
SCHOOL OF CHAOS
RULEBOOK
2-6 PLAYERS | A SCHOOL DAY OF CALCULATED MISCHIEF

Welcome to the trouble club

Become the King of Recess.
The school bell is your starting signal. Draft useful supplies during class, race between rooms and turn ordinary school equipment into spectacular cartoon catastrophes.



Win with Reputation.
After four breaks, the player with the most Reputation wins. Chaos describes the state of the school; it is not an extra score.

PLAN. COMBINE. MAKE IT COUNT.
Every student has a personal time budget. Another player's action never spends your minutes. A clever route and the right combination of resources are worth more than rushing into every room.

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ABOUT THIS EDITION
Consolidated portfolio prototype. Missing numerical values, recipe names and the reference map have been completed for this edition; they are working design choices, not a claim of tested balance.

Empty your schoolbag

SHARED MATERIAL	QUANTITY / PURPOSE
School board	1 board with 10 numbered rooms, connections and 2 shortcuts
Resource tokens	120 total: 20 each of Paper, Water, Colour, Tape, Parts and Energy
Opaque resource bag	1; hides the mixed supply used for drafting and bins
Recipe reference cards	12 reusable blueprints: 6 small pranks + 6 big catastrophes
Supervisor pawns	2; controlled by the patrol rule, not by players
Chaos markers	30; up to 3 in each of the 10 rooms
School-day marker & first-player token	1 of each; break track 1-4
Public Reputation track	1 track numbered 0-60; use a written total if exceeded

Each player receives

1 student pawn, 1 personal mat with a 0-10 time track and a 0-3 debt track, 1 time marker, 1 debt marker, 1 Reputation marker, 4 searched-bin markers and 1 quick-reference aid. Up to six sets are needed.

TOKENS ARE FINITE

Resources never appear from nowhere. A token is always in a room, in the bag, in a draft hand or in a student's inventory. Spent resources return to their dedicated supply rooms.

INVENTORY
Pay the recipe

HOME ROOM
Return paid tokens

COLLECT
Spend1min / token

Before the first bell

1. Lay out the school.

Use the reference map on page 5. Put no Chaos markers in rooms. Place the school-day marker on Break 1. Display all twelve recipe cards face up; nobody owns them.

2. Stock the six supply rooms.

Put 12 tokens of each type into its home room: Paper - Library; Water - Bathrooms; Colour - Art Room; Tape - Workshop; Parts - Computer Room; Energy - Science Lab. Each room starts with 12 tokens of its own type.

3. Fill the resource bag.

Put the remaining 8 tokens of each of the six types into the opaque bag: 48 tokens total. Before later drafts, restock it from room supplies as explained on page 7.

4. Choose students.

Each player selects a pawn and a matching set of markers. All students begin in the Courtyard with 0 Reputation, 0 debt and no resources. Characters use identical rules in this edition.

5. Place the supervisors.

Place Supervisor A in the Art Room (room 3) and Supervisor B in the Gym (room 8). They stay there for Break 1. Their numbered patrol route is shown on page 5.

