

EXPLODING KITTENS THE RULES

PLAYERS: 2 - 10

CONTENTS: 120 CARDS

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.EXPLODINGKITTENS.COM/HOW

PARTY PACK!



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.



All 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.
AND YOU ARE FULL OF INCENDIARY LOSER SADSauce.

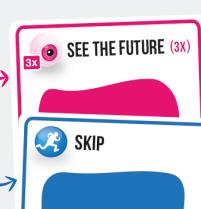
IF YOU DON'T EXPLODE, YOU WIN.
AND YOU ARE FULL OF GREATNESS. GOOD JOB, BUDDY.

AND ALL OF THE OTHER CARDS
WILL LESSEN YOUR CHANCES OF GETTING
EXPLODED BY EXPLODING KITTENS.

FOR EXAMPLE

If it was 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 (9) from the deck and set them aside.



2 Now, look through the remaining deck and based on the number of players, use the following cards:

2 - 3 PLAYERS: Use only the cards WITH a paw print in the corner.



4 - 7 PLAYERS: Use only the cards WITHOUT a paw print in the corner.



8 - 10 PLAYERS: Use all of the cards.

3 Remove all of the Defuse Cards from the deck and deal 1 to each player. Insert any extra Defuse Cards back in the deck (if there are any).

DEFUSE CARDS

The Defuse Card is the most powerful card in the game. These are the only cards that can save you from Exploding Kittens. If you draw an Exploding Kitten, then you can play a Defuse Card instead of dying. Then, reinsert the Exploding Kitten back into the Draw Pile anywhere you'd like in secret.

Try to get as many Defuse 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 Defuse). 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 Kittens.
For a 3 player game, insert 2 Kittens.

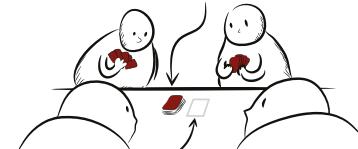
This ensures that everyone eventually explodes except for 1 person.

Note: For a 2 - 3 player game, the Exploding Kittens you insert will be the only cards that do not have paw prints.



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, most intimidating odor, shortest spleen, 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 following 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 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.



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.

Play-or-Pass then DRAW.
Play-or-Pass then DRAW.



ENDING THE GAME

Eventually every player will explode except for one, who 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!

EXPLODING KITTENS FIELD GUIDE

YOU ONLY NEED THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS

EXPLODING KITTEN 9 CARDS

You must show this card immediately. Unless you have a Defuse Card, you're dead. Discard all of your cards, including the Exploding Kitten.

DEFUSE 3 WITH ♦ 7 WITHOUT

If you drew an Exploding Kitten, you can play this card instead of dying. Place your Defuse Card in the Discard Pile.



Then take the Exploding Kitten, and without reordering or viewing the other cards, secretly put it back in the Draw Pile anywhere you'd like.



Want to hurt the player right after you? Put the 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.

Your turn is over after playing this card.

ATTACK (2X) 2 WITH ♦ 3 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).

TARGETED ATTACK (2X) 2 WITH ♦ 3 WITHOUT

Do not draw any cards. Instead, immediately choose **any 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 turn is over, it's their turn again.

If the victim of an Attack plays any kind of 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).

Skip 4 WITH ♦ 6 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.

SEE THE FUTURE (3X) 3 WITH ♦ 3 WITHOUT

Privately view the top 3 cards from the Draw Pile without rearranging. Return them to the top of the Draw Pile face down, then continue with your turn. Don't show the cards to the other players.

ALTER THE FUTURE (3X) 2 WITH ♦ 4 WITHOUT

Privately view the top 3 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. Don't show the cards to the players.

SHUFFLE 2 WITH ♦ 4 WITHOUT

Shuffle the Draw Pile thoroughly. (Useful when you know there's an Exploding Kitten coming.)

DRAW FROM THE BOTTOM 3 WITH ♦ 4 WITHOUT

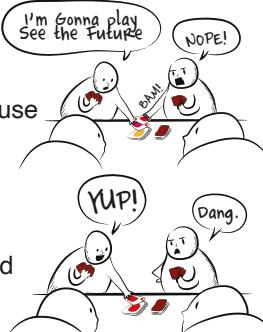
End your turn by drawing the bottom card from the Draw Pile.

FAVOR 2 WITH ♦ 4 WITHOUT

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

NOPE 4 WITH ♦ 5 WITHOUT

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



You can also play a Nope on another Nope to negate it and create a Yup, and so on.

You can play a Nope Card at any time before an action has begun, even if it's not your turn. Any cards that have been noped are lost. Leave them in the Discard Pile.

You can even play a Nope on a Special Combo.

CAT CARDS 3 OF EACH WITH ♦ 4 OF EACH 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 player. They can also be used in Special Combos.



FERAL CAT 2 WITH ♦ 4 WITHOUT

Use as any Cat Card (any card that is powerless on its own). This card cannot be used as a non-Cat Card (Shuffle, Attack, etc).

SAVE INSTRUCTIONS FOR FUTURE USE

A toy with an electrical source requires precautions to be taken. Please read this document carefully.

Cautionary note:

- Do not submerge.
- Batteries are not replaceable.
- Keep button batteries out of the reach of children (including used batteries).
- Check that the battery compartment is secure and cannot be opened. If this is not the case, keep the object containing the button batteries out of the reach of children.
- Try and purchase appliances whose battery compartments are secure (fastened with a screw or needing two independent manoeuvres to open them).

- In the event of ingestion of a button battery, even when only suspected, call a poison control centre or the emergency services IMMEDIATELY and tell the operator explicitly that a child has ingested a button battery. Every minute counts!

Information:

- Remove the plastic tab from the battery box and all packing materials before giving the toy to the child (if applicable).
- Recycling of batteries and electrical and electronic waste (WEEE):

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 3 TOP 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."

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 Shuffle Cards, a pair of Skip Cards, etc). Ignore the instructions on the cards when you play a combo.



THREE OF A KIND

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



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