**THE RULES**

**PLAYERS:** 2-5  
**UP TO 9 WHEN ANY 2 DECKS ARE COMBINED**  
**CONTENTS:** 56 CARDS

**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.

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.

**SETUP**

1. To start, 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 (including the Defuse Card).

4. Insert the extra Defuse Cards back in the deck.

**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.

**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**

- 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.

**TAKING YOUR TURN**

1. Gather all of your cards into your hand and look at them. Do one of the following:

   - **PASS**
     - Play no cards.

   - **PLAY**
     - Play a card by placing it FACE UP on top of the Discard Pile and following the instructions on the card.

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

   - **CARDS WITH NO INSTRUCTIONS ON THEM**
     - 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.

   - **REMEMBER**
     - Play as many or as few cards as you’d like, then draw a card to end your turn.

**FOR EXAMPLE**

If you have questions about specific cards, flip this sheet over.

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.

**STOP READING! GO PLAY!**

If you have questions about specific cards, flip this sheet over.
**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.

**EXPLODING KITTENS**

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.

**ATTACK**

Immediately 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-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, their turns are immediately over, and the next player must take 2 turns.)

**SKIP**

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**

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

**SHUFFLE**

Shuffle the Draw Pile without viewing the cards until told to stop. (Useful when you know there’s an Exploding Kitten coming.)

**SEE THE FUTURE**

Peek at 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.

**NOPE**

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

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. You can even play a Nope on a SPECIAL COMBO (section on right).

**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 special combos, ignore the instructions on the cards.

**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 another 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).

**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 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 any other player. They can also be used in Special Combos.

**YOU ONLY NEED THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS**

*Cat Cards*

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