Chaos in the White House

v1.1 – 10.3.2025

RULES

INVENTORS COMMENT

Welcome to the fantastic Chaos in the White House strategic family game. I hope you will enjoy many hours of excitement and fun. Please remember that this is only a prototype, so have patience with the graphic layout, geographical inaccuracy, color scheme, and any possible clumsiness you may encounter. The main thing is to have a game with a nice flow, lots of excitement and laugher. But above all, to avoid chaos, please REMEMBER TO READ THE FULL RULES before you start to play the game.

SUMMARY

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 to settle as many Chaos situations as possible during a day in the city, and for each chaos you settle, you receive a star 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 on the white roads using energy bars, so no dice is needed for moving.

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 or nice 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 CARD 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 using energy bars).
- Bribe the Clock if needed.

Make life or your fellow intern miserable by:

- Be the first to settle the available CHAOS CARD 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.

THE GAME CONTAINS

- 1 game board with 18 openings
- 1 lower game board with texts or colors visible through the openings and 1 mechanism to connect these two together ("bookbinders screw")
- 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 a pen and paper to take count on your energy bar consumption etc. (not included)

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START OF THE GAME

One player starts by randomly picking the correct number of CHAOS CARDS depending on the number of players (see the "SUMMARY" section at the end). Read the text on the cards out loud just for fun and place a yellow star at each place to visit to give a better visual overview of where to go during the game. The Chaos Cards can now be put aside. These are the Chaos situations the Interns shall settle during the day. Anyone can go to any of these places.
Place the game board in position "9", and the clock at 9.00.
Give each inter the right number of green and red hex tiles (see the "SUMMARY" section at the end).
Each intern marks on a piece of paper the number of energy bars they receive at the start (=24) and the number of "Rights to roll the board dice", of which you receive a limited number (see the "SUMMARY" section at the end). Each Intern shall follow the usage of the Energy Bars and the "Rights to roll the board dice" on this piece of paper. This paper is public information to everyone.
Shuffle the AHAA cards and put them with the face down on the table.
Decide in any way you like who start first (e.g., by throwing the dice and the one with the highest number starts first). The Intern to the left of the starter is the following to start the journey in the town, and so on. The Intern who starts as last person shall move the clock 15 min forward at the end of his/her round (see "THE GAME BOARD, SPINNING and HOW TO MOVE" for further instructions).
The number of stars collected during the game is open information for all interns – no secrets here. Also available energy bars, red and green hex tiles and available "Rights to roll the board dice" is open information.

THE GAME BOARD, HOW TO MOVE and SPINNING THE GAME BOARD

The game board consists of an upper game board with hex formed boxes, some marked as white roads, 18 openings, and a lower game board with different texts and red, green, or yellow "traffic lights" that can be seen in the openings.
You move on the board by using the Energy Bars you receive at the start of the game. You can load up new Energy Bars at 6 places on the game board to which a red pointer is pointing (see "ENERGY BARS" below or "SUMMARY" at the end for a list).
You move on the white hex boxes (roads) but you cannot pass through the thick red borders that can be found separating some of the hex boxes. You MUST MOVE at least 1 step each round or travel by METRO, provided you are not stuck and just cannot move or have been run of the road and must stay over extra rounds (see "RUNNING INTERNS OFF THE ROAD" below).

Interns can use the "Right to roll the board dice" at the start of each Interns game round. Roll the Game Board Dice and place the lower game board in the position indicated by the dice.
All players must consider the text that appears in the opening they are on regardless of whether they come to the opening during their round or stand on it when the text comes up. An exception is if an intersection or opening turns red when you are on/in it, you may continue during your next round. If a place closes during your visit there (a yellow text appears indicating closing hours) you must wait until it opens again before you can leave. If an opening is unavailable from e.g., 10.00 to 11.00 (a text on a yellow background appears with this information), you CANNOT settle the Chaos situation if the clock is between 10.00 and 11.00. The clock must be 9.45 or earlier or 11.15 or later for you to be allowed to enter. If you enter at 9.45 (in this example) you are allowed to leave the place even if it closes at 10.00. If you enter at e.g. 10.30 and the place then becomes closed between 10 and 11 as a result of the game board being spined in a new position, you must wait until 11.15 before you can leave the place.
The text "+1" in a yellow box means you must stay 1 round extra and you cannot sneak out.
More information about the boxes with "P" and "NYT" can be found later under the section "MEGA CHAOS situations giving you 3 stars".

You must stop at a red light in street crossings (on the square before the light).

