

CHAOS CARDS™

REAL LIFE GETS WEIRD.
WHAT ARE YOU DOING?

FOUNDING FAMILY GAME GUIDE // 2026

75 CARDS ♦ 2+ PLAYERS ♦ ABOUT 20-30 MINUTES



WELCOME, FOUNDING FAMILIES.

You officially have one of the very first versions of Chaos Cards™.

We made this game for kids **AND** grown-ups.

Not for grown-ups to teach kids.
Not for kids to find the "right" answer.
For all of you to **play together**.

Because real life gets weird.
Friends. School. Family. Group chats. Gaming. AI.
Mistakes. Awkward moments. Overthinking.
47 tabs open in your brain.

Chaos.

You can't control all of it.
But you can **choose** what you do next.

THAT'S WHERE THE GAME BEGINS.



MEET YOUR DECK

75 CARDS. FIVE WAYS TO CREATE CHAOS.



30 CHAOS CARDS

REAL LIFE GETS WEIRD.

These are the situations.

Awkward ones. Funny ones. Messy ones.

And probably a few that make somebody at your table say:

"WAIT. THAT LITERALLY HAPPENED TO ME."



18 POWER CARDS

YOUR FUTURE HUMAN SKILLS™.

These give you different ways to see the situation, understand what's happening and choose your next move.



12 WILD CARDS

CHANGE THE GAME.

Challenge somebody's answer.

Demand receipts.

Flip the perspective.

Team up.

Run the simulation.

Or completely destroy somebody's brilliant strategy.



10 CHAOS MODE CARDS

NORMAL RULES HAVE LEFT THE CHAT.

Chaos Mode temporarily changes how everybody has to play.



5 CREATE-YOUR-OWN CARDS

YOUR CARD. YOUR RULES.

Create new Chaos.

Invent a Power.

Design a Wild Card.

Change Chaos Mode.

Or create something we haven't even thought of.

THE DECK ISN'T REALLY FINISHED
UNTIL YOU ADD SOMETHING TO IT.

HOW TO PLAY

THE RULES ARE EASY.
THE CHAOS IS OPTIONAL.

1

THE GOAL

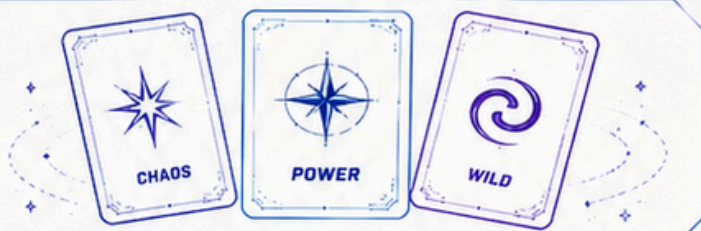
Be the first player to collect 5 Chaos Cards.

Short on time? Play **QUICK CHAOS** — first to 3 Chaos Cards wins.



SETUP

- 1 Shuffle the Chaos Cards.
- 2 Shuffle the Power + Wild Cards.
- 3 Deal 5 Power/Wild Cards to every player.
- 4 Pick the first Judge.



EVERY ROUND

- 1 **CHAOS ARRIVES.**
The Judge draws a Chaos Card and reads it out loud.
- 2 **CHOOSE YOUR POWER.**
Everyone except the Judge chooses a Power Card from their hand that could help them handle the situation. Place it face-down.



NO POWER CARD?

Draw 1 card from the Power + Wild pile.
If it's a Power Card, use it for this round only, then discard it.
If it's a Wild Card, keep it and draw again until you get a Power Card.

- 3 **REVEAL.**
Everyone flips their Power Card.
- 4 **MAKE YOUR MOVE.**
Explain what you'd actually do and how your Power helps.
- 5 **WILD CARDS CAN INTERRUPT.**
Hold onto a Wild Card until the moment feels right. Use it to challenge, flip or change another player's answer.
See Page 5 for the full Wild Card rules.



THE JUDGE PICKS THE WINNER.

Smartest. Funniest. Most convincing.
Weirdest-but-it-might-actually-work.
Most unexpected.

Winner keeps the Chaos Card.
Judge rotates clockwise.



WHAT THE JUDGE IS RATING

There's no correct card here.
The card is a lens. Your answer is the move.
The Judge is rating you, not your hand.



KEEP YOUR HAND FULL

1

KEEP YOUR HAND FULL

At the end of each round, draw back up to 5 cards. That's automatic.

Running out?

Shuffle the discard pile and keep going.



2

NO POWER CARD IN HAND?

That happens.

Draw 1 card from the Power + Wild pile.

