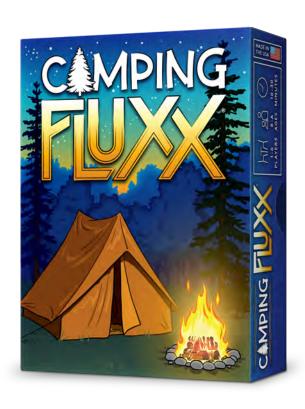
# Camping Fluxx - Street Date 2/2/24



Let's go camping! Grab the Tent,
Backpack, Sleeping Bag, and various
provisions, and let's head to the Woods.
Or maybe the Mountains! We can build
a Campfire and make S'mores! Hopefully
it won't Rain, and there won't be any
Mosquitoes. Whether you bring this
deck with you when you go camping or
just imagine an outdoor adventure
while you play at home, this version of
Fluxx is all about the joys of a great
camping trip. Just don't get caught up
the River without a Paddle... unless
that's the Goal!

Game SKU: LOO-131

**MSRP:** \$20.00

Game UPC: 850023181251 Box Size: 3.75" x 5" x 1"

Box Weight: 6.7 oz.

Camping Fluxx comes in a two-part box, packaged

6 units to a display and 8 displays per case.

Display SKU: LOO-131-D Display UPC: 10850023181258 Display Size: 3.8" x 5" x 6.75"

Display Weight: 2.61 lbs.