ENERGY BARS

You start the game by receiving 24 energy bars. 6 new Energy Bars can be collected by visiting the following places: Lobbyist, Chinese Embassy, Watergate, Pizzeria, Waldorf Astoria Hotel, and the Russian Embassy (a good lunch and some insight information is at offer at these places giving you new energy!).
Moving by METRO does not consume Energy Bars.
You can visit the same Energy Bar place if you in between collect stars from somewhere or if someone else spins the game board. You cannot go to one of these Energy Bars collection places, collect 6 Energy Bars, spin the board dice yourself and collect another set of 6 Energy Bars. Keep track of your Energy Bars on a separate piece of paper.

CHAOS CARD – giving you 1 star

The Chaos Card situations (these are the cards picked at the start of the game) are settled by the Intern first coming to the box or opening in question and stopping there until the next round. For each Chaos situation settled you get 1 star. Remove the

yellow star from the game board and take a star of you own color and place it in front of you.
The Chaos Card situations do not need to be settled in any specific order. If the opening on the game board is red, you cannot settle the situation (the place is closed, the person is busy or out etc.). If the opening is yellow, please read the text in the opening, and if the opening is green, it is possible to settle the situation. If red or yellow (with a text prohibiting entry at the present time), wait outside of the opening. All Chaos Card situations do NOT need to be settled during the game. It is up to the Interns to decide which they have time to settle.

AHAA CARDS and AHAA card Chaos situations giving you 2 stars
If an Intern goes to a box on the game board with a red **AHAA** text, the Intern must take an AHAA card. Read the text on the AHAA card just for fun. The AHAA card can contain an AHAA card Chaos situation that must be settled, or you may have to move the clock back or forward. If the time is 12.00 or less, the Intern who lifts the AHAA card can decide to keep it and settle the possible chaos situation. You settle the chaos situation by walking to the place in question. The Intern can also decide not to settle the chaos situation but give the card to the person sitting to the left. That Intern can in turn decide to keep the card or pass it on. If no one else wants the card, the person who first lifts the card must take it and try to settle the chaos situation in question. When taken, AHAA Card chaos situations are personal and cannot be performed by the other Interns.

If the time is 12.15 or more, the same applies, but then no one needs to keep the card, and it can be put back at the bottom of the AHAA card pack after all players in turn have had the chance to decide whether they want the card or not.
Some AHAA cards do not contain a chaos situation to settle. These cards are valid throughout the game regardless of what time it is.

An AHAA card chaos situation settled gives 2 stars. When you have taken an AHAA card place 2 stars of your color on the board to remind you of your duties and take the stars from the game board when you have settled the chaos situation. An AHAA card you have decided to take, but which is not settled by the end of the game gives -2 stars as punishment.

MEGA CHAOS situations giving you 3 stars
In some of the openings on the game board there can come up a “P” or a “NYT” text. This indicates that a **MEGA CHAOS** has occurred that must be settled. To take on a MEGA CHAOS situation you go to the opening with the “P” or the “NYT” and stay there until your next turn. You settle them by walking to the place in questions. If a “P” the MEGA CHAOS is settled if you go to Pentagon, or in the case of “NYT” you must got to the New York Times to settle the chaos. MEGA CHAOS situations are personal and cannot be performed by the other Interns.
If you do not want to settle a MEGA CHAOS situation, simply do not go to the opening when the “P” or “NYT” text is up.

You cannot just pass by the opening with the “P” or the “NYT” text, but you must stop on them. If you take the METRO, the text in the opening does not apply, the METRO only passes by.

A MEGA CHAOS can only be settled once by one and the same Intern as long as the same game board position is up, and the game board has not been spun. When the game board spinning dice has been thrown all “P” and “NYT” MEGA CHAOS situations are available to all interns again. Consequently, you can have many of the same type of MEGA CHAOS situations to settle at the same time as long as you have got them from different places or after the game board has been spun in between. Several Interns can visit the same opening and settle the same MEGA CHAOS.
When you have taken on you to settle a MEGA CHAOS situation, place 3 stars of your own color on the game board to remind you of your duties. Take these stars when you have settled the MEGA CHAOS situation. For a MEGA CHAOS situation that is not performed by the end of the game, you get -3 stars as punishment.

GREEN AND RED HEX TILES
At the start of the game each Intern receives a certain number of green and red hex tiles depending on the number of total players (See “SUMMARY” at the end). With green hex tiles you can build new roads on the empty grey hex formed boxes and with the red tiles you can block existing white roads.
To let everyone have an even chance to enter the city these green and red hex tile can first be used 45 minutes after start (= earliest at 9.45).
During you game round you can, at the start of your round, place 1 tile only per round. You can place this on the other side of the game board is you so wish.
Green hex tiles can be placed on any empty grey hex formed box to build new roads. They cannot be placed on top of red tiles. All players can use any green tile placed on the board to walk on. Green hex tiles can be combined to long new roads. More green tiles can be bought by using 1 star. You can even buy a green tile on credit (you loan and thus have “- “number of stars).
Red hex tiles can be placed on the white road. Red tiles CANNOT be placed on the following places: On a green tile, on any of the

openings or boxes the players can/shall visit, street crossings with openings/traffic light (other crossings are ok), METRO stops, AHAA -marked boxes, or next to an existing red tile. A red tile does not affect the validity of any possible text written on the game board (inventors' comment: this is just a layout issue for now). You cannot buy more red tiles.

