

White Elephant Rules

randomizerbox.com/secret-santa-printables/

A no-spend home-item version with clear boundaries

- 1. Bring one eligible gift**
Choose a clean, working oddity from home and wrap it without your name.
- 2. Draw turn numbers**
Player one opens a gift. Each later player opens a new gift or steals an open one.
- 3. Replay after a steal**
A player whose gift is stolen chooses again immediately, but cannot take the same gift straight back.
- 4. Cap every gift at two steals**
After its second steal, a gift is frozen and stays with that player.
- 5. Give player one a final choice**
After the last gift is opened, player one may keep their gift or make one legal swap.
- 6. End with one gift each**
No penalties, forced trades or surprise rule changes. Everyone leaves with one eligible gift.

The gift must be working, clean and kind

All three conditions apply. Decide before the party whether new gifts are also allowed.

GOOD TO BRING	LEAVE IT OUT
Working but no longer wanted	Broken, incomplete or expired
Clean or easy to wipe down	Stained, sticky or heavily worn
Odd, kitschy or unnecessary	A jab at weight, age, looks or relationships
An object with a story	Something meant to humiliate a person