Dirty Santa

The rules on one page

Players
4 or more, each bringing one wrapped gift

You need
1 wrapped gift for each player and numbers to draw from a hat

Goal
End up with a gift you like

Game ends
When every gift is open and number 1 has had the last steal

Before the game

1. Set a price limit when you invite people. $20 to $35 is typical.
2. Agree on a steal limit. 3 is usual.
3. Pile up the wrapped gifts. Everyone draws a number from a hat.

How to play

1. **Number 1 opens a gift.** There is nothing to steal on the first turn.
2. **Open or steal.** In number order, each player opens a wrapped gift from the pile or steals an opened gift that is not frozen.
3. **Stolen from? Go again.** Open a new gift or steal a different one, but not the gift just taken from you. When a new gift is opened, the next number goes.
4. **Three steals and it is frozen.** On its third steal a gift stays with the player holding it.
5. **Number 1 gets the last steal.** When all gifts are open, number 1 may steal any gift that is not frozen and hand over their own gift.

Choosing a steal limit

Limit	What it does
1 steal	The fastest game, and gentle for children
2 steals	A quicker game
3 steals	The usual limit
No limit	The longest game. A popular gift can keep moving

The dice version

No numbers and no stealing. Everyone holds a wrapped gift, and a die moves the gifts around the circle until each one is opened. The Dirty Santa dice game sheet is free at familygamerules.com/dirty-santa.

End of the game

When every gift is open and number 1 has had the last steal, everyone keeps the gift they are holding.

Steal tracker

Gift	1st	2nd	3rd

Tick a box for each steal. On the third tick the gift is frozen.