

# ABLUXXEN

Players: 2–5  
Ages: 10 and up  
Playing  
Time: about 20 minutes



amigo-spiele.de/02204

A sneaky card game by Wolfgang Kramer & Michael Kiesling  
With art by Sergi Marcet

## COMPONENTS



104 Number Cards with values from 1 to 13 (8 each)



5 jokers



1 Paw

## THE IDEA OF THE GAME

Play as many cards in front of you as you can, because these earn you valuable points. But watch out! The other players can steal (“abluxx”) your cards and even earn points for themselves with them. So, play your cards cleverly and abluxx from the other players!

## THE BASE GAME (3–5 Players)

### SETUP

The last player to have seen a lynx takes the **paw** and puts it in front of them.

Shuffle the remaining cards and deal **13 cards** to each player, face down. The remaining cards make up a face-down draw deck. Reveal the top **six cards** from the deck and place them next to the deck in a row. These cards make up the **pool**.

Leave some space on the other side of the draw deck for a discard pile.

*Setup for four players:*



Niko



Caro



Discard Pile



Draw Deck



Pool



Lisa



Louis

## PLAYING THE GAME

Take turns going in a clockwise direction. The player with the paw is the **active player** and it's their turn first. On your turn, play cards and abluxx from the other players if you can.

### 1) Playing (one or more) Card(s)

At the start of your turn, you **must play one or more cards of the same value** from your hand in front of you face up. It's entirely up to you how many cards of the same value you want to place in front of you.



**Jokers** take on the value of the card(s) you play with them. If you play jokers without any other cards, they are higher than any other value.

If you already have cards in front of you from previous rounds, place the new cards **on top of them shifted slightly to the side**, creating several layers in your display.



*Niko plays three 4s + one joker (= four 4s).*



*Niko's display after several rounds.*

### 2) Abluxxing

After playing your cards, compare the cards you **just played** with the **top layer** of cards in the other players' displays, starting with your neighbor to the left and going around the table from there. If you have played the **same number** of cards **AND a higher value** than the other players' top cards, you **must abluxx** (steal) their cards! Decide whether you want to take the cards you've abluxxed into your hand or not:

If you take the abluxxed cards **into your hand**...



The other player immediately **has to draw as many cards** as you abluxxed and **add them to their hand**.

If you **don't** take the abluxxed cards **into your hand**...



The other player gets to decide: They can either take those cards back **into their own hand** or **discard** them on the discard pile. If they decide to discard them, they **must** then draw the same number of cards and add them to their hand.

When **drawing cards**, you may choose to take them from the pool **or** the draw deck for each card separately.

The pool is only refilled to six cards **after** you've drawn **all** the cards you need.

If the draw deck runs out, **don't** create a new one. Continue playing with the remaining pool cards, but **don't** refill the pool anymore, either.

It's possible you'll have to abluxx **from more than one player** on the same turn. Proceed around the table in a clockwise direction.

However, you can only abluxx once from each player per turn.

#### Three important notes on abluxxing:

1. No matter what you both decide, the abluxxed cards always **leave** the display of the player they were abluxxed from.
2. Abluxxing turns formerly protected layers of your display back into the top layer. Cards in this layer can be abluxxed from you until your next turn.
3. Jokers that were played without any number cards cannot be abluxxed.

Once you've abluxxed from all the other players where you fulfilled the requirements, your turn is over.

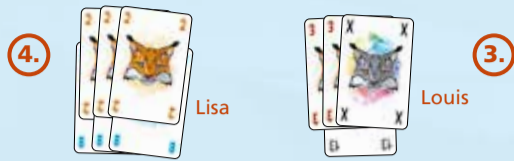
### Example with abluxxing:

It's Niko's turn, and he plays three 7s. Next, he compares these cards to the other players' top cards, going around the table.



Niko's cards are higher than Caro's, but the number of cards is different. Here, Niko **cannot** abluxx.

