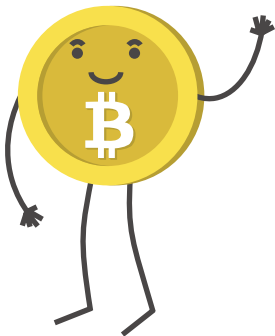




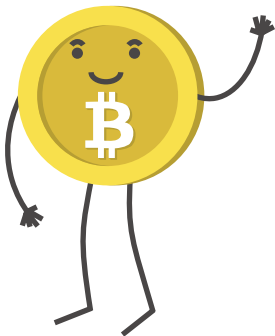
**Crypto Cards**

Bitcoin



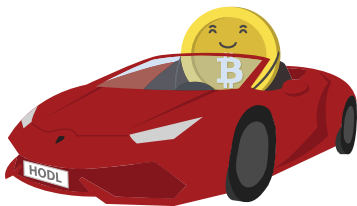
Bitcoin

Bitcoin



Bitcoin

Bitcoin



Bitcoin

Bitcoin Cash



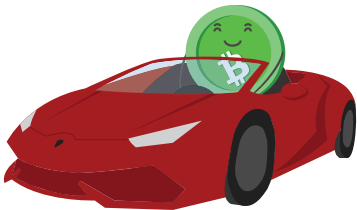
Bitcoin Cash

Bitcoin Cash



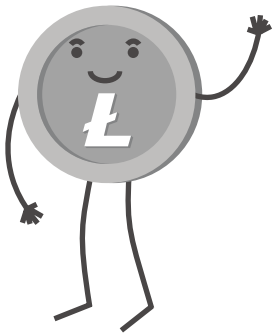
Bitcoin Cash

Bitcoin Cash



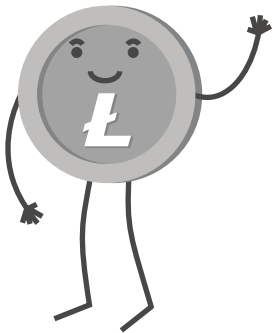
Bitcoin Cash

Litecoin



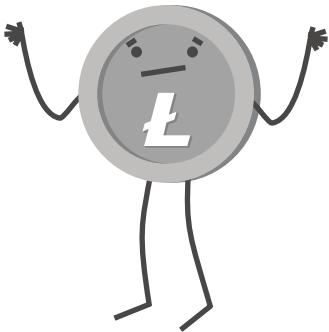
Litecoin

Litecoin



Litecoin

Litecoin



Litecoin

Monero



Monero

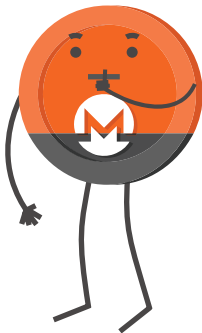
Monero



Monero

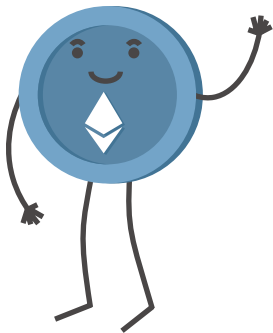
Monero

\*Shhh\*



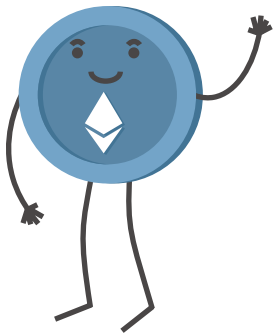
Monero

Ethereum



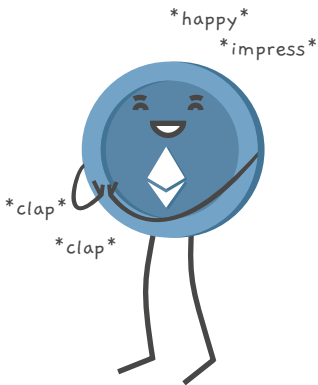
Ethereum

Ethereum



Ethereum

Ethereum



Ethereum

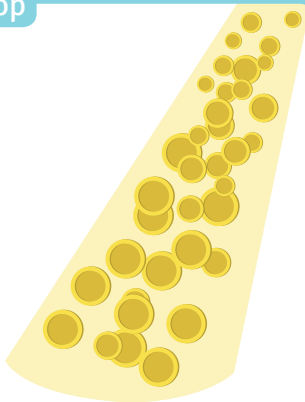
Bitconnect



This card reduces your  
portfolio value by half.

