

# 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.



## 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!

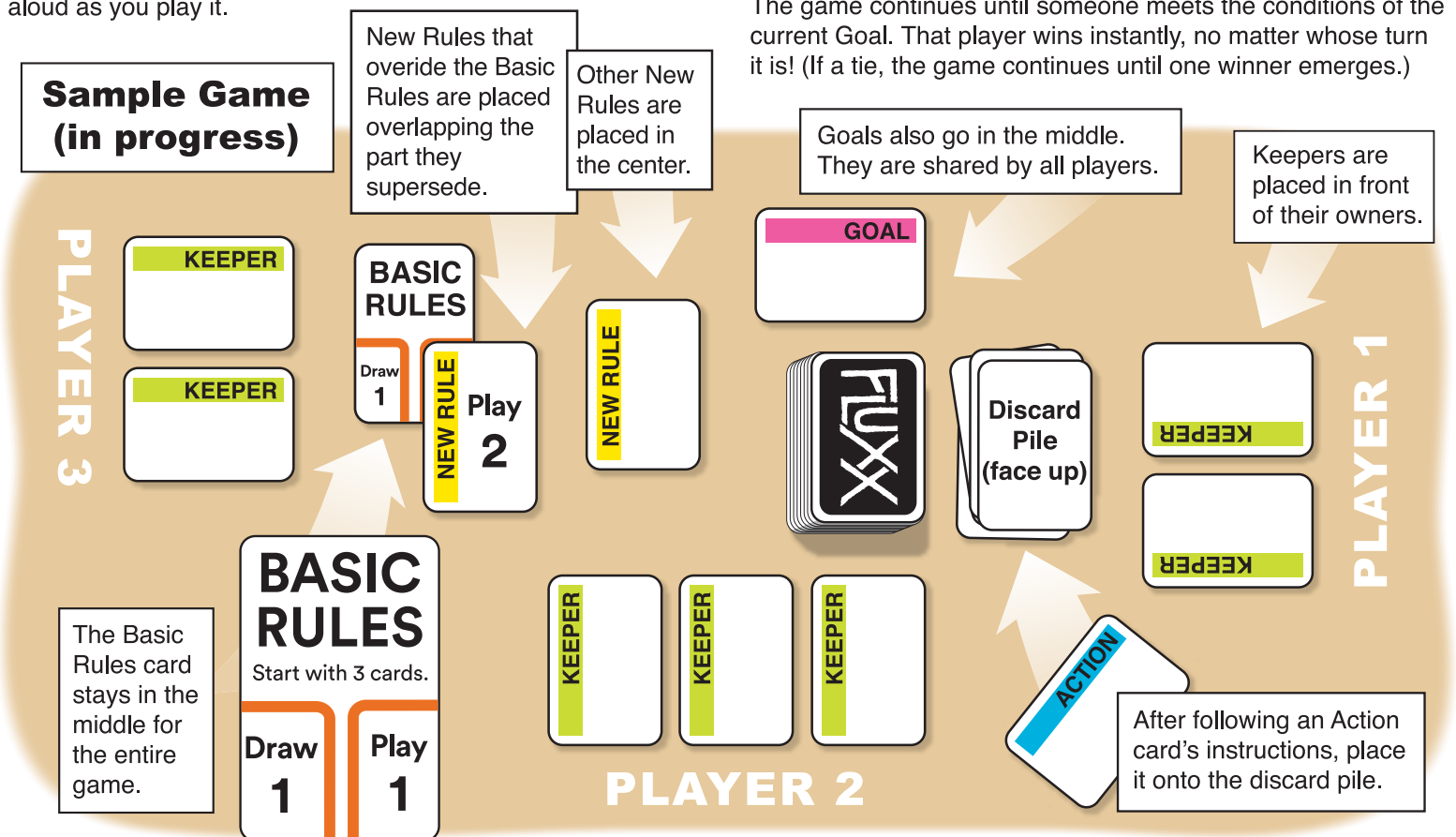
## Turn Sequence

- 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)



## 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.

**Limits:** At first there will be no limitations on the number of cards you can hold in your hand or Keepers you have in play. But Hand and Keeper Limit cards will create such restrictions. These rules only affect you when it’s NOT your turn, so you can ignore them until your turn ends. When someone plays a new Limit rule, the other players must immediately comply with the new restriction, discarding cards of their choice as needed.

