

AGE OF BITCOIN

REFERENCE BOOK



SCENARIOS

These **Scenarios** will drastically transform the gameplay experience. Designed to leverage existing boards and components. Adding significant variety and a higher level of challenge without changing the core boards.

Recommended for veteran players who seeking heightened complexity and deeper strategic management.

#1

BITCOIN REGULATION

For 2-4 Players

OVERVIEW

While Bitcoin is gaining global recognition, some countries still take a different approach. Their governments strictly control both the use of Bitcoin and access to education about its technology. Many people there still don't trust Bitcoin, but we believe the future will look different.

SETUP CHANGES

There are no setup changes in this scenario. Follow the standard setup steps detailed in the rulebook.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

◆ LEARNING ACTION COST CHANGES

When a player plays the **Learning Action** and chooses to increase **Bitcoin Trust**, the player must pay \$1 additional.

◆ GLOBAL BITCOIN TRUST ABILITIES CHANGES

Global Bitcoin Trust abilities and bonuses are changed as in the following table:

ABILITIES AND BONUSES	0-1	2	3	4
Buy Bottom Row Investment Cards with Bitcoin Tokens .	✗	✓	✓	✓
Buy Bottom Row Learning Cards with Bitcoin Tokens .	✗	✓	✓	✓
Buy Middle Row Investment Cards with Bitcoin Tokens .	✗	✗	✓	✓
Buy Middle Row Learning Cards with Bitcoin Tokens .	✗	✗	✓	✓
Buy Top Row Investment Cards with Bitcoin Tokens .	✗	✗	✗	✓
Buy Top Row Learning Cards with Bitcoin Tokens .	✗	✗	✗	✓
End-Game Bonus: Each pair of Bitcoin Tokens worth 3 WP.	✗	✗	✗	✓

OVERVIEW

Once dismissed as merely a speculative asset, Bitcoin has grown into a global currency. It is no longer just an investment, but it has become part of the everyday infrastructure of life. Today, anyone can use Bitcoin to buy almost anything in the world, without needing permission from anyone. And we are the ones who truly understand its real value!

SETUP CHANGES

There are no setup changes in this scenario. Follow the standard setup steps detailed in the rulebook.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

◆ ADDITIONAL GLOBAL BITCOIN TRUST ABILITIES

These abilities are added to the **Global Bitcoin Trust** abilities described in the standard game rules, reflecting the environment where Bitcoin is a global currency.

◆ GLOBAL BITCOIN TRUST ABILITIES CHANGES

Global Bitcoin Trust abilities and bonuses are changed as in the following table:

ABILITIES AND BONUSES	0-1	2	3	4
Receive Cash as change when “overpaying” the cost of Investment Cards or Learning Cards with Bitcoin .	✗	✓	✓	✓
Players can spend Bitcoin Tokens for buying Gold Tokens . Follow the same rules as buying cards. Receive Cash as change when “overpaying” the cost.	✗	✗	✓	✓
Ignore all Bitcoin Price Decrease icons on Breaking News! Cards .	✗	✗	✗	✓

IMPORTANT

Investment Cards, **Learning Cards**, or **Gold Tokens** cannot be sold for **Bitcoin Tokens**.
Players always receive **Cash** when selling assets.

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.




OVERVIEW

Once dismissed as merely a speculative asset, Bitcoin has grown into a global currency. It is no longer just an investment, but it has become part of the everyday infrastructure of life. Today, anyone can use Bitcoin to buy almost anything in the world, without needing permission from anyone. And we are the ones who truly understand its real value!

SETUP CHANGES

◆ GAME BOARD SETUP

Follow the **standard solo setup** steps detailed in the rulebook. The setup is then modified by the following steps:

1. Move the **Round Marker** from the  icon to the  icon. This means the game begins at the **Third Round**.
2. Turn the **Global Bitcoin Trust Indicator** clockwise one step, ensuring the arrow points to the . The game begins with the **GBT Level 1**.
3. Move the **Track Marker** on the Learning **FOMO Track** up 1 step.
4. Take a **Block Marker** (which is next to the **Learning Board**), and place it in the bottommost space on the **Learning FOMO Track**.
5. Move the **Track Marker** on the **Inflation Track** up 2 steps.

◆ STARTING RESOURCES

You receive the starting resources depending on the selected character, plus an additional **US\$20**.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

◆ ADDITIONAL GLOBAL BITCOIN TRUST ABILITIES

These abilities are added to the **Global Bitcoin Trust** abilities described in the standard game rules, reinforcing the concept of an economic environment where **Bitcoin** is recognized as a global currency.

ABILITIES AND BONUSES

				
Receive Cash as change when "overpaying" the cost of Investment Cards or Learning Cards with Bitcoin .				
Players can spend Bitcoin Tokens for buying Gold Tokens . Follow the same rules as buying cards. Receive Cash as change when "overpaying" the cost.				
Ignore all Bitcoin Price Decrease icons on Breaking News! Cards .				

