

HOW to PLAY



OVERVIEW

For decades, Fluxx fans have been asking for a solitaire option, but until now, all we could suggest was to add imaginary extra players. But now, as our Holiday Gift for 2022, Andy has created an all-new way of playing Fluxx which truly feels like a single person version of the card game of ever-changing rules!

EQUIPMENT

You can play this game with any version of Fluxx. But you will need to reconfigure the deck before you can begin. Here's how:

Remove and put back in the box:

- All Surprises (if any)
- The following cards if they're in your deck: **Everybody Gets 1, Exchange Keepers, Random Tax, Steal a Keeper, Steal Something, Share the Wealth, Taxation, Trade Hands, Use What You Take.**
- All other cards that won't make sense without other players

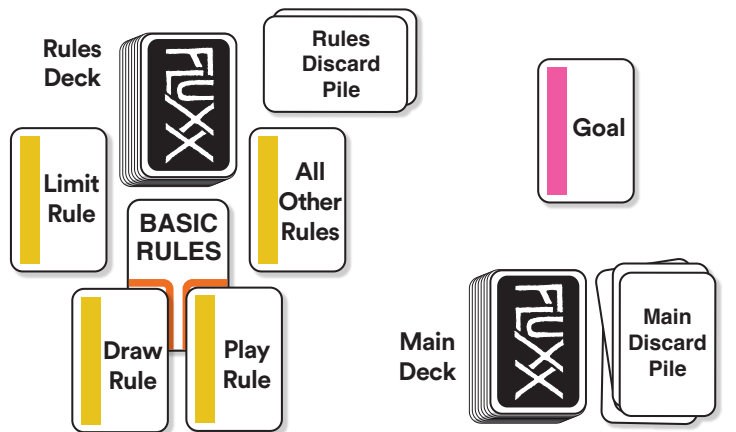
Visit our website for a list of specific cards to remove for every version of Fluxx we've ever released. You can also just remove other unusable cards as they come up in play and redraw. Here is that link: LooneyLabs.com/solo-fluxx

The remaining cards will form two decks:

- A Deck of New Rules
- The Main Deck, containing all remaining cards



GAME IN PROGRESS



SETUP

Place any Meta Rules (other than the Basic Rules) at the top of the layout where they will remain for the entire game. Shuffle the New Rules deck and place the stack in one corner. Place the Basic Rules below it. Shuffle together the remaining cards to create the Main deck. Draw 3 cards from this deck.

HOW TO PLAY

As in any Fluxx game, take a turn by following the current rules. Draw cards from the Main deck only. Play cards as usual.

If a card tells you to move something to another player, move it to the Discard pile instead.

Goals are placed in the Goal spot when played. Move the previous Goal to the Main discard pile.

Between each turn you take, the Rules will be changed. This is done by drawing a card from the deck of New Rules and placing it in the appropriate spot, as shown. (Think of this as the Rules taking a turn.)

If there's already a New Rule in play of the type you are adding, move the previous card to the Rules Discard Pile.

When a new Limit rule is added, you must comply with it before taking your next turn, as well as after each turn thereafter.

Any time you meet a Goal, discard the Keepers (and Creepers) it called for. Place the Goal card to one side. This is your score.

It is always acceptable to look at the cards in either discard pile.

You may find it useful to use a Turn Token to help you keep track of when it's your turn and when it's the Rule Deck's turn.

GAME OVER

The game ends immediately when you need to draw but no cards are left in the deck, whether that be the Main deck or the New Rules deck.

If you claimed at least one Goal, you win!

Your final score is the number of Goals you collected. Keep track of your personal best score for each version you own! You can help us crowd-source average scores online!

If the conditions of an Ungoal are ever met, you instantly lose and your score is 0, no matter how many Goals you had met.

Occasionally, a deck will have special circumstances. You will find detailed rules for those situations, if any, in the specific list for that deck, at our website: LooneyLabs.com/solo-fluxx.

If you have additional questions, please email us at TheLab@LooneyLabs.com and we'll get back to you ASAP.



LOONEY LABS

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