

PLAYING THE GAME

All players should be made aware that the idea of *Every Jew Counts* is to move their team counter as high up the ladder as possible.



There are squares on the ladder numbered from 1 to 100.

All squares are in different zones of the ladder. The higher the ladder, the higher the zone.

The game follows a turn-based format, where each team takes a turn in a round.

In each turn, the host takes the top card from a pile of question cards.

The questions are in two piles: STARTER and GENERAL.

The pile used is determined by one of the following criteria, depending on preference:

- The host asks the team which pile they want to use
- The host chooses the pile appropriate to the team (e.g. STARTER might be preferable for children)
- The host selects randomly

The question on the card is asked to the team in play who confer to give an answer.

The answer to every question is a number.

Based on the answer given, the team's counter moves up/down the ladder, according to the following:

Answer matches exactly	Move up the number of squares in the answer.
Answer is too big	Move down the ladder, back to first square of the current zone. <i>It's important to avoid giving an answer that exceeds the correct answer!</i>
Answer is too small	Move down the ladder. Calculate the difference between the answer given and the correct answer. This is how many squares to move down.

