

MAL (Na-mal') Port
OH (O-leh') Settler or immigrant
OLEH (O-leem') Plural of Oleh
OTZAR (O'-tzar) Treasury where money is deposited.
PARDESS (Par-dess') Orange grove
PARDASIM (Par-de-seem') Plural of Pardess
SEKEL (Shek'-el) Unit of money used.
SH'KOLIM (Sh'-ko-leem') Plural of Shekel
YOUTH ALIYAH (Suk-kah') A booth erected for the Feast of Tabernacles to commemorate the booths erected by the Children of Israel while they wandered from Egypt to Canaan.
YOUTH ALIYAH (Youth A-lee-yah') A movement created for the resettling of refugee children and young people on the soil of Palestine.
VAAD LEUMI (Vaad Le-u-mee') National Council

MILTON BRADLEY COMPANY
 SPRINGFIELD, MASSACHUSETTS

GAME OF OASIS

The Romance of the Promised Land

A game for 2, 3, or 4 Players

4 pieces each called an OLEH (settler) in 4 colors
 Set of discs each called a KUSHAN (round marker) for property deed in 4 colors
 Set of discs each called a KUSHAN (octagonal development marker) in 4 colors

4 DREIDELS (totems)
 Supply of SH'KOLIM (money) Supply of Cards

Each player takes an OLEH (settler) and KUSHANIM (set of round and set of octagonal markers) and a DREIDEL (totem) and 1,000 SH'KOLIM (money) as follows:

Pieces	Sh'Kolim
20	1
20	5
6	10
6	20
4	50
5	100

Each player lays aside 10% of his SH'KOLIM (money) for his MAASER (tithe) which is a special charity fund for contributions to the following:

Hadassah Hospital, Hadassah Infant Welfare, Youth Aliyah, Writer's Fund, Keren Kayemeth, Yeshivas and Talmud Torahs, development of Hulleh Swamps, and planting of trees in the HERZL and GEORGE WASHINGTON FORESTS.

Player landing on either of these forests has the privilege of planting trees. He signifies the number of trees he wishes to plant by paying from his charity fund, 1 Shekel to the OTZAR (treasury) for each tree planted.

(For all contributions, the OLEH (settler) pays the OTZAR (treasury) from his charity fund, whatever amount he desires, if no definite amount is stated.)

The player in charge of the OTZAR (treasury) plays first, and other players follow in turn to the left around the board. All players begin at the Mediterranean Sea, from the space marked "Start."

Each player spins the DREIDEL (totem) at his turn and moves his OLEH (settler) the number of spaces indicated by the uppermost portion of the DREIDEL (totem) and follows the directions on the space moved to. If a blank turns up, he moves one space backward and plays the same as a forward move.

Property Space Player landing on an unoccupied space representing a purchasable building or land, may buy it if he chooses. He pays the price indicated to the OTZAR (treasury) and places a KUSHAN (marker) of his color upon it, thus indicating ownership.

Development of Property When a player buys property, he may develop it at once or some future time when he lands on it again. He pays the development price to the OTZAR (treasury) and places a development KUSHAN (marker) on the Property. When a player lands on ARAB LAND he must buy it, even though he has to sell other property to do so. He may develop it at any future turn. Player landing on Keren Kayemeth land obtains it free, and it cannot be sold or transferred. However, this land is developed like other land and the development may be sold.

When a player lands on property marked by another player's KUSHAN (property marker), he must pay to that player one-half of the amount printed on the board. If there is a KUSHAN (development marker) also on the space, he must pay one-half of the development cost as well.

Players who have spent all their money and are required to make any payment on ARAB LAND, must sell some of their property. Other OLIM may buy this property if they wish, but the OTZAR (treasury) will always pay 50% of the property development cost. Player removes his KUSHAN (marker) from the property when selling. When properties are sold to the OTZAR (treasury), any other player may buy them for their full value as in regular play.

A player who arrives at Keren Hayesod may obtain a loan up to 300 SH'KOLIM if he so desires. This money must be used for the development of land or property. He must make a payment on the loan from all the money he receives after he has invested in land until his loan is paid up. A player can make only one loan during the game.

When a player lands on a blank space, he draws a card. When a card sends a player to a city or a place on the map, he stays there, notes the port nearest to that city and at his next turn, he starts his OLEH (settler) from the corresponding port on the playing circle and moves around the number of spaces as indicated by the DREIDEL (totem). When a card sends a player to another space on the board, he follows the directions and continues his turn from this spot, at his next play.

Mediterranean Sea Player landing here may elect to go forward from any one of the ports at his next turn.

When a player's move carries him past the Mediterranean Sea, he must change his course to the next inside path for his move beyond the sea. When he comes to the Mediterranean Sea from a trip around the inner circle, he must change his course to the outermost circle and proceed as before.

All contributions, collections, payments and receipts are made through the OTZAR (treasury) except payments between players.

Player remains until his next turn on Visit Spaces and the Synagogue; and on the Yarkon River, he remains to fish.

Players receive a Scholarship when they land on the Hebrew University.

Player stopping on the HISTADRUTH (Jewish Federation of Labor) pays his dues and becomes a member. At any future stops on this spot, he makes no payments. Each player who becomes a member, may place a marker on this spot if he wishes, to denote membership.

When a player is out of money and has no property to sell and is required to buy land or make a payment, he drops out of the game.

Play continues until one player owns all properties, and others are out of the game. This player is declared the winner. A time limit may be set to shorten the game. The winner is the player who has acquired the greatest number of properties.

LIST OF DEFINITIONS

ASHLAG (Ash'-lag) A profit sharing company owning a concession which extracts the minerals from the Dead Sea.

BIALIK (Bi-a'-liik) The late Hebrew National Poet

DREIDEL (Dray'-del) Spinning top or totem

HISTADRUTH (His'-ta-druth') Jewish Federation of Labor

KEREN HAYESOD (Ke'-ren Ha-ye-sod') Foundation Fund, an agency which develops Jewish National Fund land, extends loans for industrialization, and assists every national enterprise.

KEREN KAYEMETH LE ISRAEL (Ke'-ren Ka-ye'-meth le Israel) Jewish National Fund, a land purchasing agency which buys land in Palestine and holds it as the common property of the Jewish people. This land, while it may be developed, can never be sold.

KUSHAN (Koo-shan') Deed. ("Kushan" is a Turkish word commonly used in Palestine.)

KUSHANIM (Koo-sha'-neem) Plural of Kushan.

MAASER (Ma-a-ser') Tithe

MEESEEM (Mee-seem') Taxes

MEHES (Me'-hes) Duty

MESHEK (Me'-shek) Farm