

HEY! DON'T READ THESE RULES!

READING IS THE WORST WAY TO
LEARN HOW TO PLAY A GAME.
INSTEAD, GO ONLINE AND WATCH
OUR INSTRUCTIONAL VIDEO:
WWW.EKZOMBIEKITTENS.COM/HOW

UNLOCK THE ZOMBIE APOCALYPSE

[2-9 PLAYERS]
Combine all the cards from Zombie Kittens with any other Exploding Kittens game to play a new intense version with up to 9 players. If you have any questions about setup or how specific cards interact, please visit www.ezkombiekittens.com/how

ZOMBIE KITTENS THE RULES

PLAYERS: 2 - 5

CONTENTS: 61 CARDS

IMPORTANT!!!

We know you've been playing Exploding Kittens for years and think you know all the rules, but you don't. When it comes to this new game, you're a dumb adorable kitten... let's make you undumb...please read these rules. (Don't worry, you'll still be adorable no matter what.)

HOW IT WORKS

In the deck of cards are some Exploding Kittens. You play the game by putting the deck face down and taking turns drawing cards until someone draws an Exploding Kitten.



When that happens, that person explodes and they are out of the game (for now).



All of the other cards will give you powerful tools to help you avoid exploding! This process continues until there's only 1 player left who wins the game.

BASICALLY

If you explode, you lose.

If you don't explode, you win.

And all the other cards will lessen your chances of getting exploded by Exploding Kittens.

FOR EXAMPLE

If it were your turn to draw, you could play a **See the Future** Card to peek at the top few cards in the Draw Pile before drawing.

If you saw an Exploding Kitten, you could then play a **Skip** Card to end your turn without drawing a card instead of exploding.

SETUP

1 To start, remove all the Exploding Kittens (4) from the deck and set them aside.



2 If you are playing with 2 PLAYERS: Use only the cards WITH a Paw Print symbol in the corner (24 cards). Remove the other cards from the game.



If you are playing with 3 PLAYERS: Use only the cards WITHOUT a Paw Print symbol in the corner (33 cards). Remove the other cards from the game.



If you are playing with 4 or 5 PLAYERS: Use all of the cards.

3 Remove all of the Zombie Kittens from your deck and give 1 to each player.

FOR A 4 PLAYER GAME, THERE WILL BE 1 EXTRA ZOMBIE KITTEN. SHUFFLE IT BACK INTO THE DECK.

ZOMBIE KITTENS

The **Zombie Kitten** is the most powerful card in the game. These are the only cards that can save you from an Exploding Kitten. If you draw an Exploding Kitten, instead of dying, you can play the **Zombie Kitten** and reinsert the Exploding Kitten back into the Draw Pile anywhere you'd like in secret. If any of the other players are Dead when you play a **Zombie Kitten**, you have to choose one of them to bring back to life.

Try to get as many **Zombie Kitten** cards as you can.

4

Shuffle the deck and deal 7 cards face down to each player. Everyone now has a hand of 8 cards total (7 cards + 1 Zombie Kitten). Look at your cards but keep them secret.



5

Insert enough Exploding Kittens back into the deck so that there is 1 fewer than the number of people playing. Remove any extra Exploding Kittens from the game.

FOR EXAMPLE

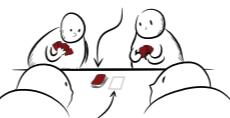
For a 4 player game, insert 3 Exploding Kittens. For a 3 player game, insert 2 Exploding Kittens. This ensures that everyone eventually explodes except for 1 person.



6

Shuffle the deck and put it face down in the middle of the table.

This is your Draw Pile.



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

7

Pick a player to go first. (Some sample criteria: most excited to go first, best wolf howl, tastiest brainz, etc.)

TAKING YOUR TURN

1

Gather all 8 of your cards into your hand and look at them. Do one of the following:

PLAY

Play a card by placing it FACE UP on top of the Discard Pile and follow the instructions on the card.



Read the text on a card to learn what it does.

After you follow the instructions on the card, you can play another card. You can play as many cards as you'd like.

OR

PASS

Play no cards.



2

After either playing as many cards as you'd like or passing, you will end your turn by drawing a card from the top of the Draw Pile into your hand and hoping it's not an Exploding Kitten. (This is different from most games in that you END YOUR TURN by drawing a card.)

PLAY CONTINUES CLOCKWISE AROUND THE TABLE.



REMEMBER

Play as many or as few cards as you'd like, then draw a card to end your turn.



DYING

If you draw an Exploding Kitten and you don't have a Zombie Kitten (or have one and choose not to play it), you are Dead. Put the Exploding Kitten that killed you face up in front of you and keep the rest of your cards in your hand.

If you draw an Exploding Kitten, you DO NOT have to play a Zombie Kitten even if you have one. You might choose to intentionally die to avoid drawing cards for a while and to shield yourself from other players. Just hope another player will eventually bring you back into the game!