IMPORTANT

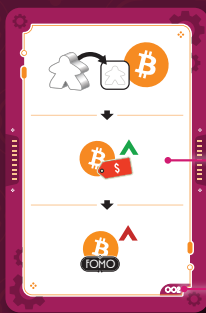
Investment Cards, Learning Cards, or Gold Tokens cannot be sold for Bitcoin Tokens. Players always receive Cash when selling assets.

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 - 15 WPs	ROOKIE
16 - 17 WPs	AVERAGE
18 - 19 WPs	SKILLED
20+ WPs	VETERAN

SOLO CARDS



Card Effects

Reference Number

Playing solo does not mean you are lonely, but some challenges are meant to be faced alone.

These card sets are not mere rules supplements. They are the digital mind of an analog adversary.

When using these cards, follow the instructions on the card, from top to bottom, one instruction at a time.

BOT ACTION

EFFECT

001

Rest

- Move Bot Worker to the Rest Action Space.

002

Bitcoin

- Move Bot Worker to the Bitcoin Action Space.
- Increase Bitcoin Price 1 step.
- Increase Bitcoin Fomo 1 step.

◆ 003

Bitcoin

1. Move **Bot Worker** to the **Bitcoin Action Space**.
2. Decrease **Bitcoin Price** 1 step.
3. Increase **Bitcoin Fomo** 1 step.

◆ 004

Bitcoin

1. Move **Bot Worker** to the **Bitcoin Action Space**.
2. Add 2 **Bitcoin Tokens** from the reserve to the market.
3. Increase **Bitcoin Fomo** 1 step.

◆ 005

Bitcoin

1. Move **Bot Worker** to the **Bitcoin Action Space**.
2. remove 2 **Bitcoin Tokens** from the market to the supply.
3. Increase **Bitcoin Fomo** 1 step.

◆ 006

Mining Machine

- Move **Bot Worker** to the **Mining Machine Action Space**.

◆ 007

Gold

1. Move **Bot Worker** to the **Gold Action Space**.
2. Increase **Gold Price** 1 step.
3. Increase **Gold Fomo** 1 step.

◆ 008

Gold

1. Move **Bot Worker** to the **Gold Action Space**.
2. Decrease **Gold Price** 1 step.
3. Increase **Gold Fomo** 1 step.

◆ 009

Gold

1. Move **Bot Worker** to the **Gold Action Space**.
2. Increase **Gold Fomo** 1 step.

◆ 010

Investment

1. Move **Bot Worker** to the **Investment Action Space**.
2. Discard left **Investment Card** from the bottom market row.
3. Increase **Investment Fomo** 1 step.

◆ 011

Investment

1. Move **Bot Worker** to the **Investment Action Space**.
2. Discard middle **Investment Card** from the bottom market row.
3. Increase **Investment Fomo** 1 step.

◆ 012

Investment

1. Move **Bot Worker** to the **Investment Action Space**.
2. Discard right **Investment Card** from the bottom market row.
3. Increase **Investment Fomo** 1 step.

◆ 013

Learning

1. Move **Bot Worker** to the **Learning Action Space**.
2. Discard bottom **Learning Card** from the market.
3. Increase **Learning Fomo** 1 step.

◆ 014

Learning

1. Move **Bot Worker** to the **Learning Action Space**.
2. Discard middle **Learning Card** from the market.
3. Increase **Learning Fomo** 1 step.

◆ 015

Learning

1. Move **Bot Worker** to the **Learning Action Space**.
2. Discard top **Learning Card** from the market.
3. Increase **Learning Fomo** 1 step.

INVESTMENT CARDS




Investment Cards are divided into 5 categories:

-  Property
-  Business
-  Contract
-  Collectible Item
-  No Category (no tag on the top right of the cards).




ERA ONE INVESTMENT CARDS

001 PRIME LOCATION LAND (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$20	\$1	\$1	3	
ABILITY		<ul style="list-style-type: none"> Receive \$1 Income if you have one or more Investment Cards with Property Tag. 		

002 PRIVATE ISLAND (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$16	\$1	-	3	
ABILITY		-		


003 PENTHOUSE (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$15	\$1	-	2	

ABILITY

- Earn 1 WP at the end of the game if you have one or more Investment Cards with Collectible Item Tag.


004 COMMERCIAL BUILDING (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$15	\$2	\$2	2	

ABILITY

- Get a \$1 Discount when you purchase an Investment Card with Business Tag.

005 VACANT LAND (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$8	\$1	\$1	1	

ABILITY

- Get a \$1 Discount when you purchase an Investment Card with Property Tag.

006 SINGLE HOUSE (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$10	\$1	-	2	

ABILITY

-


007 TOWN HOME (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$8	\$1	-	1	

ABILITY

- Receive \$1 Income per possessed Investment Card with Business Tag.


008 EXCHANGE (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$18	\$2	-	3	

ABILITY

- Receive \$1 Income per possessed Bitcoin Token at maximum of \$3 Income.


009 EV CAR FACTORY (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$20	\$2	\$2	3	

ABILITY

-


010 RESEARCH LAB (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$18	\$2	\$1	3	

ABILITY

- Receive \$1 Income per possessed Investment Card with Contract Tag.


