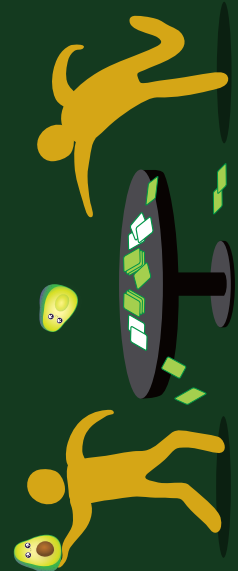


THROW THROW AVOCADO THE RULES

PLAYERS: 2-6
 CONTENTS: 120 CARDS
 2 AVOCADOS
 6 AVOCADO BOO BOOS
 1 FEAR ME BADGE



CAUTION
 This isn't a regular card game — it involves throwing squishy Avocados at your friends and family. So make some space, remove the glasses, and clear the food and breakables... Things are about to get crazy.

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.THROWTHROWAVOCADO.COM/HOW

GOAL

The goal of the game is to win two rounds by earning the most points. You earn points by passing cards around the table and collecting 3-of-a-kind sets as fast as you can.

Some special sets trigger throwing battles where the person who loses receives -1 point.

COLLECT SETS AND AVOID THE AIRBORNE AVOCADOS TO ACHIEVE SQUISHY DOMINANCE!



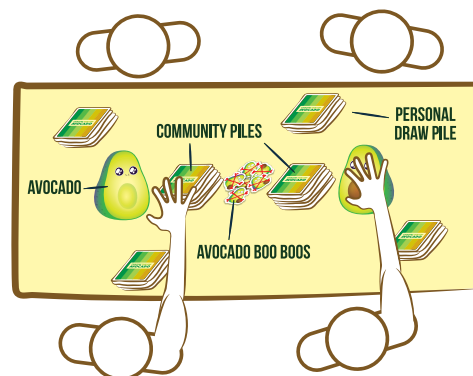
SETUP

Just two of you? Read this side first, then go see the game variant section on the other side of this sheet.

Shuffle the deck of cards and deal out approximately 15 cards **face down** to each player (don't bother counting cards exactly—anything close to 15 cards is fine). Put this **Personal Draw Pile** to your right.

Split the remaining cards into two even(ish) piles and place them face down in the middle of the table to form the **Community Piles**.

Place the **Avocados** and the **Avocado Boo Boos** in the middle of the table.



Each player should be able to reach at least 1 Avocado and 1 Community Pile.

Each player should take the top 5 cards from their Personal Draw Piles and look at them. Leave the rest of the pile face down.

GAMEPLAY

Try to get 3 matching cards as quickly as you can by discarding cards in your hand (one at a time) and drawing new ones from your Personal Draw Pile.



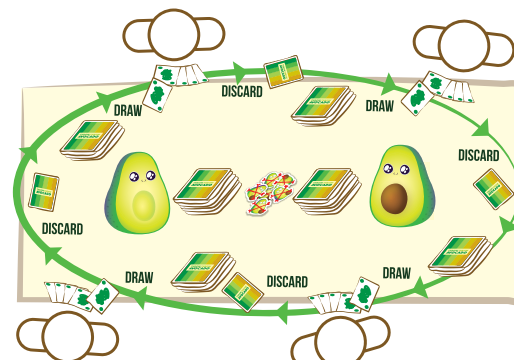
When you get a set of 3 matching cards, put them face up in front of you in a single pile (your **Score Pile**), and draw 3 more cards from your Personal Draw Pile.

You can NEVER have more than 5 cards in your hand, so always discard before you draw.

TAKING A TURN

There are no turns! All players go at the same time.

Draw cards from your Personal Draw Pile on your right and discard cards face down onto the Personal Draw Pile of the player to your left.



The cards will move from player to player around the table.

If you run out of cards in your Personal Draw Pile, you may draw from either of the Community Piles. You must resume drawing from your Personal Draw Pile once it has cards again.

WHAT A MESS!

Your Personal Draw Pile is going to get very messy as the player next to you discards their cards into it. Don't worry—just grab whatever you can and keep going!



POINTS

If you get a set of 3 matching cards, it is worth **1 point**. Put it down in front of you in your Score Pile.

If you get a set of 3 Avocado Cards (Double Brawl, Freeze War or Legs Duel), it's worth **2 points**, and it ALSO starts a battle.