BEING DEAD

Dead players don't take a turn. If any Living player plays a Zombie Kitten, they must choose one Dead player to bring back into the game.

Even though Dead players don't take turns, they can still play any card with **Now** in the title or a **Nope** card to affect the game! (These cards can be played even when it's not your turn.)

You cannot steal cards from Dead players unless a card specifically allows you to (i.e., you cannot play a **Favor** or a pair of **Cat Cards** on a Dead player).

COMING BACK TO LIFE

Whenever a player chooses to play a **Zombie Kitten** to save themselves from exploding, they must bring a Dead player back into the game (if there are any).

If they choose to bring you back into the game, they will put their **Zombie Kitten** in the Discard Pile and then they will take the Exploding Kitten that killed them AND the Exploding Kitten in front of you and put both of them separately back into the Draw Pile anywhere they'd like in secret (the two Exploding Kittens can be put in two different locations). You are now a Living player and must take your turns as normal.

You can still play a **Zombie Kitten** if there are no dead players. If you play a **Zombie Kitten** and there is more than one Dead player, you must choose one of the Dead players to bring back into the game.

ENDING THE GAME

The last Living player wins the game. You won't ever run out of cards in the Draw Pile because you inserted enough Exploding Kittens to kill all but 1 player.

THREE MORE THINGS

- ✓ A good strategy is to save your cards early in the game while your chance of exploding is low.
- ✓ You can always count the cards left in the Draw Pile to figure out the odds of exploding.
- ✓ There is no maximum or minimum hand size. If you run out of cards in your hand, there's no special action to take. Keep playing. You'll draw at least 1 more card on your next turn.

STOP READING! GO PLAY!

IF YOU HAVE QUESTIONS ABOUT
SPECIFIC CARDS, FLIP THIS SHEET OVER.



EXAMPLE TURN

YOU SUSPECT THE TOP CARD IN THE DRAW PILE IS AN "EXPLODING KITTEN," SO INSTEAD OF PASSING AND THEN DRAWING A CARD TO END YOUR TURN, YOU DECIDE TO PLAY A "SEE THE FUTURE" CARD ALLOWING YOU TO PRIVATELY PEEK AT THE TOP 3 CARDS IN THE DRAW PILE.

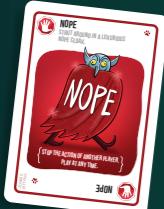
WHILE VIEWING THE TOP 3 CARDS, YOU SEE THAT YOU WERE RIGHT AND THE TOP CARD (THE CARD YOU'RE ABOUT TO DRAW) IS AN "EXPLODING KITTEN."



YOU DECIDE TO PLAY AN "ATTACK" CARD TO END YOUR TURN AND FORCE THE NEXT PLAYER TO TAKE 2 TURNS.



BUT THEN ANOTHER PLAYER PLAYS A "NOPE" CARD WHICH CANCELS YOUR "ATTACK," SO IT'S STILL YOUR TURN.



YOU DON'T WANT TO DRAW THAT TOP CARD AND EXPLODE, SO YOU PLAY A "SHUFFLE" CARD AND RANDOMLY SHUFFLE THE DRAW PILE.



WITH THE DECK FRESHLY SHUFFLED, YOU DRAW THE TOP CARD TO END YOUR TURN AND HOPE IT'S NOT AN "EXPLODING KITTEN."

ZOMBIE KITTENS FIELD GUIDE

EXPLODING KITTEN 4 CARDS

You must show this card immediately. Unless you have a Zombie Kitten Card, you're out of the game. Put this card face up in front of you and keep your hand of cards hidden.

ZOMBIE KITTEN 2 CARDS WITH 3 CARDS WITHOUT

If you drew an Exploding Kitten, you can (but do not have to) play this card instead of exploding. Place your Zombie Kitten Card on the Discard Pile. If there are any Dead players, you must choose one of them and bring them back into the game.



Next, take the Exploding Kitten and, without reordering or viewing the other cards, secretly put it back in the Draw Pile anywhere you'd like. If you bring another player back from the Dead, you'll do the same thing with the Exploding Kitten Card face up in front of them. (This means you'll be putting 2 Exploding Kittens back into the deck at once, each in its own secret location.)



Your turn is over after playing this card. You can still play this card if there are no Dead players.

Want to hurt the player right after you? Put the Exploding Kitten right on top of the deck. If you'd like, hold the deck under the table so that no one else can see where you put it.

ATTACK (2X) 2 CARDS WITH 0 CARDS WITHOUT

Do not draw any cards. Instead, immediately force the next player to take 2 turns in a row. Play then continues from that player. The victim of this card takes a turn as normal (play-or-pass, then draw). Then, when their first turn is over, it's their turn again.

If the victim of an Attack Card plays an Attack Card on any of their turns, the new target must take any remaining turns plus the number of attacks on the Attack Card just played (e.g., 4 turns, then 6, and so on).

NOPE 2 CARDS WITH 3 CARDS WITHOUT

Stop any action except for an Exploding Kitten or a Zombie Kitten Card. Imagine that any card beneath a Nope Card never existed.

