Ver 2.2



AGE OF BITCOIN

RULEBOOK

BITTOON SUMETHA DONGKHUNTOD

CONTENTS

- COMPONENTS 4
  - COMMON COMPONENTS 4
  - PLAYER'S COMPONENTS 5
- SETUP 6
  - GAME BOARDS SETUP 6
  - PLAYERS' SETUP 8
- STARTING RESOURCES 9
- WEALTH POINTS (WP) 10
- GLOBAL BITCOIN TRUST (GBT) 10
- BUY OR SELL 12
- ASSET TRUSTS 12
- FEAR OF MISSING OUT (FOMO) 13
- LET'S START THE GAME! 13
- PREPARATION PHASE 14
  - CHANGE ERA 14
  - BREAKING NEWS! 14
  - INFLATION RATE 14
  - HIGH KNOWLEDGE 14
- ACTION PHASE 15
  - BITCOIN ACTION 16
  - INVESTMENT ACTION 21
  - GOLD ACTION 24
  - LEARNING ACTION 27
  - MINING MACHINE ACTION 29
  - REST ACTION 29
- END-ROUND PHASE 30
- END-GAME SCORING 33
- SOLO GAME 36

AGE OF ₿ITCOIN

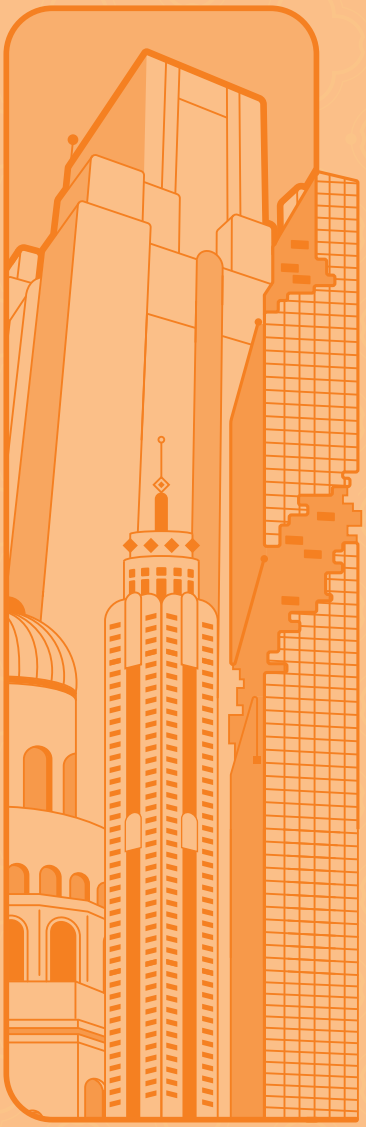


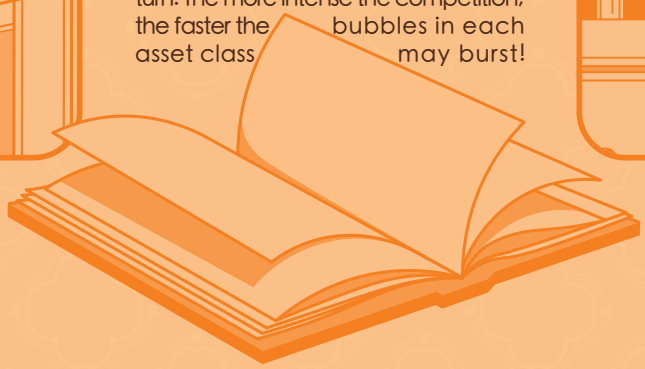
DISCLAIMER THIS IS NOT FINANCIAL ADVICE!

Our world has been flooded with paper bills since money broke free from the gold standard in 1971. Inflation kept rising, and the price of goods and services seemed to sky-rocket! Turns out, just working hard isn't always enough these days – you need to invest smartly to keep up!

Then, in 2009, a new form of money was born—Bitcoin! At first, it was dismissed, laughed at, and even traded for pizza. But pretty soon, it became what everyone started studying, getting into, HODLing (you know, holding!), and finally seeing as digital gold! And that's how the Age of Bitcoin begins!

In AGE OF ₿ITCOIN, players take on the role of individuals from various professions, seeking to accumulate wealth through investments in a variety of assets—including real estate, businesses, collectibles, contract-based assets, gold, and Bitcoin. Of course, the road to wealth is not paved with roses. There are many rivals competing to acquire assets and looking to obstruct you at every turn. The more intense the competition, the faster the bubbles in each asset class may burst!





COMPONENTS

COMMON COMPONENTS



1 Game Round Board



1 Global Bitcoin Trust Ring



1 Global Bitcoin Trust Indicator



1 Mining Machine
& Rest Action Board



1 Breaking News!
& FOMO Board



1 Bitcoin
& Investment Action Board



1 Gold
& Learning Action Board



1 Bitcoin Board



1 Bitcoin Price Board



1 Gold Board



1 Gold Price Board



2 Price Board Supports



1 Learning Board



1 Investment Board



1 End-Game Score Board



11 Character Sheets
(8 Characters)



66 Investment Cards
(Era I x33 and Era II x33)



21 Learning Cards



10 Breaking News! Cards



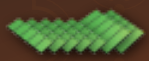
10 FOMO Cards



15 Solo Cards



1 Bitcoin Mining Die



35 Green Candlesticks
(Short x25 and Long x10)



35 Red Candlesticks
(Short x25 and Long x10)



40 $1 Bank Note Tokens



20 $5 Bank Note Tokens



10 $10 Bank Note Tokens



10 $20 Bank Note Tokens



32 Bitcoin Tokens



32 Gold Tokens



1 Round Marker



5 Track Markers



6 Block Markers



1 Rulebook



1 Reference Book

PLAYER'S COMPONENTS



4 Player Boards
(1 board per player)



8 Workers
(2 Workers per player)



28 Bitcoin Trust Markers
(7 markers per player)



28 Gold Trust Markers
(7 markers per player)



28 Investment Trust Cards
(7 Card per player)



4 Experience Markers
(1 marker per player)



16 Mining Machine Switches
(4 switches per player)



4 Player Aids
(1 card per player)

COMPONENTS
COMMON COMPONENTS
PLAYERS' COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

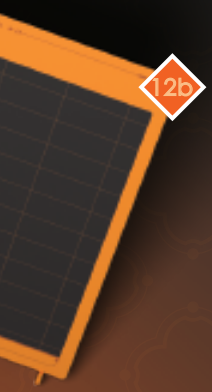
SETUP

GAME BOARDS SETUP

The game boards and the Global Bitcoin Trust Ring are double-sided. Use the 1-2 side for 1 to 2 players and 3+ side for 3 to 4 players.



1. Place the **Game Round Board** at the center of the play area. Place the **Game Round marker** on the 1 icon.
2. Place the **Global Bitcoin Trust Ring** on top of the **Game Round Board**.
3. Place **Global Bitcoin Trust Indicator** on top of the **Global Bitcoin Trust Ring**. Point the arrow on the indicator at space "**0**".
4. Attach **Mining Machine & Rest Action Board** at the top of **Game Round Board** (where the 5 | 1 icons are).
5. Attach the **Bitcoin & Investment Action Board** to the Right of the **Game Round Board** (where the 2 icon is).
6. Attach **Breaking News! & FOMO Board** at the Bottom of **Game Round Board** (where 3 icon is).
   - a. Shuffle all **Breaking News! Cards** together. **Draw 4 cards** face down and do not look at them and place them together to form a draw deck on the **Breaking News!** space. Return the remaining cards to the box.
   - b. Shuffle all **FOMO Cards** together. **Draw 5 cards** face down and do not look at them and place them together to form a draw deck on the **FOMO** space. Return the remaining cards to the box.
7. Attach the **Gold & Learning Action Board** to the Left of the **Game Round Board** (where the 4 icon is).
8. Place the **Bitcoin Board** at the top right of the **Game Round Board**.
   - a. Place 7 **Bitcoin Tokens** in the **Market spaces**, starting from the top row, one token at a time.
   - b. Place the remaining **Bitcoin Tokens** on the **Supply area** on the **Bitcoin Board**.
   - c. Place one **Track Marker** in the bottommost space of the **Bitcoin FOMO Track**.















