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BLOCKCHAIN

THE CRYPTOCURRENCY GAME

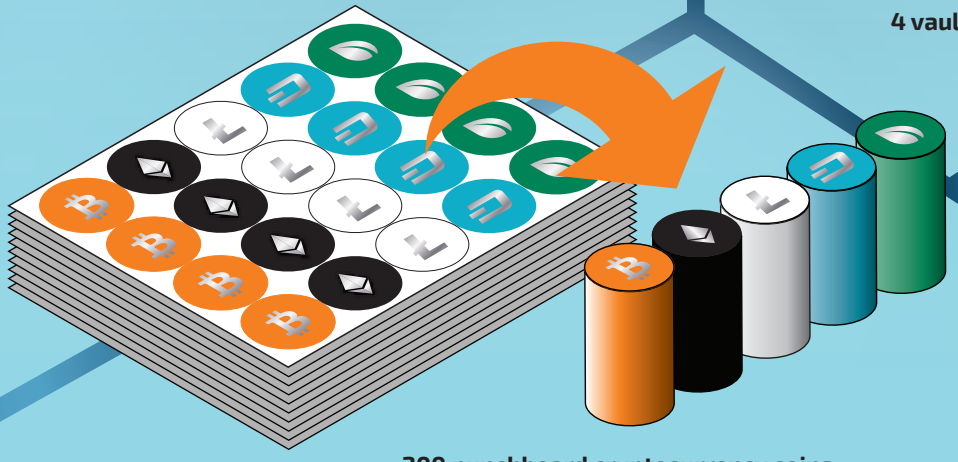
OBJECTIVE OF THE GAME

In Blockchain, use real-world strategies to be the first to accumulate 10 of each cryptocurrency coin in cold storage. Build your hand of cards so that you can mine, trade, and store coins during your action-based turns. Respond to challenges from fluctuating exchange rates, increased server power, and surprise hacks by other players. As the game progresses, creatively chain your versatile block cards to increase your trade and storage opportunities.

COMPONENTS

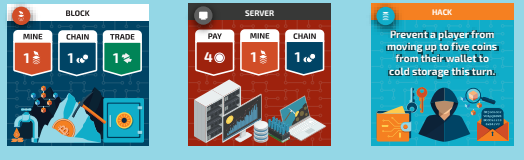
6 punchboard hex currency tiles

4 vault tiles



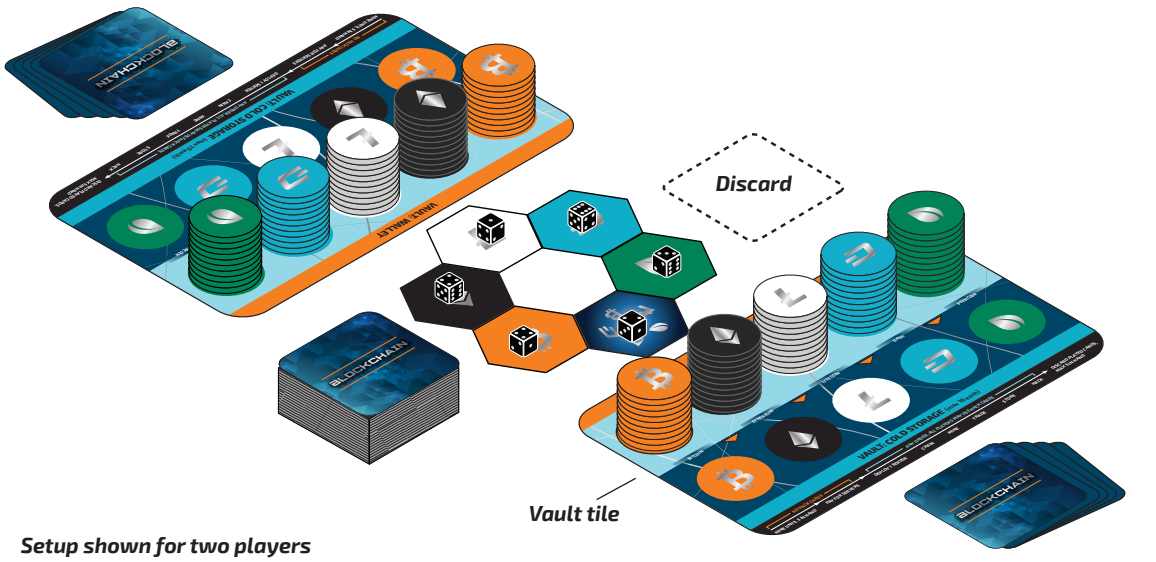
200 punchboard cryptocurrency coins
(40 Bitcoin, 40 Ethereum, 40 Litecoin, 40 Dash, 40 Peercoin)

