



TC DIGITAL

DAWN OF PERIM™



TRADING CARD GAME
CHAOTICGAME.COM

OFFICIAL RULE BOOK



Welcome to Chaotic®

Contents

- 2) Contents Overview
- 3) Dawn of Perim
- 5) About Chaotic
- 6) Apprentice Rules / Game Mechanics
- 18) Master Rules
- 27) Building Your Own Deck
- 31) FAQ
- 35) Glossary
- 40) Online Experience
- 42) Mobile Experience
- 43) Credits & Production Notes

Dawn of Perim™

Maxxor quickly fired off three shots from his Liquilizer, sending the Danian scurrying for cover. He knew the insect would be calling for help. Alone they're not much, but a swarm of Danians were formidable foes. They were the least of his worries right now.

The Eye of the Maelstrom is not exactly Maxxor's favorite location in all the OverWorld, but reports that a Cothica artifact is being excavated here made this trip more than necessary. Maxxor's scouts told him that the expedition is being carried out by an UnderWorld force led by Chaor himself.

To control the Cothica is to rule all of Perim... and beyond. That's what the legends say... and Maxxor has little choice but to believe this to be true. No one knows exactly what the Cothica is or how to wield its power. All Maxxor knows for sure is that the elusive object must never fall into the wrong hands. And the definition of "wrong," as far as he's concerned, is any Creature from the UnderWorld... especially Chaor.

Maxxor felt good about his team: Intress, Gespedan, Frafdo, Tangath Toborn, and Rellim. Huddled close to him, they awaited instructions on how to deploy for the battle about to ensue. Maxxor stepped forward to address his fellow OverWorlders just as the wind started picking up... a little too much.

"Watch out! Windslash!" Intress shouted, but the warning was too late, as the attack sent the OverWorlders flying from their concealed position. Exposed and separated, they were bombarded with relentless assaults: Ember Swarm, Inferno Gust, Ektospasm, Torrent of Flame. As the dust cleared, they came face to face with their attackers.

Takinom, Rothar, Zaur, Stelgar, Spyder and Chaor surrounded the OverWorlders. The UnderWorld leader roared with laughter. "Thought you could ambush us, Maxxor? You underestimate me."

Maxxor rose to his feet, his towering torso casting an imposing shadow with each lightning bolt from the storm. "Things are not always as they appear, Chaor." He raised his right hand high in the air. "NOW!"

As if summoned from beyond, tens of Mipedians suddenly materialized in flanking positions around the UnderWorld warriors. Far from their desert home, the tribe of invisible creatures formed an uneasy alliance with Maxxor to prevent the Cothica from becoming an UnderWorld prize. Without Spectral Viewers, Chaor and his team were unable to see the reptilian battalion that had surrounded them.

Sneering at the lizards, Chaor was undaunted. "You're not the only one with friends in low places, Maxxor!" With that, hives of Danians began swarming in from the outskirts of the storm-ravaged landscape. What was a stand-off had now become an all-out war, with each tribe serving its own interests.

Dozens of battles took place all around them as Maxxor and Chaor traded attacks: Pebblestorm. Steam Rage. Rock Wave. Ash Torrent. Closer and closer they moved until they were locked in hand-to-hand combat.

"What have you done with the Cothica artifact, Maxxor?" Chaor screamed as a Sludge Gush surged past his head.

"Don't play coy with me, Chaor. We're here to stop *you* from getting it." Maxxor flipped his UnderWorld foe onto his back and they both somersaulted down an embankment.

With the hard landing came a harder realization. They had both been duped. The two warriors squared off once again for battle, then found themselves unable to move –victims of a Paral-Eyes attack stronger than either had ever experienced. A dark figure approached as they struggled to shift their eyes. A look of shock registered on their otherwise frozen faces.

Maxxor struggled to eek out the words, "It was..." Chaor finished the thought they both shared. "You!"

The mysterious figure raised its arms as the ground began to shake. Then a deafening sound. And a blinding white light...

Najarin awakes with a start — the early morning sun burning his eyes. Another night, the same dream. Or is it a prophecy? Before he can consider the imponderable, seven notes whisper their melody faintly in the wind, dancing in on morning's first light. The power of Mugic has no doubt been wielded in a faraway battle, the outcome of which could affect both the OverWorld and UnderWorld. But for now the Creatures of these realms rise once again to pursue their common cause, the Cothica, and to try to unravel the mystery of the codes that weave their lives inextricably together.

Thus a new day begins... it's the Dawn of Perim.



About Chaotic®

Every Chaotic Card has a Code, and every Code is unique. Each Code represents an actual scan of a Creature, Location, Mugic or Battlegear at a precise moment in Perim. As things change in Perim, so do the Creatures, items and places. That's why no two Codes are the same.

The Codes give you power to do things with Chaotic Cards that you can't do with any other trading cards. Upload your Codes to ChaoticGame.com and you'll enter a new dimension in gaming. Challenge and battle opponents. Trade virtual cards. Swap tips, tricks and techniques with fellow players. Store personal game history. Manage your deck. Watch yourself move up in the ranking system as you compete with players from around the world.

It's all possible.
All you have to do is ... Enter The Code.

Apprentice Rules

Object of the game:

You win the game by defeating all of the Creatures controlled by your opponent.

Setting up a game of Chaotic

1. Unfold and lay out your Playmat so that you can read the Chaotic logo.
2. Look at the top six cards in your Preconstructed Deck.
For the OverWorld Deck your cards are: Arias, Rellim, Frafdo, Laarina, Psimion and Vidav.

For the UnderWorld Deck your cards are:
H'earring, Krekk, Zaur, Miklon, Skithia and Toxis.

These cards are all Creature Cards - place them face up in the six open spaces on your Playmat.

3. The next 20 cards are Attack Cards. Shuffle these and place them face down in the spot on your Playmat marked "Attack Deck."
4. The next 10 cards are Location Cards. Shuffle them and place them face down in the spot on your Playmat marked "Location Deck."
5. Your opponent should set up their Preconstructed Deck in the same way, with the Playmats forming one diamond-shaped Battleboard.

TIP: Do not worry about the other cards in the deck yet! Battlegear and Mugic Cards are covered under the Master Rules.