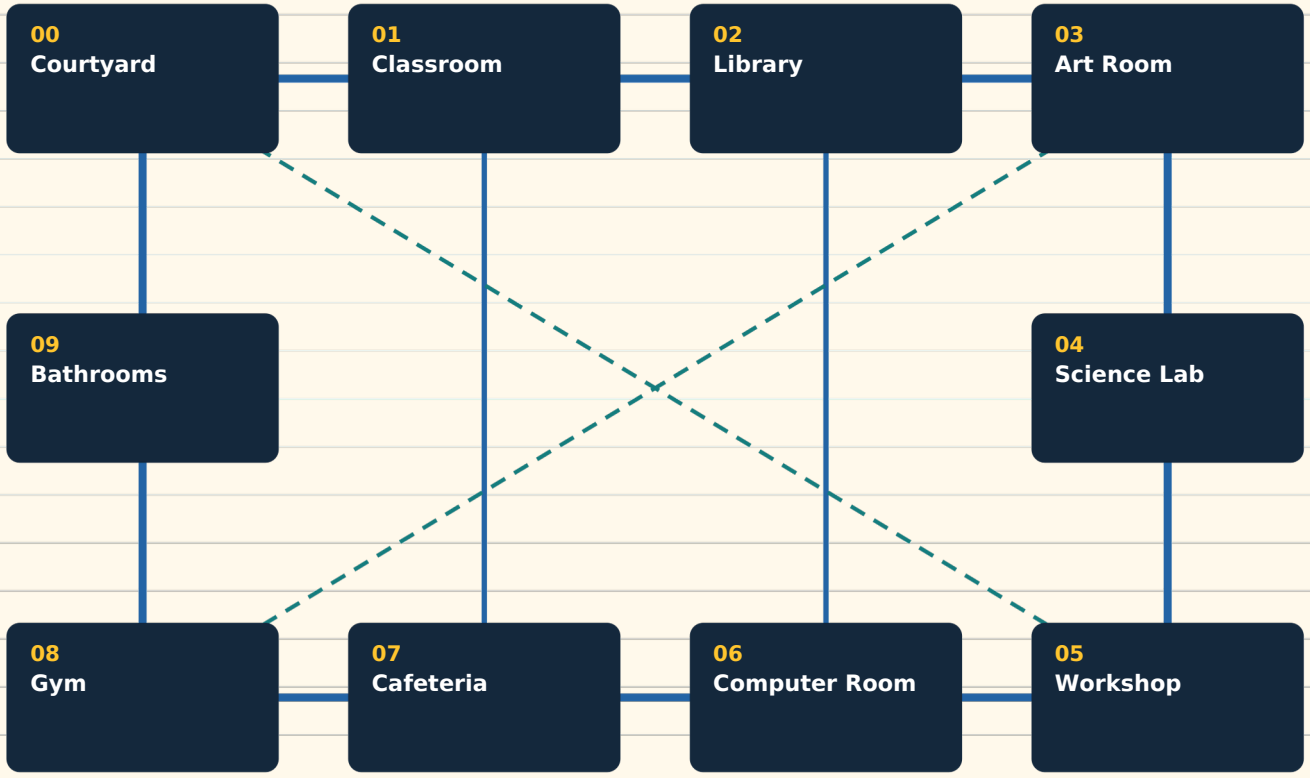
6. Choose the first player.

Randomly choose a first player and give them the token. Keep a clockwise seating order. Begin the class draft on page 7, then set each student's time for the first break.

NO SECRET SETUP

Inventories, Reputation, remaining time, debt, room supplies and Chaos are public. Draft choices remain hidden until all players reveal their current pick.

Know your escape routes



Blue links: normal doors.

Every solid link is bidirectional and costs 1 minute per room change. Rooms that merely look close together are not connected. Pawns never block doors or each other.

Teal dashed links: shortcuts.

Courtyard (0) ↔ Workshop (5), and Art Room (3) ↔ Gym (8). Each shortcut directly moves you to its other end for 1 minute. Apply any supervisor penalty at the destination.

SUPERVISOR PATROL

Before Breaks 2, 3 and 4, each supervisor advances one room along the outer route: 0 → 1 → 2 → ... → 9 → 0. Ignore the inner doors and shortcuts. Their positions are always public.

REFERENCE DIAGRAM / Connections and labels on this page are rules. Decorative board illustrations elsewhere are not movement maps.

One day. Four breaks.



01 Class draft → **02** Prepare break → **03** Taketurns → **04** Ringthe bell

1. Draft during class.

From Break 2, restock the bag first (page 7). Choose resources simultaneously using the pass-and-pick procedure there. Drafting costs no break time and does not move pawns.

2. Prepare the break.

From Break 2 onward, move both supervisors. Set your personal minutes to 10 minus the debt from the previous break, then reset that debt marker to 0. If a supervisor now shares your room, immediately lose 2 minutes.

3. Take clockwise turns.

Starting with the first player, each active student performs one action or passes. Keep taking turns until everybody has passed. See page 8.

4. Ring the bell. Discard unspent minutes, remove all room Chaos and clear all searched-bin markers, pass the first-player token clockwise and advance the break marker. After Break 4, score instead of starting another round.

