

Knowledge of English Required
Connaissance de l'anglais nécessaire

CONTENTS: 100 cards • 1 Collector's coin • 1 Instruction sheet
CONTENU: 100 cartes • 1 pièce de collection • 1 règle du jeu

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!



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.

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!



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.

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.

PLAYER 3

KEEPER

KEEPER

BASIC RULES

Draw 1

NEW RULE Play 2

NEW RULE

GOAL



Discard Pile (face up)

KEEPER

KEEPER

Keepers are placed in front of their owners.

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.

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.

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.

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.



• Meets CPSC safety requirements. • Conforme aux exigences de sécurité de la CPSC.



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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:

<http://faq.looneylabs.com/>

If you can't find the answer you need there, please email us at TheLab@LooneyLabs.com 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 Marvel Fluxx:

Q: Do Keepers fighting in **The Arena** come from your hand, or from in play in front of you?

A: The Keepers offered up for combat must already be in play in front of their owners. If only one combatant is available, that entity simply wins by default. (They stick their head in the Arena, see that there's nobody there trying to kill them, breathe a sigh of relief, and go home.) When in doubt, the general rule with things applying to Keepers is that the Keeper has to be in play in order to be able to "do things." Usually that means using special powers, but in this case, it also means being obligated to fight in the Arena.

Q: Why is the Goal with Ant-Man and Hawkeye called **Somebody's Gonna Get It**?

A: It's a reference to the cover of *The Avengers #223* (September 1982), which depicts a tiny Ant-Man holding onto the tip of an arrow Hawkeye is about to shoot, with the caption "When Ant-Man and Hawkeye join forces... SOMEBODY'S GONNA GET IT!"

Q: When did Iron Man, Dr. Strange, and Black Panther become members of **The Illuminati**?

A: In *New Avengers #7* (July 2005) it is revealed that these characters, together with a few others, formed a secret cabal to help shape events in their world. Each of them represented a different speciality and/or political power at the time and came together secretly as the Illuminati in an attempt to use their knowledge and influence to help humanity. Since then, membership has changed a few times but all of these characters were founding members of the secret society.

Q: Why isn't [insert name of favorite superhero] in the game?

A: We are excited to have been able to include as many great characters in this game as we did, but even so, someone has a favorite we unfortunately had to leave out. Partly this is because the game design can only accommodate about two dozen Keepers, but also, our licensing agreement included limitations which restricted our use of certain characters.

CREDITS

The original version of Fluxx was invented on July 24, 1996.

GAME DESIGN: Andrew Looney

PACKAGE DESIGN: Cardinal

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