011 POWER PLANT (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$15	\$2	\$1	2	

ABILITY

- Receive \$1 Income per possessed Investment Card with Property Tag.


012 MARKETING AGENCY (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$8	\$1	\$1	1	

ABILITY

- Receive \$1 Income if you possess one or more Investment Cards with Business Tag.


013 GOLD SHOP (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$8	\$1	\$1	1	

ABILITY

- Receive \$1 Income per possessed Gold Token at maximum of \$3 Income.


014 COLLECTIBLE SHOP (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$8	\$1	\$1	1	

ABILITY

- Get a \$1 Discount when you purchase an Investment Card with Collectible Item Tag.

015 SATOSHI NAKAMOTO (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$14	-	-	2	

ABILITY

- Immediately increase 1 Bitcoin Trust and increase the GBT 1 Step. When you sell this card later during the game, you will NOT decrease your Bitcoin Trust and the GBT.


016 MIDAS GOLDEN GLOVES (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$14	-	-	2	

ABILITY

- Immediately increase 1 Gold Trust. When you sell this card later during the game, you will NOT decrease your Gold Trust.


017 LUXURY WATCH (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$14	-	-	2	


ABILITY

- Immediately increase 1 Investment Trust. When you sell this card later during the game, you will NOT decrease your Investment Trust.


O18 LUXURY BAG (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$12	\$1	-	2	
ABILITY -				


O19 GOLD FUTURE (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$10	\$1	-	1	
ABILITY <ul style="list-style-type: none"> Receive \$2 Income if you have 4 or more Gold Trust (including the default one). 				


O20 PROPERTY INSURANCE (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$10	\$1	-	1	
ABILITY <ul style="list-style-type: none"> As long as you possess this card, you will no longer pay Maintenance Cost for all possessed Investment Cards with Property Tag. 				

O21 SOCIAL SECURITY (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$6	-	-	1	
ABILITY <ul style="list-style-type: none"> Immediately receive additional \$2 if you are the First player who takes the Rest Action in a game round. 				

O22 STADIUM (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$14	\$1	\$2	2	
ABILITY -				

II



ERA TWO INVESTMENT CARDS

O23

LAND ON MARS (X1)

COST

\$29

MAINTENANCE

\$3

INCOME

-

END-GAME SCORE

5

TAG



ABILITY

-

O24

SPACE STATION (X1)

COST

\$28

MAINTENANCE

\$3

INCOME

-

END-GAME SCORE

4

TAG



ABILITY

- Receive 1 WP at the end of the game if you possess one or more Investment Cards with Contract Tag.

O25

UNDERWATER HOUSE (X1)

COST

\$23

MAINTENANCE

\$3

INCOME

-

END-GAME SCORE

3

TAG



ABILITY

- Receive 1 WP at the end of the game if you have 3 or more Investment Trust.
or Receive 2 WP at the end of the game if you have 5 or more Investment Trust.

O26

ARTIFICIAL ISLAND (X2)

COST

\$27

MAINTENANCE

\$1

INCOME

-

END-GAME SCORE

4


TAG



ABILITY

- Receive \$3 if you possess 2 or more Investment Cards with Property Tag.


O27 HIGH RISE PENTHOUSE (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$21	\$2	-	3	

ABILITY

- Receive 1 WP at the end of the game if you possess one or more Investment Cards with Collectible Item Tag.


O28 INTELLIGENT FARM (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$19	\$2	\$2	3	

ABILITY

-


O29 SMART OFFICE (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$19	\$2	\$1	3	

ABILITY

- Receive \$1 per Investment Card with Business Tag.


O30 AUTOMATON FACTORY (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$27	\$2	\$3	4	

ABILITY

-


O31 RED PLANET TOUR (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$25	\$3	\$3	3	

ABILITY


- Receive 1 WP at the end of the game if you possess one or more Investment Cards with Contract Tag.

O32 **BITCOIN CITY** (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$12	\$3	-	1	


ABILITY • Receive 1 WP at the end of the game per pair of possessed Bitcoin Tokens.

O33 **EL DORADO** (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$12	\$3	-	1	


ABILITY • Receive 1 WP at the end of the game per pair of possessed Gold Tokens.

O34 **MUSEUM** (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$16	\$2	\$2	-	


ABILITY • Receive 1 WP at the end of the game per possessed Era I Investment Card.

O35 **STARSHIP FACTORY** (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$19	\$3	\$4	3	


ABILITY -

O36 **MALL** (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$18	\$2	\$3	2	

ABILITY • Receive 1 WP at the end of the game if you possess one or more Investment Cards with Property Tag.


037 SPACE GOLD MINE (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$17	\$3	-	1	

ABILITY

- Receive 1 WP at the end of the game if you have 3 or more Gold Trust. or Receive 2 WP at the end of the game if you have 5 or more Gold Trust.

038 ART TOY (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$18	-	-	3	

ABILITY

-


039 ARTS (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$19	\$1	-	3	

ABILITY

- Receive \$2 if you possess 1 or more Investment Cards with Property Tag.


