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## Exploding kitten 5 different cards

Exploding kittensA card game for people who are in kittens and explosions and laser beams and sometimes goatsDesigner(s)Elan Lee and Shane SmallIllustrator(s)The OatmealPublisher(s)The OatmealPublication dateJuly 2015Genre(s)Card GamesLanguaEnglish Player2-5Setup time&#x26;#x2D; 1 minPlay time 15 minutesRandom chanceMediumAges7+Websiteexplodingkittens.com Exploding Kittens is a card game designed by Elan Lee, Matthew Inman from the comic book site The Oatmeal, and Shane Small. Originally proposed as a Kickstarter project that sought US\$10,000 in crowdfunding, it surpassed the eight-minute goal[1] and 27. In February 2015 it had US\$8,782,571 in pledges of 219,382 backers. The campaign ended as the fourth most funded campaign on the crowdfunding site. [2] The first game test of Exploding Kittens was recorded on YouTube by Smosh Games, which had the first deck. [3] Support supporters began receiving delivery at the end of July 2015; All backers received the game by September 2015. [4] [5] [6] [7] Exploding kittens are described as a strategic card game about cats and destruction. Game Rules All cards are placed in a deck of cards, except for the Defuse and Exploding Kitten cards. The deck is shuffled and each player draws 7 cards and takes a Defuse card. Exploding Kitten cards are then shuffled back into the deck, so the number of exploding kitten cards in the deck is one less than the number of players. The remaining Defuse cards are then also put back in the deck. A swing order will be settled. Each player can then play as many cards from the hand as they want on their turn (including none) before drawing a card. Players should not tell any other player which cards are in hand. Played cards are put into a throwing pile. The first expansion pack, Imploding Kittens, increases the number of players from 5 to 6 and requires a copy of Exploding Kittens to play. There are 20 new cards. [8] The second expansion pack, Streaking Kittens, requires a copy of Exploding Kittens to play. There are 15 new cards. [9] The third expansion pack, Barking Kittens, requires a copy of Exploding Kittens to play. There are 20 new cards. [10] Kickstarter details Exploding kittens have become the third-largest Kickstarter campaign of all time, raising \$8.7 million on the crowdfunding site. [11] On just his first day, exploding kittens earned \$1,333,586 and grew to nearly 35k backers. On Day 4 the project was over 91k backers raising over \$3,500,000. [12] The creators of the game initially tried to raise only US\$10,000, but ended up getting 219,382 backers on the crowdfunding site. [13] In February 2015, achievements were announced instead of stretch targets because the game designers did not want to delay the production or distribution of the game to backers. As of February 30, 2015, 30 achievements had been unlocked, and stretch goals (Unlock 20 achievements) and third stretch goals (Unlock 30 achievements) were completed. With the first stretch goal achieved, the company expanded the NSFW deck into a fully standalone game. [15] The second stretch goal provided an upgraded storage box with two full decks of cards for all backers of the campaign,[16] and the third and final stretch goal includes a Kickstarter-exclusive surprise in the box. In April 2015, Elite Team Kitten tested the new game during the International Tabletop Day. Exploding kittens began sending to Kickstarter backers in late July 2015. In October 2016, the first extension Imploding Kittens was released. It introduced the cards/mechanics of Alter the Future, Draw from the Bottom and Reverse from the mobile game, and the new Imploding Kitten card/mechanic. July 30, 2017, exploding Kittens Party Pack was released in addition to the Short Against Humanity Hidden Compartment Pack at Target. [18] The party pack is a update of the original game that provides up to 10 players. It removes the Attack card/mechanic and replaces it with the Slap mechanic from the mobile game. The mechanics introduced in the Imploding Kittens extension are also included. Hidden Compartment Pack contains 5 cards of the new mechanic, Blind as a Bat and 15 new white CAH cards. The card pack is hidden in a secret shelf in exploding kittens displayed in the store. [19] At the 2018 South by SouthWest festival Exploding Kittens maintained a booth that showed merchandise and had interactive components such as a large kitten vending machine. On July 9, 2018 (Prime Day), it was announced that a new expansion, Streaking Kittens, would be released on July 9, 2018. Containing 15 new cards/mechanics, it introduced Mark, Swap Top and Bottom, Catomic Bomb, Curse of the Cat Butt, Garbage Collector, Super Skip and Streaking Kitten. [21] The third extension, Barking Kittens, was released on 5 September 2015. It contains 20 cards, introduced Bury, Alter the Future Now, I'll Take That, Share the Future, Tower of Power, Personal Attack (3x), Potluck and Barking Kittens. Mobile version Microsoft's Zo chatbot offers a single-player version of Exploding Kittens. [22] In January 2016, a multiplayer version of the game was released on the iOS platform with new content not found in the original game. [23] In April 2016, the mobile version was also released on the Android platform, allowing cross-platform gaming between all mobile versions. [24] [25] The Attack and Nope cards from the original card game were not released in the mobile versions on iOS and Android. [quote required] References ^ Kooser, Amanda. But why blow up cats? 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External Links Official Website Exploding Kittens on Kickstarter Retrieved from Rules Buy Party Contact Official Rules Setup 1. Remove all exploding kittens (4) and defuse cards (6) from the deck. 2. Mix the remaining deck and give 4 cards face down to each player. 3. Deal 1 Defuse cards for each player, so that everyone has a hand of 5 cards in total. Keep your hand secret Defuse cards These are the only cards that can save you from exploding kittens. If you play a Defuse card after drawing an exploding kitten, instead of being exploded, you get to put the kitten back in the Draw Pile anywhere you want. Try to get as many Defuse cards as possible. 4. Put enough exploding kittens back into the deck so that there is a fewer than the number of people playing. This that everyone eventually explodes except one person. Remove any extra exploding kittens from the game. 5. Put the extra Innocuous cards back into the deck. Two players variant Put only 2 of the extra Defuse cards back in the deck. Remove the other 2 from the game. 5+ player variant Just combine two or more tires to play with more people, just adjust the number of exploding kittens in the deck so that there is always a fewer than the number of players. So, if you want to play with 9 people, insert 8 Exploding kittens. 