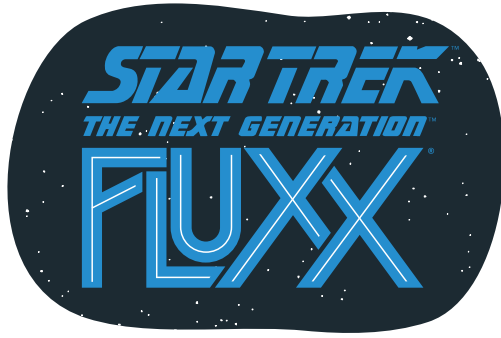


HOW TO PLAY



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!

HOW TO PLAY

On your turn, you Draw and Play as many cards the rules call for at that time. When a New Rule is played that changes the way the game works, you must adapt to it right away.

BASIC RULES

Start with 3 cards.

Draw 1	Play 1
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When a rule contradicts a card already in play, the old rule is discarded.

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

Other New Rules just gather in the center.

NEW RULE

New rules take effect immediately.

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

SETUP

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

Shuffle the deck and deal three cards to each player.

Place the remainder of the deck face down next to the Basic Rules to form a Draw pile.

GOING FIRST

The dealer goes first. Or, choose a player at random. Play proceeds clockwise.

How to Begin



Start by putting the Basic Rules card in the middle of the table.



Shuffle the deck.

Deal three cards to each player.



Goal cards establish or change the current requirements for victory. They also go in the middle of the table.

GOAL

GOAL

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

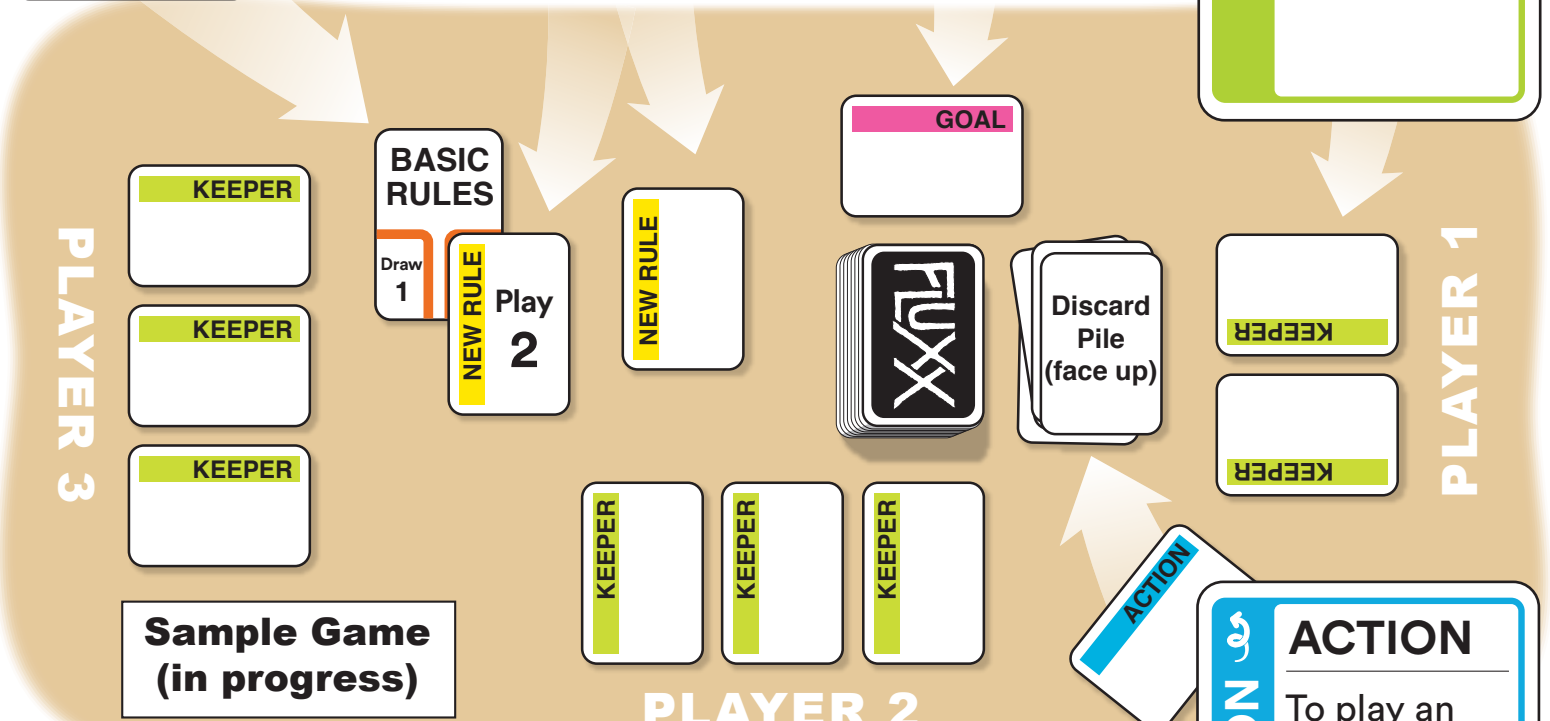
Discard the previous Goal, if any.

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

KEEPER

KEEPER

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



Sample Game (in progress)

On Your Turn:

- 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.

At first there will be no limitations on the number of cards you can hold in your hand, or Keepers you can 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.

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

All cards are always playable, so if you aren’t sure how a card works, try reading the full text aloud as you play it.

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

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.



Attaching Creepers: Creepers marked with this icon will become attached to one of your Keepers. If you have no Keepers in play, they will wait patiently until something arrives. Once attached, the two cards are considered a unit until removed from play.

SURPRISE

This card can be played when it's not your turn, to cancel a card being played. During your turn, it works like an Action.

Surprises: These cards can be played at any time, even when it isn't your turn. Surprises have two functions, one for during your turn, and one for out-of-turn.

A Surprise can also be used to cancel another Surprise.

Ungoals: These are the opposite of regular Goals, but they are treated interchangeably. Ungoals replace Goals when played, and vice versa. Nobody wins when an Ungoal is met!

UNGOAL

Ungoals are just like regular Goals except that everybody loses when its conditions are met.

META RULE

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

Meta Rules: This type of card goes into play at the start of the game and stays throughout. (The Basic Rules are a Meta Rule.)

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.

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.

SPECIAL ICONS

This version of Fluxx also uses the following themed icons:



Crew Member: Any Keeper marked with this icon can be used when a Crew Member is called for.

Equipment: Any Keeper marked with this icon is classified as Equipment, which means it can Malfunction.

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 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

CREDITS

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

GAME DESIGN: Andrew Looney

ILLUSTRATIONS: Kevin Hill

SPECIAL THANKS: To Gene Roddenberry, who created Star Trek, plus all the Trekkies who helped us develop this game, in particular Keith Baker, Bonnie Brett, and Leila Zucker

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