Beginning the Game

Now that your Playmats are set up, you are almost ready to play your first game of Chaotic.

1. Each player draws the top two cards from their Attack Deck into their hand.
2. Decide who will take the first turn. You can flip a coin, roll a die, play Rock-Paper-Scissors; it does not matter as long as both players agree on a random method. The player who is taking a turn is called the Active Player.

Once you have figured out who will go first, you can begin the game.

Playing the Game

Each turn is made up of three steps: Location Step, Action Step and End of Turn Step.

STEP 1:

LOCATION STEP:

The first thing the Active Player does on their turn is reveal the top card of their Location Deck by turning it face up. This Location is where all the action will take place this turn and determines which Creature will have Initiative in combat – we will get to that in a minute. The Location also has some other effects that are covered under the Master Rules. When the other player becomes the Active Player, they will use their own Location Deck to provide a Location for their turn.

Now that you have revealed the Location, it is time to get down to business!



STEP 2:

ACTION STEP: MOVEMENT & START COMBAT

Movement

1. You must move at least one Creature each turn.
2. Each Creature may move one space per turn in any direction, unless stated otherwise on a card.
3. You may not move a Creature into a space occupied by another Creature you control.
4. If your Creature moves into a space occupied by an opponent's Creature, you start combat.
5. You may only start one combat per turn. (The first turn of any game must have a combat since all the spaces on the Battle-board are occupied.)



Available moves

Choose one of your Creatures to move into a space that is occupied by an opponent's Creature. When you do, combat begins!




Available moves that will start combat



ACTION STEP: INITIATIVE

The first thing you do once combat begins is determine which Creature has Initiative. Look at the Initiative line on your Location.

Location

Initiative:  Power

Most Locations favor Creatures having a higher value in Courage, Power, Wisdom or Speed. If the Initiative line lists one of these Disciplines, then compare which of the two Creatures in combat has the higher value for that Discipline. That Creature gets Initiative and will strike first. If the Initiative line lists a Tribe, then the Creature of that Tribe gets Initiative. If there is a tie (or both Creatures are of the Tribe listed on the Location), then the Creature controlled by the Active Player gets Initiative.

DISCIPLINE ICONS



Courage



Power



Wisdom



Speed

TRIBE ICONS



OverWorld



UnderWorld



Danian

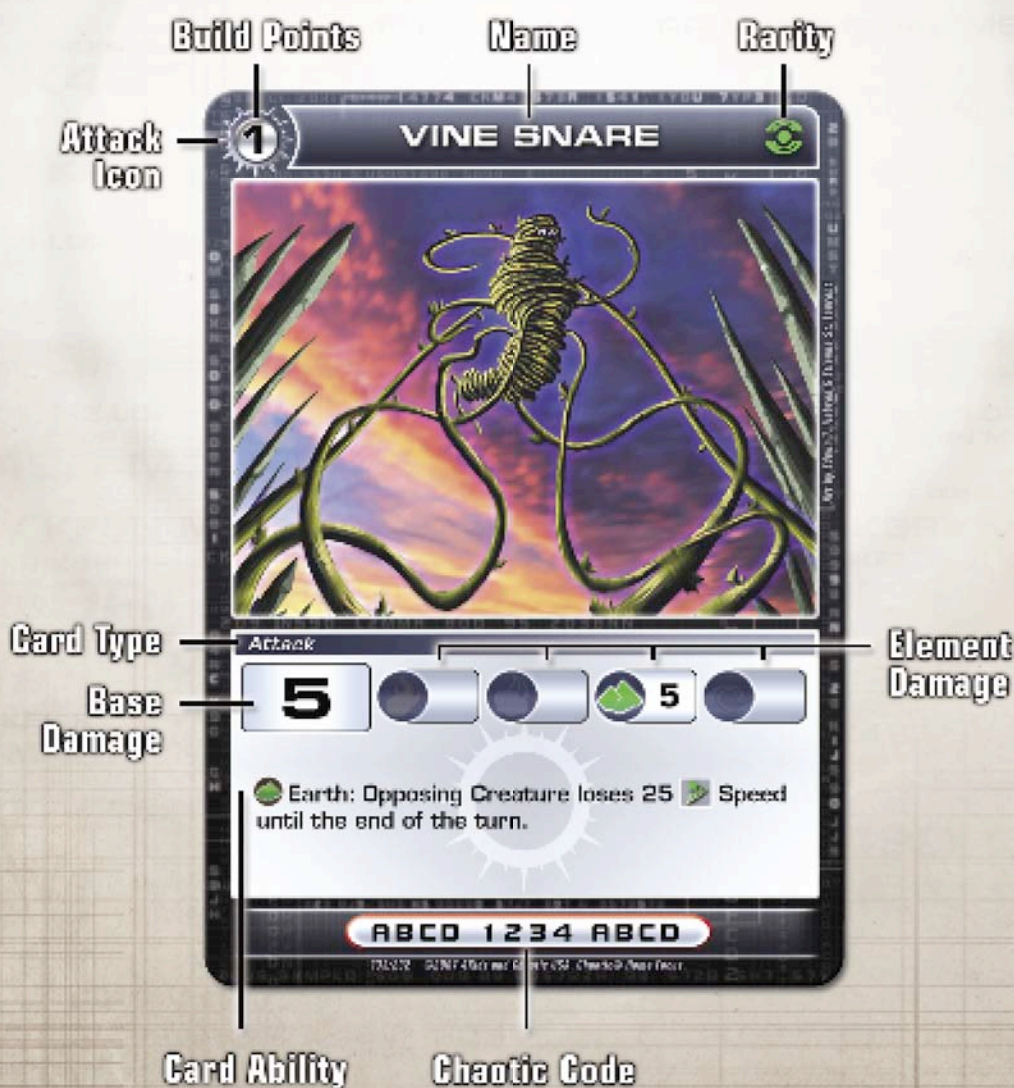


Mipedian

ACTION STEP: STRIKING

The Creature with Initiative attacks first. In Chaotic, attacks are called **strikes**. Now that it is clear which Creature will strike first, it is time to make an attack.

