

White Elephant Rules!!

1. Participants may draw numbers. Starting with one and up to the total number of participants, the players take turn in the corresponding succession.
2. The first person picks a gift, opens it, and shows it to the rest of the company.
3. Each person takes his or her turn choosing a gift. Then in turn, the participants choose to **either** unwrap a new gift **or** to "steal" a previously unwrapped gift.
4. If a gift is "stolen", the person who had their gift taken from them gets to unwrap any unopened gift. (*They cannot immediately steal back the gift that was just stolen*)
5. A unwrapped gift may be stolen 3 times, then the last steal makes it "dead" or "final".