6 dice



81 square playing cards
(39 Block cards, 15 Server cards, 27 Hack cards)

SETUP



Setup shown for two players

STEP 1: DISTRIBUTE VAULT TILES AND COINS
Each player gets a Vault tile and 10 of each coin placed in the top wallet section of the Vault. As the game progresses, cards will be played that move coins from the wallet to cold storage. The winner is the player who accumulates 10 of each coin in cold storage.

STEP 2: CREATE THE CURRENCY EXCHANGE RING AND EXCHANGE RATES
Create starting exchange rates for each coin by first forming a ring of hex currency tiles in the middle of the playing area as shown above. Currency tiles can be placed in any position in the ring. For each currency tile, roll a dice and place it in the middle of the tile. Each currency's exchange value is equal to the number rolled on its dice unless changed by Block or Hack cards later in the game. Only currencies adjacent to each other can be exchanged, and the currency tile with five logos represents any currency.

STEP 3: SHUFFLE AND DEAL
Shuffle the deck and deal five cards to each player. Set the deck face down as a draw pile, and leave space for a discard pile.

STEP 4: SELECT THE START PLAYER
Randomly choose the start player by rolling dice.

Follow the same setup for three or four players.

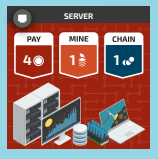
TYPES OF CARDS

Blockchain is a strategic action-based card game. Turns are organized into phases where cards are played to perform actions. Combine actions displayed on Block and Server cards in order to trade and move coins from the wallet to cold storage sections of your Vault tile. Hack cards can be used by any player during the Action phase of your turn to disrupt the strategy.

BLOCKS

You may choose to play powerful Block cards during the Action - Chain phase. Blocks provide additional mine, chain, trade, and store actions. Blocks with a Chain badge display the number of Blocks that you can add or "chain" together on your turn. The total of all Block actions may be performed during the Action - Chain phase. *Each Block played is kept on the board until the Discard phase when all blocks in play are placed in the discard pile.*

Note: Blocks cannot be played during a trade or in response to a Hack.



SERVERS

You may choose to deploy one Server card per turn during your Action - Deploy Server phase. Choose to pay for your Servers on your subsequent turns in order to add their actions to that turn. Servers are not discarded at the end of turn. Once deployed, Server cards remain on the board until they are removed by Hacks. Unlike Block cards, Servers are not discarded at the end of turn.

HACKS

You and any other player may play Hack cards at any point during any player's Action phase as well as between players' turns. This includes, but is not limited to:

- After an action (deploy server, chain, trade, or store) has started but before the action is completed.
- After another player plays a Hack *but before the Hack effect occurs.* In this case, *the last Hack played has priority.*
- After another player's Discard phase, but before the next players' Mine phase.

Always be clear about the actions you are performing so that everyone has a chance to respond with a Hack. Discard all Hacks immediately after their effects take place.

Note: Hacks cannot be played during a player's Mine or Pay phase.

PHASES FOR EACH TURN

NO HACK CARDS — *ANY ORDER, ALL PLAYERS MAY USE HACK CARDS*

MINE UNTIL 5 IN HAND → *PAY FOR SERVERS* → *DEPLOY ONE SERVER* → *CHAIN* → *MINE* → *TRADE* → *STORE* → *HACK* → *DISCARD PLAYED CARDS, MAX 5 IN HAND*

1) MINE PHASE *MANDATORY*

At the beginning of each turn, *mine* by drawing cards until there are five cards in hand. If you already have five or more cards, do not mine any cards. Reshuffle and use discard pile as needed.

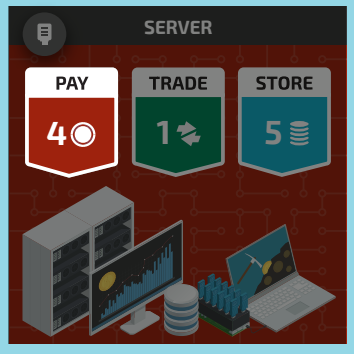
No Hacks, Blocks, or Servers can be played during this phase.