1. The player whose Creature is striking (which might not be the Active Player) draws the top card from their Attack Deck. That player should now have three Attack Cards in hand.
2. Choose one of the Attack Cards in hand and play it.
3. Calculate how much damage the Attack Card deals. (See below)
4. Place the Attack Card into the Attack Discard Pile.





1. Draw an Attack Card.



2. Choose an Attack Card & play it.



3. Determine damage.



4. Put Attack Card in Attack Discard Pile.

Attack Card Damage:

To figure out how much damage an Attack Card deals to the opponent's Creature:

1. First look at the Base Damage. All Creatures deal this damage.
2. Next look at the Elemental Damage: Compare the Elemental symbols on the played Attack Card with the Elemental symbols on the Creature playing the Attack Card. For each matching symbol, deal the damage listed next to the symbol on the Attack Card.
3. All damage dealt by an Attack Card is dealt at the same time.

Use the Energy trackers on your Playmat to record how much Energy your Creature in combat has left. Some Attack Cards have other game effects. We will teach you how to use these effects in the Master Rules.



$$5 + 5 = 10$$

FINISHING COMBAT:

Now it is the other player's chance to strike. Follow the same steps (1-4) explained in "Action Step: Striking." Both players alternate striking until one of the Creatures in combat is defeated. A Creature is defeated when it has taken damage equal to or greater than its Energy. When that happens, put the defeated Creature into its owner's Discard Pile. If the winning Creature was trying to move into an occupied space, it will take the place of the losing Creature. If the winning Creature successfully defended a space it already occupied, it stays in the space it started in.

ACTION STEP: ADDITIONAL MOVEMENT

Once combat is finished, the Active Player can continue moving any Creatures they control that have not yet moved this turn. Creatures can only move into open spaces at this point because you may only start one combat per turn. *On later turns, remember you can choose to move Creatures before or after combat (there is no room to move before the very first combat of the game).*

STEP 3:

END OF TURN STEP:

You must move at least one Creature each turn. Additional movement is not required. After you have moved at least one Creature, you may end your turn. When the turn ends, remove any damage from Creatures which took damage but were not defeated. Then put the Location on the bottom of your Location Deck and pass the turn. The other player then begins their turn starting with Step 1.



scratch the surface

The Apprentice Rules just scratch the surface of what it takes to fight in the Battledrome. The Master Rules explain how to play like an expert.



Master Rules

A complete game of Chaotic plays just like the basic game with two new card types - Battlegear and Mugic - and a few additional rules:

Battlegear Cards:

Battlegear are the weapons, armor and gear that Creatures use to gain an advantage in combat. The six Battlegear Cards in the OverWorld Starter Deck are: Elixir of Tenacity, Mugician's Lyre, Ring of Na'arin, Staff of Wisdom, Torrent Krinth and Vlaric Shard. The six Battlegear Cards in the UnderWorld Starter Deck are: Dragon Pulse, Elixir of Tenacity, Gauntlets of Might, Prism of Vacuity, Skeletal Steed and Viledriver. You may equip only one Battlegear Card to each of your Creatures.

Battlegear is placed face down under the Creature, equipping it at the start of the game. Battlegear which is turned face down is "turned off" and has no game effect until it is turned face up. Battlegear is turned face up when the Creature the Battlegear is equipped to becomes Engaged (enters combat) or at the beginning of the game if the Battlegear Card has the "Reveal at Beginning of Game" ability. You may look at your own face down Battlegear at any time during the game, but not your opponent's Battlegear.



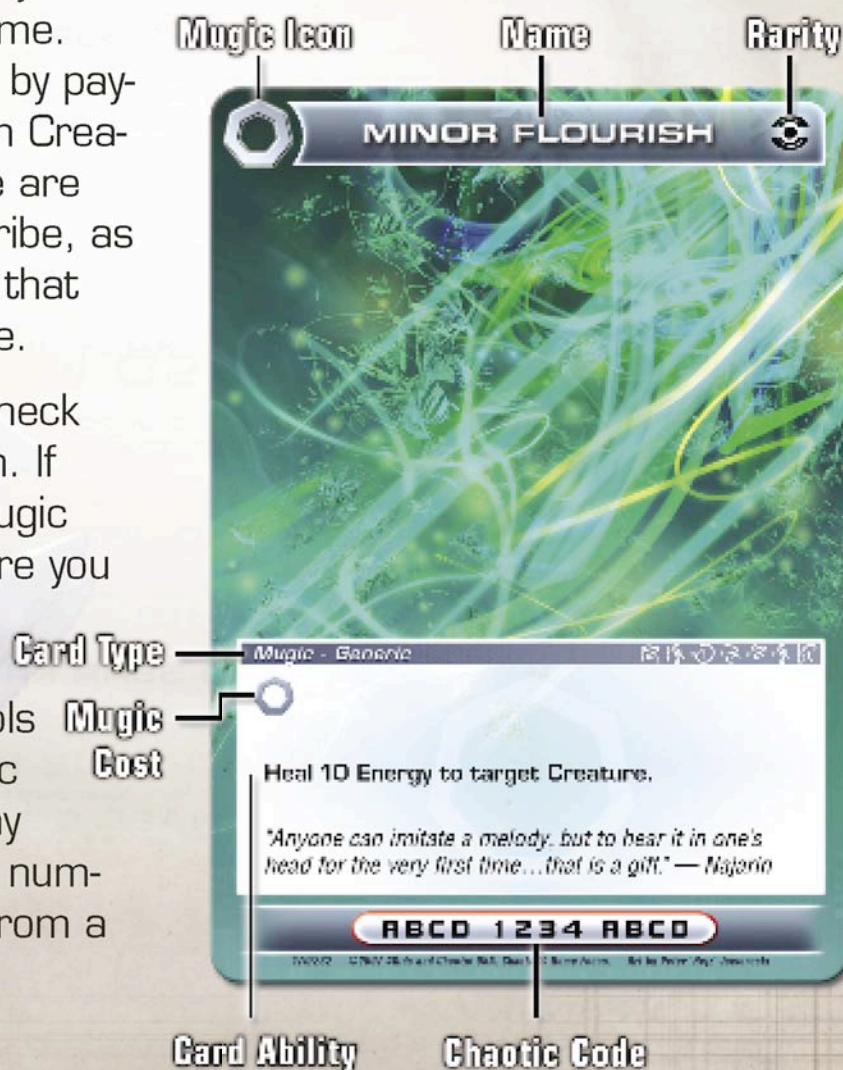
Magic Cards:

The Creatures of Perim are able to cast Magic spells by channeling the spirits of powerful and ancient Mugicians. The six Magic Cards in the OverWorld Starter Deck are: Decrescendo, Geo Flourish, Minor Flourish, Hymn of the Elements, Song of Focus and Song of Resurgence. The six Magic Cards in the UnderWorld Starter Deck are: Decrescendo, Ember Flourish, Song of Futuresight, Canon of Casualty, Discord of Disarming and Song of Treachery.

