

# QUARANTINED KITTENS

A GAME BY EXPLODING KITTENS 

STAY HOME!  
AND PLAY GAMES



THIS IS HOW TO PLAY EXPLODING KITTENS OVER VIDEO CHAT.

EACH PLAYER WILL NEED:

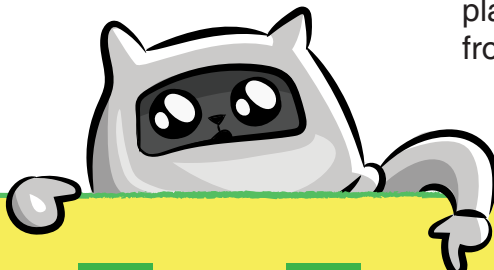
-  ANY VERSION OF EXPLODING KITTENS
-  A BASIC UNDERSTANDING OF THE RULES
-  FACETIME, GOOGLE HANGOUTS, ZOOM, ETC.



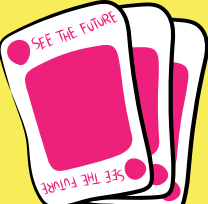




## GOAL

Just like Exploding Kittens, your goal is to avoid being exploded by an Exploding Kitten.

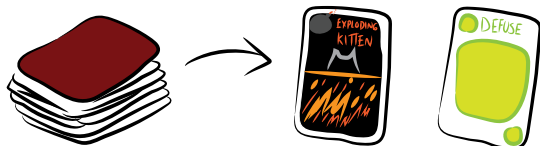
## SETUP

Connect to your friends, and each player should take the following cards from a deck of Exploding Kittens:



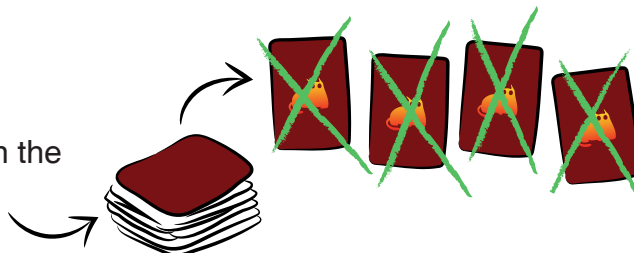
1	2	3	2	2	2	3
						
EXPLODING KITTEN CARD	DEFUSE CARDS	SEE THE FUTURE CARDS	FAVOR CARDS	NOPE CARDS	SHUFFLE CARDS	SKIP CARDS

- 1 Remove the Exploding Kitten and 1 Defuse Card and set them aside.



- 2 Shuffle the rest of the cards.

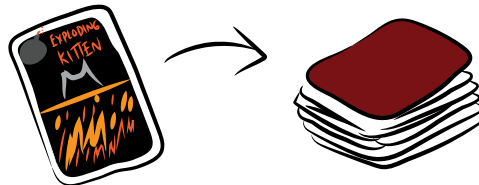
- 3 Remove the top 4 cards from the deck without looking at them (they will not be used).



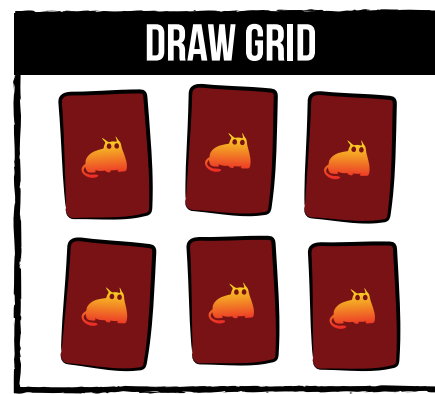
- 4** Deal out the next 4 cards face down and then add the Defuse Card you set aside in step 1 to make a starting hand of 5 cards. You can look at your cards but keep them secret.



- 5** Put the Exploding Kitten on top of the remaining cards and shuffle the deck.



- 6** In a normal game of Exploding Kittens, you have a Draw Pile. In this version you will have a Draw Grid instead. To create your Draw Grid, take the shuffled deck of 6 cards and put each card face down on the table in front of you in a 2x3 grid.

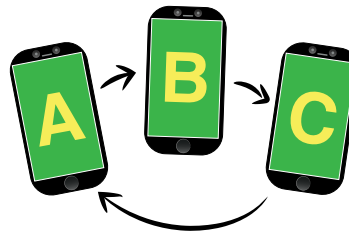


**Make sure your entire Draw Grid is visible to the other players.**



- 7** Leave some space for a Discard Pile.

- 8** To determine the order of play, arrange yourselves in alphabetical order. **Each player is responsible for remembering the person who comes after them.**



If you have a lot of players, have each player call out the name of the player after them, one at a time, before you begin.

- 9** Pick a player to go first (for instance the player who most recently washed their hands) and start playing!

# GAMEPLAY

Play Exploding Kittens as normal (on your turn you can play-or-pass, then draw), but instead of drawing the top card from the Draw Pile to end your turn, you must draw the card from your Draw Grid that the previous player tells you to draw ("top row on your left," "third from from your right on the bottom row," etc.). You may still play as many cards as you'd like before drawing, but once you draw to end your turn, tell the next player which card to draw.



