# HOW to PLAY

## OVERVIEW

Star Fluxx is a very easy game to learn because every card carries its own set of instructions. Many folks 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 beginning of the game, there will be no Goal or New Rule cards in play yet.

### How to Begin

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

**Shuffle the deck.**

**Deal three cards to each player.**

## GOING FIRST

Whoever "calls" it goes first. The best way to call it is to just reach out and draw a card from the deck.

## HOW TO PLAY

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.

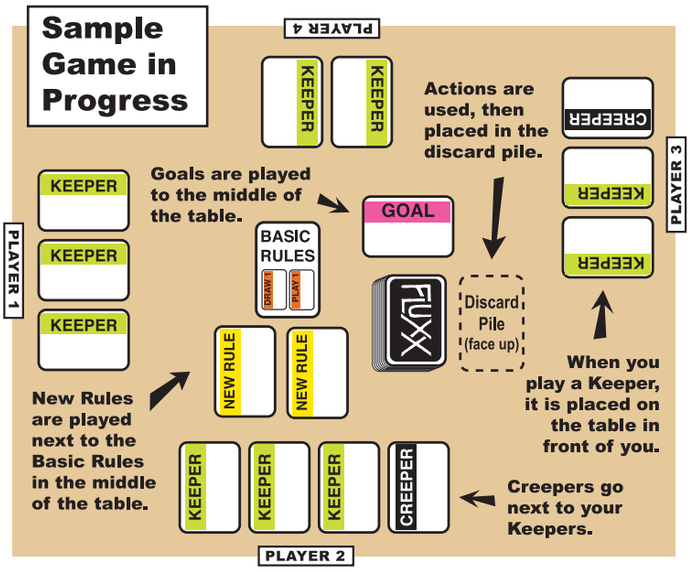
### On Your Turn:

**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).**

**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. If you aren't sure how a card works, try reading the full text aloud as you play it.

### Sample Game in Progress




## 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 These initial rules will be superseded by New Rules during the course of play, but this card should remain on the table at all times.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.

*Examples:* After drawing 1 card, you play the "Draw 4" New Rule. Now the rules require you to Draw 4 cards on each turn, but since you only took 1 card before, you must immediately draw 3 more cards. The next player draws 4 cards. He plays the "Draw 2" which changes the rules again, but he draws no more, having already gotten (at least) 2 cards. Since Draw 2 contradicts Draw 4, the Draw 4 is discarded.

**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; as soon as someone meets these conditions, they win! (Even if it's someone else's turn!)

**KEEPER:** To play a Keeper take it out of your hand and place it on the table in front of you, face up. Most Goals require you to have a particular pair of Keepers, so playing a Keeper is always a good thing.

**ACTION:** Actions are used once and discarded. Just do whatever the card says, then place it on the Discard Pile. Actions can sometimes cause major chaos, and yet at other times, have no effect at all. Note that while some Actions may cause additional cards to be played, everything that happens as a result of an Action card is considered part of one "play."

*Examples:* 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.

**CREEPER:** Unlike Keepers, which are things you want because they help you win, Creepers are undesirable cards which often prevent you from winning. Creepers are kept on the table in front of you in the same area as your Keepers.

Whereas Keepers stay in your hand until you decide to play them, Creepers are played automatically. 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 more than one Creeper 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.

*Example:* If you play the Action called "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.

**SURPRISE:** This type of card can be played at **any** time, even when it isn't your turn. Note that Surprises have two functions, one for during your turn, and one for out-of-turn. Surprises can also be used to cancel other surprises.

## WINNING

The game continues until someone meets the conditions of the current Goal. That player wins instantly, no matter whose turn it is!

## NOTES

Before the first turn, all players look at their starting hand, and if they have any Creepers, they must immediately lay them down and draw to replace them until everyone is holding three non-Creepers.

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.

### 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.)

If the Draw pile runs out, shuffle the Discard pile, turn it over to make a new Draw pile, and keep playing.

New players may join at any time by being dealt a hand of three cards.

## ICONS



**Living Being:** This icon is used to label items that are live beings and therefore susceptible to **Brain Parasites.**

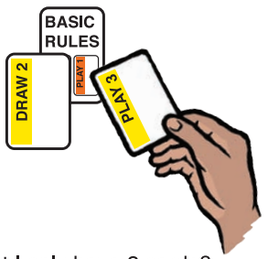



**Mechanical Device:** This icon is used to label items that are equipment and therefore susceptible to **Malfunction.**

## FREQUENTLY ASKED QUESTIONS

**Q:** What happens if I want to play a New Rule but there's already a New Rule in the center on the table? Does it replace the old New Rule, or do they peacefully co-exist?
**A:** It all depends on contradictions. There's no limit on the number of New Rules that can be in play at once, as long as they don't interfere with each other. If the New Rule you are adding has nothing to do with the existing New Rule, both rules remain. However, if both rules are about the same thing, for example how many cards to Draw, then the new card becomes the rule and the old rule is discarded.

**Q:** What if a New Rule, such as **Play 3**, contradicts the **Basic Rules**?
**A:** The New Rule still supersedes the Basic Rule, but the Basic Rules card does not get discarded. To help to avoid confusion, the New Rule can be placed to cover-up the portion of Basic Rules it replaces, as shown.




**Q:** What if the Rules require me to **Play 4** but I only have 2 cards?
**A:** Play as many as you can. Your turn ends when you have no cards left in your hand, even if you are supposed to play more.

**Q:** Suppose the rule is **Play 2** and for my second play I change the rules to **Play 3**. Do I play one more card or am I done because I played 2?
**A:** All rules take effect immediately, so you would need to play 1 more card because the rules at that point had become Play 3.

