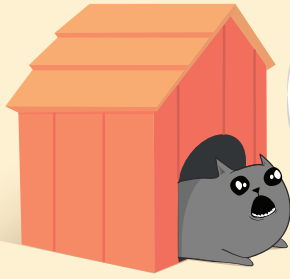


## HEY, YOU BOUGHT AN EXPANSION DECK!

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



WOOF  
WOOF  
WOOF

# BARKING KITTENS

THIS IS THE THIRD EXPANSION OF  
EXPLODING KITTENS

## THE RULES

CONTENTS: 20 CARDS, TOWER OF POWER CROWN

### DON'T KNOW HOW TO PLAY?

YOU CAN FIND THE INSTRUCTIONS  
TO THE FULL GAME AT:

[WWW.EXPLODINGKITTENS.COM/HOW](http://WWW.EXPLODINGKITTENS.COM/HOW)

### PLAYING WITH OTHER EXPANSIONS

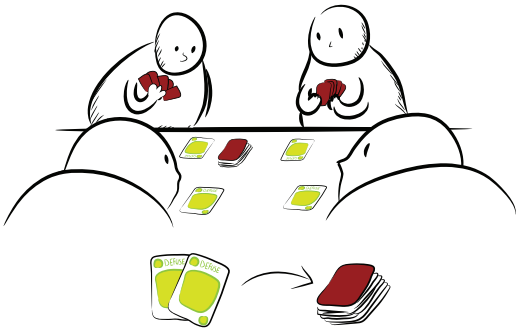
Each Exploding Kittens expansion has specific setup instructions. If you're playing with multiple expansions, make sure all setup instructions are being followed.

## SETUP

- 1 Remove all of the **Exploding Kittens** (4) and all of the **Defuse Cards** (6) from the deck. Also remove the **Tower of Power Card** (1) from the Barking Kittens expansion deck.



- 2 Give 1 Defuse Card to each player and shuffle the extra Defuse Cards back into the deck.

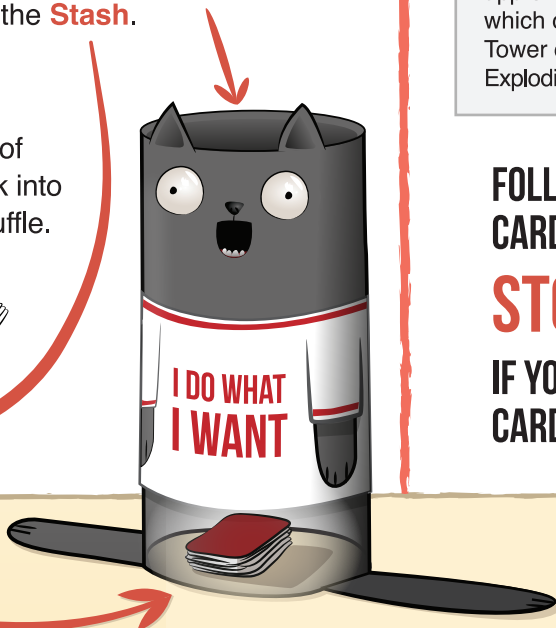


- 3 Combine the 19 remaining Barking Kittens expansion cards with the rest of the cards from the main deck and shuffle the deck.

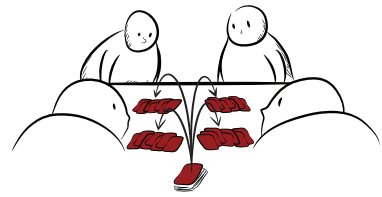


- 4 Deal out 6 cards and put them on the table. Then put the **Tower of Power Crown** on top of them. This is the **Stash**.

- 5 Insert the Tower of Power Card back into the deck and shuffle.



- 6 Deal 7 cards face down to each player for a total hand of 8 cards (7 cards + 1 Defuse Card) per player. Keep your hand secret.



- 7 Insert enough Exploding Kittens so that there is 1 fewer Exploding Kitten than the number of people playing. Remove any extra Exploding Kittens from the game.

