

# PLAY CHAOS, IT'S AS EASY AS 1, 2, 3

## GENERAL RULES:

Chaos is a unique game of mental skill that calls upon its players to recall previous moves and positions of playing pieces that all look identical. The skill of the game lies in remembering which piece belongs to whom as you attempt to move your entire set from one side of the board to the other.

## EQUIPMENT:

The equipment consists of 1 playing board and 24 playing pieces. The playing pieces, when placed face down, are identical, but when turned over (face up) reveal a color.

## PREPARATION:

Each player takes 6 playing pieces of the same color and shows the other players. These pieces become his set. His set is placed (face down) on the first row of circles on his side of the board. The player who had a green set moves first with play rotating to the left thereafter.

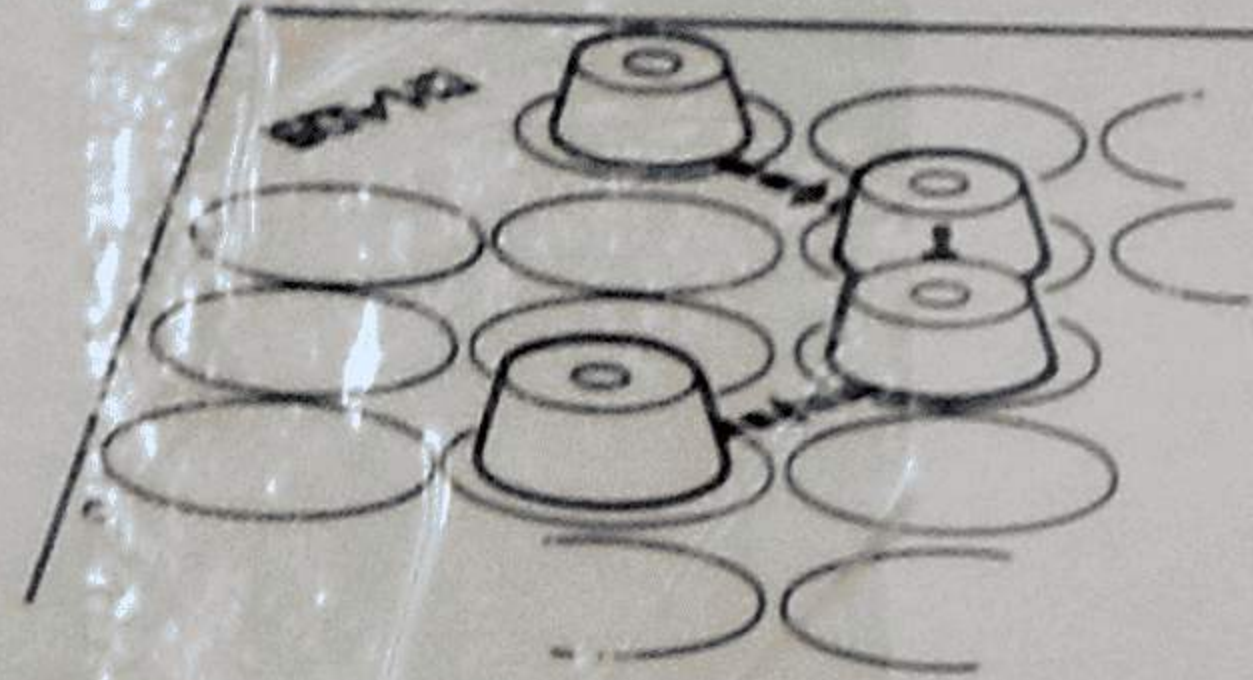
## OBJECT:

The object of Chaos is to be the first player to move your entire set across the board to the opposite side.

