

Der verdrehte Weg durchs Chaos



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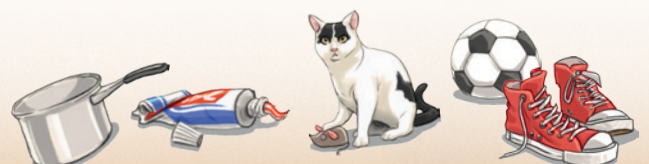
The aim of the game is to be the first player to collect four chaos cards.



A diagram of a person in a dynamic pose, possibly jumping or running. A blue arrow points down from the top, representing gravity. Two red arrows point up from the bottom, representing the normal force from the ground.



Have the "Hugo Hempel" play figure and the floor lamp ready.



How to play:

Play in a clockwise direction. Whoever last tidied up is the starting player and gets to move Hugo Hempel first.

1. Turn over the chaos card and position the floor lamp

Turn over the top chaos card in the deck on the table. Place the floor lamp on the space of the game board showing the same object. Your goal is to arrive with at least one of Hugo's feet on the space where the floor lamp is standing.

2. Choose the starting rug

The player to your right now chooses a game board corner (yellow, red, green, or blue rug) from which Hugo Hempel starts his path through the chaos. Put the drawn chaos card on the colored rug chosen.

3. Hugo Hempel's path through the chaos!

Move Hugo Hempel like a drawing compass. Holding Hugo with your fingertips on the blue cylinder, place one of Hugo's feet on the colored rugs. Now to move him, rotate (pivot) Hugo Hempel around his axis, similar to how you would move a drawing compass, in order to place his second foot on the next space.

Whenever you place a foot on a space, name the object shown on that space out loud.

Watch out!

At every step, other players should check to see if Hugo is stepping on one of their objects shown on their cards.

- If the object you have stepped on does not belong to another player or to you, Hugo may continue to walk.
- If the object is shown on another player's chaos card, the player calls "Stop". The player who has the object card briefly shows the card to all players and then places it back into his card stand. This object is now officially blocked for all players. Players need to memorize which objects are "blocked". Your turn is unfortunately over and it's the next player's turn. They start on the same rug again. Repeat this until a player has reached the finish space.

Note

- You may enter the same space several times in a row, provided it is not blocked.
- You are not allowed to enter the spaces where the sofa, table, and chest of drawers are. You may touch the pieces of furniture with the figure, but not move them.

You did it

As soon as one of Hugo Hempel's feet enters the finish space, you have done it! You are awarded the chaos card that is on the starting rug; take it and place it into your card stand.

Now select a card from your card stand and place it face-up in front of you so that all players may see it. This item is now blocked for all players!

In the following rounds, if a player steps on a space whose object is face-up in front of any player (including themselves!), each player may shout "Stop!".

Next object

It is now the next player's turn. They turn over the top chaos card from the draw pile and place the floor lamp on the corresponding finish space. The player to their right chooses one of the four rugs as the starting space. Now Hugo Hempel carefully makes his way through the chaos again!

End of the game

As soon as a player places their fourth chaos card in front of them, the game ends immediately.

You are the winner of the game and the master of Hempel's chaos!

Game with two players:

In a game with two players, while preparing the game put 8 chaos cards on one of the two remaining card stands and place it next to the game board so that both players can see the objects easily. The 8 spaces of the game board on which these objects are shown are blocked for both players. If a player enters one of these spaces with the figure, his opponent calls "Stop", ending the other player's turn.

