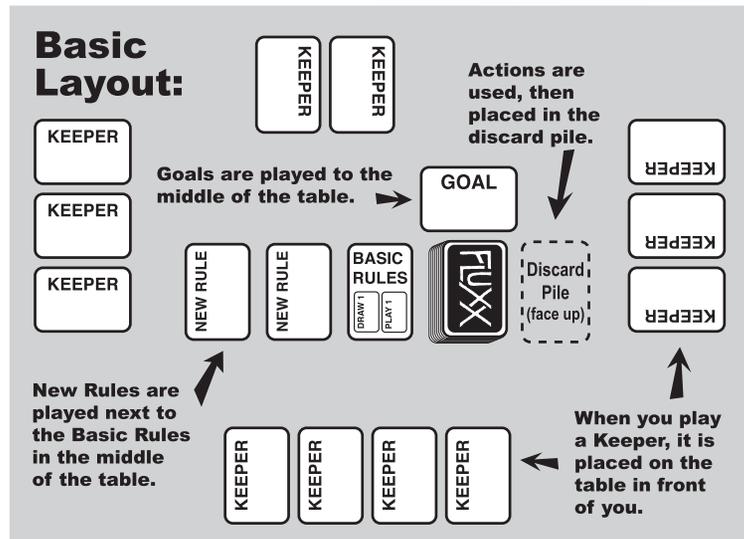


HOW to PLAY FLUXX®



Starting:

Place the Basic Rules 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.

Whoever reaches out and draws a card first gets to go first (or whoever "calls" it). Start by following the Basic Rules, and adapt as additional New Rules 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. New players may join at any time by being dealt a hand of three cards.

If the Draw pile runs out, shuffle the Discard pile, turn it over to make a new Draw pile and continue playing. If you aren't sure how a card works, try reading the full text aloud as you play it.

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) Discard Keepers down to the current Keeper Limit (if any).
- continued...

Types of cards:

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 These initial rules will be superseded by New Rules during the course of play, but this card should remain on the table at all times.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 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 or Keepers.

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.

KEEPER: To play a Keeper, take it out of your hand and place it on the table in front of you, face up. Most of the 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. 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." It is also possible for an Action to have no effect on the game.

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

Winning

The game continues until someone meets the conditions of the current Goal. That player wins immediately, regardless of whose turn it is. In the unlikely event that more than one player meets the winning conditions simultaneously, continue playing until there is a clear winner.

Mixing it up...

Feeling creative? Get a packet of our our (mostly) blank Fluxx cards (known as Fluxx Blanxx, of course) find a permanent marker, and add your own wacky card ideas to the game! Or, for added fun, mix several different Fluxx versions together! Original Fluxx, EcoFluxx, Family Fluxx, and Fluxx Español all have the same cardback.

Available at a gamestore near you:
<http://roster.looneylabs.com>



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