



Elephante

Rulebook

Welcome to Elephante

What's a White Elephant gift exchange?

Everyone brings one wrapped gift. Players take turns opening gifts or stealing ones already opened. The best gifts change hands again and again, and nobody knows what they're taking home until the very end.

What Elephante adds

- **Auction** (main game): bid Cookie Dough cash on every gift, steal for \$2, and gamble on Naughty or Nice cards.
- **Traditional** (bonus game): the classic swap, with the arguments settled before the party starts.

Goal: end the party holding the gift you want most.

Words to know

- **Auctioneer:** runs the bidding and settles ties (page 6).
- **Cookie Dough:** the play money. 1 bill = \$1.
- **Turn Order card:** your number. Lowest goes first.
- **Merry Mayhem:** a silly dare, picked by number (page 11).
- **Naughty or Nice:** cards that help or hurt you (page 10).
- **Greedy Gift Grubber:** anyone holding two gifts (page 9).

6–20 Players

30–90 Min

Ages 14+

What's Inside



20 Turn Order cards
Numbered 1–20



12 Naughty or Nice cards
8 Nice, 4 Naughty



63 Cookie Dough bills
1 bill = \$1



1 Drawstring sack
For drawing Turn Order cards



1 Rulebook
You're reading it

You'll also need: one wrapped gift per player.

Plan the Party

Send the invite before the party, and everyone shows up knowing the rules.

1 Fill it in.

Date, time, place, and gift limit (\$0 = no limit).

2 Circle your choices.

Gag gifts, which game, and Traditional house rules.

3 Snap a photo and send it.

Date _____

Time _____

Place _____

Gift limit \$ _____ (0 = no limit)

Gag gifts: Yes No

Game: Auction Traditional

Traditional house rules

Steal limit: 2 3 No limit

Steal-backs: Yes No

#1 final swap: Yes No

Open gifts: Right away At the end

Shake gifts: Yes No

Revenge steals: Yes No

Circle your picks. Snap a photo. Send it.

Free fillable invite: type it in, save it, and email it. Download it at
elephantegame.com

Setup

Both games

1 Wrap a gift.

Each player brings one wrapped gift. Pile them in the middle.

2 Draw your number.

Put one Turn Order card per player in the sack, starting at 1. Each player draws one. Lowest goes first.

3 Pick your game.

Auction or Traditional.

Auction only

4 Pick the Auctioneer

and how they play (page 6).

5 Deal \$3 to each player.

The rest of the Cookie Dough is the bank.

6 Shuffle the Naughty or Nice cards.

Place them face down. This is the draw deck.

Traditional only: no money or cards needed. Skip to page 13.



Gift pile



Turn Order sack



Your \$3



Bank



Draw deck



Discards

AUCTION

The Auctioneer

The Auctioneer runs the show. They:

- **Call the bidding:** "Going once... going twice... SOLD!"
- **Settle ties.** A tie is two players yelling the same bid at the same time. The Auctioneer decides who was first.
- **Keep the bank.**

Choose how your Auctioneer plays

- 1 Host only.**
Runs the game but doesn't play, doesn't draw a number, and doesn't bring a gift. Best for big groups.
- 2 Plays, loses ties.**
Plays normally. If the Auctioneer ties with another player, the other player wins.
- 3 Plays, turn player judges.**
Plays normally. If the Auctioneer is in a tie, the player whose turn it is decides who yelled first.
- 4 First and done.**
Takes a wrapped gift before anyone goes. No one can steal, trade, or move it. Doesn't draw a number. Then runs the bidding for the rest of the game.

+ **Quick Tip**

Pick a loud Auctioneer. A good "SOLD!" makes the game.

AUCTION

Your Turn

1 Pick one



Buy blind (\$1)

Take a wrapped gift.



Open free

Open a gift.
The room bids.



Steal (\$2)

Take a gift. Do the
owner's dare.



Naughty or Nice (\$1)

Draw a card. Then
open a gift.

2 Holding two gifts?

↓ Yes

↓ No



Greedy Gift Grubber!

Keep one. Regift the other
to any player without a gift.

