Chaos in the White House

v1.2 – 21.2.2026

Summary sheet for the *Chaos in the White House* board game

The story in this game is about you being an intern at the White House, and as we know, chaos follows chaos in this building. Your task is the settle as many Chaos situations as possible during a day in the city, and for each chaos you settle, you receive stars in reward. For each game round, the clock is moved 15 minutes forward. The game ends when the clock turns 16.00. The winner is the intern who is home at that time and has the greatest number of stars. If you are NOT back home at 16.00 you are out of the game regardless of how many stars you have collected.
You move on the game board using energy bars, so no dice is needed for moving on the game board.

Yes, the game is political. The interns settle 3 types of tasks, and the tasks are written on CHAOS and AHAA cards. These have a political touch either towards Republicans or Democrats. I will show you examples of these texts at the end of this summary sheet. Just by having different sets of cards and a new color palette you can reach a new market. Also easily adaptable for totally different markets: Cities in the US, States, London, Paris etc.

Lots of interaction and strategical options
The game flow has to work, and it does: Block roads for your fellow interns, run them off the road, spin the game board for your advantage or your fellow intern's disadvantage, build new roads or take an AHAA card for a nasty surprise. There are lots of things you can do to advance your position or put obstacles in your fellow intern's way, just as in real life!

You can advance your own position by:

- Rush and be the first to settle the available CHAOS situations and earn 1 star for each done.
- Lift an AHAA Card and hope for a nice chaos situation you can settle and earn 2 stars.
- Seek up a MEGA CHAOS to settle and earn 3 stars.
- Build new shortcuts (roads) with your green hex tiles.
- Have the game board turned in a new position to make access to a place possible.
- Economize with your energy bars for an optimal outcome (you move around by using your energy bars).
- Bribe the Clock if needed.

Make life or your fellow intern miserable by:

- Be the first to settle the available CHAOS situations in front of your fellow intern.
- Block the road with a red hex tile.
- Block the path by standing in front of your fellow intern.
- Run your fellow intern off the road.
- Do not give your fellow intern an easy win by handing over an AHAA Card chaos situation that is near her/him.
- Turn the game board in a new position to possibly prevent access to a certain place.

For 2-5 players / From 12 years / Takes 45 -60 minutes.

Features that stand out

Story driven - interaction – lots of strategy but still young adult and family friendly:

- You settle CHAOS situations just like in the real life. Some examples: "Retrieve some documents from the WATERGATE office building, but do it discretely", "Go to the SUPREME COURT. One judge is getting too radical and needs to be calmed down", "Riot in the city. Go to LINCOLN MEMORIAL. A big crowd is planning a riot or to occupy a state building".
- Throughout the game there are lots of possibilities for interaction between the players, some positive but mostly nasty.
- An abundance of strategical options makes this game interesting also for parents and older children.
- Family friendly as the game is simple enough but still varied enough and it will not drag on forever.

New gameboard functionality
The game board is something not often seen on the market. It consists of 2 game boards on top of each other connected in the middle by a metal pole. Easy to apply. The upper one, with e.g. a city map, has 18 punched openings, and the lower one has information coming up in the openings when is it turned in one of the 12 positions. When the lower board is moved in a new position it totally changes the flow of the game. Really exciting! Short video can be found here: https://youtu.be/R3flothCl-w (sorry for the amateurish feel of the video).

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The game:
A game session takes about 45 – 60 minutes and the game is good for 2-5 players. The game starts by setting the enclosed clock at 9.00 in the morning, and after each round the clock is moved 15 minutes ahead, and at 16.00 the game ends. This game really ends and does not go on forever!

The players are interns at the White House. Your task is the settle as many Chaos situations as possible during a day, and for each chaos you settle, you receive stars in reward. You can chase 1-, 2- or 3-star Chaos situations, but be careful, if you do not complete your tasks in time you get "-" stars as punishment. You must prioritize and keep track of the time. The winner is the one who has come home no later than 16.00 and has most stars. As unexpected events may occur during the day this will make each game round/session different from the ones before. Many places on the board are affected by the information coming up in the 18 openings. There are street crossings with red or green light, there are places you are to visit which can be closed for business or the inhabitant of the building is unavailable and so on. The situation can change rapidly with the 12 different positions the game board can be placed in.

Test players comments:
This game has been test played multiple times by different people and found to be interesting starting from schoolchildren up to high level corporate executives. Shows that the game can be played in many ways and has multiple strategical levels.
Some comments: "Many times the obvious winner was actually not the one who won the game". "The end of the game can be surprisingly exiting when the clock is ticking, and the time is running out". "I would absolutely buy this game". "I would like to play it again".

The game contains:

- 1 game board with 18 openings
- 1 lower game board with texts or colors visible through the openings and 1 metal pole to connect these two together
- 5 White House interns
- 1 dice with 1-12 positions for turning the lower game board in a new position
- 1 manual clock
- 18 CHAOS CARDS
- 48 AHAA card
- 15 red hex-formed tiles and 30 green hex-formed tiles
- 15 yellow stars
- 100 stars in 5 different colors (20 each)
- You will also need pen and paper to take count on your energy bar consumption etc. (not included)

A short video can be found on YouTube: https://youtu.be/R3flothCl-w

Examples of the politically coloured texts are found here below. These texts and places to visit must be updated to fit the current political situation and political orientation targeted.

- FBI is investigating the President. Go there and stop it immediately.
- Go to the PENTAGON and settle a missile crisis in Central Bahmutia.
- Visit the RUSSIAN EMBASSY and try to calm them down. They have attacked a new country again.
- Go and settle a deal with the NYT. The reporter harasses the innocent President.
- Go to the CATTLEMEN'S CLUB. A legislation process needs some more meat on the bones to pass.
- Go to the CHINESE EMBASSY and ask about the telecom system installation in the white house

Regards
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