

ZOMBIE KITTENS

JUST THE EXPANSION CARDS

THIS IS THE FOURTH EXPANSION OF EXPLODING KITTENS

THE RULES

CONTENTS: 22 CARDS

DON'T KNOW HOW TO PLAY?

YOU CAN FIND THE INSTRUCTIONS TO THE FULL GAME AT:



WWW.EKZOMBIEKITTENS.COM/HOW

HEY, YOU BOUGHT AN EXPANSION DECK!

That means you'll need at least one core edition of Exploding Kittens (Original Edition, Part Pack, etc.) to play with these cards (but you knew that).

THIS PLAYS DIFFERENTLY THAN EXPLODING KITTENS AND HAS SOME NEW RULES

With this expansion, you can come back from the dead when someone plays a Zombie Kitten (which also functions like a Defuse). If you draw an Exploding Kitten and you don't have a Zombie Kitten to save you, you are DEAD. But in this version of the game, you will put the Exploding Kitten that killed you face up in front of you and keep the rest of your cards. There are some cards you can still play if you are Dead, and the rest you'll keep in case you come back to life.

Choose who to bring back from the dead strategically because in the end only one player will outlive the others to win the game!

SETUP

- 1 Remove the **Exploding Kittens** and **Defuses** from your Exploding Kittens deck as normal. The Defuses will not be needed and can be removed from the game. (Hold onto the Exploding Kittens.)



- 2 Remove all of the Zombie Kittens (5) from the Expansion Pack and give 1 to each player. Remove any extra Zombie Kittens from the game. (The Zombie Kittens will take the place of the Defuses you removed.)

FOR TWO PLAYERS

Remove all of the Attack of the Dead (3), Grave Robber (1), Feed The Dead (2), and Super Skip (2) cards from the Expansion Pack.

- 3 Shuffle the remaining Expansion Pack cards with your Exploding Kittens deck and then deal 7 cards face down to each player. Everyone now has a hand of 8 cards total (7 cards + 1 Zombie Kitten). Look at your cards but keep them secret.



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.

Continue reading at "Faster Game Variant" ↗

FASTER GAME VARIANT

- 3.5 To speed up the game for your number of players, remove enough cards randomly from the **remaining** deck so you have:

2 Players: 15 cards	4 Players: 25 cards
3 Players: 20 cards	5 Players: 30 cards

The cards you remove randomly will not be used in the game, but you won't know which cards are remaining.

- 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.

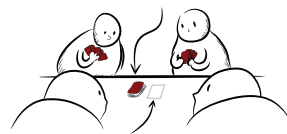
FOR EXAMPLE

*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.*



- 5 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.)

- 6 Pick a player to go first and start taking turns like normal. (But be sure to read below to see how the game changes with Zombie Kittens!)

DYING

If you draw an Exploding Kitten and you don't have a Zombie Kitten (or if you have one and choose not to play it), you are Dead. Put the Exploding Kitten that killed you face up in front of you and keep the rest of your cards in your hand.

There is no limit to the number of times you can die.



Even if you can play a Zombie Kitten, you do not have to. You might choose to die to avoid drawing cards for a while. Just hope another player will eventually bring you back into the game!

BEING DEAD

Dead players don't take a turn, but they can still play a Nope or any card with **NOW** in the title at any time, because these cards can be played even when it's not your turn.

You cannot steal cards from Dead players unless a card specifically allows you to (i.e. you cannot play a Favor or a Pair of Cat Cards on a Dead player).

COMING BACK TO LIFE

Whenever a player chooses to play a Zombie Kitten to save themselves from dying, they must bring a Dead player (if there are any) back to life. If they choose to bring you back to life, they will put their Zombie Kitten in the Discard Pile and then take their Exploding Kitten and the Exploding Kitten in front of you and put both of them separately back into the Draw Pile anywhere they'd like in secret. (The 2 Exploding Kittens can be put in 2 different locations.) You are now a Living player and must take your turns as normal.

If you play a Zombie Kitten and there is more than one Dead player, you can choose any 1 of the Dead players you'd like to bring back into the game, but choose carefully...they can only win if they eventually outlive you!



STOP READING! GO PLAY!

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

ZOMBIE KITTENS

FIELD GUIDE

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

ZOMBIE KITTEN 5 CARDS

If you drew an Exploding Kitten, you can (but do not have to) play this card instead of dying. Place your Zombie Kitten in the Discard Pile. If there are any Dead players, you must choose one of them to bring back into the game.