Pass notes. Pick supplies.

Restock before drafts 2-4.

Empty the bag visibly and count each type. For each type below the player count, transfer tokens from its dedicated room until it reaches that count or that room runs out. Keep any excess already in the bag. Return everything to the bag and mix. Never take inventory tokens.

Build equal draft hands.

Count the tokens in the bag. Each player draws 3 at random if possible. If fewer than 3 per player are available, deal the largest equal number possible, to a maximum of 3. Leave the remainder in the bag. Example: 11 tokens with 4 players means 2 tokens each and 3 left in the bag.

PICK
Keep1secretly

→

REVEAL
Reveal together

→

PASS
Pass the rest

Repeat until the hands are empty.

Choose one token from your hand and place it face down or behind your palm. Reveal all choices together and add them to your inventory. Pass every unchosen token left on Breaks 1 and 3; pass right on Breaks 2 and 4. Pick again until every token has been kept.

RESTOCK FROM EXISTING TOKENS ONLY
If the bag contains fewer tokens than players, skip the draft entirely. After restocking, do not move further room tokens to make up a shortfall. Bins may still provide any leftover bag tokens during the break.

Keep what you earn.

Your inventory carries over between rounds. There is no hand limit, trading, stealing or discarding for points in this edition. A token kept in a draft is an ordinary resource, not an action card.

EXAMPLE / Three students each draft 3 tokens: pick 1, pass 2; pick 1, pass 1; keep the last.

Your turn, your minutes

ACTION	COST	RESULT
Move	1 min	Use one door or one printed shortcut.
Collect	1 min	Take 1 available token from your current supply room.
Search a bin	1 min	Draw 1 random token from the bag; once per bin per player per break.
Small prank	2 min	Pay a small recipe: +2 Reputation and +1 room Chaos.
Big catastrophe	3 min	Pay a big recipe in its required room: +4 Reputation and +2 room Chaos.
Pass	Free	End your participation in this break permanently.

Resolve an action completely.
Check your location, supervision, room capacity, resources and time before paying. If any requirement fails, choose a different legal action or pass. Pay all costs, resolve the result, then give the turn to the next active player clockwise.

Do not spend a whole route in one turn.
Each room change is one Move action. If your destination is three rooms away, you need three turns and 3 minutes, unless a shortcut changes the route. Other players act between your moves.

AT ZERO MINUTES
You may still act by borrowing enough time to pay for a legal action, within the limit on page 10. Otherwise, pass on your next turn. Passed players are skipped until the next break, even if they have unused resources.

Every doorway matters



ATMOSPHERE ILLUSTRATION / Use page 5 for the actual playable connections.

Move as far as your time allows.
There is no distance cap beyond your available minutes. A room three doors away costs 3 minutes to reach, spread over three turns. Passing through an intermediate room still counts as entering it.

Shortcuts skip the route between their endpoints.
A shortcut is one Move action and costs 1 minute. You do not enter, pay for or encounter supervisors in the rooms it skips. Either endpoint may be used as the departure point.

Supervisors affect the room you enter.
After paying the Move cost, immediately lose 2 additional minutes if the destination contains a supervisor. Stop the loss at 0. You may remain there, leave on a later turn or gather resources, but you cannot perform a prank there.

EXAMPLE / 3 MINUTES LEFT
A normal three-room route is affordable. If its first room contains a supervisor, the Move costs 1 minute and the penalty consumes your last 2. You remain in that room; you have not reached your planned destination.

Borrow now. Pay next break.

Spend only on your own actions.

A player's turn does not advance a shared clock. Track your own 10-minute allowance separately. Unused minutes expire when you pass or when the break ends; they never carry over.

Borrow only what an action needs.

During Breaks 1-3, if you cannot fully pay an action's time cost, you may borrow the exact shortfall from your next break. Increase your debt by that amount. You may accumulate at most 3 minutes of new debt during one break. Borrowing is part of the action, not a separate turn.



Repay before acting next round.

At the start of the next break, receive 10 minus the debt you carried in, then clear that debt. A student who owed 2 starts with 8 minutes. They may borrow again during that break, up to the new 3-minute limit.

