# BARKING KITTENS

### THIS IS THE THIRD EXPANSION OF EXPLODING KITTENS

## THE RULES

### CONTENTS: 20 CARDS, TOWER OF POWER CROWN

WOOF WOOF WOOF

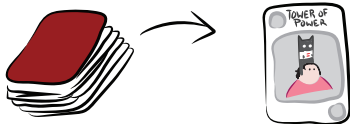## HEY, YOU BOUGHT AN EXPANSION DECK!

That means you'll need at least one Main Exploding Kittens Game (Original Edition, NSFW Edition, Party Pack, etc.) to play with these cards...but you knew that.

## SETUP

**1** Assemble the **Tower of Power Crown** by sticking the velcro tabs together. Set it aside for now!

I DO WHAT I WANT

**2** Remove the Tower of Power Card from the Barking Kittens expansion pack.

TOWER OF POWER

**3** Combine the 19 remaining Barking Kittens expansion cards with the cards from the Main Game you're playing with.

**4** Follow the rules in the Main Game that you're using to remove Exploding Kittens and deal Defuses.

*Come back here right before your Main Game instructions tell you to deal out cards to each player.*

**5** Shuffle the deck, and deal out 6 cards face down into a pile on the table. Then put the **Tower of Power Crown** on top of them. This is the **Stash**.

I DO WHAT I WANT

**6** Insert the Tower of Power Card back into the deck and shuffle.

I DO WHAT I WANT

**7** Now go back to the rules for your Main Game and complete all the remaining steps starting with dealing out cards to each player.

**8** Play as normal.

### FOLLOW THE INSTRUCTIONS ON EACH CARD TO LEARN WHAT IT DOES.

## STOP READING! GO PLAY!

### IF YOU HAVE QUESTIONS ABOUT SPECIFIC CARDS, CONTINUE TO THE FIELD GUIDE.

WOOF WOOF

# FIELD GUIDE

## BARKING KITTEN  2 CARDS

Place this card face up in front of you and ask for the other Barking Kitten. If any player has it, they are your target and must play a Defuse or explode. Discard both Barking Kittens at the end of the turn.

If no one has the other Barking Kitten, leave the card face up in front of you. (You cannot play it again, and it is not part of your hand.) When someone plays the other Barking Kitten, you are their target and you must play a Defuse or explode.

If you get both Barking Kittens (even if you've already played one), play them together and pick any player as your target.

It is still your turn after playing this card. Like all Kittens, Barking Kittens cannot be Noped.

IMPORTANT: Unlike a normal Defuse event, when the target of a Barking Kitten plays a Defuse, they do not get to put a card back into the Draw Pile.

*These two cards are like a game of chicken. If you have one and think someone else has the other one, play it quickly to make them explode. But if you're wrong and no one has the other one yet, you're turning yourself into a target.*

## TOWER OF POWER  1 CARD

After playing this card, put on the Tower of Power Crown. Then take the cards in the Stash, and without looking, put them inside the Crown on top of your head.

The Crown protects you against all forms of stealing. If anyone steals cards from you, they take a random card from the Crown instead of your hand (until there are no more cards left in the Crown). This applies to Favor Cards, playing pairs, stealing with Special Combos, or any other form of stealing from your hand.

I DO WHAT I WANT

*You may never move cards from the Crown into your own hand. It only protects you from stealing stealers who want to steal cards from you. Continue wearing the Crown for the rest of the game.*

### FIELD GUIDE CONTINUED ON OTHER SIDE →

## ⚗ ALTER THE FUTURE (3X) ⚡ NOW 2 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.

*"NOW" means you can play this card even when it's not your turn. Is someone about to draw a card? Alter the Future Now. Did they just See the Future? 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).*

## 🪏 BURY 2 CARDS

Play this card, then end your turn by drawing a card. After looking at it, put it back into the Draw Pile anywhere you'd like in secret.

*This is great if you're SURE the top card in the Draw Pile is an Exploding Kitten; not so great if you were wrong.*

You cannot play this card if you have an I'll Take That in front of you.

### IMPLODING KITTENS EXPANSION

*When BURY is played on an Imploding Kitten, leave the Imploding Kitten in the orientation you drew it (face up or face down) when putting it back into the Draw Pile.*

## 😡 PERSONAL ATTACK (3X) 4 CARDS

This Attack is played on yourself. Immediately take 3 turns in a row. Continue taking your current turn as normal, then when that turn is over, it's your turn 2 more times. If you play a Personal Attack in addition to any other type of Attack, the Attacks "stack."

*For Example: If you play a Personal Attack (3x) then a regular Attack (2x), the victim of the Attack must take 5 turns (3 from the Personal Attack, plus 2 from the Attack).*

## 🔗 SHARE THE FUTURE (3X) 2 CARDS

Privately view the top 3 cards in the Draw Pile and rearrange them in any order you'd like. Show these newly ordered cards to the next player before returning them to the top of the Draw Pile face down. Don't show the cards to any of the other players.

## 👇 I'LL TAKE THAT 4 CARDS

Play this card face up in front of another player. The next time they draw a card, they must secretly view and then hand it to you. Then put the I'll Take That in the Discard Pile.

If they hand you an Exploding Kitten, you must Defuse it or explode. Play continues as if that player had drawn a card and ended their turn.

You cannot play this card in front of a player who already has one in front of them.

*Useful when you're sure a player is going to draw a card that you want!*

## 🏃 SUPER SKIP 1 CARD

Immediately end your turn without drawing a card. If you're supposed to take multiple turns, end them all.

*This is useful when you've been attacked.*

## 🍲 POTLUCK 2 CARDS

Starting with you and going around the table in the direction of play, each player with cards must place a card of their choice face down on top of the Draw Pile.

### STOP! DON'T READ THIS SECTION IF YOU AREN'T PLAYING WITH THE STREAKING KITTENS EXPANSION!

✴ **CURSE OF THE CAT BUTT**

**REGRETS**
*We really wish we had never released this card, BUTT we did, so here are all the extra dumb rules.*

### CURSED Barking Kitten

If you play a Barking Kitten while Cursed, follow the same rules as if you had played it normally. If a Barking Kitten is played and a Cursed player has the other Barking Kitten, they must now play cards face down until they play a Defuse. All non-Defuse cards played are lost without effect. After successfully defusing, that player can return to non-Cursed play.

If you have a Barking Kitten card face up in front of you and become Cursed (or play one when Cursed), keep the Barking Kitten visible to all players.

In all cases, after resolving the Barking Kittens, both players may look at their new hands to see if they now have an Exploding Kitten without a Streaking Kitten that must be defused.

### CURSED Tower of Power

Curse of the Cat Butt only affects Stash Cards once they enter into a Cursed player's hand, at which point they become Cursed.

### CURSED I'll Take That

If an I'll Take That is played on you while you are Cursed, you may look at the card you draw before giving it away as usual. Then you will become Uncursed because you have successfully drawn a card (even if the card you gave away was an Exploding Kitten). If you are Cursed and receive a card from an I'll Take That, follow the rules of playing a Favor while Cursed.

### CURSED Potluck

If Potluck is played while you are Cursed, you must pick a card to place on the Draw Pile without looking at your cards. After you have made your selection, you may secretly view the card (because if you've accidentally given up a Streaking Kitten and you're left with an Exploding Kitten in your hand, you must defuse it or die).