

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 RULE

New rules take effect immediately.

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

KEEPER

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

GOAL

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

Discard the previous Goal, if any.

ACTION

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.

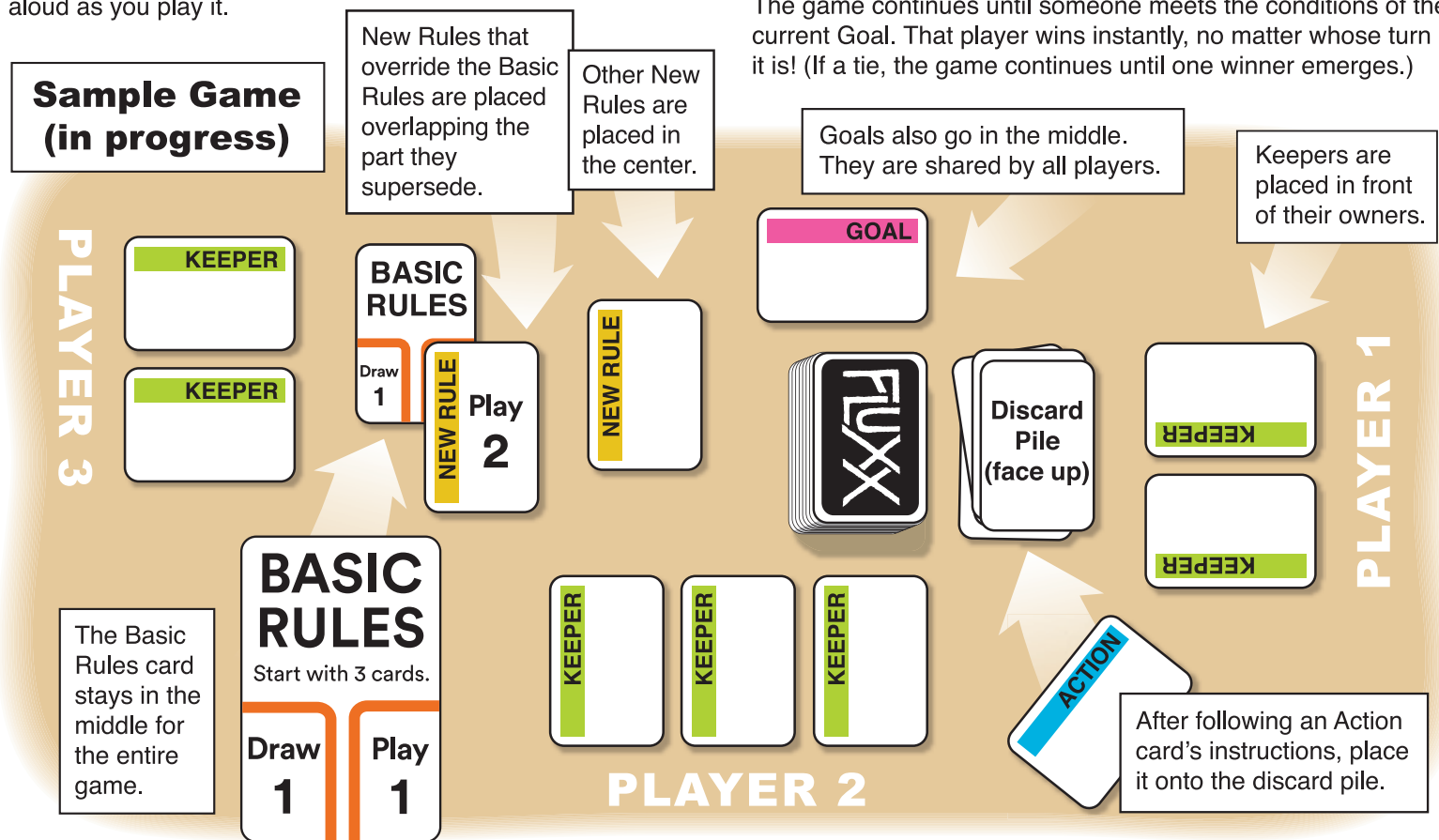
Turn Sequence

- 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)



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!



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, 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.

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.)

* META RULE

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

The “It’s My Turn!” Card:

This game includes an extra card intended to help folks who are, shall we say, a bit distracted, with keeping track of whose turn it is. Using this card means remembering to pass it along to the next player at the end of your turn. It's optional... unless the **Move the Card** Rule is 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.

WARNING

Overconsumption of alcohol is extremely dangerous and can lead to sickness and even death. It is not required that you drink alcohol to participate. If you do choose to drink, please do so responsibly and in moderation. The publishers accept no liability for the consequences of your behavior if you consume alcohol while playing this game. You are responsible for knowing your limits and drinking safely. The publishers do not advocate or endorse the consumption of alcohol, especially by anyone under the age of 21. We recommend instead that you consume non-alcoholic beverages while playing this game. Never drink and drive.

ICONS



Food: This icon is used to label food-related items. If you need food, any of these will serve: **Cheese, Crackers, Nuts, or Pretzels.**



Alcohol: This icon is used to denote alcohol-based Keepers. If you need a drink, any of these will serve: **Beer, Brandy, Champagne, Gin, Irish Cream, Red Wine, Rum, Tequila, Vermouth, Vodka, Whiskey, or White Wine.**



Drink: This icon is used to denote drinking-based New Rules or Actions. If you are playing without the Drinking Rules, remove all cards with this icon from the deck.

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.

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

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 AND PACKAGING DESIGN: Derek Ring

SPECIAL THANKS: To all of the drunken playtesters who helped us develop this over the years.

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