NORMAL CARD SETS: +1 POINT



BATTLE CARD SETS: +2 POINTS



AVOCADO BOO BOOS: -1 POINT



We'll explain these in a minute.

BATTLES

When you collect 3 matching Battle Cards, put them in your Score Pile and yell the name of the battle: Double Brawl, Freeze War, or Legs Duel. When a battle is declared, all other gameplay stops.

DOUBLE BRAWL

When you play 3 matching Double Brawl Cards, the players **to your right and left** are immediately in a Double Brawl. Each of them should quickly grab and throw an Avocado at each other. Grab and throw over and over until either player gets hit TWICE. That player loses the Brawl.



SETS OF DOUBLE BRAWL CARDS

There are 2 kinds of Double Brawl Cards. You cannot make a set containing both colors of Double Brawl Cards.



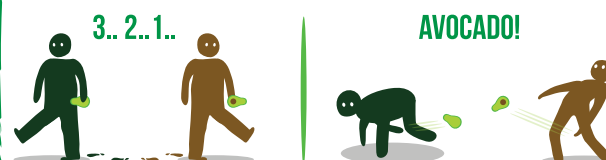
FREEZE WAR

When you play 3 Freeze War Cards, **ALL** players (including you) are immediately in a Freeze War and should try to quickly grab and throw an Avocado at any other player. When a player gets hit, they must freeze, drop their Avocado (if they are holding one), and become a human shield! Grab and throw over and over until only one player remains unfrozen. That player chooses the loser of the Freeze War.



LEGS DUEL

When you play 3 matching Legs Duel Cards, pick any 2 players (including yourself, if you'd like). Those players each take an Avocado and stand back to back. The players simultaneously say, "3, 2, 1, Avocado!" As each number is said, both players will take a step away from each other in a straight line, and on "Avocado!" they throw their Avocado **THROUGH THEIR LEGS**. Each time a player in this battle throws, it must be through their legs. The first player to get hit by an Avocado loses the Duel.



THREE PACES, TURN, AND THROW THROUGH YOUR LEGS.

MAKING MISTAKES

If you don't have the correct set of 3 cards for the battle you declared, you lose the battle.

If you mistakenly grab an Avocado and you're not in a battle, you lose the battle.

In both cases, the battle is immediately over.

ENDING A BATTLE

If you lose a battle, take an **Avocado Boo Boo** and put it in your Score Pile. Boo Boos are worth -1 point. Only 1 Boo Boo is given out per battle.



After a battle, **return the Avocados to the table** and grab your cards. The player who triggered the battle counts "3, 2, 1, Avocado!" to resume playing.

The winner of a battle does not receive anything other than avoiding negative points.

STARTING

Just pick a player to say "3, 2, 1, Avocado!" to start playing.

WINNING

The game is played in two rounds. Round 1 is over when the last Boo Boo is given out. The player with the most points wins that round. The winner of the round gets the **Fear Me Badge** and proudly displays it on the table in front of them. Next, reset the table and play a second round.



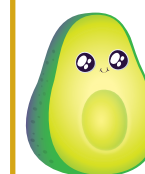
At the end of round 2, if the person with the Fear Me Badge wins again, they win the game. If someone else wins the second round, that person must Legs Duel the player with the Fear Me Badge to determine who wins the game.

TIES

If 2 players tie at the end of either round, resolve the tie with a Legs Duel.

If 3 or more players tie, reshuffle the entire deck and have 1 player draw until a Freeze War Card appears (this ensures all tied players start battling at the same time). It's now a Freeze War between the tied players. The winner of the Freeze War wins the round!

THAT'S IT! GO PLAY!



IF YOU HAVE QUESTIONS ABOUT BATTLES, SEE THE OTHER SIDE.





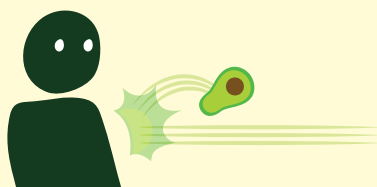
THROW THROW AVOCADO NUANCES OF BATTLE



Original game design by [Brian Spence](#)
Designed by [Matthew Inman](#) and [Elan Lee](#)
Developed by [Exploding Kittens](#)

BATTLE RULES

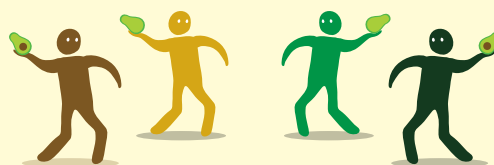
Any players who are not in a battle must put their cards down and stop playing until the battle is resolved.



