FREE SAMPLE FROM THE FULL KIT

Rules cards

Cut out and place one by each seat, or read them out before the first turn.

WHITE ELEPHANT

Rule 1: Wrap it

Every gift comes wrapped, at or under the budget. No labels saying what it is.

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Rule 2: Draw a number

Everyone draws a number. Number 1 goes first and opens any wrapped gift.

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Rule 3: Open or steal

On your turn, either open a wrapped gift or steal an unwrapped one from someone.

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Rule 4: Three steals

A gift can be stolen twice. The third time it is locked with its owner.

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Rule 5: No steal-backs

You cannot steal back the gift that was just taken from you. Wait a turn.

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Rule 6: Number 1 gets a swap

When everyone has gone, number 1 may swap with anyone. Final round, then it is over.

WHITE ELEPHANT

Rule 7: Be kind

Dramatic gasps are encouraged. Real arguments are not. Judge is the host.

WHITE ELEPHANT

Rule 8: Keep what you hold

You keep what you hold at the end. Trade later over snacks if you like.

Cut on the dashed lines

Personal and office use. Please do not resell or share the file.