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by: Goldie

STALLING KITTENS

ONE LIFE NO DEFUSES ALL STALLING

PLAYERS: 3-5 | **PLAY TIME:** 15

Once the imploding kitten is revealed you cannot use shuffles to get rid of them you have to stall as much as you can

Once 2 players remain move the deck away and start a Armageddon whoever gets the devil cat loses and the other person wins

You can only play one nope per turn

(Ignore the exploding and defuse cards)

EACH PLAYER STARTS WITH

5 CARDS

PLUS 0 DEFUSES

Ingredients

CARD TYPE:	CARD COUNT:
 IMPLODING KITTEN	1
 CATSICLE	4
 TACOCAT	4
 ZOMBIE CAT	4
 ATTACK 2X	2
 DEFUSE	1
 DEVIL CAT	1
 EXPLODING KITTEN	1

CARD TYPE:	CARD COUNT:
 GOD CAT	1
 MARK	4
 NOPE	4
 REVERSE	4
 SEE THE FUTURE 3X	4
 SHUFFLE	4
 SKIP	4
 SUPER SKIP	2