



Fairy Tale Fluxx



Keepers (23 cards)

- The Bears
- The Castle
- The Dwarves
- The Fairy
- The Frog
- The Genie
- The Giant
- Gingerbread House
- Gingerbread Man
- Glass Slipper
- The King
- The Lamp
- The Little Boy
- The Little Girl
- The Prince
- The Princess
- The Queen
- The Tower
- The Treasure
- The Witch
- The Wizard
- The Wolf
- The Woods

Goals (35 cards)

- Boy Who Cried Wolf
- Cinderella
- Does the Shoe Fit?
- The Dwarf King
- Enchanted Forest
- Fairy Godmother
- Fairy Queen
- Fairy Tale Prisons
- Frog Prince
- Genie of the Lamp
- The Giant's Castle
- Ginger Land
- Golden Eggs

- Goldilocks
- The Greatest Treasure
- Hansel or Gretel
- Happily Ever After
- Into the Woods!
- Jack & Jill
- Jack & the Beanstalk
- King's Ransom
- Kiss Me, Princess!
- Magic Beings
- Merlin's Tower
- Once Upon a Time...
- Prince and the Pauper
- Rapunzel
- Red Riding Hood
- Snow White & Dwarves
- Snow White & Rose Red
- The Tallest Tower
- Their Majesties
- Turned Into a Frog!
- Who's Nibbling?
- Wolves in the Woods

Actions (20 cards)

- Discard and Draw
- Draw 2 and Use 'Em
- Draw 3, Play 2 of Them
- Everybody Gets 1
- Exchange Keepers
- The Grand Ball
- Jackpot!
- Let's Do That Again
- Let's Simplify
- No Limits
- Random Tax
- Robin Hood
- Rules Reset
- Steal a Keeper
- Trade Hands
- Trash a Keeper

- Trash a New Rule
- Use What You Take
- Your Wish is Granted!
- Zap a Card

New Rules (21 cards)

- Double Agenda
- Draw 2
- Draw 3
- Draw 4
- Draw 5
- Get On With It!
- Goal Mill
- Hand Limit 1
- Hand Limit 2
- Hand Limit 3
- Hand Limit 4
- Keeper Limit 3
- Keeper Limit 4
- Magic Spell
- No-Hand Bonus
- Play 2
- Play 3
- Play 4
- Play All
- Play All But 1
- Recycling

Special Cards (1 card)

- Basic Rules