Classic White Elephant Rules

House rules for 15 players

15 players | Gift limit $25 | Gift frozen after 3 steals

Before you start

1. Everyone brings one wrapped gift worth about $25. No name tags, and disguise the shape if you can.
2. Put all the gifts in one pile in the middle of the room.
3. Each player draws a number. The number sets the turn order.

How a turn works

1. Player 1 picks any wrapped gift from the pile and opens it so everyone can see it.
2. Each next player chooses: open a new gift from the pile, or steal any gift that has already been opened.
3. If your gift is stolen, you choose right away: steal a different opened gift, or open a new one from the pile.
4. A gift can change hands only once per turn. When the person who lost it picks again, they must choose a different gift or open a new one.

Stealing rules

1. A gift can be stolen 3 times. After that it is frozen and stays with its owner. Mark it with a sticker so nobody forgets.
2. No immediate steal-backs: you can't take back the gift that was just stolen from you on the same turn.

End of the game

1. The game ends when the last gift in the pile has been opened and any steals on that turn are done.
2. Player 1 never got to steal, so they get one final move: they may swap their gift with any unfrozen gift, or keep what they have.
3. Whatever you hold at the end is yours. Trading after the game is allowed only if both people agree.

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