

# Positioning Guide

These cards are meant to be used with “Fluxx”, “the card game with ever-changing rules” from Looney Labs.

Looney Labs

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Cards contained in this file are designed and executed by Elliott C. Evans.

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# New Basic Rules

Start by shuffling the deck and dealing 3 cards to each player. Then place this card in the center of the table.

## Draw 1, Play 1

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Draw 1 card per turn.

Play 1 card per turn.

No Hand Limit.

No Keeper Limit.

No hidden keepers.

No hand viewing.

Play passes to the left.

# NEW RULE

This rule goes into effect as soon as you play it. Place this card face up in the center of the table. Discard it when a newer rule contradicts it.

## First Card Random

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The first card you play must be chosen at random from your hand by the player on your right.

Ignore this rule unless Play 3 or Play 4 is in force.

# NEW RULE

This rule goes into effect as soon as you play it. Place this card face up in the center of the table. Discard it when a newer rule contradicts it.

## Glasnost

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If it isn't your turn, the face of one of the cards in your hand must be visible to all other players.

During your turn, you should ignore this rule, as long as you reveal one card at the end of your turn.

# NEW RULE

This rule goes into effect as soon as you play it. Place this card face up in the center of the table. Discard it when a newer rule contradicts it.

## Telepathy

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If it isn't your turn, the face of all of the cards in your hand must be visible to all other players.

During your turn, you should ignore this rule, as long as you reveal your cards at the end of your turn.

# ACTION

When you play this card,  
do whatever it says.

## Infocalypse

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Discard Glasnost or Telepathy if either is in play.

No cards in your hand should be visible to other players.

# NEW RULE

This rule goes into effect as soon as you play it. Place this card face up in the center of the table. Discard it when a newer rule contradicts it.

## Widdershins

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Play now passes to the right instead of to the left.