040 ANTIQUE BOOKS (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$13	-	-	2	

ABILITY

- Immediately increase your Experience 3 steps. If you sell this card later during the game, you will NOT lose your Experience.


041 SPACE TRADE AGREEMENT (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$20	\$1	-	2	

ABILITY

- Receive 1 WP at the end of the game if you possess 1 Investment Card with Business Tag. Or Receive 2 WP at the end of the game if you possess 2 or more Investment Cards with Business Tag

042 AUCTION FACILITATE (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$20	\$1	-	2	

ABILITY

- Receive 1 WP at the end of the game if you possess 1 Investment Card with Collectible Item Tag. Or Receive 2 WP at the end of the game if you possess 2 or more Investment Cards with Collectible Item Tag.

043 LAND DEVELOPMENT LICENCE (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$20	\$1	-	2	

ABILITY

- Receive 1 WP at the end of the game if you possess 1 Investment Card with Property Tag. Or Receive 2 WP at the end of the game if you possess 2 or more Investment Cards with Property Tag.


044 DIGITAL CONTENTS (X2)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$19	\$1	-	3	

ABILITY

- Receive \$2 Income if you possess one or more Investment Cards with Business Tag.

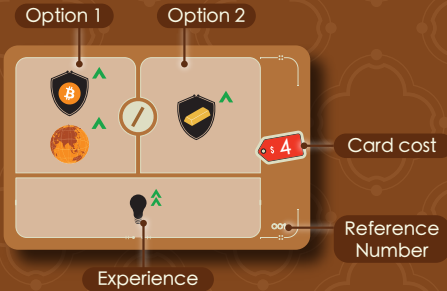
045 COMMUNICATION TECH (X1)

COST	MAINTENANCE	INCOME	END-GAME SCORE	TAG
\$22	-	\$1	3	

ABILITY

-

LEARNING CARDS



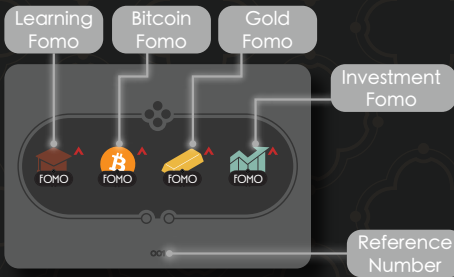
When you purchase a Learning Card do the following:

1. Choose which Asset Trust you prefer to increase. One Learning Card always provides two options.
2. Increase your Experience.

	OPTION 1	OPTION 2	EXP	PRICE
001	Increase 1 Bitcoin Trust and the GBT 1 step.	Increase 1 Gold Trust.	2	\$4
002	Increase 1 Investment Trust.	Increase 1 Gold Trust.	2	\$4
003	Increase 1 Investment Trust.	Increase 1 Bitcoin Trust and the GBT 1 step.	2	\$4
004	Increase 1 Bitcoin Trust and the GBT 1 step.	Increase 1 Gold Trust.	3	\$5
005	Increase 1 Investment Trust.	Increase 1 Gold Trust.	3	\$5
006	Increase 1 Investment Trust.	Increase 1 Bitcoin Trust and the GBT 1 step.	3	\$5
007	Increase 2 Bitcoin Trust and the GBT 2 steps.	Increase 2 Gold Trust.	1	\$5
008	Increase 2 Investment Trust.	Increase 2 Gold Trust.	1	\$5
009	Increase 2 Investment Trust.	Increase 2 Bitcoin Trust and the GBT 2 steps.	1	\$5
010	Increase 1 Bitcoin Trust and the GBT 1 step.	Increase 1 Gold Trust.	4	\$6
011	Increase 1 Investment Trust.	Increase 1 Gold Trust.	4	\$6
012	Increase 1 Investment Trust.	Increase 1 Bitcoin Trust and the GBT 1 step.	4	\$6
013	Increase 2 Bitcoin Trust and the GBT 2 steps.	Increase 2 Gold Trust.	2	\$6
014	Increase 2 Investment Trust.	Increase 2 Gold Trust.	2	\$6
015	Increase 2 Investment Trust.	Increase 2 Bitcoin Trust and the GBT 2 steps.	2	\$6
016	Increase 2 Bitcoin Trust and the GBT 1 step.	Increase 2 Gold Trust.	3	\$7

O17	Increase 2 Investment Trust	Increase 2 Gold Trust.	3	\$7
O18	Increase 2 Investment Trust.	Increase 2 Bitcoin Trust and the GBT 2 steps.	3	\$7
O19	Increase 2 Bitcoin Trust and the GBT 2 steps.	Increase 2 Gold Trust.	4	\$8
O20	Increase 2 Investment Trust.	Increase 2 Gold Trust.	4	\$8
O21	Increase 2 Investment Trust.	Increase 2 Bitcoin Trust and the GBT 2 steps.	4	\$8

FOMO CARDS



When opening FOMO cards
Increase FOMO by the order depicted in the card

Learning > Bitcoin > Gold > Investment

	LEARNING FOMO	BITCOIN FOMO	GOLD FOMO	INVESTMENT FOMO
001	1	1	1	1
002	0	2	2	0
003	0	0	2	2
004	0	2	0	2
005	1	2	0	1
006	1	1	2	0
007	1	0	1	2
008	0	1	0	3
009	0	0	3	1
010	0	3	1	0

BREAKING NEWS CARDS



Reference Number

Card Name

Card Effects

Breaking news cards will add flavours to the round.

