**OVERVIEW**

Pirate Fluxx is a very easy game to learn because every card carries its own set of instructions. 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!

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

**GOING FIRST**

Whoever “calls” it goes first. The best way to call it is to just reach out and draw a card from the deck.

**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’re not sure how a card works, try reading the full text aloud as you play it.

**Sample Game in Progress**

![Sample Game in Progress](image)

**Goals are played to the middle of the table.**

**Actions are used, then placed in the discard pile.**

**New Rules are played next to the Basic Rules in the middle of the table.**

**Card Types**

**Basic Rules:** This is the starting point – the foundation on which the rest of the game is built. These initial rules will be superseded by New Rules during the course of play, but this card should remain on the table at all times.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. The 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 is 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 will immediately draw two or more cards. Play three of those cards in “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.

**Creeper:** Unlike Keepers, which are things you want because they help you win. Creeper cards are undesirable cards which often prevent you from winning. Creepers are kept on the table in front of you in the same area as your Keepers. Whereas Keepers stay in your hand until you decide to play them, Creeper cards are played automatically. 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 more than one Creeper 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.

**Example:** If you play the Action called “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.

**Surprise:** This type of card can be played at any time, even when it isn’t your turn. Note that Surprises have two functions, one for during your turn, and one for cut-of-turn. Surprises can also be used to cancel other surprises.

**Winning**

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

**Notes**

Before the first turn, all players look at their starting hand, and if they have any Creepers, they must immediately lay them down and draw to replace them until everyone is holding three non-Creepers.

The game doesn’t end until there is a clear winner. If for some reason two or more players meet the winning conditions simultaneously, the game continues until a single winner emerges.

**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 can only discard if compelled to by a Hand Limit. (Yes, this means you could be forced to play a card that makes someone else win.)

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

New players may join at any time by being dealt a hand of three cards.
**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 is up to the players to decide whether they want to replace the old New Rule with the new one or keep both rules in place.

Q: What if I have no cards left on the table?
A: The game ends, and the player with the most points wins.

Q: Can you use the Trash Something action to discard one of your own Keepers (or Creepers)?
A: Yes.

Q: Do I get to play any cards or take any actions when it's not my turn?
A: It depends on the situation. Sometimes, it's okay to play cards or take actions, and sometimes it's not.

Q: If I have zero cards at the start of my turn and then I play the No-Hand Bonus rule, do I get 3 extra cards, or is that only for the next player who starts playing with the No-Hand Bonus rule card already on the table?
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