

Exploding Puppy Rules v1.1

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1 Overview

1.1 How it works

The game is played by putting a deck of cards face down on the table and taking turns drawing cards. Some of these cards are Exploding Puppys. When a player draws such a card, they explode and are out of the game. This process continues until there is only one player left, who wins the game.

The less cards are in the draw pile, the greater your chances of drawing an Exploding Puppy. All other cards help you prevent yourself from exploding in some way or another.

1.2 Setup

1. Remove all Defuse cards (the green ones) and black cards from the deck, then deal each player a Defuse card.
2. Shuffle the deck, then deal 6 cards to each player.
3. Shuffle the black cards and two of the remaining Defuse cards into the deck and set the rest aside. Then put the deck face down in the middle of the table.
4. Pick a player to go first, and start playing!

1.3 Structure of a card

Cards consist of the following elements:

- The name of the card. Clearly written at the top.
- It's color. The possibilities are:
 - Black: Bad cards (Exploding Puppys)
 - Gray: Count as any color
 - Green: Defuse cards
 - Orange: Attack cards
 - Pink: Sight cards that give you information
 - Red: Disruptive cards
 - Yellow: Cards that interact with players or their cards in hand
 - Blue: Miscellaneous cards called Utility cards
- Corresponding to the type of the card, there is a symbol in the top left.
- A funny line. Located below the name of the card.
- The card image for easier recognition.
- The effect of the card. The most important part, written inside the box at the bottom of the card.
- Up to two tags. This can either be »Now« and/or »Static«. »Now« means the card can be played at any time, not only during your turn. A static card may stick around for a while.
- Some effects have a number in them surrounded by brackets. If that is the case, that number is considered the »associated number« of the card which is also present in the top right corner of the card. If the associated number of a card is changed, the effect of the card is changed with it.
- A few of the cards have a star printed below their card symbol. This highlight »special« cards that are considered more complex.



2 Gameplay Rules

The rules for general gameplay. The players take turns until one player is left.

2.1 Taking a Turn

Whenever a player takes a turn, they are considered the »active player«. The active player does the following (in this order):

1. See if there are any »at the start of turn« effects that affect you. If that is the case, carry them out.
2. Play any number of cards from your hand. You may play no cards. If you do, skip this step.

Whenever you play a card, look at the effect of the card and carry it out. This is called an action that you (or rather the card makes you) perform. You can usually only play a card once the previous one is fully resolved. Cards are put onto the discard pile after they were resolved.

3. Draw a card from the top of the draw pile and hope it is not an Exploding Puppy.
4. End of the turn, the next player in clockwise order starts their turn.

2.2 Black Cards and Death

Whenever you draw a black card (from anywhere), you have to reveal it and play it.

When you draw an Exploding Puppy and cannot prevent death, you are out and lose the game. You are skipped in turn order and you cannot play any cards. Put the Puppy that killed you in front of you with the rest of your cards. These cards can still be stolen from your corpse as if you were alive.

But depending on the cards you play with, death must not be the end...

If you are brought back to life (by some miracle, or more probable, a card), you take the cards from your resurrected corpse back to your hand. The puppy that is in front of you is shuffled back into the draw pile.

2.3 General Rules

- If cards contradict these rules, the cards have preference.
- If two cards played contradict each other (like a I'll take that and a bury card), the card that resolved first has the higher priority. The player with the other card may take it back into their hand if their card has not resolved yet.
- There is no maximum or minimum hand size.
- If a Puppy card (black cards with orange titles) go to the discard pile without any player exploding, shuffle it back into the draw pile instead.
- Black cards that are drawn have to be shown immediately (exception with the Basket card) to everyone.
- The gray cards are considered of any color when discarding or playing them. So if an effect says »Discard three cards of the same color«, you could discard two gray cards and any other card.
- For better balance, randomly put 10 cards aside for each player below 7 before shuffling the black cards and extra defuser into the deck.

