



# DIRTY BRICKSTER

## GIFT EXCHANGE

# DECEMBER RLUG MEETING

Dirty Brickster is a game with rules that are similar to a “White Elephant” gift exchange which many of us have participated in at our workplaces, schools, and homes at Christmas time. The main differences are that every gift is a LEGO item and it is something you might actually want!

Note: There is no fixed time limit for this game. The more participants, the longer the game.

### Gift Rules

- Each participant must bring one (1) wrapped LEGO gift.
- “Gift” must have a price point of \$20 or more.
- NO Mega Bloks, Tyco, KRE-O, or other clone or off-brand LEGO item.
- **No incomplete sets, broken or dirty parts**

### Examples of possible items:

Complete sets, loose parts, minifig(s), LEGO memorabilia, vintage sets and/or parts, any LEGO item or items which are at or near the target retail value.

If you wish to bring an item of greater value that is your choice (especially if you want to see other participants scramble, strategize and whimper for the item you have brought to the game). However, a warning to all participants: you may or may not end up with an item that is of greater or equal value to what you brought to the game. Some good advice: *bring something you or a typical attendee would be happy to receive.*

### Order of Play

#### Starting the Game:

Each participant will randomly select a number from the proverbial “Hat.”

Participants arrange themselves into a circle in the order of the numbers drawn.

The participant with #1 unwraps any gift from the pile and then shows it to everyone.

#### Taking a Turn:

Each successive participant, in the order determined from the drawing, can either “steal” an already opened gift (if there’s one they really like) or be adventurous and go for a wrapped gift from the pile. If the participant chooses to steal, the person whose gift is stolen now repeats his turn and either steals another person’s gift or unwraps a new gift. A player cannot immediately steal back the gift that was just stolen from him/her. Once a gift has been stolen 3 times, it is considered “safe” and may not be stolen again. After all players have had a turn, the first player gets a chance to swap the gift he or she is holding for any other opened gift. Anyone whose gift is stolen may steal from someone else (as long as that person hasn’t been stolen from yet).

#### Ending the Game:

When someone declines to steal a gift, or once all gifts are opened, the game comes to an end and the first person who picked may pick again.

