

CAOS



2-6

+8

15'

LEARN TO PLAY
AND MORE GAME MODES



**THINK YOU'RE THE FASTEST?
PROVE IT BY BEATING THE OTHER PLAYERS IN
ROCK, PAPER, SCISSORS!**

COMPONENTS

54 Cards



6 Special cards



6 Meeples



24 Tokens



6 Oversized cards with 3
new game modes

This rulebook

HOW TO WIN

1. First: the symbol
(Rock beats Scissors, Scissors
beats Paper, Paper beats Rock)

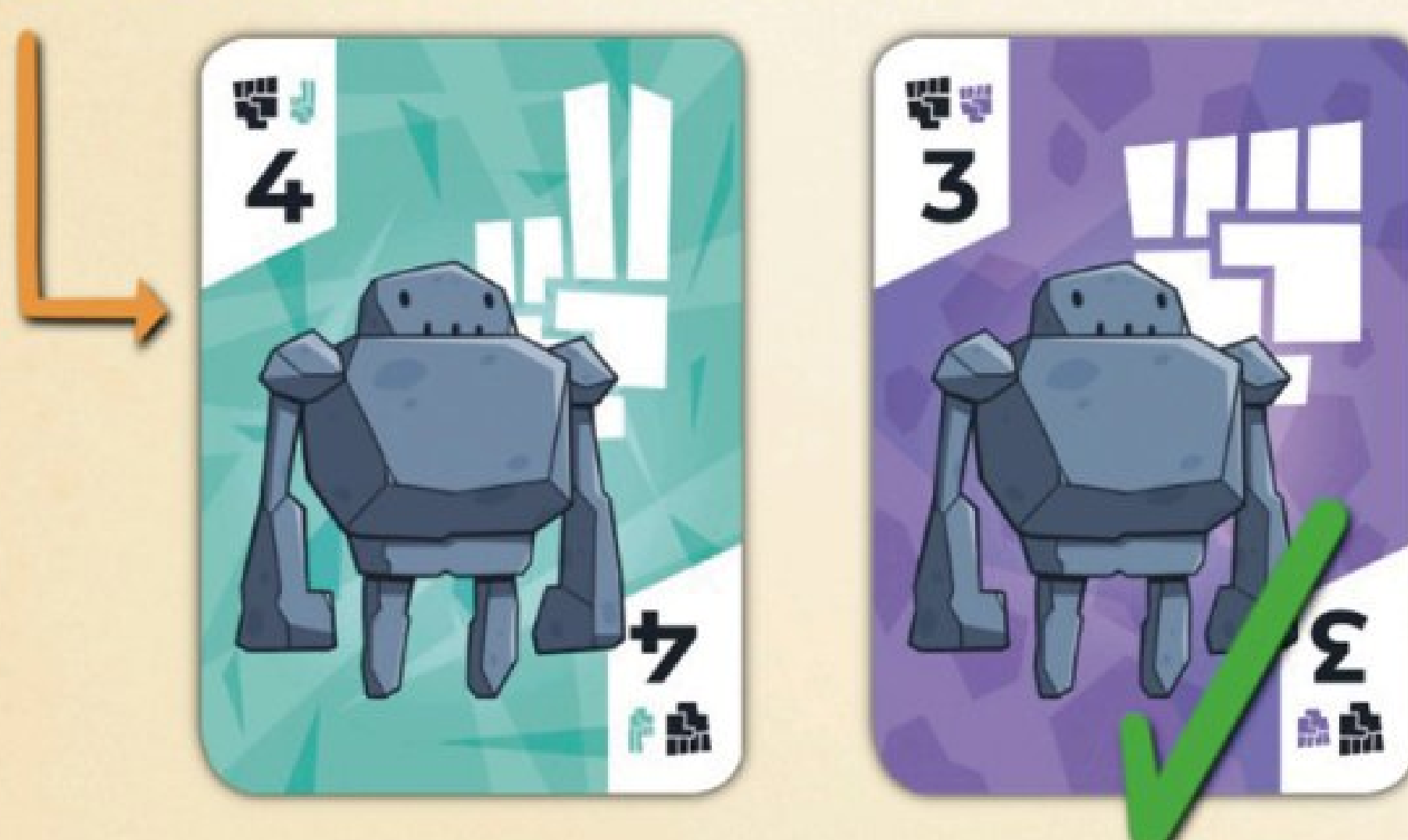
2. If tied: check the background.

