

HOW to PLAY ZOMBIE FLUXX

OVERVIEW

This game is an expanded version of Fluxx. These directions start with the basic game (on this side), followed by instructions for the new material (on the back).

Already know how to play Fluxx?

Turn this page over to get right to the Zombies!

First time playing a Fluxx game?

You might want to start without the Zombies...

STARTING

Place the Basic Rules 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

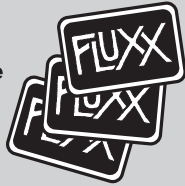


Start by putting the **Basic Rules card in the middle of the table.**



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.

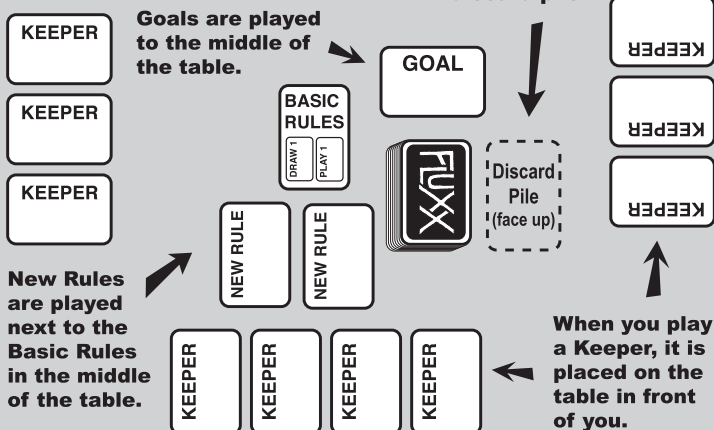
On Your Turn:

- 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).

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



PLAYING WITHOUT ZOMBIES

A good way to begin, particularly if you're new to Fluxx, is by leaving out the Zombies. By playing with just part of the deck at first you get just the basic game of Fluxx. You can play this simplified version for as long as you like, then shuffle in the Zombies when everyone's ready for increased insanity.

Here are the cards to leave out at first. (For easier sorting, the stripe on these cards has a drippy bottom edge.) During the game, ignore any text on Goal cards about requiring a Zombie (or not) to win.

Set Aside:

Actions:

- Eaten by Zombies!
- Return of the Dead
- Hey, Over Here!
- Let's Shamble!
- No Zombies
- ... and Stay Dead!
- Out of Ammo
- Zombie Jamboree

New Rules:

- Weapon Bonus
- Eradication Bonus
- Adrenaline Bonus
- Zombie Season
- Look, Over There!
- It's Not Working!
- Groaning Required
- Dead Friends
- Zombies Ain't So Bad

Keepers:

- Sonic Tranquilizer
- Zombie Repellent

Goals:

- Four, Three, Two, One
- I Alone Survived
- I'll Hold 'em Off!
- Zombie Baseball Team
- Zombie Victory

All Creepers

BASIC 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 2 cards and play them both. If one of those cards were "Draw 3, Play 2 of them" you'd keep going, drawing 3 more cards, playing 2 cards and discarding the third. All of this activity would be counted as the playing of just 1 card.

WINNING

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

NOTES

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

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.

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.)

Now that you know how to play Fluxx...



Bring on the ZOMBIES!

NEW CARD TYPES



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 several Creepers 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; for example, with "Everbody Gets 1" you must keep all Creepers you get while drawing the cards you'll be giving to other players.



UNGOAL: The Ungoal is treated exactly like a regular Goal, but instead of causing a player to win, if the conditions of the Ungoal are met the game ends with all players losing. The Zombies win!

FIRST ROUND

Because of Creepers, a game of Zombie Fluxx begins with a special preliminary round, during which players process their initial Creepers. All players look at the 3 cards they've been dealt, and if they have any Creepers, they must immediately lay them down and draw to replace them, until everyone has 3 cards with no Creepers in their hand. The game then begins as usual – whoever calls it goes first!

KILLING ZOMBIES

Zombies must be destroyed. (Even the hippies at Looney Labs will agree that a Zombie uprising is a situation where violence is called for.) But how? Some Keepers, like the Shotgun, can be used instantly to combat the Zombies... just read what it says on the card. Other Keepers have the potential to be used as weapons, but only if the current Rules allow it. (During "Zombie Season" you can kill a Zombie with your bare hands!) You can kill as many Zombies during your turn as the Rules permit. Note that some Zombies don't go into the discard pile when killed... be sure to read the cards carefully.

