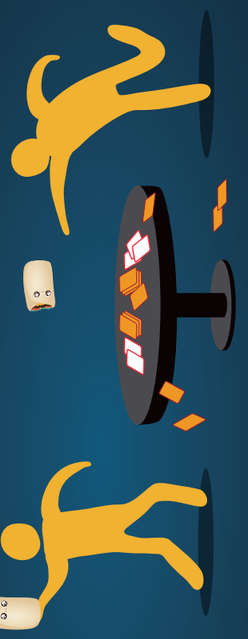
THROW THROW BURRITO
THE RULES

PLAYERS: 2-6

CONTENTS: 120 CARDS
2 BURRITOS
6 BURRITO BRUISES
1 FEAR ME BADGE

⚠ CAUTION ⚠

This isn't a regular card game—it involves throwing squishy burritos at your friends and family. So make some space, remove the glasses, and clear the food and breakables... Things are about to get crazy.



HEY! DON'T READ THESE RULES!

READING IS THE WORST WAY TO LEARN HOW TO PLAY A GAME.

INSTEAD, GO ONLINE AND WATCH OUR INSTRUCTIONAL VIDEO:

WWW.THROWTHROWBURRITO.COM/HOW

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GOAL

The goal of the game is to win two rounds by earning the most points. You earn points by passing cards around the table and collecting 3-of-a-kind sets as fast as you can.

Some special sets trigger throwing battles where the first person to be hit by a Burrito loses a point.

COLLECT SETS AND AVOID THE AIRBORNE BURRITOS TO ACHIEVE SQUISHY DOMINANCE!



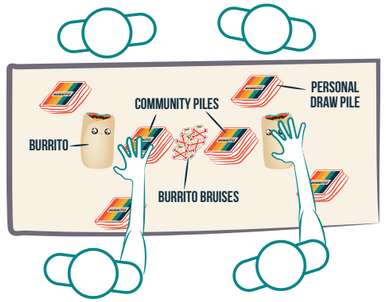
SETUP

Just two of you? Read this side first, then go see the game variant section on the other side of this sheet.

Shuffle the deck of cards and deal out approximately 15 cards **face down** to each player (don't bother counting cards exactly—anything close to 15 cards is fine). Put your Personal Draw Pile to your right.

Split the remaining cards into two even(ish) piles and place them face down in the middle of the table to form the Community Piles.

Place the Burritos and the Burrito Bruises in the middle of the table.



Each player should be able to reach at least 1 Burrito and 1 Community Pile.

Each player should take the top 5 cards from their Personal Draw Piles and look at them. Leave the rest of the pile face down.

GAMEPLAY



Try to get 3 matching cards as quickly as you can by discarding cards in your hand (one at a time) and drawing new ones from your Personal Draw Pile.

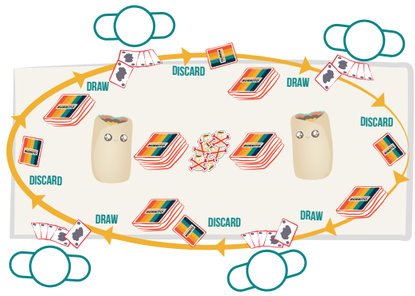
When you get a set of 3 matching cards, put them face up in front of you in a single pile (your Score Pile), and draw 3 more cards from your Personal Draw Pile.

You can NEVER have more than 5 cards in your hand, so always discard before you draw.

TAKING A TURN

There are no turns! All players will draw and discard at the same time.

Draw cards from your Personal Draw Pile on your right and discard cards face down onto the Personal Draw Pile of the player to your left.



The cards will move from player to player around the table.

If you run out of cards in your Personal Draw Pile, you may draw from either of the Community Piles. You must resume drawing from your Personal Draw Pile once it has cards again.

WHAT A MESS!

Your Personal Draw Pile is going to get very messy as the player next to you discards their cards into it. Don't worry—just grab whatever you can and keep going!



POINTS

If you get a set of 3 matching cards, it is worth 1 point. Put it down in front of you in your Score Pile.

If you get a set of 3 Burrito Cards (Brawl, War, or Duel), it's worth 2 points, and it ALSO starts a battle.

NORMAL CARD SETS: +1 POINT



BATTLE CARD SETS: +2 POINTS



BURRITO BRUISES: -1 POINT



We'll explain these in a minute.

BATTLES

When you collect 3 matching Battle Cards, put them in your Score Pile and yell the name of the battle: Brawl, War, or Duel. When a battle is declared, all other gameplay stops.

BRAWL



When you play 3 matching Brawl Cards, the players to your right and your left are immediately in a Brawl. Each of them should try to grab a Burrito as quickly as possible and throw it at each other. The first of the two to get hit by a Burrito loses the Brawl.

SETS OF BRAWL CARDS

There are 2 kinds of Brawl Cards. You cannot make a set containing both colors of Brawl Cards.



WAR



When you play 3 matching War Cards, all players at the table (except for you) are immediately in a War and should try to grab a Burrito as quickly as possible and throw it at any other player. The first player to get hit by a Burrito (except for you) loses the War.

DUEL



When you play 3 matching Duel Cards, pick any 2 players (including yourself if you'd like). Those players each grab a Burrito and stand back to back. Both players will simultaneously say "3, 2, 1, Burrito!" As each number is said, both players will take a step away from each other in a straight line, and on "Burrito!" they turn and throw. The first player to get hit by a Burrito loses the Duel.



THREE PACES, TURN, AND THROW.

MAKING MISTAKES

If you don't have the correct set of 3 cards for the battle you declared, you lose the battle.