2.4 Now!

Cards with the »NOW!« tag in the top right corner may be played outside of your turn. You can still play them as usual during your turn. If played during another player's turn, you must follow these rules:

- You can never play a NOW card DURING an action. For example, if a player is currently looking at cards because they played a »See the future« card, nobody can play any cards nor take any action, not even NOW ones.
- You can play a NOW card when another player has played a card but hasn't taken that card's action yet. In this case, your NOW card is resolved first. BUT: Before your NOW card is resolved, any player (including you) can play a NOW card on top of yours, which is then resolved first, and so on. . .
- Cards that are played with another card are usually considered as one action that can be reacted to.
- When you play a card that has targets or choices, you have to announce your targets and choices before taking that card's action. That means that after your choices are clear, then player can react with NOW cards.
- As, for example, a Nope-card can only negate the last-played card, give each player enough time to react to a card you played before you start taking that card's action.
- If an action (from a NOW card) renders another card's effect invalid, that card's action is not taken. However, if only the target(s) chosen are invalid, the player who takes that corresponding action may choose new targets. Before that action is resolved, players may still play more NOW cards.
- You cannot play cards between the end of a turn and the beginning of the next one. When a player has started the action of drawing his card at the end of their turn (or otherwise ending their turn), no one can play cards anymore.

2.5 Static

When you play a card with the »Static« tag, you put that card face-up in front of any player (including you). Those cards usually stay there for a while and are an ongoing effect called »static effect«.

- Static effects are not considered a card from a player's hand.
- Static effects stay in front of that player until that effect is resolved or otherwise destroyed. For example, a static card reading »The next time you draw a card, . . . « is played in front of a player. If that player draws a card, the action is taken and then the static card is discarded.
- »You« on a static effect always refers to the player the static card is currently in front of. This can change.
- If a static effect has no condition like »The next time. . . «, then it will not be discarded by any action except ones coming from other cards.
- You cannot steal static effects unless specified on a card.
- If a player dies while a static card is in front of them, the static card is immediately discarded.

2.6 Nomenclature

For the nitpickers out there, here is a detailed nomenclature, so that every little detailed discussion can be resolved.

- **Active player** : the player whose turn it is.
- **Exploding Puppy** : all black cards with orange titles that have the explosion symbols in the top left. »Imploding Puppy« for example have orange titles (marking them as puppies), but is not an »Exploding Puppy« and therefore cannot be held with the Basket.
- **Face-down** : stands for »When this card is drawn or played face-down, ... «.
- **Face-up** : stands for »When this card is drawn or played face-up, ... «.
- **Steal** : stealing a card from another player's hand is done by randomly picking a card from their hand without looking at those cards.
- **Getting handed a card** : This means any form of getting a card from another player, be it by stealing, giving, or otherwise.
- **Choose/Target** : Whenever a player makes a choice regarding the target of any effect or action, they are choosing that target. If a card says »Steal a card from any/target player«, they still choose and therefore target that player.
- **Draw** : Whenever you »draw« a card, probably from the draw pile. If an effect »puts a card into your hand« from anywhere, this is not considered »drawing«.
- **Next/Previous player** : The »next« or »previous player« is always in respect to the turn order. So if the turn order is clockwise, »your next player« is the first living neighbor to your left, the previous one the first living neighbor to your right.
- **Give a card <plus/minus><value>** : the associated number of the chosen card is changed by the value. So giving a card +1 increases the associated number of that card by one. For instance, a See the Future (4) would become a See the Future (5).

3 Card Explanations

This chapter explains each card in detail, sorted after color.

3.1 Black

When you draw a black card from the draw pile, you must show it immediately and play it. Black cards with orange card names are considered a »Puppy« card. »Exploding Puppys« are Puppys (cards with orange titles) that have the explosion symbol in the top left. For example, the »Imploding Puppy« card is a Puppy because of the orange title, but not an »Exploding« one because it has the alarm symbol.

3.1.1 Puppys

- **Exploding Puppy** : You must show this card immediately upon drawing it. Unless you have a Defuse Card, you are dead.
- **Imploding Puppy** : When this is drawn, shuffle it back into the draw pile face-up. Does not use a Defuse card.

When you draw this card face up, you immediately implode and are out. This card cannot be defused nor noped.