9 Place the **Investment Board** at the bottom right of the **Game Round Board**.

a. Shuffle all the **Era I Investment cards** together and place them face-down next to the **Investment Board** to form the draw deck.

b. Draw one **Investment Card** at a time and randomly place it face-up in each empty space on the **Investment Board**.

c. Place one **Track Marker** in the bottommost space of the **Inflation Rate Track**.

d. Place one **Track Marker** in the bottommost space of the **Investment FOMO Track**.

10 Place the **Gold Board** at the top left of the **Game Round Board**.

a. Place all **Gold Tokens** on the **Supply area** on the **Gold Board**.

b. Place one **Track Marker** in the bottommost space of the **Gold FOMO Track**.

11 Place the **Learning Board** at the bottom left of the **Game Round Board**.

a. Shuffle all **Learning Cards** together and place them face-down next to the **Learning Board** to form the draw deck.

b. Draw and place one **Learning Card** face-up in each empty space, from the bottom to the top, on the **Learning Board**.

c. Place one **Track Marker** in the bottommost space of the **Learning FOMO Track**.

d. For 1or 2 players game, place 5 Block Markers next to the Learning Board and return the remaining Block Markers to the box. For a 3-4 player game, place all 6 Block Markers next to the board.

12 Assemble the **Price Board Supports**.

a. Place **1 support** next to the **Bitcoin Board**.

b. Place the **Bitcoin Price Board** on the support.

c. Place **another support** next to the **Gold Board**.

d. Place the **Gold Price Board** on the support.

13 Place all remaining components near the play area to form common supplies.

COMPONENTS
SETUP
GAME BOARDS SETUP
PLAYER SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

PLAYER SETUP



14 Each player selects a color and takes all components of that color.

15 Place each **Bitcoin Trust Marker** in each **Bitcoin Trust** space, starting from the space with "2". All markers **must cover** the numbers side of the space, showing ✕ icons on each **Bitcoin Trust** space.

16 Place each **Gold Trust Marker** in each **Gold Trust** space, starting from the space with "2". Each marker **must cover** the number side of the space , showing ✕ icons on each **Gold Trust** space.

17 Place each **Investment Trust card** on each **Investment Trust** space on both sides of the **Player Board**, leaving the top-left space "empty".

18 Place one **Mining Machine Switch** in each Bitcoin **Mining Machine** space. The switches must be placed to cover with their price values showing.

19 Each player selects a character and places the selected **Character Sheet** on top of the **Character Sheet** space (with) on their **Player Board**. *For your first game, we recommend all players use the 'Investor' character.*

20 Each player places the **Experience Marker** in the space on the **Experience Track**.

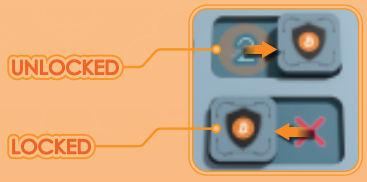
21 Determine the first player using a method your group agrees on. Thematically, this could be the person who most recently interacted with Bitcoin.

22 The first player places one Worker, lying down, on the space with 1ST on the Turn Order track. In clockwise order, each subsequent player places one Worker, lying down, on the next empty space of the track.

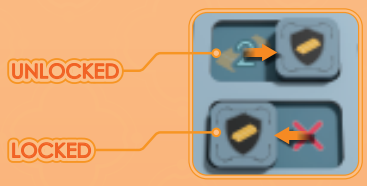
STARTING RESOURCES

1. In turn order, each player takes resources and/or gains Trust as indicated in the "SETUP" box on their **Character Sheet** .

   a. Gaining **Bitcoin Trust** by sliding the topmost **Bitcoin Trust Markers** to the right. The space's number is now revealed instead of the ✕ icon.



   b. Gaining **Gold Trust** by sliding the topmost **Gold Trust Markers** to the right. The space's number is now revealed instead of the ✕ icon.



   c. Gaining **Investment Trust** by remove one **Investment Trust Card** from the **player's board** and set it aside.



2. Players take additional cash from the common supply based on turn order as follows:
   a. The 2nd player: Take **$2**
   b. The 3rd player: Take **$3**
   c. The 4th player: Take **$4**

COMPONENTS
SETUP
GAME BOARDS SETUP
PLAYER SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

YOU ARE NOW READY TO PLAY

AGE OF ₿ITCOIN

Note: Items in **blue text** indicate functional changes from the rulebook version 2.0

WEALTH POINTS (WP)

Wealth Points (WP) represent the wealth of each player. At the end of the game, the player with the most **WP** wins the game.

All assets in this game are valued with **Wealth Points**. Assets such as **Bitcoin Tokens**, **Gold Tokens**, **Investment Cards**, **Cash**, **Bitcoin Mining Machines**, and selected **Characters** give the players **WP** at the end of the game.

For detailed scoring, please see the "End-Game Scoring" section on page 33.

IMPORTANT

In AGE OF BITCOIN, there are no in-game **WP**. All **WP** will be counted at the end of the game. This means you should feel free to trade or sell assets during the game, as only your final portfolio matters!

GLOBAL BITCOIN TRUST (GBT)

Global Bitcoin Trust (GBT) is an indicator at the center of the board representing how much people around the world trust in Bitcoin. It is divided into **5 Levels** starting from **Level 0** to **Level 4**.



If the GBT reaches the last space with the 🔒, this signifies that the world fully trusts in Bitcoin. From this point on, the GBT can no longer decrease and all effects are ignored.

The current level of the Global Bitcoin Trust has a significant impact on the game, unlocking new ways to use Bitcoin as global trust in the asset grows. The higher the GBT, the more flexible your purchasing options become, culminating in a powerful end-game scoring bonus.

UNLOCKED ABILITIES & BONUSES	LEVEL 0-1	LEVEL 2	LEVEL 3	LEVEL 4
Buy Bottom/Middle Row **Investment Card** with Bitcoin	✗	✓	✓	✓
Buy Bottom/Middle Row **Learning Card** with Bitcoin	✗	✓	✓	✓
Buy Top Row **Investment Card** with Bitcoin	✗	✗	✓	✓
Buy Top Row **Learning Card** with Bitcoin	✗	✗	✓	✓
End-Game Bonus: Each pair of **Bitcoin Tokens** worth 3 **WP**.	✗	✗	✗	✓

IMPORTANT

When you spend **Bitcoin** to help pay for an **Investment Card** or **Learning Card**, if you are "overpaying" the cost you **do not receive any cash as change**. However, you may pay for a single asset using a combination of **Bitcoin** and cash.

Example

*Rose wants to buy a **Learning Card** that costs $8. The current value of a **Bitcoin Token** is $11. She spends 1 **Bitcoin Token** to make the purchase. **He does not receive any cash as change**.*

Example

*Lisa wants to buy an **Investment Card** that costs $16. The current value of a **Bitcoin Token** is $11. She spends 1 **Bitcoin Token** and additional $5 in cash to make the purchase.*

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

BUY OR SELL

When a player takes an action, they **Must** choose to perform either a **Buy Action** OR a **Sell Action** with a single asset type. You cannot both buy and sell in the same action.