2) PAY PHASE *OPTIONAL*

Skip this phase until you have deployed a Server (see Action Phase - Deploy Server).

For every Server you have already deployed, decide if you would like to pay for any or all of them in order to use their actions on this turn only. To pay, select only one player to receive the payment, then pay that player the number of coins listed on your Server's Pay badge. If there is no Pay badge, there is no payment necessary. You may use different currencies to pay the total value. You can choose to pay for this Server on each future turn as long as the Server has not been removed from play. The player who receives your coins must add them to the wallet section of their Vault tile.

This Server requires payment of four coins of any currency to any other player



After payment, actions on the Server may be added to the Action phase of your turn. In this example, add one trade and storage of five coins.

No Hacks, Blocks, or Servers can be played during this phase.

Courtesy tip: Alert other players that you are moving between phases.

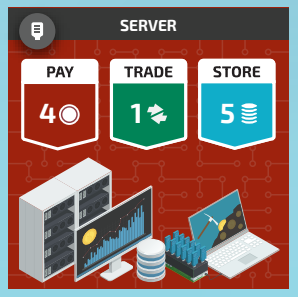
3) ACTION PHASE *(the following types of actions may be performed in* **any order***)*

Hacks can be played by you or other players at any point during this entire phase.

• DEPLOY SERVER *OPTIONAL*

Deployed Servers give you the option to pay to add their actions on **every turn.** You may deploy only **one** Server per turn. Servers are deployed by placing your Server face up on the table next to your Vault. Once deployed, you must wait until your next turn's Pay phase to pay and/or use the Server's actions. Servers remain on the table until they are removed from play.

This Server requires you to pay four coins to add one trade action and store five extra coins



To deploy, place the Server on the table where it remains unless removed by Hack cards

• PLAY BLOCKS *OPTIONAL*

In the Action phase of every turn, you may start by playing one Block. To play a Block, place it face up next to your Vault. Blocks help you perform valuable actions like mining, chaining more Blocks, trading coins, and storing coins in cold storage. Blocks and Servers have badges that display the number of actions they add to the Action phase.

• CHAIN BLOCKS *OPTIONAL*

If your Block or paid Server has a Chain badge, you can use its value to play that many more Blocks during this turn. These additional Blocks are placed face up next to the previous Block. You can perform the actions on the additional Blocks in any order during the Action phase of your turn.

A Chain badge value of one allows one more Block card in this phase of your turn

+

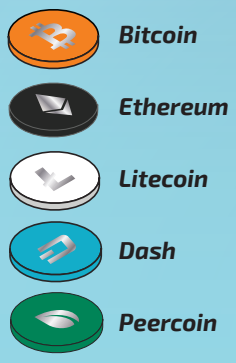
=

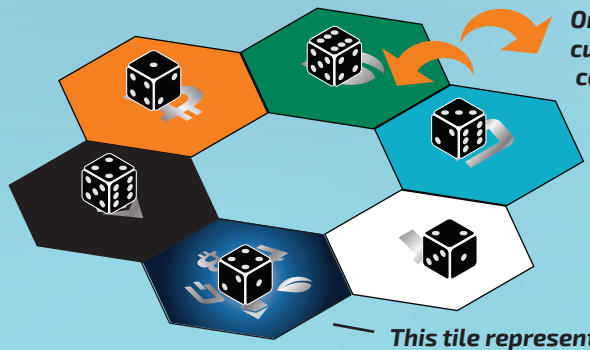
The second Block card is chained to allow a total of one mine, two trade, and 10 store actions. You can proceed to mine, trade, and store in any order.

3) ACTION PHASE *(continued)*

• TRADE ***OPTIONAL***

If you have played any Blocks or paid for any Servers displaying the Trade badge, you can trade coins from the wallet section of your Vault. First examine the dice values on the currency exchange ring. Each currency's exchange value is equal to the number on the dice on its currency tile. Only currencies adjacent to each other on the ring can be traded, and the currency tile with five logos represents any currency. You may trade for less than the exchange value but not more.





SOME POSSIBLE TRADES FOR THIS EXAMPLE

- ***YES: Trade one Bitcoin for six Peercoin***
- ***YES: Trade six Peercoin for one Bitcoin***
- ***YES: Trade two Litecoin for three Dash***
- ***YES: Trade four Ethereum for four Peercoin (using the tile that represents all currencies)***
- ***YES: Trade one Bitcoin for two Peercoin (using a lower exchange value)***

- ***NO: Trade one Bitcoin for three Dash (the tiles are not adjacent to each other)***
- ***NO: Trade two Litecoin for six Dash (the Dash tile has an exchange value of three, and you cannot request more)***

Beginner tip: Although actions may be performed in any order of the Action phase, beginning players may prefer to first chain their Block cards and then perform their accumulated actions in order of mining, trading, and storing.

