

# 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](http://WWW.EXPLODINGKITTENS.COM/HOW)

## SETUP

- 1 Remove the **Imploding Kitten** (1) from the expansion deck, and all of the **Exploding Kittens** (4) and **Defuse Cards** (6) from your Exploding Kittens deck as normal.



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

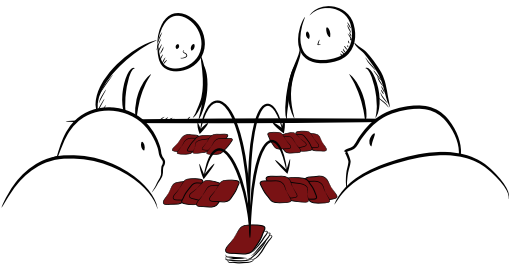


### NOTE

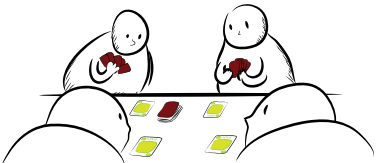
You don't have to play with all of the expansion cards.

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

- 3 Deal 7 cards face down to each player.



- 4 Deal 1 Defuse Card to each player, for a total hand of 8 cards per player. Keep your hand 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.



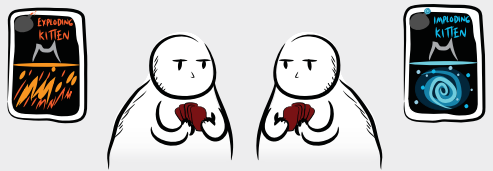
### STREAKING KITTENS

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



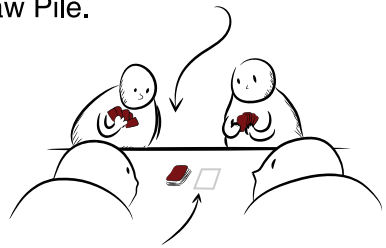
- 7 Insert any extra Defuse Cards back into the deck.



### TWO OR THREE PLAYERS

Put only 2 of the extra Defuse Cards back into the deck. Remove the remaining Defuse Cards from the game.

- 8 Shuffle the deck and put it face down in the center of the table. This is your Draw Pile.



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

- 9 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 any additional Exploding Kittens into the Draw Pile, and start the game.

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

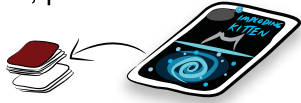
# STOP READING! GO PLAY!

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 implode and are out of the game. This card cannot be defused nor can it be noped.

When the Imploding Kitten implodes and kills a player, it must be put into the Discard Pile just like an Exploding Kitten would be.

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 still have a chance of shuffling the Imploding Kitten back to the top of the deck without realizing it.

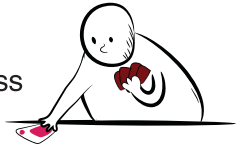
### NOTES

The Imploding Kitten Card allows you to play with up to 6 players or use it as a replacement for 1 of the Exploding Kittens in the main game.

If you're playing with the Streaking Kittens expansion deck, the Imploding Kitten does not affect the Streaking Kitten.

## **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).

## **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.

## **TARGETED ATTACK (2X)** 3 CARDS

Immediately end your turn(s) without drawing a card and choose **any player** to 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. Play then continues from the attacked player.

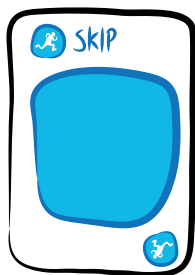
If the victim of any Attack (Targeted Attack, normal Attack, etc.) plays any Attack card, their turns are immediately over, and the next victim must take any remaining turns plus 2 more; e.g. 4 turns, then 6, and so on.

## **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

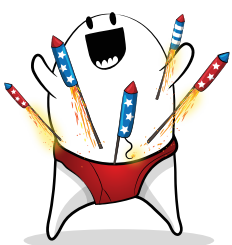
The first player to forget whose turn comes next will become a human direction indicator and must wear the Cone of Shame for the rest of the game.

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 @gameofkittens.



## **DRAW FROM THE BOTTOM** 4 CARDS



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