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THE SILENT DRAWS

WHAT BREAKS WHEN YOU NAME IT? SILENCE.

PLAYERS: **2-6**

PLAY TIME:  12

Rules:

1. When the game starts, **EVERYBODY** needs to be silent.
2. If you speak, whisper, etc. then it's basically like when you draw an Exploding Kitten, the DoD method. (Defuse or Die)
3. It **IS** allowed to make noises as long that it isn't any speech, whisper, etc.
4. If someone **CHEATS** you **NEED** to call him Cheeto for the rest of his life.

It's a very good recipe for someone who has some loud or ragequitting friends.

EACH PLAYER STARTS WITH

5 CARDS

PLUS 0 DEFUSES

Ingredients

CARD TYPE:

CARD COUNT:



EXPLODING KITTEN

#P



DEFUSE

#P



ALTER THE FUTURE 3X NOW

2



ATTACK 2X

4



ATTACK OF THE DEAD

3



BARKING KITTEN

2



CATOMIC BOMB

1



CLONE

3

CARD TYPE:

CARD COUNT:



DIG DEEPER

2



FAVOR

3



FEED THE DEAD NOW

1



GARBAGE COLLECTION

2



GRAVE ROBBER

1



SHARE THE FUTURE 3X

4



SHUFFLE NOW

2



SKIP

3

NOTE: THIS RECIPE HAS MORE THAN 16 CARDS