Some are good, Some are bad.
Some may favor you, Some may favor others.

Always remember that all investments involve risk.

	NAME	EFFECT
001	Recession!	<ul style="list-style-type: none"> Decrease Inflation Rate 1 step.
002	Trade War!	<ul style="list-style-type: none"> Increase Inflation Rate 1 step. Increase Gold Price 1 step. If the GBT is at Level 4, increase Bitcoin Price 1 step.
003	Gold Found on Mars!	<ul style="list-style-type: none"> Decrease Gold Price 2 steps. Increase Bitcoin Price 1 step.
004	At War!	<ul style="list-style-type: none"> Increase Inflation Rate 1 step. Increase Gold Price 2 steps. If the GBT is at Level 0 - 3, decrease Bitcoin Price 1 step. If the GBT is at Level 4, increase Bitcoin Price 2 steps.
005	Gold Rush!	<ul style="list-style-type: none"> Increase Gold Price 1 step.
006	BTC ETF Approved!	<ul style="list-style-type: none"> If the GBT is at Level 0 - 2, increase Bitcoin Price 1 step. If the GBT is at Level 3 - 4, increase Bitcoin Price 2 steps. Increase the GBT 1 step.
007	Pandemic!	<ul style="list-style-type: none"> Decrease Inflation Rate 1 step. Decrease Gold Price 1 step. If the GBT is at Level 0 - 3, decrease Bitcoin Price 2 steps. If the GBT is at Level 4, decrease Bitcoin Price 1 step.
008	Q.E. Drives Inflation!	<ul style="list-style-type: none"> Increase Inflation Rate 2 steps.
009	BTC Halving!	<ul style="list-style-type: none"> If the current Round is Round 1 - 3, increase Bitcoin Price 2 steps. If the current Round is Round 4 - 5, increase Bitcoin Price 1 step. Increase the GBT 1 step.
010	BTC Banned!	<ul style="list-style-type: none"> If the GBT is at Level 0 - 2, decrease Bitcoin Price 1 step. Decrease the GBT 1 step.

CHARACTERS



Character Sheets are the player's representation in this battle of investment.

It allows us to step into the shoes of diverse individuals, all possessing unique and outstanding expertise.

However, for your first game or while you are still unfamiliar with the game, we recommend starting with the basic character, the Investor.

Although the Investor is a basic character, his abilities is on par with the other characters.



001

INVESTOR

SETUP

- Receive **\$30** 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

- Earn **4 WP** at the end of the game.

◆ LEVEL III

\$20

- Earn **2 WP** at the end of the game.

◆ LEVEL II

\$19

- Earn **1 WP** at the end of the game.

◆ LEVEL I

\$18



◆ 002 MIKE LASER ◆

SETUP

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

	INCOME	ABILITIES
◆ LEVEL IV	\$22	<ul style="list-style-type: none">• Earn additional Income equal to the GBT's level plus 2.• Earn 2 WP at the end of the game.• From now on, your Bitcoin Trust can no longer decrease.
◆ LEVEL III	\$21	<ul style="list-style-type: none">• Earn additional Income equal to the GBT's level plus 1.• Earn 1 WP at the end of the game.
◆ LEVEL II	\$20	<ul style="list-style-type: none">• Earn additional Income equal to the GBT's level.
◆ LEVEL I	\$20	<ul style="list-style-type: none">• Earn additional Income equal to the GBT's level minus 1.



003 **LEON HUSK**

SETUP

- Receive \$22 from the Common Supply.
- Receive the **Investment Card #009** “EV Car Factory” without paying any cost.

INCOME

ABILITIES

◆ **LEVEL IV**

\$24

- Receive the **Investment Card #035 “Starship Factory”** 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**

