

EXPLODING PIGEON™

THE RULES

AGES 7+ | 3+ PLAYERS | 10 MINS

CONTENTS: • 1 Pigeon Shaker • 75 Cards • 1 Dry Erase Marker • 6 Reference Cards

 **WARNING: CHOKING HAZARD -**
Small parts. Not for children under 3 years.

HEY! DON'T READ THESE RULES!

READING IS THE WORST WAY TO
LEARN HOW TO PLAY A GAME.

INSTEAD, GO ONLINE AND WATCH
OUR INSTRUCTIONAL VIDEO:

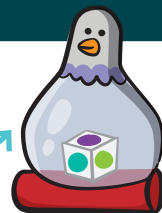
WWW.EXPLODINGKITTENS.COM/EXPLODINGPIGEON/HOW



Original game design by Brian Spence. Developed by Exploding Kittens.

WHAT IS THIS GAME?!

Exploding Pigeon is a new twist on Hot Potato where you complete challenges as fast as you can, and then pass the Pigeon Shaker to the other team. If you're holding the Pigeon Shaker when it explodes, you lose and the other team gets a point! First team to 3 points wins.



SETUP

FIRST TIME PLAYERS! See the back of these instructions for help inserting batteries.

- 1 Split into **2 teams**, and sit on opposite sides of the table. It's fine if one team has more players than the other.

For 3 players, finish reading these rules then see the other side.

- 2 Place the **Pigeon Shaker** and **Dry Erase Marker** in the center of the table. Make sure there are no Dry Erase markings on the Pigeon Shaker.
- 3 Choose 1 side of the cards to use for the whole game. Ignore the other side. Shuffle the cards and put them with the side you chose face down to form a Draw Pile. Leave some room for a Discard Pile as well.



- 4 Pick a team (and a player on that team) to take the first turn.

TAKING YOUR TURN

When it's your turn, push the button on the bottom of the Pigeon Shaker to start the timer (and the cooing).

The Pigeon Shaker will coo between 45 and 120 seconds, and then explode.
You do **NOT** want to be holding it when it explodes.

Next, shake the Pigeon Shaker and put it on the table. Whatever icon lands face up on the die is the challenge you must do before you're allowed to pass the Pigeon Shaker to the other team:

CHALLENGES

For these, draw a card and then...



ONE AT A TIME

Get your team to guess the word on your card using 1-word clues. You can give as many clues as you'd like, but your team must make at least one guess between each clue! You can't say the word on the card or any part/variation of the word.



PIGEON PICTURES

Get your team to guess the word on your card by drawing on the clear part of the Pigeon Shaker with the Dry Erase Marker.

You can't write letters, numbers, etc.
You are not responsible for erasing what you draw!



SITTING CHARADES

Get your team to guess the word on your card by silently acting it out.
You can't stand or form letters to spell the word.

For these, don't draw a card, just do the challenge.



SHAKE AGAIN

Shake the Pigeon Shaker again until you land on a different challenge.
Then do that challenge.



GIMME WING

Everyone on your team must tuck their hands into their own armpits to form Pigeon Wings. Then quickly bump wings with the teammates to your left and right.

PERFORMED WITH YOUR TEAM.



ROCK, PAPER, SCISSORS

Play "Rock, Paper, Scissors" against a player on the **OTHER** team. Keep playing until **YOU** win. They are not allowed to intentionally slow you down.

PERFORMED AGAINST THE OTHER TEAM.

Remember: If it feels like cheating, it's cheating.

CONTINUE ON OTHER SIDE →

SKIPPING CARDS AND BREAKING CARD RULES

If you need to skip your card (i.e. your team can't guess the word)
OR

If you break the rules for your card

Discard your card and draw a new one without re-shaking the Pigeon Shaker. Be careful! Each time this happens, you run the risk of the Pigeon Shaker exploding in your hands.

