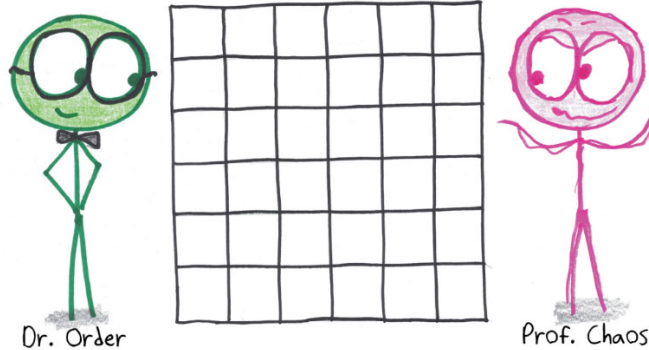


# Order and Chaos

The essence of this game is simple. One player wants to build, the other to destroy. It could go by many names—"beauty vs. entropy," "life vs. death," "entrepreneur vs. zoning board," "Bert vs. Ernie"—but I like "Order and Chaos." It hints at an elemental conflict, a struggle older than time. Not bad for a five-minute game.

## How to Play

**How many players?** Two: one called "Order," and one called "Chaos."

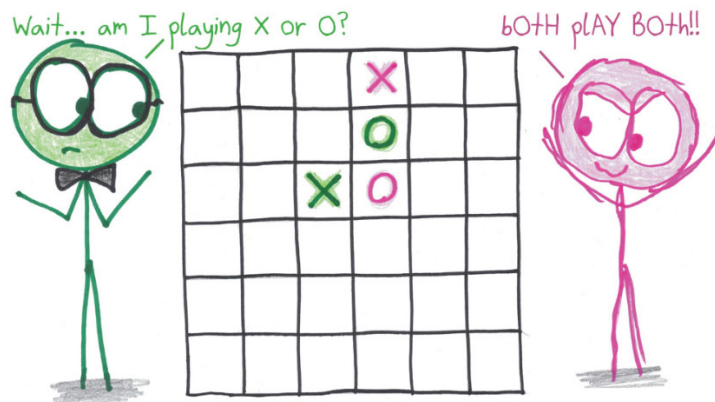


**What do you need?** A six-by-six grid and a pencil. (Two colors are nice, but not necessary.)

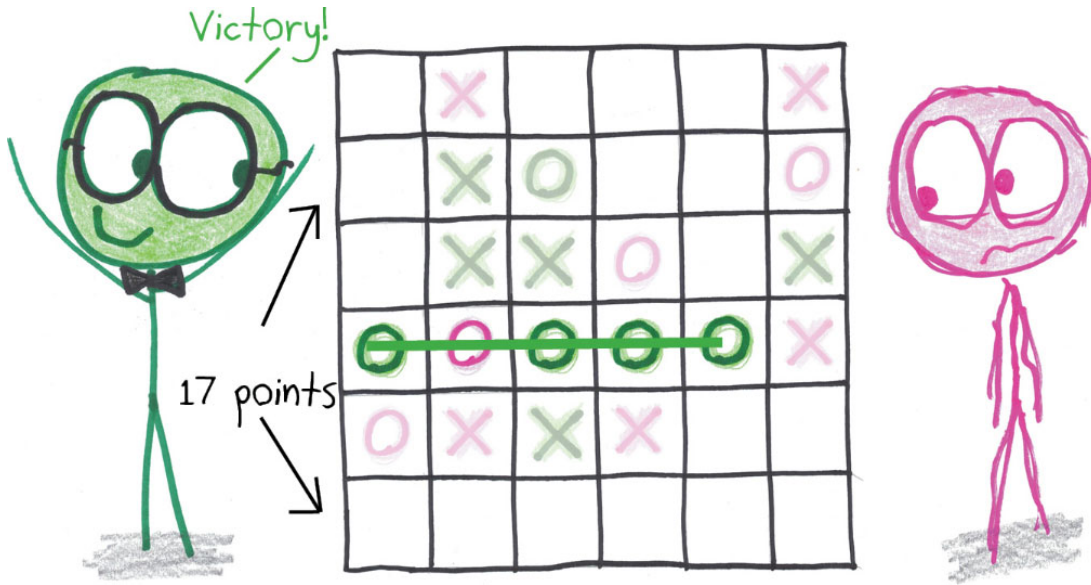
**What's the goal?** Order aims to create a five-in-a-row, of either X's or O's. Chaos aims to prevent this.