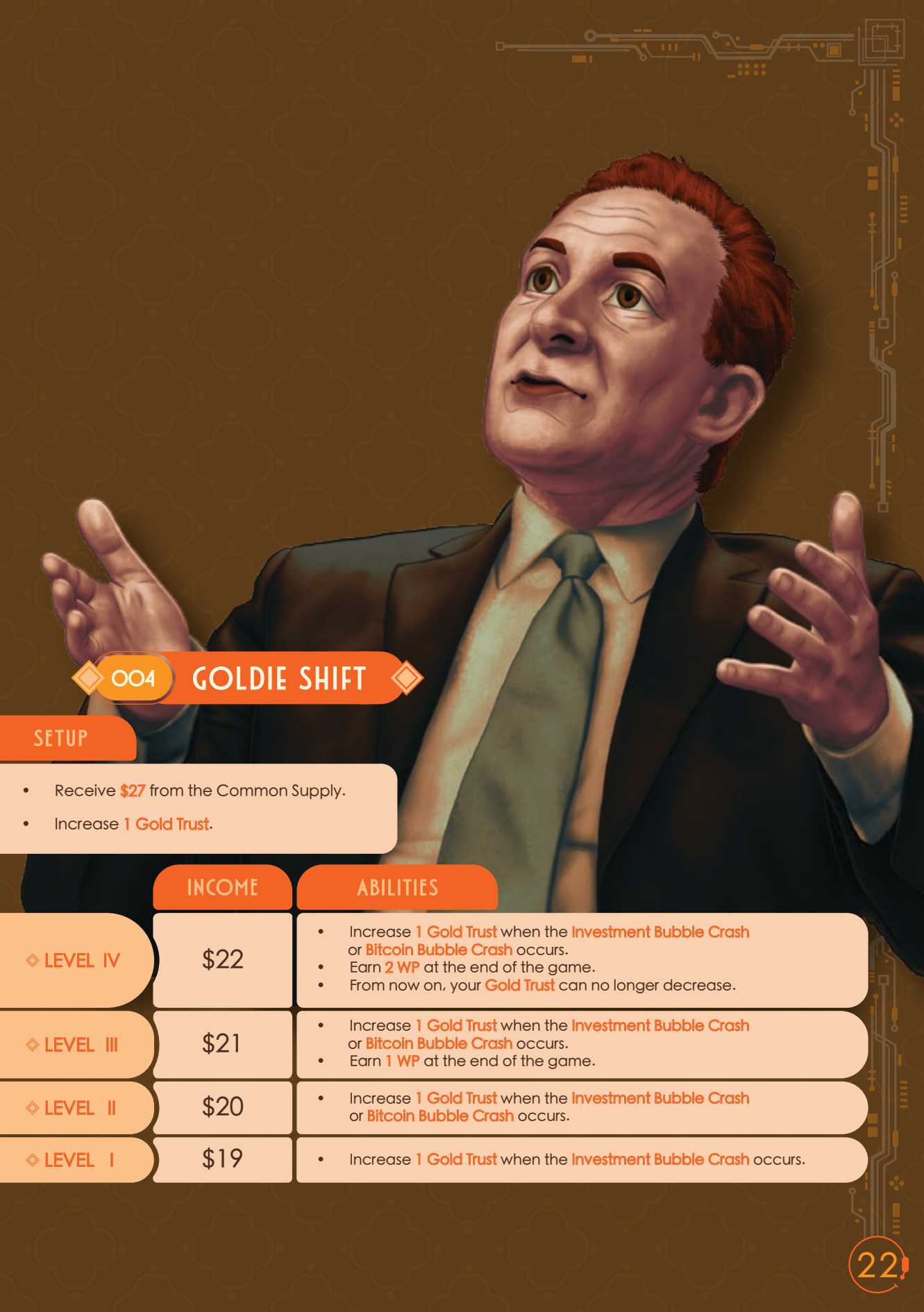
\$23

◆ **LEVEL II**

\$22

◆ **LEVEL I**

\$21

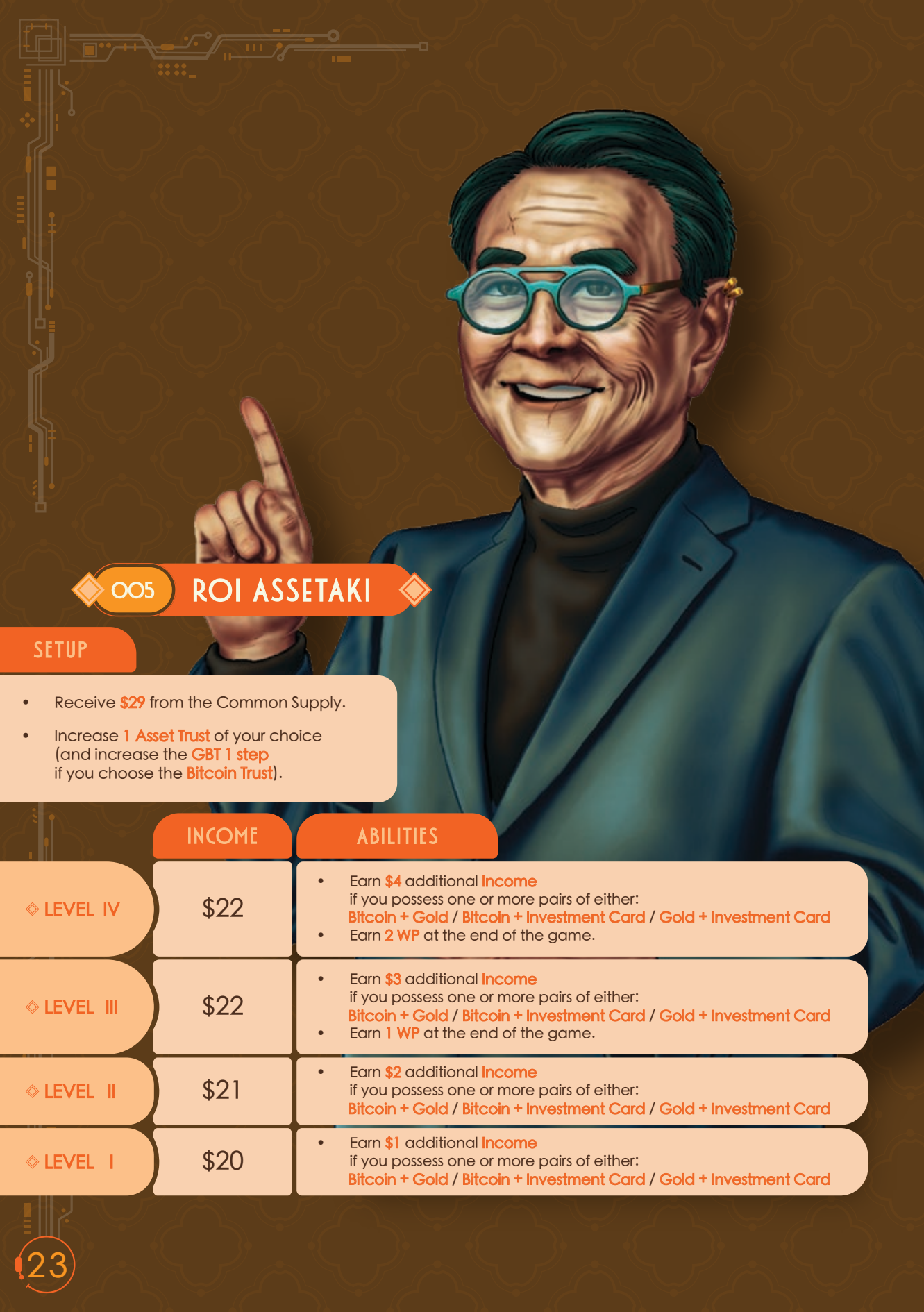


◆ 004 **GOLDIE SHIFT** ◆

SETUP

- Receive **\$27** from the Common Supply.
- Increase **1 Gold Trust**.

	INCOME	ABILITIES
◆ LEVEL IV	\$22	<ul style="list-style-type: none">• Increase 1 Gold Trust when the Investment Bubble Crash or Bitcoin Bubble Crash occurs.• Earn 2 WP at the end of the game.• From now on, your Gold Trust can no longer decrease.
◆ LEVEL III	\$21	<ul style="list-style-type: none">• Increase 1 Gold Trust when the Investment Bubble Crash or Bitcoin Bubble Crash occurs.• Earn 1 WP at the end of the game.
◆ LEVEL II	\$20	<ul style="list-style-type: none">• Increase 1 Gold Trust when the Investment Bubble Crash or Bitcoin Bubble Crash occurs.
◆ LEVEL I	\$19	<ul style="list-style-type: none">• Increase 1 Gold Trust when the Investment Bubble Crash occurs.



005 ROI ASSETAKI

SETUP

- Receive **\$29** 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

- Earn **\$4** additional **Income** if you possess one or more pairs of either: **Bitcoin + Gold / Bitcoin + Investment Card / Gold + Investment Card**
- Earn **2 WP** at the end of the game.

◆ LEVEL III

\$22

- Earn **\$3** additional **Income** if you possess one or more pairs of either: **Bitcoin + Gold / Bitcoin + Investment Card / Gold + Investment Card**
- Earn **1 WP** at the end of the game.

◆ LEVEL II

\$21