TYPES OF ZOMBIES

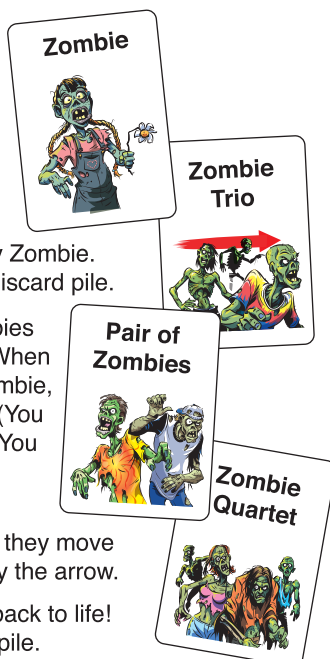
Not all Zombies are created equally. Some are easier to kill than others! There are four kinds of Zombie cards:

ZOMBIE: This is your regular every-day Zombie. When you kill one, it just goes into the discard pile.

PAIR OF ZOMBIES: The Pairs of Zombies are smarter than the average undead. When they're with you and you kill another Zombie, they become scared and run for cover! (You decide which player the Pair moves to.) You can also kill them like a plain Zombie.

ZOMBIE TRIO: When you kill a Trio of Zombies, they aren't discarded; instead they move to the player in the direction indicated by the arrow.

ZOMBIE QUARTET: This card comes back to life! When killed, place it on top of the draw pile.



ICONS

You'll find a bunch of little symbols and icons on the cards in Fluxx. Here are some important new ones you'll find in Zombie Fluxx:



Sometimes it's actually a good thing to have a Zombie. This icon indicates that a Zombie is required, or it may refer to a Zombie that's being targeted in some way.

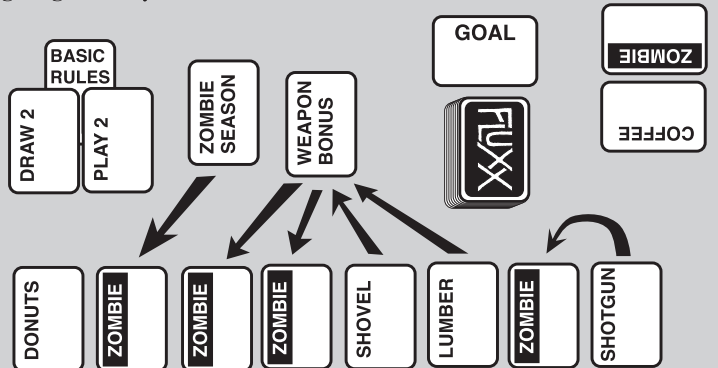


Usually Zombies are a problem. This symbol appears in situations where having a Zombie prevents you from winning or otherwise doing something.



This icon refers to something which has the potential to be used as a weapon. When the "Weapon Bonus" New Rule is in play, Keepers with this icon can be used to kill Zombies.

Example: It's your turn. Start by drawing 2 cards. If you got the Action "Exchange Keepers" and the Goal "Donuts with Coffee," you'd be able to win, but only by getting rid of all your Zombies. Here's how it's done:



The "Zombie Season" New Rule allows you to kill one Zombie, as does your Shotgun. The "Weapon Bonus" New Rule, along with your Shovel and Lumber Keepers, allows you to kill the other 2 Zombies. These are all free actions, so you still have 2 plays left, allowing you to Exchange your Shovel for your opponent's Coffee and then change the Goal to Donuts with Coffee. You win!

MIXING IT UP

Zombie Fluxx is a standalone expansion for the original game Fluxx. This means you can play it as is, or you can combine it with the original for even more fun. You can mix whole decks together for a really crazy game, or just add in your favorite New Rules from



original Fluxx. (Do you dare add Inflation?) If you're feeling really creative, look for our blank Fluxx cards (known as Fluxx Blanxx, of course) and use them (along with a permanent marker) to add your own wacky ideas to the game. You could even add in cards from EcoFluxx, Family Fluxx, or Fluxx Español – all of these editions have the same cardback!

Look for these and other Looney Labs games at a game store near you: <http://roster.looneylabs.com>

CREDITS

Zombie Fluxx is based on Fluxx, published in 1997.

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