Bitconnect

Airdrop



Take an additional card  
from the draw pile.

Airdrop

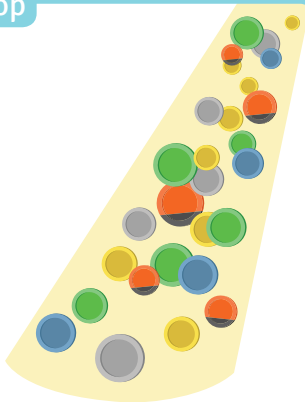
## Airdrop



Take an additional card  
from the draw pile.

Airdrop

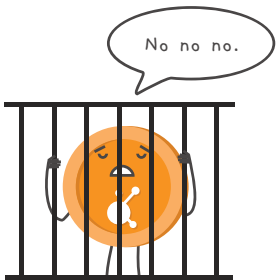
Airdrop



Take an additional card  
from the draw pile.

Airdrop

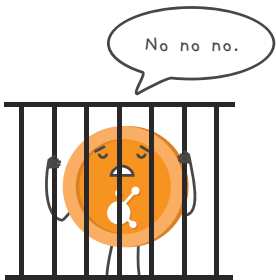
Bitconnect-free



Put your Bitconnect card  
back into the draw pile  
(anywhere).

Bitconnect-free

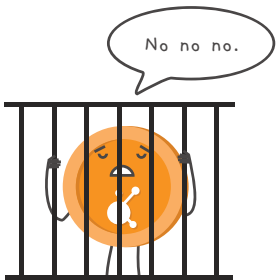
Bitconnect-free



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Bitconnect-free

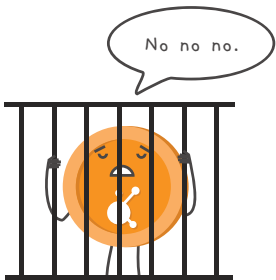
Bitconnect-free



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(anywhere).

Bitconnect-free

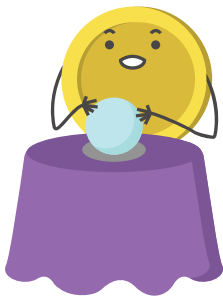
Bitconnect-free



Put your Bitconnect card  
back into the draw pile  
(anywhere).

Bitconnect-free

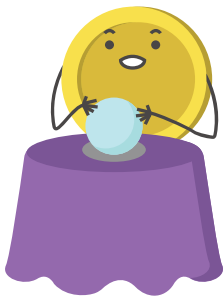
## Futures



Secretly view the next three  
cards in the draw pile.

Futures

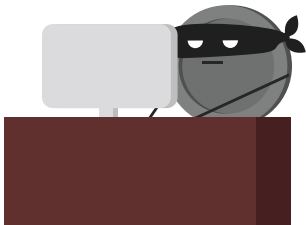
## Futures



Secretly view the next three  
cards in the draw pile.

Futures

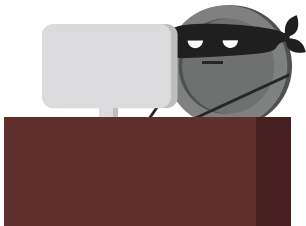
Hacker



Take a card from  
any of your opponents.

