

HOW to PLAY

It's an Invasion from Mars... and WE are the MARTIANS!

MARTIAN FLUXX

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 rules take effect immediately.
To play one, place it face up in the center of the table.

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
Goals are played face up in the center of the table.
Discard the previous Goal, if any.

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!

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.

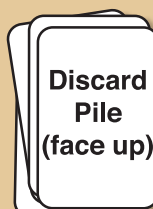
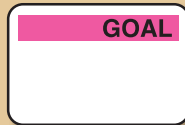
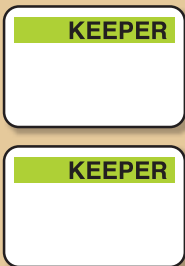
HOW TO WIN

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.)

Goals also go in the middle. They are shared by all players.

Keepers are placed in front of their owners.

PLAYER 3



PLAYER 1

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



PLAYER 2



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

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. Instead, 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.

UNGOAL

An Ungoal is just like a regular Goal except that everybody loses when its conditions are met.

Ungoals: These are the opposite of regular Goals, but they are treated interchangeably.

Ungoals replace Goals when played, and vice versa. Nobody wins when an Ungoal is met!

META RULE

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

Meta Rules: This type of card goes into play at the start of the game and stays throughout.

SPECIAL ICONS

This version of Fluxx also uses the following themed icons:



Martian Technology: This icon is used to label items of advanced technology – you get a bonus if you have this in play when the **Martian Technology** New Rule is in force.



Generic Human: Humans are generally of no use to us, but sometimes the Goal will require you to have at least one Human.



Female Human: Some Goals will be marked with this icon to indicate that a Female of the species is needed.

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.

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

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

Q: If I have **Germs**, and then I play the **Space Suit**, can I give the **Germs** away immediately?

A: No. You were already infected before you got a chance to put the suit on. Luckily, the suit does not trap the germs *inside*, so you can still give them to another player as usual when you "get well again" (i.e. when your turn comes back around).

Q: Can I steal the **Humans in Black** with **Here, Humans!**?

A: Yes. They count for anything referring to Human(s).

Q: What happens if the **Abduction Chamber** is lost or stolen?

A: The card goes away but the Humans remain where they are.

CREDITS

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

GAME DESIGN: Andrew Looney

ILLUSTRATIONS: John Ottinger

PACKAGE DESIGN: Strategia Design

SPECIAL THANKS: To Robin Vinopal, for originally urging Andy to create this version, Kristin Looney, Alison Frane, Shel West, the Wonderland Toast Society, and countless gamers everywhere.

Fluxx® is a registered trademark of Looney Labs. Printed in China by LongPack.



Copyright © 1997-2009
by Looney Labs, Inc.
PO Box 761
College Park, MD, 20741 USA

SKU: LOO-038
UPC: 850023181039

www.LooneyLabs.com