White Elephant rules

Read these out loud before the first gift is opened — especially rule 7.

1. Everyone brings one wrapped gift within the agreed budget. No name on it, no recipient in mind.
2. All gifts go on one table. Pick numbers are handed out at random — that is the whole draw.
3. Number 1 chooses a gift and opens it in front of everyone.
4. Number 2 either opens a new gift from the table or steals number 1's gift. Whoever loses a gift picks again from the table.
5. Every following turn works the same way: open something new, or steal from anyone who has already unwrapped.
6. A gift cannot be stolen back on the same turn — the person who just lost it has to choose something else first.
7. After three steals a gift is frozen: it stays with its current owner and leaves the game.
8. At the very end, number 1 — the only player who never got to steal — may swap their gift for any gift still in play.

Draw the pick order online, free: secret.gift/white-elephant

cut here

White Elephant rules

Read these out loud before the first gift is opened — especially rule 7.

1. Everyone brings one wrapped gift within the agreed budget. No name on it, no recipient in mind.
2. All gifts go on one table. Pick numbers are handed out at random — that is the whole draw.
3. Number 1 chooses a gift and opens it in front of everyone.
4. Number 2 either opens a new gift from the table or steals number 1's gift. Whoever loses a gift picks again from the table.
5. Every following turn works the same way: open something new, or steal from anyone who has already unwrapped.
6. A gift cannot be stolen back on the same turn — the person who just lost it has to choose something else first.
7. After three steals a gift is frozen: it stays with its current owner and leaves the game.
8. At the very end, number 1 — the only player who never got to steal — may swap their gift for any gift still in play.

Draw the pick order online, free: secret.gift/white-elephant