

HOW to PLAY...



OVERVIEW

Fluxx is an easy game to learn because it starts out simple—Draw 1, Play 1—and becomes more complicated little by little. Many folks find that the best way to learn is by jumping right into a game, but that usually works best if at least one player in the group has played a Fluxx game before. So, if this is the first time for everyone, someone in the group needs to read these rules. But don't worry, after you've played the game a few times, everyone will understand!

SET UP

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. At the beginning of the game, there will be no Goal or New Rule cards in play yet.

GOING FIRST

There is no rule for who gets to go first. You decide!

HOW TO PLAY

Fluxx is a game about change, so it's a game that changes as you play it. It begins with just a couple of very simple rules, and becomes more complex as additional rules are added via special cards called New Rules.

Start by following the Basic Rules (draw one card & play one card), and adapt to all additional New Rules as they are played. Players take turns, going clockwise around the table, drawing and playing the indicated number of cards until someone meets the current Goal condition.

On Your Turn

- 1) Draw the number of cards currently required.
- 2) Play the number of cards currently required.
- 3) Discard down to the current Hand Limit (if any).
- 4) Comply with the current Keeper Limit (if any).

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

When playing a card, you may choose any card in your hand. If you aren't sure how a card works, try reading the full text aloud as you play it.

Sample Game (in progress)

PLAYER 4

Keepers are played face-up on the table in front of each player.

Goals are played to the

CARD TYPES



BASIC RULES: This is the starting point – the foundation on which the rest of the game is built. These initial rules will superseded by New Rules during the course of play, but this card should remain on the table at all times. The Basic Rules are: Draw 1 card per turn and Play 1 card per turn (with no other restrictions such as Hand or Keeper Limits).



NEW RULE: To play a New Rule place it face up near the Basic Rules. If it contradicts a New Rule already in play, discard the old rule. New Rules take effect instantly, so all players must immediately follow the New Rule as required. This will often cause the player whose turn it is to draw or play additional cards right away, or it may cause other players to immediately discard some of their cards.

Examples: After drawing 1 card, you play the **Draw 4** New Rule. Now the rules require you to Draw 4 cards on each turn, but since you only took 1 card before, you must immediately draw 3 more cards. The next player draws 4 cards. He plays the **Draw 2** which changes the rules again, but he draws no more, having already gotten (at least) 2 cards. Since Draw 2 contradicts Draw 4, the Draw 4 is discarded.



GOAL: To play a Goal place it face up in the center of the table, discarding the previous Goal (if any). The game begins with no Goal in play, so no one can win until one is played. A Goal applies to everyone; as soon as someone meets these conditions, they win! (Even if it's someone else's turn!)



KEEPER: To play a Keeper take it out of your hand and place it on the table in front of you, face up. Most Goals require you to have a particular pair of Keepers, so playing a Keeper always a good thing.



ACTION: Actions are used once and discarded. Just do whatever the card says, then place it on the Discard Pile. Actions can sometimes cause major chaos, and yet at other times, have no effect at all. Note that while some Actions may cause additional cards to be played, everything that happens as a result of an Action card is considered part of one "play."

Examples: If you play the Action called **Draw 2 and Use 'em** you immediately draw two cards and play them both. If one of those cards is **Draw 3, Play 2** of them you'd keep going, drawing three more cards, playing two cards and discarding the third. All of this activity would be counted as the playing of just one card.

WINNING

The game continues until someone meets the conditions of the current Goal. That player wins instantly, no matter whose turn it is!

NOTES

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

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.

Regarding Discarding: Discarding a card is not the same as playing it. When a card is played all instructions on that card must be followed, if possible. You cannot simply discard unwanted cards; you

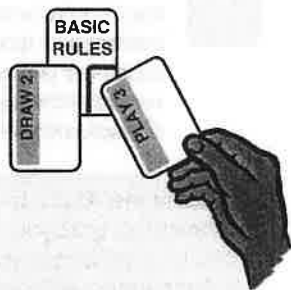
FREQUENTLY ASKED QUESTIONS

Q: What happens if I want to play a New Rule but there's already a New Rule in the center on the table? Does it replace the old New Rule, or do they peacefully co-exist?

A: It all depends on contradictions. There's no limit on the number of New Rules that can be in play at once, as long as they don't interfere with each other. If the New Rule you are adding has nothing to do with the existing New Rule, both rules remain. However, if both rules are about the same thing, for example how many cards to Draw, then the new card becomes the rule and the old rule is discarded.

Q: What if a New Rule, such as **Play 3**, contradicts the **Basic Rules**?