Hitting a player who is not in the battle counts as a miss.

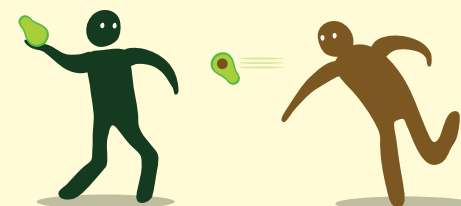
MULTIPLE BATTLES AT ONCE

If 2 or more battles of any kind are declared at the same time, **all players** immediately start a Freeze War. Any player can grab an Avocado and hit any other player. The winner of the Freeze War chooses one loser (who must take 1 Avocado Boo Boo).



TIES IN BATTLE

If any battle results in a tie because 2 players were hit simultaneously, the tied players must resolve the tie with a Legs Duel.



HITTING, MISSING, AND CATCHING

HITTING

- Any time you throw an Avocado and hit another battling player, it counts as a hit.
- If an Avocado hits you first and then bounces onto the floor or an object, it counts as a hit.
- After any successful hit (or if a player is hit twice in a Double Brawl), the battle is immediately over.

MISSING

- Any time you throw an Avocado and do not hit another battling player, it counts as a miss.
- If you hit a player who is not in the battle, it counts as a miss.
- If an Avocado hits another object (floor, table, chair, other player, etc.) before hitting you, the throw counts as a miss.
- After any miss, any battling player can pick up the thrown Avocado and immediately throw it again.**

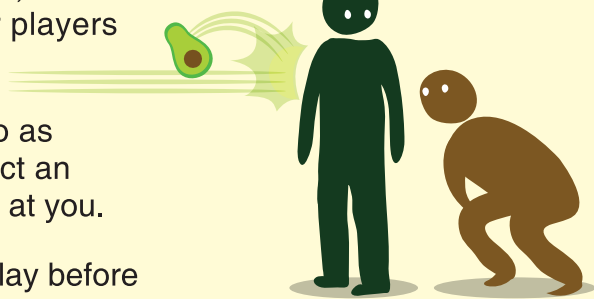
CATCHING

- If you catch an Avocado that's been thrown at you, it counts as if you had hit the player who threw that Avocado.
- You can catch an Avocado while holding another Avocado.
- If you fumble while trying to catch an Avocado and still wind up catching it, as long as it doesn't hit any other object (floor, table, chair, wall, etc.) during your fumble, it counts as a catch.

MORE BATTLE RULES

YOU CAN

- Run, dodge, duck, or use objects or other players as shields.
- Use an Avocado as a shield to deflect an Avocado thrown at you.
- Run, hide, or delay before firing in a Legs Duel.



YOU CAN'T

- Hold more than 1 Avocado at a time (unless you catch one while already holding one).
- Block another player from picking up an Avocado.
- Slap an Avocado off the table toward a player. You must throw the Avocado.
- Cheat. If it feels like cheating, it's probably cheating. If you cheat, you lose the battle.



GAME VARIANTS

TWO-PLAYER VARIANT

In a 2-player game, all battles are between the 2 players regardless of the type of battle. However, before each player's first throw, they must pass the Avocado from one hand to the other behind their back (this adds a slight time delay to make the battle more fair/hilarious for the player who did not trigger it).

Legs Duels in a 2-player game work exactly the same as normal (you don't have to pass the Avocado behind your back), but both players must simultaneously count "3, 2, 1, Avocado!" as they take their paces, turn, and throw between their legs.

Additionally, you can draw from either of the Community Piles or your Personal Draw Pile at any time (you don't have to wait until your Personal Draw Pile is empty).

SMALL ROOM VARIANT

If your play space doesn't have enough room for proper battles or if there is no place to take cover, add the following rule: before each player's first throw, they must pass the Avocado from one hand to the other behind their back (this gives everyone a bit more time to prepare for the battle or find cover).

Legs Duels in a small room work exactly the same as normal (you don't have to pass the Avocado behind your back).

2 DECKS

If you have 2 copies of Throw Throw Avocado and more than 6 players, you can combine the games for up to 12 players.

Shuffle both decks together, use the 12 Avocado Boo Boos, and 4 Throwables, but only **ONE** Fear Me Badge.