

# How to Play Dreidel

## You need:

- 1 dreidel per team
- 15 tokens (pennies, counters, or other small objects) per player
- 2-6 players



## How to play:

All players sit in a circle on the floor.

At the beginning, each player puts two tokens into the center of the circle, the “pot.”





Starting with the youngest player and then proceeding clockwise, each player takes a turn spinning the dreidel like a top. The letter that is facing up when the dreidel stops spinning tells the player what to do. See the key below.

When a player loses all of his tokens, he is “out” of the game.

The last player remaining in the game is the winner.

For another variation, set a timer for ten minutes at the beginning of the game. After ten minutes, all players count their tokens and the player with the most tokens wins.

## Dreidel Symbol Key

	Gimmel – “Get” - Take everything from the pot in the center. Each player places two more tokens in the pot to replace the pot loot.		Hay – “Half” – Take half of the tokens from the pot. What will you do if there are an odd number of tokens? Decide on a solution, and use this rule throughout the game.
	Shin – “Share” – Put two of your tokens into the pot in the middle.		Nune – “Nothing” – You do not give or receive any tokens. You simply lose this turn, and the dreidel moves to the next player.