

## IMPLODING KITTENS

THIS IS THE FIRST EXPANSION  
OF EXPLODING KITTENS

# THE RULES

CONTENTS: 20 CARDS, BOX DIVIDER,  
& CONE OF SHAME

## DON'T KNOW HOW TO PLAY?

YOU CAN FIND THE INSTRUCTIONS  
TO THE FULL GAME AT:

[WWW.EXPLODINGKITTENS.COM/HOW](http://WWW.EXPLODINGKITTENS.COM/HOW)

## SETUP

- 1 Remove the **Imploding Kitten** (1) from the expansion deck, and all of the **Exploding Kittens** (4) and **Defuse** cards (6) from your main game deck.



- 2 Combine the 19 remaining expansion cards with the rest of the cards from the main game deck.

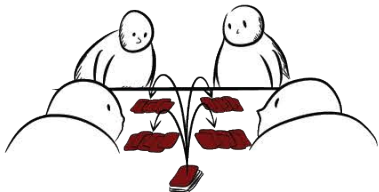


### NOTE

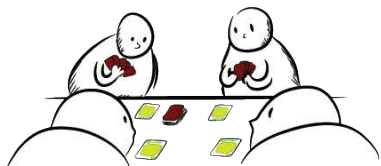
You don't have to play with all of the expansion cards.

You can selectively insert your favorite expansion cards into any Exploding Kittens deck.

- 3 Deal 6 cards face down to each player. (2 more than in a normal game because you're playing with more cards.)



- 4 Deal 1 Defuse card to each player, for a total hand of 7 cards per player. Keep your hand secret.



- 5 Insert the **Imploding Kitten** and enough **Exploding Kittens** back into the deck, so that the total number of Kittens (Imploding and Exploding) is one fewer than the number of people playing.



- 6 Remove any extra Exploding Kittens from the game.

### TWO PLAYER VARIANT

Play the game with 1 Exploding Kitten and the Imploding Kitten from the expansion deck. There are now 2 players and 2 ways to die. Whoever dies first loses the game.



- 7 Insert any extra Defuse cards back into the deck.



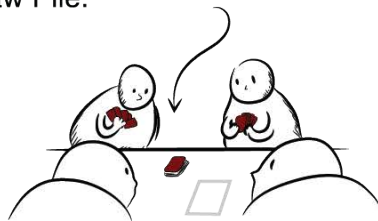
### TWO PLAYER VARIANT

Put only 2 of the 4 extra Defuse cards back into the deck. Remove the other 2 Defuse cards from the game.

### THREE PLAYER VARIANT

Put only 2 of the 3 extra Defuse cards back into the deck. Remove the remaining Defuse card from the game.

- 8 Shuffle the deck and put it face down in the center of the table. This is your Draw Pile.



(Be sure to leave some space for a Discard Pile as well.)

- 9 Pick a player to go first, and start playing as usual.

### FASTER GAME VARIANT

Before inserting any Kittens into the deck, randomly remove about one third of the deck from the game. (You will be playing with approximately two thirds of a deck, but you won't know which cards have been removed.) Then shuffle the Imploding Kitten and any additional Exploding Kitten(s) into the Draw Pile and start the game.



# IMPLODING KITTENS

## FIELD GUIDE



### IMPLODING KITTEN 1 CARD

When this card is drawn, put it back into the Draw Pile **FACE UP** anywhere you'd like in secret. Do not use a Defuse card.



When you have no choice but to draw this card face up, you immediately implode and are out of the game. This card cannot be defused nor can it be noped.

When the Imploding Kitten implodes and kills a player, it must be put into the Discard Pile just like an Exploding Kitten would be.

If there is an Imploding Kitten face up on top of the deck and you play a Shuffle card, shuffle the deck under the table so that you still have a chance of shuffling the Imploding Kitten back to the top of the deck without realizing it.

#### NOTE

The Imploding Kitten card allows you to play with up to 6 players, or use it as a replacement for one of the Exploding Kittens in the main game.



### FERAL CAT 4 CARDS

Use as any Cat Card (any of the cards with no instructions on them).



This card cannot be used as a non-Cat Card (Shuffle, Attack, etc).



### TARGETED ATTACK 3 CARDS

End your turn without drawing a card. Choose any player to attack. That player must take 2 turns in a row. The victim of this card takes a turn as normal (play cards, then draw). Then, when their first turn is over, it's their turn again. Play then continues from the attacked player.

If you've been hit with a Targeted Attack card and you yourself play any kind of Attack card (Targeted Attack or normal Attack) the player you attack must take 2 turns instead of you.



### ALTER THE FUTURE 4 CARDS

Privately view the top three cards from the Draw Pile and rearrange them in any order you'd like. Return them to the top of the Draw Pile face down, then continue with your turn.



### DRAW FROM BOTTOM 4 CARDS

End your turn by drawing the bottom card from the Draw Pile.



### REVERSE 4 CARDS

Reverse the order of play and end your turn without drawing.

If there are only two players, this card acts like a Skip card.



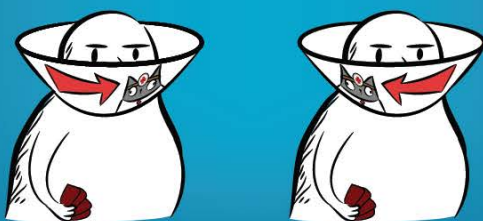
If you play this card after you've been attacked, the order of play is reversed, but you've only ended one of your two turns.

## THE CONE OF SHAME

The first player to forget whose turn comes next will become a human direction indicator and must wear the Cone of Shame for the rest of the game.

Rotate the Cone around your head so that the correct arrow indicating the direction of play is facing forward for all players to see. Whenever a Reverse card is played, rotate the Cone around your head to indicate the new direction of play.

If you look particularly awesome wearing the Cone of Shame, be sure to share your pics with us @gameofkittens.



## THE DIVIDER

Some older boxes of Exploding Kittens can't hold a full deck plus this expansion deck.

To fix this problem:

- 1) Take all the cards out of the plastic tray.
- 2) Remove the plastic tray from the box and turn it over.
- 3) Insert the plastic divider in the center of the upside down tray and put the tray back in the box.
- 4) Insert all of your cards into your newly expanded box.