This table summarizes the different ways you can interact with assets in the game. Note that some assets, like Learning Cards and Bitcoin Mining Machines, cannot be sold once acquired, making them permanent investments.

ACTIONS	BITCOIN	GOLD	INVESTMENT CARDS	LEARNING CARDS	BITCOIN MINING MACHINES
Buyable	✓	✓	✓	✓	✓
Sellable	✓	✓	✓	✗	✗
Can be Bought with Bitcoin Tokens (see GBT on page 10)	✗	✗	✓	✓	✗
Can be Sold for Bitcoin Tokens	✗	✗	✗	✗	✗

IMPORTANT

When you sell an asset, you always receive **cash**; you can never sell for **Bitcoin Tokens**. Buying assets with Bitcoin is an action unlocked by the **Global Bitcoin Trust** (see GBT on page 10).

ASSET TRUSTS

Asset Trusts represent a player's trust in a specific asset. The more trust a player has, the more confident they are investing in that asset.

In Age of Bitcoin, each Asset Trust acts as each asset's storage. They are located on each **Player Board**. The more trust a player has, the more pieces of that asset the player can buy. **The minimum trust for each asset is 1, and the maximum is 8.**

There are 3 types of **Asset Trusts**:



Bitcoin Trust



Gold Trust



Investment Trust

When a player buys **Bitcoin Tokens**, **Gold Tokens**, or an **Investment Card**, must be placed in an "unlocked" space of the corresponding **Asset Trust**.

IMPORTANT

You **cannot** buy an asset if you **don't have** any "unlocked" space to store it. If your trust for an asset is full, you must first increase that trust or sell some of that asset to **make space**.

FEAR OF MISSING OUT (FOMO)



Fear of Missing Out represents how much people around the world are interested in investing in a specific asset. Each of the four major asset types—**Bitcoin**, **Gold**, **Investment Cards**, and **Learning Cards**—has its own **FOMO Track**.

When a **FOMO Track** reaches its peak, an asset bubble crash occurs for that asset type. A crash has negative effects for all players during that round.

The **FOMO** for an asset increases when a player buys or sells that asset. **FOMO** can also be increased by **FOMO Cards** at the end of each rounds. The effects of each asset bubble crash are detailed in the Action Phase section on page 15.

IMPORTANT

Buying or selling multiple pieces of an asset in a single action still only increases that asset's **FOMO** by 1 step.

IMPORTANT

The **only FOMO track that Advances** is the track corresponding to the Action Box **where the current player places their Worker**.
Gaining, trading, paying with Bitcoin, or adjusting assets via Card Abilities or Character Powers does **NOT** advance FOMO unless explicitly stated

LET'S START THE GAME!

The game will be played for **5 rounds**. Each **Round** consists of 3 distinct **Phases**: the **Preparation Phase**, the **Actions Phase**, and the **End-Round Phase**. At the end of the 5th round, the game ends and continues to the **End-Game Score Phase**.

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

PREPARATION PHASE (SKIP IN THE 1ST ROUND)

Move the **Round Marker** along the **Round Track** by advancing it icon by icon. Follow the steps indicated by each icon sequentially until it reach the next round space.

CHANGE ERA (ROUND 4 ONLY)

1. **Remove Antiquated Cards**: Return all **Era I Investment Cards** (with icon I) from the **Investment Board**, **Draw Deck**, and **Discard Pile** to the game box. The **Investment Cards** on each player's board remain in play.
2. **Prepare New Deck**: Shuffle all **Era II Investment Cards** (with icon II) and place them face-down next to the **Investment Board** to form a new **Draw Deck.**
3. **Replenish Board**: Draw an **Investment Card** from the new **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.

HIGH KNOWLEDGE

1. **Check Availability**: Check whether there are **Block Markers** left next to the **Learning Board** AND the **Track Marker** on the **Learning FOMO Track** is **not in the current bottommost space**. If both conditions are met, place one **Block Marker** in the newly bottommost space.



2. **Advance and Place**: Otherwise, move the **Track Marker** up 1 space before placing a **Block Marker** in the current bottommost space.



INFLATION RATE

Move the **Track Marker** on the **Inflation Rate Track** up 1 step.

BREAKING NEWS!

1. **Draw Card**:
   The First Player draws the top card from the **Breaking News! Deck**.
2. **Resolve Card**:
   Resolve all icons on the card, from left to right.
3. **Discard**:
   Return the resolved card to the game box (permanently removing it from the game).

ACTION PHASE

In the **Action Phase**, players use only **one worker** for their action; another **Worker** will always be left on the **Turn Order Track**.

Starting from the **First Player**, each player alternately performs one action at a time,followed by the next player on the **Turn Order Track** until all players take the **Rest Action**. The **Action Phase** then ends.

To perform an action, the player must place a **Worker** on the selected action space and perform the action. If all spaces for an action are occupied, it cannot be played.



Playing Bitcoin Action



Playing Investment Action



Playing Learning Action



Playing Gold Action



Playing Mining Machine Action



Playing Rest Action



If all spaces for an action are occupied, it cannot be played

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
- CHANGE ERA
- BREAKING NEWS!
- INFLATION RATE
- HIGH KNOWLEDGE

ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

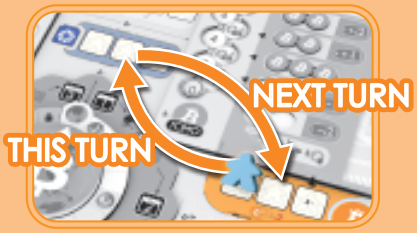
IMPORTANT

A player cannot play the same action consecutively.
A player **must** always move a worker to another action.
A player cannot choose to take an action that they are **unable** to perform at least **1 valid** Buy or Sell transaction.



Example

*Sam's current action is buying **Bitcoin**. He wants to sell **Bitcoin** in his next turn, but he cannot take **Bitcoin Action** consecutively. He instead plays the **Bitcoin Mining Machine Action**. For his next action, he can sell **Bitcoin**.*



BITCOIN ACTION

The **Bitcoin Board** is separated into 2 parts; the **Market** and the **Supply**.



IMPORTANT

For **one Action**, a player can do only **one transaction (Buy or Sell)**. A player cannot do both in the same action, but can transact **as many tokens as a player wishes**.

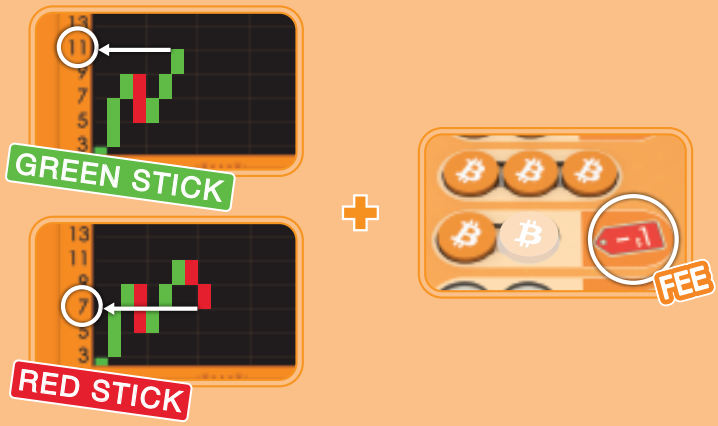
BUYING BITCOIN

If choosing to buy, follow these steps for each **Bitcoin Token** purchased:

1. **Check Trust Limit & Take Token**: Take one **Bitcoin Token** from the bottommost row of the **Market** on the **Bitcoin Board** and place it in the topmost empty **Bitcoin Trust** space on your **Player Board**. **If your Bitcoin Trust is full, you cannot buy more Bitcoin Tokens**.



