

# T H E G R I N C H

## *Gift Exchange Rules*

**1. Players sit in a circle or line in the order they will take turns. Determine who will go first.**

Need a fast way to decide? The first player could be the person with the birthday closest to December 25.

**2. Shuffle the Grinch-themed playing cards and deal one to each player. Players keep their cards a secret.**

Before shuffling, ensure the cards include **The Grinch**, **Cindy-Lou Who**, **Max the Dog**, and **Three Sizes That Day**. Add enough **Who** cards so there is a card for everyone.

**3. The first player chooses a gift and opens it. At the end of the turn, whoever is the Grinch can steal that gift.**

Whenever a present is stolen, the person stolen from either gets the present the thief was holding or – if they didn't have a present – opens a new present from the pile. Whenever the Grinch steals a present, the stolen present is frozen (may not be stolen again) and the cards are shuffled and passed out again.

**4. In the following turns, players can steal a previously opened gift (provided it's not frozen) or open a new one.**

The game continues until everyone has had a turn. The player who went first then gets a chance to swap gifts with someone. However, as with all the other rounds, the Grinch has the final chance to steal!

### *The Cards*

You know what the **Grinch** card can do, but he's not the only one with tricks up his sleeve. The **Cindy-Lou Who** and **Max the Dog** cards can block someone from stealing from you. The **Three Sizes that Day** card reshuffles the cards (play only during your turn). The ordinary **Who** cards do nothing - but don't worry, you might still get your chance to be the Grinch!