

## Dreidel Rules

Each player starts with an equal number tokens (e.g. gold 'gelt' coins, raisins, or nuts). Each team must have an empty pot.

All players place one token into the pot.

Each player spins the dreidel and then adds, subtracts, or does nothing to the pot depending on how the dreidel falls.



Nun stands for *nisht*, which means "nothing". If the player lands on this, they do nothing to the pot.



Gimel stands for *gantz*, which means "everything". If the player lands on this, they get all the tokens in the pot.



Heth stands for *halb*, which means "half". If the player lands on this, they get half the pot.



Shin stands for *shtetl*, which means "put in". If the player lands on this, they add one of their tokens to the pot.

Whenever the pot becomes empty, all players have to add one token to the pot.

The player who loses all their tokens first is out of the game.

The game is over when a player has won all the tokens!

## Dreidel Rules

Each player starts with an equal number tokens (e.g. gelt [gold coins], raisins, or nuts). Each team must have an empty pot.

All players place one token into the pot.

Each player spins the dreidel and then adds, subtracts, or does nothing to the pot depending on how the dreidel falls.



Nun stands for *nisht*, which means "nothing". If the player lands on this, they do nothing to the pot.



Gimel stands for *gantz*, which means "everything". If the player lands on this, they get all the tokens in the pot.



Heth stands for *halb*, which means "half". If the player lands on this, they get half the pot.



Shin stands for *shtetl*, which means "put in". If the player lands on this, they add one of their tokens to the pot.

Whenever the pot becomes empty, all players have to add one token to the pot.

The player who loses all their tokens first is out of the game.

The game is over when a player has won all the tokens!