Note: Items in blue text indicate functional changes from the reference book (Kickstarter) version 1.0

SCENARIOS

KICKSTARTER EXCLUSIVE

#KSE1 SATOSHI'S ERA — For 1 Player

OVERVIEW

" What is Bitcoin? " " Is it just a Ponzi scheme? "

Looking back at the years 2010–2013, when **Bitcoin** had just emerged, and **Satoshi Nakamoto** was still present on the internet, people were filled with questions. But you were one of the few who saw its true value. You believed it was an asset that could beat inflation, which slowly ruins the world's economies.
And you believed that, in the future, **Bitcoin** would be accepted by major investors, financial institutions, and even global superpowers. And until that day comes, your mission is simple: just to **HODL** as many **Bitcoins** as you can!

SETUP CHANGES

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

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

The player follows standard solo rules, except for these modifications:

1. The game is played only in 3 **Rounds**. The game ends after **Round 3** concludes.
2. When the player performs the **Learning Action** and chooses to increase **Bitcoin Trust**, the player must pay an additional **$1**.
3. Whenever a **Bitcoin Bubble Crash** occurs, decrease the **Bitcoin Price** by 3 steps (instead of 2 steps in the standard game).

END GAME SCORE

After the game ends, the player must meet these conditions.
Otherwise the player immediately loses the game.

- The player must possess at least 6 **Bitcoin Tokens**.
- The player must buy all 4 **Bitcoin Mining Machines**. (To Max)

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

#KSE2 ALIEN INVASION For 2-3 Players

OVERVIEW

When the space agency detected a strange signal from beyond Earth, an extraterrestrial intelligent being landed its spacecraft in the center of the city and declared loudly: "I will destroy everything on this planet!"

SETUP CHANGES

Set up the game normally, as detailed in the rulebook, except for these modifications:

BREAKING NEWS! CARDS

For setting up the **Breaking News! Cards** in step "6a", follow these steps:

1. Search for the "**Alien Invasion**" **Card** 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 "**Alien Invasion**" **Card**. 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**.

ALIEN CHARACTER

Use unused player components as the **Alien's Components: Galactic Investor Character Sheet**, one **Player Board**; one **Experience Marker**; two **Workers**; and three **Investment Trust Cards**.

1. Place the **Galactic Investor Character Sheet** on the **Player Board** normally.
2. Place the **Experience Marker** in the "2" space on the **Experience Track** of the **Galactic Investor**.
3. Leave the remaining components next to the **Alien's Player Board**.

RULE CHANGES

The following modifications supersede the rulebook whenever a conflict occurs.

Play the game normally as if playing a standard game, plus these modifications.

DETERMINE THE ALIEN INVASION

Starting from the **1st Round**, after the **Action Phase**, players determine whether the **Alien** will invade Earth by follow these steps:

1. Combine the number of **Experiences** on the middle row and top row **Learning Cards** together.
2. Increase **Alien's Experience** equal to the result in step 1.
   - If the **Alien** gains the new level, the **Alien Invasion Event** occurs.
   - Otherwise, nothing happens.

ALIEN INVASION EVENT

1. Draw an **Investment Card** face-up from the **Draw Deck**.
2. Resolve the **Alien Attack's Effects** according to the drawn card's **Tag**.
3. Discard the drawn card to the **Investment Discard Pile**.

If the drawn card has no **Tag** or the board has been destroyed already, repeat step 1 - 3 until drawing a card with the **Tag** showing the not destroyed board. If there are no more **Investment Cards** in the **Draw Deck**, reshuffle the **Investment Discard Pile**.

ALIEN ATTACK

The Alien will permanently destroy a game board, depending on the drawn card's **Tag** from the **Alien Invasion Event**.

- **Bitcoin Board** area will be destroyed.
- **Gold Board** area will be destroyed.
- **Learning Board** will be destroyed.
- **Investment Board** will be destroyed.

