

SCENARIOS

#KS1

PANDEMIC

For 2-4 Players

OVERVIEW

As the world kept turning and society moved forward, no one expected a sudden and severe pandemic to strike. The virus spread rapidly from person to person, until governments were forced to order people to stay at home. Businesses came to a halt. Many lost their jobs, and global incomes dropped sharply. But no matter how difficult things became, life had to go on. We had to find a way to get through it!

SETUP CHANGES

Set up the Game normally, as detailed in the rulebook, except for the procedure regarding the **Breaking News! Cards** in step "6a". For setting up the **Breaking News! Cards**, follow these steps:

1. Search for "**Pandemic**" from **Breaking News! Cards** deck and set it aside.
2. Shuffle all remaining **Breaking News! Cards** together and draw 3 cards face-down. Then place the drawn cards face-down together with the "**Pandemic**". Do not look at these cards. Return the remaining cards to the box.
3. Shuffle all 4 drawn cards together and place them face-down in the **Breaking News! Cards** space on the **Breaking News! & FOMO Cards Board**.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

Play the game normally as if playing the standard game.

However, if the "**Pandemic**" card is drawn in the **Preparation Phase**, follow these steps:

1. Resolve the icons on the **Breaking News! Cards** normally.
2. All players decrease their **Experience** by 6 steps.

If players cannot decrease their **Experience** by 6 steps in total (having less than 6 **Exp**). Follow these steps:

1. Leave their **Experience Marker** in the "0" space.
2. Pay \$2 for each step that the players cannot decrease.

#KS2

DISASTER

For 1 Player

BANNED CHARACTERS

Banned characters: Alien (KSE), John Red (KS), Lion Husk, Mapern (KSE), and Stack App (KS)

OVERVIEW

"I can't believe... this is really happening."

On what seemed like an ordinary day, the world suddenly faced a massive disaster a prolonged and devastating earthquake! Buildings and structures crumbled into ruins. A year after the catastrophe, the survivors began to gather, determined to rebuild the world even if everything seemed to return to a bygone era.

SETUP CHANGES

Setup the standard solo game, as detailed in the rulebook, except for modifications in the following steps:

◆ GAME BOARD SETUP MODIFICATIONS

1. For step “9” of the standard game setup, set up the **Investment Board** using **Era II Investment Cards** instead of **Era I Investment Cards**.
2. Move the **Round Marker** to the  space. The game begins at **Round 4**.
3. Increase **Bitcoin Price** by 1 step (from \$3 to \$5) by putting a **Short Green Candle Stick** on the **Bitcoin Price Board**.
4. Increase **Gold Price** by 1 step (from \$4 to \$5) by putting a **Short Green Candle Stick** on the **Bitcoin Price Board**.
5. Turn the **Global Bitcoin Trust Indicator** clockwise until the arrow points to the .

◆ STARTING RESOURCES

The player receives starting resources depending on the selected character, plus these additional resources:

1. One **Bitcoin Token** from the Supply.
2. One **Gold Token** from the Supply.
3. An additional **\$10**.
4. The **Investment Card (034) “Museum”**.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

◆ GAME ROUNDS

Instead of playing from  to , the player plays , then , and finally . The game ends after the  is finished.

◆ CHANGE ERA

In the standard game, **Change Era** occurs in the  **Preparation Phase**. For this scenario, however, **Change Era** occurs in the  **Preparation Phase** (due to the playing the game in **reverse Round order**). Follow these steps for **Change Era**:

1. Pay maintenance costs for all possessed **Investment Cards**.
2. Remove **Era II Cards**: Return all **Era II Investment Cards** (with icon ) from the **Investment Board**, **Draw Deck**, and **Discard pile** to the game box. The Investment Cards on the player's board remain in play.
3. **Prepare New Deck**: Shuffle all **Era I Investment Cards** (with icon ) and place them face-down next to the **Investment Board** to form a new **Draw Deck**.
4. **Replenish Board**: Draw an **Investment Card** from the **Draw Deck** and place it face-up in an empty space on the **Investment Board**, one card at a time, until all spaces are occupied.
5. **Adjust Bitcoin Price**: Adjust the **Bitcoin Price** to **\$3** (put **Red Candle Sticks** on the **Bitcoin Price Board** if necessary).
6. **Adjust Gold Price**: Adjust the **Gold Price** to **\$4** (put **Red Candle Sticks** on the **Gold Price Board** if necessary).
7. **Adjust the GBT**: Turn the **Bitcoin Global Trust Indicator** counterclockwise until the arrow points to , even if the **Global Bitcoin Trust Indicator** is currently at the **Lock** space ().

END GAME SCORE

The player counts the End-Game Score normally, ignoring all **Majority Scores**. The player compares the total **WP** accumulated to the following chart to determine the final rank.