If it's a Power Card, use it for this round only. Then discard it.

If it's a Wild Card, keep it and draw again until you get a Power Card.

Your hand stays random.

Chaos doesn't wait for you to be ready.



3

RESET YOUR HAND ONCE PER GAME

This is different from your normal draw.

Every round you refill up to 5 cards. That's automatic.

Once per game, you can discard up to 2 cards you're stuck holding and draw 2 replacements instead.

Use it when your hand just isn't working for you.

Use it wisely. You only get it once.



4

CHAOS DECK EMPTY?

If the Chaos deck runs out before somebody hits 5, shuffle the discarded Chaos Cards and keep going.

Nobody loses a card they already won.

The chaos just recycles. That's kind of the point.



5

CHAOS MODE

Every 3 rounds, draw a Chaos Mode Card.

Whatever it says?

That's how the next round works.



WHAT THESE CARDS ACTUALLY DO

Every Power Card is connected to one of nine Future Human Skills.
Don't teach them. Use them.

1

POWER CARDS

Give you a way to approach the situation.

You play one Power Card as your main move each round.

Use the Power as a lens, then explain what you'd actually do.



THE CARD IS A LENS.
YOUR ANSWER IS THE MOVE.



2

WILD CARDS

Break the normal flow.

Unlike Power Cards, you don't have to play a Wild Card at the beginning of the round.

Hold it. Watch what happens. Then interrupt when the moment feels right.

Use it to challenge an answer, demand evidence, flip a perspective, widen the frame or change the strategy.

HOW WILD INTERRUPTS WORK

Wild Cards are an EXTRA move. They do not replace your Power Card.

Play a Wild Card after another player gives their answer and before the Judge chooses the winner.

You can Wild another player's answer.

You cannot Wild your own answer.

You cannot Wild the Judge's final decision.

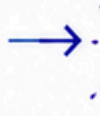
After using a Wild Card, discard it.

Then draw back up to 5 cards at the end of the round.



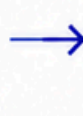
PLAYER ANSWER

A player shares their answer using their Power Card.



WILD INTERRUPT

Someone plays a Wild Card to challenge, flip or change the answer.



JUDGE DECIDES

The Judge considers the new answer and picks the winner.

3

WILD CARD EXAMPLES



CAP

Do you actually believe what you just said?



RECEIPTS

What do you actually KNOW?



REVERSE

Argue the exact opposite.



TEAM UP

Build one answer together.

POWER CARDS help you think.
WILD CARDS make everyone rethink.

4

CHAOS MODE CARDS

Change the rules.

EVERY 3 ROUNDS:

Draw 1 Chaos Mode Card.

Whatever it says?

That's how the next round works.



YOUR FUTURE HUMAN POWERS



YOU DON'T NEED TO MEMORIZE THEM.
PLAY WITH THEM.
YOU'LL FIGURE OUT WHAT THEY CAN DO.

FOUNDING FAMILIES: NOW CHANGE THE GAME.

Your deck includes 5 Create-Your-Own Cards.

WHEN DO WE MAKE THEM?

Whenever you want.

- + Before the first game.
- + After something hilarious happens.
- + Three games in when you realize the deck is missing something.

There is no wrong time.

Once you make one, shuffle it into the matching deck and it's officially part of your game.

- + Make something that happened at school.
- + Gaming chaos.
- + Friend drama.
- + Family chaos.
- + Something involving AI.
- + A Power we haven't imagined.
- + A Wild Card that destroys everyone's strategy.
- + A completely ridiculous Chaos Mode.
- + Or something that doesn't fit ANY category.



MAKE SOMETHING
WE DIDN'T THINK OF.

GROWN-UPS...



We know what you're going to want to do.
Your kid gives an answer and somewhere inside your brain, a tiny TED Talk begins preparing itself.

RESIST. 😂

- ✓ You're not the teacher right now.
- ✓ You're a player.
- ✓ Ask questions.
- ✓ Challenge them.
- ✓ Let them challenge you.
- ✓ Let them call CAP on you.
- ✓ And answer honestly.

THERE ARE NO
"GOOD KID" POINTS.

Our kids are growing up with more information, technology, AI, opinions, algorithms and things competing for their attention than any generation before them.

We don't think the answer is telling them exactly what to think.

We want them to become really good at:



NOTICING.



QUESTIONING.



CREATING.



CONNECTING.



CHOOSING.



KNOWING THEMSELVES.

Because life will keep throwing chaos.
Technology will keep changing.
The world will keep getting weirder.

And our kids?