BITCOIN BOARD DESTROYED

1. Place two **Alien's Workers** in the bottommost spaces (the row with -$2) in the **Bitcoin Market** on the **Bitcoin Board**, one worker per space.
2. If placing an **Alien's Workers** in the **Market** causes the **Market** to be full, follow this steps:
   2.1. Increase the **Bitcoin Price** by 2 steps.
   2.2. Then remove **Bitcoin Tokens** from the **Market** to the **Supply** starting from the bottom row, one token at a time until there are only **6 Bitcoin Tokens** left. Leave the **Alien's Workers** where they are.
   2.3. Place the remaining **Alien's Workers**, if any.

The **Alien's Workers** stay on the **Bitcoin Board** throughout the game. From this point on, the **Bitcoin Market** has two spaces less.

GOLD BOARD DESTROYED

1. Leave only 8 **Gold Tokens** in the **Gold Supply** and return the remaining tokens to the game box. The **Gold Tokens** the players possess stay where they are.
2. If there are less than 8 **Gold Tokens** in the supply, leave the remaining tokens where they are. From this point on, **Gold** will be very limited.

LEARNING BOARD DESTROYED

1. Flip the bottommost **Learning Card** face down.
2. This space will be treated as no space. From this point on, the **Learning Board** has only two rows. In the Clean-up phases, clean the middle row (Which is now the bottom row) instead.

INVESTMENT BOARD DESTROYED

1. Discard all **Investment Cards** in the bottom most Row.
2. Place the **Alien's Investment Trust Card** in each space in the bottommost row on the **Investment Board**. From this point on, the **Investment Board** has only two rows. In the Clean-up phases, clean the middle row (Which is now the bottom row) instead.

CHARACTERS

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KSE013 BITTOON



SETUP

- Receive **$27** from the Common Supply.
- Increase **1 Bitcoin Trust** and increase the **GBT 1 step**.

	INCOME	ABILITIES

LEVEL IV	$22	• Receive $1 from the Supply anytime Bitcoin Price increases.
		• Receive the **Investment Card #038 "Art Toy"** 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	$22	• Receive **$1** from the Supply anytime **Bitcoin Price** increases.
LEVEL II	$21	• Receive **$1** from the Supply anytime **Bitcoin Price** increases. • Pay **$1** from the Supply anytime **Bitcoin Price** decreases. (if you have no **cash**, Ignore this payment)
LEVEL I	$20	• Receive **$1** from the Supply anytime **Bitcoin Price** increases. • Pay **$1** from the Supply anytime **Bitcoin Price** decreases. (if you have no **cash**, Ignore this payment)

KSE014 MAPERN

SETUP

- Receive **$26** from the Common Supply.
- Increase **1 Asset Trust** of your choice (and increase the **GBT 1 step** if you choose the **Bitcoin Trust**).
- Receive the **Investment Card #014 "Collectible Shop"** without paying any cost.



	INCOME	ABILITIES

◇ LEVEL IV	$22	• Receive the **Investment Card #038 "Art Toy"** 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	$22	
◇ LEVEL II	$21	
◇ LEVEL I	$20	

KSE015 GALACTIC INVESTOR

SETUP

- Receive **$35** from the Common Supply.
- Increase **Experience 2 steps**.



	INCOME	ABILITIES
◇ LEVEL IV	$21	• Earn **1 WP** at the end of the game.
◇ LEVEL III	$22	• Earn **2 WP** at the end of the game.
◇ LEVEL II	$23	• Earn **3 WP** at the end of the game.
◇ LEVEL I	$23	• Earn **4 WP** at the end of the game.

KSE000 SATOSHI NAKAMOTO

SETUP

- Receive **$26** 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	• Earn **1 WP** equal to the **GBT's level +2** at the end of the game. • From now on, you can no longer sell **Bitcoin Tokens**. • From now on, your **Bitcoin Trust** can no longer decrease.
◇ LEVEL III	$20	• Earn **1 WP** equal to the **GBT's level +1** at the end of the game. • From now on, you can no longer sell **Bitcoin Tokens**.
◇ LEVEL II	$19	• Earn **1 WP** equal to the **GBT's level** at the end of the game.
◇ LEVEL I	$18	• Earn **1 WP** equal to the **GBT's level -1** at the end of the game.