

# MERRY CHRISTMAS, FRIEND!

I'm just gonna say it...Christmas doesn't need to be big, expensive, or picture-perfect to be special.

The magic was never in the receipts.

It's in the way people laugh until they snort.

The way everyone screams "NOOOO" when the Grinch shows up.

The inside jokes that will randomly come back up in July and make you smile for no reason.

This game is here for the kind of holiday moments that cost basically nothing but somehow end up becoming the stories you tell forever.

So if money's tight, life's heavy, or you're doing your best to make things feel warm with what you've got... you're not failing.

You're creating memories. And that counts. A lot.

Light the candle.

Play the game.

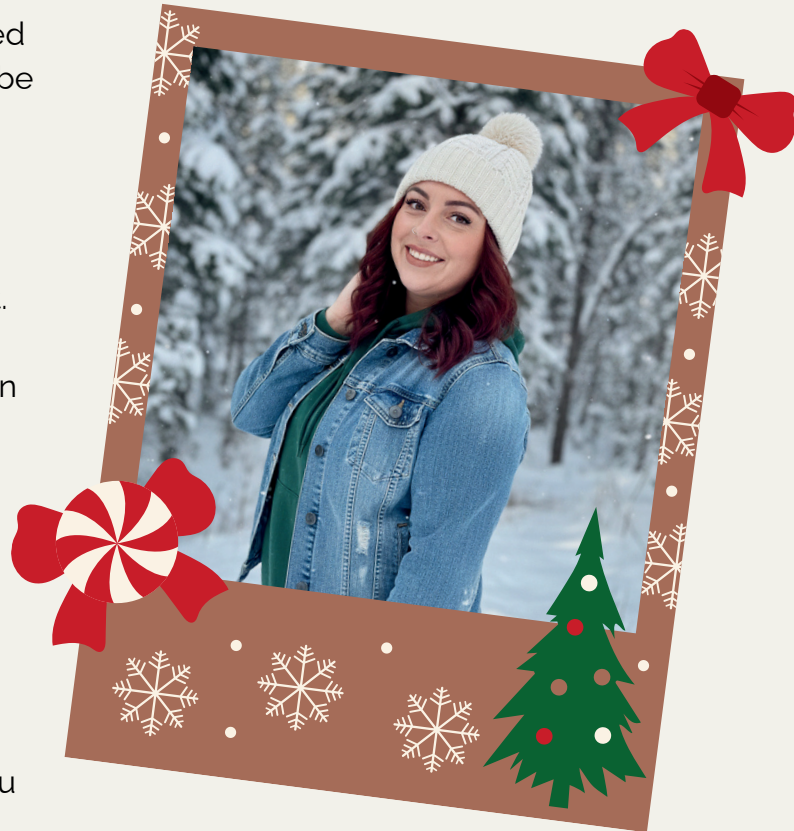
Eat the cookies.

Take the blurry photo.

Let it be messy and real and still freaking meaningful.

Here's to simple nights that end up being the ones everyone remembers.

-Jess





# GIFT EXCHANGE DICE GAME: HOLIDAY CHAOS EDITION



## What you need

- 1 wrapped gift per person (gifts should be similar value)
- Two dice
  - Die #1 = Action Die (Holiday Chaos)
  - Die #2 = "Earn the Keep" Silly Die
- A timer (phone is fine)

## Setup

1. Cut out the die and then fold into a square and tape or glue.
2. Everyone puts their wrapped gift in a pile in the middle.
3. Everyone draws one gift at random (don't open it yet).
4. Decide play order (roll a die, youngest-to-oldest, whoever has the most chaotic laugh—your call).

## The Goal

End the game holding a gift you're happy with... and surviving the holiday nonsense with your dignity mostly intact.

## How a Turn Works

On your turn:

*Step 1:* Roll the Action Die (Die #1)

Do what it says.

*Step 2 (Optional):* Want to KEEP your gift?

If you want to lock/keep your gift after your action roll, you can try to earn it:

- Roll the Silly Die (Die #2)
- The group chooses which silly challenge you must do (based on what you rolled)
- If you do it, you keep/lock your gift for now
- If you refuse or half-a\*\* it, you must follow the Action result as normal (no keep/lock)

## Game Length (so it doesn't drag)

- Set a timer for 15–20 minutes (or 2 rounds per person, whichever feels better for your group).
- When the timer goes off, finish the current turn and move to the Ending.

## Ending: Open + Final Lock

1. Everyone opens the gift they're holding.
2. After opening, do one final round where each person gets one last roll of the Action Die.
3. After that final roll, the game ends. You keep what you have.

# ACTION DIE:



"EARN THE  
KEEP" DIE:

## HALLMARK MONOLOGUE

GIVE A 20-SECOND HEARTFELT  
SPEECH ABOUT HOW THIS GIFT  
"REMINDED YOU WHAT CHRISTMAS  
IS REALLY ABOUT."

## REINDEER AUDITION

STAND UP AND DO YOUR  
BEST "I'M A REINDEER"  
PRANCE + SNORT. FULL  
COMMITMENT. NO NOTES.



## ELF ON THE SHELF FREEZE

STAND UP AND HOLD A  
RIDICULOUS FROZEN  
POSE FOR 15 SECONDS  
WHILE EVERYONE  
COUNTS.



## JINGLE BELL REMIX

SING ONE LINE OF A CHRISTMAS  
SONG... BUT IN A DRAMATIC OPERA  
VOICE OR RAP VOICE (GROUP  
CHOOSES).

## NAUGHTY LIST CONFESSION

CONFESS ONE SILLY "CRIME" YOU  
COMMITTED THIS YEAR (KEEP IT PG)

## SANTA'S COMMERCIAL

SELL YOUR GIFT LIKE IT'S ON QVC  
FOR BONUS POINTS FOR "BUT  
WAIT—THERE'S MORE."