

White elephant rules

Open a gift, or steal one.

How it works

- 1 Everyone brings one wrapped gift at the agreed budget.
- 2 Set the turn order by drawing numbers.
- 3 Player 1 picks a gift and opens it.
- 4 Each next player opens a new gift or steals an open one.
- 5 If your gift is stolen, take another turn straight away.
- 6 A gift can only be stolen a set number of times.
- 7 When all gifts are open, the game ends.

Our house rules

- ☐ Max steals per gift: 2 / 3
- ☐ No stealing back straight away
- ☐ Player 1 gets a final swap
- ☐ Time limit per turn
- ☐ Gift theme or budget agreed

Turn order

#	Player	Gift they ended up with
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		