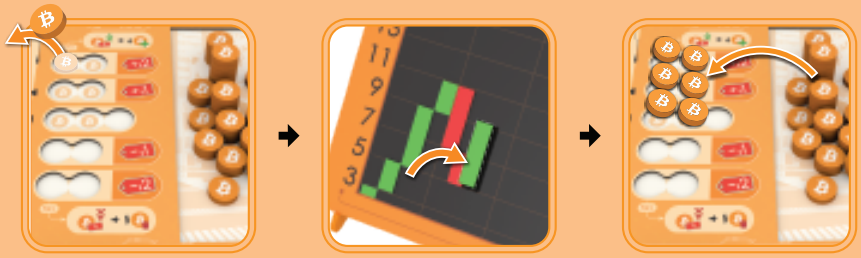
2 **Pay Price**: Pay the price for the taken **Bitcoin Token** from the price depicted on the **Bitcoin Price Board**, plus any fee printed next to the row of the taken token on the **Market**.



IMPORTANT

The current Bitcoin price is determined by the **last Candlestick** on the **Bitcoin Price Board**: **If** the last **Candlestick** is **green**, the **top** of the stick is the current price. Otherwise, the **bottom** of the **red stick** is the current price.

3 **Refill Market (If Necessary)**: If the **last Bitcoin Token** is taken from the **Market**, immediately **increase Bitcoin Price** 2 steps, then add 6 **Bitcoin Tokens** from the **Supply** to the **Market**, starting from the top row, one token at a time.



IMPORTANT

The **Bitcoin Price** will **never go over $23** and **never go below $3.**

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
- BITCOIN ACTION
- INVESTMENT ACTION
- GOLD ACTION
- LEARNING ACTION
- MINING MACHINE ACTION
- REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

4. **Repeat Purchase (if needed)**: Repeat step 1-3 for any additional **Bitcoin Tokens** the player needs to buy.

5. **Advance FOMO**: After all purchases are complete, **increase Bitcoin FOMO** by moving the **Track Marker** on the **Bitcoin FOMO Track** up 1 space.

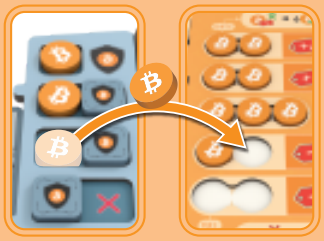
   a. **Price Adjustment**: If the **Track Marker** is placed in the space with , increase Bitcoin price **1 step**.

   b. **Crash Check**: If the **Track Marker** reaches the topmost space with , the **Bitcoin Bubble Crash** occurs. Resolve crash effects immediately (see Bitcoin Bubble Crash on page 20).

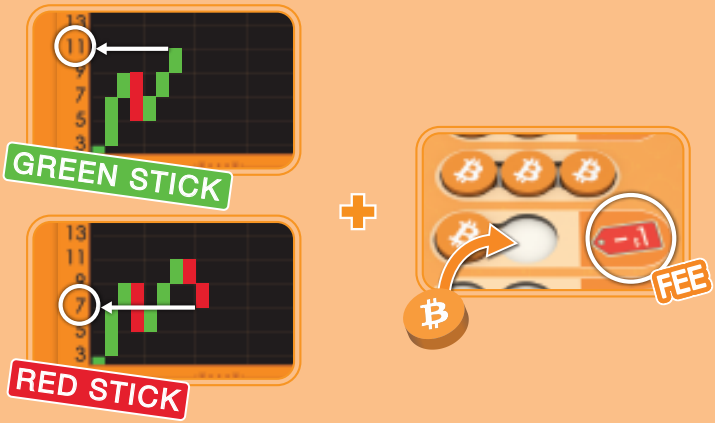


SELLING OR PAYING WITH BITCOIN

1. **Return Token to Market**: Take one **Bitcoin Token** from a player's bottommost **Bitcoin Trust** space and place it in an empty space on the bottom-most row of the **Market** on the Bitcoin board.



2. **Calculate Sale/Payment Price**: Calculate the price of the sold **Bitcoin Token** from the price depicted on the **Bitcoin Price Board**, plus any fee printed next to the row of the space the sold token is placed.



IMPORTANT

The current Bitcoin price is determined by the **last Candlestick** on the **Bitcoin Price Board**: **If** the last **Candlestick** is **green**, the **top** of the **green stick** is the current price. Otherwise, the **bottom** of the **red stick** is the current price.

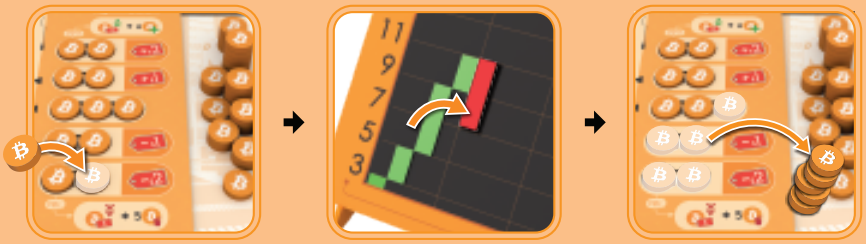
a. **Selling Bitcoin (for Cash)**
Receive **Cash** equal to the calculated price.



b. **Paying with Bitcoin (Deduction)**
Do not receive any cash. The calculated price will be deducted from the card's price. Please be reminded that the player may not receive any changes if paying with **Bitcoin Tokens**.



3 **Deplete Market (If Necessary)**: If the market is full, immediately **decrease Bitcoin Price** 2 steps. Then remove 5 **Bitcoin Tokens** from the **Market** to the **Supply**, starting from the bottom row, one token at a time.



4 **Repeat Transaction (If needed)**: Repeat step 1-3 for any additional **Bitcoin Tokens** the player needs to sell or use for payment.

5 **Advance FOMO** (Skip this step if buying cards with bitcoin): After all purchases are complete, **increase Bitcoin FOMO** by moving the **Track Marker** on the **Bitcoin FOMO Track** up 1 space.

a. **Price Adjustment**: If the **Track Marker** is placed in the space with , increase Bitcoin price **1 step**.

b. **Crash Check**: If the **Track Marker** reaches the topmost space with , the **Bitcoin Bubble Crash** occurs. Resolve crash effects immediately (see Bitcoin Bubble Crash on page 20).



When choosing **Bitcoin Action**, The player must Buy or Sell **at least 1 Bitcoin Token**. Players **cannot** choose to take an action and buy or sell **0 Bitcoin Token** to push the FOMO Track.

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

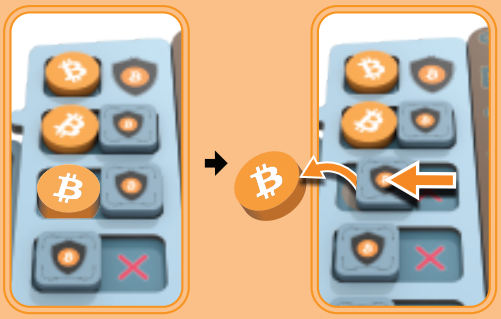
BITCOIN BUBBLE CRASH!

Resolve the following steps immediately when the **Bitcoin FOMO Track Marker** reaches the topmost space:

1. **Decrease Bitcoin Price**: Decrease **Bitcoin Price** 2 steps.
2. **Increase Gold Price**: Increase **Gold Price** 1 step.
3. **Decrease Bitcoin Trust**: Each player decreases their **Bitcoin Trust by** 1.



- If the decreased **Bitcoin Trust** space contains a **Bitcoin Token**, the player must immediately sell that **Bitcoin Token** (In Turn Orders) with the penalized price **-$2** (see Selling Bitcoin Tokens on page 18).