Does not count as an Exploding Puppy (but it IS a puppy card).

- **Confusing Puppy** : This card acts just like an Exploding Puppy, but upon revealing this card, it reverses the turn order. So when no other card is played and you defused the confusing puppy, the player that came before you now takes a turn, and so on.
- **Hobo Puppy** : When you draw and reveal this card, count the number of cards in your hand. If the total number is less or equal to (3), shuffle the Hobo Puppy card back into the draw pile. This does not consume a Defuse card. However, if you have more than (3) cards in hand when drawing this card, act as if it were a regular Exploding Puppy.
- **Lonely Puppy** : This card is just like an Exploding Puppy, but cannot be defused normally. Instead, it can be defused by discarding (2) cards of the same color.
- **Angry Twin Puppys** : When you draw this card face down, you explode (just like a Exploding Puppy). After you exploded or defused it, shuffle it back into the draw-pile face up.

When you draw this card face up, your previous player explodes instead of you. They may defuse as usual.

- **Armageddog** : When you draw this card face down, shuffle it back into the draw pile face up.

When you draw this card face up, each player that currently has (4) or more cards in hand explode. Each player may defuse this explosion for themselves. Afterwards, no matter how many players died or defused, this card is completely removed from the game.

3.1.2 Non-puppy

- **Black Hole** : When you draw this card, start revealing the bottom cards of the draw pile until you find a black card. Put that card on top of the draw pile. Shuffle the other revealed cards and put them back onto the bottom of the draw pile again. Then take another turn.

- **Greedy Catty** : When you draw this card, shuffle all cards except (5) from your hand into the draw pile. You can defuse this card to avoid this effect.
- **Grave Revenge** : When you draw this card, the dead player closest to the opposite turn order is brought back to life. When you are the next player to die, that resurrected player stays alive. If any other player dies first, that resurrected player also dies again.
This cannot be defused.
- **Doomed** : When you draw this card, put it in front of you face up. From now on, whenever you draw a dog card from the draw pile, act as if you drew a regular exploding puppy (explode or defuse). Discard this card after any player has died.

3.2 Gray

Gray cards are considered »cards of any color« when playing or discarding them. If an effect says »discard three cards of the same color«, you can discard two gray cards and another card, or two cards of the same color and a gray card.

- **Dog** : These cards cannot be played alone. However, when you discard a Dog card with any other card from your hand (which can be another Dog-card, but doesn't have to be!), you steal a card from any player.
- **Trap** : These cards can also not be played. But, when another player steals this card from you, they explode. They can avoid (/defuse) this explosion by giving you three cards of the same color.

Even if defused, Trap cards go to the discard pile after they have been stolen.

Traps do not go off when you voluntarily give it to another player (like with a Favor card), if it goes to the draw pile, ...

3.3 Green

- **Defuse** : When you draw an Exploding Puppy and would otherwise explode, play this card from your hand. Then take the Exploding Puppy, and without reordering or viewing other cards, secretly put it back into the draw pile anywhere you like.

Yes, anywhere. You can put the Puppy back on top so the next player is in a world of hurt.

This ends your turn.

You may use Defuse cards to save other players from an explosion.

- **Demonic Defuse** : Works just like a Defuse, but when you use it, you have to bring a dead player of your choice back to life.
- **Binding Defuse** : When you would explode, you can play this and put the Puppy into your hand. You can hold the Puppy without exploding, but once it leaves your hand for any reason, it is active again.

So if another player steals the Puppy from you, they explode. When you put or shuffle it into the draw pile, you are safe. If you play it (or discard it for the Dog-effect for example), you explode.

3.4 Orange

- **Attack** : When you play this card, you do not draw a card at the end of your turn. Instead, you force the next player in turn order to take 2 turns in a row (so play and draw, then play and draw again). Play then continues from that player.

- **Targeted Attack** : Immediately end your turn without drawing a card and choose any player to take a turn. Play then continues from the attacked player.
- **Personal Attack** : This card is an attack on yourself. Take (2) turns after the current one. After you took your first turn (play, then draw), it is your turn two more times.
When you play this on another player's turn, that player continues their turn as usual, but after that, you take (2) turns. Play then continues from you after these turns.
- **Attack from the Past** : Just like an Attack, but you force the previous player to take (2) turns. And for those turns, the player has to draw from the bottom of the draw pile instead from the top.

