

OFFICIAL WHITE ELEPHANT RULES

1 EACH PLAYER CONTRIBUTES A WRAPPED GIFT TO A SHARED POOL.



2 PLAYERS DRAW NUMBERS TO DETERMINE WHAT ORDER THEY WILL GO IN.



3 PLAYER ONE PICKS A PRESENT FROM THE PILE AND UNWRAPS IT. MAKE IT A SHOW - EVERYONE WANTS TO SEE!



4 FOLLOWING PLAYERS CAN PICK AN UNWRAPPED GIFT OR STEAL. IF STOLEN FROM, THAT PLAYER CAN PICK A NEW GIFT OR STEAL AGAIN.



5 FOLLOWING PLAYERS CAN PICK AN UNWRAPPED GIFT OR STEAL. IF STOLEN FROM, THAT PLAYER CAN PICK A NEW GIFT OR STEAL AGAIN.



5 (OPTIONAL) AT THE END, PLAYER 1 HAS THE OPTION TO KEEP THE GIFT THEY HAVE OR STEAL FROM SOMEONE ELSE



6 THE GAME ENDS WHEN ALL GIFTS HAVE BEEN UNWRAPPED.



RECOMMENDED RULES

1. A gift can only be taken once each turn, so players must wait to take back a stolen gift
2. The turn ends after three swaps to prevent long rounds