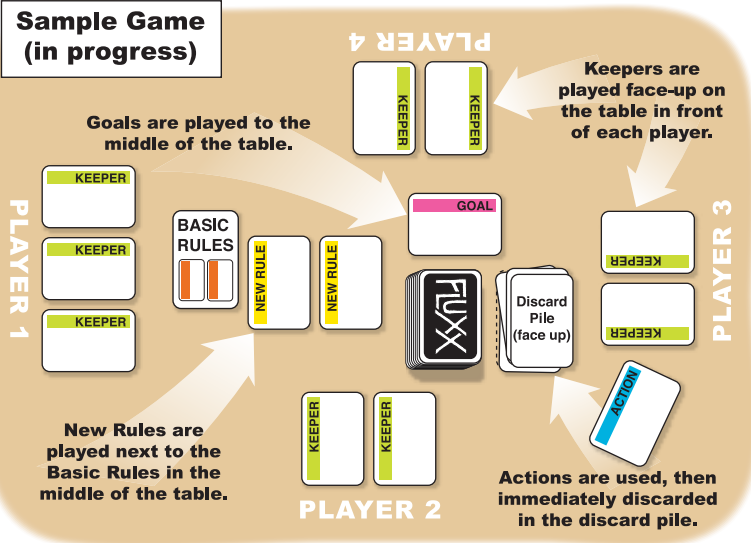


HOW TO PLAY



Sample Game (in progress)



OVERVIEW

Fluxx is an easy game to learn because every card carries its own instructions. Many people 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 start of the game, there will be no Goal or New Rule cards in play – they will be added as the game progresses.

How to Begin



Start by putting the Basic Rules in the middle of the table.



Shuffle the deck.

Deal three cards to each player.



HOW TO PLAY

Fluxx is a game about change, so this game will change as you play it. The game 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.

Goal cards set the winning conditions. Meeting the Goal will require that you have a specific combination of cards called Keepers on the table in front of you. When a new Goal is played, it replaces the old Goal.

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).

When playing a card, you may choose any card in your hand. If you aren't sure how a card works, try reading the full text aloud as you play it.

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!

GOING FIRST

There is no rule for who gets to go first. You decide!



Find more Fluxx at game & book stores:
www.FluxxGames.com

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.

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; a