If the victim of an Attack Card plays an Attack card on any of their turns, the new target must take any remaining turns plus the number of attacks on the attack card played.

3.5 Pink

- **See the future** : Privately view the top (5) cards of the draw pile and put them back in the same order. Don't show the cards to the other players.
- **Share the future** : Privately view the top (3) cards of the draw pile and rearrange them in any order you like. Show these cards to the next player in turn order before returning them to the top of the draw pile face down. Don't show the cards to the other players.
- **Clairvoyance** : Play this card anytime another player plays a card or would take an action. You can observe that action.

For example: if that player looks at cards from the draw pile, they must show you those cards. If they defuse a puppy and put it back anywhere in the draw pile, they must show where they put it. If a player steals a card from another player, they must show you which card they have stolen, ...

- **Favor the Future** : Look at the top or bottom (2) cards of the draw pile. Then put this card face-up in front of you.

When you play your next card, it has +1. Then discard the Favor the Future in front of you.

- **Insight** : Choose any (2) card colors. Every other player must say loud and clear how many cards of each of those colors they have in their hand.
- **Mark** : Pick (2) target players. For each, randomly pick one of their cards and »mark« it by returning the card to their hand facing out to the other players. The card is still part of their hand (and they can look at it), but it must stay marked until it is played, discarded, or stolen.
- **Change the timeline** : Privately view the top and bottom (3) cards of the draw pile, rearrange them anyhow you like and put them back. Then honestly tell everyone how many black cards you put on each side of the draw pile.
- **Share the Past** : Privately view the bottom (3) cards of the draw pile and rearrange them in any order you like. Show these cards to the previous player in turn order before returning them to the bottom of the draw pile face down. Don't show the cards to the other players.

3.6 Red

- **Nope** : Stop any action except for an Exploding Puppy or a Defuse Card. Imagine that the card on the discard pile beneath the Nope Card never existed.

A Nope can also be played on another Nope to negate it and create a Yup, and so on.

- **Force Will** : When you play this card (which you can do at anytime), the active player blindly draws a card from their hand and plays it. Resolve its effect. If the card is unplayable, they return it to their hand.

What counts as unplayable? Well, Defuse Cards, Dog cards as they would do nothing, the Basket, ... Simply cards that cannot be played or would do absolutely nothing (for example because a necessary situation has not happened).

- **Now** : Play this card along another card in your hand anytime during the game. Pretend the other card had the »now« tag, carry out the effect.

Should it be unclear what happens with certain cards that are played »now«, pretend as if the active player had played that card.

3.7 Blue

- **Blast from the Past** : After you played this card, you may choose to shuffle the draw pile (you don't have to!). Then put the top (3) cards from the discard pile on the bottom of the draw pile without rearranging the order.
- **Bury** : Draw a card from the draw pile or take any static card in play. Then put that card (from wherever you took it) and put it back into the draw pile anywhere you like, much like when defusing. This ends your turn.
- **Clone** : This card copies the top card of the discard pile. Whatever that card is, just pretend the Clone card is that card and you played it. If the top card of the discard pile has NOW, the Clone card CANNOT be played NOW, but normally.

You cannot play a Clone on top of another Clone.

If you feel like losing today, play a Clone when the top card of the discard is a black card.

- **Cut** : Cut the draw pile anywhere you like by lifting one packet from the top and placing it face down beside the remainder, before placing the lower packet on top of it. You may cut at a specific location (i.e. third from the bottom) without the other players knowing.
- **Dig Deeper** : Draw a card from the draw pile. After looking at it, you may either keep it, or draw the next card from the draw pile and put the other card back. You may choose to end your turn after this (of course without drawing).
- **Dog-Plosion** : When you play this card, reveal the bottom card of the draw pile. Repeat this until you find an Exploding Puppy card and set it aside. Then shuffle all cards revealed this way and put them back on the bottom of the draw pile. Then act, as if you just defused this Exploding Puppy card, i.e., put it back into the draw pile anywhere you like.
- **Garbage Collection** : Starting with the next player in turn order, each player, alive or dead, has to put a card from their hand onto the draw pile. You don't put a card from your hand this way. Then shuffle the draw pile.
- **Jack of all Trades** : When you play this card, you can actually choose the effect it should have.

