

EXPLODING KITTENS RAGE MODE THE RULES

PLAYERS: 2-5
CONTENTS: 65 CARDS, 1 RAGE CAT

HEY! DON'T READ THESE RULES!

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

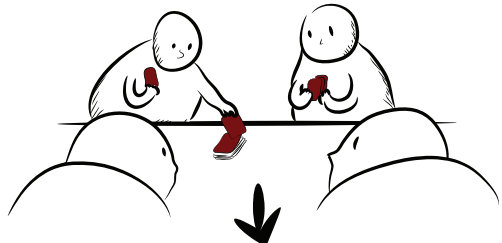
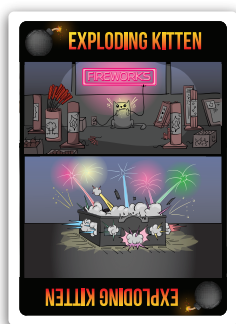
INSTEAD, GO ONLINE AND WATCH
OUR INSTRUCTIONAL VIDEO:

EXPLODINGKITTENS.COM/RAGEMODE/HOW



HOW IT WORKS

In the deck of cards are some Exploding Kittens. You play the game by putting the deck face down and taking turns drawing cards until someone draws an Exploding Kitten.



When that happens, that person explodes and they are out of the game.



All of the other cards will give you powerful tools to help you avoid exploding!

This process continues until there's only 1 player left who wins the game.

BASICALLY

IF YOU EXPLODE, YOU LOSE.

AND YOU ARE FULL OF INCENDIARY LOSER SADSAUCE.

IF YOU DON'T EXPLODE, YOU WIN.

AND YOU ARE FULL OF GREATNESS. GOOD JOB, BUDDY.

AND ALL OF THE OTHER CARDS

WILL LESSEN YOUR CHANCES OF GETTING
EXPLODED BY EXPLODING KITTENS.

FOR EXAMPLE

If you think the top card is an Exploding Kitten, you could play a "Reveal & Steal" to steal a card from another player.



If you get lucky and steal an Attack, you could play that to end your turn so the next player draws the Exploding Kitten instead.



SETUP

- 1 To start, remove all the Exploding Kittens (4) from the deck and set them aside.



- 2 Remove all of the Defuses (6) from the deck and deal 1 to each player.



- 3 Shuffle any extra Defuses back into the deck.

2 PLAYERS

Shuffle only 2 of the extra Defuses back into the deck, and remove the rest from the game.



DEFUSES

Defuses are the most powerful cards in the game. These are the only cards that can save you from exploding. If you draw an Exploding Kitten, instead of dying, play a Defuse to reinsert the Kitten back into the Draw Pile anywhere you'd like in secret.

Try to get as many Defuses as you can.

- 4 Shuffle the deck and deal 7 cards face down to each player. Everyone now has a hand of 8 cards total (7 cards + 1 Defuse). Look at your cards but keep them secret.



- 5 Insert enough Exploding Kittens back into the deck so that there is 1 fewer 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.



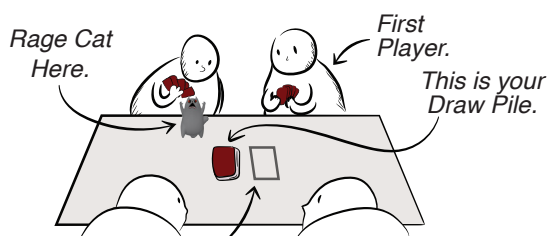
2 PLAYERS

Randomly remove about one-third of the cards from the game, then insert 1 Kitten into the deck.

- 6 Shuffle the deck and put it face down in the middle of the table. This is the Draw Pile.

- 7 Pick a player to go first. (Some sample criteria: youngest, biggest internet troll, most mutant toes, etc.)

- 8 The player to the right of the First Player gets to start with the Rage Cat. Put it on the table in front of them. We'll talk about how to use the Rage Cat on the other side of this sheet.



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

TAKING YOUR TURN

- 1 Gather all 8 of your cards into your hand and look at them. Do one of the following:

PLAY

Play a card from your hand by placing it FACE UP on top of the Discard Pile. Follow the instructions on the card.



Read the text on a card to learn what it does.

After you follow the instructions on the card, you can play another card. You can play as many cards as you'd like.

