# THE GREATEST GIFT! <br> (The card game about giving and getting cool stuff!) 

## Overview

The Greatest Gift is a card game about trying to figure out what the other players would most like out of real life, and offering these things as gifts. In a series of rounds, players offer each other such gifts and are rewarded when their offered gifts are chosen above the others. The player that collects gifts the quickest wins the game.

Number of players: 3-8.
Ages: 12 and up.

## Terminology

Gift Collection - a set of cards the player has collected throughout the game; these are the face-up cards in front of a player. The number of items in a player's gift collection determines that player's score.
Receiver - The person who's turn it is to receive gifts.
Giver - A person that is offering a gift. Everyone but the Receiver is a Giver.
The Grab Bag - The communal pool of 7 upturned cards that players are rewarded from.

## Game Preparation

Shuffle the cards, then deal 7 face-down to each player. Deal another 7 face-up in the middle of the table, these will be known as the "Grab Bag." Put the remaining cards face-down in one or more piles to draw from.

## How to Play

The player reading these rules goes first (if nobody reads the rules, the player to the left of the dealer gets to go first). Players may pick up their cards. Every card in your hand is a potential gift to someone else.
"Going first" means being the first receiver of gifts - that player is the receiver, and everyone else is a giver the first round.

Play consists of a series of rounds. A round takes place as follows:

1. Each giver chooses a card from their hand they think the receiver will like the most, and then places it face down in front of the receiver.

The receiver mixes the cards, then turns them over one by one. He chooses the gift he likes the most, and places it in front of him face up in his gift collection for the remainder of the game (thus scoring a point). The receiver should try to verbalize his or her thought process when choosing a gift. The unworthy gifts are then discarded to a discard pile.
2. The player that offered the chosen gift gets rewarded by getting to take one item from the Grab Bag for his or her own gift collection (thus also scoring a point). Or, if nothing in the Grab Bag looks good enough, the player may instead take a chance and remove the top card of the deck to place directly in his or her gift collection.
3. Players refill their hands to 7 cards. If the draw pile is empty, shuffle the discard pile and reuse it. The Grab Bag is also refilled to 7 cards as needed.
4. The round is over. Unless someone has won (see the "To Win" section), play proceeds clockwise to the next player, and a new round begins.

## If the Receiver only Needs $\mathbf{1}$ Gift to Win

If a round begins in which the receiver only needs one gift to win, the receiver is not allowed to get gifts this round (unless every player only needs one point to win, in which case play proceeds normally). Instead of receiving gifts, the receiver may discard as many cards from her hand as she likes, and refill it from the draw pile. The round is then over and play moves forward. This avoids cases of "guaranteed victory."

## Discarding Unwanted Cards from your Hand

Each player is allowed to discard up to 3 cards from his or her hand and draw new cards from the deck at any time during gameplay, but may only do this twice per game. (You may want to use chips to designate who can still trade in cards.)

## Promise Category

Promise cards all start with "I Promise." These cars are special in that they require either an interaction between two players or require the offering player to do or give something particular in real life.

## The Grab Bag and Promise Cards

If any Promise category cards show up in the Grab Bag, they should be discarded and replaced from the top of the deck.

## To Win

The winner is the first player to reach the target number of gifts (points) or more in his or her gift collection during a round in which he or she scores as a giver.

| This chart suggests the target score to use <br> based on number of players: \# Of Players: | Suggested Number of Gifts (Points) to Win: |
| :--- | :--- |
| $3-4$ | 7 Gifts |
| $5-6$ | 6 Gifts |
| $7+$ | 6 Gifts, the receiver chooses 2 gifts instead of 1 (and so <br> 2 players are rewarded). |

Or, players may agree upon a different target number in order to tailor the game to a desired length of time.

## Optional

At any time, the entire Grab Bag can be discarded and replaced from the draw pile as long as all players agree.

Also, players are urged to verbalize their decision process while choosing which gift to accept because it's more fun for everyone else that way!

## Card Anatomy



## Additional Play

## Optional Second Winner

You may choose to pick an optional second winner. This second winner is the person who everyone agrees has the coolest collection of gifts.

## Tournament Play

Sets of games may be played where the winner(s) each game choose to hold on to their favorite gift from his or her collection. These are not used in future games, but accumulate over a series of games and determine a "Loot Champion" based on an agreed upon number of points.

## Credits

Game Design: ~Ray Mazza
Special Thanks: ~ Jesse Schell
~ Ira Fay
$\sim$ The Carnegie Mellon Entertainment Technology Center

## Legal

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## Cards










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