Not enough trust for Bitcoin



4. **Decrease GBT**: Decrease the **GBT** equal steps to the number of players minus 1.

IMPORTANT

From now on, until the end of the current round, a player **MUST** pay $2 before performing the **Bitcoin Action**. If the player cannot pay, that player cannot perform the **Bitcoin Action**.

INVESTMENT ACTION

Investment Cards provide lots of **WP** and other passive abilities.
For one **Action**, a player can **only buy OR sell one Investment Card**.

BUYING AN INVESTMENT CARD

1. **Check Trust Limit & Take Card**: Take one **Investment Card** from the **Investment Board** and place it in an empty **Investment Trust** space on your **Player Board. If there is no available empty Investment Trust space, the player cannot buy the card**.





2. **Pay Cost**: Pay the card's **price** and **Fee** (if any), and **Inflation Rate** (if any). Payment must be made with **Cash and/or Bitcoin Tokens** (**GBT** must be **Level 2 or more** to pay with **Bitcoin Tokens**; see GBT on page 10 and Pay with Bitcoin on page 18, do only step 1-4)



When paying with Bitcoin, Do not increase Bitcoin FOMO.

3. **Slide Cards**: Slide the remaining **Investment Cards** on the board down to fill the bottom spaces.

4. **Draw New Card**: Draw a new **Investment Card** from the **Investment Card Deck** and place it face-up in the empty space at the top of the **Investment Board**. **If there are no cards left in the Draw Deck, reshuffle the discarded cards to form a new deck**.



COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

5. **Advance FOMO**: Increase **Investment FOMO** by moving the **Track Marker** on the **Investment FOMO Track** up 1 space.

- **Crash Check**: If the **Track Marker** reaches the topmost space, the **Investment FOMO Bubble Crash** occurs! Resolve bubble crash effects immediately (see Investment Bubble Crash on page 23).



SELLING AN INVESTMENT CARD

1. **Remove Card from Trust**: Take one **Investment Card** from a player's **Investment Trust** space and place it in the **Discard Pile**. If the player sells an **Era I** card when **Era II** cards are in play, return the sold **Era I** card to the game box.

2. **Calculate Cash Income**: Receive **Cash** (only) equal to the card's calculated sale price.

- **Sale Price** = **Card Price** minus **$2**, plus the **Inflation Rate** depicted on the Inflation Rate Track.



3. **Advance FOMO**: Increase **Investment FOMO** by moving the **Track Marker** on the **Investment FOMO Track** up 1 space.

- **Crash Check**: If the **Track Marker** reaches the topmost space, the **Investment FOMO Bubble Crash** occurs! Resolve bubble crash effects immediately (see Investment Bubble Crash on page 23).



When choosing **Investment Action**, The player must Buy or Sell **1 Investment Card**. Players **cannot** choose to take an action and buy or sell **0 Card** to push the FOMO Track.

IMPORTANT

Your Investment card can be sell for **cash only**. A player may **not** sell a card in exchange for **Bitcoin Tokens**.

INVESTMENT BUBBLE CRASH!

1. **Increase Gold Price**: Increase the **Gold Price** 1 step.
2. **Conditional Bitcoin Price Increase**: If the **GBT** is at **Level 4**, **increase the Bitcoin Price 1** step. Otherwise, skip this effect.
3. **Decrease Investment Trust**: Each player decreases their **Investment Trust** by 1. See the images below how to decrease the **Investment Trust**.



- If the decreased **Investment Trust** space contains an **Investment Card**, the player must immediately sell that **Investment Card** at a penalized price of **-$4** (instead of the standard -$2; see Selling Investment Card on page 22).



Not enough trust for Investment Card



4. **Pay Maintenance Cost**: Each player, in **Turn Order**, pays the **Maintenance Cost** for every **Investment Card** they possess.
   - If the player **cannot pay** the **Maintenance Cost** of a card with current **Cash**, the player **must** immediately sell one card (their choice) at a price of **-$4**. The received **Cash** must then be used to pay any remaining maintenance costs for other cards.
   - The player **cannot** choose to **sell the card** in this phase if the player have enough cash to **pay** the **Maintenance Cost**.



COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME



5. **Clear Investment Board**: Discard all **Investment Cards** in the bottom row on the **Investment Board** and place them in the **Discard Pile**.
6. **Slide Cards**: Slide the remaining **Investment Cards** on the board down to fill the bottom spaces.
7. **Draw New Cards**: Draw an **Investment Card** from the top of the **Investment Card Deck** and place it face-up in the empty space on the **Investment Board**. Continue drawing until all empty spaces are filled. **If there are no cards left in the Draw Deck, reshuffle the discarded cards to form a new deck.**

IMPORTANT

From now on, until the end of the current round, a player **MUST** pay $2 before performing the **Investment Action**. If the player cannot pay, that player cannot perform the **Investment Action**.

GOLD ACTION

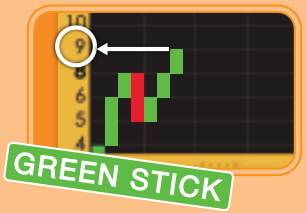
The **Gold Board** contains only **Supply**. Therefore, all **Gold Tokens** are always bought from or sold to the **Supply**.

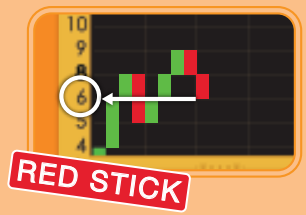
IMPORTANT

For **one Action**, a player can do only one transaction **(Buy or Sell)**. A player cannot do both in the same action, but can transact as **many Tokens** as a player wishes.

BUYING GOLD TOKENS

1. **Check Trust Limit & Take Token**: Take a **Gold Token** from the **Supply** and place it in a topmost empty **Gold Trust** space on the **Player Board**. If the Gold Trust is full, the player cannot buy more **Gold Tokens**.
2. **Pay Price**: Pay the Gold's price depicted on the **Gold Price Board** with **cash only**.





IMPORTANT

The current Gold's price is determined by the **last Candlestick** on the **Gold Price Board**: **If** the last **Candlestick** is **green**, the top of the stick is the current price.
Otherwise, the **bottom** of the **red stick** is the current price.

3. **Repeat Purchase**: Repeat Steps 1 and 2 until the player finishes buying **Gold Tokens**.

4. **Advance FOMO**: Increase **Gold FOMO** by moving the **Track Marker** on the **Gold FOMO Track** up 1 space.

   a. **Price Adjustment**: If the **Track Marker** is placed in the space with , increase Gold price **1 step**.

   b. **Crash Check**: If the **Track Marker** reaches the topmost space with , the **Gold Bubble Crash** occurs. Resolve crash effects immediately (see Gold Bubble Crash on page 26).



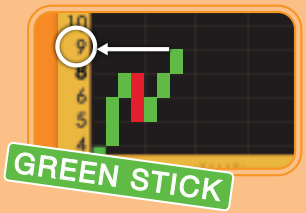
SELLING GOLD TOKENS

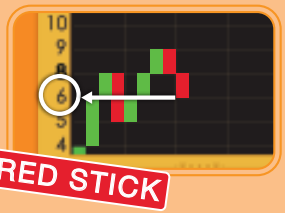
1. **Return Token to Supply**: Take a **Gold Token** from the bottommost **Gold Trust** space on a player's board and place it in the **Supply** on the **Gold Board**.

2. **Receive Cash**: Receive **Cash** (only) equal to the **Price** depicted on the **Gold Price Board**.

