

Rules of the game

Each player begins with an equal number of game pieces (usually 10–15). The game pieces can be any object, such as chocolate chips, pennies, or raisins.

- At the beginning of each round, every participant puts one game piece into the center "pot". Every player puts one in the pot after every turn.
- Each player spins the dreidel once during their turn. Depending on which player side is facing up when it stops spinning, they give or take game pieces from the pot:
 - a) If נ (*nun*) is facing up, the player does nothing.
 - b) If ג (*gimel*) is facing up, the player gets everything in the pot.
 - c) If ה (*hay*) is facing up, the player gets half of the pieces in the pot. (If there are an odd number of pieces in the pot, the player takes the half the pot rounded up to the nearest whole number)
 - d) If ש (*shin*) or פ (*peh*) is facing up, the player adds a game piece to the pot (often accompanied with the chant "Shin, Shin, put one in"^[9]). In some game versions a Shin results in adding three game pieces to the pot (one for each stem of the Shin).
- If the player is out of pieces, they are either "out" or may ask another player for a "loan".

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