Hacker

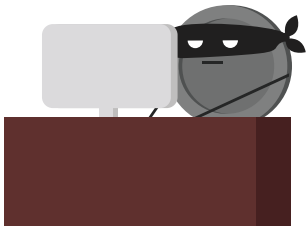
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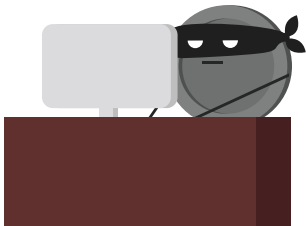
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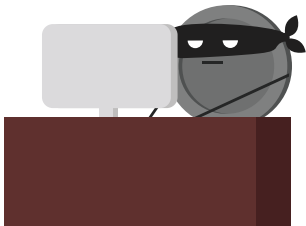
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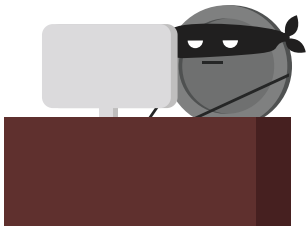
Hacker



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any of your opponents.

Hacker

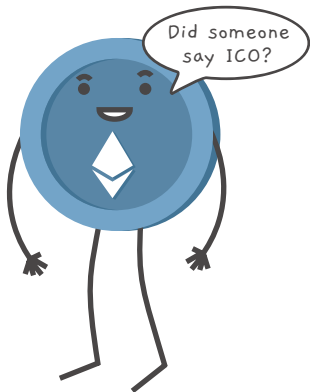
Hacker



Take a card from  
any of your opponents.

Hacker

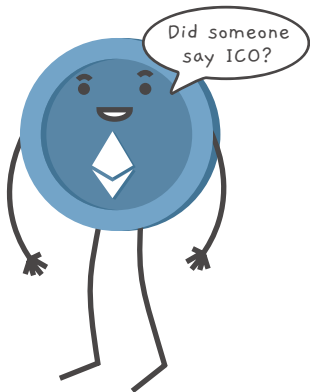
ICO



One opponent must give you a value card of their choice.

OCI

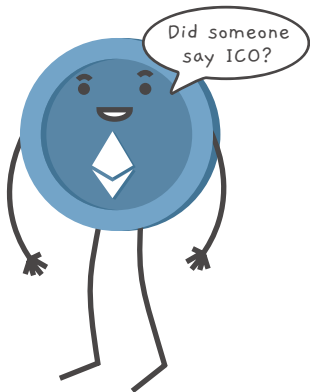
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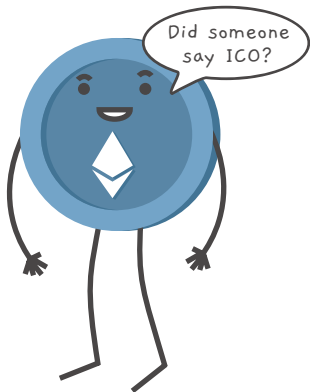
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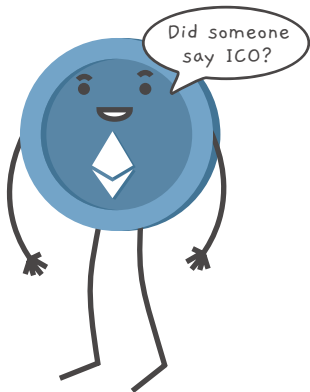
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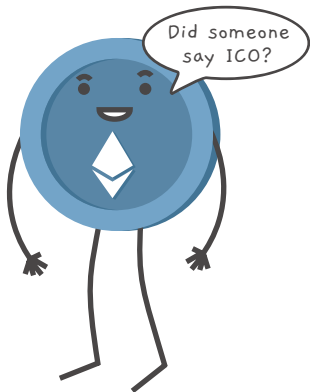
ICO



One opponent must give you a value card of their choice.

OCI

ICO



One opponent must give you a value card of their choice.

OCI

SEC



Stop another player's turn.

SEC

SEC



Stop another player's turn.

SEC

SEC



Stop another player's turn.

SEC

STOP



Stop the action  
of another player.

