



Chaos

Wait, pay close attention, and then act quickly. Chaos guaranteed.



1+



8+



Smart-sleeves

Preparation

- ✖ Lay out as many Smartsleeves or helper cards as there are players. Spread them out across the playing area.
- ✖ Give each player a game controller and take one extra controller.
- ✖ Start the game on one of the players' game controllers. This controller will turn purple. This is now the **game master**.
- ✖ Press the button on the extra game controller. This controller will turn blue. This is now the **command controller**.
 - The game master's controller will now turn green. This means you've set up everything correctly.
- ✖ Place the command controller in the centre of the playing area.

- ✖ Press the button on the game master's controller to start the game.

Rules of the game

- ✖ You are given a command in each round. The command controller and your own controller will light up in one colour. That colour tells you what to do:
 - Blue - Scan a card and leave your game controller on that card
 - White - Tap the command controller
 - Orange - Shake your game controller
 - Purple - Hold your game controller upside down
 - Please note: you have to carry out the command throughout the entire round, so don't stop!
- ✖ If your game controller is vibrating, then you need to carry out the command. Do this within 10 seconds.
 - Please note: other players may receive a different command!
- ✖ If your game controller is not vibrating, then carry on doing what you were doing in the previous round.
- ✖ If you follow the instructions correctly, you will get a point. Your game controller is flashing green.
- ✖ If you followed the wrong command or did nothing when your game controller started vibrating, you won't get a point. Your game controller is flashing red.
- ✖ Make sure to check whether your controller is vibrating at the start of each new round!

Ending the game

- ✕ The game ends after three minutes. The player with the most points wins.

Colours and interactions

Command controller:

-  *White, flashing slowly*
start task
-  *Yellow with a noise*
countdown
-  *Purple, white, orange or blue*
colour of command

Player controller:

-  *Yellow, flashing slowly*
wait for the start
-  *Yellow with a noise*
countdown: the next round is about to begin
-  *Vibrating and purple, white, orange or blue*
carry out the command
-  *Purple, white, orange or blue, without vibration*
continue with the command from the **previous** round
-  *Green, flashing rapidly*
well done, the next round is about to start
-  *Red, flashing quickly*
unfortunately, that wasn't right. The new round is about to begin



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