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by: Recipe\_Turtle

# ALLIED KITTENS

DEFEND YOUR ALLIES. ATTACK YOUR ENEMIES.

PLAYERS: **4-8**

PLAY TIME:  17

Pick teams before the game starts. (If you have more than four players, you can have more than two teams.) You are allowed to look at your teammates' hands. You are not allowed to share cards with your teammates unless a card says so (e.g. cat card pairs). You are not allowed to partake in your teammates' private actions (e.g. see the future) unless a card says so (e.g. share the future). You are not allowed to know where your teammate puts the exploding kitten after defusing or burying it. Conversation between teammates is encouraged. If you have an odd number of players (5 or 7) then the player not on a team will be neutral. The team that the last surviving player belongs to wins the game. If the neutral player wins, they are the sole victor.

EACH PLAYER STARTS WITH

**5 CARDS**

PLUS 1 (IF THERE IS A NEUTRAL  
PLAYER, THEN THEY START WITH TWO  
DEFUSES.) DEFUSES

# Ingredients

CARD TYPE:

CARD COUNT:



EXPLODING KITTEN

#P-1



DEFUSE

#P+2 (ADD THE TWO EXTRA  
ONES IF POSSIBLE, IF NOT  
THEN #P)



ALTER THE FUTURE 3X

2



ALTER THE FUTURE 3X NOW

2



ATTACK 2X

2



BEARD CAT

4



CATOMIC BOMB

1



DRAW FROM THE BOTTOM

2

CARD TYPE:

CARD COUNT:



FERAL CAT

6



I'LL TAKE THAT

4



IMPLODING KITTEN

1



MARK

4



NOPE

6



RAINBOW RALPHING CAT

4



REVERSE

3



SEE THE FUTURE 5X

3