Before drawing, the next player can play as many or as few cards as they would like, and then they end their turn by drawing the card you instructed them to draw.

Track which card to draw by placing an object on the card.

Your Draw Grid will get smaller and smaller as you draw cards.



To play a card, take it from your hand and hold it up to the camera so that the other players can see.





Because some connections are slow, leave a little time for others to play a NOPE on you if they'd like.



## IMPORTANT!



-  You can't play a card AFTER you draw. Just like a regular game of Exploding Kittens, drawing a card ends your turn!
-  Playing pairs of cards, three of a kind, or five different cards are not part of this game.

# CARDS

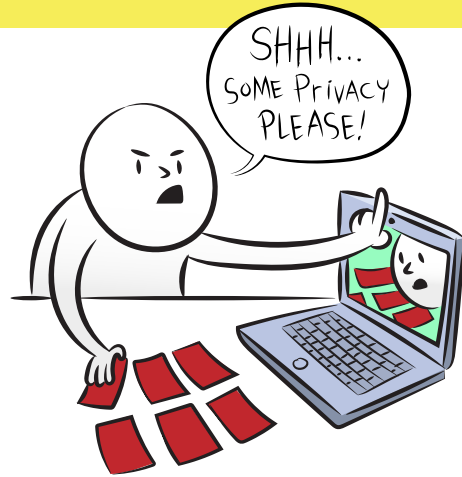
The cards do mostly the same things they do in a regular game of Exploding Kittens with a few modifications:

## **EXPLODING KITTEN** 1 CARD

You must show this card immediately. Unless you have a Defuse Card, you're dead and out of the game.

## **DEFUSE** 2 CARDS

If you drew an Exploding Kitten, you can play this card instead of dying. Play your Defuse Card and then place the Exploding Kitten anywhere you'd like face down in your Draw Grid. You can rearrange all the cards but don't look at them (hold the cards under a table or use your hand to block the webcam so that no one can see where you put the Kitten). Your turn is over after playing this card.



## **SEE THE FUTURE** 3 CARDS

Privately view any 1 card in your Draw Grid and put it back in the same place. Don't show the card to the other players.

## **FAVOR** 2 CARDS

Pick a player to turn over 1 card in their Draw Grid. You choose which card they must turn over. Players can be instructed to draw a face up card on their turn and face up cards are returned face down when a **Shuffle** or **Defuse** is played.

## **NOPE** 2 CARDS

Stop any action except for an Exploding Kitten or a Defuse Card OR the instruction of which card to draw. You can also play a Nope after a Nope to negate it and create a Yup and so on. You can play a Nope at any time before an action has begun, even if it's not your turn. Any cards that are Noped are lost. Leave them in your Discard Pile.

## **SHUFFLE** 2 CARDS

Shuffle your Draw Grid thoroughly, then ask for a new instruction of which card to draw.

## **SKIP** 3 CARDS

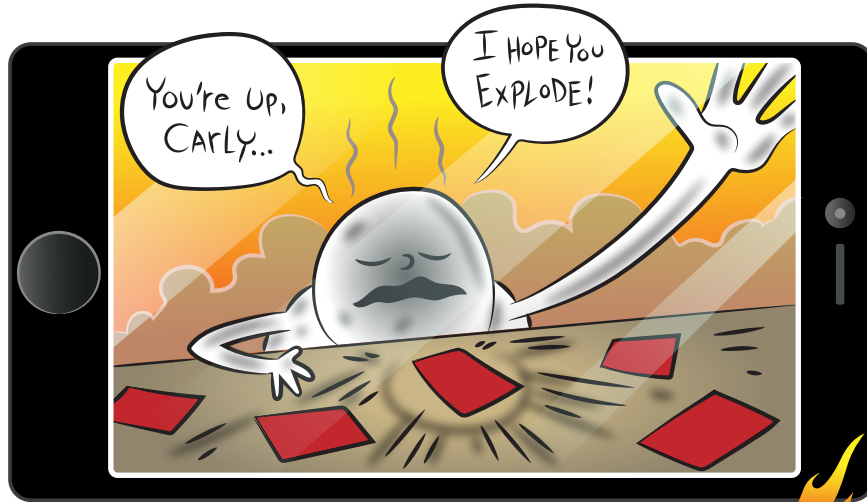
Immediately end your turn without drawing a card.

# WINNING AND LOSING

Just like a normal game of Exploding Kittens, you lose when you draw an Exploding Kitten and cannot Defuse it.

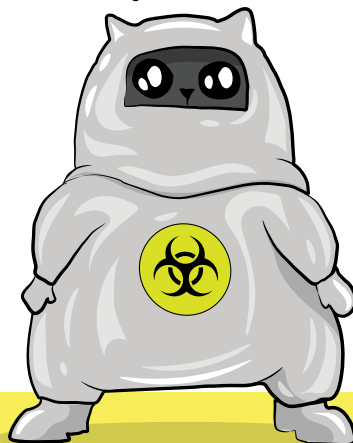
## WHEN YOU EXPLODE

Make sure the person before you knows who the new next player is so they can tell them which card to draw on their turn.



**THE WINNER OF THE GAME IS THE LAST PLAYER WHO HAS NOT EXPLODED.**

Thank You  
for Complying.



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