

CAOS

ROCK

PAPER

SCISSORS

Everyone knows rock-paper-scissors.
CAOS turns it into a real-time card game
where everyone plays at once.



Think you're the fastest? No turns, no waiting: everyone plays at the same time, racing to beat the card in the centre before anyone else.

1-6

PLAYERS

8+

AGES

15'

PLAY TIME

3+1

GAME MODES

HOW IT PLAYS

- 1 Everyone plays at once.** A card goes face up in the centre and all players race to beat it with a card from their hand.
- 2 Beat the card** in three instant checks:
 - 1 Shape** — rock beats scissors, scissors beat paper, paper beats rock
 - 2 Tie?** Compare the background colour
 - 3 Still tied?** Highest number wins
- 3 rounds** of 5, 6 and 7 cards. The first player out of cards wins the round (and takes +1 card next round).
- 4 Fewest tokens wins!** Each unplayed card = 1 token; a losing card = 2 penalty tokens. Special cards beat all cards of their shape.



WHY IT TRAVELS WELL

- Zero learning curve:** the core is a game the whole world already knows.
- Language-independent cards** — icons, colours and numbers only.
- Real-time play:** no turns and no downtime. Pure speed and reflexes in 15 minutes.
- Compact format,** small box and bold, instantly readable art.

IN THE BOX

Cards	54 cards + 6 special cards
Components	24 tokens · 6 meeples
Extra modes	6 extra-large cards with 3 new game modes

PRODUCT DATA

Box · weight	127 × 97 × 33 mm · 275 g
EAN · RRP (ES)	0788362596095 · €15.95
Credits	Nora Roma · Daniel Vargas



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