A: The New Rule still supersedes the **Basic Rules**, but the **Basic Rules** card does not get discarded. To help to avoid confusion, the New Rule can be placed to cover-up the portion of **Basic Rules** it replaces, as shown.



Q: What if the Rules require me to **Play 4** but I only have 2 cards?

A: Play as many as you can. Your turn ends when you have no cards left in your hand, even if you are supposed to play more.

Q: Suppose the rule is **Play 2** and for my second play I change the rules to **Play 3**. Do I play one more card or am I done because I played two?

A: All rules take effect immediately, so you would need to play one more card because the rules at that point had become **Play 3**.

Q: How do I interpret the **Play All** card? If, by playing my cards, I receive more cards in my hand, do those new cards have to be played as well, so that I will always end up with zero cards in my hand at the end of my turn as long as **Play All** is on the table?

A: Yes.

Q: If I play a Keeper, and I already had a Keeper, do I have to discard the first one to play the new one? Is there a Limit to the number of Keepers I can have in play?

A: You can have as many Keepers in front of you as you want, unless a **Keeper Limit** New Rule card is played. Even then, you can play as many Keepers as the current rules will allow during your turn and only decide which ones to keep and which to throw away (so as to comply with the Keeper Limit) when your turn is over.

Q: Suppose there's a **Hand** or **Keeper Limit** rule in play when my turn begins, but, during the course of my turn, the limit card is removed and discarded as a result of another Rule card or Action card. Is it still necessary for me to discard down to the limit that is no longer in play?

A: Nope! Just as Rules take effect immediately, their effects also cease the moment the rule disappears.

Q: Does a **Hand Limit** mean "hold the limit number, unless you already have fewer cards, in which case hold that lower number"?

A: Yes. It's not a quota that you must draw up to in order to meet, it's simply a cap on the number of cards you're allowed to hold.

Q: When discarding cards because of a Limit rule, do you get to

Q: If the **Trade Hands** card is played and the rest of the play have no cards, is that player required to give away the rest of his cards for nothing in return or is the action optional?

A: If you play the card, you have to carry out the action, so you'd have to give away the rest of your hand and get nothing in return if everyone else is empty handed. It says on the card, "I is one of those times when you can get something for nothing. Well, it's also a time when you might give something away and get nothing back!"

Q: Do I get to play any cards or take any actions when it's not my turn?

A: When it's someone else's turn, there's not much you get to do – there are no cards you can play out of turn. But you will sometimes need to make minor decisions and perform card maintenance during other players' turns. For example, if someone plays a **Hand Limit** and you have more cards in your hand than are allowed, you'll need to decide what to keep and what to discard.

Q: Suppose I play **Draw 2 and Use 'Em** and I draw two Goals and one of them will cause my opponent to win. Can I play the two Goals in instant succession, with the one that doesn't make them win on top, so that they don't get to win?

A: No. Any time a Goal is played, it provides a chance for someone to win with those conditions. No matter how briefly that Goal is in play, it counts, and if someone meets the conditions that instant, they win.

Q: If you play **Use What You Take** and pull a Keeper, do you put it on the person you took it from or does it go in your own Keeper collection?

A: YOU play the card you stole, so you get to keep the Keeper.

Q: If a card played as a result of **Draw 3**, **Play 2**, or **Draw 2 and Use 'Em** causes me to draw extra cards, do they go into my set-aside hand, or are they added to my "temporary hand"?

A: Any additional cards drawn to your hand should go to your set-aside hand.

Q: Can I use a "free action" at any time during my turn, or do I have to do it at the beginning?

A: You can take any of the "free actions" at any time during your turn: before you draw, in the middle of your plays, or after all your plays are done. In fact, your turn is not technically over until you have used, or declined to use those options. If you simply forget, however, and let the next person take their turn, your opponent are not required to point it out to you, and once the next person starts their turn, you've lost the option.

Q: Do the cards you draw as part of the **No Hand Bonus** count towards the current Draw Rule?

A: No, they are drawn as a "pre-turn" action, as though those three cards were your pre-existing hand. You observe the current Draw rule after having drawn those cards.

Q: Can you answer more of my questions on the internet?

A: Yes! Please visit us at **LooneyLabs.com** for more FAQs.

Look for other Looney Labs games at a game store near you
<http://roster.looneylabs.com>

CREDITS

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.

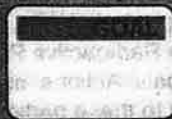
PLAYER 3



BASIC RULES

Draw 1

Play 2



Discard Pile (face up)



PLAYER 1

BASIC

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!



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

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:

<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

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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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

