



ZOMBIE APOCALYPSE THE RULES

PLAYERS: 2 - 9

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What happens if you combine Zombie Kittens with any copy of Exploding Kittens? You get a **Zombie Apocalypse!**

With the Zombie Apocalypse, you can use all your favorite cards from both games and play with up to 9 players.

SETUP

1 Keep your two decks of cards (Exploding Kittens and Zombie Kittens) separate for a moment to make it easier to remove the appropriate cards.

2 You're going to need a mix of the Zombie Kittens (which function as Defuses) and the actual Defuses from your Exploding Kittens game. To get the optimal blend for your number of players, use this chart:

PLAYERS	ZOMBIE KITTENS	DEFUSES
2	2	—
3	3	—
4	4	—
5	5	—
6	5	1
7	5	2
8	5	3
9	5	4

Remove any extra Zombie Kittens and Defuses from the game (you won't need them).

3 Shuffle the correct number of Zombie Kittens and Defuses from the chart above and deal 1 to each player.

4 Next, remove all the Exploding Kittens from both decks (Zombie Kittens deck and Exploding Kittens deck) and set them aside.

5 Remove ALL the Cat Cards from your Exploding Kittens deck. (You won't need them because there are enough Cat Cards in your Zombie Kittens deck.)

6 Now, shuffle together your newly assembled Zombie Kittens and Exploding Kittens deck to create the Zombie Apocalypse deck. Then, deal 7 cards to each player so that everyone has a hand of 8 cards total. (1 Zombie Kitten/Defuse + 7 cards.)

To make sure the game doesn't go too long, remove enough random cards from the Draw Pile so that you're left with the correct amount for your number of players. You won't need the cards you remove.

PLAYERS	DRAW PILE CARDS
2	15
3	20
4	25
5	30
6-9	35

7 Shuffle as many Exploding Kittens back into your final Zombie Apocalypse deck as the number of players minus one.

That's it! Play as normal!

PLAYING WITH OTHER EXPANSIONS

If you explode with any cards face up in front of you, discard those cards. If someone has placed any cards in front of you and they explode, discard the cards they put in front of you.

Cards that force you to give away cards—such as Garbage Collection, Potluck, etc.—will not affect you when you are Dead, unless it explicitly says so.



TOWER OF POWER. If a player has the Tower of Power and dies, they keep the Tower of Power. If the player later becomes Living, the Tower of Power will take effect again.



SHARE THE FUTURE. If the next player is Dead, the 3 cards will still be shared with that Dead player.



IMPLODING KITTEN. If you die from the Imploding Kitten and return to the game, the Imploding Kitten card will be placed back into the deck face up. A Zombie Kitten cannot be used on a face up Imploding Kitten.



STREAKING KITTEN. If you give away or lose a Streaking Kitten while you are Dead, and then come back to life with an Exploding Kitten in your hand, you will immediately die. Take the Exploding Kitten that killed you and put it face up in front of you. You are once again a Dead player.

If you come back to life with a Streaking Kitten and Exploding Kitten in your hand, there is no special action to take. Just play as normal.



BARKING KITTENS. If you die when you have a Barking Kitten in your hand, nothing happens to the Barking Kitten, just keep it in your hand. If someone else plays the other Barking Kitten when you are Dead, you don't have to say anything and can pretend you don't have it. If you are brought back to life, you can use it to explode another player who has it in front of them.

If you die with a Barking Kitten face up in front of you, it stays face up in front of you, but has no effect on you while you are Dead. If another player plays the other Barking Kitten, they will put it face up in front of them so that both are now face up. (Granted this would not be a smart move.) When/if both of you come back to life, you cannot take the Barking Kitten back into your hand, but you can play it on the other player when it's your turn to blow them up. But beware because now that you are alive, they can also play theirs on you!

If you die from a Barking Kitten, you will put both Barking Kittens in front of you, and you are Dead. If someone brings you back to life with a Zombie Kitten, they will put both of the Barking Kittens back into the Draw Pile in secret.



CURSE OF THE CAT BUTT. If you die while Cursed, your cards remain Cursed (you cannot look at them). Keep your cards face down in front of you until/if you come back to life. If you decide to play any **NOW** cards while Dead you must play your cards without looking at them and any cards played that you are not allowed to play are lost. You can only end the curse by coming back to life and successfully drawing a card.



CURSED GRAVE ROBBER. If you are Dead and Cursed and a Grave Robber is played, you must choose a card from your hand to donate without looking at them.



CURSED FEED THE DEAD. If an opponent plays Feed the Dead while you are Cursed, and you are chosen as the player to receive cards, the cards you receive will be put face down in front of you so that you can not see them until your curse has ended.



MARK. Any cards that are Marked will stay Marked if you die, and remain facing outward. If you come back to life, the card(s) will remain Marked until played or stolen.



FEED THE DEAD. If you are holding a Streaking Kitten and an Exploding Kitten, you cannot use Feed the Dead to give a Dead player an Exploding Kitten (because this could create a situation where there are no longer enough Exploding Kittens in the game to explode the correct number of players.)