



DICE ROLL



# White Elephant Rules

1. Determine your starting order by rolling 2 (or more) 6-sided dice. If there are ties, keep rolling until the order is clear.
2. The first player rolls one 6-sided die and consults the following table:
  1. Steal a gift if you don't have one, or swap a gift if you already have one, wrapped or unwrapped.
  2. Everyone with a gift hands it to the left.
  3. Everyone with a gift hands it to the right.
  4. Unwrap your gift.
  5. Unwrap your gift.
  6. You can choose to keep your gift. It is now safe from stealing, swapping, or moving around the circle.
- The next player rolls, and so on.
- Once all the gifts are open and everyone has had a turn, anyone who hasn't chosen to keep their gift has one final chance to roll.