

White Elephant RULES

GIFT EXCHANGE

1. Each player brings one wrapped gift to exchange with a group. The party organizer should provide info on what type of gift and dollar amount of gifts.
2. Players draw numbers out of a hat to decide the order of which player's turn it is to pick a gift.
3. To make it easier, sit in a circle or line in numerical order making sure everyone can see the gift pile.
4. The 1st player selects a gift and opens it.
5. The following players can choose another wrapped gift or steal the 1st player's. If a gift gets stolen from a player they can pick another wrapped gift from the pile or steal from another player,
6. Place limits to keep game moving! Ex. A gift can only be stolen once per turn. After 3 swaps turn comes to an end.
7. After all players have gone, the 1st player can swap for any unwrapped gifts. Anyone whose gift is stolen may steal from another player, only if that person hasn't been stolen from yet. The game comes to an end when someone declines to steal a gift.