RUNNING INTERNS OFF THE ROAD

Interns cannot stand on the same box or pass each other in any direction, except on the START box. However, you can run your fellow intern of the road or any other box or opening except at the START box, by running at speeds 5 or 6 at your fellow intern. You do NOT need to stand 5 or 6 steps from your fellow intern, but you must use the energy bars requested anyway. You must stop at the box the fellow intern is standing on, and you can continue from there during your next turn. Your fellow intern must wait 2 rounds before he/she can continue from where he/she was run off the road. To let everyone have an even chance to enter the city in piece this running interns of the road right CAN FIRST BE USED 45 minutes after start (= earliest at 9.45). To have a peaceful ending the running of the road right CANNOT be used 15.15 or later in the game.

METRO

There is a METRO line in the city with the stops marked with a blue **METRO** text. If you are going to take the METRO, you must, during your turn, stop at a METRO stop. When it's your turn next time, you must decide whether you take the METRO or not. You can move as many METRO-stops ahead as you like. The METRO passes ALL obstacles at the intersections without affecting the passengers (such as red light, texts on yellow background). You can take a METRO in any direction and to any METRO stop you want. Unlimited number of Interns can take a METRO at the same time (each intern takes his/her own METRO). Using the METRO does not consume Energy Bars. Remember that two Interns cannot stand on the same box at any time.

THE CLOCK

At the start of the game the clock is put at 9.00. When the intern who was chosen to start as the last person has moved normally on the board, he/she shall at the end of the turn move the clock forward 15 minutes. When the time is 16.00, the game ends. The game may end abruptly because of an AHAA card (see "AHAA CARDS ..") as some cards say that the clock must be moved forward leading to the 16.00-time limit being reached. If the happens each Intern gets one final extra game round. Good luck!

Bribe the clock:

Give 1 star to another Intern of your choice for each 15 minutes you want to move the clock backwards. You cannot force the clock to go faster. Do this at the start of your turn. You can bribe the clock also in the AHAA card situation described above. You can bribe the Clock as many times you like.

END OF THE GAME

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 (for a last chance to save your game read the section "Bribe the clock"). An intern can return home at any time during the game. The first intern to go home will receive +1 extra star as a special bonus. Once you have decided to return home you cannot go back to the game anymore. Remove your intern from the game.

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SUMMARY & Setup:

Number of players	CHAOS CARDs	Rights to roll the board dice	Green hex tiles	Red hex tiles	Energy Bars at start
	In total	Per player	Per player	Per player	Per player
2	5	7	5	5	24
3	7	5	4	4	24
4	9	4	3	3	24
5	11	3	3	3	24

Energy Bars and moving around:
At the start of the game each Intern receives 24 Energy Bars which are used to move on the game board as follows:

You move on the game board	You use Energy Bars
6 steps	7
5 steps	5
4 steps	3
3 steps	1
1 and 2 steps	For free

6 new Energy Bars can be collected by visiting the following places: Lobbyist, Chinese Embassy, Watergate, Pizzeria, Waldorf Astoria Hotel, and the Russian Embassy (a good lunch and some insight information is at offer at these places giving you new energy!).
Moving by METRO does not consume Energy Bars.
You can visit the same Energy Bar place if you in between collect stars from somewhere or if someone else spins the game board.
You cannot go to one of these Energy Bar collection places, collect 6 Energy Bars, spin the board dice yourself and collect another set of 6 Energy Bars. Keep track of your Energy Bars on a separate piece of paper.

Points calculation:
Each Intern receives "+" stars as follows:

+ 1 star	For each CHAOS CARD chaos situations settled
+ 2 stars	For each AHAA card Chaos situations settled
+ 3 stars	For each MEGA CHAOS settled
+ 1 star	For being the first Intern to return home

Each Intern receives "-" stars or has to pay or give stars as follows:

- 2 stars	For each not settled AHAA card chaos situation at the end of the game
- 3 stars	For each not settled MEGA CHAOS at the end of the game
- 1 star	For moving the clock 15 min back. Shall be given to another Intern.
- 1 star	Buying a new green hex-tile (can also be bought on credit)

The inventor of the game hopes that all players still are friends when the game ends. No need to argue - you can always ask for a re-match and hope for better luck next time!

Thoughts and ideas are welcome at magnus.segercrantz@gmail.com