



EXPLODING KITTENS You Lying Sack Board Game Instructions

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EXPLODING KITTENS You Lying Sack Board Game Instructions



OVERVIEW

In this game, there are some Bad Things. Each player is going to start with a Pile of Bad Things, and if your Pile ever has 10 Bad Things in it, you're dead and out of the game. So, you want your Pile to be as small as possible. In this game there is also a Good Thing. The Good Thing is good because it will let you get rid of Bad Things.

To Recap: Bad Things are bad because if you get 10 you'll lose the game, and the Good Thing is good because it lets you get rid of Bad Things. Both the Good Thing and the Bad Things live in the Lying Sack.

To play the game you're going to reach into the Lying Sack and secretly either take some Bad Things or the Good Thing into your clenched fist. Then you're going to offer the mysterious thing you took to each player. If anyone accepts your offer, they will take whatever is in your hand. If no one accepts, you will keep whatever is in your hand.

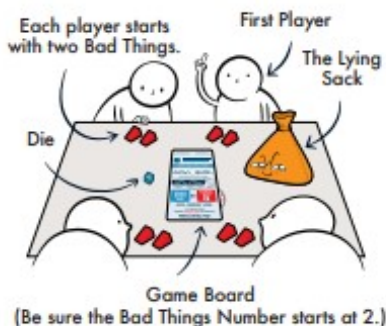
To win, all you have to do is grab the Good Thing and hope everyone turns you down when you offer so that you can keep it or grab the Bad Things and hope someone accepts when you offer.

GOAL

Be the only player who has not been eliminated. Players are eliminated when they collect 10 or more Bad Things.

SETUP

1. Put all the BAD THINGS and the GOOD THING into the Lying Sack and put the Sack in the middle of the table.



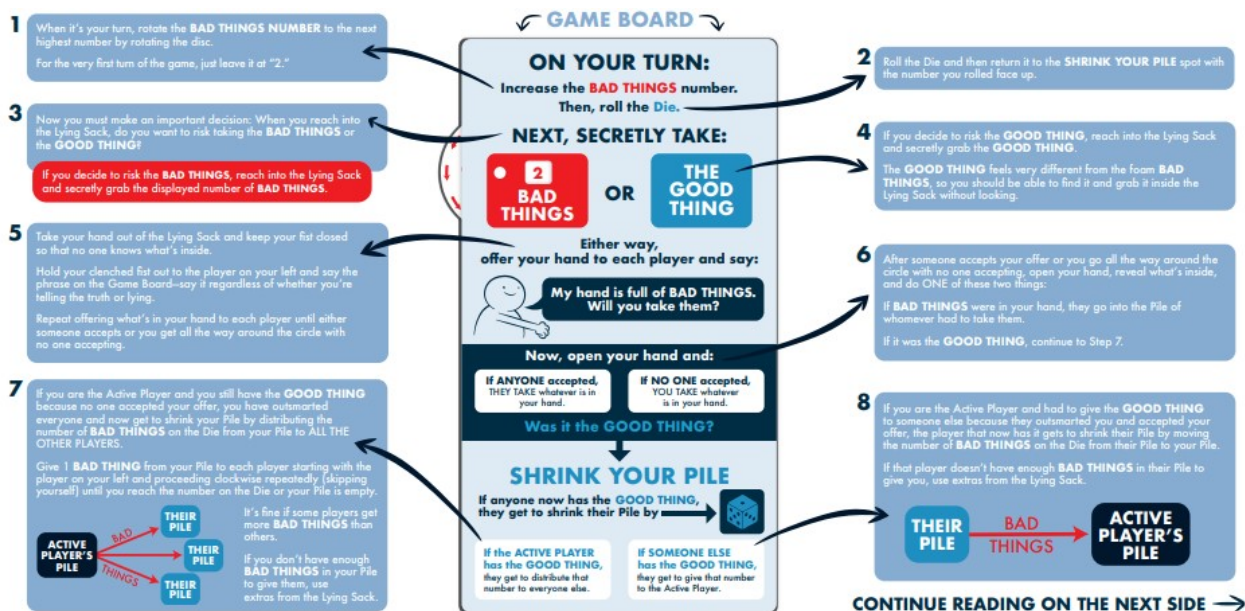
2. Place 2 Bad Things from the Lying Sack in front of each player. This is your "Pile."



- Put the Game Board on the table and set the BAD THINGS NUMBER to 2 (the lowest number) by rotating the disc.
- Put the Die on the SHRINK YOUR PILE spot. (It doesn't matter what number is face up.)
- Pick a player to go first

GAMEPLAY

Take your turn by following the Game Board from the top to the bottom and use these instructions to get more details if you need them



ENDING YOUR TURN

After someone takes some Bad Things, your turn is over. Put the Good Thing back in the Lying Sack if it was removed.
Then continue clockwise around the table.

RESETTING THE BAD THINGS NUMBER

If you roll a 6 on the Die at the beginning of your turn, leave the Die at 6, but reset the Bad Things Number to 2 (the lowest number) and then continue with your turn.
So, your numbers are Bad Things: 2 and Shrink Your Pile: 6.
If the Bad Things Number is at 8, just leave it at 8 until a 6 is rolled



WINNING

Once any player collects 10 or more Bad Things in their Pile, they are out of the game. Put their Bad Things back in the Lying Sack and the other players will continue playing without them. The last player left in the game wins

EXTRA THINGS YOU SHOULD KNOW

- When determining if you should accept whatever might be in player's hand, you are allowed to look at their hand from any angle...but they are also allowed to move their hand away from you.
- It's fine if you eventually have fewer than 2 Bad Things in your Pile. Even 0 is fine. Just keep playing.
- If you have 8 or 9 Bad Things and are therefore close to losing the game, a good strategy is to risk the Good Thing or try to catch someone with the Good Thing in their fist so that you can get rid of some of your Bad Things.
- The only time Bad Things go back into the Lying Sack is when
- player is eliminated.
- It's okay to use both hands to help conceal what you grab from the Lying Sack.

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.YOULYINGSACK.COM/HOW

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You Lying Sack Board Game, Lying Sack Board Game, Sack Board Game, Board Game, Game

References

-  [You Lying Sack | How to Play | Exploding Kittens](#)

Manuals+.