

Things Needed:

A dreidel (a four-sided spinning top)

Game pieces (usually gelt, which are chocolate coins, but can also be real coins, nuts, raisins, or other small items)

The Dreidel

Each side of the dreidel bears a letter of the Hebrew alphabet:

Nun (1): Stands for "Nes" (miracle)

Gimmel (a): Stands for "Gadol" (great)

Hey (ה): Stands for "Haya" (was)

Shin (ש): Stands for "Sham" (there) — in Israel, the fourth side is "Pey (פּ)", standing for

"Po" (here), changing the phrase to "A great miracle happened here."

Setting Up

Each player starts with an equal number of game pieces (about 10-15).

At the beginning of each round, every player puts one piece into the "pot" in the center

Playing the Game

Taking Turns: Players take turns spinning the dreidel. When the dreidel stops spinning, the side that's facing up determines the player's action.

Actions Based on the Dreidel's Side:

Nun (1): The player does nothing.

Gimmel (λ): The player gets everything in the pot.

Hey (ה): The player gets half of the pot. (If there's an odd number of pieces, they round up.)

Shin (ש) / Pey (פ): The player adds one piece to the pot.

Refilling the Pot: If the pot is empty or has only one piece left, every player adds one piece to the pot.

Winning: The game continues until one player has won all the pieces.