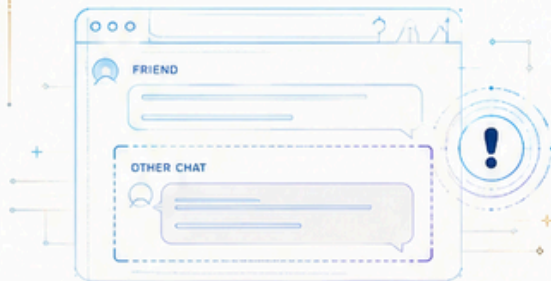
THEY GET TO DECIDE WHO THEY'RE BECOMING INSIDE OF IT.

WELCOME TO CHAOS CARDS™, FOUNDING FAMILIES.
YOU WERE HERE AT THE BEGINNING.
NOW SHUFFLE THE DECK.
LET'S MAKE SOME CHAOS.



CHAOS // 001

WRONG SCREENSHOT



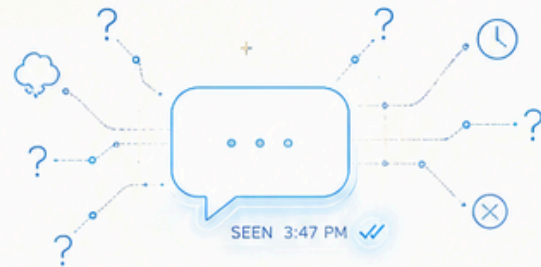
You screenshot something someone sent you...
and somehow they KNOW you screenshotted it.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 002

LEFT ON READ



You sent the message.
They saw it.
No response.
It's been HOURS.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 003

WRONG GROUP CHAT



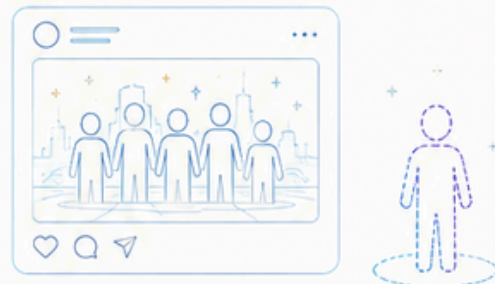
You just sent a message ABOUT someone...
to the group chat they're IN.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 004

EVERYONE EXCEPT YOU



You see a post.
Apparently everybody hung out.
Nobody invited you.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 005

THE "K."



They responded:
"K."
Your brain now has 47 theories.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 006

ACCIDENTAL VOICE MESSAGE



You sent the voice message
to the WRONG PERSON.
They listened to the whole thing.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 007

PUBLICLY WRONG



You confidently answered the question.
You were VERY wrong.
Someone laughed.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 008

PARTNER PANIC



Your project is due tomorrow.
Your partner has done
approximately NOTHING.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 009

CREDIT THIEF



Someone just got credit for YOUR idea.
And they're letting it happen.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 010

PICKED LAST



Teams are being picked.
You're last.
Again.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 011

FRIEND SWITCHED UP



Your friend acts totally different
around certain people.
And you don't like this version.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 012

SECRET LEAK



You told ONE person something private.
Now somehow everybody knows.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 013

THE RUMOR



Someone tells you something CRAZY
about your friend.
You have no idea if it's true.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 014

FRIEND FIGHT



Two of your friends are fighting.
Both expect you to pick a side.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 015

COPYCAT



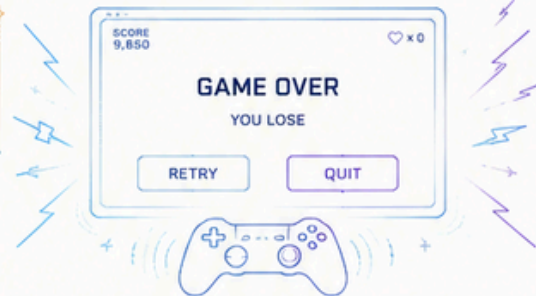
Someone keeps copying your
ideas, style or jokes.
And everybody thinks THEY came up with it.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 016

RAGE QUIT



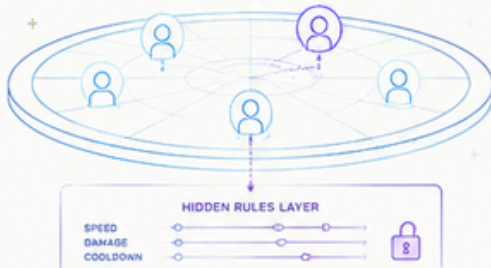
You were SO close to winning.
Then you lost.
And everybody saw it.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 017

THEY'RE CHEATING



You're pretty sure someone is cheating.
They swear they're not.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 018

SIBLING STOLE IT



Your sibling took your charger.
Again.
They claim they "thought it was theirs."

