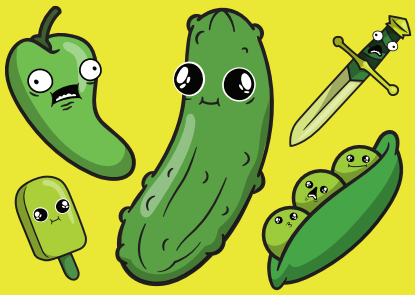
PICKLE GRAB

THE RULES

2-6 Players | 15 Mins | Ages 7+

Contents:

- 1 Pickle
- 1 Pickle Jar
- 1 Plate
- 60 Cards



WARNING: CHOKING HAZARD - This toy contains a small ball. Not for children under 3 years.

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/PICKLEGRAB/HOW

What is This?

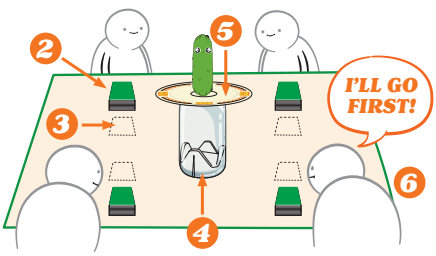
Everyone will take turns flipping cards face up in front of them. If you flip over a Pickle Card, you'll race against the other players to grab the Pickle before they grab the Plate! If you're too slow you'll lose cards (which is bad). The player with the most cards at the end of the game wins!

Setup



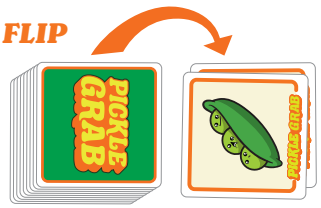
1. Remove *everything* from the **Pickle Jar** except this clear tray at the bottom (it's glued in place).
2. Shuffle all **60 cards** and deal them **face down** so all players have the same number of cards. This is your **Safe Stack**.

   You can hold your Safe Stack or leave it on the table (whichever makes it easiest for you to quickly flip over cards).
3. Leave some room in front of you for your **Exposed Stack**.
4. Put the Pickle Jar in the middle of the table with the opening facing up.
5. Put the **Plate** on top of the Pickle Jar, then put the **Pickle** upright on top of the Plate.
6. Pick a player to go first.



Flipping Cards

Starting with the first player and going clockwise around the table, each player will flip the top card of their Safe Stack **face up** onto their Exposed Stack. The next player (the player to your left) can flip a card from their Safe Stack as soon as you've finished flipping yours.



DO NOT PEEK AS YOU FLIP!

When you flip over the top card of your Safe Stack, flip it away from you. This is so you don't get to see the card before the other players.

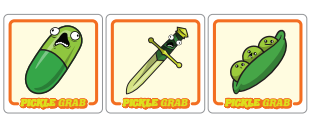
Remember: If it feels like cheating, it's cheating.

The Cards

Every card either has an image of a Pickle or something else.



PICKLE

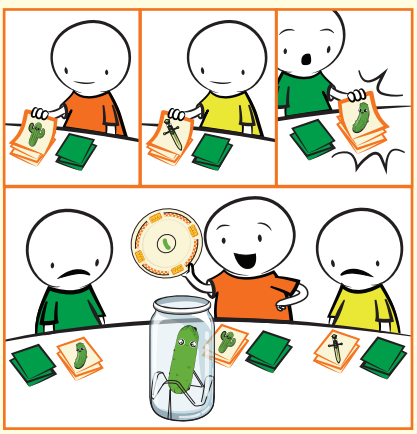


OTHER THINGS

If you flip a Pickle Card, you're the **Pickle Thief.** Your goal is to grab the Pickle off the Plate.

At the same time, the other players are all working against you. Their goal is to **grab and pull** the Plate. This will make the Pickle fall into the Jar before you can grab it.

FOR EXAMPLE:



DON'T GRAB THE WRONG THING!

If you're not the Pickle Thief, don't grab the Pickle. If you do, the Pickle Thief wins!

Continue on other side

Continued from other side

Success!

If you're the Pickle Thief and successfully grab the Pickle, take all the cards from all players' Exposed Stacks and put them **face down** at the bottom of your Safe Stack. If not, the player who successfully grabbed and pulled the Plate gets to take all the Exposed Stacks instead.

Reset the Jar, Plate, and Pickle.
The player who collected everyone's Exposed Stacks flips the top card of their Safe Stack to resume playing.



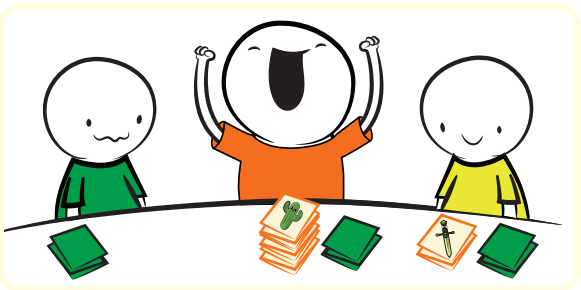
Two More Things...

- Don't grab the Pickle or Plate before a Pickle Card has been flipped! If you do, as a penalty, you must put the top card from your Safe Stack off to the side to permanently remove it from the game.
- If the Pickle ever falls on the table, no one collects any cards. Reset the Jar, Plate, and Pickle and resume playing.

Winning

The game is over when a player goes to flip a card from their Safe Stack but has no cards left.

At that moment, each player adds up the cards in their Safe Stack and Exposed Stack. The player with the most cards wins!



THAT'S IT! GO PLAY!

(But if the game ends in a TIE, read this.)

If 2 players have the same number of cards at the end of the game, take all 60 cards and shuffle them. Reset the Jar, Plate, and Pickle. Then take turns flipping cards face up one at a time from the deck of cards.

As soon as a Pickle Card is flipped, the first of the 2 tied players to grab the Pickle wins! If either player touches the Pickle or Plate before a Pickle Card has been flipped, that player immediately loses.

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