3

Turn over. Next number goes.

Last turn done? Everyone holds one gift. Game over!

AUCTION

Bidding & Stealing

Option 1: Buy blind (\$1)

Pay \$1 to the bank and take a wrapped gift. Open it. No one bids on it.

Option 2: Open free

Open a wrapped gift for everyone to see. Then the bidding starts:

- Anyone can bid, including you. Yell it out: "\$1!"
- First to yell an amount holds the bid. Anyone else must go higher.
- Minimum bid is \$1. You can't bid more than you have.
- When the yelling stops: "Going once... going twice... SOLD!" The winner pays the bank and takes the gift.
- **No bids?** You keep it, free.

Option 3: Steal (\$2)

Pay \$2 to a player and take their opened gift. They pick a Merry Mayhem number (page 11), and you perform it. Then they buy a wrapped gift blind for \$1 and open it. They just got \$2, so they can always afford it.

Option 4: Naughty or Nice (\$1)

Pay \$1 and draw a card (page 10). Then open a gift for auction, just like Option 2.

Where the money goes: everything goes to the bank, except steals. The player you rob keeps your \$2.

Out of money? You can always Open free. And if someone steals from you, you're \$2 richer.

★ Quick Tip

Why only \$3? Because every dollar should hurt. More cash means longer bidding wars, and nobody wants to miss dessert.

AUCTION

Greedy Gift Grubber



The moment anyone holds two gifts, they're a Greedy Gift Grubber. **Keep one. Regift the other to any player without a gift.** You choose who.

- **It can happen anytime:** winning a bid, buying blind, stealing, or a card.
- **Protected gift?** You can still regift it yourself. Can't Be Stolen only stops other players.
- **Return to Sender** must be played right after the steal, before anyone buys a gift or regifts.

★ Quick Tip

Holding a gift is power. Win a second one and you decide who gets your leftovers. Be greedy. It pays.

★ Quick Tip

Make some noise. Chant "Greedy Gift Grubber!" until the Grubber gives a gift away. The longer they stall, the louder it gets.

Game End

After the last player's turn, everyone holds exactly one gift. That's it. Game over. **Merry Christmas!**

AUCTION

Naughty or Nice

- **Draw:** choose Option 4. Pay \$1, draw the top card, then open a gift for auction, unless the card says otherwise.
- **Can't use a Play Now card?** Discard it.
- **Card canceled?** It doesn't happen. Play goes on as if it was never played.
- **Used cards** go face up beside the deck. **Deck empty?** No more cards. Option 4 is closed.

Play Now: do it right away

- | | |
|---|--|
|  Trade | Swap gifts with any player. No refusing. |
|  Discount Steal | Instead of opening, steal any gift for \$1. It works like a steal. |
|  Blind Luck | Open a gift. No one can bid. It's yours. |
|  Lose It | Pay \$1 to the bank. |
|  Secret Santa | Give \$1 to any player. |
|  Elephant Walk | Everyone passes their gift to the left. |
|  Spotlight | The player on your left picks your Merry Mayhem. Do it now. |

Play Anytime: keep it secret, use it whenever

- | | |
|---|--|
|  Santa's Bonus | Worth \$2. Spend it like cash. |
|  Can't Be Stolen | Your gift can't be taken by anyone, any way. |
|  Return to Sender | Cancel a steal on you. The thief keeps their money and opens a gift for auction instead. |
|  Ho Ho No! | Cancel any card just played. |

When a Gift Opens: before bidding starts

- | | |
|---|------------------------------------|
|  Freeze Out | One player can't bid on this gift. |
|---|------------------------------------|

Green = Nice. Red = Naughty.

★ Quick Tip

Keep your cards secret. Nobody needs to know you're holding Ho Ho No!

Merry Mayhem

Someone picks a number. You do it.

