

White elephant dice

The Classic table, both rounds. Print one for every table.



Round 1: until everyone has a gift

If you don't have a gift yet, roll on your turn. When the pile is empty, everyone opens.

-  **Pick any gift.** Take any gift from the pile. Keep it wrapped for now. TAKES A GIFT
-  **Not yet.** No gift this time. Pass the die to the next person without one.
-  **Neighbour's choice.** Take a gift from the pile, but the person on your right chooses which one. TAKES A GIFT
-  **Shake test.** Pick up two gifts and give each a shake. Keep one and put the other back. TAKES A GIFT
-  **Not yet, you choose.** No gift yet, but you choose who rolls next from the people still without one.
-  **Victory lap.** Take any gift from the pile, and do a little victory dance. TAKES A GIFT

Round 2: open, then swap until the timer rings

Set a timer for 3, 5 or 10 minutes. Roll in turn. When it rings, keep what you hold.

-  **Swap with anyone.** Swap gifts with anyone you like. They don't get a say.
-  **Pass left.** Give your gift to the person on your left.
-  **Pass right.** Give your gift to the person on your right.
-  **Everyone left.** Everybody passes their gift one place to the left.
-  **You choose two.** Pick two other people. They swap gifts with each other.
-  **Everyone right.** Everybody passes their gift one place to the right.