White Elephant house rules

Everyone brings a wrapped gift. Open or steal. Have fun.

1. Everyone brings one wrapped gift within an agreed budget, with no name tag.
2. Pile the gifts in the middle where everyone can see them.
3. Draw numbers to set the turn order.
4. Player 1 opens a gift and shows it off. Their turn ends.
5. Each following player chooses: open a new wrapped gift, or steal any gift that has already been opened.
6. If your gift is stolen, you immediately choose again: open a new gift or steal a different one. You cannot steal back the gift that was just taken from you.
7. A turn ends when someone opens a new gift. Steals can chain, but an unwrapping always closes the turn.
8. Optional but popular: a gift freezes after its second or third steal, and whoever holds it then keeps it.
9. Optional but popular: when the last player finishes, Player 1 gets one final chance to swap.
10. The game ends when every gift has been opened and every turn is done.

Our house rules

A gift freezes after this many steals: _____

Final swap for Player 1: ☐ Yes ☐ No

Gift budget: _____

Referee: _____

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