

# VIDEO CHAT RULES

**FOLLOW THESE STEPS TO PLAY THE GAME WITH OTHERS OVER VIDEO CHAT!**

These rules supplement the rules found in your copy of the game.  
A copy of the game is required for each household to be able to play.

## SETUP CHANGES



## LEADER

The Leader writes the player's names on the Leader Mat which they should print ahead of time.

Take the required number of KID and NEIGHBOR cards for your player count.

Shuffle and deal 1 face-down to each player space on the Leader Mat.



## EVERYONE

Create a deck consisting of 3 of each Object for a single player. If more players are together in a single location, add 3 to the total players in that household and pull out all Objects cards with that number or lower in the top right corner.

Return the remaining cards to the box.

Shuffle and deal each player in the household 4 cards. The remaining cards in the deck should be set aside as a Reserve (for trades)

# OF PLAYERS IN HOUSE	1	2	3	4	5	6
# OF LEVERS	3	4	4	5	6	6
# OF BOXES	3	4	5	5	6	6
# OF MAGNETS	3	4	5	6	6	8
# OF TRASHCANS	3	4	5	6	7	8
# OF FLASHLIGHTS	3	4	5	6	7	8



## START OF GAME CHANGES

Everyone should be in a GRID VIEW on the video chat!

The Leader should ask everyone to close their eyes.

For each player, the Leader should ask them to open their eyes.

The Leader should then close their eyes while holding up the player's Role Card in front of the Leader's face so that the player can see it.

The Leader asks if the the player can see their card, and after confirmation, place the card back face-down.

Repeat this for each player.

Once everyone knows their Roles, the Leader should say the following:

**"EVERYONE  
PUT UP YOUR FIST  
IN FRONT OF THE CAMERA!"**

**"EVERYONE CLOSE YOUR EYES INCLUDING ME!"**

**"SECRET NEIGHBOR PUT UP YOUR THUMB  
BUT KEEP YOUR EYES CLOSED"**

**"REGULAR NEIGHBORS OPEN YOUR EYES  
AND MAKE SURE YOU CAN SEE  
YOUR FELLOW NEIGHBORS  
AND THE SECRET NEIGHBOR'S THUMB!"**

**"OK NEIGHBORS CLOSE YOUR EYES  
SECRET NEIGHBOR PUT YOUR THUMB DOWN.  
EVERYONE'S EYES SHOULD BE CLOSED"**

**"EVERYONE, OPEN YOUR EYES!"**

**"IF THE NEIGHBORS DID NOT SEE THE SECRET NEIGHBOR  
PLEASE SPEAK UP  
AND WE WILL HAVE TO RE-DEAL AND TRY AGAIN."**

**"OK LET'S START!"**

# GAMEPLAY & ITEM CHANGES

## PHASE 1 TRADING

Trading proceeds as per the rulebook.

When trading a card with a non-household player, exchange the card with the appropriate card in the Reserve.

In the rare instance a card is not available in the Reserve, a player may take the card from the box, but it is important that this card is returned to the box after being discarded.

## PHASE 2 POWERS

Play as normal with used cards discarded to the Reserve.

Use an Object power changes listed below in place of the standard rules.

## BOX POWER



The player using the box power announces which 3 role cards they would like to check.

The Leader picks up those 3 cards **KEEPING THEM FACE DOWN** and shuffles them.

Everyone closes their eyes except the player who used the box.

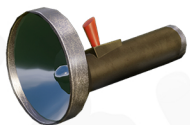
The Leader holds up the 3 role cards that were checked.

The Leader asks if player sees all 3 cards.

Once the player says "YES", the Leader puts those cards down.

Everyone opens their eyes.

The Leader places checked role cards face down on Checked Cards spot on Leader Mat.



## FLASHLIGHT POWER

This change only applies if the target is not in the same household.

Everyone except the player using the Flashlight and the target player should close their eyes.

The target player should hold up the cards in their hand so they can be seen.

The target player should point to each card until the player using the Flashlight says they want the card being pointed to.

Swap the card with one in the Reserve (same as Trading).

## CLEAN UP CHANGES

At the end of powers, if you wish, you may discard your whole hand to the Reserve.

Turn your Reserve face down, shuffle and deal out object cards so that each player has four cards in their hand.



## KEYS

When a player gains a key, they put it in front of them in a way that everyone on camera can see OR type as a part of their name OR put into the chat that they have a key.

Leader places a key on top of that player's name on Leader Mat.

When a player uses a key to Unlock, if they are a kid (and therefore the game continues) Leader moves key on top of their role card on Leader Mat OR type "confirmed kid" as part of their name OR type it in the chat.

## HAVE FUN!

