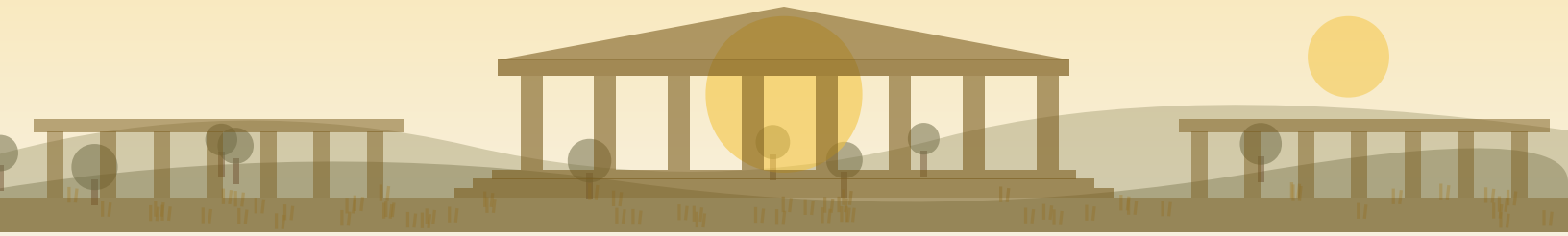
Dreidel Raiders

THE OFFICIAL RULEBOOK · 2–4 PLAYERS · PLAYTEST EDITION



THE GOAL

Be the first to reach 40 coins — or be the last player standing.

You get coins by landing on good squares and by winning battles. You lose them on bad squares and in lost battles. Run out of coins and you're out!

YOU'LL NEED



2 dreidels · 1 token each · coins · 69 cards

A TURN AT A GLANCE

1 Spin — Two dreidels point to a square

2 Land — Pick one of your two options

3 Collect — Coins from the square, cards from the place

4 Fight — If someone shares your location

SETTING UP

1. Lay out the board. Shuffle the **69 cards** into a face-down deck.
2. Everyone takes a token, **10 coins** and **3 cards** from the deck.
3. Put every token on the **top-left square** of the board, in the Holy Temple.
4. Choose a first player. Play passes to the left.

Playing a shorter game? Start with 5 or 8 coins, and race to 20 or 30 instead.

DREIDEL POINTS



Gimel	Hay	Nun	Shin
3	2	1	0

Used in **battles** (page 3). On the board, the letters pick rows and columns instead.

Battle cards



Played in fights. They decide how you spin and score.

Modifiers



Played just before your battle card to bend the rules.

Special cards



Played at special moments, like before a spin.

Where you land is everything.
The **Holy Temple** is rich and safe. The **Cliffs** are painful and dangerous, but they are the best place to draw cards. Choose your squares wisely, and have the right cards in hand when a battle comes.

Taking your turn

1 Play a card
Optional. Before you spin: **Righteous Act**, **Miracle of Light** or **Retreat**. Opponents may play **Wrath of God** on you.

2 Spin two dreidels
Spin **A** picks the row, spin **B** picks the column. Together they point to a square.

3 Choose your square
You always get **two options**: the square you spun, or the same two spins swapped.

4 Collect, draw, fight
Take or pay the coins, do the **place rule** (draw or sacrifice cards), then battle anyone in your location.

SPIN A (down) / SPIN B (across)	ג Gimel	ה Hay	נ Nun	ש Shin
ג Holy Temple No battles Sacrifice 1 card	+8	+6	+4	+2
ה Ancient City Battles ×2 No cards	+4	+3	+2 (1)	+1
נ Countryside Battles ×3 Draw 1 card	0	0 (2)	0	0
ש Cliffs Battles ×4 Draw 2 cards	-1	-2	-3	-4

EXAMPLE

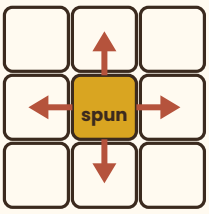
You spin **ה Hay** and **נ Nun**.

1 Hay = row, Nun = column: **Ancient City**, Nun → **+2 coins**.

2 Swap them: Nun = row, Hay = column: **Countryside**, Hay → **0 coins**, draw 1 card.

Pick the gold-ringed square you like best!

RETREAT CARD

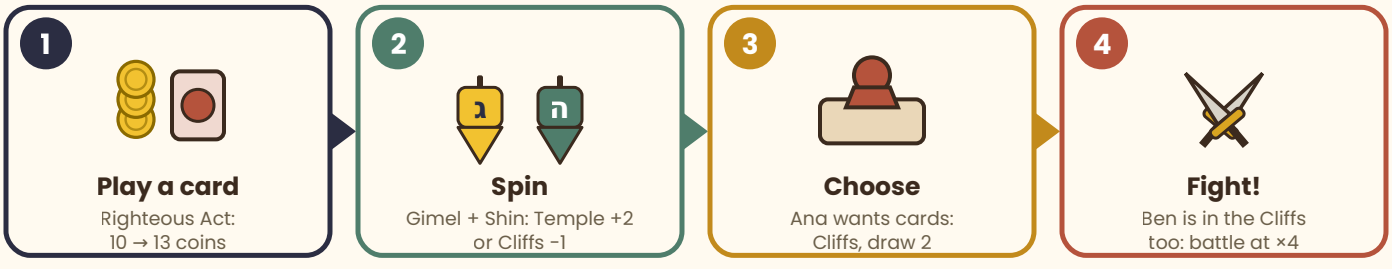


Instead of Option 1 or 2, step **one square** up, down, left or right.

