KING CHIP
Don't Let Technology Leave You Behind

King Chip™ is the game about computers that does not require a computer to play.

History will mark the 1970's and 1980's as the Age of the Information Revolution. Journey through the Age of Information by playing King Chip.

King Chip is a fast action game of chance, strategy, risk, and knowledge for two to six players. The objective is to attain the throne of King Chip and keep it as long as possible. All other players attempt to dethrone the King.

Questions are based on the world of high technology and the computer, and are grouped into five levels of difficulty ranging from beginners to gurus. Each answer is accompanied by an explanation that is designed to inform and educate the players. Answers also have a level of tolerance so that players may be successful if they are 'close'. The questions employ various formats including multiple choice, fill-in-the-blanks, true-or-false, and one or two-word answers. Many of the explanations also serve as answers to other questions. The questions are based on facts, not fiction or trivia.

The six categories:

- DC Data Communications
- HC History & Current Events
- HW Hardware
- JA Jargon & Acronyms
- PO Potpourri
- SW Software

Attaining and holding the throne depends on your ability to answer questions covering a wide range of topics, crossing international boundaries, that make the game general enough for anybody to play that has an interest in computers. It is a self-learning process too, so players get better at it as they go along. Topics include movies, arcade games, literature, television shows, home computers, applications, chip technologies, industries, social issues and impact, robots, satellites, computer evolution, computer revolution, buzz words, misconceptions, and many more.

Each player attempts to dethrone King Chip at the king's first slip-up. If King Chip correctly answers a question then King Chip is asked a question at the next level of difficulty by the "Scholar". Each category has its own level of difficulty. This continues until King Chip is unsuccessful at answering a question. The first "Baron" to the left of King Chip then attempts to answer the question and each Baron in turn attempts to answer the question until one Baron is correct. This player becomes King Chip, the player to the immediate right becomes the Scholar and all others are Barons. The excitement and fun quickly develop as players exact "Coup d'Etats" on each other and form "Councils of Regents". Watch out for King Chip's "veto" power though!

Players may choose to compete with a handicap. That is, those who do not know a great deal in any or all of the categories may play at levels one and two while other players with some knowledge will play at levels three, four and five. In this way, novices can compete with those who think they are experts.

We warn you that level five questions have been created to challenge even the experts. There is a great deal more to the computer industry than the "index register of a 6502 microprocessor". Levels one and two are designed to capture the basic elements of what computers and technology are all about. If you have any desire to know more about the computer industry or are somehow involved with it, you will want this game. There are questions on virtually everything you can think of from word processing and computer operations to arcade games, movies and applications software. The question and answer format is similar to extracting key points in a book or course — but in an exciting and entertaining way.

XYLYX (pronounced "Zy-lex") believes education and entertainment are on a parallel course with the gap between them gradually narrowing. The most stimulating way to learn about a subject is to have fun while doing it. There is no reason why learning (and teaching) should be dry or boring. XYLYX will develop and introduce other educational and entertaining products that fit the framework of its motto and philosophy, "Education Through Entertainment".

King Chip, XYLYX's first product in a planned full line of products, is ideally suited to leisurely get-togethers, computer clubs and camps, outings, and something to engage in while travelling. A wealth of information and interesting facts (not just trivia) have been compiled from more than a year and a half of research and as entertaining as a best-selling book. Journey through the Age of Information with King Chip.

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