You choose to perform exactly (1) of the following actions. You can choose the same effect multiple times.

- Draw a card from the draw pile
- Reverse the turn order (this does not end your turn!)
- Shuffle the draw pile

- Flip the top card of the draw pile (from face-down to face-up and vice versa). A card turned face-up this way stays face-up until removed from the draw pile.
- **Madness** : When you play this card, choose to give all cards + (1) or - (1). This counts for all cards played by all players after this card.
Discard after the end of your next turn.
- **Double** : Double the associated number of any card played by any player.
Want to hurt a specific player? Double the Attack targeted at them.
Want to see much more? Play this on your own Sight card.
- **Reverse** : Reverse the order of play and end your turn without drawing a card. That means the player whose turn it was before you now takes the next turn.
- **Recycle** : Can be played anytime. Take the top (1) card of the discard pile and put it into your hand.
Remember: cards go to the discard AFTER they were resolved, so you cannot play this and get the same Recycle card back.
But you can use this after someone else played and fully resolved a juicy card you wanna have in order to take it.
- **Scaling** : Increases or decreases the associated number of the effect of another card played by (1). A »See the future (4)« can be turned into a »See the future (5)«, meaning you look at the top five instead of four cards.
You can play multiple Scaling cards to increase or decrease the number of the same effect by more than one. You can play Scaling NOW, and with cards played by opponents as well.
- **Shuffle** : Shuffle the draw pile thoroughly. You can play this card anytime. Someone else just looked and rearranged the top cards of the draw pile? Well, just shuffle them into ruin.
- **Skip** : When you play this card, the active player (the one whose turn it is) ends up to (2) turns without drawing cards. If they only have to take one turn, they only skip that one.
- **Submerge** : Choose any player (including you) and put this card in front of them. As long as that card is in front of them, for all game purposes, that player does not exist. They cannot be targeted with cards, stolen cards by other players...
If that player would start their turn (in turn order), they are skipped instead and the submerge card is discarded.
- **Swap Top and Bottom** : Swap the top and bottom (1) cards of the draw pile without looking. If the associated number should be increased, they are swapped without rearranging. For example, a Swap Top and Bottom (2) makes the card second from bottom the first card on top of the draw pile and the top card becomes the second from bottom.

3.8 Yellow

- **Change Seats** : Choose any other player. You and that player change seats. Yes, you have to stand up and sit on each other's chair, deal with it. After that, the player you changed seats with continues your turn. You don't draw any cards, but the player resumes the turn as usual (play, then draw).
- **Draw from Bottom** : Play this card face up in front of any player (even yourself). The next time that player would draw a card, they draw that card from the bottom of the

draw pile instead. After that, put the Draw from Bottom card onto the discard pile.

- **Flavor** : Choose up to (2) different players. Each of them gives you one card of their choice from their hand. Choose one of those and keep it, and give all others back to their owner.
- **Grave Robber** : Each player who is currently dead gives you (1) card of their choice from their cards (which usually are put face-down in front of dead players).
- **Greed** : Play this card face up in front of any player (even yourself). The next time that player would draw a card, they draw (2) cards instead. If they drew that card from somewhere else than the top of the draw pile, they draw all those cards from there. Therefore, a player with a Greed and a Draw from Bottom card in front of them would end their turn by drawing two cards from the bottom of the draw pile. Then put this card into the discard pile.

If a player with a Greed card in front of them ends their turn without drawing a card, this card stays where it is.

- **Haggle** : When you play this card, choose two different players (one of which can be you) and a color that is not green.

Both player simultaneously swap all cards of that color with each other. For example, if you choose blue then each player hands the other all blue cards in their hand. If one of them does not have blue cards, well, only one player benefits from this card.