## MOVES:

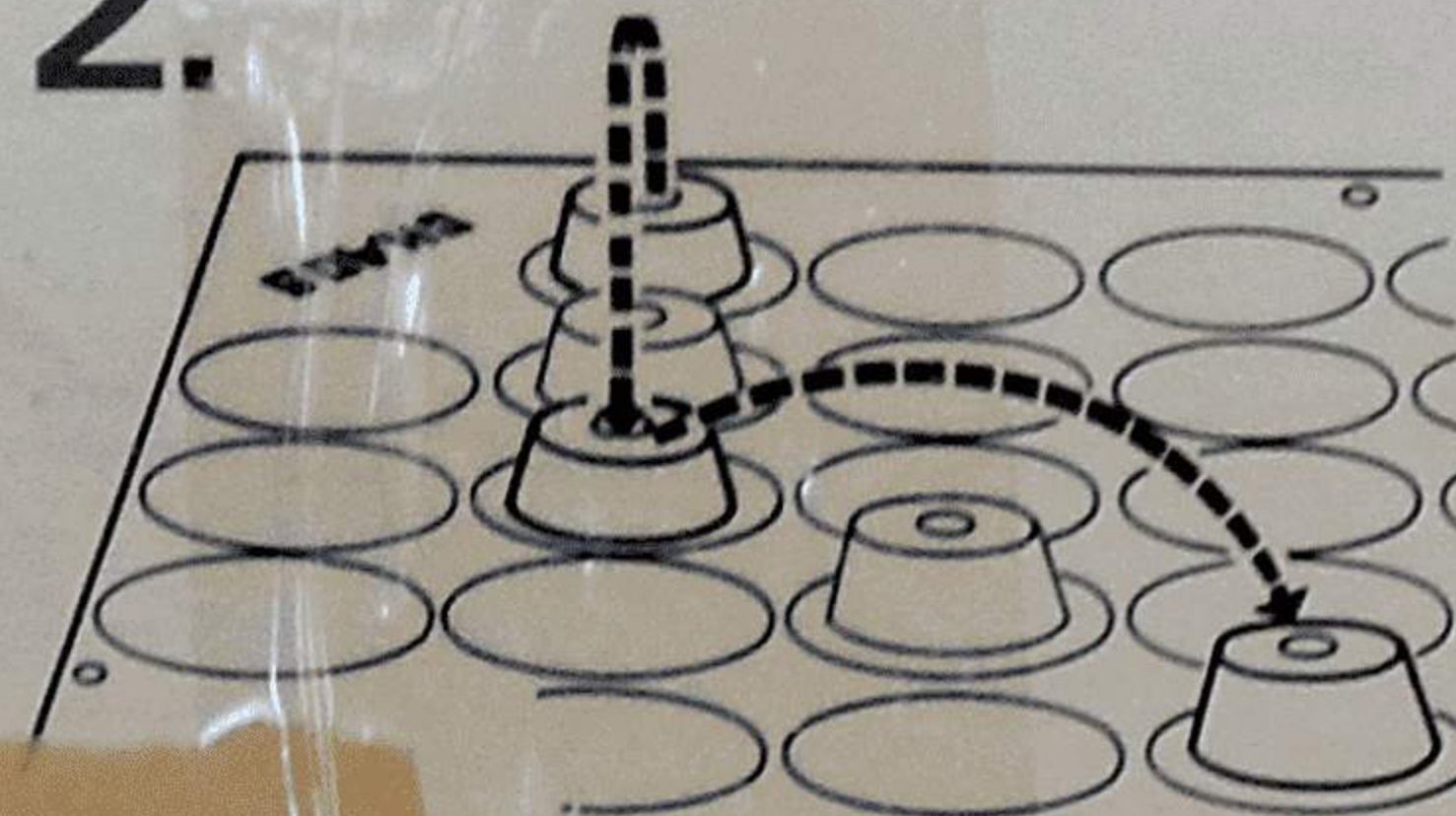
During a turn a player can move his piece in either one or two ways, but always forward, sideways or diagonally. He can move it along the board one circle per turn, or jump another piece directly next to it (including his own) as long as there is an empty circle to land on after the jump. A player can continue to jump as long as there is a piece directly next to his and a circle to land on. Before a player can move any playing piece across the center of the board (which is indicated by the small dots), his entire set must be moved out of their original positions, either forward or diagonally.

1.



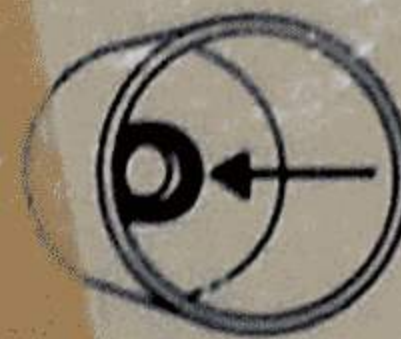
Examples of moves

2.



Examples of jumps

3.



Color identification on inside of each playing piece.

## PENALTIES:

- When a player reaches the opposite side of the playing board he must turn his piece over (face up) and reveal its color. If the color is indeed his own, the piece remains there and may not be moved for the remainder of the game. If, however, the color belongs to another player, the playing piece is then turned over and the player to whom the piece belonged must move it from that position on his next turn. The game then continues with the next player's turn.
- If a player suspects that another player is moving a piece other than his own, he may challenge him as soon as he has moved the piece. The piece is then turned over revealing its color. If the color is incorrect and the challenged player has moved the wrong piece, he must return that piece to the circle it occupied before his move and may not make another move until his next turn. If his move was correct and the challenger was wrong, the challenger forfeits his next turn.

## WINNER:

The first player to get his entire set on the last row of the opposite side of the board wins the game.

## TWO-PLAYER GAME:

To make a two-player game more interesting, each player should play 2 colors (12 playing pieces each). The playing board should be placed kitty-corner on the table, each player using two adjoining sides as his base rows. Each player makes 2 consecutive moves, moving one playing piece of each of his 2 colors. All other rules for a four-player game apply.

## BEGINNER'S GAME:

Play according to the above rules, each player using only 3 pieces. As skill increases, add more playing pieces until you are able to keep track of all 6.