SCORES	RESULT
< 14 WPs	TRY AGAIN!
14 - 17 WPs	ROOKIE
18 - 21 WPs	AVERAGE
22 - 25 WPs	SKILLED
25+ WPs	VETERAN

CHARACTERS

KICKSTARTER

KSOO9

NAY ELSAVA

SETUP

- Receive **\$28** from the Common Supply.
- Receive **1 Bitcoin Token** from the **Supply**.
- Increase **1 Bitcoin Trust** and increase the **GBT 1 step**.

INCOME

ABILITIES

◆ LEVEL IV

\$21

- When you overpay for **an Investment or a Learning Card** with **Bitcoin Tokens**, you will receive **Cash** as change.
- Receive the **Investment Card #032 "Bitcoin City"** without paying its cost. The card can be taken from:
 - On the **Investment Board**, or
 - Discard pile, or
 - Investment Card Deck
- The player **MUST** have an available **Investment Trust** for the card at the time the player reaches **LEVEL IV**. Otherwise, the player cannot take the card.
- Earn **1 WP** at the end of the game.

◆ LEVEL III

\$20

- When you overpay for **an Investment or a Learning Card** with **Bitcoin Tokens**, you will receive **Cash** as change.

◆ LEVEL II

\$20

- When you overpay for **an Investment or a Learning Card** with **Bitcoin Tokens**, you will receive **Cash** as change.

◆ LEVEL I

\$19

- When you overpay for **an Investment or a Learning Card** with **Bitcoin Tokens**, you will receive **Cash** as change.

IMPORTANT

A player cannot "overpay unnecessarily" with **Bitcoin** to earn more **Cash**. For example, if the Bitcoin price is now \$10, the player cannot pay 2 **Bitcoin** for a card with value of \$8 to gain \$12 as a change.

KSOTO

MAX BETA

SETUP

- Receive **\$28** from the Common Supply.
- Increase **1 Asset Trust** of your choice (and increase the **GBT 1 step** if you choose the **Bitcoin Trust**).

INCOME

ABILITIES

◆ LEVEL IV

\$22

- Anytime during the game, you can look at the top card of the **FOMO Deck** and the top card of the **Breaking News! Deck**.
- Receive the **Investment Card #044 "Digital Content"** without paying its cost. The card can be taken from:
 - On the **Investment Board**, or
 - Discard pile, or
 - Investment Card Deck
- The player **MUST** have an available **Investment Trust** for the card at the time the player reaches **LEVEL IV**. Otherwise, the player cannot take the card.

◆ LEVEL III

\$21

- Anytime during the game, you can look at the top card of the **FOMO Deck** and the top card of the **Breaking News! Deck**.

◆ LEVEL II

\$20

- Anytime during the game, you can look at the top card of the **FOMO Deck** and the top card of the **Breaking News! Deck**.

◆ LEVEL I

\$19

- Anytime during the game, you can look at the top card of the **FOMO Deck**.

KSO11

JOHN REDS

SETUP

- Receive **\$28** from the Common Supply.
- Increase **1 Investment Trust**.
- Receive the **Investment Card #022 "Stadium"** from either on the Investment Board or the Investment Card Deck without paying any cost.

INCOME

ABILITIES

◆ LEVEL IV

\$23

- From now on, you can no longer pay **Investment Fee**.
- Earn **1 WP** at the end of the game.

◆ LEVEL III

\$21

- From now on, you can no longer pay **Investment Fee**.

◆ LEVEL II

\$20

- **Investment Fee** costs you US\$1 less.

◆ LEVEL I

\$18

- **Investment Fee** costs you US\$1 less.



KSO12

STACK APP

SETUP

- Receive **\$22** from the Common Supply.
- Increase **1 Investment Trust**.
- Receive the **Investment Card #010 "Research Lab"** without paying any cost.

INCOME

ABILITIES

◆ LEVEL IV

\$20

- Receive the **Investment Card #045 "Communication Tech"** without paying its cost. The card can be taken from:
 - On the **Investment Board**, or
 - Discard pile, or
 - Investment Card Deck
 The player **MUST** have an available **Investment Trust** for the card at the time the player reaches **LEVEL IV**. Otherwise, the player cannot take the card.

◆ LEVEL III

\$20

◆ LEVEL II

\$19

◆ LEVEL I

\$18



FOMO CARDS

KICKSTARTER

LEARN

BITCOIN

GOLD

CARDS

◆ KSO11	2	2	0	0
◆ KSO12	2	0	2	0
◆ KSO13	2	0	0	2
◆ KSO14	2	1	1	0
◆ KSO15	2	1	0	1
◆ KSO16	2	0	1	1

BREAKING NEWS CARDS

KICKSTARTER

NAME

EFFECT

◆ KSO11	Whale Alert!	Add 2 Bitcoin Tokens from the Supply to the Market .
◆ KSO12	Wall Street Buy In!	Remove 2 Bitcoin Tokens from the Market to the Supply .
◆ KSO13	Crypto Tax!	Each player pays \$1 to the Supply for each possessed Bitcoin Token .
◆ KSO14	Alien Invasion!	Shuffle all Investment Cards from the Investment Board, draw deck and discard pile together to form the new draw deck. Then, Immediately replenish the Investment Board .