



<p>COMPOSTING *</p> <p>Draw from or </p> <p>To play this card, place it face up in the center of the table. This rule goes into effect as soon as you play it.</p> <p>Composting</p> <p>Whenever you draw a card, you may choose to take the bottom card of the discard pile instead of the top card of the draw pile.</p> <p>It's OK to look at the bottom card first.</p>	<p>CAMOUFLAGE *</p> <p>To play this card, place it face up in the center of the table. This rule goes into effect as soon as you play it.</p> <p>Camouflage</p> <p>During your turn, you may "hide" 1 of your Keepers, either by playing it face down, or by turning it over if it's already on the table. While hidden in this way, this card is treated as if it isn't in play. Players may reveal their hidden Keepers at any time.</p>	<p>ACTION</p> <p>To play this card, do whatever it says, then place it on the discard pile.</p> <p>Extinction</p> <p>Pick any Keeper in play on the table which represents something living. Take it out of the game permanently, along with this card.</p>
<p>BIRDS ✓</p> <p>KEEPER</p> <p>To play this card, place it face up on the table in front of you.</p> <p>Birds</p>	<p>TREES ✓</p> <p>KEEPER</p> <p>To play this card, place it face up on the table in front of you.</p> <p>Trees</p>	<p>SEEDS ✓</p> <p>KEEPER</p> <p>To play this card, place it face up on the table in front of you.</p> <p>Seeds</p>
<p>BIRDS EAT... ☐</p> <p>GOAL</p> <p>To play this card, place it face up in the center of the table. Discard previous Goal, if any.</p> <p>Birds Eat Insects, Worms or Seeds</p> <p>The player with Birds in play wins if someone has Insects or Worms or Seeds on the table.</p>	<p>OAKS FROM ACORNS ☐</p> <p>GOAL</p> <p>To play this card, place it face up in the center of the table. Discard previous Goal, if any.</p> <p>Mighty Oaks from Tiny Acorns Grow</p> <p>The player with Seeds and Trees on the table wins.</p>	<p>FOREST FIRE ☐</p> <p>CREEPER</p> <p>You cannot hold this card, but must place it face up in front of you as soon as you get it. If you draw it, immediately show another card to replace it.</p> <p>Forest Fire</p> <p>Nobody can win while this card is on the table.</p> <p>If you have this at the start of your turn, discard a Keeper you have on the table. Discard this if you have no Keepers in play.</p>



<p>DRAW 3 *</p> <p>NEW RULE</p> <p> 3</p> <p>To play this card, place it face up in the center of the table. New rules take effect instantly. Discard any previous Draw rules.</p> <p>Draw 3</p> <p>Draw 3 cards per turn.</p> <p>The person who played this card should draw extra cards right away (if needed) so that they have drawn 3 cards this turn.</p>	<p>CAPTAIN'S HAT ✓</p> <p>KEEPER</p> <p>To play this card, place it face up on the table in front of you.</p> <p>Captain's Hat</p> <p>If you have this on the table, all other players must call you the Captain.</p> <p>This card cannot be Plankless!</p>	<p>KEG OF RUM ☐</p> <p>GOAL</p> <p>To play this card, place it face up in the center of the table. Discard previous Goal, if any.</p> <p>Keg of Rum</p> <p>The player who has the Keg and Rum on the table wins.</p>	<p>WALK THE PLANK! ↕</p> <p>ACTION</p> <p>To play this card, do whatever it says, then place it on the discard pile.</p> <p>Walk the Plank!</p> <p>Choose a player. That player must discard their entire hand of cards.</p> <p>If someone has the Captain's Hat Keeper on the table, that player gets to choose who walks the plank.</p>
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YouTube Video Links: (All video links are for the original Fluxx game, EcoFluxx is a different version of the original. I suggest playing and familiarizing players with the original Fluxx game first).

<https://youtu.be/50TJF9DhpNw>

<https://youtu.be/-rxCGJRA5M4>

<https://youtu.be/rQaTgUhX7hE>

Number of Players: 2-6 (Best 4)

Ages: 8 and Up

Play Time: 2-30 minutes

EcoFluxx Description: What's in EcoFluxx? Well, it has a whole food chain of woodland creatures from leaves to bears. It has frogs and snakes and trees and fish and spiders and rabbits and mice and mushrooms and worms. It has air and water and dirt, and it has the humans whose pollution can endanger such things. It has all the standard new rules and actions that make it Fluxx, plus a few new ones that go with the theme, including the Composting rule (which lets you draw from the bottom of the discard pile) and new types of "eating" goals (which let you win the game if your Keeper says it eats one of the other Keepers in play).