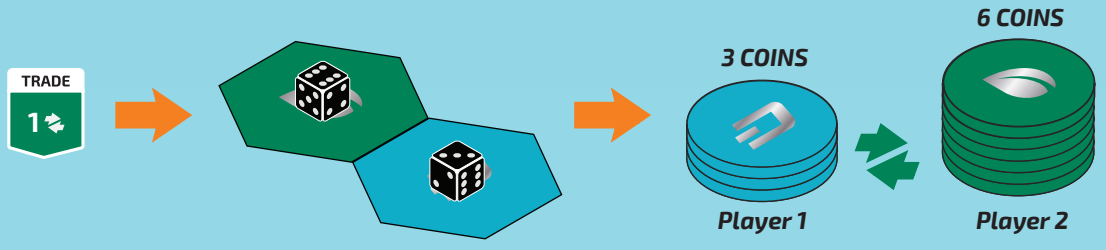
3) ACTION PHASE *(continued)*

• **TRADE** *(continued)* ***OPTIONAL***

If your played Blocks or paid Servers have Trade badges, add those values to determine your total number of available trades for this turn. For each available trade, you may request the trade of your coins with the coins from the wallet of one other player. Cold storage coins cannot be used for exchange.

These paid Servers and Blocks allow two additional trade actions in this phase of your turn. These cards also add one mine action and storage of up to 10 coins.

To trade coins, select a player and announce your desired trade based on two adjacent currencies and their dice values on the currency exchange ring. The recipient of each trade *must always comply*, even if they have fewer coins than what the exchange rate demands. Only coins from the wallet section of the Vault may be traded.



If your trade is compromised by a Hack, you lose that trade opportunity as well as any coins that have already been exchanged.

If the player you are trading with does not have enough coins in that currency to complete the exchange, that player must give you the remaining coins for that currency from their wallet.

If you request a trade but then cannot fulfill the exchange with your available coins (by Hack or oversight), you lose that trade opportunity and each player keeps their coins.

PHASES FOR EACH TURN

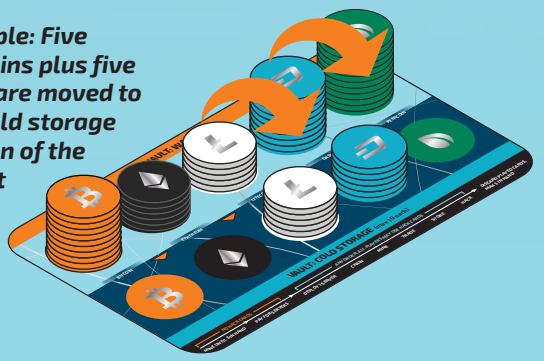
3) ACTION PHASE *(continued)*

• **STORE** *OPTIONAL*

Storing allows you to move coins into cold storage. Use the total number on the Store badge of your chained Blocks or paid Servers to transfer that number of coins from the wallet to the cold storage section of your Vault. The total may include different types of currencies. Once coins are in cold storage, they cannot be used for trading and cannot be transferred back to your wallet. Add up to 10 coins per currency in cold storage, with the goal of accumulating 10 of each coin in cold storage to win the game.

This Block's Store badge allows the transfer of ten coins of any currency from your wallet to cold storage

Example: Five Litecoins plus five Dash are moved to the cold storage section of the wallet



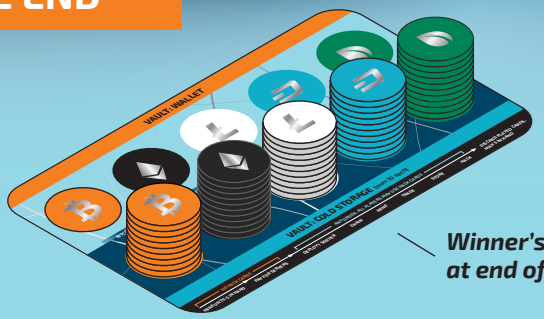
Alert: If you run out of coins in your Vault's wallet at any time, you automatically lose the game.

