



White Elephant Rules

Taking Turns

1. The first player selects a gift from the pool and opens it.
2. The following players can choose to either pick an unwrapped gift from the pool or steal a previous player's gift. Anyone who gets their gift stolen in this way can do the same – choose a new gift or steal from someone else.
3. **After all players have had a turn**, the first player gets a chance to swap the gift he or she is holding for any other opened gift. Anyone whose gift is stolen may steal from someone else (as long as that person hasn't been stolen from yet). **When someone declines to steal a gift, the game comes to an end.**

Rules of Gift Swapping

1. A present can only be stolen **once per turn**, which means players who have a gift stolen from them have to wait to get it back.
2. After three swaps, the turn automatically comes to an end - **unless it's the last turn**, when people can keep swapping until someone decides to stand pat, or there are no other eligible people to steal from.

For more details, see WhiteElephantRules.com