

# 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.



## 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!

## 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.

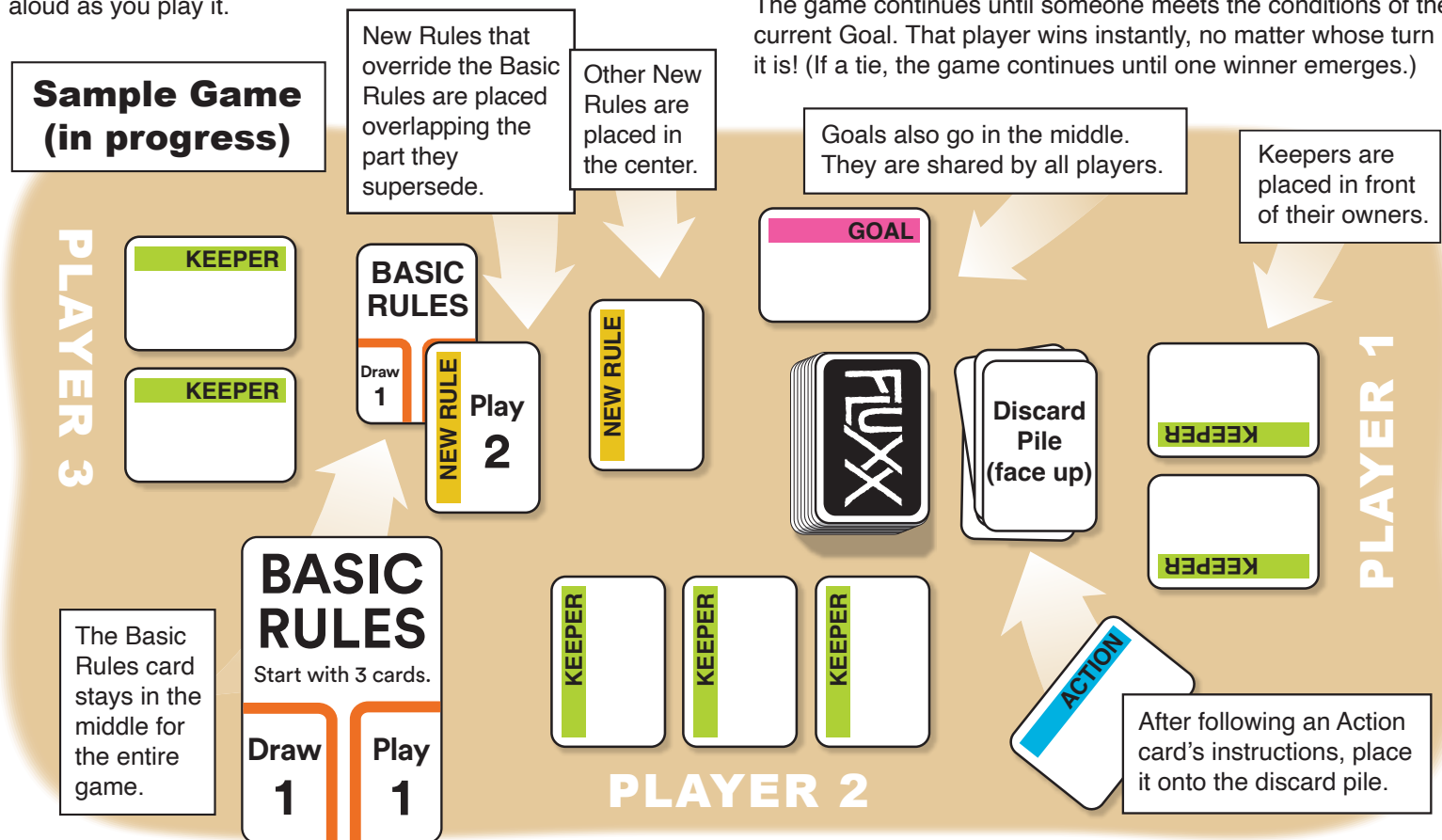
## Turn Sequence

- 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)



## 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.)

## OTHER TYPES OF CARDS

**Surprises:** These cards can be played at any time, even when it isn't your turn. Surprises have two functions, one for during your turn, and one for out-of-turn.

A Surprise can also be used to cancel another Surprise.

## SURPRISE

This card can be played when it's not your turn, to cancel a card being played. During your turn, it works like an Action.

## 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?

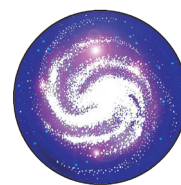
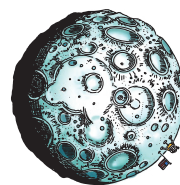
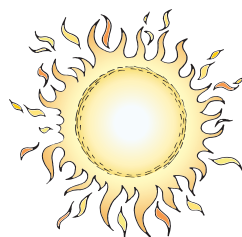
When playing Fluxx, there are many interesting situations that can arise. If you get stuck on how a particular card works and need an official answer, the fastest solution is to check our extensive online database of Frequently Asked Questions:

[faq.looneylabs.com](http://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](http://looneylabs.com/Video-Fluxx)



## 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 tossup, 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.

## CREDITS

Fluxx Remix is based on Fluxx, invented on July 24th, 1996 and published in 1997.

**GAME DESIGN:** Andrew Looney

**ILLUSTRATIONS:** Andrew Looney, with color added by Todd Hamilton and Jacoby O'Connor

**PACKAGE DESIGN:** Eileen Tjan, Andrew Looney, and Morgan Nakroshis

**SPECIAL THANKS:** The team at Looney Labs and the Wonderland Toast Society

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PO Box 761  
College Park, MD, 20741 USA  
SKU: LOO-124  
UPC: 850023181169

## Three Expansions to Add Even More Chaos to Fluxx Remix



### Creeper Pack

Add troublesome Creepers as a new card type! The set of 16 includes War, Death, Taxes, and the Radioactive Potato, along with Goals, Actions, and New Rules relating to these particularly intense cards!

### Fluxx Blanxx

Now you can add your own zany ideas to Fluxx! Contains 10 cards: 2 Keepers, 4 Goals, a Creeper, an Action, a New Rule, and a Surprise. Just grab your trusty permanent marker and customize the fun!



### Fluxx Dice

Add the Fluxx Dice expansion to your collection to add even more chaos to every draw and play. Roll the dice and watch the rules change with every turn! Includes five new cards and two dice.

Go online and check out our webstore, at [store.looneylabs.com](http://store.looneylabs.com)!



You'll find oodles of fun, including more games, expansions, and accessories!