Include one Magic Card for each Creature in your deck. All of your Magic Cards are held in your hand throughout the game.

Magic Cards are played by paying Magic counters from Creatures you control. There are Magic Cards for each Tribe, as well as "Generic Magic" that can be used by any Tribe.

To play a Magic Card, check if it has a tribal affiliation. If it does, then remove Magic counters from a Creature you control of the same Tribe equal to the number of Magic symbols on the card. If the Magic Card is Generic, you may remove the appropriate number of Magic counters from a Creature of any Tribe.



Master Rules Additions:

When you play Chaotic at the Master level, include these new rules:

Setup: Set up a Master level game as follows:

1. Place all Creature and Battlegear Cards face down.
2. After both players have finished setting up, reveal all your Creature Cards and any Battlegear Cards which have the "Reveal at beginning of game" ability.
3. Leave any other Battlegear Cards face down.
4. Once all Creatures have been revealed, place Mugic counters on your Creatures equal to their Mugic ability.
5. Each player draws the top two cards from their Attack Deck into their hand.
6. Decide who will take the first turn.



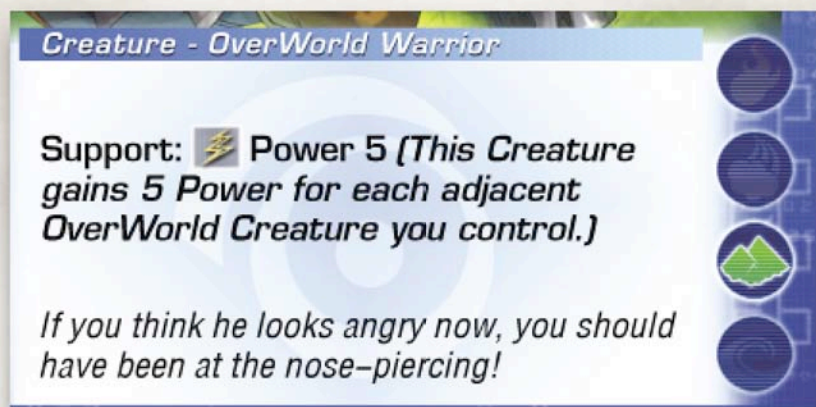
Creature's Mugic Ability



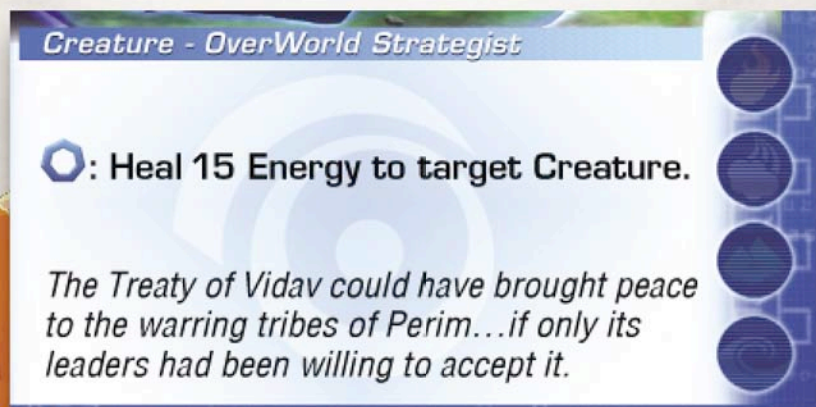
Creature Abilities:

Many Creatures have special abilities. These abilities come in three types:

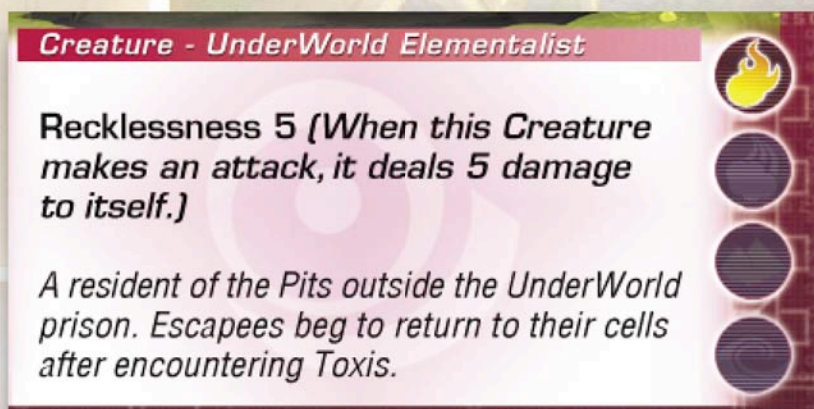
1. **Innate:** Innate Abilities are always on. You cannot choose whether or not to use them.



2. **Activated:** Activated Abilities are those which allow you to choose when to play them. These abilities usually have a cost to play the ability. This cost might be to remove one or more Magic counters or to sacrifice a Creature (sacrifice means to discard it from play). If you cannot pay the cost, you cannot use the ability.



3. **Triggered:** Triggered Abilities tell you when they occur. There is a condition or trigger that causes them to happen - if the trigger occurs, the ability occurs.



The Burst:

The Burst allows both players to respond to abilities/effects in the game.

1. A Burst begins when an ability/effect occurs in the game. This happens whenever a player plays an Attack Card, Magic Card or uses a Creature or Battlegear ability. Innate Abilities do not start a Burst, but Triggered Abilities do start a Burst.
2. After you start a Burst, your opponent may respond to the ability or effect which started the Burst with their own ability or effect.

EXCEPTION: *When you play an Attack Card, you get to respond to your own Attack first.*

3. Both players then alternate adding effects and abilities to the Burst. A player may choose not to add additional abilities or effects to a Burst.