OR

PASS

Play no cards.



- 2 End your turn by drawing a card from the top of the Draw Pile into your hand and hoping it's not an Exploding Kitten.



Play continues clockwise around the table.

REMEMBER

Play as many or as few cards as you'd like, then draw a card to end your turn.

IMPORTANT!

Play-or-Pass, then DRAW.
Play-or-Pass, then DRAW.



ENDING THE GAME

Eventually, every player will explode except for one, who wins the game!

You won't ever run out of cards in the Draw Pile because you inserted enough Exploding Kittens to kill all but 1 player.

THREE MORE THINGS

- ✓ A good strategy generally is to save your cards early in the game while your chance of exploding is low.
- ✓ You can always count the cards left in the Draw Pile to figure out the odds of exploding.
- ✓ There is no maximum or minimum hand size. If you run out of cards in your hand, there's no special action to take. Keep playing. You will draw another card at the end of your next turn.

CONTINUED ON OTHER SIDE →

← CONTINUED FROM OTHER SIDE

RAGE CAT



If you have the Rage Cat in front of you, AT ANY POINT DURING YOUR TURN you can put the Rage Cat in front of any other player. Then, steal a random card from that player.

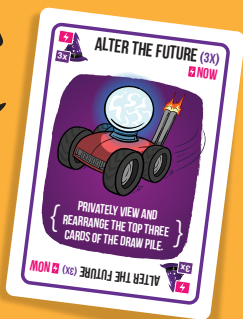
You don't have to use the Rage Cat if you don't want to — you can hold onto it and save it for a future turn instead.

NOTE:

You cannot Nope the Rage Cat. If you die with the Rage Cat, give it to the next living player to your left.

EXAMPLE TURN

YOU DECIDE TO PASS AND DRAW A CARD TO END YOUR TURN. BUT RIGHT BEFORE YOU DO, ANOTHER PLAYER PLAYS AN "ALTER THE FUTURE NOW", ALLOWING THEM TO PRIVATELY VIEW, AND REARRANGE, THE TOP 3 CARDS OF THE DRAW PILE.



THEY ALTER THE ORDER OF THE TOP 3 CARDS AND GIVE YOU A SINISTER SMILE. YOU'RE PRETTY SURE THE TOP CARD IS NOW AN EXPLODING KITTEN.



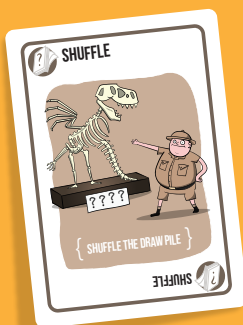
YOU DON'T EVEN WANT TO RISK IT, SO YOU PLAY AN "ATTACK" TO END YOUR TURN AND FORCE THE NEXT PLAYER TO TAKE 2 TURNS.



BUT THEN ANOTHER PLAYER PLAYS A "NOPE," WHICH CANCELS YOUR "ATTACK," SO IT'S STILL YOUR TURN.



YOU DON'T WANT TO DRAW THAT TOP CARD AND RISK EXPLODING, SO YOU PLAY A "SHUFFLE" AND RANDOMLY SHUFFLE THE DRAW PILE.



WITH THE DECK FRESHLY SHUFFLED, YOU DRAW THE TOP CARD TO END YOUR TURN AND HOPE IT'S NOT AN "EXPLODING KITTEN."

WE GOT YOU A GIFT.

DON'T WORRY. IT'S NOT A DEAD BIRD.



TO RECEIVE YOUR GIFT, SCAN HERE:



OR VISIT [EXPLODINGKITTENS.COM/GIFT](https://explodingkittens.com/gift)

GIFTS MAY VARY BASED ON GEOGRAPHIC LOCATION. ONE FREE GIFT PER CUSTOMER.

FIELD GUIDE

YOU ONLY NEED TO READ THIS IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS

EXPLODING KITTEN

4 CARDS

You must show this card immediately. Unless you can play a Defuse, you're dead. When you die, put the Kitten that killed you face up in front of you so everyone can see that you're dead, and put the rest of your cards face down in front of you.

This card cannot be Noped.

DEFUSE

6 CARDS

If you drew an Exploding Kitten, you can play this card instead of dying. Place your Defuse in the Discard Pile.