STOP

STOP



Stop the action  
of another player.

STOP

STOP



Stop the action  
of another player.

STOP

STOP



Stop the action  
of another player.

STOP

STOP



Stop the action  
of another player.

STOP

SHUFFLE



Shuffle the draw pile.

SHUFFLE

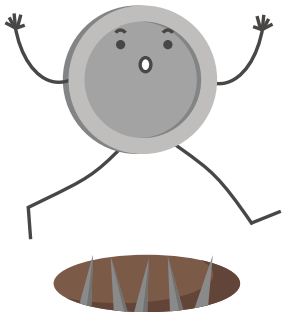
SHUFFLE



Shuffle the draw pile.

SHUFFLE

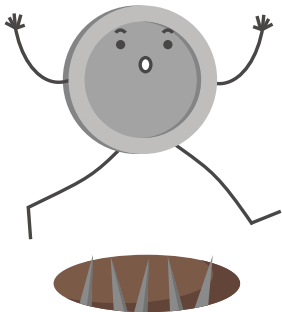
SKIP



End your turn  
without drawing a card.

SKIP

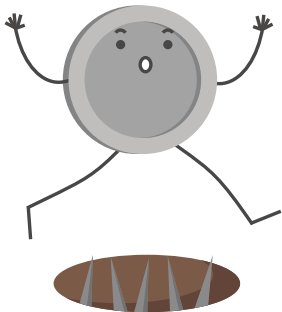
SKIP



End your turn  
without drawing a card.

SKIP

SKIP



End your turn  
without drawing a card.

SKIP

# CARDS

Action cards allow you to do actions during the game, such as taking cards from your opponents or skipping your turn. See them explained in more detail below.

Value cards: Bitcoin, Monero, Ether, Bitcoin Cash and Litecoin. And also Bitconnect. :) You collect them during the game but are essential after the game when you need to calculate the result and declare a winner. One of the value cards (Bitconnect) does not give you any value, but it instead reduces your portfolio by half.

## **ACTION CARDS IN MORE DETAIL**

**HACKER CARD** - This card allows you to take one card from one of your opponents (you choose which one). The opponent does not have to show you (the front of) her or his cards, so you have to take a blind guess which card to take.

**ICO CARD** - You choose one of your opponents to give you one of her/his value cards. The opponent decides herself/himself which card to give you. Important: The opponent CAN give you the Bitconnect card. If the opponent does not have any value card in their hand, your action card has been spent for nothing. Optional rule: If opponent says s/he doesn't have any value card, you can demand that s/he shows you her/his cards in order to prove they're right. Important: only play this rule if players don't trust each other. Otherwise you shouldn't use it.

**FUTURES CARD** - This card allows you to secretly take a look of the next three cards in the draw pile (but make sure you don't change their order!).

**SEC CARD** - This card prevents one of your opponents to take a turn. You can play this card at any time you want (except when it's your turn). You play it just before the "victim's" turn. When the card is played, the poor opponent cannot take any action (except the STOP card) and cannot take a card from the draw pile.

**STOP CARD** - This card stops any action from another player (except the Bitconnect-free action). You can also put a stop to a stop, which invalidates the previous stop card.

**BITCONNECT-FREE CARD** - This card helps you get rid of the Bitconnect card you hold. No one can play a STOP card on the Bitconnect-free card. When you play this card, you can put the Bitconnect card back anywhere in the draw pile. You can put it back secretly so that no one else sees where you put it. After you played this card, you can, of course, take a new card from the draw pile when you end your turn.

**SKIP CARD** - This card helps you skip your turn, which means you don't have to draw a card from the draw pile. But you can play some actions before you play this card.

**SHUFFLE CARD** - This card allows you to shuffle the whole draw pile.  
Important: Another player can demand to also shuffle the deck themselves, if they think your shuffling was inappropriate.

**AIRDROP CARD** - This card enables you to take one more card from the draw pile (besides the one at the end of your turn). So instead of taking one card, you end up taking two.