**What are the rules?**

1. Take turns, beginning with Order. On each turn, mark a square with an X or an O. **Each player is free to use either symbol on any turn.**

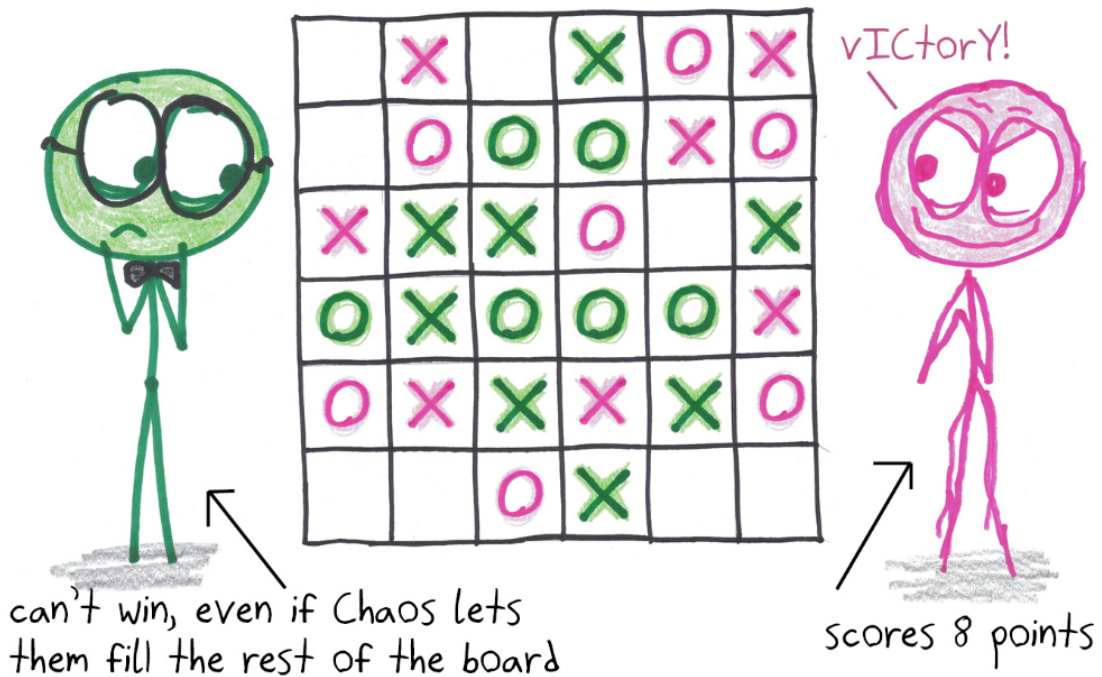


2. If Order creates a five-in-a-row—of either X's or O's—then she wins, and scores one point per blank square remaining on the board. Diagonal five-in-a-rows count. Note that the symbols Chaos drew may be used against her!



3. The round can end another way: if the board gets so chaotic and clogged Order cannot make five in a row, not even if Chaos stopped playing and let Order make all the remaining moves.

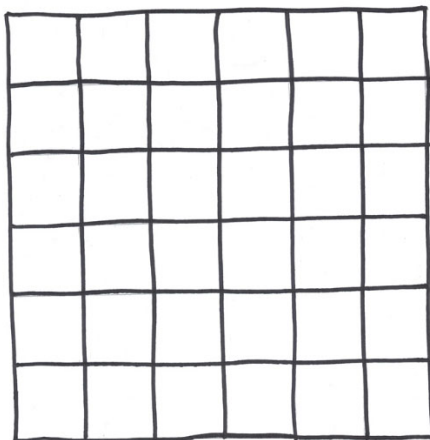
At that point, **Chaos declares victory**, and scores one point per blank square remaining. (If no squares remain, Chaos scores 1 point.)



4. After the round, switch roles and play again. Highest total score wins.



Dr. Chaos



Prof. Order