If you mistakenly grab a Burrito and you're not in a battle, you lose the battle.

In both cases, the battle is immediately over.

ENDING A BATTLE



If you lose a battle, take a **Burrito Bruise** and put it in your Score Pile. Burrito Bruises are worth -1 point. Only 1 Burrito Bruise is given out per battle.

After a battle, **return the Burritos to the table** and grab your cards. The player who triggered the battle counts "3, 2, 1, Burrito!" to resume playing.

The winner of a battle does not receive anything other than avoiding negative points.

STARTING

Just pick a player to say "3, 2, 1, Burrito!" to start playing.

WINNING



The game is played in two rounds. The first round is over when the last Burrito Bruise is given out. The player with the most points wins that round. The winner of the round gets the Fear Me Badge and proudly displays it on the table in front of them. Next, reset the table and play a second round.

At the end of round 2, if the person with the Fear Me Badge wins again, they win the game. If someone else wins the second round, that person must Duel the player with the Fear Me Badge to determine who wins the game.

TIES

If 2 players tie at the end of either round, resolve the tie with a Duel.

If 3 or more players tie, reshuffle the entire deck and draw until a War Card appears. It's now a War between the tied players. Once you're out, you cannot touch a Burrito. Continue until there's only 1 player left.

THAT'S IT! GO PLAY!



IF YOU HAVE QUESTIONS ABOUT BATTLES, SEE THE OTHER SIDE.



THROW THROW BURRITO
NUANCES OF BATTLE

Original game design by Brian Spence
Designed by Matthew Inman and Elan Lee
Developed by Exploding Kittens

BATTLE RULES

During a battle, the first player to get hit loses the battle. Any players who are not in a battle must put their cards down and stop playing until the battle is resolved.



Hitting a player who is not in the battle counts as a miss.

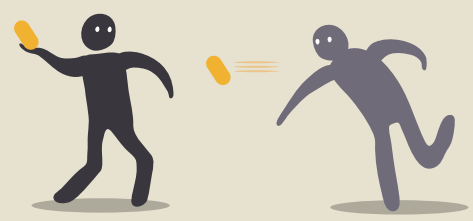
MULTIPLE BATTLES AT ONCE

If 2 or more battles of any kind are declared at approximately the same time, **all players** immediately start a War at the table. Any player can grab a Burrito and hit any other player. The first player hit must take a Burrito Bruise. Only 1 Burrito Bruise is given out at the end of the War.



TIES IN BATTLE

If any battle results in a tie because 2 players were hit simultaneously, the tied players must resolve the tie with a Duel.



HITTING, MISSING, AND CATCHING

HITTING

- Any time you throw a Burrito and hit another battling player, it counts as a hit.
- If a Burrito hits you first and then bounces onto the floor or an object, it counts as a hit.
- After any successful hit, the battle is immediately over.

MISSING

- Any time you throw a Burrito and do not hit another battling player, it counts as a miss.
- If you hit a player who is not in the battle, it counts as a miss.
- If a Burrito hits another object (table, chair, other player, other burrito, etc.) before hitting you, the throw counts as a miss.
- **After any miss, any battling player can pick up the Burrito and immediately throw it again.**

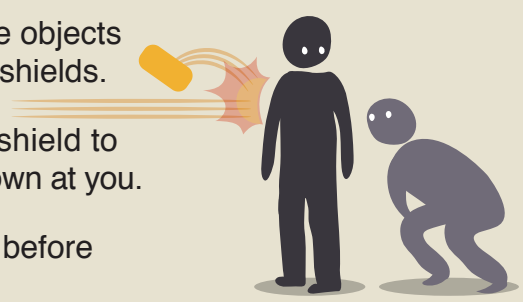
CATCHING

- If you can catch a Burrito that's been thrown at you, the player who threw the Burrito loses the battle.
- If you try to catch a Burrito and you fumble and catch it, as long as it doesn't hit any other object (table, chair, wall, etc.) during your fumble, it counts as a catch.

MORE BATTLE RULES

YOU CAN

- Dodge, duck, or use objects or other players as shields.
- Use a Burrito as a shield to deflect a Burrito thrown at you.
- Run, hide, or delay before firing in a Duel.



YOU CAN'T

- Hold more than 1 Burrito at a time.
- Block another player from picking up a Burrito.
- Slap a Burrito off the table toward a player. You must throw the Burrito.
- Cheat. If it feels like cheating, it's probably cheating. If you cheat, you lose the battle.



GAME VARIANTS

TWO-PLAYER VARIANT

In a 2-player game, all battles are between the 2 players regardless of the type of battle. However, on each player's first throw, they must pass it from one hand to the other behind their back (this adds a slight time delay to make the battle more fair/hilarious for the player who did not trigger it).

Duels in a 2-player game work exactly the same as normal (you don't have to pass the Burrito behind your back), but both players must simultaneously count "3, 2, 1, Burrito!" as they take their paces, turn, and throw.

Additionally, you can draw from either of the Community Piles or your Personal Draw Pile at any time (you don't have to wait until your Personal Draw Pile is empty).

SMALL ROOM VARIANT

If your play space doesn't have enough room for proper battles or there is no place to take cover, add the following rule: on each player's first throw, they must pass it from one hand to the other behind their back (this gives everyone a bit more time to prepare for the battle or find cover).

Duels in a small room work exactly the same as normal (you don't have to pass the Burrito behind your back).

2 DECKS

If you have 2 copies of Throw Throw Burrito and more than 6 players, you can combine the games for up to 12 players.

Shuffle both decks together, use all 12 Burrito Bruises, 4 Throwables, but only ONE Fear Me Badge.