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by: Xcgali

END GAME

A HIGH-STAKES EXPLODING KITTENS VARIANT WHERE EVERYONE STARTS WITH THE POWER TO CREATE THEIR OWN DISASTER. EACH PLAYER GETS AN EXPLODING KITTEN TO SECRETLY PLACE ANYWHERE IN THE DRAW PILE, WITH ONE ADDITIONAL EXPLODING KITTEN ALREADY SHUFFLED INTO THE DECK. ALL DEFUSES ARE HIDDEN IN THE DRAW PILE, SO NOBODY STARTS SAFE. BARKING KITTENS, PERSONAL ATTACKS, SUPER SKIPS AND OTHER POWERFUL CARDS TURN THE GAME INTO A BATTLE OF SURVIVAL, SABOTAGE AND REVENGE. THE LONGER YOU SURVIVE, THE MORE DANGEROUS THE DECK BECOMES.

PLAYERS: **2-5**

PLAY TIME:  20

1. Remove all Exploding Kittens and Defuses from the deck.

2. Shuffle the remaining cards and deal 7 cards to each player.

Nobody starts with a Defuse.

3. Shuffle 6 Defuses into the remaining Draw Pile.

4. Use 1 Exploding Kitten per player, plus 1 extra

PLUS 0 DEFUSES

For example.

Ingredients

CARD TYPE:

CARD COUNT:



BARKING KITTEN

2



ALTER THE FUTURE 3X

3



ALTER THE FUTURE 3X NOW

2



ATTACK 2X

4



BURY

4



DEFUSE

6



EXPLODING KITTEN

P+1



GARBAGE COLLECTION

3

CARD TYPE:

CARD COUNT:



I'LL TAKE THAT

4



MARK

4



NOPE

5



PERSONAL ATTACK 3X

4



SEE THE FUTURE 3X

5



SHUFFLE

4



SKIP

4



SUPERSKIP

2