

dreidel game rules

To begin each player puts one chocolate coin (gelt) into the center, or "pot"

Then take turns spinning the dreidel:



If it lands on Nun don't take or give anything to the pot



If it lands on Gimel take all of the gelt in the pot



If it lands on Hay take half of the gelt in the pot.
(If there is an odd number of gelt the player takes the larger half)



If it lands on Shin put one piece of gelt in the pot

Every time the pot is emptied each player puts one piece of gelt in the pot and the game continues.

If you run out of gelt you are out.

If you win all the gelt you're the winner!

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