

The Rules, One Page

Read every line out loud before the first pick. Tick the ones your group agrees to and cross out the ones you do not want. That takes two minutes and saves twenty.

SHEET 1

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- ☐ Everybody brings one wrapped gift and puts it in the pile, no names on it.
 - ☐ Everybody draws a number. That number is your turn order.
 - ☐ Number one opens a gift from the pile and shows the room.
 - ☐ From then on, a player either opens a new gift or steals one that is already open.
 - ☐ If your gift is stolen you go again straight away: open a new one or steal a different one.
 - ☐ You cannot steal back the gift that was just taken from you on the same turn.
 - ☐ A gift can be stolen three times, then it is frozen and stays where it is.
 - ☐ The tracker sheet is what settles whether a gift is frozen. Somebody keeps it.
 - ☐ When the last number has gone, player number one may swap with any unfrozen gift.
 - ☐ Then it is over. Nobody trades afterwards unless everybody agrees.
 - ☐ Set the price cap before anybody shops, and say it twice.
 - ☐ Agree now whether gag gifts are allowed, because half a room assumes yes and half assumes no.
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Our price cap: _____ Our steal limit: _____