3. Still tied: highest number
wins.

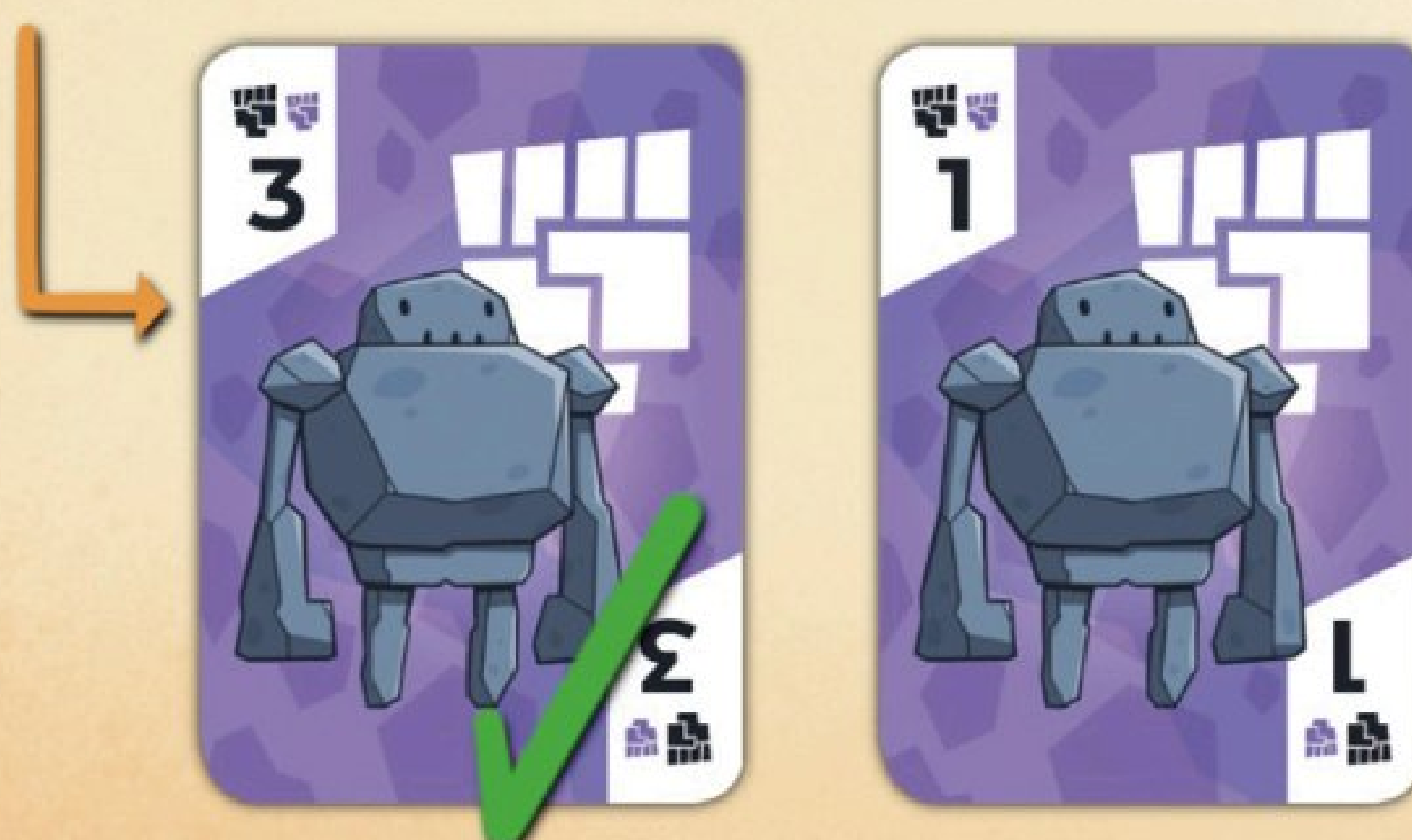
SCISSORS BEATS PAPER



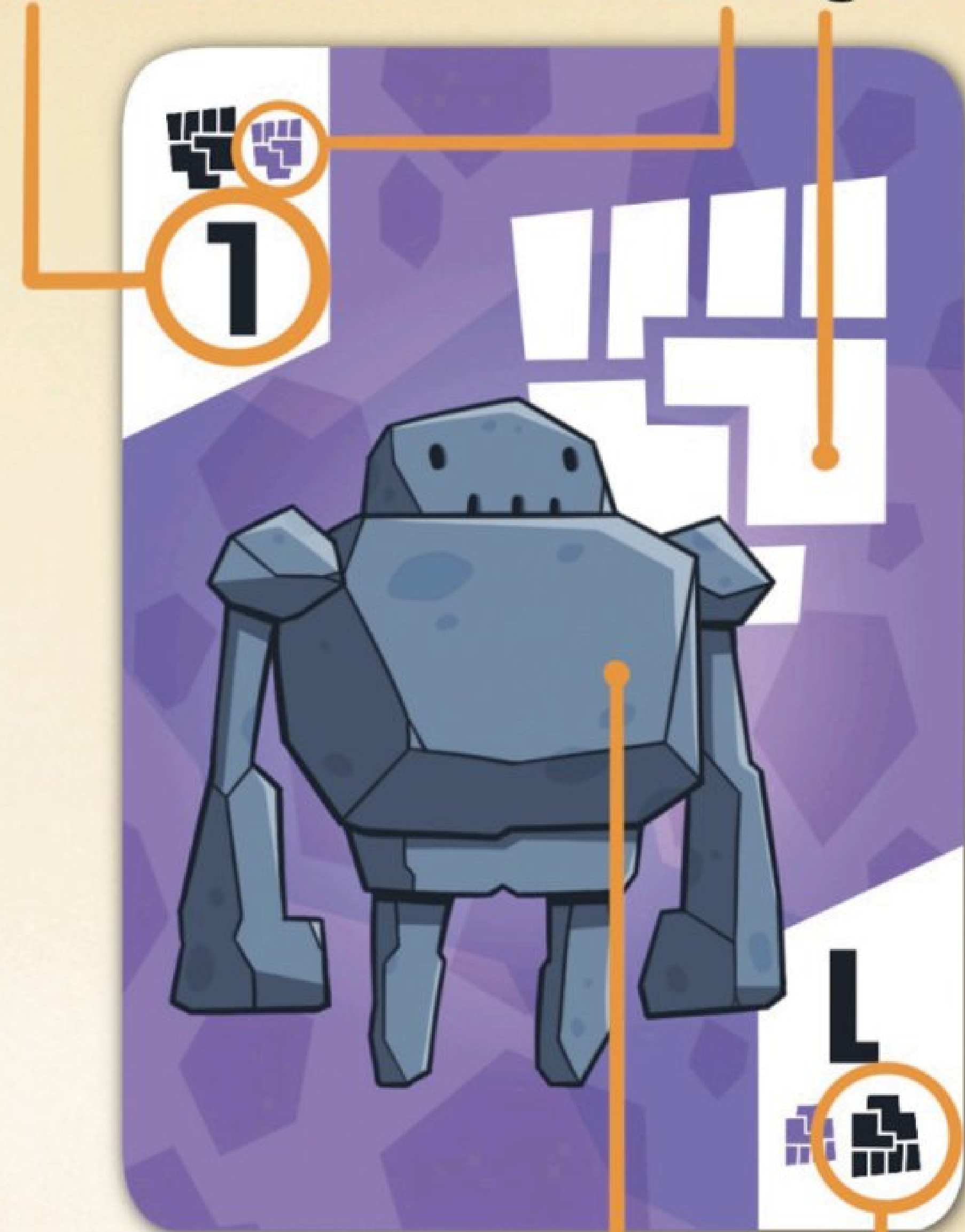
IF SYMBOLS ARE THE SAME
→ CHECK THE BACKGROUND



IF BOTH MATCH → CHECK THE NUMBER



3. Number 2. Background



1. Symbol

SPECIAL CARDS

Always beat other cards of
the same type.



SETUP

Each player gets cards depending on the round:

- Round 1 → 5 cards
- Round 2 → 6 cards
- Round 3 → 7 cards



The winner of a round gets +1 extra card next round.

HOW TO PLAY

The game is played in 3 rounds, and everyone plays at the same time.

