

THE SPACES ON THE SPINNER



**TAKE
1 SIP**

You must take (1 or 2) sips from your cup.



**TAKE
2 SIPS**



TAKE A CARD

Draw the top card from the Draw Pile, follow the instructions, and then put it face up in front of you.



**EVERYONE
ELSE TAKE
1 SIP**

Every player but you must take (1 or 2) sips from their own cups.



**EVERYONE
ELSE TAKE
2 SIPS**



GIVE A CARD

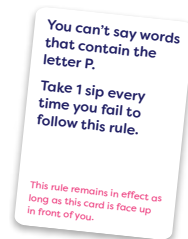
Draw the top card from the Draw Pile, read it, then give it to any other player. They must do what it says before putting it face up in front of them.

After you've followed the instructions you landed on, spin the Spinner again!

If you finish your drink during the game, pour a new one and keep going!

CARDS

Whenever you perform the action on a card, put it face up in front of you. Some cards have ongoing effects and by putting it face up in front of you, all the other players can help enforce that rule.



If you get another card, put it face up in front of you as normal, but first make sure any previous cards are turned face down (but kept in front of you) so that you're only ever following the rules of one card at a time.

WINNING

When any player has 3 cards in front of them (face up or face down, doesn't matter), they lose and all the other players win the game!

WHEN SIP HITS THE FAN

INSTRUCTIONS

2-8 Players | Ages 21+ | 10 Mins

CONTENTS:

1 Spinner, 100 Cards

Game designed by Ken Gruhl and Jeremy Posner.
Developed by Exploding Kittens.

DISCLAIMER: Play this game with the drink of your choice. If you are a responsible adult of legal drinking age and choose to play with alcohol, know your limits and when to stop drinking. We do not condone excessive drinking. Please drink responsibly, and don't drink and drive.

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/WHENSIPHITSTHEFAN/HOW

START HERE

WHAT IS THIS?

To win this game, you'll need a little bit of luck, a little bit of skill, and a whole bunch of your favorite drinks!

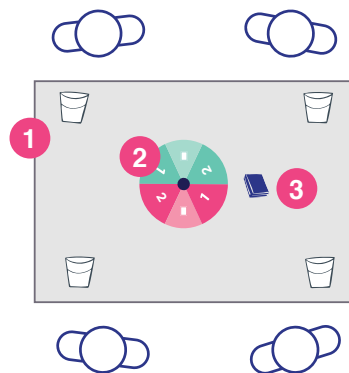
Someone will spin the Spinner, and then anyone can stop it with their finger. But be careful, you'll have to perform the action your finger lands on!

Sometimes that means taking a sip, sometimes that means making someone else take a sip, and sometimes it means taking a card.

The first player with 3 cards loses and everyone else wins!

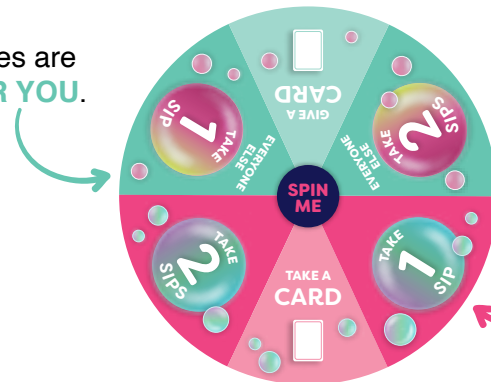
SETUP

- 1 Each player picks their beverage of choice (water, juice, beer, etc.) and fills a cup in front of them.
- 2 Put the Spinner in the middle of the table.
- 3 Shuffle the cards, and place them face down next to the Spinner. This is the Draw Pile.



THE SPINNER

Some spaces are **GOOD FOR YOU.**



Some spaces are **BAD FOR YOU.**

GAMEPLAY

Someone (it doesn't matter who) spins the Spinner.



Once the Spinner is spinning, **ANYONE** can stop the Spinner by pressing down on it with a finger. Now that your finger is resting on one of the spaces on the Spinner, you have to do what it says.

It's easier to land on a good space if you wait for the Spinner to slow down. **But be careful:** If you wait too long, someone else might stop it before you do!

If your finger is resting equally between two spaces, you get to pick which of the two actions to perform.



If more than one player stops the Spinner at the same time, each of those players must perform the action they landed on!



The Spinner must complete at least 1 full rotation before anyone stops it!

Continued on the other side...