

Awakening of Chaos

Nemomon

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1 Introduction

Chaos cards don't have encounter number, whenever a player draws them, he or she must encounter them right before any other cards he or she has drawn this turn, unless given card has specific text about its encountering. If given card hasn't one-shot effect, it remains in the game until its effect will end or until it is discarded. Put continuous Chaos cards onto Crown of Command space. They are not encountered while remaining on that space, but only when they are drawn. Dependly how players will decide before the game will start, they may play some of its variants. They may play, that all Chaos cards effects are cumulative, they may play, that whenever possible, next drawn Chaos card discards previous one (and its effect is ended), they may play that 7th (or another) drawn Chaos card ended the game, and all players are losing it, finally they may mix some of the ideas above, or they may make their own.

Credits: Nemomon