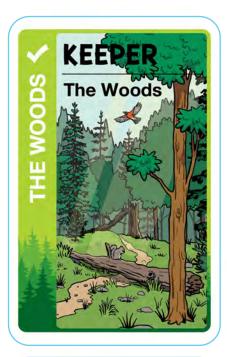
Units per Case: 8 displays, 48 games

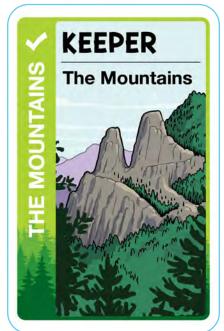
Case Weight: 21.3 lbs

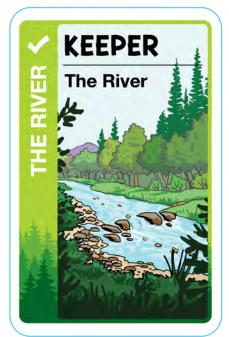
Demo SKU: LOO-DC-131

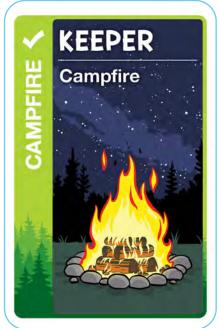
Looney Labs sales@looneylabs.com



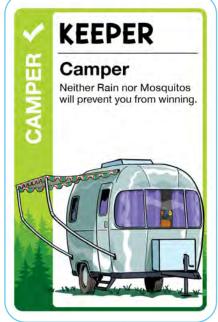




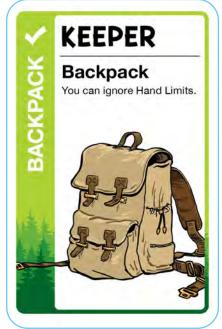




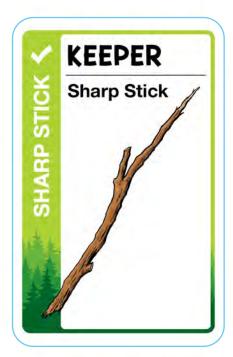








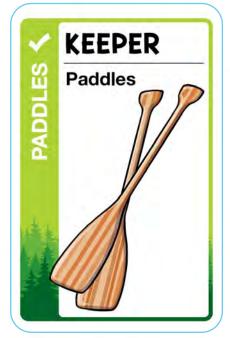


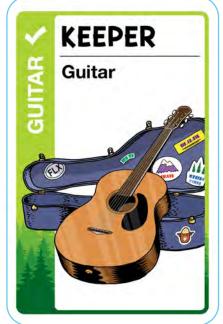




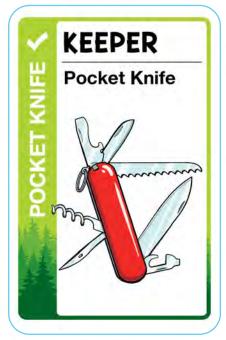




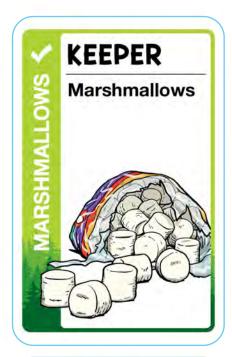


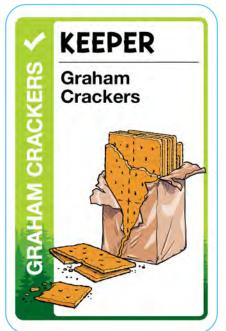












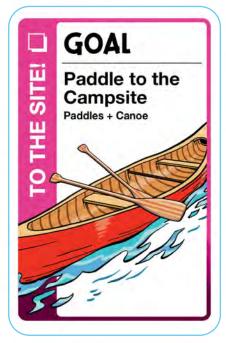


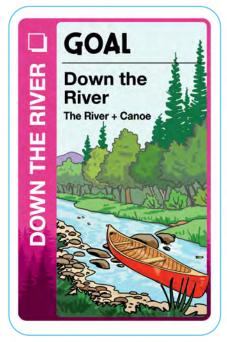


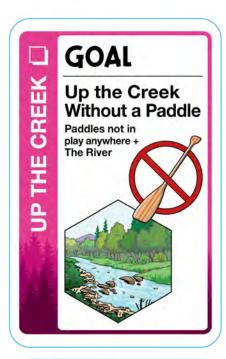


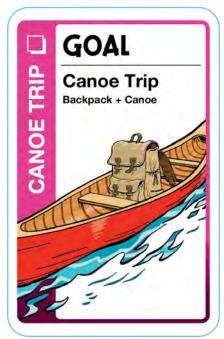


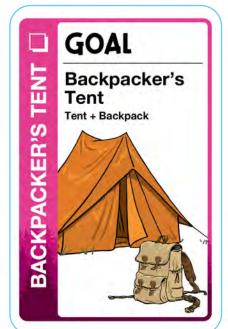










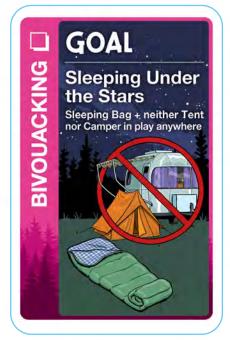


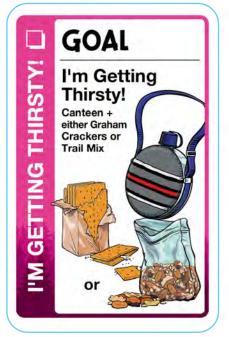




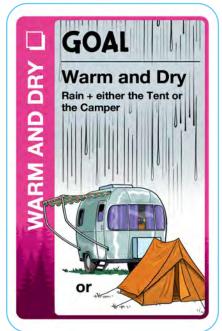


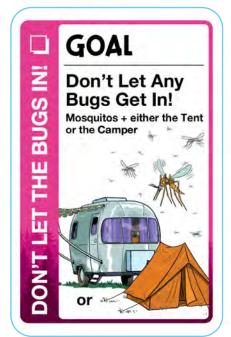


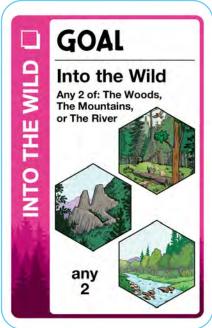


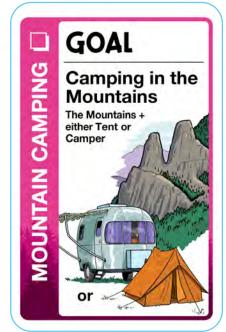


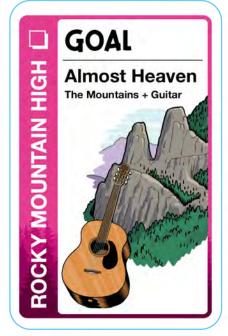






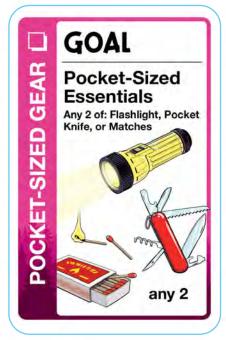




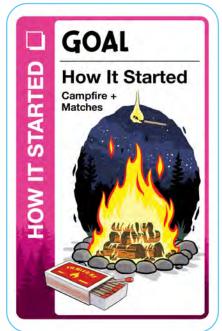




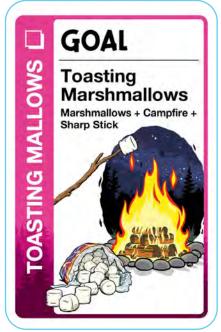




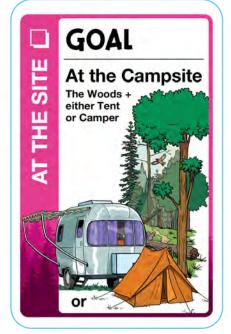


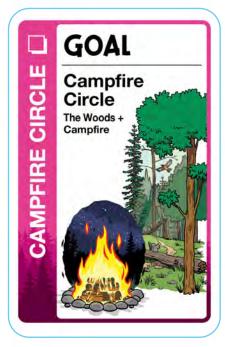


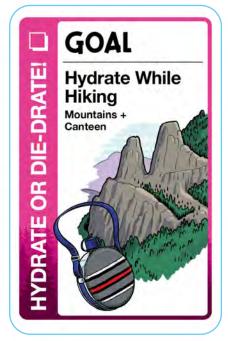




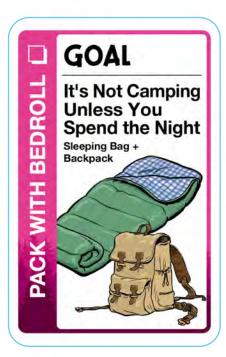




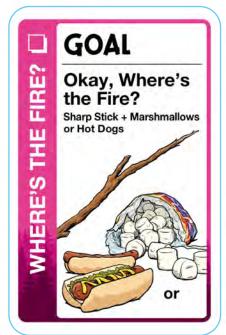


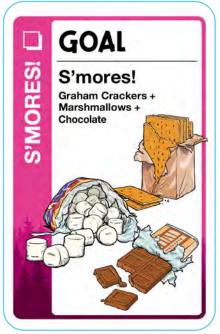
























