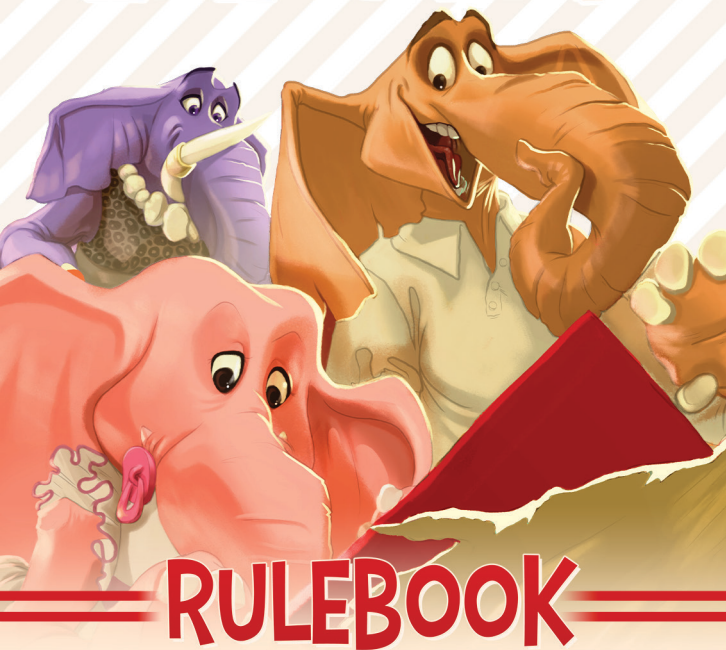


WHITE ELEPHANT



OVERVIEW AND OBJECTIVE

Your family has always bonded over your annual “White Elephant” gift exchange. Last year little Rosie didn’t get the gift she dreamed of, but that’s just part of the fun!

Your goal is to enrich your personal **collection** without accumulating too much **junk**. You win if you have the **fewest points** (the fewest and least useless gifts) at the end of the game. Most cards are junk, which score the **number** printed on them... but if you manage to get the **most** of a certain type of gift, you get to make a **collection** out of it, which means you count only **1 point per card** of that type!

COMPONENTS

75 Gift cards:



11 Snow Globe
(Aloha Alvin)



10 Mug
(Rascal Rosie)



10 Gift Basket
(Peppy Paula)



10 Grill Kit
(Tiny Tom)



9 Board Game
(Checkeder Cherri)



9 Football
(Leopard Linda)



8 Bird House
(Hipster Harry)



8 Socks
(Elated Edgar)

Each card has a **suit** (the Gift) and a **number** between 0 and 10.

Each suit starts at 0 and counts up, with no duplicate numbers.



35 Peanut
tokens



1 Start Player marker
(White Elephant meeple)

SETUP

- 1 Prepare the **Gift deck** by **removing** specific suits, based on your **player count**. Shuffle the deck and put it in the center of the table.

NUMBER OF PLAYERS	GIFT SUITS REMOVED FROM DECK	DECK SIZE
3	Grill Kit, Bird House, and Socks	49 cards
4	Snow Globe, Grill Kit	54 cards
5	Mug, Grill Kit	55 cards
6	Grill Kit	65 cards
7	None	75 cards
8	Snow Globe	64 cards

- 2 Give each player 1 **Peanut**, and place the rest in a **supply pile** near the deck.
- 3 Give the **Start Player** marker to the player who most recently ate peanuts. (If none of you like nuts, randomly pick a first player however you want!)

HOW-TO PLAY

White Elephant is played over a series of **rounds**. Start each round by dealing cards in the center of the table to create the **Gift Exchange**. Next, take turns **taking** cards from the Gift Exchange or **trading** your cards with other players.

Each round ends when the Gift Exchange is **empty**, OR when everyone has **at least 1 card** in front of them. If the **Gift deck** is also empty, the game is over!



START OF A ROUND

To start each round, follow these steps:

1 START GIFT EXCHANGE

Place the **Start Player** marker and **1 Peanut** from the supply in the center of the table.

2 DEAL CARDS

Deal a number of **faceup** and **facedown** cards to the center of the table, based on the **number of players** (see table below). You can arrange the Gift Exchange however you like, as long as everyone can see each card.

3 ADD PEANUTS

Place **1 Peanut** on each **facedown** card in the Exchange.

NUMBER OF PLAYERS	GIFTS DEALT
3	5 Faceup, 2 Facedown
4	6 Faceup, 3 Facedown
5	8 Faceup, 3 Facedown
6	9 Faceup, 4 Facedown
7	11 Faceup, 4 Facedown
8	11 Faceup, 5 Facedown

SURPRISE GIFTS

Facedown cards are called **Surprise Gifts**. No one knows what these mysterious packages hold! Each Surprise Gift also comes with a **Peanut**, which must **remain on the Surprise Gift** (i.e. can't be spent) until the Gift is **opened** at the end of the round.



