390 metres above sea level, and overlooks the whole surrounding area.

47. LATRUN CROSSROADS — the area is heavily fortified, and some mines laid during the War of Liberation still cause trouble to the unsuspecting. Your car hits a mine and the rear wheel blows up. Only the last player has a spare one and you have to wait until he passes you by. Should the last player hit the mine he has to return to Tel Shachar to fetch help.

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The garden will contain every kind of tree and plant mentioned in the Bible. You go for a walk in the vicinity and look for various plants. You must give the names of the plants you have found there. The number of plants to be mentioned must correspond with the number you cast on the dice — if you cannot remember them, you go back an equivalent number of points.

57. STRONGBOLD SETTLEMENT MAALE HAMISHA — a mountain kvutzat. It is named in memory of five members of the kvutzat who were murdered from ambush on going out to work the settlement’s lands. It was founded in 1988.

You take it easy in Maale Haimisha’s beautiful rest house and lose one turn.

69. KIBBUTZ PALMACH TZUBA — a stronghold settlement of the Palmach who fought in this area trying to open the road to besieged Jerusalem. Kibbutz Palmach Tzuba was founded in 1948 and is 720 metres above sea level.

You help in building a recreation room and undertake to send a book to the kibbutz library. Contribute to Keren Hayesod funds for this purpose.

71. KIRIAT ANAVIM — a kvutzat affiliated to the Hever Hakhvutza — the organization of kvutzot in Israel. It is in the Judean hills, north-west of Jerusalem. It was founded in 1920 by veteran workers of the Third Aliyah (third wave of immigration). The settlement was established through the initiative of the agronomist, the late Akiva Ettinger, and is the forerunner of mountain settlements on national lands.

In Kiriya Anavim you pick grapes. After work a member of the kvutzah offers you a ride to Motza.

73. TEL ARZA
You lost your satchel somewhere. You look for it hectically, cast your dice three times and go back the total number of points of the three throws.

74. MOTZA — a village on privately-owned land in the Judean Hills, west of Jerusalem. Part of the land was bought as early as 1865.

75. SUBURBS OF JERUSALEM.
You have to throw exactly 7 to reach the centre of town where the Keren Hayesod office is situated.

80. THE CAPITAL OF THE STATE OF ISRAEL
"I returned to Jerusalem with mercy, my house shall be built there."

YOU HAVE REACHED YOUR GOAL!

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**EN ROUTE POUR JERUSALEM**

**UNE EXCURSION A TRAVERS LA ROUTE HERBOIQUE**

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**CE QU’IL FAUT POUR JOUER:**

1) Une carte géographique de la “Route du Courage” où les agglomérations sont indiquées par des chiffres.

2) Quelques dés ordinaires.

3) Des jetons correspondant au nombre des joueurs pour marquer le chemin parcouru.

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**RÈGLE DU JEU:**

Le but du jeu est d’atteindre Jérusalem, capitale d’Israël. Pour pouvoir commencer à jouer, il faut, au préalable, lancer un as. Après chaque coup consécutif vous avancez votre jeton d’un nombre correspondant au chiffre sur la surface supérieure du dé. En avançant de carré en carré chaque joueur doit donner une description de la route qu’il vient de passer.

La route comporte des obstacles qui forcent le joueur soit à reculer, soit à s’arrêter sur place. A partir de „48” votre avance se ralentit, de chaque coup vous déduisez deux points, jusqu’à ce que vous ayez atteint ou dépassé „64”.

Pour atteindre Jérusalem, marquée sur la carte par le chiffre 80, il vous faut lancer un coup correspondant exactement au nombre de carrés vous séparant du but. Si votre dé marque un chiffre supérieur à la distance qui vous sépare du but, votre jeton restera sur place et vous attendrez le prochain tour.

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1. TEL-AVIV — C’est la plus grande ville en Israël. Il n’y a que quarante ans, le terrain où s’étend actuellement Tel-Aviv, n’était qu’une vaste lande aux sables mouvants. À cette époque, quelques familles juives habitant Jaffa se réunirent pour constituer une société ("Alumot Batit" — Ton propre Chez-Toi) et décidèrent de construire un nouveau faubourg, appelé à devenir plus beau et mieux développé que Jaffa.

En 1909 (5669) ils commencèrent à construire et ils appelèrent leur faubourg "Tel-Aviv", La Colline du Printemps, d’après le titre hébreu du livre de Théodore Herzl "Altneuland". Menachem Dizengoff est considéré comme le père spirituel de la nouvelle cité, car il contribua à sa création et à son développement.

En 1950 (5711) Tel-Aviv et Jaffa ont été réunis en une seule agglomération qui porte le nom de Tel-Aviv-Jaffa.