Fluxx is a game about change, so it’s a game that changes as you play it. It 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.

**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).

*Note:* Optional actions, allowed by New Rules, Keepers, etc., may be performed at any point during this sequence.

When playing a card, you may choose any card in your hand.

Game Setup:

**New Rules** are played in the middle (yellow box)

**Keepers** are played in front of each player (green box)

**Creepers** are played beneath the keppers

**Goals** are put on the right of the deck

To see a cards description, hover over it.

Example:

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’d keep going, drawing three more cards, playing two cards and discarding the third. All of this activity would be counted as the playing of just one card.

**Basic Rules:** (2 yellow cards next to the discard pile, on the left):

These cards are 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 These initial rules will be superseded by New Rules during the course of play

Notes:

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

The game doesn’t end until there is a clear winner. If for some reason two or more players meet the winning conditions simultaneously, the game continues until a single winner emerges.

Credits:

GAME DESIGN: Andrew Looney

ORIGINAL DRAWINGS: Andrew Looney

COLOR ADDED BY: Todd Hamilton and Jacoby O’Connor

PACKAGE DESIGN: Eileen Tjan

PLAYTESTERS: Everyone at Looney Labs, the Wunderland Toast Society, the Council of Nine, and countless other gamers everywhere.

Fluxx v5.0 is based on Fluxx, invented on July 24, 1996. Fluxx® is a registered trademark of Looney Labs® Copyright © 1997-2014 by Looney Labs, Inc. PO Box 761 College Park, MD, 20741 USA Item #LOO-001 UPC #857848004161