> **THE FINAL BELL CANNOT BE BORROWED FROM**
> No borrowing is allowed during Break 4. You must pay every final-break action using your remaining minutes. This prevents a player from taking free time that would never be repaid.

Penalties do not create debt.

Supervisor penalties simply remove up to 2 remaining minutes. They never make your time negative and never force you to borrow. If you choose to borrow for a Move, its destination penalty is applied afterwards.

Useful junk, limited stock

RESOURCE	DEDICATED ROOM	AT SETUP
Paper	Library (2)	12 in room + 8 in bag
Water	Bathrooms (9)	12 in room + 8 in bag
Colour	Art Room (3)	12 in room + 8 in bag
Tape	Workshop (5)	12 in room + 8 in bag
Parts	Computer Room (6)	12 in room + 8 in bag
Energy	Science Lab (4)	12 in room + 8 in bag

Collect - 1 minute.
In a dedicated supply room, take one token of its type from its visible stock. You may repeat Collect on later turns while stock remains. An empty room provides nothing until a spent token returns there.

Search a bin - 1 minute.
Bins are in the Courtyard, Classroom, Cafeteria and Gym. Draw one token blindly from the bag, add it to your inventory and put your searched marker at that bin. Each player may search each bin once per break. If the bag is empty, Search is unavailable; check before paying.

AFTER EVERY PRANK: RECYCLE
Return every resource paid for the recipe to its dedicated room, regardless of where the prank happened. Tokens are never destroyed or automatically regenerated. Room Chaos does not remove supplies or prevent gathering.

Example: Paper + Water spent in the Gym returns one token to the Library and one to the Bathrooms. Spent tokens return to rooms first; later class restocking may move them into the bag.

Make a mess. Earn a name.



CONCEPT ART / The recipes below use this edition's written resource names.

Check all four requirements.

You must be in a legal target room with no supervisor, hold every listed resource, have enough time (including legal borrowing) and have room for every Chaos marker the action would add. A room holds at most 3 Chaos.

Pay, resolve, recycle.

A Small Prank costs 2 minutes plus its two resources: gain 2 Reputation and place 1 Chaos in your room. A Big Catastrophe costs 3 minutes plus its three resources in its named room: gain 4 Reputation and place 2 Chaos. Return all paid resources to their home rooms.

> **NO PARTIAL CATASTROPHES**
> A room at 2 Chaos can accept a Small Prank but cannot accept a Big Catastrophe. A room at 3 cannot accept either. Do not pay for an action that would exceed the limit. No bonus is awarded for filling the last space.

Recipes are public and reusable. They are never claimed, drawn or discarded. No prepared equipment or delayed trigger needs to be tracked in this edition.

Small trouble, smart timing

PRANK	PAY THESE RESOURCES	REWARD
Soggy Homework	Paper + Water	2 Reputation / 1 Chaos
Confetti Ambush	Paper + Colour	2 Reputation / 1 Chaos
Sticky Surprise	Paper + Tape	2 Reputation / 1 Chaos
Dripping Contraption	Water + Parts	2 Reputation / 1 Chaos
Rattling Locker	Parts + Energy	2 Reputation / 1 Chaos
Rainbow Trail	Colour + Tape	2 Reputation / 1 Chaos

CHECK
No supervisor

SPEND
2 min + 2 tokens

SCORE
+2 Reputation

Use small pranks to fit the situation.
You may repeat the same recipe if you can pay again and the room still has space. A small prank can use a room's final Chaos slot or make progress when a big recipe's required room is inconvenient or supervised.

ONE TOKEN PER LISTED RESOURCE
Paper + Water means one Paper token and one Water token. There are no wild resources or substitutions. The resource names in the tables determine the rule; decorative icons in illustrations do not.

Each small prank takes exactly one turn. Its name is flavour; it has no hidden attack, theft or movement effect.

