

STREAKING KITTENS

THIS IS THE SECOND EXPANSION
OF EXPLODING KITTENS

THE RULES

CONTENTS: 15 CARDS

DON'T KNOW HOW TO PLAY?

YOU CAN FIND THE INSTRUCTIONS
TO THE FULL GAME AT:

WWW.EXPLODINGKITTENS.COM/HOW

IF YOU ONLY READ ONE THING, READ THIS!

You **MUST** insert an extra Exploding Kitten to play with this expansion. So the total number of Exploding Kittens is **THE SAME** as the number of players!

SETUP

- 1 Remove the **Exploding Kittens** (4) and **Defuse Cards** (6) from your Exploding Kittens deck as normal.



- 2 Remove the Exploding Kitten (1) from the Streaking Kittens expansion deck.

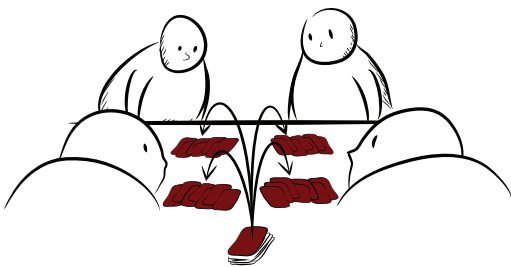
- 3 Deal 1 Defuse Card to each player.

- 4 Combine the remaining Defuse Cards with the 14 remaining Streaking Kittens expansion cards and shuffle the cards into the main deck.

TWO OR THREE PLAYERS

Put only 2 of the extra Defuse Cards back into the deck. Remove the remaining Defuse Cards from the game.

- 5 Deal 7 cards face down to each player for a total of 8 cards per player. Keep your hand secret.



- 6 Insert enough Exploding Kittens back into the deck so that the total number of Kittens is **equal to the number of players** - this is 1 more Exploding Kitten than normal because the Streaking Kitten Card allows a player to hold an Exploding Kitten in their hand without exploding!



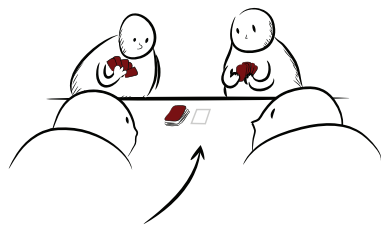
IMPLODING KITTENS

If you are playing with the Imploding Kittens expansion deck, insert the Imploding Kitten and enough Exploding Kittens back into the deck so that the total number of Kittens (Imploding and Exploding) is equal to the number of players.

- 7 Remove any extra Exploding Kittens from the game.

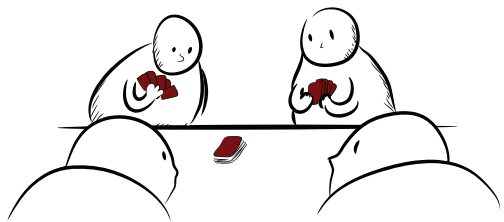


- 8 Shuffle the deck and put it face down in the middle of the table to form a Draw Pile.



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

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



FASTER GAME VARIANT

Before inserting any Kittens 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 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. →**

STREAKING KITTENS

FIELD GUIDE



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. You must defuse it or lose the game.

If another player steals or receives an Exploding Kitten from your hand, they explode. They must defuse it or lose the game. Unlike drawing a Kitten from the Draw Pile, they must still complete their turn after defusing the Exploding Kitten.

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.

IMPORTANT - If you're playing a version of the game that includes the 5 Card Special Combo, be aware that Streaking Kittens and Exploding Kittens cannot be used with the 5 Card Special Combo, nor can you remove either card from the Discard Pile.

IMPLODING KITTENS

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

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 KITTENS

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

EXPLODING KITTEN 1 CARD

A regular Exploding Kittens Card. Included so that when you setup the game, you insert as many Exploding Kittens as there are players. This ensures that even though a player might be holding an Exploding Kitten in their hand, all players will explode except for one, who wins the game.

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.



SEE THE FUTURE (5X) 1 CARD

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 (5X) 1 CARD

Privately view the top 5 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.

SWAP TOP AND BOTTOM 3 CARDS

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

GARBAGE COLLECTION 1 CARD

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.



MARK 3 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.

CURSE OF THE CAT BUTT 2 CARDS

Pick a target player. That player must immediately make their cards **BLIND** by putting them face down on the table and shuffling them. **The blind player is not allowed to look at any of their cards until they successfully draw a card from the Draw Pile without exploding.**

On their turn, if the blind player decides to play any cards, those cards must be picked randomly and played face up on the Discard Pile. If the card is playable, play as normal. If not, (a single Cat Card, etc.) the card is lost.

BUTT...

BLIND Exploding Kitten

If you draw an Exploding Kitten (and don't have a Streaking Kitten), that does not count as successfully drawing a card. You must now play cards blindly until you play a Defuse. All non-Defuse Cards played are lost without any effect. After successfully defusing the Exploding Kitten, you can return to non-blind play.

If you play an Exploding Kitten while blind, you explode immediately and must blindly defuse the Exploding Kitten or lose the game.

If you're the most unlucky person in the world and play an Exploding Kitten while trying to defuse an Exploding Kitten, you must defuse each of them before continuing.

BLIND Favor

If you play a Favor Card while blind, you may look at the card you receive before turning it face down and shuffling it into your hand on the table.

BLIND Mark

If an opponent marks you while you are blind (or if you become blind while holding a marked card), the marked card must remain facing the opposite direction from the rest of your hand until it is played or stolen.

BLIND Three of a Kind

If an opponent plays the "Three of a Kind" special combo on you while you are blind, find the card requested (if you have it), give it to them, then put your cards back on the table blind and shuffle them.

BLIND Garbage Collection

If Garbage Collection is played while you are blind, you must pick a card to contribute 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).