4. Once both players choose not to add anything new to the Burst, the entire Burst is complete. No abilities or effects on the Burst resolve until the Burst is complete.
5. Once the Burst is complete, the abilities and effects resolve with the last thing that was added to the Burst resolving first.

**Last Effect Added
Will Resolve First**



**First Effect Added
Will Resolve Last**

6. Abilities and effects on the Burst continue to resolve one at a time in reverse order, with the first thing that was added to the Burst resolving last. Other effects may not be played while a Burst is resolving.

This is a diagram of a Burst. From bottom to top (and the order they were added to the Burst):

- A. Taxis plays Thunder Shout
- B. Taxis' Recklessness ability
- C. Vidav's Healing ability
- D. Canon of Casualty
- E. Song of Resurgence

Both players decline to add anything new to the Burst. The effects then resolve in the opposite order that they were played, starting from 1 to 5.

Attack Cards:

In addition to Base Damage and Elemental Damage, some Attack Cards have other effects. Two common effects on Attack Cards are Checks and Challenges. Checks ask you to see if the Courage, Power, Wisdom or Speed on the Creature playing the Attack Card is at least a certain number.


Challenges ask you to compare the same stat on the two Creatures in combat and see if the stat on the Creature playing the Attack Card is greater than your opponent's Creature's stat by at least a certain amount. If your Creature makes the Check or the Challenge, then the Attack Card will deal extra damage or have another effect.





Location Abilities:


In addition to determining which Creature will win Initiative, Locations have other abilities which affect the game while the Location is the Active Location. Be sure to read each Location Card when it becomes the Active Location.

Location

Initiative:  Speed

 Fire attacks deal an additional 5 damage.

Damage dealt by  Air attacks is reduced by 5.

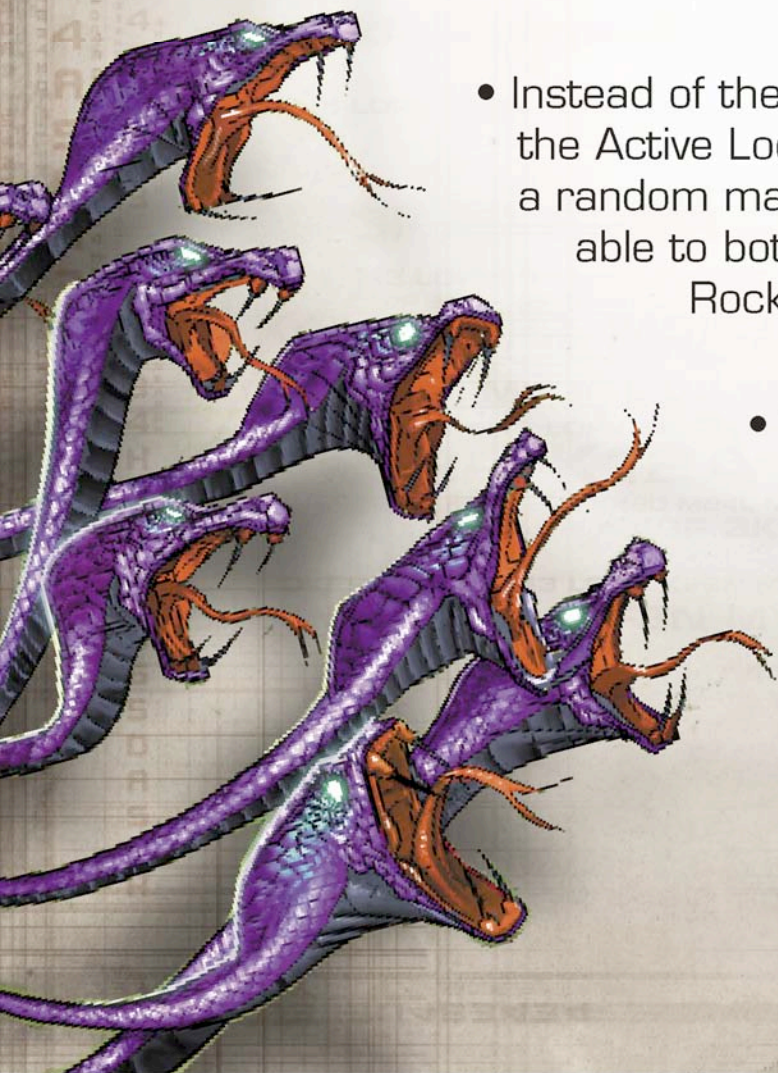
Magmon gains "  Fire 5."

The Showdown:

At the end of each player's Action Step, check to see if at least one of that player's Creatures has been Engaged since the start of his last turn. If none of that player's Creatures have been Engaged since the start of his last turn, a Showdown is required:

1. The Active Player selects one Creature controlled by the Defending Player.
2. The Defending Player selects one Creature controlled by the Active Player.
3. The two selected Creatures become Engaged and combat is initiated between them with the following changes:

- Instead of the normal Initiative rules using the Active Location, Initiative is determined in a random manner using any method agreeable to both players (such as a coin flip, Rock-Paper-Scissors, or a die roll).
- The Creature which wins the Showdown is returned to the Battleboard in its own starting space.



Building Your Own Deck



For a 3-on-3 game, the Battleboard is on a 3-on-3 grid.



For a 6-on-6 game, the Battleboard is on a 6-on-6 grid.



For a 10-on-10 game, the Battleboard is on a 10-on-10 grid.

First, choose the number of **Creatures** in your deck:

1. You can play Chaotic with decks of different sizes: 3, 6 and 10 Creature decks are the most common sizes.
2. Both you and your opponent will play a deck with the same number of Creatures.
3. The Chaotic Battleboard expands to fit the size of the game. You have already seen what a 6-on-6 Battleboard looks like.



1 on 1

3 on 3

6 on 6

10 on 10

Once you have chosen the number of Creatures in your deck, the rest is easy!

1. For each Creature Card, also select one Battlegear Card and one Magic Card.
2. Create a 10-card Location Deck. You can use any 10 Location Cards you want as long as you stick to the rule of two and do not have multiple copies of Unique cards.
3. Create a 20 card Attack Deck. The 20 Attack Cards you choose must not exceed 20 Build Points.



