



White Elephant Rules

1. Determine your starting order by drawing from a deck of cards.
2. The first player draws a card and follows these rules:
 - Face card (Jack, Queen, or King): take a gift and open it. If you already have a gift, you can choose to keep it. You are now safe from swapping, stealing, or moving gifts around the circle.
 - Joker or Ace: steal a gift if you don't have one, or swap with someone else if you do.
 - Numbered red card: pass all gifts to the left.
 - Numbered black card: pass all gifts to the right.
3. The next player takes a turn, and so on.
4. Once all the gifts are open and everyone has had a turn, you can choose to play a final lightning round with all the number cards taken out—only Face cards, Jokers, and Aces.