

Wishful Offerings

בס"ד
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“*Wishful Offerings*” is a family game that teaches the Jewish life around at the Temple. The game is suited for the whole family and allows fun study of all personal and communal offerings. The game focuses on major Jewish Holidays and includes activity cards, allowing insight into the connection between the Temple and personal traits.

The game is similar in some of his principles to the well-known monopoly game, while the currency being the offerings and the exchanged merchandise the Mitzvoth (commandments).

From the Educators & Parents Manual:

As the Maharal describes in his commentary on the Torah (Gur Arie, Book of BAMIDBAR, Page 472) The Hebrew name *Korban* (Offering), enables us to get closer to H-Shem, as the Hebrew word *Karov* means “Close”.

One very simplistic rationale for the Offerings: All parts of creation show their completeness in various and wonderful forms. All of them are the divine intent of the Creator. However, only one creature has free choice – Man. Thus, it is possible that Man will transgress the divine intent of his Creator. By this, he will disturb the perfect organization of creation, or even alter creation harmony. Therefore, the merciful creator has allowed us to bring a “perfect” offering from his world, to grant atonement to our animal soul. By this, allowing us again to get closer to our creator.