6. Mix the deck and place it face down in the middle of the table. The shuffled deck is now your drawing pile. 7. Choose a player to go first, (some example criteria: the one that has the biggest beard, most frightening smell, shortest spleen, etc.) and you are ready to play! Overview You will have a deck of cards containing some exploding kittens. To play the game, put the deck face down and switch drawing cards until someone pulls an exploding kitten. When that happens, that person explodes. They are now dead and out of the game. This process continues until there is only one player left, who wins the game. Basically, if you explode, you lose. If you don't explode, you win! And all the other cards will reduce your chances of blowing up. For example, you can use a See the Future card to look at the top cards in draw pile. If it reveals an exploding kitten, you can use a Ship card to end your trip and avoid drawing it. Taking your turn 1. Play a card from your hand by placing it FACE UP at the top of the Discard Stack and follow the instructions on the card. Or play no cards at all; it's cool too. 2. After following the instructions on a card or playing a pair, you can play multiple kittens. You can play as many cards as you want. Finally, end your trip by drawing a card from the Draw Pile in your hand and hope it's not an exploding kitten. (This is different from most other games in that you END YOUR TRIP by drawing a card.) The game continues clockwise around the table. Cards without instructions on them Some cards have no instructions on them. These cards must be collected and played as a pair. If you play matching pairs without instructions on them, select another player and steal a random card from your hand. Three more things you can count the cards left in the Draw Pile. You'll never run out of cards in draw pile, so there's never a need to reshuffle. There is no maximum or minimal hand size. If you run out of cards in your hand, there is no special action to take. Keep playing. You will draw at least one more card in the next turn. Example turn 1. You decide to play a See the Future card. 2. While looking at the top 3 cards, you see that the card you are about to draw is an exploding kitten. 3. You decide to play an attack card to end your turn and force the next player to take 2 4. But then another player plays a NOPE card that interrupts your attack, so it's still your turn. 5. You will not the top card and die, so you play a Shuffle card and randomly shuffle the Draw Pile. 5. With the deck newly shuffled, draw the top card to end your trip and hope it is not an exploding kitten. Or... Instead of playing some actions from your hand, you can always choose to simply draw the top card without playing anything. There is no need to play a card on the turn. Short Quick Reference Exploding Kittens 4 cards You must show this card immediately. Unless you have a Harmless Card, you're dead. Throw away all your cards, including exploding kitten. Defuse 6 cards If you drew an exploding kitten, you can play this card instead of dying. 1. Place the Defuse card in the Discard stack. 2. Then take the exploding kitten, and without rearranging or seeing the other cards, secretly put it back in the Draw Pile anywhere you want. Want to mess over the player right after you? Place the kitten right on top of the deck. If you want, keep the tire under the table so no one else can see where you're placing it. Now goes the next player (unless you have to take more turns). Nope 5-card Stop any action except an exploding kitten or a Defuse card. Imagine that any card (or Pair or Special combination) under a Nope card no longer exists. You can also play a Nope on another Nope to create a double negative Yup, and so on. You can play a Nope card at any time before an action has begun, even if it's not your turn. Attack 4 card Finish your trip(s) without drawing and force the next player to take two turns in a row. The victim of this card takes a turn as normal (play cards, then draw). So, when their first turn is over, it's their turn again. (If the victim of an attack card also plays an attack card, their turns are immediately over, and the next player must take two turns.) If you play an attack card and someone plays a Nope on top of it, this means you still have to draw a card, and the next player does NOT need to take two turns. Nope cards neutralize some cards below them, so it would be as if the Attack card was never played in the first place. Skip 4 cards Immediately finish your trip without drawing a card. If you play a Ship card as a defense against an attack card, only one of the two turns ends. Two Ship cards would end both turns. Favor 4 cards Force any other player to give you 1 card from hand. They choose which card to give you. Shuffle 4 cards Mix Draw Pile without seeing the cards until they are prompted to stop. This is useful when you know that an exploding kitten is coming. See the future 5 cards Look at the top three cards from the Draw Pile and put them back in the same order. Don't show the cards to the other players. Cat Cards 4 of each type These can be collected as two or three alike and used to steal from other players. See below to learn how to steal. Steal two equals - blind steal To to a card, play some two just into the throwing pile. For example, if you had two Tacocats, you can play them as actions, and then then a player. That player would hold up his cards and you would take a card randomly. Three of a kind - Go fish Play three of a kind allows you to name the card you want, and the player of your choice must give it to you. If they don't have the card you want, you're out of luck, so be sure to keep an eye on who still has Defuse cards. Card icons You can play any card as two or three alike, as long as the icons in the top left match. For example, on each Shuffle card, the graphics on the front of the card vary, but the icon is always the same. So instead of playing the Shuffle cards as actions to shuffle the deck, you can play them as a pair and use them to steal from another player. Five different icons - Steal from Throw Pile If you play some 5 cards that have different icons in the corners, go through the Throw pile to take a single card you want. (Grab the Pile quickly to select your card so you don't get Noped!) Noped!)

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