


MOVE DECK

There are several types of Move Discs in the Move Deck:

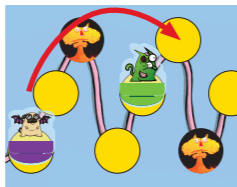
MOVE 1 **MOVE 2** **MOVE 3** **MOVE 4** **MOVE 5** Move your Character forward the number of spaces on the disc.

MOVE 1 OR FLIP THE BOARD **MOVE 3 OR FLIP THE BOARD** **MOVE 5 OR FLIP THE BOARD** Move your Character forward the number of spaces on the disc **OR** flip the board **without** moving your Character.


 Any player can try flipping the board at any time to quickly peek at the spaces on the other side, but make sure to flip it back.

FLIP THE BOARD THEN MOVE 2 **FLIP THE BOARD THEN MOVE 4** Immediately flip the board. **THEN**, move your Character forward the number of spaces on the disc.

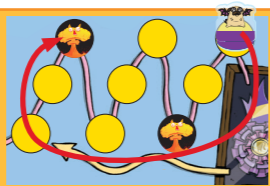
CUT THE LINE MOVE 1 AHEAD OF THE NEXT PLAYER IF YOU'RE IN FIRST, DON'T MOVE. Move your Character forward to the first available space in front of the next player ahead of you. If you're in first place, you don't move.



DANGER MAGNET MOVE FORWARD TO NEXT EXPLODING KITTEN SPACE IF THERE'S A PLAYER THERE, MOVE TO THE NEXT AVAILABLE SPACE OR FIRST OF THEM. Move your Character forward to the next Exploding Kitten space.


 If there's a player on that space, lucky you! You get to move past them to the next available space.

If you've passed the last Exploding Kitten, follow the "Loop Back Arrow", and move to the next Exploding Kitten.



ADDING DANGER MAGNETS

When you start the game there are no Danger Magnets in the Move Deck. If you play an "Add a Magnet NOW" Action Card, secretly insert 1 Danger Magnet **face down** into the Move Deck anywhere you'd like without looking at or rearranging the other discs.

 Want to mess with the next player? Play this card right before they draw and put the Danger Magnet right on top of the Move Deck!

FLIPPING THE BOARD

Some Action Cards and Move Discs say "Flip the Board". When this happens, flip the board from "Calm Mode" (blue side) to "Chaos Mode" (red side) or vice versa. The board will stay in that mode until a Action Card or Move Disc says to flip it again.

Now EVERY SPACE on the board changes! If another player is close to winning, flip the board to set a trap for their next move!



Spaces DON'T trigger when the board is flipped (i.e., if you're suddenly on an Exploding Kitten space, you don't explode!). You can only draw cards or explode at the end of your turn, after you have finished moving your Character.

RUNNING OUT OF CARDS/DISCS

If the Move Deck or Action Deck is ever empty, shuffle the appropriate Discard Pile to replenish it.

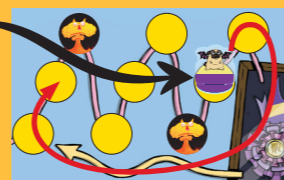
If you **start your turn** with no Action Cards in your hand, immediately draw 3 Action Cards, and then begin your turn.



WINNING

You must land on the Ribbon Space **exactly** — if you don't, follow the "Loop Back Arrow" to loop back around and continue moving.

If your Character is here and you draw a Move 4, move 2 spaces onto the Ribbon Space, then follow the "Loop Back Arrow" and move 2 more spaces.



If you land on the space before the Ribbon Space but it's occupied, you get to move to the Ribbon Space and win!



