Printable house rules

White Elephant Rules

Fill in tonight's house rules, then read the card out loud before anyone unwraps a thing.

TONIGHT'S HOUSE RULES

Price limit $ _____ tax included

Freezes after ☐ 2 steals ☐ 3 steals

Steal straight back ☐ No ☐ Yes

Steals per turn ☐ Any ☐ Just one

Player 1's final swap ☐ Yes ☐ No

Host _____

How to play

1. **Put every gift in one pile.** Nobody should know which gift came from whom.
2. **Everyone draws a number.** The number sets the order of play.
3. **Player 1 opens a gift from the pile** and shows it to the room. That's their gift for now.
4. **Every player after that chooses:** open a new gift from the pile, or steal one that's already open.
5. **If your gift is stolen, choose again right away.** Open a new gift or steal a different one, but not the gift that was just taken from you.
6. **A turn ends when someone opens a new gift.** Steals can chain from person to person, then play moves to the next number.
7. **A gift freezes at the steal limit.** The person who makes the last allowed steal keeps it, and nobody can take it after that.
8. **The game ends when the last gift is opened.** If your group plays the final swap, player 1 may then trade for any gift that isn't frozen.

Can I open a gift, then steal?

No. Once you unwrap a gift from the pile, your turn is over.

Why does player 1 get a final swap?

They are the only player who never got to steal during the game.

Do I have to keep what I end with?

Officially, yes. Trades in the car park afterwards are between you.

Keep score on your phone

Our free white elephant game tracker draws the turn order, counts steals and freezes each gift at your limit.

mygiftcompass.com/white-elephant-game

My Gift Compass

Free to print and share