## 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.)

## OTHER TYPES OF CARDS

CREEPER ☹

### CREEPER

When you draw this, you must immediately place it in front of you, and draw another card.

**Creepers:** These are like Keepers you do not want. Usually Creepers prevent you from winning, but sometimes you actually need them to win. Creepers are kept on the table in front of you in the same area as your Keepers.

Creepers cannot be held in your hand. Instead, they automatically go into play. As soon as you draw a Creeper, you must place it face up in front of you and draw another card. This does NOT count as a “play.”

You might have to accept several Creepers at once as you draw cards, until you’ve drawn the required number of non-Creepers and added them to your hand. Note that this is true any time you draw a card, such as during an Action.

## OTHER NOTES

**First Round Creepers:** At the start of the game, any player whose initial hand of cards contains a Creeper must immediately play all of the Creepers they have, and draw again, as needed, until they have three non-Creeper cards in hand.

**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.

## 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 you play **Draw 3, Play 2 of Them**. You will start by drawing three cards. If any of those cards are Creepers, you would place them in front of you and redraw immediately until you have three non-Creepers, then you would choose which two of those cards to play.

## EASY VERSION

If you are playing Nature Fluxx for the first time, or if you are including younger players, you may wish to set aside some of the more complicated cards in the set. This will make it easier for everyone to follow the action, and you can add the more complex cards in later, when everyone is ready for the added excitement.

### Set Aside:

#### Goals:

- all 10 “Eats” Goals (“This Eats That”)
- Ferns
- Winter
- Pollination
- Invertebrates
- Mammals
- Herpetology

#### Actions:

- Population Crash
- Draw 3, Play 2 of Them

#### New Rules:

- all Keeper Limits
- Draw 4
- Draw 5
- Play 4
- Play All
- Composting
- Camouflage
- No-Hand Bonus

#### Keepers:

- Poison

#### All Creepers

When adding cards back in, you may wish to do so gradually. Start just by introducing the Creepers, for example. Wait for a later game to add the “Eats” Goals and Poison.

## 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/](http://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](http://looneylabs.com/Video-Fluxx)

Here are a few FAQs that relate specifically to Nature Fluxx:

**Q:** For the “eats” goals, can you eat your own Keepers or must someone else be in possession of the “food”?

**A:** You win either way!

**Q:** Does the Poison stop you from “eating” your own Keepers?

**A:** Yes. Poison makes all of your Keepers deadly. For example, you cannot win with Frogs Eat Insects if you have Poison along with your Frogs and Insects.

**Q:** Does the Camouflage rule let you hide multiple Keepers?

**A:** No, only one of your Keepers can be hidden at a time. If you have a Keeper hidden, you must reveal it in order to use Camouflage on a different Keeper.

**Q:** How do you get rid of Creepers?

**A:** The Creepers in Nature Fluxx usually go away on their own after awhile. Just read the fine print on the cards to find out under what conditions you'll be able to either discard a Creeper or move it to another player. And since the Creepers in Nature Fluxx prevent ALL players from winning, other players will be interested in helping get rid of Creepers.

## CREDITS

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

**GAME DESIGN:** Alison Frane and Andrew Looney

**ILLUSTRATIONS:** Artwork by Derek Ring, based on original drawings by Alison Frane.

**SPECIAL THANKS:** To the Burgundy Center for Wildlife Studies, where this game was originally developed

**NOTE:** The first edition of Nature Fluxx was called EcoFluxx.

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