**Q:** How do I interpret the **Play All** card? If, by playing my cards, I receive more cards in my hand, do those new cards have to be played as well, so that I will always end up with zero cards in my hand at the end of my turn as long as Play All is on the table?
**A:** Yes.

**Q:** If I play a Keeper, and I already had a Keeper, do I have to discard the first one to play the new one?
**A:** You can have as many Keepers in front of you as you want, unless a **Keeper Limit** New Rule card is played. Even then, you can play as many Keepers as you want during your turn and only decide what to discard when your turn is over.

**Q:** Suppose there's a **Hand** or **Keeper Limit** rule in play when my turn begins, but, during the course of my turn, the limit card is removed and discarded as a result of another Rule card or Action card. Is it still necessary for me to discard down to the limit that is no longer in play?
**A:** Nope! Just as Rules take effect immediately, their effects also cease the moment the rule disappears.

**Q:** Does a **Hand Limit** mean “hold the limit number, unless you already have fewer cards, in which case hold that lower number”?
**A:** Yes. It's not a quota that you must draw up to in order to meet, it's simply a cap on the number of cards you're allowed to hold.

**Q:** When discarding cards because of a Limit rule, do you get to choose what to discard, or is it random?
**A:** You get to choose.

**Q:** Is there a Creeper Limit? Do Creepers count towards the Keeper Limit?
**A:** No and No. Creepers aren't limited and do not count as Keepers.

**Q:** How do you get rid of Creepers?
**A:** In other versions of Fluxx, Creepers stand alone, like Keepers, but in Star Fluxx, they attach themselves to your Keepers. This means the best way is often to get rid of the “host” Keeper. But you will encounter other methods in the game as well.

**Q:** If you have a Creeper but no Keepers that it can be attached to, does it just hang around in front of you until a Keeper arrives?
**A:** Yes.

**Q:** Do I get to play any cards or take any actions when it's not my turn?
**A:** When it's someone else’s turn, there's not much you get to do -- unless you have a Surprise (the only type of card you can play out of turn). But you will sometimes need to make minor decisions or perform card maintenance during other players’ turns. For example, if someone plays a **Hand Limit** and you have more cards in your hand than are allowed, you'll need to decide what to keep and what to discard.

**Q:** Suppose I play **Draw 2 and Use 'em** and I draw two Goals, and one of them will cause my opponent to win. Can I play the two Goals in instant succession, with the one that doesn't make them win on top, so that they don't get to win?
**A:** No. Any time a Goal is played, it provides a chance for someone to win with those conditions. No matter how briefly that Goal is in play, it counts, and if someone meets the conditions in that instant, they win.

**Q:** Does using a special option listed on a Keeper count as a Play, or is it a Free Action? For example, the **Unseen Force** lets you steal a card from another player’s hand... is that considered a “Play”?
**A:** No, special options provided by Keepers are Free Actions, not Plays.

**Q:** If the Goal requires a Keeper and a Creeper, does the Creeper need to be attached to that specific Keeper?
**A:** No. As long as both cards are in front of one player, that player wins.

**Q:** What happens to Creepers attached to Keepers during **Beam Us Up**?
**A:** The Creepers stay with their Keepers until they reach a player's hand, at which point that player must immediately put them back onto the table in front of them.

**Q:** If someone has the **Teleporter** with **Malfunction** attached, do they still get all the Keepers during **Beam Us Up**?
**A:** No. (BTW, intercepting Keepers with the Teleporter is not “stealing.”)

**Q:** If you stop someone from stealing from you with **It's A Trap!** and they have the **Expendable Crewman**, is that all you can steal back?
**A:** Yes.

**Q:** Suppose someone with no Keepers plays Steal a Keeper on me. If I use **It's A Trap!** to stop them, what do I get to steal back?
**A:** Nothing.

**Q:** Suppose I have the **Holographic Projector** and someone else has a Keeper I need to win, for example the Starship. Now suppose it's an Evil Starship. Does my Holographic Projector count only as the Starship, or is it also an Evil Starship?
**A:** It duplicates the whole package, so it’s an Evil Starship. You don't win -- unless what you need is an Evil Starship, or something else Evil.

**Q:** Since you can cancel a Surprise by playing another Surprise, can a 3rd (or even 4th) Surprise card be played consecutively?
**A:** Yes.

**Q:** Do I get a replacement play if someone cancels one of my plays with a Surprise?
**A:** No. (Also, it does NOT count as a play to use a Surprise during your turn for the out-of-turn action of canceling another Surprise.)

**Q:** Can I play **That’s Mine!** out of turn when someone else plays Steal a Keeper to allow me to steal the Keeper they are stealing?
**A:** No. The other player didn’t actually play the Keeper, they played an Action which let them take possession of a Keeper. But you could stop the Action itself by playing the **Belay That!** Surprise.

**Q:** The **Canceled Plans** and **Belay That!** Surprise cards say "All other players must discard one Goal/Action, or a random card, from their hands." Does that mean you have a free choice, or must you discard a Goal/Action if you have one, and a random card only if you don't?
**A:** You get to choose.

**Q:** What happens if the **Cute Fuzzy Alien Creature** has Evil or Brain Parasites attached and gets discarded?
**A:** Both cards go into the discard pile. Then the Cute Fuzzy Alien alone is moved to the top of the draw pile.

**Q:** Can you answer more of my questions on the internet?
**A:** Yes! Please visit LooneyLabs.com for the latest FAQ updates!

Look for other Looney Labs games at a game store near you: **http://roster.looneylabs.com**

## CREDITS

Star Fluxx is based on Fluxx, published in 1997.



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