

HOW to PLAY



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!



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)

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

KEEPER

KEEPER

BASIC RULES

Draw 1

NEW RULE Play 2

NEW RULE

GOAL



Discard Pile (face up)

KEEPER

KEEPER

PLAYER 1

The Basic Rules card stays in the middle for the entire game.

BASIC RULES

Start with 3 cards.

Draw 1

Play 1

KEEPER

KEEPER

KEEPER

PLAYER 2

ACTION

After following an Action card’s instructions, place it onto the discard pile.

Limits: At first there will be no limitations on the number of cards you can hold in your hand or Keepers you have in play. But Hand and Keeper Limit cards will create such restrictions. These rules only affect you when it’s NOT your turn, so you can ignore them until your turn ends. When someone plays a new Limit rule, the other players must immediately comply with the new restriction, discarding cards of their choice as needed.

HOW TO 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.)

Note

The formula at the bottom of many Goal cards is for educational purposes only. It is not part of the Goal's requirements.

OTHER TYPES OF CARDS

* META RULE

META RULE

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

Meta Rules: Whereas New Rules may be added and removed many times during the game, Meta Rules stay in force until the game is over. (The Basic Rules are a Meta Rule.)



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 your hand contains a Keeper and a Goal that requires it. Which should you play? You might think it's a toss-up, 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.

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.

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

Here are a few FAQs that relate specifically to Chemistry Fluxx:

Q: How do you "locate helium?"

A: It's a difficult process, since it can only be obtained by mining it from underground gas pockets. Its scarcity destroyed the Hindenburg, which was designed for helium but was filled with hydrogen because helium was unavailable. As for locating it after playing **Helium Effect**, anyone with **Helium** in their hand or on the table must give it to you; then you look in the discard pile; and finally, the draw pile, shuffling it afterwards if required.

Q: Isn't the Statue of Liberty's patina technically a more complex compound than basic **Copper Carbonate**?

A: Yes. More properly known as Cupric Carbonate, CuCO_3 doesn't really occur naturally, although it certainly has that distinctive color when you create it. The famous patina is a more complex blend, which also includes sulfur and hydrogen.

CREDITS

Chemistry Fluxx is based on Fluxx, invented on July 24, 1996.

GAME DESIGN: Andrew Looney

ILLUSTRATIONS & PACKAGING DESIGN: Andrew Heath

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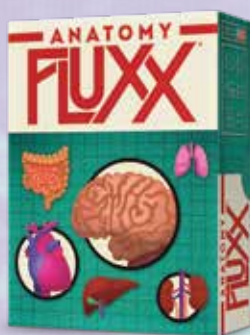


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PO Box 761
College Park, MD, 20741 USA

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