COMPLETING YOUR CHALLENGE

When you complete your challenge, quickly and gently(ish) slide the Pigeon Shaker to the other side of the table before it explodes!

If you drew a card, put it in the Discard Pile.

When your team receives the Pigeon Shaker, make sure you give it to a player who hasn't had a turn yet. Everyone should take a turn before anyone takes a second turn, and so on.

ENDING THE ROUND

When the Pigeon Shaker explodes, if it is on your team's side of the table, your team loses! If you're given the Pigeon Shaker by mistake when it explodes, the team that handed it to you loses.

If you incorrectly pass the Pigeon Shaker for any reason and it explodes, your team loses.

Put a card from the Discard Pile in front of the team that won the round. That card is worth 1 Point. The team that won also begins the next round.

WINNING THE GAME

The first team with 3 points wins!

3 PLAYER GAME

Play the game as normal, but with a few modifications:

Teams

All three players are on their own team and sit in a circle around the table.

Starting the Game

Pick a player to go first. Press the button on the Pigeon Shaker, and begin.

Challenges WITH Cards



As you perform, the other two players are trying to guess your word. The first player who correctly guesses your word gets the reward of NOT getting the Pigeon Shaker. Instead, pass it to the other player. They must immediately shake the Pigeon Shaker to start their turn.

Challenges WITHOUT Cards



SHAKE AGAIN

Shake the Pigeon Shaker until you land on a different challenge. Then do that challenge.



GIMME WING

Bump wings with the player of your choice, then pass them the Pigeon Shaker.



ROCK, PAPER, SCISSORS

Play against the player of your choice. Play until you win, then pass the Pigeon Shaker to the player you just beat.

When you choose a player, they are not allowed to intentionally slow you down.

Continue playing this way until the Pigeon Shaker explodes in someone's hands. Then, the OTHER two players both get to take a card from the bottom of the deck and put it face down in front of them as a point. Finally, pass the Pigeon Shaker to next player (clockwise from the player who exploded) to begin their turn.

Winning

The first player with 3 cards (points) in front of them wins!

Ties

- If two players guess the word at the same time, (you are the judge) pass the Pigeon Shaker to whichever player you'd like.
- If two players get their third point at the same time, keep playing until someone has more points than any other player.

INSERTING THE BATTERIES

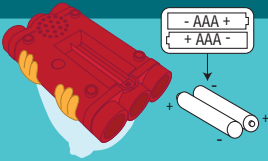
Press and hold the button for 3 seconds to turn the Pigeon Shaker off.

1. Remove the screw and the cover with a screwdriver.



2. Insert 2 AAA batteries, observing the correct polarity.

BATTERIES NOT INCLUDED.



3. Close the cover and tighten the screw with a screwdriver.



This logo is affixed to all consumer products that contain electrical or electronic parts. Identifies the products whose waste can be reused, recycled, and recovered in order to reduce the amount of waste to be disposed of.

Participate in the protection of the environment by disposing of this product, or batteries, or accumulators responsibly.

Waste Electrical and Electronic Equipment used batteries and accumulators should not be disposed of with household waste.

Contact your local agency to learn how to recycle batteries, electrical, and electronic equipment.

FC This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



PLEASE KEEP THIS INFORMATION FOR FUTURE REFERENCE.

A product with an electrical source requires precautions to be taken. Please read this document carefully.

To ensure proper operation, check and replace the batteries when necessary.

Cautionary Note:

- Do not mix different types of batteries.
- Do not mix new batteries with used ones.
- The terminals of this battery must not be short-circuited.
- Batteries must be inserted with correct polarity.
- Do not recharge batteries.
- Batteries must be removed from the product before charging.
- Batteries must be recharged under adult supervision.
- Do not immerse.
- Remove batteries from the product when not in use.
- Used batteries must be removed from the product.

Information:

- Remove all packaging material before giving the product to the child.
- Batteries should be replaced by a responsible adult!