TURN ORDER

The **Start Player** takes the first turn of the round. Once a player finishes taking their turn, play proceeds **clockwise** to the next player who has **no cards in front of them**. (In other words, if you finish your turn, but the player to your left already has cards, turn order will **skip** them.)

TURN ACTIONS

On your turn, **choose one** of the following 3 actions:

1 TAKE 2 OR MORE GIFTS

Take **2 or more** cards of your choice from the Gift Exchange and place them on the table **in front of you**.

*Keep each Surprise Gift you take **facedown**, with its **Peanut** on it. If you want to know what it is, you'll need to **peek** at it (see next page).*

2 TRADE GIFTS

Place one of your **Peanuts** in the Gift Exchange to take **all cards** in front of **one other player**, and place them in front of you.

*For example, if Blake takes an Aloha Alvin card and a Surprise Gift on his turn, his opponent Maryann can spend a Peanut to **steal** the Alvin and the Surprise Gift (along with the Peanut on it).*

*You must take **all** cards in front of the player you trade with. You can only take cards collected **this round** – cards on a players' **Shelf** are safe (see next page).*

*If you have **no Peanuts**, you can't take this action. (Remember, you **can't** spend Peanuts on **Surprise Gifts** you haven't opened.)*



③ CLEAR OUT GIFT EXCHANGE

Take **all remaining cards** in the Gift Exchange, along with the **Start Player** marker and **all Peanuts** in the Exchange. This ends the round immediately!

*If you take this action, you must take **all remaining cards**.*

SPENDING PEANUTS

Whenever you **spend** a Peanut to do something, place it in the **Gift Exchange**, near the **Start Player** marker (instead of returning it to the supply). Whoever takes the Start Player marker will get **all Peanuts** that were spent during the round.

Remember, you **can't** spend Peanuts that are on **Surprise Gifts** in front of you. You don't "get" these Peanuts until you **open** your Surprise Gifts at the end of the round. (And if someone **takes** your Surprise Gifts, you won't get them at all!)

PEEKING AT SURPRISE GIFTS

On your turn, either before **or** after taking an action, you can spend one of your **Peanuts** to **secretly** look at **any** Surprise Gift at the table. This includes facedown cards in front of **you**, in front of **other players** (but NOT cards on their Shelf; see below), or still in the **Gift Exchange**. You can do this multiple times on your turn, as long as you have enough Peanuts.

END OF A ROUND

The round ends when **either**:

- ① Someone takes the **Start Player** marker and **all cards** left in the Gift Exchange; OR
- ② **Everyone** has some number of cards **in front of them**.



When the round ends, take the following steps:

① OPEN SURPRISE GIFTS

Secretly look at each **Surprise Gift** in front of you, and take the **Peanut** on it.

② SHELVING GIFTS

Place **all cards** in front of you on your **Shelf** (a face-down stack beside you).

③ NEW ROUND

The Start Player deals **new cards** to fill the **Gift Exchange** and starts the next round.

YOUR SHELF

Cards in your “Shelf” stack will be **scored** at the end of the game. Once a card is Shelved, it **can't** be taken or peeked at by other players. You can look at your **own** Shelf at any time (but no one else can).

LEFTOVER GIFTS

If the Start Player marker was **not** taken to end the round, it **stays** in the Gift Exchange along with any **leftover cards and Peanuts**. The Start Player remains the **same** for the new round.

The Start Player always deals the **full number** of new cards to fill the Exchange, **not** counting leftover cards. (For example, in a 3-player game, if you have **2 cards** left at the end of the round, you deal **7 new cards**, for a total of **9 cards** in the Exchange.)



GAME END AND FINAL SCORING

When the **last cards** in the deck are dealt, this signals the **final round** of the game. At the end of the final round, players count their **final scores**:

1 REVEAL SHELVES

Reveal **all** cards on your Shelf and sort them by **suit** (the Gift type).

2 MAKE COLLECTIONS

If you have the **most cards** in a **suit** (or are **tied** for the most), add all of your cards in that suit to a **Collection** (flip them **facedown**).

3 DETERMINE SCORE

Add up your **final score** based on the table below. The player with the **lowest** overall score wins!

SCORING CATEGORY	POINTS
Collections	1 point per facedown card in Collection
Junk (all cards that are not part of Collections)	Add up all numbers on Junk cards
Leftover Peanuts	-1 point per token

CREDITS

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