- **I'll take that** : Play this card face up in front of another player. The next time they draw a card, they must secretly view and hand it to you. Put the »I'll take that« card in the discard.

If they hand you an Exploding Puppy, you must Defuse it or explode.

- **Living Target** : Play this card in front of any player (including you). The next time any player targets or chooses any player, the player with this card in front of them must be chosen or targeted.

For example: If Player A has a Living Target in front of them, and Player B plays a Favor card, they must choose Player A to give Player B the card.

If a card has multiple targets/choices, only at least one of them has to be the player with the Living Target in front of them.

- **Switcheroo** : Choose two different players (one of which can be you). The one with fewer cards in hand steals (2) cards from the other, then the other way around.

If both have the same number of cards in hand when this is resolved, both players simultaneously steal (2) cards from the other.

- **Favor** : Choose hand or static, and a player. If you chose hand, the target player must give another player of your choice (1) card from their hand.

If you chose static, they hand a static effect on the table to that player instead. All effects on the static effect that affected the player that it was in front of now affects the new player.

- **Wish** : Choose a player and a color other than green. If that player has cards of that color in their hand, they must give you (1) of them.

3.9 Special

- **Alliance** : Choose a player and ask them if they agree to an Alliance. If they do, from now on, both of you win and lose the game together. If one of you explodes, the other one

dies as well. Should both players be the only one left alive, they win together.

This Alliance cannot be undone by destroying an ongoing effect, but only if both player agree to it.

In both the case of agreement and disagreement to the Alliance, this card stays in front of the player until destroyed. As long as it remains there, both of you look at cards from the draw pile together. If one of you plays a »See the future (4)« for example, that player has to show the cards to the other player before putting them back onto the draw pile.

- **Basket** : While this card is in your hand, you can also secretly hold 1 Exploding Puppy without exploding. An Imploding Puppy card is too strong for the Basket and cannot be held with it.

If the Basket leaves your hand for any reason, the Exploding Puppy in your hand will immediately explode. Reveal it, and proceed as usual.

If another player steals or receives an Exploding Puppy from your hand, they explode.

If you take any action causing you to play an Exploding Puppy from your hand into the discard pile, you explode.

If you take any action causing you to put the Exploding Puppy (face down or face up) back into the draw pile, you are safe. You don't have to show the other players that it is an Exploding Puppy card.

You can use the Exploding Puppy card for such effects like the Dog cards, but then again, that puts the Exploding Puppy on the discard pile and you explode.

- **Bazooka** : A player of your choice must discard cards until they only have (5) cards in hand. If they have less than or equal to (5) cards in hand, nothing happens.

When you play Bazooka on yourself, you draw cards from the draw pile until you have (5) cards in hand. In contrast to attacks, you cannot play cards between each draw.

- **Blood Feud** : Play this card face up in front of any player. You and that player are now archenemies. Each card played against each other is doubled. If one plays an »Targeted Attack (1)« on the other, the other takes double the amount of turns, and so on.

If one of the player dies while this card is still active, they have to give their cards to the other player.

- **Equality** : When you play this card, each player chooses (1) card in their hand, and put all other face-down in the middle. You shuffle those cards and distribute them evenly back in turn order, starting with you.

For example: If the total number of cards in the middle is 15 and there are 3 players, each player ends up with 6 cards in hand (5 from this card plus one they chose to keep). With 4 players, each player except your previous player would end up with 5 cards, and your previous player with 4.

- **Isolation** : Put this card in front of you. Each other player cannot play cards during your turns for as long as this card is in front of you.

After you played a NOW card, discard this card.

- **Kleptomaniac** : Play this card face up in front of any player.

At the start of the turn of the player who has the Kleptomaniac card in front of them, they steal a card from any player. Then they put the Kleptomaniac card in front of the next player in turn order.

Lasts until destroyed.

- **Nay Sayer** : Play this card in front of you. As long as it remains there, you can play two

cards of the same color as a Nope card.

- **Revitalize** : Choose any dead player. That player is brought back to life and takes the cards in front of them back to his hand. If there is a face-up black card in front of them, shuffle it back into the draw pile.

