

TAKING YOUR TURN

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



PASS

Play no cards.

OR

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 more cards. You can play as many cards as you'd like.

2

Shuffle the remaining deck and deal 7 cards face down to each player.



3 Deal 1 Defuse Card to each player so that everyone has a hand of 8 cards total (including the Defuse Card).



DEFUSE CARDS

Each player starts with a Defuse Card; 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, instead of getting exploded, you can play the Defuse Card and reinsert the Kitten back into the Draw Pile anywhere you'd like in secret. Try to get as many Defuse Cards as possible.

4 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

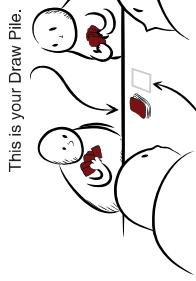
For a 4 player game, insert 3 Kittens. For a 3 player game, insert 2 Kittens. This ensures that everyone eventually explodes except for 1 person.



5 Insert the extra Defuse Cards back in the deck.



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



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

7

Pick a player to go first. (Some sample criteria:
most impressive beard, most intimidating odor,
shortest spleen, etc.)

ENDING THE GAME

The last player who hasn't exploded 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!

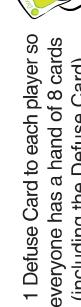
IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS, FLIP THIS SHEET OVER. →

SETUP

- 1 To start, remove all the Exploding Kittens (4) and Defuse Cards (6) from the deck.



2 Shuffle the remaining deck and deal 7 cards face down to each player.



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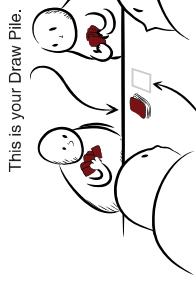
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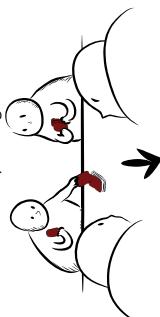
6 Shuffle the deck, and put it face down in the middle of the table.



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

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. They are now dead and out of the game.



This process continues until there's only 1 player left, who wins the game.



The more cards you draw, the greater your chances of drawing an Exploding Kitten.

BASICALLY

IF YOU EXPLODE, YOU LOSE.
AND YOU ARE FULL OF INCENDIARY LOSER SAUSAGE.

WILL LESSEN YOUR CHANCES OF GETTING EXPLODED BY EXPLDING KITTENS.
AND YOU ARE FULL OF GREATNESS, GOOD JOB, BUDDY.

FOR EXAMPLE

You could use a **See the Future** Card to peek at the top few cards in the Draw Pile. If that reveals an Exploding Kitten you could then use a **Skip Card** to end your turn and avoid drawing it.

CONTENTS: 56 CARDS
PLAYERS: 2-5
THE RULES
EXPLODING KITTENS



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

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EXPLODING KITTENS

YOU ONLY NEED THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS

EXPLODING KITTEN 4 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 6 CARDS

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.



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.

FIELD GUIDE

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.).



THREE OF A KIND

Exactly the same as Two of a Kind, but you get to name the card you want from the other player. If they have it, you get to take it. If not, you get nothing.



5 DIFFERENT CARDS

If you play 5 different cards (any 5 cards with different titles), go through the Discard Pile to take any single card you'd like. (Grab the Pile quickly to choose your card so that you don't get "Noped!"



When you play special combos, ignore the instructions on the cards.

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.



THE END