Abluxxen English Rules

For 2-5 People, Ages 10 and up

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Contents

110 Cards:
- 104 Numbered cards(8x colored suits 1-13)
- 5 Jokers(labeled "X")
- 1 Luxx card

Setup

See picture on page 2 in German rules for reference.

1. Place the Luxx card in front of the youngest player.
   Optional(See page 3)

2. Shuffle the rest of the cards into a deck and deal 13 cards to each players. These cards are your hand and must not be shown to other players.

3. Place the rest of the deck of cards in the middle of the table. Draw 6 cards from the deck and place them face up to the right of the deck. When cards are discarded they are placed to the left of the deck.

Sequence of play

- The youngest player starts, with the next player being the next in a clockwise rotation.

- The active player lays down in front of themselves **one or more cards with the same number**.

- If a player already has cards laid down in front they then place the new card(s) on top of the already laid down cards, offset so that the numbers on all cards are visible. Neither the number of cards(in each "row") nor the value of the cards must match any row of cards already laid down(An example is shown in figure 1B on page 3 of the German rule book).

- After the active player has laid cards down that follow the previously mentioned rules, the player then checks with each other players laid down cards if they `abluxx` any of their cards(explained below in the abluxx section).

- If the active player `abluxxes` any of another players cards the `abluxx` is resolved, otherwise play continues and it is the next players turn.

Abluxx

An `abluxx` happens when the active player lays down cards that are **the same count** but **higher value** than the topmost row of another player(e.g. three 5's `abluxxes` three 4's). If multiple `abluxxes` are triggered, they are resolved in a clockwise order.

The active player now has a choice, do they want the `abluxxed` cards or not?

• If **YES** the active player takes the `abluxxed` cards into their hand, and the `abluxxed` cards' owner draws a number of cards equal to the number of cards `abluxxed`.

• If **NO** the `abluxxed` cards' owner must either **take the `abluxxed` cards into their hand** or **discard the `abluxxed` cards and draw a number of cards equal to the number of cards discarded**. If the `abluxxed` cards' owner chooses to pick up the `abluxxed` cards, **no cards are drawn**.

NOTE: An `abluxx` is mandatory and thus the `abluxxed` cards must either be picked up by one of the affected players or discarded if an `abluxx` is triggered.

Drawing a number of cards is done by either picking any of the **face up cards** or **drawing blind** from the deck. The display of face up cards are only refilled **after** a player has finished drawing cards.

After the `abluxx` is resolved any remaining `abluxxes` are resolved. **NOTE: A player may never be `abluxxed` twice in a single players turn.**

After all `abluxxes` have been resolved, it is now the next players turn.

Two `abluxx` examples can be seen on page 3.

Joker

A joker can be used in place of any **number** and **color** card **or** be used by themselves as the highest card in the game(e.g. two jokers `abluxxes` two 13's).

End of the Game

The game ends **immediately** when either:

- A player has no cards left in their hand(**NOTE: You do not resolve any `abluxx` that last move would trigger**).
- The deck and draw pile(the 6 face up cards) are both empty(**NOTE: This can happen while a player is drawing cards**).

Players then count up their scores getting:
• One point for each card in front of themselves
• Minus one point for each card still in their hand
Note: This means that the value on each card is irrelevant for scoring.
The player with the most points is the winner. In the case of a tie the tied players share a victory.
Multiple games can be played in succession with the winner being the one with the highest combined score after all games.

Luxx Card(Optional)

The Luxx card can be used to show who is currently the active player

Example `Abluxx` 1

See picture 2A on page 5 in the German rule book for reference.
Andi lays down two 12's and checks the top most cards of each other player.
Andi's 12's are..

1. higher than Ben's 3, but the number of cards do not match and so **no** `abluxx` is triggered.

2. higher than Daniel's 7's and the number of cards match, and so **an `abluxx` is triggered**. Andi does not want Daniel's 7's. Daniel must then either pick up the 7's or discard them and draw **two** cards from either the face up cards or the deck.

3. higher tahn Claudia's 9's and the number of cards match, and so **an `abluxx` is triggered**. Andi want Claudia's 7's and puts them into his hand. Claudia must now draw **two** cards from either the face up cards or the deck.

Example `Abluxx` 2

See picture 2B on page 5 in the German rule book for reference.
Now it is Ben's turn. He lays down one 13 and `abluxxes` Daniel's now top most single 5(labeled 2 in the picture). No other `abluxxes` are triggered