EXPLODING KITTENS
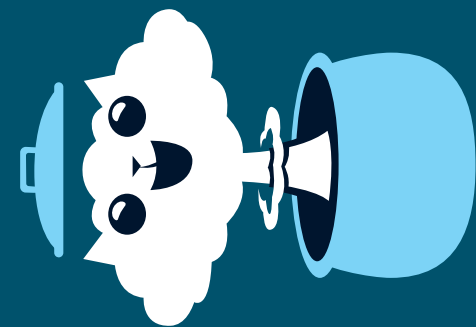## RECIPES FOR DISASTER
FIELD GUIDE

— STOP —

YOU DON'T NEED TO READ THIS UNLESS YOU HAVE SPECIFIC QUESTIONS ABOUT THE CARDS. JUST READ THE RULES TO START PLAYING!

WWW.RECIPES.GAME

EXPLODING KITTEN — 6 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.

DEFUSE — 8 CARDS

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.

Your turn is over after playing this card.

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

IMPLODING KITTEN — 4 CARDS

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

STREAKING KITTEN

The Streaking Kitten does not allow you to hold an Imploding Kitten in your hand.

BARKING KITTEN — 2 CARDS

Place this card face up in front of you and ask for the other Barking Kitten. If any player has it, they are your target and must play a Defuse Card or explode. Discard both Barking Kittens at the end of the turn.

If no one has the other Barking Kitten, leave the card face up in front of you. (You cannot play it again, and it is not part of your hand.) When someone plays the other Barking Kitten, you are their target and you must play a Defuse Card or explode.

If you get both Barking Kittens (even if you already have one in front of you), play them together and pick any player as your target.

It is still your turn after playing this card.

Like all Kittens, Barking Kittens cannot be Noped.

IMPORTANT: Unlike a normal Defuse event, when the target of a Barking Kitten plays a Defuse Card, they do not get to put a card back into the Draw Pile.

> *These two cards are like a game of chicken. If you have one and think someone else has the other one, play it quickly to make them explode. But if you're wrong and no one has the other one yet, you're turning yourself into a target!*

STREAKING KITTEN — 1 CARD

While this card is in your hand, you can also secretly hold 1 Exploding Kitten without exploding.

BUT...

If the Streaking Kitten leaves your hand for any reason, the Exploding Kitten in your hand will explode.

If another player steals or receives an Exploding Kitten from your hand, they explode. They must defuse it or lose the game.

If you take any action causing you to play an Exploding Kitten from your hand into the Discard Pile, you explode. You must defuse it or lose the game.

IMPLODING KITTEN

The Streaking Kitten does not allow you to hold an Imploding Kitten in your hand.

SEE THE FUTURE (3X) — 6 CARDS

Privately view 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.

SEE THE FUTURE (5X) — 3 CARDS

Privately view the top 5 cards from the Draw Pile and put them back in the same order. Don't show the cards to the other players.

ALTER THE FUTURE (3X) — 3 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.

ALTER THE FUTURE (3X) ⚡ NOW — 2 CARDS

Privately view the top 3 cards from the Draw Pile and rearrange them in any order you'd like. Don't show the cards to the other players. Then return them to the top of the Draw Pile face down.

You can play this card at any time. It does not affect whose turn it is.

> *"NOW" means you can play this card even when it's not your turn. Is someone about to draw a card? Alter the Future Now. Did they just See the Future? Alter the Future Now, before they draw.*
>
> *The only time you can't play this card is in the middle of an action (like WHILE someone is shuffling the deck).*

SHARE THE FUTURE (3X) — 4 CARDS

Privately view the top 3 cards from the Draw Pile and rearrange them in any order you'd like. Show these cards to the next player before returning them to the top of the Draw Pile face down. Then continue with your turn.

MARK — 4 CARDS

Pick a target player. Randomly pick 1 of their cards and "Mark" it by returning the card to their hand facing out to the other players. The card is still part of their hand (and they can look at it), but it must stay Marked until it is played or stolen.

If a marked card is stolen, it doesn't stay Marked.

CAT CARDS
4 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 player.

They can also be used in Special Combos. (See the rules for more details.)

FERAL CAT   6 CARDS

I AM LONELY AND CONFUSED!
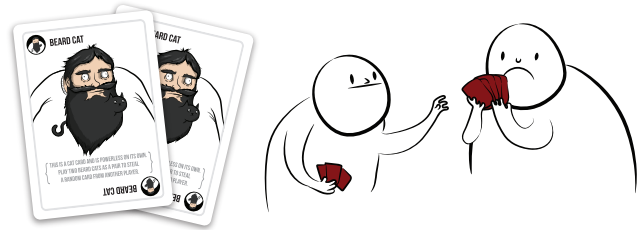
Use as any Cat Card (any card that is powerless on its own). This card cannot be used as a non-Cat Card (Shuffle, Attack, etc).

SHUFFLE   5 CARDS

Shuffle the Draw Pile thoroughly. (Useful when you know there's an Exploding Kitten coming.)

GARBAGE COLLECTION   2 CARDS

Every player who has cards (including the player who played this card) must choose 1 card from their hand to secretly insert into the Draw Pile. Then shuffle the entire Draw Pile.
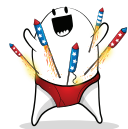
If you have an Exploding Kitten in your hand (see "Streaking Kitten"), you can use it as your chosen card when Garbage Collection is played.