- 1 Walk like an elephant to steal the gift.
- 2 Sing Jingle Bells: "Jingle bells, jingle bells, jingle all the way! Oh, what fun it is to ride in a one-horse open sleigh!"
- 3 Reindeer dance for 10 seconds.
- 4 Thank the giver in an elf voice.
- 5 Tell a Christmas joke.
- 6 Try to name Santa's reindeer in 10 seconds.
- 7 Do a standing snow angel.
- 8 In your best Santa voice: "Ho ho ho! You've been naughty, so this one's mine!"
- 9 Compliment the gift giver.
- 10 Model the stolen gift like it's on a fashion runway.
- 11 Shout "Bah humbug!" and stomp back to your seat like Scrooge.
- 12 Tiptoe like an elf to pick up your gift.

AUCTION

Example Game

Five players: **Joe** (#1), **Aunt Libby** (#2), **Sam** (#3), **Mia** (#4), and **Ray** (#5). Everyone starts with \$3.

- 1 Joe opens free.**
A waffle maker! Aunt Libby yells "\$1!" Sam yells "\$2!" SOLD to Sam. Joe has no gift yet, and that's fine.
- 2 Aunt Libby steals the waffle maker.**
She pays Sam \$2. Sam picks Merry Mayhem #3, and Aunt Libby does a reindeer dance. Sam buys a wrapped gift blind for \$1: fuzzy socks.
- 3 Sam buys blind for \$1.**
A candle. Now Sam holds two gifts. Greedy Gift Grubber! Sam keeps the candle and regifts the socks to Joe.
- 4 Mia draws a card for \$1.**
Freeze Out. She opens a lava lamp and plays Freeze Out on Aunt Libby. Ray bids \$1. SOLD to Ray.
- 5 Ray opens free.**
A singing fish. Nobody bids, so Ray keeps it. Two gifts! Ray keeps the lava lamp and regifts the fish to Mia.

Game over. One gift each:

Joe	Fuzzy socks
Aunt Libby	Waffle maker
Sam	Candle
Mia	Singing fish
Ray	Lava lamp

BONUS GAME

Traditional

- 1 #1 opens a gift**
and shows everyone.
- 2 Each next player**
either **opens** a wrapped gift or **steals** an opened gift that isn't frozen.
- 3 Robbed?**
Open a wrapped gift or steal a different gift. You can't steal back the gift just taken from you.
- 4 The turn ends**
when someone opens a wrapped gift. Then the next number goes.
- 5 Frozen:**
after a gift is stolen 3 times, it stays put.

These are the defaults. Change them with house rules (page 14).

✦ Quick Tip

The best gifts get stolen early. Wait for your moment.



Frozen!

TRADITIONAL

Ending & House Rules

Ending

After the last player's turn:

- **#1 final swap** (house rule, on by default): #1 had nothing to steal on their first turn, so they get one last chance. #1 may swap with any gift that isn't frozen.
- Then the game is over.

House rules

Circle them on the invite. Defaults are in **bold**.

Rule	Choices
Steal limit	2 · 3 · No limit
Steal-backs	Yes · No
#1 final swap	Yes · No. Turn it off for a faster finish.
Open gifts	Right away · At the end
Shake gifts	Yes · No
Revenge steals	Yes · No . If yes, the player robbed picks a Merry Mayhem and the thief does it.

Settle It Fast

Can I bid on the gift I opened?

Yes.

Two people yelled the same bid at once?

The Auctioneer decides who was first.

I'm out of money. Am I out?

No. You can always Open free. And if someone steals from you, you get \$2.

Can I steal back a gift that was just taken from me?

In Auction, yes, on your turn, for \$2. In Traditional, no (unless your house rules say yes).

Can I steal the Auctioneer's gift (First and done)?

No. It can't be stolen, traded, or moved.

Can't Be Stolen during an Elephant Walk?

That player is skipped. Their gift stays put, and the gift heading their way goes to the next player.

Drew Trade but have no gift to swap?

You can't swap nothing. Discard it, then open a gift for auction.

Two gifts on someone else's turn?

Greedy Gift Grubber happens right away.

The Naughty or Nice deck ran out?

No more cards. Option 4 is closed.

Traditional: can #1 swap for a frozen gift?

No. Frozen gifts stay put.



Merry Christmas!

Wrapped with love.
Swapped with chaos.