Next, take the Exploding Kitten and, without reordering or viewing the other cards, secretly put it back in the Draw Pile anywhere you'd like. If you bring another player back into the game, you'll do the same thing with their Exploding Kitten. (This means you'll be putting 2 Exploding Kittens back into the deck at once, each in its own secret location.)

Your turn is over after playing this card.



Want to hurt the player right after you? Put an Exploding 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.

NOPE 0 CARDS

There aren't any Nopes in this expansion, but the rules for Nopes and Dead players have been included here for clarity.

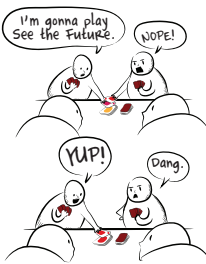
Stop any action except for an Exploding Kitten or a Zombie Kitten. It's as if the card beneath a Nope never existed.

You can also play a Nope on another Nope to negate it and create a Yup, and so on.

You can play a Nope 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.

Dead players can also play this card.



CLONE 2 CARDS

Play this card into the Discard Pile and it becomes whatever card is beneath it and adopts the rules of that card.

You cannot play a Clone on top of another Clone.

You cannot play a Clone when it is not your turn or if you are Dead—even if you play it on top of a card with the **NOW** symbol (because, at the time you played it, it was still a Clone and can only be played on your turn).



If you get an Exploding Kitten and the top card in the Discard Pile is a Zombie Kitten, you can play a Clone to avoid dying! You can play a Cat Card with a Clone to create a pair and steal a card (because the Clone becomes the same card as the Cat Card you put beneath it). You cannot play a Clone on top of a Cat Card played by another player!

CLAIRVOYANCE **NOW** 2 CARDS

Play this card when another player has played a Zombie Kitten. You get to watch where they insert the Exploding Kitten(s) into the deck.

NOW You can play this at any time before an action has begun, even if it is not your turn. Dead players can also play this card.



Think the player putting the Exploding Kitten(s) back into the deck has a grudge against you? Watch them put the Kitten(s) back into the deck to be sure!

SUPER SKIP 2 CARDS

End your turn without drawing a card. If you're supposed to take multiple turns, end them all.



This is useful when you've been attacked.

DIG DEEPER 4 CARDS

Draw the top card from the Draw Pile, look at it, and decide if you want to keep it. If so, put it in your hand, and your turn is over. Otherwise you **MUST** draw the next card in the Draw Pile no matter what it is. Then, put the card you decided not to draw back on top of the Draw Pile. If there is only 1 card remaining in the Draw Pile, Dig Deeper has no effect.



This card is a great way to mess with the heads of other players. If you decide not to keep the top card, everyone will worry about why you didn't want it!

FEED THE DEAD **NOW** 2 CARDS

Choose any Dead player. All Living players (except you) must choose 1 card from their hand to give to the Dead player.

NOW You can play this card at any time before an action has begun, even if it is not your turn. Dead players can also play this card, even on themselves.



GRAVE ROBBER 1 CARD

All Dead players with cards must choose 1 card from their hand to shuffle into the Draw Pile.

You cannot play this card if there are no Dead players.



This is very useful near the end of the game when you need a better chance of avoiding an Exploding Kitten.

ATTACK OF THE DEAD 3 CARDS

End your turn without drawing a card. Force the next player to take 3 turns for each Dead player. You cannot play this card if there are no Dead players. If the victim of an Attack plays any type of Attack on any of their turns (Attack or Attack of The Dead), the Attacks "stack." (See the "Attack" rules for more details.)



The more Dead players there are, the deadlier this card gets. Just don't wait too long to use it or you might lose your chance.



SHUFFLE **NOW** 1 CARD

Shuffle the Draw Pile until the next player tells you to stop.

NOW You can play this at any time before an action has begun, even if it is not your turn. Dead players can also play this card.



A great way to use this card is right after someone plays a See the Future but before they draw a card!

HOW TO PLAY WITH OTHER VERSIONS OF EXPLODING KITTENS & EXPANSIONS

Check out the
Zombie Apocalypse rules
on the website:
WWW.EKZOMBIEKITTENS.COM/HOW



2 PLAYERS

No adjustments are needed to play with 2 players, but for an enhanced 2 player experience, read these rules, then visit the website.

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