

PLAYING THE GAME

A referee is responsible for awarding points by giving tokens.

Players can work as individuals or teams.

There are two separate parts to the game.

Both involve using the Haggadah.

Teams/individuals can carry out both parts of the game throughout the Seder.

At the end of the Seder, the team/individual with the most points is the winner.



CODE QUEST

Every team/individual has a "Code Quest" card.

Instructions are on the card: the answers to the questions are all numbers.

The referee can see the answers to each question on the Answers sheet and, for convenience, the pages on which each answer appears in the Art Scroll Haggadah are provided. However, it is not necessary for anyone to give each answer to the referee. Only a *final answer* is required.

At any point in the Seder, a team/individual can quietly give the referee their *final answer* to the quest; if correct, they are awarded a token with FIVE POINTS.

At the end of the quest, the bonus question is asked and FIVE POINTS are awarded to the first team to answer correctly.

SHOUT OUT

Every team/individual has a "Shout Out" card.

The phrases have been encrypted by removing letters (according to the details given on the card).

Players must identify each phrase.

However, players are only awarded a token if the phrase is shouted out at the *correct point in the Seder*.

ONE POINT is given for each phrase identified at the correct place.

For convenience, the pages on which each phrase appears in the Art Scroll Haggadah are provided.