The big ideas notebook

CATASTROPHE / ROOM	RECIPE
Paper Tornado **Library**	Paper + Tape + Energy
Foam Overflow **Bathrooms**	Water + Paper + Parts
Rainbow Detonation **Art Room**	Colour + Water + Energy
Sticky Avalanche **Workshop**	Tape + Paper + Parts
Robot Rebellion **Computer Room**	Parts + Tape + Energy
Bubble Storm **Science Lab**	Energy + Water + Colour

EVERY BIG CATASTROPHE
Costs 3 minutes and the three listed tokens. Requires its named room, no supervisor and 2 free Chaos spaces. Gain 4 Reputation and place 2 Chaos in that room. Recycle all paid tokens to their home rooms.

Plan the room as well as the recipe.

Only six rooms host big catastrophes. A room can hold one big catastrophe plus one small prank, or three small pranks. Chaos remains until the bell, then all rooms are cleared. A filled room blocks further pranks only for the current break; Reputation is never removed.

These are fictional cartoon recipes represented by abstract game tokens. No real-world preparation instructions are needed to play.

Stay ahead of the patrol



Patrol once per break, never between turns.
Supervisors stay in their setup rooms during Break 1. Before each later break, advance both by one room on the numbered outer route (page 5). They ignore shortcuts and inner links, never chase a player and never move during the break.

Entering or starting in a supervised room.
Entering costs the usual Move minute, then a 2-minute penalty. If a supervisor arrives in your room during preparation, lose 2 minutes after setting your allowance. Multiple supervisors in one room still cause only one 2-minute penalty per entry or preparation check.

What you can do there.
Move out, Collect or Search a bin if available. You cannot perform Small Pranks or Big Catastrophes. Staying does not repeatedly trigger the penalty; leaving and re-entering does. Other students do not protect you or absorb the penalty.

EXAMPLE / THE PATROL CUTS OFF YOUR PLAN
At the start of Break 2, Supervisor A moves from Art Room (3) to Science Lab (4). Bubble Storm is unavailable there for the whole break. You can change route, gather supplies or perform a small prank in another unsupervised room.

When the final bell rings



The school day ends after four breaks.

When every player has passed during Break 4, the game ends. Do not finish early because a player reaches a score or because one room fills up. If no useful action remains, everybody may pass to end the break sooner.

Read each player's Reputation total.

Reputation was awarded immediately for each resolved prank: 2 points per Small Prank and 4 per Big Catastrophe. There are no endgame bonuses for resources, unused minutes, room ownership or the amount of Chaos. Highest Reputation wins the title King of Recess.

> **TIED? SHARE THE CROWN.**
> Players tied for the highest Reputation share the victory. There is no hidden tiebreaker. If you keep recipe tallies, they may be used to check the track, but they are not an additional scoring category.

SCORE CHECK: 5 Small Pranks + 3 Big Catastrophes = 5 × 2 + 3 × 4 = **22 Reputation**. The 11 Chaos those actions placed is already accounted for in room state and is not added to 22.

A plan that survives the bell

The situation

Break 1. Ruby starts in the Courtyard with 10 minutes and no debt. Her draft gave her Paper, Tape and Energy. The Workshop is unsupervised and has no Chaos. She wants to reach the Library for Paper Tornado.

TURN	ACTION	TIME LEFT
1	Shortcut: Courtyard (0) to Workshop (5).	9
2	Move: Workshop (5) to Computer Room (6).	8
3	Move: Computer Room (6) to Library (2) using its inner door.	7
4	Paper Tornado: pay Paper + Tape + Energy and 3 minutes. Gain 4 Reputation; put 2 Chaos in the Library.	4
5	Collect 1 Paper from the Library for 1 minute.	3
6	Pass. Keep the Paper. The 3 unused minutes expire.	-

WHERE DID THE SUPPLIES GO?

Paper Tornado returned its Paper to the Library, Tape to the Workshop and Energy to the Science Lab. The Library therefore received a Paper before Ruby's later Collect action. Her one remaining Paper stays in her inventory for Break 2.

Other players take one turn between Ruby's actions. They may use supplies or Chaos spaces before she reaches them. Recheck legality on each turn; a plan is not a reservation.

Questions from the back row

Can I gather in a supervised or fully chaotic room?