- Earn **\$2** additional **Income** if you possess one or more pairs of either: **Bitcoin + Gold / Bitcoin + Investment Card / Gold + Investment Card**

◆ LEVEL I

\$20

- Earn **\$1** additional **Income** if you possess one or more pairs of either: **Bitcoin + Gold / Bitcoin + Investment Card / Gold + Investment Card**



006 WARRANT PROFIT

SETUP

- Receive **\$29** from the Common Supply.
- Increase **1 Investment Trust**.
- Increase **2 Experience**

	INCOME	ABILITIES
◆ LEVEL IV	\$25	<ul style="list-style-type: none">• Earn \$1 additional Income per possessed Investment Cards which provide at least \$1 Income. (at maximum of \$4 additional Income)• Pay \$1 less for each of your Investment Card's maintenance cost.• From now on, your Investment Trust can no longer decrease.
◆ LEVEL III	\$23	<ul style="list-style-type: none">• Earn \$1 additional Income per possessed Investment Cards which provide at least \$1 Income (at maximum of \$3 additional Income)• Pay \$1 less for each of your Investment Card's maintenance cost.
◆ LEVEL II	\$22	<ul style="list-style-type: none">• Earn \$1 additional Income per possessed Investment Cards which provide at least \$1 Income (at maximum of \$2 additional Income)• Pay \$1 less for each of your Investment Card's maintenance cost.
◆ LEVEL I	\$20	<ul style="list-style-type: none">• Earn \$1 additional Income per possessed Investment Cards which provide at least \$1 Income (at maximum of \$1 additional Income)