4) DISCARD *MANDATORY*

At the end of turn, all played Blocks are put into the discard pile face up. If you have more than five cards in hand, discard down to five of your choice. All Hacks on the table are also discarded. Shuffle and reuse the discarded cards if no cards are left in the playing deck.

GAME END

The first player to accumulate 10 of each coin in cold storage wins the game.



Winner's Vault at end of game

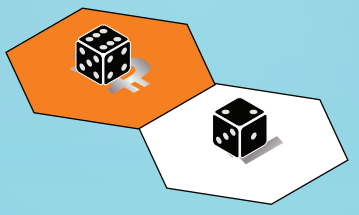
SPECIAL CARDS

All cards include a colored icon at the top left that indicate its special group within the playing deck. Future expansion sets for Blockchain will introduce new groups and functions that diversify game play.

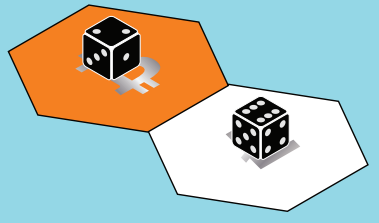
Visit www.cheves.com for more information.

CRYPTIC PLAYS

SCENARIO 1:
Player A has nine Litecoin and Player B has six Bitcoin. The currency exchange ring shows Litecoin value of two and Bitcoin value of six. In the trade phase, Player A requests to trade two Litecoin for six Bitcoin from Player B. Player B then plays a Hack:

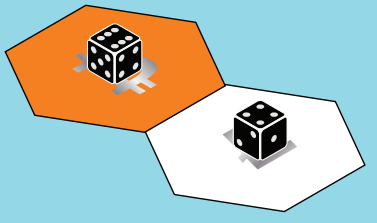


OUTCOME:
Player B swaps the Litecoin and Bitcoin values. Now Player A must give Player B six Litecoin for two Bitcoin.



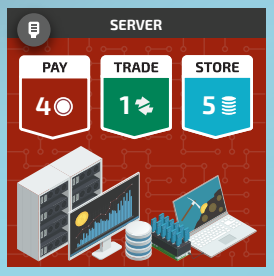
SCENARIO 2:
Player A has three Litecoin and Player B has eight Bitcoin. The currency exchange ring shows Litecoin value of two and Bitcoin value of six. In the trade phase, Player A requests to trade two Litecoin for six Bitcoin. Player B then plays a Hack:

OUTCOME:
Player B chooses the Litecoin currency tile and rolls a four. Player A must give Player B four Litecoin for six Bitcoin. Since Player A has only three Litecoin, the trade is cancelled and no coins are exchanged.

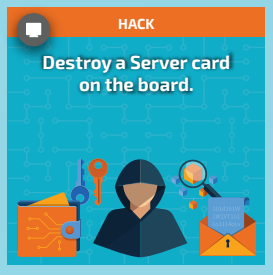


CRYPTIC PLAYS

SCENARIO 3:
Player A has a deployed Server (below) and chooses to pay for that Server by paying Player B four coins.



Player A begins the Action phase by requesting a trade with Player B. Player B disrupts the trade request with a Hack that destroys the Server card. Player B selects Player A's paid Server card to destroy:



OUTCOME:
The Server is moved to the discard pile. Since Player A already paid for the actions, Player A is still allowed one trade and storage of five coins in this turn. Player B must comply with Player A's trade request.

SCENARIO 4:
Player A requests a trade with Player B. Player B disrupts the trade with a Hack that rejects the trade and keeps Player A's coins:

Before giving up coins, Player A plays a Hack that discards all Hack cards in play:

Then Player B plays a Hack that prevents Player A from moving five coins into cold storage:

OUTCOME:
The last Hack has priority and Player A cannot store five coins. Player A resumes his trade because the second Hack card only affects the prior Hack card.

Cryptocurrency promises an exciting future of secure financial transactions based on validation by a vast decentralized network of computers. Even more powerful servers on this network help analyze encrypted code to reveal new coins in a process called mining. The computing mining process slowly accumulates cryptocurrency in order to buy goods and services or trade for other currencies on an exchange. Transactions involving cryptocurrency are what is valued and represented by many different types of coins. The irreversible record of transactions embedded in coins is called the blockchain, the fundamental technology behind cryptocurrency. There are currently many types of coins based on the blockchain with constantly changing exchange rates. Coins can be kept in software wallets, though not without risks such as hacking. Cold storage wallets keep coins offline and more secure.

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