

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.



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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