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PURRMONUCLEAR WAR

A GAME WITH ONLY WEAK CARDS AND STEALING

PLAYERS: **2-5**

PLAY TIME:  **5**

The Catomic Bomb card needs to go to the player who goes first. That player must play the Catomic Bomb immediately.

EACH PLAYER STARTS WITH

5 CARDS

PLUS 0 DEFUSES

Ingredients

CARD TYPE:

CARD COUNT:



EXPLODING KITTEN

PLAYERS-1



DEFUSE

0



ALTER THE FUTURE 3X

0



ALTER THE FUTURE 3X NOW

0



ALTER THE FUTURE 5X

0



ATTACK 2X

0



ATTACK OF THE DEAD

0



BARKING KITTEN

0

CARD TYPE:

CARD COUNT:



BEARD CAT

0



BIKINI CAT

0



CAT BUTT

0



CAT-O-LANTERN

0



CAT'S SCHRÖDINGER

0



CATOMIC BOMB

1



CATTERMELON

4



CLAIRVOYANCE NOW

0

NOTE: THIS RECIPE HAS MORE THAN 16 CARDS