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 019

BLAMED

Something broke.
Everyone thinks YOU did it.
You didn't.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 020

GROWN-UP SAID NO

You REALLY want to do something.
Your grown-up said no.
Their reason makes zero sense to you.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 021

YOUR FRIEND LOVES IT

Everyone is obsessed with something.
You secretly think it's terrible.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 022

PRESSURE

Your friends want you to do something
you don't really want to do.
They're waiting for your answer.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 023

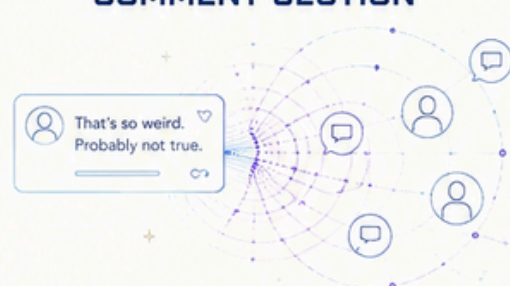
POST REGRET

You posted something when you were mad.
Now you're not mad anymore.
People already saw it.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 024

COMMENT SECTION

Someone posts something about you
that isn't true.
People are starting to comment.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 025

AI SAYS SO



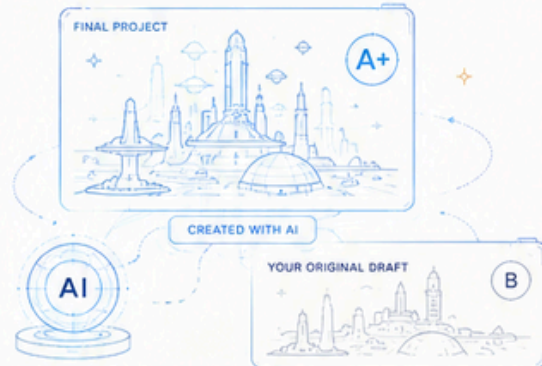
AI gives you an answer
with TOTAL confidence.
Something about it feels wrong.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 026

AI DID THE PROJECT



Your friend used AI to do
basically their entire project.
They got a better grade than you.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 027

VIRAL BUT SUS



Everybody is sharing a video
that looks INSANE.
You're not sure it's real.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 028

47 TABS



Homework. Messages. Videos. Game.
Music. Notifications.
Your brain has 47 tabs open.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 029

YOU MESSED UP



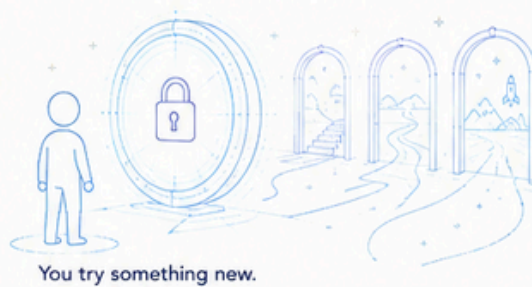
You messed something up.
Nobody knows it was you.
Yet.

WHAT'S YOUR MOVE?

CHAOS CARDS™

CHAOS // 030

DIDN'T KNOW YET



You try something new.
You're terrible at it.
Like... impressively terrible.

WHAT'S YOUR MOVE?

CHAOS CARDS™



POWER // 031
PERSPECTIVE SHIFT



SEE IT ANOTHER WAY.
What else could be true?

CHAOS CARDS™



POWER // 032
**PERSPECTIVE SHIFT // POWER UP
PLOT TWIST**

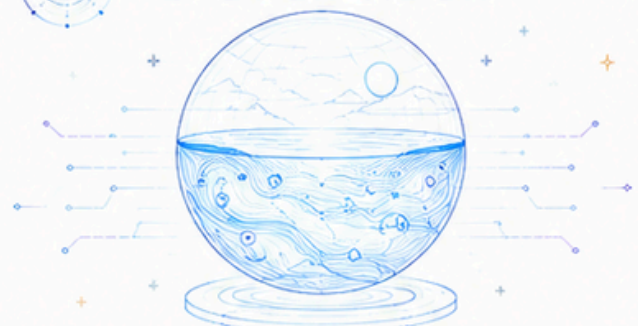


PLOT TWIST.
Change the story you're telling yourself.

