

HOW to PLAY



OVERVIEW

Fluxx games are all about change. Beginning with just a couple of simple rules, the game gradually becomes more complex as new rules are added. At first there will be no way to win—that's what Goal cards are for. Each Goal is different, but they all require you to collect cards called Keepers. As soon as your Keepers match the current Goal, you win!

Single Player Rules:



SETUP

Place the Basic Rules card in the center of the table.

Shuffle the deck and deal three cards to each player.

Establish the draw pile by placing the remainder of the deck face down where everyone can reach it.

GOING FIRST

The dealer goes first. Or choose a player at random.

Play proceeds clockwise.

Exec Summary

- Fluxx is a game about constant change.
- Begin by following the Basic Rules.
- Each player starts with a hand of 3 cards.
- On your turn, draw 1 card, play 1 card.
- New Rules take effect as soon as you play them.
- Collect Keepers to match the Goal and you win!



TYPES OF CARDS

Each turn, you will Draw at least one card, add it to your hand, and Play at least one card. Here's how each type of card is used in the game:

New Rules change the way the game works. When a New Rule is played, you must adapt to it right away.

When a New Rule contradicts a card already in play, the old rule is discarded.

NEW RULE

NEW RULE

New rules take effect immediately.

To play one, place it face up in the center of the table.

KEEPER

KEEPER

To play a Keeper, place it face up on the table in front of you.

Keepers are what you need in order to win. Keep them in front of you after playing.

Goals indicate which Keepers you currently need in order to win.

GOAL

GOAL

Goals are played face up in the center of the table.

Discard the previous Goal, if any.

ACTION

ACTION

To play an Action card, do whatever it says, then place it on the discard pile.

Actions are single-use cards. Follow the instructions on the card, then discard it.