Any cards that have been Noped are lost. Leave them in the Discard Pile.

You can play this at any time before an action has begun, even if it is not your turn. Dead players can also play this card.

A Nope can also be played on another Nope to cancel it and create a Yup, and so on.

CLAIRVOYANCE NOW 1 CARD WITH 1 CARD WITHOUT

Play this card once another player has defused an Exploding Kitten. You will get to see where they add the Exploding Kitten Card(s) into the deck.

Now you can play this at any time before an action has begun, even if it is not your turn. Dead players can also play this card.

You can leave your seat and walk over to the player putting the Exploding Kitten back into the Draw Pile to see where they secretly place it.

SKIP

1 CARD WITH
2 CARDS WITHOUT

Immediately end your turn without drawing a card.

If you play a Skip Card as a defense to an Attack Card, it only ends 1 of the 2 turns. 2 Skip Cards would end both turns.

SUPER SKIP

1 CARD WITH
1 CARD WITHOUT

Immediately end your turn without drawing a card. If you're supposed to take multiple turns, end them all.

SEE THE FUTURE (3X) 2 CARDS WITH 2 CARDS WITHOUT

Privately view the top 3 cards from the Draw Pile and put them back in the same order. Don't show the cards to the other players.

SHUFFLE NOW 1 CARD WITH 1 CARD WITHOUT

Shuffle the Draw Pile thoroughly.

Now you can play this at any time before an action has begun, even if it is not your turn. Dead Players can also play this card.

A great way to use this card is right after someone plays a "See the Future" but before they draw a card!

FEED THE DEAD NOW 0 CARDS WITH 2 CARDS WITHOUT

Pick a Dead player. All Living players with cards (except you) must pick a card of their choice and give it to that player. You cannot play this card if there are no Dead players.

Now you can play this at any time before an action has begun, even if it is not your turn. Dead players can also play this card.

CLONE

1 CARD WITH
2 CARDS WITHOUT

Play this card onto the Discard Pile and it becomes whatever card is beneath it and adopts the rules of that card.

You cannot play a Clone on top of another Clone.

You cannot play a Clone Card when it is not your turn or if you are Dead—even if you play it on top of a card with the symbol (because at the time you played it, it was still a Clone Card and can only be played on your turn).

You can play a Cat Card with a Clone to create a pair and steal a card (because the Clone becomes the same card as the Cat Card you put beneath it). This only works if you are the player who played both the Cat Card AND the Clone—you could not play a Clone on top of a Cat Card played by another player!

GRAVE ROBBER

0 CARDS WITH 1 CARD WITHOUT

All Dead players with cards must choose one card from their hand to shuffle into the Draw Pile. You cannot play this card if there are no Dead players.

This is very useful near the end of the game when you need a better chance of avoiding an Exploding Kitten.

FAVOR

1 CARD WITH
2 CARDS WITHOUT

Force any other player to give you 1 card from their hand. They choose which card to give you.

You cannot play this card on a Dead player.

YOU ONLY NEED THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS.



DIG DEEPER

2 CARDS WITH
2 CARDS WITHOUT

Draw the top card from the Draw Pile, look at it, and decide if you want to keep it. If so, put it in your hand. Otherwise you MUST draw the next card in the Draw Pile no matter what it is. (Then put the card you decided not to draw back on top of the Draw Pile). Your turn is now over.

This card is a great way to mess with the heads of other players. If you decide not to keep the top card, everyone will drive themselves crazy trying to figure out why you didn't want it!

ATTACK OF THE DEAD

0 CARDS WITH
3 CARDS WITHOUT

End your turn without drawing a card. Force the next player to take three turns for each Dead player.

If the victim of an Attack Card plays an Attack Card on any of their turns, the new target must take any remaining turns plus the number of attacks on the Attack Card just played.

You cannot play this card if there are no Dead players.

The more Dead players there are, the Deadlier this gets. Just don't wait too long to use it or you might not get a chance.

CAT CARDS

8 CARDS WITH
8 CARDS WITHOUT

These cards are powerless on their own, but if you collect any 2 matching Cat Cards, you can play them as a Pair to steal a random card from any Living player.

You cannot play this card on a Dead player.

They can also be used in Special Combos.



SPECIAL COMBOS

(READ THIS AFTER YOU'VE PLAYED YOUR FIRST GAME)

TWO OF A KIND

Playing matching Pairs of Cat Cards (where you get to steal a random card from another player) no longer only applies to pairs of Cat Cards. It now applies to ANY pair of cards with the same title (a pair of Nope Cards, a pair of Skip Cards, etc.). Ignore the instructions on the cards when you play them as a combo.



THREE OF A KIND

When you play 3 matching cards (any 3 cards with the same title), you get to pick a player and name a card. If they have that card, they must give one to you. If they don't have it, you get nothing. Ignore the instructions on the cards when you play them as a combo.



You cannot target a Dead player with combos.