Comparing his cards with Lisa's, Niko finds he can abluxx again. However, he doesn't want Lisa's cards. Lisa decides to take her cards back into her hand.



Niko's cards have the same number and a higher value than Louis'. Let's abluxx! Niko decides to take Louis' cards into his own hand, as he already has two 3s

which would go well with Louis' 3s—and you can always use a joker! Louis must now draw three cards. He takes two cards from the pool and draws one more from the deck. Then, he refills the pool to six cards.

### Couldn't abluxx?

If you can't abluxx from **any** of the other players, you **MAY** draw **exactly one** card from the pool or the draw deck and take it into your hand. For this action, it doesn't matter how many cards you played that turn. Then, your turn ends.

### Example without abluxxing:

Unfortunately, Caro can't abluxx from Niko either, because the number of cards is different.



Now, it's Caro's turn. She plays one 13 and then checks if she can abluxx from the other players, going around the table.

Caro's card is of a higher value than Lisa's cards, but their number is different, so she can't abluxx here either.



Caro played exactly the same card as Louis. Although the number of cards is right, the value is equal, not higher, so she can't abluxx here.

Caro couldn't abluxx from any of the other players, so she could now decide to end her turn. Instead, she chooses to take a card from the pool, picking the joker. This ends her turn.

After your turn, give the paw to your neighbor on the left. They are now the active player and start their turn by playing one or more cards.

## THE END OF THE GAME

The game ends **immediately** when one of the following situations occurs:

- One player has played all of their hand cards. As the game ends immediately, you **can't** abluxx with these cards!
- The draw deck has run out **and** a player takes the last card from the pool. In this case, they may not be able to draw all the cards they should have.

Next, count your points:

Each card you have in your display at the end of the game counts as **1 positive point**. Each card you have in your hand at the end of the game earns you **1 negative point**. The cards' values don't matter at this point.

The player with the most points wins the game! If there is a tie, victory goes to the one who has the fewest cards in their hand. If there is still a tie, you have more than one winner.

## ADVANCED VARIANT

You've played the base game through a few times and are looking for a bigger challenge? Play the advanced variant (which corresponds to the rules of the first edition of the game from 2015):

If you can't abluxx, you **can't** draw a card, either. The other base game rules stay in effect.

## EXPERT VARIANT

You want something even more challenging? Try the expert variant by adding this rule to the advanced variant: Jokers that are played without number cards and 13s can get abluxxed, too—with **1s**. However, 1s can still be abluxxed by any higher value, as usual.

## THE DUEL (2-Player Variant)

Play the 2-player variant according to the base game rules, with the following changes:

### Setup:

Both players get **2 jokers** each. Then, shuffle the rest of the cards and deal **eleven more cards** to each player.

In addition, deal 13 cards as a "**Shadow Display**". Reveal these one after the other and place them **next to each other** in a row. If you reveal a value that's already there, place it on top of the existing cards, so you can easily see which values occur more than once.

If you reveal a 13 or a joker, **don't** put them in the Shadow Display. Instead, place them **on top of** the lowest single card in the **pool**, creating groups of cards.

**Important:** **Every time** you refill the Shadow Display over the course of the game and reveal a 13 or a joker from the draw deck, place them in the pool as described above. Then, refill the Shadow Display to 13 cards from the draw deck.



Add 13s and jokers from the Shadow Display to the pool.

### Pool

If you take one of the groups of cards from the pool when you draw cards, they count as only **one** card.

### Shadowluxxing

You have to abluxx from the Shadow Display, too! However, note the following:

Unlike the other player's display, the Shadow Display has only **one layer**, and you can abluxx any set of cards from it. This means that if you have more than one way of abluxxing from the Shadow Display, pick (only) one. You must take any cards you abluxx from the Shadow Display into your hand. If you abluxx from the other player, you still get the choice described above.

If you abluxx from both the Shadow Display and the other player on the same turn, start with the Shadow Display.

Refill the shadow display to 13 cards immediately after shadowluxxing.

You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us directly.

Do you have any questions? We would be happy to help:



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