

# ROCK PAPER SCISSORS

## *Gift Exchange Rules*

### **1. Each player brings a wrapped present of a specified value.**

Place the presents in a central location for easy access.

### **2. Draw names to see who goes first. The first player selects a gift from the pile and unwraps it.**

Make sure everyone can see!

### **3. On each following turn, players can select a wrapped gift from the pile OR attempt to steal an unwrapped present from someone else by beating them at Rock Paper Scissors. If the challenge fails, they must select and open a gift from the pile.**

If someone has their gift stolen, they have the same options - choose a fresh gift from the pile or attempt to steal from someone else. Players cannot challenge someone who has already done Rock Paper Scissors this turn.

### **4. Once everyone has had a turn, the first player gets their chance to steal a gift. On this turn, there are no limits on stealing - players can challenge anyone to Rock Paper Scissors.**

The final turn ends when someone decides to stand pat or fails a challenge.