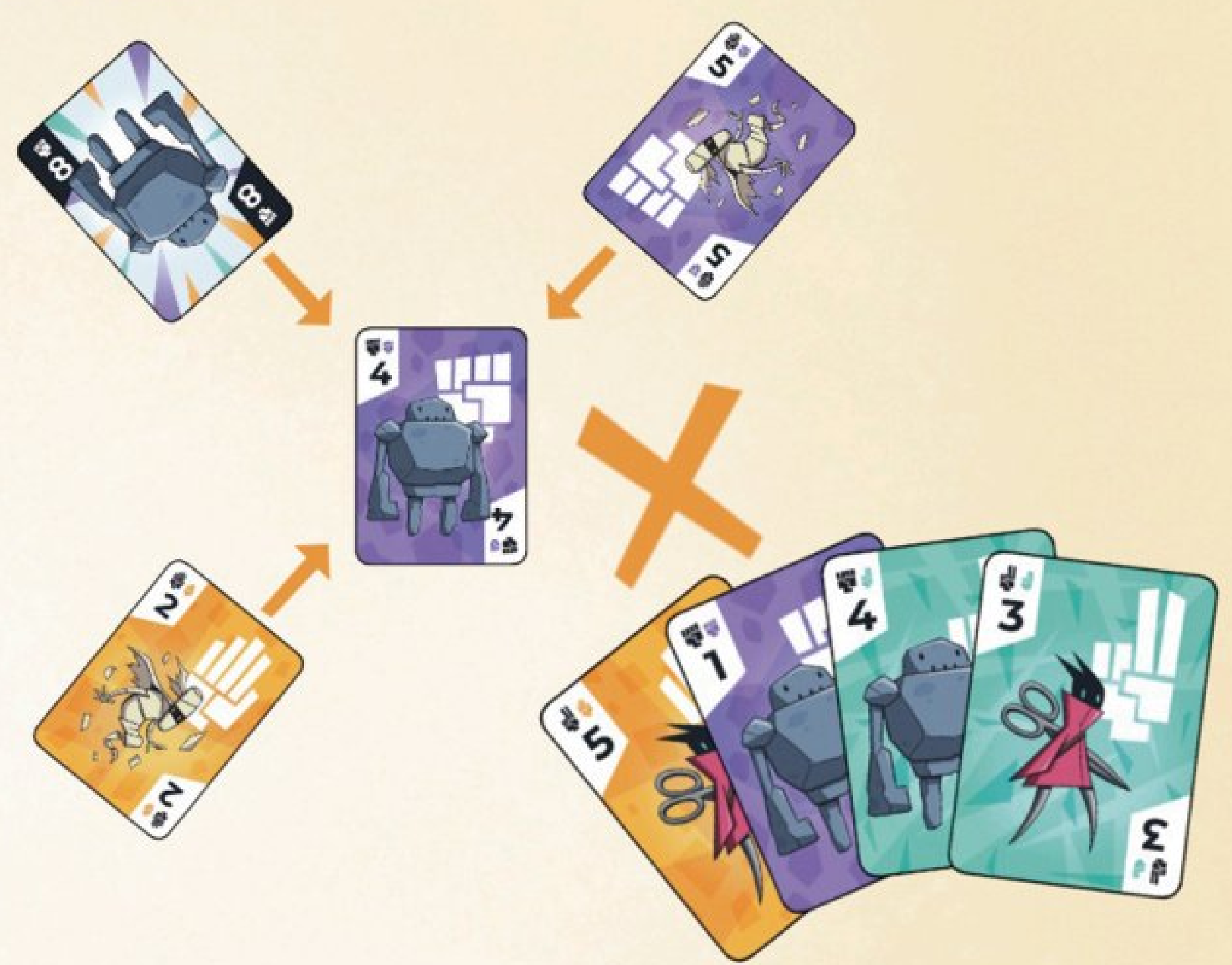
ROUND 1

1. PLACE 1 CARD IN THE CENTER.

2. PLAYERS CHOOSE A CARD TO BEAT IT.



3. ONE PLAYER WILL ALWAYS FAIL TO PLAY A CARD.



4. WHEN THAT HAPPENS:

- A NEW CARD IS PLACED IN THE CENTER
- PLAY STARTS AGAIN

REPEAT THIS OVER AND OVER.

THE ROUND ENDS WHEN ONE PLAYER RUNS OUT OF CARDS.

YOU WON THE ROUND!



ROUND 2

1. PLACE A NUMBER OF CARDS IN THE CENTER EQUAL TO PLAYERS - 1

(Example: 4 players → 3 cards) Only the top card is face up



2. EACH PLAYER HAS THEIR CARDS FACE DOWN. They will turn over the top card of their deck and try to beat the face-up card in the center.

✓ IF YOU WIN:

- You take both cards to your discard pile.
- You turn over the next card in the center to continue the game.
- You cannot play any more cards this turn.



✗ IF YOU CANNOT PLAY YOUR CARD:

- Move it to the bottom of your deck.
- Turn over the next card.



3. SINCE THERE IS ONE FEWER CARD THAN PLAYERS, THERE WILL ALWAYS BE ONE PLAYER WHO CANNOT PLAY.



4. THE CENTER IS RESET WITH NEW CARDS, AND THE ROUND BEGINS AGAIN.

THE ROUND ENDS WHEN A PLAYER RUNS OUT OF CARDS.

YOU WON THE ROUND!



ROUND 3

- Same as Round 1, but:
- Play as fast as possible.
 - Get rid of all your cards.
 - The round ends when one player runs out of cards.

SPECIAL RULES

At the end of each round:

- For every card you didn't play → take 1 token

If no one can play:

- Replace the center card with a new one

If you play a losing card:

- It goes back to your hand
- You take 2 penalty tokens



END OF THE GAME

After 3 rounds count your tokens
The player with the fewest tokens...

WINS!