

IMPLODING KITTENS

THIS IS THE FIRST EXPANSION
OF EXPLODING KITTENS

THE RULES

CONTENTS: 20 CARDS & THE CONE OF SHAME



DON'T KNOW HOW TO PLAY?

YOU CAN FIND THE INSTRUCTIONS
TO THE FULL GAME AT:
WWW.EXPLODINGKITTENS.COM/HOW

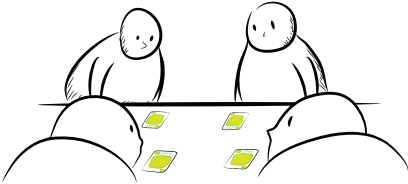


SETUP

- 1 Remove the **Imploding Kitten** (1) from the expansion deck, and all of the **Exploding Kittens** and **Defuse Cards** from your Exploding Kittens deck as normal.



- 2 Deal 1 Defuse Card to each player and add any remaining Defuse Cards back into the main deck.



Depending on how many people are playing, there will be some Defuses left over. Shuffle 2 of the extras back into the deck, and put the rest away.

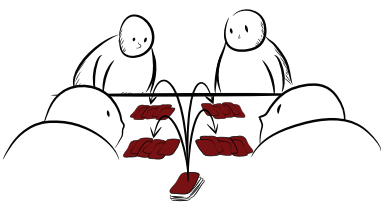
- 3 Combine the 19 remaining Imploding Kittens expansion cards with the rest of the cards from the main deck and shuffle the deck.



You don't have to play with all of the expansion cards.

You can selectively insert your favorite expansion cards into your main Exploding Kittens deck.

- 4 Deal 7 cards face down to each player for a total hand of 8 cards per player. Look at your cards but keep them secret.



- 5 Insert the Imploding Kitten and enough Exploding Kittens back into the deck, so that the total number of Kittens (Imploding and Exploding) is 1 fewer than the number of people playing.



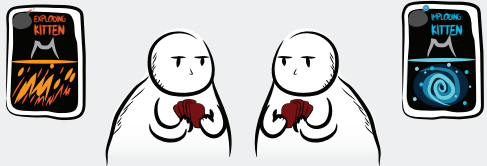
STREAKING KITTENS EXPANSION

If you are also playing with the Streaking Kittens expansion deck, insert the Imploding Kitten and enough Exploding Kittens back into the deck so that the total number of Kittens (Imploding and Exploding) is equal to the number of players.

- 6 Remove any extra Exploding Kittens from the game.

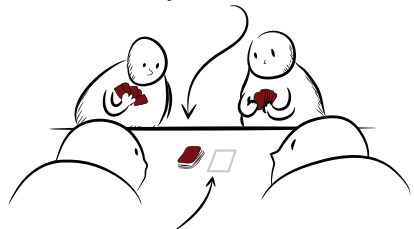
TWO PLAYER VARIANT

Play the game with 1 Imploding Kitten and the Exploding Kitten from the expansion deck. There are now 2 players and 2 ways to die. Whoever dies first loses the game.



- 7 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.)

- 8 Pick a player to go first and start playing as usual.

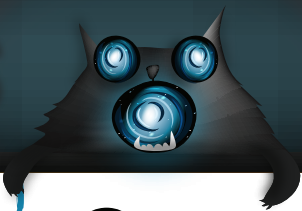
FASTER GAME VARIANT

Before inserting any Kittens into the deck, randomly remove about one-third of the deck from the game (you will be playing with approximately two-thirds of a deck, but you won't know which cards have been removed). Then, shuffle the Imploding Kitten and the appropriate number of Exploding Kittens into the Draw Pile, and start the game.

FOLLOW THE INSTRUCTIONS ON EACH
CARD TO LEARN WHAT IT DOES.

STOP READING! GO PLAY!

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



IMPLODING KITTEN 1 CARD

When this card is drawn, put it back into the Draw Pile FACE UP anywhere you'd like in secret. Do not use a Defuse Card.



The card has a white border, so when it's face up everyone can see it coming.

When you have no choice but to draw this card face up, you immediately die. This card cannot be Defused nor can it be Noped.

When the Imploding Kitten kills you, put it face up in front of you so everyone can see that you're dead, and put the rest of your cards face down in front of you.

If there is an Imploding Kitten face up on top of the deck and you play a Shuffle Card, shuffle the deck under the table so that you will have a chance of shuffling the Imploding Kitten back to the top of the deck without realizing it.

STREAKING KITTENS EXPANSION

If you're also playing with the Streaking Kittens expansion deck, the Streaking Kitten does not allow you to hold an Imploding Kitten in your hand.

FERAL CAT 4 CARDS

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).



TARGETED ATTACK (2X) 3 CARDS

End your turn without drawing a card, and immediately choose any player (including yourself) to take 2 turns in a row. If the victim of an Attack Card plays any type of Attack Card (Attack, Targeted Attack, etc.), the attacks "stack" and their turns are immediately transferred to the next player, who must take the Attacker's current and remaining untaken turn(s) PLUS 2 additional turns.

For Example: If the victim of an Attack Card plays another Attack Card, the next player must take 4 turns. However, if the victim completes 1 turn, and THEN plays an Attack Card on their second turn, the next player must take only 3 turns.

REVERSE 4 CARDS

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

If there are only 2 players, this card acts like a Skip Card.




If you play this card after you've been attacked, the order of play is reversed, but you've only ended 1 of your 2 turns.

THE CONE OF SHAME

The first player to forget whose turn comes next or the direction of play will become a human direction indicator and must wear the Cone of Shame for the rest of the game.

Rotate the Cone around your head so that the correct arrow indicating the direction of play is facing forward for all players to see. Whenever a Reverse Card is played, rotate the Cone around your head to indicate the new direction of play.

If you look particularly awesome wearing the Cone of Shame, be sure to share your pics with us  explodingkittens or  @gameofkittens.

DRAW FROM THE BOTTOM 4 CARDS

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

ALTER THE FUTURE (3X) 4 CARDS

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 other players.