Put the Revitalize card face-up in front of the resurrected player. Is it a static effect. The resurrected player only wins if the player who played the Revitalize card wins.

That means if the resurrected player dies, he does not necessarily lose. If the player who played the card loses, the resurrected player also loses as well (even if alive).

Yes, that means if only those two players are left alive, in order to both win, they have to find a way to kill the resurrected player.

- **Split the Party** : Play this card face up in the middle of the table. Pick up the draw pile and roughly half it. Put both halves next to each other. As long as this card is active, both piles count as draw piles. Whenever a player would draw, see, or otherwise interact with the draw pile, they choose one of the piles and perform that action with that pile.
- **Stalker** : Play this card in front of you. At the start of the turn who has the Stalker card in front of them, that player chooses a player and a color. Then that player must tell exactly how many cards of that color they have in their hand.
- **Open Protection** : When you play this card, put it in front of any player (this can be you). Player cannot steal cards from the player who has the Open Protection card in front of them. But as the disadvantage, that same player must play with an open hand.
- **Haunt** : Choose a player. Bring any dead player back to life (they pick up their cards from their corpse and shuffle their black card if existent back into the draw pile). Put this Haunt card in front of the chosen player.

The resurrected player stays alive if the player with the Haunt card in front of them is the next one to explode.

Basically: if the player with the haunt card in front of them dies, discard the haunt card. If any other player dies first (even the resurrected one), discard the haunt card and the resurrected player is dead again.

- **Zombieland** : This card stays face-up in front of you. As long as this card is face-up in front of you, dead players can play NOW cards, but not during your turn.

4 Deck Setups

There are multiple ways to setup the deck of cards, depending on how complex, long, and explosive you want the gameplay to be.

As a rule of thumb, for a setup with up to 6–9 players, you want to have a setup of 90 cards, 8 of which are Puppys, and 2 are Defuse cards. So a setup without those contain 80 cards. Remember, for each player below 7, 10 cards from those 80 are put aside before game start.

4.1 Basic

A good starter.

- Number of Players: **3–8**
- No extra rules
- Each player starts with 6 cards plus 1 Defuse.

Card	#	Card	#
Exploding Puppy	6	Bury	2
Imploding Puppy	1	Skip	4
Confusing Puppy	1	Reverse	4
Defuse	2	Change Seats	1
Dog	25	Draw from Bottom	2
Nope	8	Garbage Collection	1
Attack	8	Favor	4
Personal Attack	2	Shuffle	3
See the Future	5	Cut	2
Share the Future	5	Wish	4

4.2 Default

This should be the default deck to play with.

- Number of Players: **3–8**
- No extra rules
- Each player starts with 6 cards plus 1 Defuse.

Card	#	Card	#
Exploding Puppy	6	Dog-Plosion	1
Imploding Puppy	1	Bury	2
Confusing Puppy	1	Skip	2
Defuse	2	Dig Deeper	1
Dog	20	Reverse	4
Nope	7	Change Seats	1
Attack	8	Draw from Bottom	2
Personal Attack	2	Jack of all Trades	2
See the Future	4	Scaling	2
Share the Future	5	Swap Top and Bottom	3
Favor the Future	2	Favor	2
Mark	1	Shuffle	2
Insight	1	Cut	2
Basket	1	Wish	1
Double	1		

4.3 Darkness

This setup has only Imploding Puppys, and thus defuse cards are unnecessary. Highly dangerous, and tactical.

- Number of Players: **3–5**
- No extra rules
- Each player starts with 6 cards plus 0 Defuse.
- As usual, for each player below 7, randomly put 10 cards aside before game start (so by default, put at least 20 cards aside).

Card	#	Card	#
Imploding Puppy	5	Clone	2
Black Hole	5	Skip	4
Dog	15	Dig Deeper	1
Nope	7	Reverse	5
Force Will	1	Change Seats	2
See the Future	4	Draw from Bottom	4
Share the Future	5	Jack of all Trades	5
Share the Past	4	Swap Top and Bottom	5
Clairvoyance	2	Favor	3
Mark	2	Shuffle	3
Insight	2	Cut	3
Madness	2	Wish	2

4.4 Mind Games

With lots of cards that let you take a look and manipulate the deck, you might become a psychic with this setup. But knowing the future cannot always stop it from happening.

