**The Rules**

Exploding Kittens

Players: 2-5

Contents: 56 cards

**How it Works**

You’ll have a deck of cards containing some Exploding Kittens. You play the game by putting the deck face down and taking turns drawing cards off the top 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.

**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. Remove all the Exploding Kittens (4) and Defuse cards (6) from the deck.

2. Shuffle the remaining deck and deal 4 cards face down to each player.

3. Deal 1 Defuse card to each player so that everyone has a hand of 5 cards total. Keep your hand secret.

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.

5. Insert the extra Defuse cards back in the deck.

These are the only cards that can save you from Exploding Kittens. If you play a Defuse card after drawing an Exploding Kitten, instead of getting exploded, you get to reinsert the Kitten back into the Draw Pile anywhere you’d like. Try to get as many Defuse cards as possible.

**Cards with no instructions**

Some cards don’t have any instructions on them. These cards must be collected and played as Pairs.

If you play matching Pairs with no instructions on them, pick another player and steal a random card from their hand.

2. After you follow the instructions on a card or play a Pair, you can play more cards. You can play as many cards as you’d like.

3. Finally, 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 other games in that you END YOUR TURN by drawing a card.)

Play continues clockwise around the table.

**Three more things**

- **You can count the cards left in the Draw Pile.**
- **You won’t ever run out of cards in the Draw Pile, so there’s never a need to reshuffle.**
- **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.”**
**EXAMPLE TURN**

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.

*Defuse 6 Cards*

End your turn(s) without drawing and force the next player to take 2 turns in a row. The victim of this card takes a turn as normal (play cards, 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, their turns are immediately over, and the next player must take 2 turns.)

*Attack 4 Cards*

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.

*Nope 6 Cards*

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

*Favor 4 Cards*

These cards are powerless on their own, but can be played in *Pairs* or *Special Combos*.

**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.

*Exploding Kitten 4 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.)

*Skip 4 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.)

**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.

**SPECIAL COMBOS**

(For advanced play)

Combs are any group of cards played at the same time. When you play combs, ignore the instructions on the cards and do the following instead:

**TWO OF A KIND**

Playing *Pairs* (where you get to steal a random card from another player) no longer only applies to cards with no instructions on them, it now applies to ANY cards in the deck with the same icon in their corners.

**5 DIFFERENT CARDS**

If you play any 5 cards that have different icons in the corners (with instructions, without instructions, or any combination), 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!”)

*Favor 4 Cards*