SWAP TOP AND BOTTOM   3 CARDS

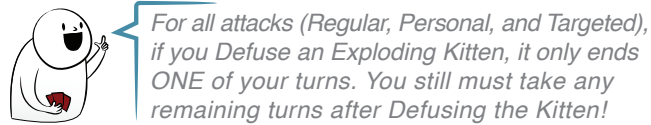Swap the top and bottom cards of the Draw Pile without looking.

DRAW FROM THE BOTTOM   3 CARDS

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

ATTACK   (2X) 6 CARDS

Do not draw any cards. Instead, immediately force the next player to take 2 turns in a row. Play then continues from that player. 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.

For all attacks (Regular, Personal, and Targeted), if you Defuse an Exploding Kitten, it only ends ONE of your turns. You still must take any remaining turns after Defusing the Kitten!

If the victim of an Attack Card plays an Attack Card during any of their turns, the new target must take any remaining turns plus the number of attacks on the Attack Card just played (e.g. 4 turns, then 6, and so on).

PERSONAL ATTACK   (3X) 4 CARDS

This Attack is played on yourself. Take 3 turns in a row. Take your first turn as normal (play-or-pass, then draw). Then, when your turn is over, it's your turn 2 more times.

If you play another Attack Card (Personal Attack, Targeted Attack, etc.) during any of your turns, your target must take any of your remaining turns plus the number of attacks on the Attack Card just played.

TARGETED ATTACK   (2X) 4 CARDS

Do not draw any cards. Instead, immediately choose any player to take 2 turns in a row. Play then continues from that player. The victim of this card takes a turn as normal (play-or-pass, then draw). Then, when their turn is over, it's their turn again.

If the victim of an Attack plays any kind of Attack Card during any of their turns, the new target must take any remaining turns plus the number of attacks on the Attack Card just played (e.g. 4 turns, then 6, and so on).

SKIP   5 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.

HOP! HOP! HOP!

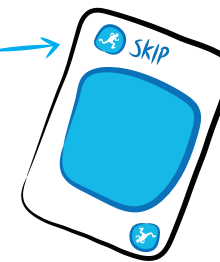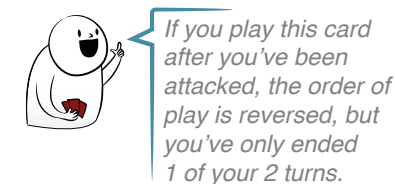## SUPER SKIP   2 CARDS

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.

REVERSE   5 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.

SKIP

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.

## I'LL TAKE THAT   4 CARDS

Play this card face up in front of another player. The next time they draw a card, they must secretly view and hand it to you, and then put the "I'll Take That" Card in the Discard Pile.

If they hand you an Exploding Kitten, you must Defuse it or explode. Play continues as if that player had drawn a card and ended their turn.

You cannot play this card in front of a player who already has one in front of them.

Useful when you're sure a player is going to draw a card that you want!
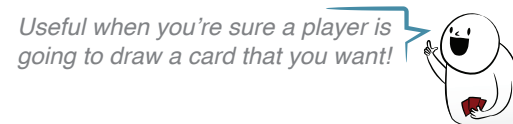
CATOMIC BOMB   1 CARD

Remove all the Exploding Kittens from the Draw Pile so that everyone can see them. Then shuffle the Draw Pile and return the Exploding Kittens face down on top.

Then, end your turn without drawing a card.

IMPLODING KITTEN

If you are playing with an Imploding Kittens Card, **do not** remove the Imploding Kitten when you remove the Exploding Kittens.

BURY   4 CARDS

Play this card, then end your turn by drawing a card. After looking at it, put it back into the Draw Pile anywhere you'd like in secret.

This is great if you're SURE the top card in the Draw Pile is an Exploding Kitten; not so great if you were wrong.
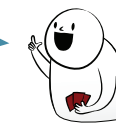
You cannot play this card if you have an "I'll Take That" Card in front of you.

IMPLODING KITTEN

When BURY is played on an Imploding Kitten, leave the Imploding Kitten in the orientation you drew it (face up or face down) when putting it back into the Draw Pile.

NOPE   8 CARDS

Stop any action except for any kind of Kitten (Exploding, Imploding, or Barking Kitten) or a Defuse Card. Imagine that any card beneath a Nope Card never existed.

I'm gonna play see the future.   *NOPE!*
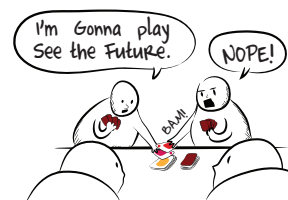
A Nope can also be played on another Nope to negate it and create a Yup, and so on.

YUP!   *Dang.*
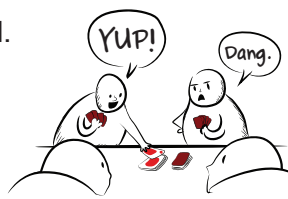
A Nope can be played at any time before an action has begun, even if it's not your turn. Any cards that have been Noped are lost. Leave them in the Discard Pile.

You can play a Nope on a SPECIAL COMBO. (See the rules for combo rules.)