- Number of Players: **3–8**
- No extra rules
- Each player starts with 6 cards plus 1 Defuse.

Card	#	Card	#
Exploding Puppy	6	Clone	2
Imploding Puppy	1	Skip	2
Confusing Puppy	1	Dig Deeper	3
Defuse	2	Bury	4
Dog	15	Reverse	2
Nope	6	Change Seats	1
See the Future	6	Dog-Plosion	2
Share the Future	5	Draw from Bottom	4
Favor the Future	3	Jack of all Trades	3
Clairvoyance	3	Swap Top and Bottom	5
Insight	2	I'll take that	2
Split the Party	1	Cut	3
Madness	1	Wish	3
Double	2	Scaling	2

4.5 Fight

This is a collection of brutal attack cards and lots of ways to maximize the damage. Don't be shy with those Skip and Nope cards, because you can be sure that the Attacks are on the way. Highly explosive gameplay.

- Number of Players: **3–8**
- Whenever the »Blood Feud« card would be put into the Discard pile, the player with the lowest number of cards in hand puts it into their hand instead. If two or more players have the same lowest amount of cards, the player who would have put the »Blood Feud« card into the discard decides.
- Each player starts with 6 cards plus 1 Defuse.

Card	#	Card	#
Exploding Puppy	6	Madness	1
Imploding Puppy	1	Double	2
Confusing Puppy	1	Clone	3
Doomed	1	Skip	3
Defuse	2	Submerge	3
Dog	15	Bury	4
Nope	4	Reverse	3
See the Future	6	Change Seats	1
Share the Future	2	Draw from Bottom	1
Favor the Future	3	Jack of all Trades	2
Attack	8	Swap Top and Bottom	1
Targeted Attack	3	I'll take that	1
Attack from the Past	4	Cut	1
Dog-Plosion	3	Wish	3
Blood Feud	1	Scaling	2

4.6 Life and Death

With lots of ways to die, and other ways to get resurrected, this setup is a sure way of absolute chaos. Die, live, and die again.

- Number of Players: **3–8**
- No extra rules
- Each player starts with 6 cards plus 1 Defuse.

Card	#	Card	#
Exploding Puppy	6	Living Target	1
Imploding Puppy	2	Recycle	2
Armageddog	1	Double	2
Grave Revenge	1	Dog-Plosion	3
Demonic Defuse	2	Submerge	3
Dog	20	Bury	5
Nope	5	Skip	2
Attack	5	Dig Deeper	1
See the Future	5	Reverse	3
Share the Future	6	Change Seats	1
Mark	2	Garbage Collection	2
Revitalize	1	Jack of all Trades	2
Haunt	1	Scaling	1
Zombieland	1	Shuffle	2
Grave Robber	1	Wish	1

5 Advanced Rules and Variations

Here are some options to spice up the gameplay.

- **Special:** Before the start of the game but after everyone has been dealt the 6 cards, shuffle four random Unique Cards into the draw pile.
- **Super-combo:** You may discard four Dog-Cards to ask for any specific card from another player. If they have it, they must hand it to you. Yes, that works for Defuse cards as well.
- **Skipper:** You may discard two cards of the same color to end your turn without drawing a card.
- **Criminal Mind:** Sort out the Kleptomaniac card, and put it in front of the starting player before the start of the game. When playing with this rule, the Kleptomaniac card cannot be destroyed, or shuffled into the draw pile.
- **Fast dogs:** Shuffle more Exploding (or Imploding) Puppys into the deck. Makes the game faster.
- **Reverse-dog:** You can play one Dog-Card to just reverse the direction of the turn order. You still draw a card at the end of your turn.
- **Intensity:** Put Exploding Puppys back into the draw pile regardless of whether they have been defused or not.
- **Quicky:** Do not deal Defuse cards to each player at the start of the game, but instead shuffle them into the draw pile.