

HOW TO USE

FLUXX[®]
DICE



FLUXX DICE CAN BE USED WITH ANY FLUXX DECK

RULES

- 1) Place the Dice Override New Rule and the Meta Rule with the Basic Rules.
- 2) Shuffle the other new cards into the deck.
- 3) Deal 3 cards to each player, and begin!

On Your Turn: Roll the dice to determine the number of cards you draw and play.

How to Use Draw & Play Rule Cards: If the dice are in play, new draw and play rule cards change your dice results, and are then discarded, like Actions. *Example:* You roll Draw 3 and Play 1. If you played the Play All card, you would change the position of the play die to the Play All position and discard the Play All New Rule card. You would then proceed to play all of your cards.

NOTES

Discarding Dice Override: When this rule is discarded, the Basic Rules (Draw 1 and Play 1) come back into force. If the Dice Override rule returns later, any Draw or Play New Rule cards that had been played are immediately discarded, and the current player immediately rolls the dice.

Roll For It: You can use this action whether or not the Dice Override rule is in play. Note that using Roll For It does NOT change the current draw amount.

Bad Luck: Unlike most creepers, Bad Luck does not prevent you from winning. Bad Luck should only make it harder for you to win, not impossible, and the downside of Bad Luck is punishing enough.

COPYRIGHT © 2015 BY LOONEY LABS
PO BOX 761, COLLEGE PARK, MD 20741
ITEM: LOO-066, UPC: 857848004277



LOONEY
LABS