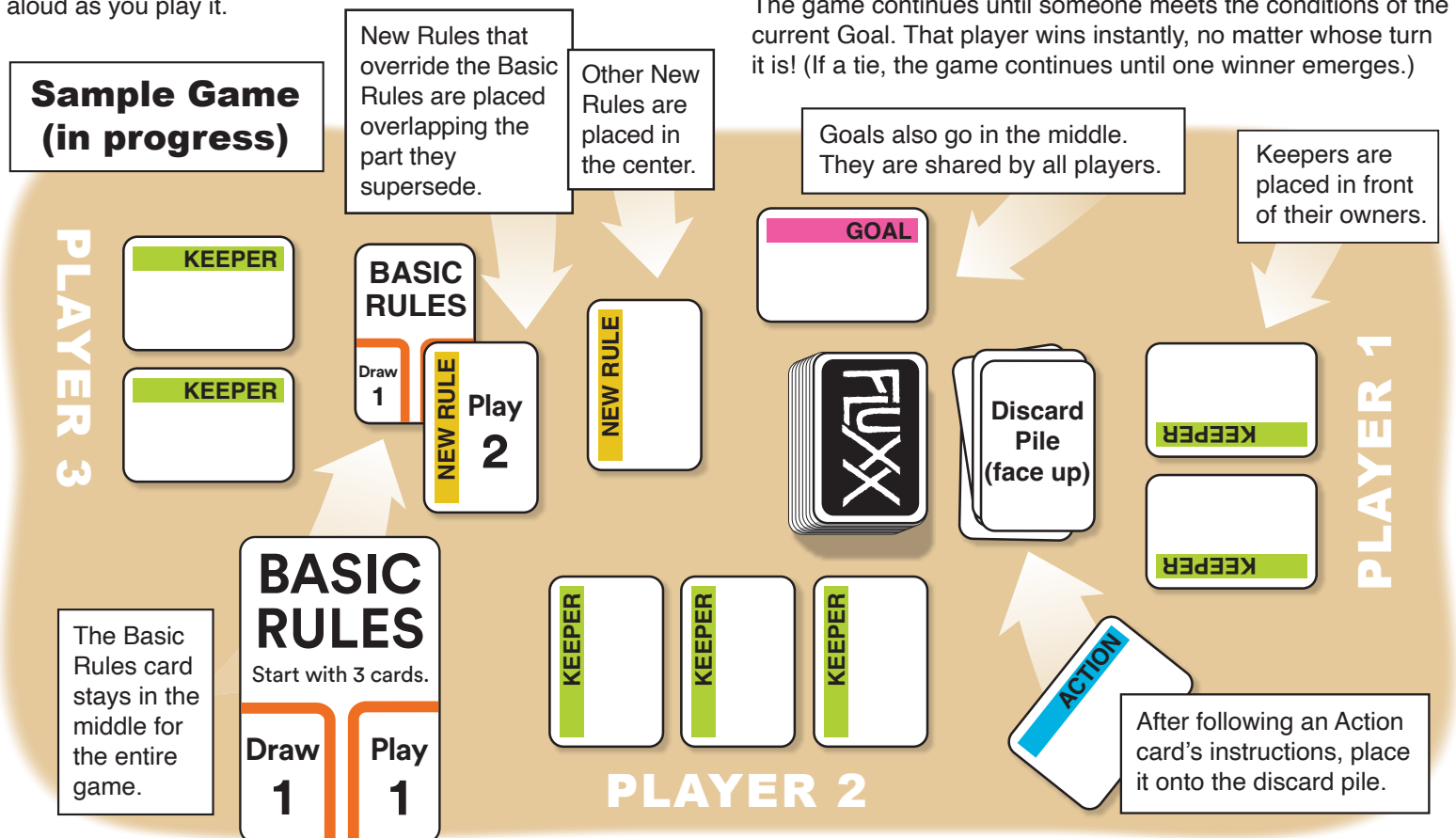
Turn Sequence

- 1) Draw the number of cards currently required.
- 2) Play the number of cards currently required.
- 3) Discard to comply with any Limit rules in play.

Optional actions allowed by New Rules, Keepers, etc., may be performed at any point during this sequence.

All cards are always playable, even if they have no effect. If you aren't sure how a card works, try reading the full text aloud as you play it.

Sample Game (in progress)



HOW TO WIN

The game continues until someone meets the conditions of the current Goal. That player wins instantly, no matter whose turn it is! (If a tie, the game continues until one winner emerges.)

EXAMPLES

Here are a few examples to show how various cards interact:



After drawing one card, you play the **Draw 3 New Rule**. Now the rules require you to draw three cards on each turn, but since you only took one card before, you must immediately draw two more cards. The next player draws three cards for their turn. They play **Draw 2** which changes the rules again, but they draw no more cards, having already gotten (at least) two cards this turn. Since **Draw 2** contradicts **Draw 3**, the **Draw 3** rule is discarded.



If you play the Action called **Draw 2 and Use 'Em**, you will immediately draw two cards and play them both. If one of those cards is **Draw 3, Play 2 of Them** you would keep going, drawing three more cards, playing two cards, and discarding the third. All of this activity would be considered the playing of just one card when counting the number of plays on your turn.



Suppose your hand contains a Keeper and a Goal that requires it. Which should you play? You might think it's a tossup, since you don't have the other Keeper you need. However, you should definitely play the Keeper first. If you play the Goal, it will very likely be replaced by another long before you find the second Keeper.

QUESTIONS?

When playing Fluxx, there are many interesting situations that can arise. If you get stuck on how a particular card works and need an official answer, the fastest solution is to check our extensive online database of Frequently Asked Questions:

faq.looneylabs.com

If you can't find the answer you need there, please email us and we'll get back to you with a ruling as soon as we can.

Another great way to learn is with our many tutorial videos:

looneylabs.com/Video-Fluxx

OTHER NOTES

Regarding Discarding: You cannot simply discard unwanted cards. You can only discard if compelled to by a Hand Limit or similar compulsion. (Yes, this means you could end up being forced to play a card that makes someone else win.)

Reshuffling: If the Draw pile runs out, shuffle the Discard pile, turn it over to make a new Draw pile, and keep playing.

Cards In Play: Whenever something mentions a card "in play," this refers to a card that is face up on the table, but not in the discard pile. Keepers must be in play for you to meet a Goal that requires them. If a Keeper has a special power, you must have it in play in order to make use of its bonus ability.

Free Actions: Some cards allow for bonus actions which can be taken at any time during your turn. Since they don't count as plays, they are called Free Actions.

Jumping In: New players may join at any time by being dealt a hand of three cards.

Dropping Out: Players can exit the game at any time. Just discard your hand and all of the cards you have in play.

CREDITS

The original version of Fluxx was invented on July 24, 1996.

GAME DESIGN: Andrew Looney

ILLUSTRATIONS: Andrew Looney (with color added by Todd Hamilton and Jacoby O'Connor)

PACKAGE DESIGN: Eileen Tjan

PLAYTESTERS: Everyone at Looney Labs, the Wunderland Toast Society, and countless other gamers everywhere

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SKU: LOO-001
UPC: 857848004161

SOLO FLUXX

Please visit LooneyLabs.com/solo-fluxx to download the rules for the solitaire version of this game!

Expansion Packs Now Available!



Creeper Pack

Creepers are a new type of card, originally created for Zombie Fluxx, and a common element in many specialty editions of this game. With the Creeper Pack, you can add these troublesome cards to the core game! The set includes War, Death, Taxes, and the Radioactive Potato, along with Goals, Actions, and New Rules relating to these particularly intense cards! Contains 16 new cards.

Fluxx Blanxx

Now you can add your own zany ideas to Fluxx! Contains 10 cards: two Keepers, one Creeper, four Goals, one Action, one New Rule, and one Surprise. Just grab your trusty permanent marker and customize the fun!