Then take the Exploding Kitten, and without reordering or viewing the other cards, secretly put it back in the Draw Pile anywhere you'd like.



Want to hurt the player right after you? Put the Kitten right on top of the deck. If you'd like, hold the deck under the table so that no one else can see where you put it.

Your turn is over after playing this card.

This card cannot be Noped.

ALTER THE FUTURE (3X) NOW

4 CARDS

Privately view the top 3 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. Don't show the cards to the other players.

Now You can play this card at any time before an action has begun, even if it is not your turn.

Is someone about to draw a card? 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).

SHARED SUFFERING

2 CARDS

Starting with the player to your left, every player (including you) must either draw a card from the top of the Draw Pile or discard one card from their hand (if they have any). You CAN'T play any cards. You must either draw or discard.

Playing this card ends your turn.

Ignore the instructions on the card you discard. If you draw an Exploding Kitten, you must Defuse it or die.

REVEAL & STEAL

4 CARDS

Choose any other player. That player chooses 2 cards from their hand to privately reveal to you. You MUST steal 1 of those cards and add it to your hand, then they return the card you didn't choose to their hand.

BAD DECISION

4 CARDS

Choose any other player. That player must either let you steal 1 random card from their hand, or they must discard 2 cards of their choice.

NOPE

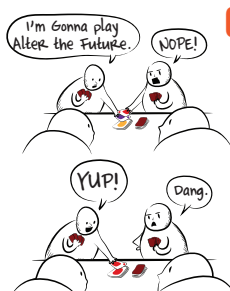
6 CARDS

Stop any action. It's as if the card beneath a Nope never existed.

You can also play a Nope on another Nope to negate it and create a Yup, and so on.

You can play a Nope at any time before an action has begun, even if it's not your turn. Any cards that have been Noped are lost. Leave them in the Discard Pile. You can even play a Nope on a Special Combo.

Cards with this icon cannot be Noped.



BOOBY TRAP KITTEN

4 CARDS

If you draw this card from the Draw Pile, secretly keep it in your hand.

If you steal it from another player you must show it immediately, and unless you can play a Defuse, you're dead.

When you die, put the Booby Trap Kitten that killed you face up in front of you so everyone can see that you're dead, and put the rest of your cards face down in front of you.

If you Defuse a Booby Trap Kitten, place your Defuse and the Booby Trap Kitten in the Discard Pile. (Don't Defuse it back into the Draw Pile!)

This means you might end up with more than enough Exploding Kittens by the end of the game, which is fine!

This card cannot be Noped.

SHUFFLE

3 CARDS

Randomly shuffle the Draw Pile so that no one knows the order of the cards.

Useful when you know there's an Exploding Kitten coming.

ATTACK (2X)

4 CARDS

End your turn without drawing a card and force the next player to take 2 turns in a row.

STACKING ATTACKS

If the victim of any Attack plays an Attack, the next player must take 4 turns, and so on.

If the victim of an Attack completes 1 of their turns, and THEN plays an Attack on their second turn, the next player must take only 3 turns, etc.

REVERSE ATTACK (2X)

4 CARDS

End your turn without drawing a card, reverse the order of play, and force the next player to take 2 turns. (See the "Attack" section for Stacking Attacks.)

CAT CARDS

5 OF EACH

These cards are powerless on their own, but if you collect any 2 matching Cat Cards, you can play them as a pair to steal a random card from any player.

They can also be used in Special Combos.



SPECIAL COMBOS

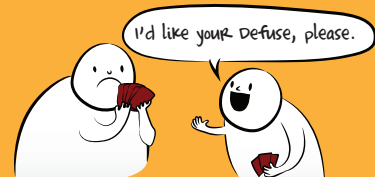
(READ THIS AFTER YOU'VE PLAYED YOUR FIRST GAME)

TWO OF A KIND

Playing matching pairs of Cat Cards (where you get to steal a random card from another player) no longer only applies to Cat Cards. It now applies to ANY pair of cards in your hand with the same title (a pair of Shuffle Cards, a pair of Attack Cards, etc.) Ignore the instructions on the cards when you play them as a Special Combo.

THREE OF A KIND

Exactly the same as Two of a Kind, but you get to name the card you want from the other player. If they have it, they must give it to you. If not, you get nothing. Ignore the instructions on the cards when you play them as a Special Combo.



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