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PLAYING WITH A CURSED INFERNO

MANY CARDS, CAT BUTTS AND LOTS OF KITTENS, WHAT COULD GO WRONG?

PLAYERS: **3-6**

PLAY TIME:  25

There are some rules due to the cat butt blindness:
- If a blind player draws an Imploding Kitten, face down, they are alerted that it is an Imploding Kitten and things work normally.

Strategies? We got those.

- Cat Cards will be flying around like currency, use your cards fast unless you need to stock them for something.
- The risk of playing a Favor increases over time as it becomes more and more likely that someone has a Streaking Kitten.
- Personal Attack can be useful even if you aren't trying to attack another player, but it's a risky play. Stock an Alter the Future NOW and a Nope if you are trying to do this. See/Alter/Share the Future, then Personal Attack and start playing. If anyone Alters the Future NOW or uses a Nope, counter with your own copy of those cards.
- Curse of the Cat Butt is Curse of the Cat Butt, and Curse of the Cat Butt is chaos. If you suspect someone has an armed Streaking or Barking Kitten, use it on them and hope they play it.
- Whenever an armed Imploding Kitten comes to the top, unless someone can remove it, it's time to play the skipping game. The first person forced to draw a card (from the top) loses. Save your Super Skips for situations like these and Catomic Bombs.

EACH PLAYER STARTS WITH

7 CARDS

PLUS 1 DEFUSE

Ingredients

CARD TYPE:

CARD COUNT:



EXPLODING KITTEN

P+2



DEFUSE

P+2



ALTER THE FUTURE 3X

4



ALTER THE FUTURE 3X NOW

3



ATTACK 2X

4



ATTACK OF THE DEAD

1



BARKING KITTEN

2



BEARD CAT

4

CARD TYPE:

CARD COUNT:



CAT BUTT

2



CATOMIC BOMB

1



CATTERMELON

4



CLONE

2



DIG DEEPER

3



DRAW FROM THE BOTTOM

3



FAVOR

6



FEED THE DEAD NOW

1

NOTE: THIS RECIPE HAS MORE THAN 16 CARDS