

EXPLODING KITTENS THE RULES

PLAYERS: 2 - 10
CONTENTS: 122 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. 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 SADSAUCE.

IF YOU DON'T EXPLODE, YOU WIN.

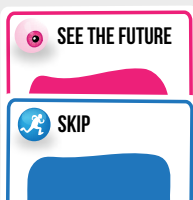
AND YOU ARE FULL OF GREATNESS. GOOD JOB, BUDDY.

AND ALL OF THE OTHER CARDS

WILL LESSEN YOUR CHANCES OF GETTING EXPLODED BY EXPLODING KITTENS.

FOR EXAMPLE

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.



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

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 Shuffle the deck and deal 7 cards face down to each player. Everyone now has a hand of 8 cards total.

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.

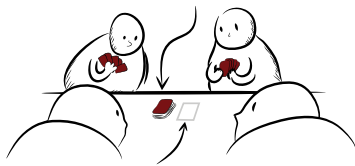
This ensures that everyone eventually explodes except for 1 person.



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.)

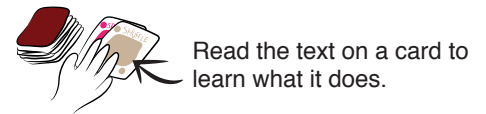
7 Pick a player to go first. (Some sample criteria: most impressive beard, most intimidating odor, shortest spleen, etc.)

TAKING YOUR TURN

1 Look at the cards in your hand. Play a card by placing it FACE UP on top of the Discard Pile, and following the instructions on the card.



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



Or, play no cards at all; that's cool too.

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

Play continues clockwise around the table.

ENDING THE GAME

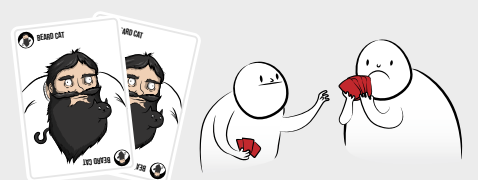
The last player who hasn't exploded wins the game.

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

- ✓ Try saving your cards early in the game while your chance of exploding is low. You can count the cards left in the Draw Pile to figure out the odds.
- ✓ 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.
- ✓ Some cards don't have any instructions on them (Cat Cards). These cards must be collected and played as matching **Pairs**.

If you play matching **Pairs** of Cat Cards, pick another player and steal a random card from their hand.



STOP READING! GO PLAY!

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

EXPLODING KITTENS

FIELD GUIDE

EXAMPLE TURN

YOU DECIDE TO PLAY
A SEE THE FUTURE CARD TO SEE
THE TOP 3 CARDS OF THE DRAW PILE.



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



YOU DECIDE TO PLAY A DOUBLE SLAP CARD TO END YOUR
TURN AND FORCE SOMEONE ELSE TO TAKE 2 TURNS.



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



YOU DON'T WANT TO DRAW
THAT TOP CARD AND DIE, 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.

- OR -

INSTEAD OF PLAYING ANY OF THE CARDS IN YOUR HAND,
YOU COULD JUST DRAW A CARD TO END YOUR TURN.

EXPLODING KITTEN

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

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.

DOUBLE SLAP

End your turn without drawing a card and force any other player to take 2 turns in a row.

This is not the same as drawing 2 cards in a row! The target of this card should take their first turn (play cards and/or draw). When their turn is over, it's their turn again.

If the targeted player plays a Slap Card in return, they pick a player to take ALL remaining turns (4 turns, then 6, and so on).

Play always continues from the targeted player.

If you draw and defuse an Exploding Kitten during a series of turns, you must continue taking your remaining turns after you reinsert the Kitten.

TRIPLE SLAP

Triple Slap works the same way as Double Slap, but adds 3 turns instead of 2.

SKIP

Immediately end your turn without drawing a card. (For example, if you play a Skip Card in response to a Double Slap Card, it only ends 1 of the 2 turns. Playing 2 Skip Cards would end both turns.)

REVERSE

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

If you play this card after you've been SLAPPED, the order of play is reversed, but you've only ended 1 of your turns.

SHUFFLE

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

DRAW FROM THE BOTTOM

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

FAVOR

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

SEE THE FUTURE

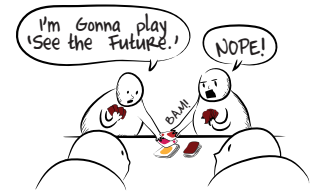
Privately view the top 3 cards from the Draw Pile and put them back in the same order. Don't show the cards to the other players.

ALTER THE FUTURE

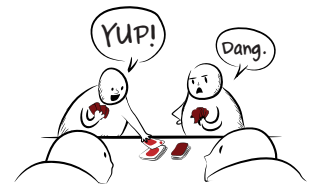
Privately view the top 3 cards from the Draw Pile and rearrange them in any order you'd like. Return them to the top of the Draw Pile face down, then continue with your turn.

NOPE

Stop any action except for an Exploding Kitten or a Defuse Card. Imagine that any card (or Pair or Special Combo) beneath a Nope Card no longer exists.



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.

CAT CARDS

These cards have no instructions on them and are powerless on their own, but can be played as matching Pairs or in Special Combos.

FERAL CAT

Use as any Cat Card (cards with no instructions on them). This card cannot be used as a non-Cat Card (Shuffle, Slap, etc).

SPECIAL COMBOS

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

TWO OF A KIND

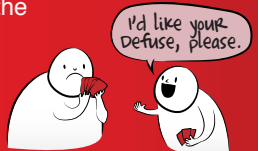
Playing matching Pairs (where you get to steal a random card from another player) no longer only applies to Cat Cards, it now applies to ANY 2 cards in the deck with the same title.



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 combos, ignore the instructions on the cards.