CHAOS CARDS™



POWER // 033
EMOTION VISION

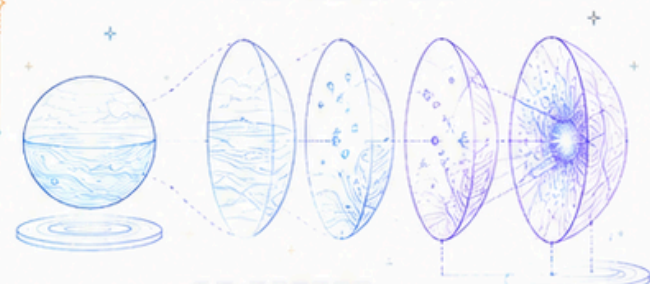


NOTICE WHAT'S UNDERNEATH.
What's really happening here?

CHAOS CARDS™



POWER // 034
**EMOTION VISION // POWER UP
GO DEEPER**



GO DEEPER.
The first feeling isn't always
the whole story.

CHAOS CARDS™



POWER // 035
PATTERN SENSE



SPOT WHAT CONNECTS.
Have you seen this pattern before?

CHAOS CARDS™



POWER // 036
**PATTERN SENSE // POWER UP
CONNECT THE DOTS**



CONNECT THE DOTS.
What's repeating?

CHAOS CARDS™



POWER // 037

INNER COMPASS



KNOW WHAT FEELS TRUE.

Turn down the noise.

CHAOS CARDS™



POWER // 038

INNER COMPASS // POWER UP TRUST YOUR SIGNAL.



TRUST YOUR SIGNAL.

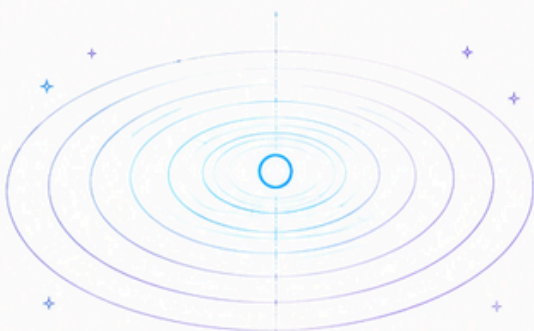
What do YOU actually think?

CHAOS CARDS™



POWER // 039

QUIET POWER



SLOW DOWN. NOTICE MORE.

You don't have to react yet.

CHAOS CARDS™



POWER // 040

QUIET POWER // POWER UP CHOOSE YOUR RESPONSE.



CHOOSE YOUR RESPONSE.

The pause belongs to you.

CHAOS CARDS™



POWER // 041

FOCUS POWER



WHAT YOU FEED GROWS.

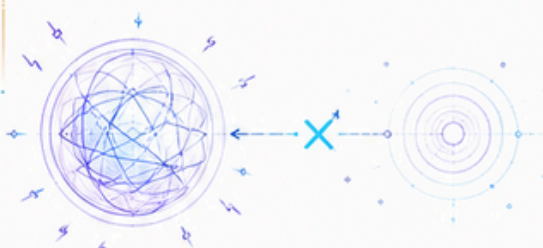
Choose where your attention goes.

CHAOS CARDS™



POWER // 042

FOCUS POWER // POWER UP DON'T FEED IT.



DON'T FEED IT.

Not everything deserves your energy.

CHAOS CARDS™

POWER // 043

POSSIBILITY VISION



SEE THE DOORS OTHERS MISS.

What haven't we tried?

CHAOS CARDS™

POWER // 044

POSSIBILITY VISION // POWER UP SIDE QUEST.

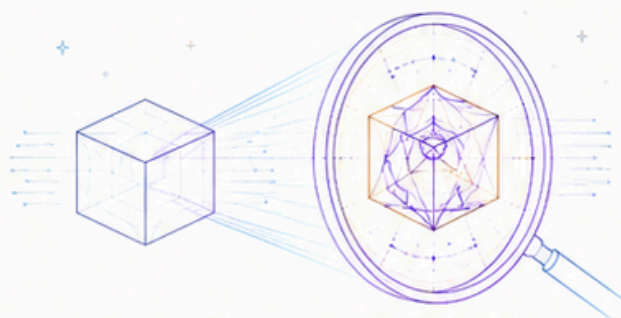


Find another way.

CHAOS CARDS™

POWER // 045

TRUE SIGHT



SEE THE VALUE OTHERS MISS.

Look again.

CHAOS CARDS™

POWER // 046

TRUE SIGHT // POWER UP WHO TOLD YOU THAT?



Question the label.

CHAOS CARDS™

POWER // 047

UNITY FIELD



DIFFERENT STRENGTHS. STRONGER TOGETHER.

Who could make this better with you?

CHAOS CARDS™

POWER // 048

UNITY FIELD // POWER UP COMBINE POWERS.