Build Point Number

RULE OF TWO: You can only have up to two copies of any card in your deck, unless the card itself says otherwise.



BUILDING YOUR OWN DECK



Deck Building Tips

- Try building decks with all the Chaotic Creatures from the same Tribe to start out.
- Make sure your Creatures have enough Mugic counters to play the Mugic in your hand and to use any abilities they may have.
- Creatures with high Energy are usually better in the front row, as are Creatures with special abilities that give them advantages in combat.
- Creatures with low Energy and lots of Mugic Ability should usually be protected in your back rows.
- Every Attack Deck will have 20 Build Points to work with. You will need to play some Attacks with lower Build Points if you want to play high Build Point cards.
- That said, not every player will want to play high Build Point cards like Allmageddon. Some players will want to make sure they deal a consistent amount of damage on every attack.
- Some Attack Cards have stat-based Challenges. If you win those Challenges your attacks will deal more damage or have other desirable effects. Make sure that your Creatures have high enough stats to win those Challenges.

Q: What happens if I run out of Attack Cards in my Attack Deck?

A: If you cannot draw an Attack Card because your Attack Deck is empty, shuffle your Attack Discard Pile together, place it face down on the Playmat space marked "Attack Deck" and use this as your Attack Deck.

Q: What does it mean when a card says that I cannot play abilities?

A: The important word in this type of effect is the word "play." Innate Abilities and Triggered Abilities are not played. Activated Abilities however, are under a player's direct control - they are considered "played." Activated Abilities are blocked by an effect that stops abilities from being played.

Q: Are Creatures with the same name but different statistics considered different Creatures?

A: No. Two Creatures (or cards of any card type) are considered to be copies of the same card if they share the same exact name.

Q: What happens if my opponent and I both control the same card with the ability "Unique?"

A: Nothing happens - "Unique" means that you cannot include more than one copy of that card in your deck. Therefore, you and your opponent may each include one copy of that card.

Q: What happens if my Creature has Fire 5 and is also equipped with a Battlegear which gives it Fire 5?

A: Both “copies” of Fire 5 work. If this Creature played a Fire Attack Card, it would deal an extra 10 damage. When a Creature has more than one “copy” of an ability which has a number (such as Fire 5, Swift 1 and Intimidate 10), all of those copies will work normally.

Q: When does a Showdown occur?

A: A player checks to see if a Showdown occurs when his Action Step is over. A Showdown will occur if that player’s Creatures have not been involved in combat since that player’s last turn.

Q: What happens when I run out of Mugic counters but still have Mugic Cards left in my hand?

A: You will not be able to play those remaining Mugic Cards or any ability which requires you to expend a Mugic counter as part of its cost.

Q: Can I target Creatures outside of battle with Mugic or abilities?

A: Yes, unless that Mugic or ability says that only certain Creatures may be its legal target, such as: “Target an Engaged Creature”, “Target a Creature you control” or “Target an opposing Creature.”



Q: How do I keep track of the Discipline and Energy numbers of my Engaged Creature as they change?

A: Use the Energy tracker on the Chaotic Playmat that is included in each Chaotic Preconstructed Deck. If you do not have a Chaotic Playmat handy, use pencil and paper. Remember that you must always show your opponent your Creatures' statistics if they ask to see them!



Q: How does Hive work?

A: Hive is a Danian Creature ability that is either “activated” (turned on) or “not activated” (turned off). Hive starts each turn turned off. Some Creatures, Mugic Cards and Attacks can activate Hive until end of turn. When one of these is added to a Burst and then resolves, Hive becomes active immediately upon resolution of its activating effect. When Hive is activated, Hive effects on all Creatures become active.

Q: What is the difference between beginning/end of turn and beginning/end of battle?

A: “Beginning of Turn” is the first thing that occurs on a player’s turn. “End of Turn” is the last thing that happens on a player’s turn. “Beginning of Battle” and “End of Battle” only occur during a player’s Action Step and only if that player has made a move action that starts combat.

Q: My opponent and I have both added Mugic to a Burst. Then we both pass. After the first Mugic on the Burst resolves, can I add a new Mugic or ability to the Burst?

A: No – once all players pass after items have been added to a Burst, the Burst will resolve. Neither player will gain priority until all the items on the Burst have resolved. After the Burst has completely resolved, the Active Player will gain priority.

Q: What is the difference between “Heal X Energy” and “Gain X Energy?”

A: “Heal X Energy” removes X damage already dealt to a Creature this turn. “Gain X Energy” adds X Energy to a Creature’s current Energy total.



Jon's Creature has 50 Energy.



Jon's Creature takes 20 damage from a Mugic.



Later, Jon's Creature heals 10 damage from a Mugic.

Jon's Creature has 50 Energy and has now only taken 10 damage, for a current total of 40 Energy.



A Location is flipped which says: “OverWorld Creature gain 10 Energy.”

Jon's Creature is now 60 Energy which has still taken 10 damage for a current total of 50 Energy.

Glossary

Activated Ability: Abilities that have some associated cost to activate (such as the removal of a Mugic counter). They are typically written in the format “Pay [cost] to do [effect].”

Active Player: Player whose turn it currently is.

Air X: See “Element X.”

Battleboard: Two opposing Playmats with their triangular bases joined form a Battleboard.

Burst: A Burst represents one or more unresolved Mugic or card abilities. A Burst starts each time a player uses Mugic or plays a card ability. Bursts may also be started by certain card abilities that occur automatically, such as Triggered Abilities. In addition, playing an Attack Card during the Strike Phase starts a Burst.

Challenge (Discipline) “X”: A comparison of the indicated Discipline between two Engaged Creatures. In order to win the Challenge, the Creature that you control must have a value in the indicated Discipline that is greater than or equal to your opponent’s Creature’s statistic by at least the amount “X”. Otherwise you lose the Challenge.

Damage: Damage is dealt by Attack Cards, Mugic Cards or abilities and the total damage dealt is compared to Creature’s Energy total. Any amount of damage that is less than 0 is treated as 0. Damage remains on a Creature until the end of each turn. During the End of Turn Step, all Creatures on the Battleboard have all damage removed. When the total damage on a Creature is equal to or greater than its Energy, that Creature is defeated and moved to the Discard Pile.