007

PAY RADEO

SETUP

- Receive **\$27** 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

- From now on, you can no longer pay the **Learning Fee**
- Pay **\$1** less for each **Learning Card** you purchase
- Earn **2 WP** at the end of the game

◆ LEVEL III

\$22

- From now on, you can no longer pay the **Learning Fee**
- Pay **\$1** less for each **Learning Card** you purchase
- Earn **1 WP** at the end of the game

◆ LEVEL II

\$20

- Learning Fee costs you **\$1** less
- Pay **\$1** less for each **Learning Card** you purchase

◆ LEVEL I

\$19

- Learning Fee costs you **\$1** less



008 CASHY WOOH

SETUP

- Receive **\$26** from the Common Supply.
- Increase either **Bitcoin Trust** or **Investment Trust** (also increase the **GBT 1 step** if you choose the **Bitcoin Trust**).

	INCOME	ABILITIES
◆ LEVEL IV	\$26	<ul style="list-style-type: none"> • Earn \$1 additional Income per possessed Investment Card with Business Tag at maximum of \$4 additional Income • Earn 2 WP at the end of the game.
◆ LEVEL III	\$24	<ul style="list-style-type: none"> • Earn \$1 additional Income per possessed Investment Cards with Business Tag at maximum of \$3 additional Income • Earn 1 WP at the end of the game.
◆ LEVEL II	\$22	<ul style="list-style-type: none"> • Earn \$1 additional Income per possessed Investment Cards with Business Tag at maximum of \$2 additional Income.
◆ LEVEL I	\$20	<ul style="list-style-type: none"> • Earn \$1 additional Income per possessed Investment Cards with Business Tag at maximum of \$1 additional Income.

WHAT IS BITCOIN?

At the dawn of civilization, humanity began choosing certain goods that everyone desired and using them as money. We once used salt, rice grains, seashells, stones, beads, and even livestock as money. Every time we discovered something that could function as better money, the previous form of money was abandoned, and society advanced by adopting the new one. Eventually, we discovered the best form of money nature could offer: gold.

Gold is rare, durable, and beautiful.

However, as communication and commerce evolved, gold became a burden. It's heavy, and it's too difficult to verify which one is real or fake. It became too slow and inconvenient for modern trade.

To help gold keep up with the modern world, we were forced to rely on trust.

Because we trusted rulers, we allowed them to mint gold into stamped coins, so we no longer needed to melt or weigh it ourselves each time.

Because we trusted governments, we exchanged our gold for paper notes, so we no longer had to carry heavy coins around. Because we trusted banks, we deposited those notes into accounts, allowing us to transfer money across the world without physically transporting it anymore.

And because of the trust, the world's monetary system became centralized.

But eventually, the trust was betrayed. The paper money in our hands and the numbers in our accounts were severed from gold. The gold standard system died, giving rise to the "fiat standard" system.

It is a paper money system, where those in power can produce money without limit, which causes the value of money to decline. Over time, money that once could support a whole family for a month can now barely support one person for a day. Money loses value, and prices of goods rise. This is what we call "inflation."

Humans in the fiat money system are never allowed to have enough.

No matter how much we work, we can never earn enough to cover our needs. Income grows slower than expenses. No matter how much we save, we never feel secure. A retirement with enough money to live comfortably seems impossible. And true freedom to live life is essentially nonexistent.

But someone has proposed the idea of inventing a new kind of money. It is like gold, yet intangible.

It is a ledger system, yet requires no trust in anyone.

It is digital numbers, yet cannot be created at will.

On the last night of October 2008, a mysterious individual under the pseudonym "Satoshi Nakamoto" published his idea through a research paper, which later became known as the "Bitcoin Whitepaper." And just a few months later, the world witnessed the birth of Bitcoin.

The units of Bitcoin were not created all at once, but are produced gradually over time.

Each Bitcoin is created through "mining."

In this process, miners both verify transactions and protect the system at the same time. They invest in electricity and specialized computers in order to earn rewards in the form of fees and newly created Bitcoin.

The number of new Bitcoins that the system allows to be created gradually decreases over time.

Ultimately, there will be a maximum of 21 million Bitcoins, and there will never be more.

The operation of Bitcoin is tied to time and energy.

This is what we call "Proof of Work."

Anyone can own, use, have a copy of the ledger (Blockchain), and participate in mining Bitcoin. But no one, even the most powerful governments, can alter or manipulate the system. This is true "decentralization."

When Bitcoin first emerged, many still saw it as a scam, gambling, or merely a speculative asset. However, it is now increasingly being recognized by various organizations, from financial institutions to entire countries that have declared Bitcoin as a national reserve and as legal tender.

This is what is simulated in this board game:

In a world where inflation keeps rising and Bitcoin remains volatile, how can we accumulate wealth?

In a world where gold is still a safe-haven asset, where does Bitcoin's position lie?

And on the day the world accepts Bitcoin as the "new financial standard" (Bitcoin Standard), what will the era of the "Age of Bitcoin" look like?

RIGHT SHIFT