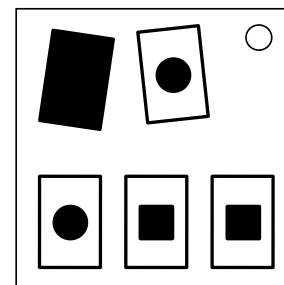


On the Subject of Exploding Mittens

Switching one letter always wards off copyright, so we're fine as long as we don't mention Exploding Kitt- ...Whoops. Well, at least our game actually explodes!

This module presents you with a face-down deck of infinite cards, a discard pile and three-card hand.



Clicking on the deck will draw the top card of the deck and add it to your hand. If you draw an Exploding Mitten or try to draw when your hand already has 3 cards, you will get a strike and the card will stay at the top of the deck.

Clicking on the discard pile will put the card on top of the deck into the discard pile instead of your hand. Doing this when you can validly* play a card from your hand will cause a strike, and will not discard the card.

Clicking on a card on your hand will play that card to the top of the discard pile, however, as written on page 3, there are conditions to playing cards.

If you play an incorrect card, the card will remain in your hand and you will get a strike.

To defuse the module, draw a defuse card and play it when an Exploding Mittens is on top of the deck.

Every Nth card will be an Exploding Mitten, where N is the number of batteries modulo 5, plus 9. At the beginning of the module, you will start at a random place in this cycle.

There is guaranteed to be exactly one Defuse card between two consecutive Exploding Mittens.

** Defuse cards **can** (not must) always be placed when an Exploding Kitten is the top card of the deck, and **do not** have to be played if it is the last valid card in your hand. Otherwise, they follow the same rules as other cards.*

Tables A-D, Card Identification:

If the serial number contains a vowel and has repeated characters:

Table A	RED	BLUE	GREEN	YELLOW
CIRCLE	Nope	Yep	Yep	Defuse
HEART	Attack	Yep	Double Play	Defuse
TRIANGLE	Nope	Double Play	Attack	Nope
SQUARE	Attack	Expl. Mitten	Defuse	Double Play

If the serial number contains a vowel and every character is unique:

Table B	RED	BLUE	GREEN	YELLOW
CIRCLE	Yep	Attack	Yep	Double Play
HEART	Expl. Mitten	Nope	Nope	Defuse
TRIANGLE	Double Play	Attack	Nope	Attack
SQUARE	Double Play	Defuse	Defuse	Yep

If the serial number contains no vowels and has repeated characters:

Table C	RED	BLUE	GREEN	YELLOW
CIRCLE	Nope	Double Play	Expl. Mitten	Yep
HEART	Attack	Yep	Defuse	Nope
TRIANGLE	Attack	Nope	Defuse	Attack
SQUARE	Defuse	Double Play	Yep	Double Play

If the serial number contains no vowels and every character is unique:

Table D	RED	BLUE	GREEN	YELLOW
CIRCLE	Yep	Attack	Defuse	Double Play
HEART	Nope	Defuse	Yep	Nope
TRIANGLE	Nope	Defuse	Yep	Expl. Mitten
SQUARE	Attack	Double Play	Double Play	Attack

Tables E-F, Card Rules

Table E	LAST DIGIT OF SERIAL NUMBER									
Card in Discard	0	1	2	3	4	5	6	7	8	9
NOPE	J	E	K	A	L	H	G	J	D	A
YEP	G	H	K	J	I	A	K	E	F	C
DEFUSE	G	B	I	C	F	I	D	B	K	L
DOUBLE PLAY	D	J	B	F	H	C	L	K	L	G
ATTACK	J	B	D	L	F	I	B	E	D	I
EXPLODING MITTEN	C	H	F	E	H	D	F	C	G	E

Table F	Can only play a card if...
A	It's identical to the card in the discard pile.
B	Its color matches the card in the discard pile.
C	Its shape matches the card in the discard pile.
D	It shares neither its shape nor its color with the card in the discard pile.
E	Its color does not match the card in the discard pile.
F	Its shape does not match the card in the discard pile.
G	The card is yellow.
H	The card is not red.
I	The shape matches the Exploding Mitten card.
J	The shape does not match the Exploding Mitten card.
K	The color matches the Exploding Mitten card.
L	The color does not match the Exploding Mitten card.