Defending Player: Any player who is not the Active Player.

Dispel: When an ability or Mugic is dispelled it has no game effect. Dispelled Mugic Cards and abilities that are dispelled are removed from the Burst without resolving.

Discipline: Courage, Power, Wisdom and Speed are a Creature’s Disciplines.

Earth X: See “Element X.”

(Element) X: A Creature with (Element) X deals an additional X damage with Attack Cards of the indicated elemental type. Multiple instances of this ability on a card are cumulative.

Elemental Attack: Any Attack Card with an elemental type is considered an elemental attack of the associated type (or types).

Elemental Type: Cards may have one or more associated elemental types: Fire, Air, Earth and Water. Elemental types on a Creature Card allow that Creature to do damage or other effects with Attack Cards that share an elemental type with that Creature. Some cards may be affected by game abilities based on their elemental type (such as “Element X”).

Energy: The Energy of a Creature is given by its printed Energy value modified by any Battlegear, Locations, Mugic or card abilities that state they alter a Creature’s Energy.

Engaged: A Creature currently involved in a combat is Engaged.

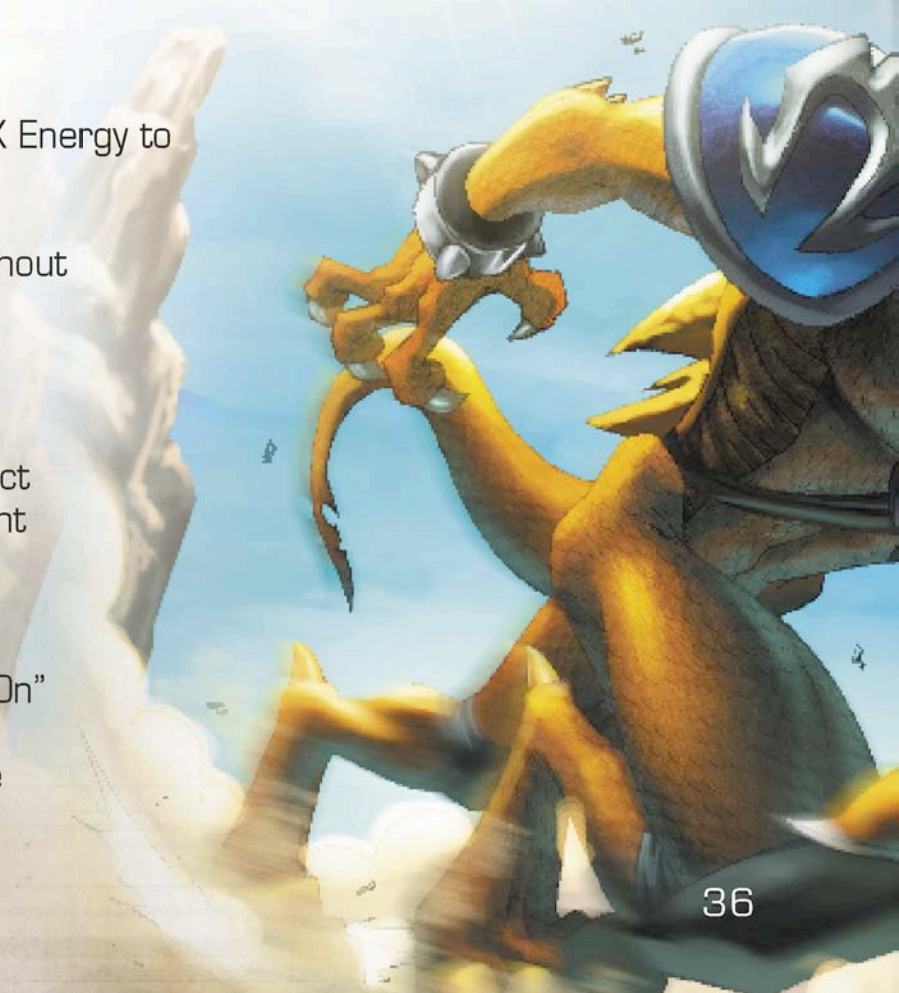
Fire X: See “Element X.”

Gain X Energy: This ability adds X Energy to a Creature’s current Energy total.

Generic Mugic: Mugic Cards without a tribal designation that may be played by a Creature of any Tribe.

Heal X: This ability removes X damage from a Creature. This effect cannot cause the Creature’s current damage total to fall below 0.

Hive: During a game, Hive will either be “On” or “Off.” If Hive is “On” then all abilities “Hive (effect)” are active (see below). Hive begins the game with the “Off” status.



Hive (effect): This ability gives the indicated effect to a Creature Card if Hive is activated. The effect remains until the Hive ability ends. Multiple copies of the Hive ability are cumulative.

Immune (ability): Creatures Immune to an ability cannot be affected by that ability. That ability is considered to be negated. For example, a Creature Immune to Invisibility would negate all Invisibility effects in a battle (see Invisibility and Negate).

Innate Ability: Abilities that are “always on.” You can’t choose whether or not to use them. Elemental X, Swift X and Recklessness X are examples of Innate Abilities.

