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EXPLODING KITTENS: BURYING FISHBONES

I WAS BORED AND DECIDED TO MAKE THE MOST CHAOTIC VERSION OF EXPLODING KITTENS EVER (EQUIPPED WITH A SHOVEL)

PLAYERS: 4 | **PLAY TIME: 25**

Catomic Bomb now acts like defuse, being able to protect you from an Exploding Kitten while also activating the original ability.

Every player starts with a Bury.
When Bury is used, it goes faced down in your deck for your next turn. After, you put it back into your hand.
BURY CANNOT BE USED IF CATOMIC BOMB IS MARKED

2 Targeted Attacks will cause whoever is targeted to discard their Bury if it is in their hand.

If Mark is used on a Catomic Bomb card, Bury cannot be used until the card is stolen

If you have 4 or more Zombie Cats in your hand when exploding, it will be defused. However, you must discard all of your cards and steal one card (of their choosing) from every other opponent.
YOU CANNOT STEAL A BURY

EACH PLAYER STARTS WITH

5 CARDS

PLUS 0 DEFUSES

Ingredients

CARD TYPE:	CARD COUNT:
 BARKING KITTEN	2
 IMPLODING KITTEN	4
 STREAKING KITTEN	1
 FERAL CAT	6
 ZOMBIE CAT	4
 ATTACK 2X	4
 BURY	4
 CATOMIC BOMB	1

CARD TYPE:	CARD COUNT:
 DEFUSE	1
 EXPLODING KITTEN	6
 GARBAGE COLLECTION	2
 MARK	2
 REVERSE	5
 SEE THE FUTURE 3X	4
 SHARE THE FUTURE 3X	4
 TARGETED ATTACK 2X	4