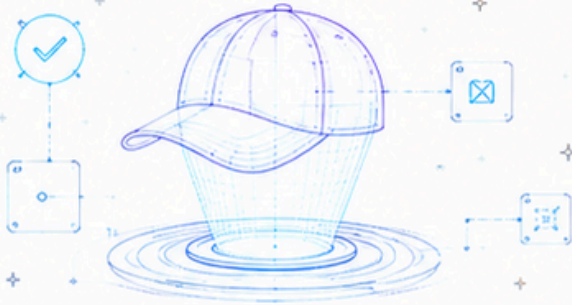


You don't have to solve everything alone.

CHAOS CARDS™

WILD // CAP

 **CAP.**



Do you actually believe
what you just said?

CHAOS CARDS™

WILD // RECEIPTS

SHOW ME THE RECEIPTS.

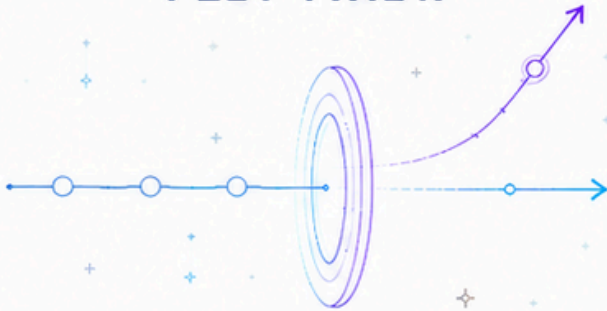


What do you
actually KNOW?

CHAOS CARDS™

WILD // PLOT TWIST

PLOT TWIST.



Give us
another explanation.

CHAOS CARDS™

WILD // PAUSE

PAUSE BUTTON.

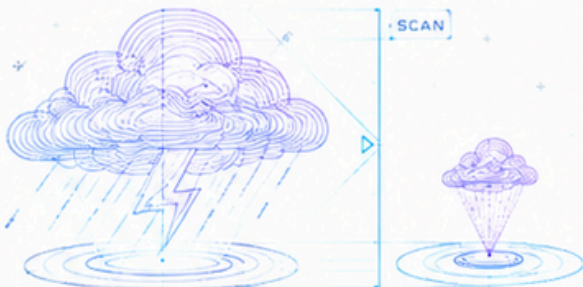


You don't have to
respond right now.

CHAOS CARDS™

WILD // NOT THAT DEEP

IS IT ACTUALLY THAT DEEP?

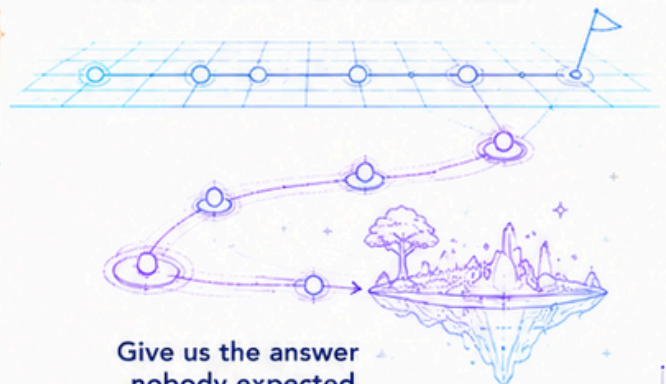


Make the
problem smaller.