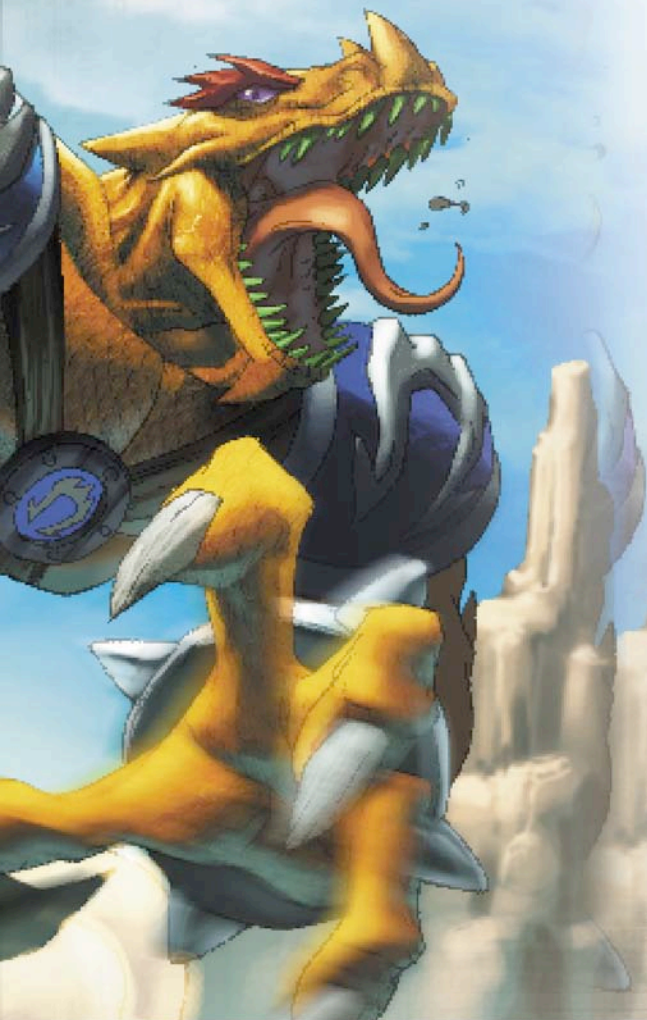
Intimidate (Discipline) X: At the beginning of combat, all opposing Creatures’ (Discipline) is reduced by X until end the turn. This is a Triggered Ability that occurs at the beginning of combat.

Invisibility (effect): A creature with Invisibility gains the indicated effect as long as Invisibility is not negated. The Invisibility ability negates the Invisibility of other Creatures. In addition, certain Battlegear or other effects may negate Invisibility. Invisibility may only be negated in combat at the beginning of the Combat Step.

Mixed Army: An army that contains Creatures from more than one Tribe.

Negate: An Attack, Mugic or ability that is negated has no effect.

Opposing Creature: An Engaged Creature that is controlled by your opponent. Note that this term does not apply to all Creatures controlled by your opponent, but only to the one currently involved in combat.



Play: “To play” means a player uses a Mugic Card, uses an Activated Ability or uses an Attack Card during their Strike Phase. Other game effects, such as Triggered Abilities, are not considered played.

Range: A keyword ability that indicates that a Creature may move through occupied Battleboard spaces during its move. Creatures only initiate combat when they end their movement in a space occupied by an opponent’s Creature.

Recklessness X: Recklessness does X damage to the Creature with Recklessness when it resolves. This ability is a Triggered Ability that triggers when an Engaged Creature with Recklessness plays an Attack Card.

Sacrifice: A cost or an effect which results in the removal of a card you control. That Creature is immediately placed into the Discard Pile along with any equipped Battlegear. A sacrifice may not be prevented by other game effects.

Source: The source of a Mugic Card is the Creature who played that Mugic Card. The source of an ability is the card on which the ability appears. The source of an Attack Card is the Creature who played that Attack Card.

Strike X: Creature with Strike X deals +X damage during its first attack in a battle. Multiple copies of Strike X are cumulative.

Striking Player: During a combat Strike Phase, the player whose turn it is to play an Attack Card is called the “Striking Player.”

Support (Discipline) X: A Creature with Support improves its Disciplines by being adjacent to other Creatures of its Tribe. The indicated Discipline is increased by X for every adjacent Creature of the same Tribe controlled by the same player. Multiple copies of Support are cumulative.

Surprise: A creature with Surprise automatically wins Initiative in combat. Multiple copies of Surprise are redundant.

Swift X: A Creature with Swift X can move an additional X spaces on the Battleboard. For example, a Creature with Swift 1 may move a total of 2 spaces on the Battleboard. However, a Creature with Swift still cannot move through occupied spaces. Multiple copies of Swift on a Creature are cumulative.

Tribe: All Creatures in the game have an associated tribal designation. Currently there are 4 different Tribes. These are OverWorld, UnderWorld, Danian and Mipedian. In addition, other cards in the game, such as Mugic, may also have a tribal designation. Finally, all Creature abilities are considered to have the tribal designation of the source Creature.

Triggered Abilities: A Triggered Ability sets out a specific time or event which causes the ability to be activated. When that time or event occurs, this ability is activated. Triggered Abilities create a Burst. If more than one ability is triggered at the same time, the Active Player adds their abilities to the Burst in any order. Then the Non-Active Player adds his or her abilities to the Burst in any order.

Unique: You may only have one copy of a card with "Unique" in your deck.

Untargetability: A Creature with Untargetability may not be the target of Mugic or card abilities.

Water X: See "Element X."



Online Experience

The Chaotic Online Experience is a massive online community of registered Chaotic players, collectors, storytellers, strategists, adventurers, explorers and other fans. It lets you play the Chaotic Trading Card Game, trade cards, maintain your collection and – with a bit of luck - make good friends with other Chaotic enthusiasts.

All you have to do to become part of the Chaotic Online Experience is to register on www.ChaoticGame.com and upload your cards.



Every month new tournaments start on the site and they are as big and as fun as the real-world ones. The Chaotic Online Experience allows you to sign up and play against other players at your own level; no matter if you are an apprentice or a grand master of the game.

The Chaotic Online Experience is more than just the game. The site itself consists of nine specialized interconnected sectors that you can dynamically travel between. It offers information on the complete Chaotic card series, you can read player to player advice on the forums, trade cards, Instant Message and strategize on deck builds, as well as find news about all things Chaotic.



There are additional features such as online cartoon episodes, customizable user interfaces, secret codes that modify card scans and the like. Check out the site and see for yourself.

CHAOTICGAME.COM

Mobile Experience

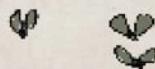
The Chaotic Wireless Application allows you to stay in touch with the Chaotic Online Experience while away from the computer. The application is free, depending on your wireless plan, and easy to download to your mobile phone.

One of the key features of the application is the ability to upload your cards as soon as you get them, so you can immediately play with them when you are back online. All your uploaded cards and decks will be available for visual browsing right from your mobile phone.

You can also experience some of the things that are going on in the Chaotic Online Experience in real time. For instance, you can see if your buddies are online and chat with them, you can trade cards, check the status of previously made trades and you can even view, make and accept Chaotic game challenges.

The Mobile experience will be available late 2007.

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