### FOR EXAMPLE

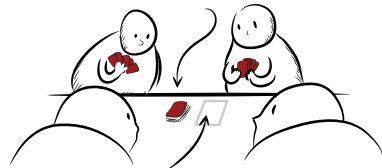
For a 4 player game, insert 3 Kittens.  
For a 3 player game, insert 2 Kittens.

This ensures that everyone eventually explodes except for 1 person.



- 8 Shuffle the deck and put it face down in the center of the table.

This is your Draw Pile.



(Be sure to leave some space for a Discard Pile as well.)

- 9 Pick a player to go first and start playing.

### FASTER GAME VARIANT

Before inserting any Exploding Kittens or the Tower of Power Card into the deck, randomly remove about one third of the deck from the game (you will be playing with approximately two thirds of a deck, but you won't know which cards have been removed). Then, shuffle the Tower of Power Card and the appropriate number of Exploding Kittens into the Draw Pile and start the game.

FOLLOW THE INSTRUCTIONS ON EACH  
CARD TO LEARN WHAT IT DOES.

**STOP READING! GO PLAY!**

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

# BARKING KITTENS



# FIELD GUIDE

## 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've already played one), 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.



*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!*



## 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 and then return them to the top of the Draw Pile face down.

You can play this card at any time and 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.*

*However, you can't play it in the middle of an action (like WHILE someone is shuffling the deck).*



## BURY 2 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.

### WHEN PLAYING WITH THE IMPLODING KITTENS EXPANSION

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.



## PERSONAL ATTACK (3X) 4 CARDS

This Attack is played on yourself. Take three 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 two more times.

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



## SHARE THE FUTURE (3X) 2 CARDS

Privately view the top 3 cards in 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.



## TOWER OF POWER 1 CARD

To play this card, wear the Tower of Power Crown. Then take the Stash Cards, and without looking, put them inside on top of your head.

The Crown protects you against all forms of stealing. If anyone steals cards from you, they blindly take a random card from the Tower of Power Crown instead of your hand (until there are no more Stash Cards left). This applies to Favor Cards, playing pairs, playing 3 of a kind, or any other form of stealing.

You may never move Stash Cards from the Tower of Power Crown into your own hand. It only protects you from stealing stealers who want to steal cards from you. Continue wearing the Tower of Power for the rest of the game.



## 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!*



## SUPER SKIP 1 CARD

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.*



## POTLUCK 2 CARDS

Starting with you and going around the table in the direction of play, each player must put a card of their choice face down on top of the Draw Pile.

## STOP! DON'T READ THIS SECTION IF YOU AREN'T PLAYING WITH THE STREAKING KITTENS EXPANSION!



## CURSE OF THE CAT BUTT

**REGRETS**  
We really wish we had never released this card, BUTT we did, so here are all the extra dumb rules.



### BLIND Barking Kitten

If you play a Barking Kitten while blind, follow the same rules as if you had played it normally. If a Barking Kitten is played and a blind player has the other Barking Kitten, they must now play cards blindly until they play a Defuse Card. All non-Defuse Cards played are lost without effect. After successfully defusing, that player can return to non-blind play.

If you have a Barking Kitten card face up in front of you and become blind (or play one when blind), keep the Barking Kitten visible to all players.

In all cases, after resolving the Barking Kittens, both players may look at their new hands to see if they now have an Exploding Kitten without a Streaking Kitten that must be defused.

### BLIND Tower of Power

Curse of the Cat Butt only affects Stash Cards once they enter into a blind player's hand, at which point they become blind.

### BLIND I'll Take That

If an I'll Take That Card is played on you while you are blind, you may look at the card you draw before giving it away as usual. Then you will become unblinded because you have successfully drawn a card (even if the card you gave away was an Exploding Kitten). If you are blind and receive a card from an I'll Take That, follow the rules of playing a Favor Card while blind.

### BLIND Potluck

If Potluck is played while you are blind, you must pick a card to place on the Draw Pile without looking at your cards. After you have made your selection, you may secretly view the card (so that if you've accidentally given up a Streaking Kitten and you're left with an Exploding Kitten in your hand, you can try to Defuse it).