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by: Aiden

BOMB SCIENTISTS

2 PLAYERS ARE GIVEN AN EXPLODING & STREAKING K. 4 ARE GIVEN A DEFUSE & BARKING K AND THE REST IS GIVEN THE ARMAGEDDON & ZOMBIE K. HAVE A NON - PLAYER HAND OUT THE CARDS. THE FIRST TO BE OUT OF THE GAME GETS TO CHOOSE WHICH 2 CARDS TO START OFF WITH FOR THE NEXT GAME.

PLAYERS: **2 - 9**

PLAY TIME:  25

Add the GOD and DEVIL cat. ZOMBIE CATS can be used by ZOMBIE players at any time. Add some REVEAL AND SHARE the futures for some extra spice

EACH PLAYER STARTS WITH

3 CARDS

PLUS AT LEAST 4 PLAYERS MIGHT GET
1 ZOMBIE KITTEN OR 1 DEFUSE
DEFUSES

Ingredients

CARD TYPE:

CARD COUNT:



EXPLODING KITTEN

1 FOR 2P (REST IN
DECK)



DEFUSE

1 DEFUSE FOR 4P / 1
ZOMBIE.K FOR 2P



ALTER THE FUTURE 3X NOW

2



ALTER THE FUTURE 5X

2



ATTACK OF THE DEAD

3



BARKING KITTEN

1 BARKING.K FOR
4P



CAT-O-LANTERN

2



CATOMIC BOMB

1

CARD TYPE:

CARD COUNT:



CLONE

3



DIG DEEPER

4



FEED THE DEAD NOW

2



FERAL CAT

6



GRAVE ROBBER

1



I'LL TAKE THAT

4



IMPLODING KITTEN

1



NOPE

6

NOTE: THIS RECIPE HAS MORE THAN 16 CARDS