

MicroFluxx

User Manual

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About the Game

MicroFluxx is an adaptation of the original game Fluxx designed by Andrew Looney. See www.LooneyLabs.com for more information on it or to purchase the original tabletop game.

Introduction

Description

Thank you for downloading MicroFluxx, nosleep software's first game. Be sure to visit www.nosleep.net for updates, news, and other cool software.

This software is freeware, so feel free to distribute it! Also, we will be releasing updated versions regularly, so be sure to email us your suggestions.

Contact Information

Please contact us if you encounter any problems with the software, or if you have any suggestions on how to improve it. You can do so at <http://www.nosleep.net/support>

nosleep software
1850 Franklin Way
Quakertown, PA 18951



System Requirements

Handheld running PalmOS 3.0 or higher, and about 70k of available memory.

How to Play

The Goal of the Game

The goal of the game is to collect *Keeper* cards that will match a *Goal* card. As you play, you try to acquire and then play *Keeper* cards. Then, when someone plays a *Goal* card, that you have played the *Keepers* for, you win. An example may make this more clear:

If you acquire and play the “Money” *Keeper* card  and the “Time” *Keeper* card , and then someone plays the *Goal* card “Time Is Money”  then you win!

Important: You can find detailed help including descriptions of every card by tapping on the *Menu* button (below the *Home* button on your handheld) and then tapping *Help*.

The Game Layout



- 1 – The status bar. Look here for what to do next.
- 2 – The computer player's Keepers.
- 3 – The number of cards in the computer player's hand.
- 4 – The current goal of the game.
- 5 – The deck of cards. Tap this to draw a card.
- 6 – These tell you the current number of cards that you must draw and play on each turn.
- 7 – Your list of Keeper cards.
- 8 – Your hand.
- 9 – These are limits on the number of cards you can have in your hand or Keepers on the table.

Revision History

Version 1.1 (29 September 2002)

- Compressed the graphics to reduce the file size (by about 20%)
- Changed the name
- Added a display of the number of cards in the computer player's hand
- Verified PalmOS 5 compatibility

Version 1.02 (22 September 2002)

- Few bug fixes.

Version 1.0 (25 August 2002)

- Initial Release.

Disclaimer

Despite our best efforts, bugs sometimes find their way into our software (and tell us if you find any!) and sometimes you can do things that you don't intend to that can mess things up, so therefore we cannot take any responsibility for any loss of data or the like that may occur. This software is provided "as-is" without any warranties expressed or implied and by downloading the software the user agrees with this and uses the software at their own risk.