CHAOS CARDS™

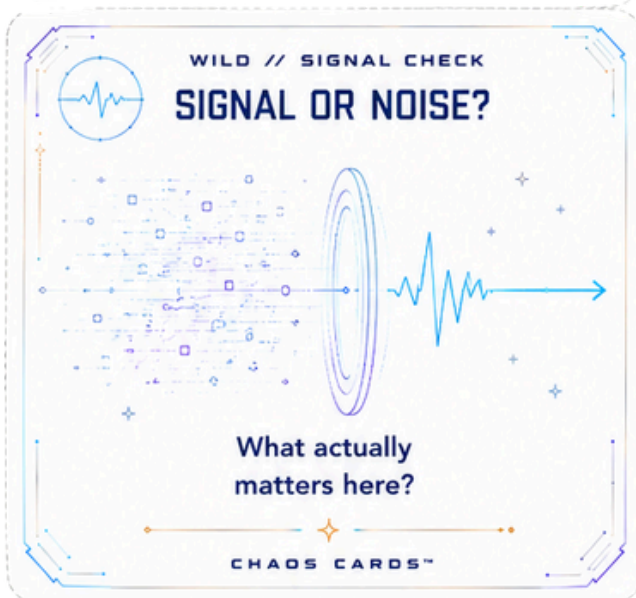
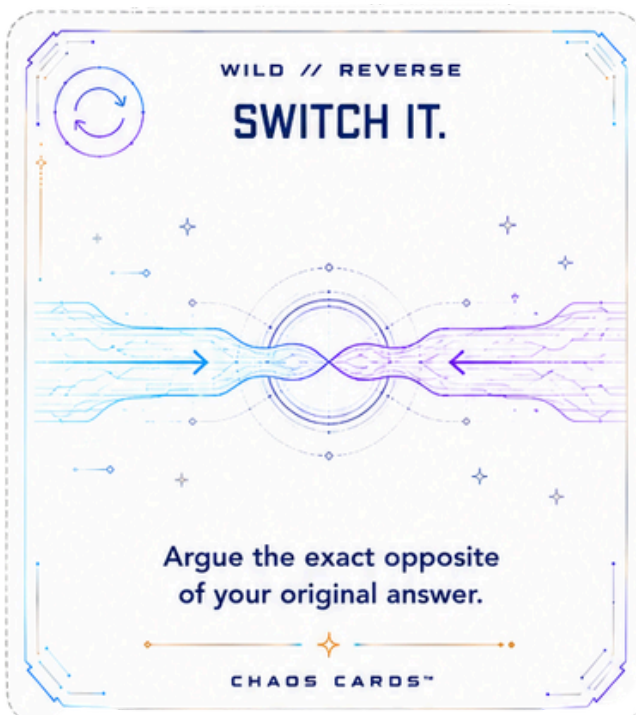
WILD // SIDE QUEST

NEW PATH UNLOCKED.



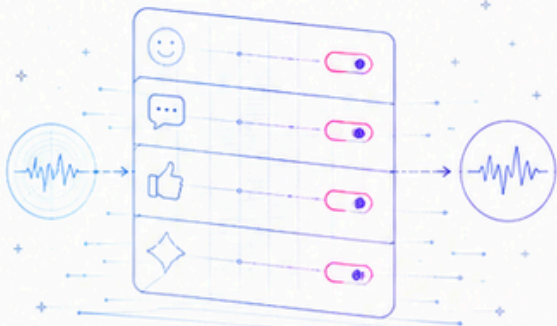
Give us the answer
nobody expected.

CHAOS CARDS™





CHAOS MODE
NO FILTER.



For this round,
say what you'd **ACTUALLY** do.

CHAOS CARDS™



CHAOS MODE
5 SECONDS.

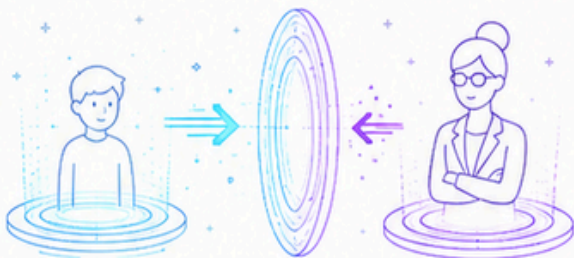


Choose your move
before time runs out.

CHAOS CARDS™



CHAOS MODE
SWITCHED.

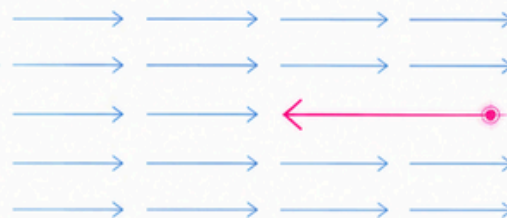


Kids answer as Grown-Ups.
Grown-Ups answer as kids.

CHAOS CARDS™



CHAOS MODE
UNPOPULAR OPINION.



The Judge rewards
the answer nobody else thought of.

CHAOS CARDS™



CHAOS MODE
DOUBLE CHAOS.



Draw **TWO** Chaos Cards.
Your answer has to solve both.