IMPORTANT

The current Gold's price is determined by the **last Candlestick** on the **Gold Price Board**: **If** the last **Candlestick** is **green**, the top of the stick is the current price.
Otherwise, the **bottom** of the **red stick** is the current price.





3. **Repeat Transaction**: Repeat Steps 1 and 2 until the player finishes selling **Gold Tokens**.

4. **Advance FOMO**: Increase **Gold FOMO** by moving the **Track Marker** on the **Gold FOMO Track** up 1 space.

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

a. **Price Adjustment**: If the **Track Marker** is placed in the space with , increase Gold price **1 step**.

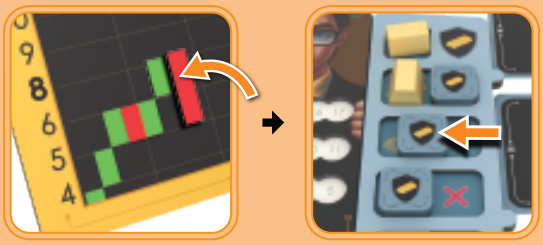
b. **Crash Check**: If the **Track Marker** reaches the topmost space with , the **Gold Bubble Crash** occurs. Resolve crash effects immediately (see Gold Bubble Crash on page 26).



When choosing **Gold Action**, The player must Buy or Sell **at least 1 Gold Token**. Players **cannot** choose to take an action and buy or sell **0 Gold Token** to push the FOMO Track.

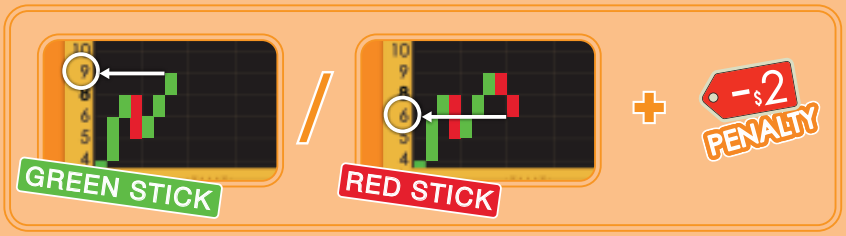
GOLD BUBBLE CRASH!

1. **Decrease Gold Price**: Decrease the **Gold Price** by 2 steps.
2. **Decrease Gold Trust**: Each player, in Turn Order, decreases their **Gold Trust** by 1.



- If the decreased **Gold Trust** space contains a **Gold Token**,the player must immediately sell that **Gold Token** with the penalized price **-$2** (see Selling Gold Tokens on page 25).





IMPORTANT

From now on, until the end of the current round, a player **MUST** pay $2 before performing the **Gold Action**. If the player cannot pay, that player cannot perform the **Gold Action**.

LEARNING ACTION

This **Action** is the main action to increase a player's **Asset Trusts** and Experience. For one **Action**, a player can only buy one **Learning Card**.

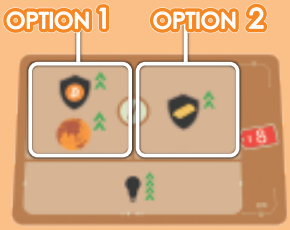
BUYING A LEARNING CARD

1. **Take Card**: Take a **Learning Card** from the **Learning Board**.

2. **Pay Cost**: Pay the card's price and **Fee** (if any) with **Cash and/or Bitcoin** (GBT is Level 2 or more; see GBT on page 10 and pay with Bitcoin on page 18).



3. **Increase Asset Trust**:
Choose only one type of **Asset Trust** to be increased and increase the selected **Asset Trust** equal to the printed number.

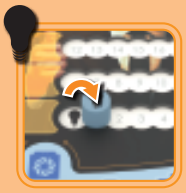


If the selected **Asset Trust** is already at **Maximum** the player **cannot** advance it any further.

If the purchased card increases player's **Bitcoin Trust** more than the **Maximum** the player can have, **GBT** will **not increase** beyond the number of increased **Bitcoin Trust**.



COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME



4. **Increase Experience**: Increase **Experience** equal to the printed number.

5. **Discard Card**: Discard the purchased card to the **Discard Pile**.

6. **Slide Cards**: Slide down the remaining **Learning Cards** on the **Board** to fill the bottom spaces.

7. **Draw New Card**:
Draw a new **Learning Card** from the **Draw Deck** and place it face-up in the empty space on the board. If there are no cards left in the draw deck, you must reshuffle the discarded cards.



8. **Advance FOMO**: Increase **Learning FOMO** by moving the **Track Marker** on the **Learning FOMO Track** up 1 space.



- **High Knowledge Check**:
If the **Marker** reaches the topmost space, **Learning FOMO High Knowledge!**
Resolve High Knowledge effects immediately (see Learning Bubble Crash on page 28).

When choosing **Learning Action**, The player must Buy **1 Learning Card**.
Players **cannot** choose to take an action and buy or sell **0 Card** to push the FOMO Track.

LEARNING BUBBLE CRASH!

1. **Increase Bitcoin FOMO**: Increase the **Bitcoin FOMO** by 1 step. If the **Bitcoin Bubble Crash** occurs, resolve its effects immediately (see page 20).

2. **Increase Gold FOMO**: Increase the **Gold FOMO** by 1 step. If the **Gold Bubble Crash** occurs, resolve its effects immediately (see page 26).

3. **Increase Investment FOMO**: Increase the **Investment FOMO** by 1 step. If the **Investment Bubble Crash** occurs, resolve its effects immediately (see page 23).



4. **Place Block Marker**: Take a **Block Marker** from the next to the **Learning Board** (if any) and place it in the bottommost available space of the **Learning FOMO Track**.

5. **Reset Track Marker**: Move the **Track Marker** to the bottommost available space on the **Learning FOMO Track**.

6. **Clear Learning Board**: Discard all **Learning Cards** in the bottom row on the **Learning Board** and place them in the **Discard Pile**.

7. **Slide Cards**: Slide the remaining **Learning Cards** on the board down to fill the bottom spaces.

8. **Draw New Cards**: Draw an **Learning Card** from the top of the **Learning-Card Deck** and place it face-up in the empty space on the **Learning-Board**. Continue drawing until all empty spaces are filled.
If there are no cards left in the Draw Deck, reshuffle the discarded cards to form a new deck.

MINING MACHINE ACTION

This **Action** allows players to operate more **Bitcoin Mining Machines** which are printed on each **Player's Board**. For one **Action**, a player can only buy one **Bitcoin Mining Machine**. Each player starts with 1 **Bitcoin Mining Machine**.



1. **Pay Cost**:
Pay the **Price** depicted on the leftmost, unoperated **Bitcoin Mining Machine**.

2. **Operate Machine**: Switch on the **Bitcoin Mining Machine** by sliding the **Mining Machine Switch** of the machine the player just purchased up.

REST ACTION

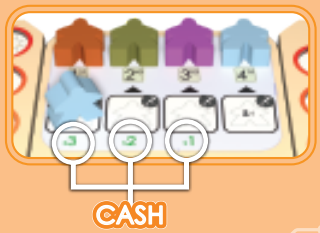
If a player chooses not to perform, or cannot perform any more actions in the current round, the player must take the **Rest Action**.

When you take the **Rest Action**, your round ended. There will be no more turns for you for the current round.

1. **Place Worker**:
A player places a **Worker** in the leftmost **Rest Action Space** on the **Rest & Bitcoin Mining Machine Action Board**.



2. **Receive Cash**:
The player receives **Cash** from the common supply equal to the number printed under the placed **Worker Space**.



COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
BITCOIN ACTION
INVESTMENT ACTION
GOLD ACTION
LEARNING ACTION
MINING MACHINE ACTION
REST ACTION
END-ROUND PHASE
END-GAME SCORING
SOLO GAME

IMPORTANT

If all players but one have not taken the **Rest Action** yet, the remaining player can play only 2 more Actions before they must **Rest!** The player can use the Bitcoin Die to track how many remaining actions can be performed.

END-ROUND PHASE

FEAR OF MISSING OUT! (FOMO)

This phase represents the interest of people around the world in investing in assets.

1. The first player draws the top card from the **FOMO Cards** deck.
2. Increase each **FOMO Track** by moving the **Track Marker** on each track up. The number of steps is equal to the number printed on the card, starting from the leftmost **Symbol** to the rightmost **Symbol**.



   - **Skip Condition**: If a **Track Marker** is staying in the topmost space of a **Track** (i.e., already at the Crash), skip to the next symbol.
   - **Crash Resolution**: If a **Track Marker** is moved into the topmost space, resolve the **Bubble Crash** or **High Knowledge** effects immediately. Then continue to the next symbol on the card.

Example

For the FOMO Card #005, Increase the Learning FOMO 1 step, Bitcoin FOMO 2 steps, Gold FOMO 0 step, and Investment FOMO 1 step. Resolve this card by following the steps below.

1. *Increase the **Learning FOMO** 1 step.*



2. *Increase **Bitcoin FOMO** 2 steps. However, after increasing the **Bitcoin FOMO** 1 step, **Bitcoin** crashes! Resolve the **Bitcoin Bubble Crash Effects** first.*



3. *Skip **Gold FOMO Track** (since the card shows 0 steps).*

4 *Increase **Investment FOMO** 1 step. However, the **Investment FOMO** is at crash space. Skip this track.*



RESET FOMO TRACKS

1 For each **FOMO Track**, move any **Track Marker** currently at the **topmost space** only to the bottom-most space on the track.

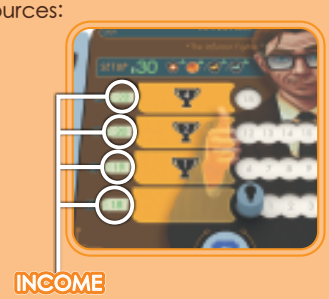
2 Leave the **Track Markers** which are not on the top-most space at the current position.



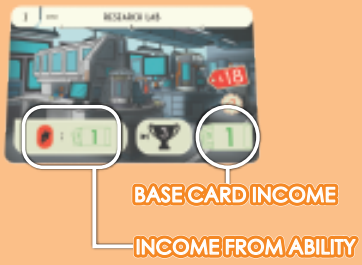
INCOME

Each player receives **Income** from two sources:

1 **Experience Track Income**: The amount of **Income** is printed on the row where each player's **Experience Marker** is located, on each player's selected **Character Sheet**.



2 **Investment Card Income**: The player also receives **Income** from each **Investment Card** each player possesses.



COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
RESET FOMO TRACKS
INCOME
MINING BITCOIN
CLEANUP
ADJUST TURN ORDER
END-GAME SCORING
SOLO GAME

Example

*From the **Research Lab Card**, the player will receive the following:*

1. *Receive $1.*
2. *The player receives $1 additional for each Investment card with the "Contract" tag.*

MINING BITCOIN

In turn order, each player rolls the **Bitcoin Die**. Compare the roll result to the die icon depicted in the **rightmost operated Bitcoin Mining Machine** space. If the rolled result is **less than** the depicted icon, the player receives 1 **Bitcoin Token** from the **Supply**.



IMPORTANT

If a player has no empty **Bitcoin Trust** space, skip **Mining Bitcoin**.

CLEANUP (SKIP IN THE 5TH ROUND)



1. **Discard Cards**: Discard all **Investment Cards** and **Learning Cards** in the bottom rows of their respective boards.

   (in the **3rd round**, Leave Investment Cards there. There will be an **Era Change** in the preparation phase of 4th round)

2. **Slide Cards**: Slide down all remaining cards to fill the empty bottommost spaces.
3. **Replenish Learning Cards**: Draw a **Learning Card** from the top of the **Learning Card Deck** and place it face up in the empty space on the **Learning Board**.
4. **Replenish Investment Cards**: Draw an **Investment Card** from the top of the **Investment Card Deck** and place it face up in the empty space on the **Investment Board**. Keep drawing until all empty spaces are filled.

   (in the **3rd round**, Skip this step)

ADJUST TURN ORDER (SKIP IN THE 5TH ROUND)

1. Remove all **Workers** from the **Turn Order Track**.
2. Slide all **Workers** from the **Rest Action** space up to the **Turn Order Track**. Do not change the order in which they were placed on the **Rest Action** space.



THE NEW ROUND BEGINS!

END-GAME SCORING

BITCOIN

WP from Bitcoin Tokens depends on the level of the **GBT** at the end of the game.

- **GBT at Level 3 or less**: Each **Bitcoin Token** a player possesses is worth **1 WP**.
- **GBT at Level 4**: Each **pair** of **Bitcoin Token** a player possesses is worth **3 WP**. An unpaired **Bitcoin Token** is worth **1 WP**.

Example

At the end of the game, the GBT level is 4. Jisoo possesses 5 Bitcoin Tokens on her board. She earns 3 + 3 + 1 = 7 WP.



GOLD

Each **Gold Token** a player possesses is worth **1 WP**.

CASH

For every **$20** a player possesses, **rounding down**, is worth **1 WP**.

Example

Rose has $38 at the end of the game. She earns 1 WP.

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
RESET FOMO TRACKS
INCOME
MINING BITCOIN
CLEANUP
ADJUST TURN ORDER
END-GAME SCORING
SOLO GAME

CHARACTER SHEET

A **Character** that a player selected may provide **WP**. See the ability in a row where a player's **Experience Marker** is currently in, on the player's **Character Sheet**. The player earns that amount of **WP**.

Example

Lisa plays an Investor as his Character. At the end of the game, her Experience Marker is at the "Level III" III . She earns 2 WP.



INVESTMENT CARDS

Each **Investment Card** may provide **WP**. Most of the cards provide **WP** directly. On the other hand, many cards require a player to fulfill a condition to earn **WP**.

Each player earns **WP** equal to provided **WP** on each possessed card.

Example

Jennie has 3 Investment Cards: "Single House", "Mall" and "High Rise Penthouse"

1. *She earns 2 WP from "Single House".*
2. *She earns 2 WP from "Mall".*
3. *She earns 3 WP from "High Rise Penthouse".*
4. *She has 2 cards with House Tag ("Single House" and "High Rise Penthouse"), so she earns 1 WP additional from "Mall".*
5. *She earns 0 WP from the ability of "High Rise Penthouse" because she has no card with Collectible Items Tag.*

In total, she earns 2 + 2 + 3 + 1 + 0 = 8 WP.



BITCOIN MINING MACHINES

A player who bought **all Bitcoin Mining Machine**, earns a total of **1 WP**.

ASSETS MAJORITY

WP is awarded based on the majority held for four key assets:

1. A player with the **most Bitcoin Tokens** earns **2WP**, and the **2nd most** earns **1 WP**.
2. A player with the **most Gold Tokens** earns **2WP**, and the **2nd most** earns **1 WP**.
3. A player with the **most Investment Cards** earns **2WP**, and the **2nd most** earns **1 WP**.
4. A player with the **most amount of Cash** earns **2WP**, and the **2nd most** earns **1 WP**.

IMPORTANT

Tie for Most Assets: In case of a tie for the most assets, each tied player earns **3 WP divided by the number of tied players, round down**. No **2nd most** is awarded in this case.

IMPORTANT

Tie for Second Most Assets: In case of a tie for the **2nd most**, no players earn any **WP**.

