

EXPLODING KITTENS THE RULES

PLAYERS: 2
CONTENTS: 32 CARDS

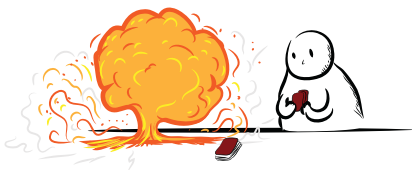


HOW IT WORKS

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



When that happens, that person explodes and they are out of the game.



The remaining player wins the game.

All the other cards will give you powerful tools to help you avoid exploding!

BASICALLY

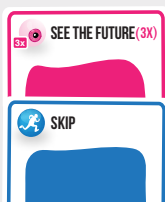
IF YOU EXPLODE, YOU LOSE.
AND YOU ARE FULL OF INCENDIARY LOSER SADSAUCE.

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 THE EXPLODING KITTEN.

FOR EXAMPLE

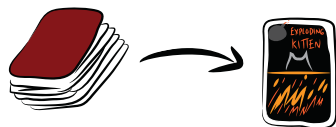
If it was your turn to draw, you could play a **See the Future** Card to peek at the top few cards in the Draw Pile before drawing.



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 the Exploding Kitten from the deck and set it aside.



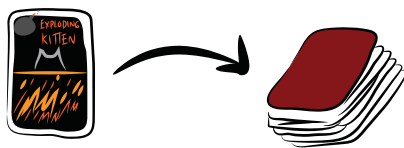
2 Remove all of the Defuse Cards (3) from the deck and deal 1 to each player. Insert the extra Defuse Card back in the deck.

DEFUSE CARDS

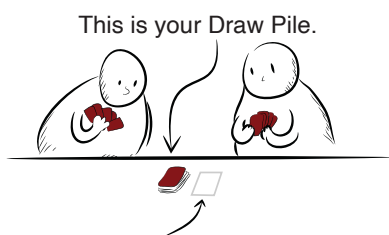
The Defuse Card is the most powerful card in the game. These are the only cards that can save you from the Exploding Kitten. If you draw the Exploding Kitten, you can play a Defuse Card instead of dying. Then, reinsert the Exploding Kitten back into the Draw Pile anywhere you'd like in secret. Try to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

3 Shuffle the deck and deal 7 cards face down to each player. Both players now have a hand of 8 cards total (7 cards + 1 Defuse). Look at your cards but keep them secret.

4 Insert the Exploding Kitten back into the deck.



5 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.)

6 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.



When your turn is over, it's the other player's turn.

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, one player will explode, and the other player wins the game!

You won't ever run out of cards in the Draw Pile because the Exploding Kitten will always kill one player before you run out.

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. →

EXPLODING KITTENS FIELD GUIDE

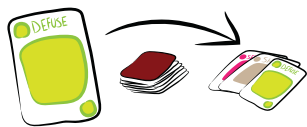
YOU ONLY NEED THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS

EXPLODING KITTEN 1 CARD

You must show this card immediately. Unless you have a Defuse Card, you're dead.

DEFUSE 3 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.



Want to immediately hurt your opponent? Put the Kitten right on top of the deck. If you'd like, hold the deck under the table so that your opponent can't see where you put it. Your turn is over after playing this card.

ATTACK (2X) 2 CARDS

Do not draw any cards. Instead, your turn is over, and your opponent must take 2 turns in a row. 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 other player 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 3 CARDS

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.

FAVOR 3 CARDS

Force your opponent to give you 1 card from their hand. They choose which card to give you.

SEE THE FUTURE (3X) 3 CARDS

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

SHUFFLE 2 CARDS

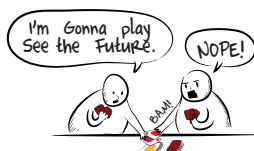
Shuffle the Draw Pile thoroughly.



This is useful when you know there's an Exploding Kitten coming.

NOPE 3 CARDS

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



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



A Nope can be played 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 4 OF EACH

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 your opponent. They can also be used in Special Combos.

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 YOUR OPPONENT TO TAKE 2 TURNS.



BUT THEN YOUR OPPONENT 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 the other 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 3 cards with the same title), you get to name a card. If your opponent has 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.