CHAOS CARDS™

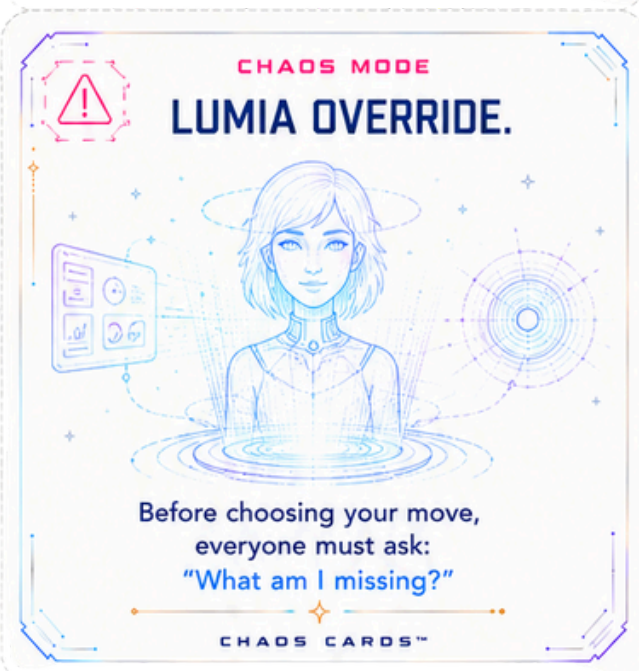
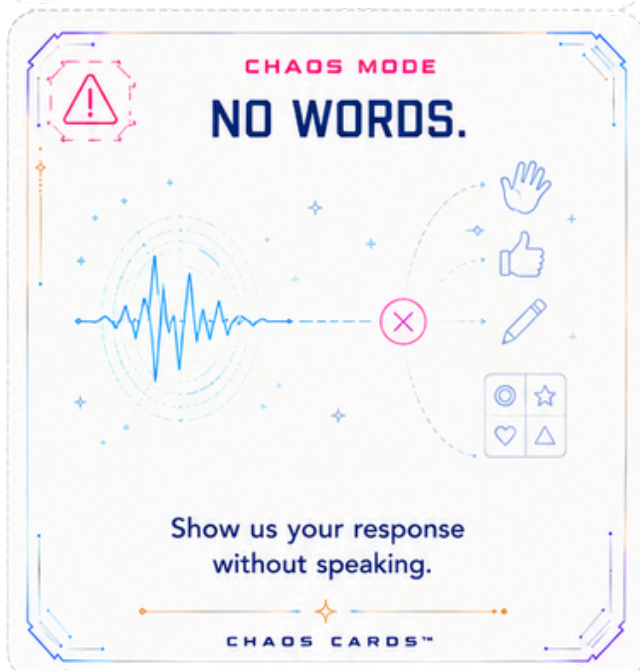
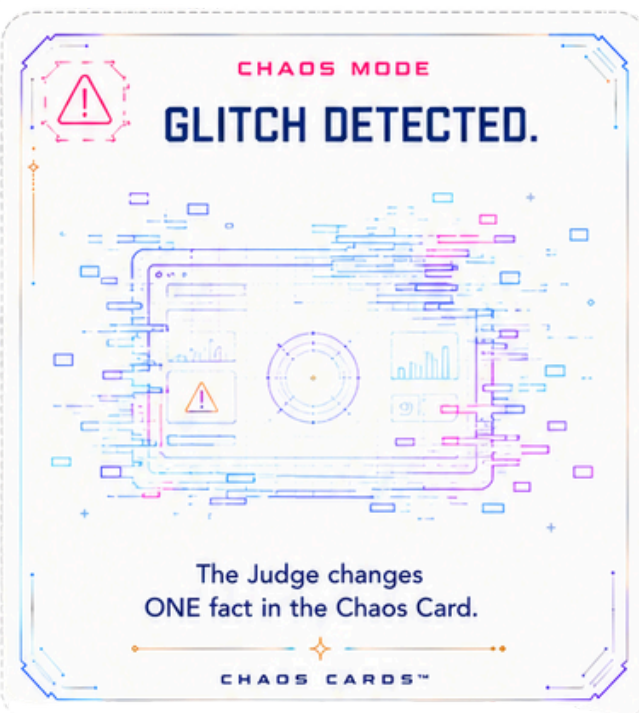


CHAOS MODE
SAME POWER.



Everyone must solve this
using the **same** Future Human Skill.

CHAOS CARDS™



CREATE YOUR OWN // WILD

Change the game.



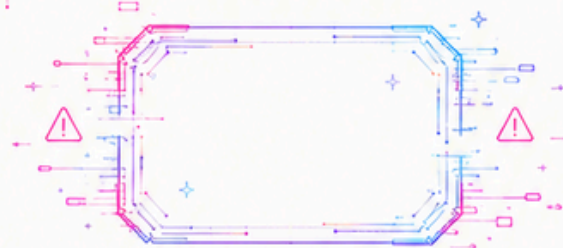
NAME: _____

WHAT HAPPENS?

CHAOS CARDS™

CREATE YOUR OWN // CHAOS MODE

Change the rules.



FOR THE NEXT _____ ROUND(S):

CHAOS CARDS™

YOUR CARD // YOUR RULES

You tell us.



MAKE SOMETHING WE DIDN'T THINK OF.

CHAOS CARDS™