EXPLODING KITTENS®

THE BOARD GAME
SUPER FAN EDITION

RULES



2-6 PLAYERS | AGES 7+ | 20 MINS

CONTENTS

- 1 BOARD
- 72 ACTION CARDS
- 21 MOVE DISCS
- 6 CHARACTERS
- 1 FIELD GUIDE

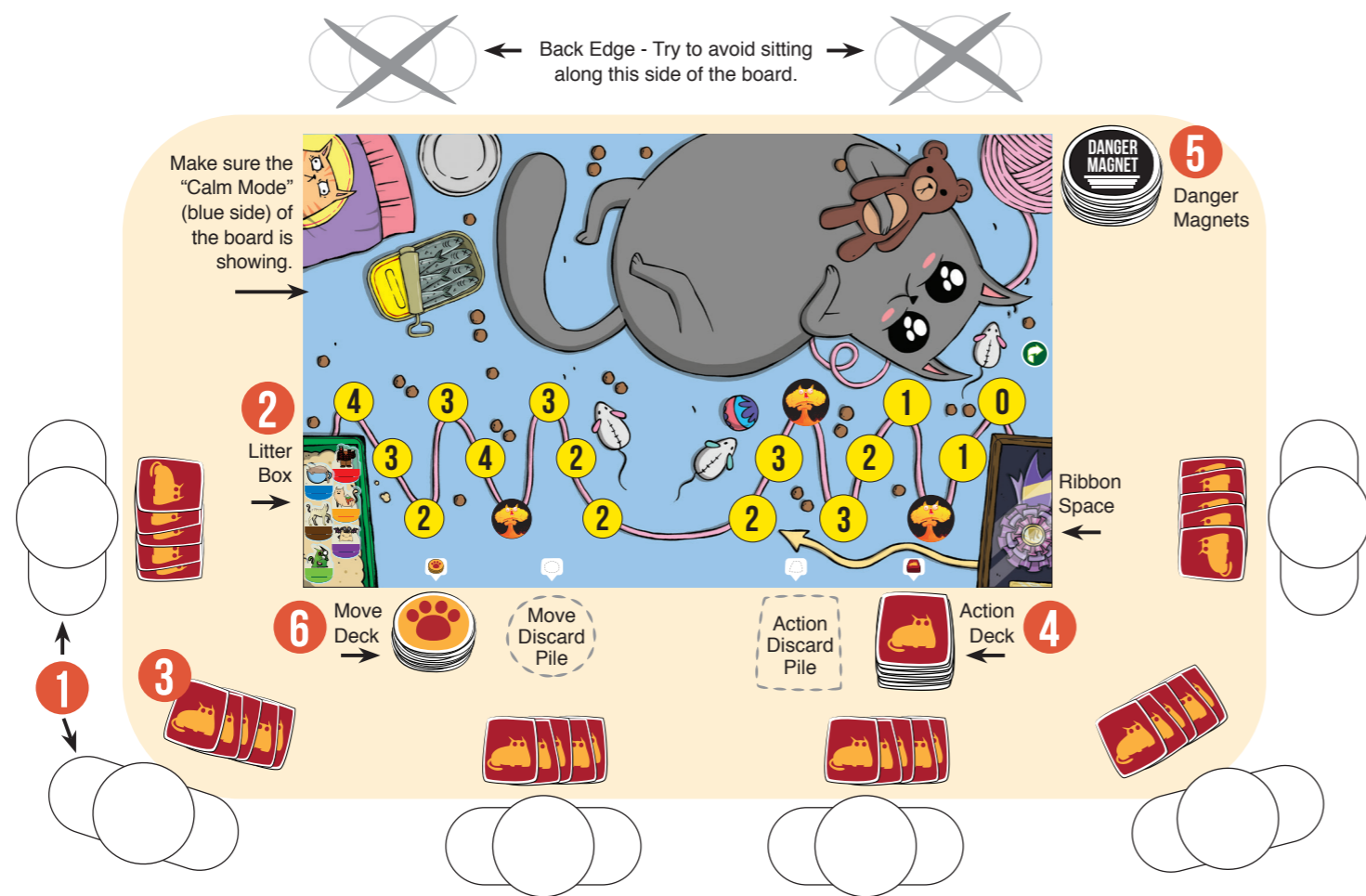
HEY! DON'T READ THESE RULES!

READING IS THE WORST WAY TO LEARN HOW TO PLAY A GAME. INSTEAD, GO ONLINE AND WATCH OUR INSTRUCTIONAL VIDEO:

WWW.EXPLODINGKITTENS.COM/EKBOARDGAME/HOW



GOAL Be the first player to land on the Ribbon Space.



SETUP

- 1 Put the board near the edge of the table and have all players sit around it. (Try to avoid sitting along the Back Edge of the board.)
- 2 Each player picks and assembles a Character, then puts it on the **Litter Box**.
- 3 Shuffle the **Action Cards** and deal 5 to each player. (You can look at your cards but keep them secret.)
- 4 Place the remaining Action Cards face down next to the board (this is called the **Action Deck**), and leave some room for an **Action Discard Pile** (see image above).

- 5 Remove all **10 Danger Magnets** from the deck of **Move Discs**, and place them face up by the back corner of the board (see image above). We'll talk about these later.

- 6 Shuffle the remaining Move Discs and place them **face down** next to the board (this is called the **Move Deck**), and leave some room for a **Move Discard Pile** (see image above).

- 7 Pick a player to go first. (Example criteria: youngest player, loudest player, most alluring eyebrows, etc.)

TAKING YOUR TURN

When it's your turn:

FIRST: PLAY ACTION CARDS

Play as many Action Cards from your hand as you'd like **face up** into the Action Discard Pile, **OR** play none at all.

THEN: DRAW A MOVE DISC (AND MOVE)

Flip the top Move Disc and put it face up on the Move Discard Pile. Every Move Disc tells you how many spaces to move your Character (i.e. Move 2), and might have some have extra rules like "Flip the Board".

YOUR TURN IS OVER. PLAY CONTINUES CLOCKWISE AROUND THE TABLE.

Read the text on an Action Card to learn what it does. If you have any questions about the cards, see the Field Guide.



MOVE
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SPACES ON THE BOARD

When you move, you will land on one of three kinds of spaces:

1. NUMBER SPACE

If the space has a number, immediately draw that many Action Cards from the Action Deck into your hand.

This is always a good thing — there are no bad Action Cards!

2. SPACE WITH ANOTHER CHARACTER

If the space has another player's character on it (even if that space is an Exploding Kitten), move to the next available space ahead of that Character.

Only 1 character can be on any space! (This means you might have to jump over multiple players if they're next to each other.)

3. EXPLODING KITTEN SPACE

If the space is an Exploding Kitten, you explode (unless you play a Defuse from your hand).

When you explode, there are two things you must do:

1. Swap spaces with the player in last place (unless you are already in last place). If more than 1 player is in last place (because they are in the Litter Box), choose which player to swap spaces with.
2. Discard cards until you have only 3 Action Cards in your hand (if you have 3 or fewer Action Cards, skip this step). You choose which cards to discard.

NOTE: When players swap spaces, ignore everything on the new spaces both players land on. (i.e. don't draw cards and don't explode!)

CONTINUE ON OTHER SIDE →