

Knowledge of English Required  
Connaissance de l'anglais nécessaire

CONTENTS: 100 cards • 1 Collector's coin • 1 Instruction sheet  
CONTENU : 100 cartes • 1 pièce de collection • 1 règle du jeu

# HOW to PLAY



## OVERVIEW

Fluxx games are all about change. The game begins with just a couple of simple rules, then becomes more complex little by little as additional rule cards are played. At first there will be no way to win – that's what Goal cards are for. Each Goal has a different victory condition, but they all require you to collect special cards called Keepers. As soon as someone's collection of Keepers matches the current Goal, they 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 rules take effect immediately.

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

**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**

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

Discard the previous Goal, if any.

**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)

New Rules that override the Basic Rules are placed overlapping the part they supersede.

Other New Rules are placed in the center.

Goals also go in the middle. They are shared by all players.

Keepers are placed in front of their owners.

PLAYER 3

KEEPER

KEEPER

**BASIC RULES**

Draw 1

**NEW RULE**

Play 2

**NEW RULE**

**GOAL**



Discard Pile (face up)

KEEPER

KEEPER

PLAYER 1

The Basic Rules card stays in the middle for the entire game.

**BASIC RULES**

Start with 3 cards.

Draw 1

Play 1

KEEPER

KEEPER

KEEPER

PLAYER 2

**ACTION**

After following an Action card's instructions, place it onto the discard pile.

## 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.

## 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!



## OTHER TYPES OF CARDS

### ✿ META RULE

META RULE

A Meta Rule is an extra rule that stays in play for the entire game.

**Meta Rules:** Whereas New Rules may be added and removed many times during the game, Meta Rules stay in force until the game is over. (The Basic Rules are a Meta Rule.)

Meta Rules are usually established at the beginning, but some Meta Rules have special conditions which cause them to go into effect at a specific point in the game. Once added, a Meta Rule stays in play until the game ends.

### ⚠ DANGER

When you play this, someone may be eliminated from the game!

**Danger:** These cards can cause one or more players to be eliminated from the game. When a player is knocked out, they must discard their entire hand and all of their Keepers. If only one player remains, that player automatically wins.

Eliminated players must wait until all other players have completed a turn before jumping back in. (See “Jumping In” under “Other Notes.”)

Players may re-enter the game as many times as they wish, until the “No More Lives” Meta Rule goes into effect. If an eliminated player is seeking to re-join just as they deck runs out, they may do so only if they are able to draw at least one card before the deck is re-shuffled.



### 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.

## 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 drawing a hand of three cards before observing the current Draw rule. Eliminated players re-joining the game are considered the same as new players.

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

## SPECIAL ICONS

This version of Fluxx also uses the following themed icons:



**Adventurer:** This symbol in the lower left hand corner of certain Keepers denotes an Adventurer.



**Animal:** This symbol in the lower left hand corner of certain Keepers denotes an Animal.

## 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:

<http://faq.looneylabs.com/>

If you can't find the answer you need there, please email us at [TheLab@LooneyLabs.com](mailto:TheLab@LooneyLabs.com) 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](http://looneylabs.com/Video-Fluxx)

## CREDITS

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

**GAME DESIGN:** Andrew Looney **ILLUSTRATIONS:** Sara Foresti  
**PACKAGE DESIGN:** Cardinal

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## CRÉDITS

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