# ''S EMPTY! &

# ACTION

## It's All Used Up!

All of the following Keepers in play must immediately be discarded:

- Canteen
- · Bug Spray
- · Flashlight
- · Matches

# ISHING TRIP

# ACTION

## **Fishing Trip**

If you have The River in play, take a card at random from every other player's hand and add these cards to your hand.

If another player has The River in play, take a card at random from that player's hand and add it to yours.

If you gained no cards, draw 1.

# IAT SHOULD I PACK? &

## ACTION

## What Should I Pack?

Name a Keeper. All players must look in their hands for any Goals that require the specific Keeper you named. If they find any, they must give all such Goals to you.

If you gained no cards, draw 1.

# MPFIRE POTLUCK &

# ACTION

## Fireside Potluck

All players must immediately play all Keepers they have in their hands that represent food. Then, move all Food Keepers in play to the center of the table. Players then take turns choosing a Keeper and placing it in front of them. If anyone has the Campfire in play, they choose first; otherwise, you do. Then go clockwise.

# Bea With the p Camp playe disca

EAR

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# ACTION

### **Bear Trouble**

With the exception of the person who has the Camper in play (if any), all players must immediately discard all Keepers they have in play that represent food items.

# R DIRECTIONS

## ACTION

### **Four Directions**

Choose one:

- Steal 1 Keeper in play and put it on the table in front of you.
- Take 2 cards at random from another player's hand.
- 3. Draw 3 cards.
- Discard any 4 cards in play (New Rules, Keepers, or Goals).

## Back of the box...