GOOD TO KNOW

- **Hand limit is 5.** Draws stop when you're full.
- **0 coins = eliminated**, even from a bad square.
- **Sneak Attack** comes after you land.
- The **Holy Temple** never has battles.

A SAMPLE TURN: ANA



Battles

A battle starts when you land in a location with an opponent (not the Holy Temple). Each of you picks cards in secret and reveals them together.

1 Pick cards
Modifiers first, then a battle card

2 Spin
One dreidel each (Reinforcements: two)

3 Score
Spin + card bonus + Mercenary

4 Gap × stakes
Bigger gap and bigger stakes = more

5 Take coins
Winner takes them from the loser

DREIDEL POINTS

Gimel	Hay	Nun	Shin
3	2	1	0

STAKES BY LOCATION

Ancient City	×2
Countryside	×3
Cliffs	×4
Night Raid card	×4

YOUR SCORE IS

1. **Dreidel spin** (0 to 3)
2. **Card bonus**: Elephant +1, Maccabee +2
3. **Mercenary**: +1 (pay 1 coin)

Reinforcements: spin **twice**, add both.

SIMPLE BATTLE

3 (Ana (Gimel)) — 2 (Ben (Hay)) → gap 1 × Countryside 3 = Ana takes 3 coins

Both play Foot Soldiers. Gap × stakes = coins won.

WATCH OUT FOR

Tie
Nobody wins coins.

No battle card
Your score is 0 (no spin).

Short on coins?
You can only lose what you have.

Sneak Attack
Fight anyone outside the Temple. Their location sets the stakes.

Escape card
The battle ends. No spin, no coins.

Slings and Arrows
Cancels your opponent's modifiers and bonuses (not Escape).

Out of coins
Eliminated! The winner steals random cards (hand of 5).

3+ players
Landed on someone's exact square? Fight them first, then everyone else there. Otherwise choose one opponent.

BATTLE WITH CARDS (ANCIENT CITY)

	Ana	Ben
Cards played	Maccabee, Reinforcements	Elephant, Night Raid
1. Dreidel spin	ג Gimel = **3** + נ Nun = **1** (two spins) = **4**	ה Hay = **2**
2. Card bonus	**+2** (Maccabee)	**+1** (Elephant)
3. Mercenary	—	—
Battle score (1 + 2 + 3)	**6**	**3**
4. Score gap	6 - 3 = **3**	
5. Stakes	Ancient City is **×2**, but Ben's Night Raid raises it to **×4**	
6. Coins at stake	3 (gap) × 4 (stakes) = **12** but Ben only has 10 coins, so only **10** move	
Result	**Ana takes 10 coins from Ben.** Ben is out of coins and eliminated! Ana steals random cards from Ben (up to a hand of 5).	

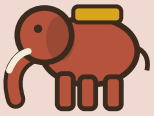
The cards

69 cards in the deck. Hover over a card in the digital version for a reminder. Battle card · Battle modifier · Special card



×30

Foot Soldier
BATTLE CARD
Spin once. No bonus.



×5

Elephant
BATTLE CARD
Spin once, then +1.



×5

Maccabee
BATTLE CARD
Spin once, then +2.



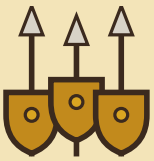
×5

Escape
BATTLE CARD
The battle ends. No spin, no coins move.



×2

Night Raid
MODIFIER · BEFORE BATTLE CARD
Stakes jump to ×4, wherever you are.



×2

Reinforcements
MODIFIER · BEFORE BATTLE CARD
Spin twice and add both spins.



×2

Slings and Arrows
MODIFIER · BEFORE BATTLE CARD
Cancels your opponent's modifiers and bonuses.



×2

Mercenary
MODIFIER · BEFORE BATTLE CARD
+1 to your score. Pay 1 coin.



×4

Miracle of Light
SPECIAL · BEFORE YOUR SPIN
Land in the Holy Temple, spin one dreidel, +2 coins. No sacrifice.



×2

Wrath of God
SPECIAL · ON THEIR TURN, BEFORE THEY SPIN
They land in the Cliffs and spin one dreidel.



×2

Sneak Attack
SPECIAL · AFTER YOU LAND
Attack any opponent outside the Temple.



×2

Righteous Act
SPECIAL · BEFORE YOUR SPIN
Collect 3 coins right away.



×4

Retreat
SPECIAL · START OF YOUR TURN
After spinning, step one square up, down, left or right.



×2

Unclean Hands
CURSED · WHEN DRAWN
Discard it right away and lose 3 coins.

Drawing cards

Cliffs: draw 2
Countryside: draw 1
Ancient City: none
Holy Temple: sacrifice 1 (Miracle of Light skips this)

Hand rules

Hand limit: **5 cards**.
You start with **3**.
Draws stop when you're full.
Out of cards in a battle? You score 0.

WINNING

Reach 40 coins (or your chosen target) and you win on the spot. Or eliminate everyone else.

LOSING

Hit **0 coins**, from a bad square or a battle, and you're out. The Cliffs cost 1 to 4 coins, so be careful!

PRO TIP

Save a **Maccabee** or **Elephant** for a high-stakes battle, and keep an **Escape** for when you're low on coins.