Yes. Supervision prevents pranks; 3 Chaos prevents more Chaos. Neither rule stops Collect or Search. Supplies must still exist, and a bin must not already be searched by you this break.

Can I use supplies returned by someone else?

Yes, on your own turn, by paying a Collect action in their home room. Returned tokens join the shared stock immediately. They do not go directly to another student's inventory.

Can I combine two moves or a move and a prank?

No. Each is a separate action on a separate turn. Borrowing time does not grant an extra action; it only helps pay the action you chose.

What if a penalty exceeds my remaining time?

Reduce your time to 0. Your Move still happened. The excess is ignored, and no involuntary debt is created. You may borrow on a later turn if the break and debt limit allow it.

Can a catastrophe affect a rival directly?

No direct player attack exists in this edition. Competition comes from drafting supplies, collecting limited stock and filling Chaos spaces before rivals do each break. Pawns never block a room.

Does a damaged room close its doors?

No. Connections, shortcuts and room supplies remain usable at every Chaos level. Only the ability to add more Chaos changes. At each bell, remove all Chaos without changing Reputation. There is no player cleanup action.

What if the bag is empty?

Skip any draft that cannot give at least one token per player. Bin searches are unavailable while empty. Gather from room stocks and recycle spent resources as usual; do not create replacement tokens.

Ready for the first bell

ROOMS
6types / 12each

BAG
6types / 8 each

PLAYERS
Courtyard / 0Rep

THE SCHOOL AT SETUP
Supervisors: Art Room (3) and Gym (8). All 10 rooms: 0 Chaos. Recipes: all 12 face up. Each player: no resources, no debt; set 10 minutes after the first draft.

LIBRARY
Paper

BATHROOMS
Water

ART ROOM
Colour

WORKSHOP
Tape

COMPUTERS
Parts

SCIENCE LAB
Energy

BETWEEN BREAKS
Bell: clear Chaos and searched bins; keep inventories, positions and Reputation. Next class: restock the bag from rooms, then draft. Prepare: patrol, repay debt and apply any starting-room penalty.

Follow Ruby through school

00
Courtyard / 10 min

05
Workshop / 9 min

06
Computers / 8 min

02
Library / 7 min

PRANK
PaperTornado / 4 min

COLLECT
1Paper / 3min

ROUTE KEY
00 to 05: shortcut. 05 to 06: outer door. 06 to 02: inner door. Every arrow is a separate turn; other students act between her actions.

PAY
Paper+Tape + Energy

GAIN
4 Rep +2 Chaos

RECYCLE
Return to home rooms

AT THE BELL
Ruby keeps her Reputation and leftover Paper. Remove the Library Chaos with all other room Chaos. Keep Ruby in the Library. Next class may move recycled supplies into the bag.

The desk-side cheat sheet

WHEN	DO THIS
Setup	12 tokens of each type in its home room; 8 of each in bag. Students in Courtyard. Supervisors at 3 and 8.
Class	From Break 2 restock each type to player count from its room if possible. Draft up to 3 tokens each in equal hands. Pick 1, reveal, pass; repeat. Left on odd rounds, right on even.
Prepare break	From Break 2: patrol +1 on outer route. Receive 10 minus old debt; clear debt. Starting with supervisor: lose 2.
Your turn	Take exactly one legal action or pass. Clockwise; skip passed students.
The bell	All have passed: lose unspent time; clear all Chaos and searched-bin markers. Rotate first player; advance round.
After Break 4	Most Reputation wins. Ties share victory. No resource, time or Chaos bonus.

ACTION	MINUTES	REMEMBER
Move / shortcut	1	One link; supervised arrival loses 2 more.
Collect / bin	1	Collect 1; bins draw randomly, once each per player per break.
Small prank	2	2 resources; any legal room; +2 Rep / +1 Chaos.
Big catastrophe	3	3 resources; named room; +4 Rep / +2 Chaos.
Pass	0	Out for this break.

THREE RULES TO REMEMBER

Time is personal. Borrow at most 3 per break, only in Breaks 1-3.
Rooms hold at most 3 Chaos. Clear Chaos at every bell. No pranks under supervision.
Resources circulate. Spent tokens return to their home rooms.