The player with the most total **WP** wins the game. In case of tie, the player with the most assets value wins the game. If still tied, the player who comments on BGG first wins the game (or you can play another game!).

To calculate the asset value:

1. **Bitcoin Value** = number of possessed **Bitcoin Tokens** x Bitcoin's price depicted on the **Bitcoin Price Board**.
2. **Gold Value** = number of possessed **Gold Tokens** x Gold's price depicted on the **Gold Price Board**.
3. **Investment Cards Value** = Sum of all possessed each **Investment Card's base price (with Inflation)** printed on each card.

Then, the **Asset Value** = Total **Bitcoin Tokens Value +** Total **Gold Tokens Value +** Total **Investment Cards Value + Total Amount of Cash**

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
BITCOIN
GOLD
CASH
CHARACTER SHEET
INVESTMENT CARDS
BITCOIN MINING MACHINES
ASSETS MAJORITY
SOLO GAME

SOLO GAME

SETUP CHANGES

1. Set up the game as you would for a 2-player game, using only one **Player Board** (for the human player).
2. Separate the **Rest Card** from the **Solo Cards** and set it aside.



Rest Card

3. Shuffle the remaining **Solo Cards** together. Draw 5 cards face down and set them aside, combining them with the **Rest Card**.
4. Shuffle these 6 set-aside cards (the 5 drawn cards and the **Rest Card**) together. Place these 6 cards beneath the **Solo Card** deck. Then place the **Solo Card** deck in the play area where the player can reach it easily.
5. Select an unused player color to represent the Bot. Take 2 **Workers** of that color and return the remaining components of that color in the box.
6. Place one Bot's **Worker** in the 1ST **Player** space and one player's **Worker** in the 2ND **Player** on the **Turn Order Track**. Then the player receives additional $2.
7. Place the second Bot's **Worker** next to the player's **Player Board**.

THE GAME IS NOW READY FOR THE SOLO PLAY!

SOLO OVERVIEW

Playing a Solo Game is similar to a standard 2-player game. The player and the Bot take alternating turns normally. The key difference is that the Bot **does not buy or sell Assets** (including the Mining Machine). Instead, the Bot follows the instructions detailed on each **Solo Card**. When either the player or the Bot takes the Rest Action, another participant may perform up to 2 additional Actions before taking the **Rest** action.
At the end of the game, **Majority Scores** are ignored. After all WPs are tallied, compare the player's total score to the results provided in the scoring table.

BOT'S TURN

On every Bot's turn, do the following steps:

1. Draw the top card from the **Solo Cards** deck and place it face up on the discard pile.
    a. **If the card is the Rest Card**: The player places the Bot **Worker** in the 1ST **Player space** on the **Turn Order Track**. The player may perform up to 2 additional actions before the player is forced to Rest (as if the normal game). Skip step 2.
    b. **If the card is not the Rest Card**: Continue to step 2.
2. Check whether the Bot can resolve the drawn action based on these conditions:
    a. If the drawn card shows the same action as the Bot's **Worker** is currently occupied, skip the card and draw another card. This doesn't count as the Bot's action.
    b. If the drawn card shows the same action as the player's **Worker** is currently occupied, skip the card and draw another. This doesn't count as the Bot's action.
3. Resolve the drawn **Solo Card** by following the instructions on the card, from top to the bottom, one instruction at a time. This counts as the Bot's action.
4. After all instructions are resolved, continue to the player's turn.



Solo Card Sample

IMPORTANT

When the Bot performs the **Learning Action**.
If that Learning Card can increases **Bitcoin Trust**,
advance the **Global Bitcoin Trust** as depicted on the card.

THE PLAYER'S TURN

The Player conducts their turn normally, following the rules for a standard 2-player game. The Bot's **Worker** blocks the action it is currently occupying, just as if it were another player's Worker.

COMPONENTS
SETUP
STARTING RESOURCES
WEALTH POINTS
GLOBAL BITCOIN TRUST
BUY OR SELL
ASSET TRUSTS
FEAR OF MISSING OUT
LET'S START THE GAME!
PREPARATION PHASE
ACTION PHASE
END-ROUND PHASE
END-GAME SCORING
SOLO GAME
- SETUP
- SOLO OVERVIEW
- BOT'S TURN
- THE PLAYER'S TURN
- CLEAN-UP PHASE CHANGES
- END-GAME SCORE

REST ACTION TIMING

If the Player takes the Rest Action before the Rest Card is drawn from the Solo Cards Deck:

1. The Bot immediately takes 2 additional actions (resolving them normally as per the Bot's Turn rules). If the first action is **Rest**, the Bot skips the second action.
2. The player then places the Bot's **Worker** on the 2ND **Player space** on the **Turn Order Track**.

When the Bot takes the rest action, the Bot does not receive any Cash.

CLEAN-UP PHASE CHANGES

After the player reset the **Investment Board**, **Learning Board**, and **Turn Order Track** (Last Clean-Up step in the multiplayer game), the player must reset the Solo Cards deck by following these steps:

1. Separate the **Rest Card** from the **Solo Cards** and set it aside.
2. Shuffle the remaining **Solo Cards** together. Draw 5 cards face down and set them aside, combining them with the **Rest Card**.
3. Shuffle these 6 set-aside cards (the 5 drawn cards and the **Rest Card**) together. Place these 6 cards beneath the **Solo Card** deck. Then place the **Solo Card** deck in the play area where the player can reach it easily.

END-GAME SCORE

The player counts the end-game score normally, ignoring all **Majority Scores**. Compare the total **WPs** to the following chart to determine the final rank:

SCORES	RESULT
< 15 WPs	TRY AGAIN!
15 - 19 WPs	ROOKIE
20 - 24 WPs	AVERAGE
25 - 29 WPs	SKILLED
30+ WPs	VETERAN

SPECIAL THANKS

The journey of Age of Bitcoin began in 2024
when we submitted the game design idea and concept to
the Bitcoin Project Contest, held at the Thailand Bitcoin Conference 2024.
Our team was honoured to win the title at the contest.
This success provided the momentum to develop this initial concept
into the current Age of Bitcoin.

We extend our sincere gratitude to Right Shift,
one of the biggest Bitcoin Communities in Thailand,
for organizing the contest and for offering continuous consultation and
guidance regarding the integration of Bitcoin concepts within the game design.

We thank everyone in the board game and Bitcoin communities,
not just in Thailand but also around the world,

who provided valuable play testing time,
shared crucial Feedback, and helped promote this game.

Lastly, we thank all Backers, both offline and online,
who supported us and made this project possible.

Please accept our deepest gratitude,
BitToon & Four Comma Game



DESIGN NOTES

When Bitcoin Bubble Crash or Investment Bubble Crash happens, Gold Price increases because in a crisis, gold is usually considered as a "safe haven asset".

When Investment Bubble Crash happens while GBT is at Level 4, Bitcoin Price increases because the world trusts in Bitcoin so strongly that it's considered as a "safe haven asset" like gold.

CRAFTED BY

DESIGNER	BITTOON TEAM (Chumpol Wongmatikul, Pirasorn Augkaravut, Nutthapon Reewason, Yodsanon Prasertchang, Parattapon Dandsinphan, Jirut Ananpark, Kasidet Sornpiu, Akarawath Rujiruangchai, Watcharaphong Theanchai)
ARTIST	SUMETHA DONGKHUNTOD
DIRECTOR	PEERAPON PIRIYANONTHAKUL
GRAPHIC DESIGNERS	TATARIGA SIKHANTAKABUTR NOPPARUJ CHULLAPONG
3D ARTIST	NOPPARUJ CHULLAPONG