

CRYPTO CLASH

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Note: Some of these rules are tentative and may change as play testing over the summer. However, this will mostly only affect some quantities, such as Victory Point rewards here or bitcoin awardings there.

Summary: A worker placement board game focused on the theme of Bitcoin. Three to four players can battle between completing Functions, enacting Volatility cards, and erecting new Markets to garner the most victory points with a novel and upcoming currency!

Objective: Gain as most Victory Points as possible in six rounds to defeat your opponents. One can gain Victory Points through many fashions including completing Functions, gaining Outputs, amassing bitcoins, and claiming the elusive Capital cards.

Contents:

- 1 game board
- 1 storage tray
- 1 die
- 1 Starter silversphere
- 4 player sets (green, black, purple, gold) each containing a Marker sphere, 4 Share pawns, a Shares oval, an Output oval, and a Player Tablet
- Inputs – 20 steel (white), 20 electronics (yellow), 20 energy (red), 20 labor (brown)
- Outputs – 20 computers (clear), 20 stocks (gold/silver), 10 factories (blue)
- Bitcoins – 40 1BTC, 20 5BTC, 10 10BTC, and 5 20BTC
- 12 Market tablets
- 40 Function cards – 10 Miners, 10 Corporations, 10 Traders, 10 Crypto
- 16 Volatility cards
- 16 Capital cards – 4 steel, 4 electronics, 4 energy, 4 labor
- 32 Victory Point gems
- 4 100pt Victory Point counters

Explanation of Contents:

The game board consists of Markets (designated as the black tablets with orange targets) where a player's Share (pawn) can claim and gain the benefits of any unclaimed Market.

The colored dots in the middle of the Market are the gains in input. A white dot with a black outline represents one steel input (white), a yellow dot one electronics output (yellow), and so on. A gray dot with a question mark above it represents one input of the player's choice.

An orange circle represents gains in bitcoin, and the number inside represents the amount of bitcoin.

“Play V” allows a player to enact a Volatility card. Discard after use.

An “F” allows a player to take one of the four Function cards face up at the top of the board. Replace the taken Function card with a new one from the top of the Function deck.

A “V” allows a player to acquire a Volatility card from the top of the Volatility deck.

“Reset all functions - F” requires the player to discard all the available Function cards at the top of the board, replace them with four new Functions, and MUST take one of the new Function cards. Then replace the taken Function card with a new one.

An orange circle with a number in it allows a player to acquire that number of bitcoin. An orange circle with a die in it represents the amount of bitcoins acquired is the Exchange Rate.

The “Market Expansion” Market allows a player to expand the amount of Markets available to be claimed. There are always three Markets available for expansion. Upon claiming the Market, the player may choose one of the three Markets to expand, place it in one of the outlined “Market” spots on the board, and gain all Victory Points from the Victory Point gems that were originally on the Market. However, they do not automatically gain the benefits from the Market by just creating it. The only way for this Market to be enacted is if a player claims it with one of their Share pawns.

The die will be used to determine the order of players when the Starter silversphere is not in play, and the current round’s Bitcoin exchange rate.

The Starter silversphere will determine which player goes first at the beginning of each round. This will come into play once a player creates the “Starter” market.

Each player has a Marker sphere to keep track of how many Victory Points they have using the Victory Point track on the edges of the game board.

There are four Share pawns a player can use to claim a market.

The Shares and Output ovals are areas to organize the player’s contents.

The Player Tablet helps to organize a player’s cards. Players place active Functions to the left of the tablet, completed Functions with no ongoing effects at the bottom of the tablet, and Crypto Functions with ongoing effects to the right of the tablet.

There are four different kinds of inputs: Steel (white), Electronics (yellow), Energy (red), and Labor (brown). Players will acquire these inputs through claiming markets to complete Function cards and acquire Capital cards.

There are three different kinds of outputs: Computers (clear), Stocks (gold/silver), and Factories (blue). Players will acquire these outputs through completing Functions cards. Players will want to acquire as many of these as possible in order to gain Victory Points and acquire bitcoins at the beginning of every round.

Bitcoins are used to complete Function cards, acquire Capital cards, and gain Victory Points at the end of the game. They cannot purchase inputs, outputs, or directly purchase Victory Points (market expansion may change the latter though).

Market tablets are additional Markets that can be created through the Market Expansion area. They function the same as regular Markets, but are more specialized and desirable.

There are four types of Function cards: Miners, Corporations, Traders, and Bitcoins. Each card contains a list of inputs and number of bitcoins needed to complete the function and acquire the list of outputs.

Inputs include circle inputs and occasionally bitcoins. A white dot with a black outline represents one steel input (white), a yellow dot one electronics output (yellow), and so on. An orange circle with a die and “x 1” or “x 2” means the amount of bitcoin necessary to complete the Function is the Exchange Rate multiplied by either 1 or 2. An orange circle with a number in it represents a fixed amount of bitcoin necessary to complete the functions.

Outputs include square outputs and occasionally bitcoins or Victory Points. A white box with a gray outline represents one computer output (clear), a blue box one factory (blue), and a gold/silver box one stock (gold/silver). An orange circle with a die in it represents the amount of bitcoins acquired is the Exchange Rate. An orange circle with a number in it represents a fixed amount of bitcoin acquired. A red diamond with a number in it represents a fixed amount of Victory Points received.

Miners, Corporations, and Traders cards always give the player at least one Output that is not Victory Points of bitcoins. Miners cards are generally easier to complete, but the computers acquired generate a low amount of bitcoin. Corporations cards are generally harder to complete, but the computers acquired generate a high amount of bitcoin. Traders cards are generally a medium-tier difficulty, and the amount of bitcoin received is selected via die roll. Crypto cards are relatively easy to complete, and come with the benefit of having ongoing benefits for the player that completes them.

Volatility cards have a blurb about different positive or negative aspects of Bitcoin. The text at the bottom describes its action when played.

Capital cards are very hard to attain, but pay off very well for any player that is able to. They represent bitcoins that have a direct value of input, rather than currency. Each requires 5 of the same input and 30 BTC. They award 40 points each at the end of the game.

Victory Point gems represent one Victory Point each, and add to a player’s VP score when acquired.

The 4 100 VP counters represent a player’s Marker that is above 100 points on the VP track. Place it underneath a player’s Marker when such a score is obtained, and then proceed to count like usual along the track.

Setup: The board is set up in the middle of the table with a player set given to each of the players.

Each player is given a player set. Each player places the Player Tablet in front of them, the Output oval above the tablet, and the Shares oval above the Output oval. For three players, three Share pawns are given to each and placed on the Shares oval. For four players, only two Share pawns are given to each. Also give each player 5BTC and two randomly selected inputs to start off.

Place one of each player’s remaining Share pawns in the Extra Shares area at the bottom of the game board regardless of the amount of players. Place each player’s Marker sphere on the 0 of the Victory Point track outlining the board.

Find the “Starter” Market tablet and set it aside. Shuffle the Function cards, Volatility cards, and Market tablets. Deal each player two Function cards and two Volatility cards. The Function cards

should be placed face up on the left side of the Player Tablets, but the Volatility cards should be kept face down and for each individual player's eyes only.

Place each deck face down in their specified locations on the board. From the Function deck, place four cards face up in their positions on the board. Take the "Starter" Market tablet set aside earlier, and place it face up in one of the Market Expansion spaces on the board. Take two more Market tablets from the stack and place them face up in the remaining two spots. Place one Victory Point gem on each of the Markets in the Market Expansion area. Place/gather three Victory Point gems on each round number below the Market Expansion area.

Gameplay: Place one Victory Point gem on each of the unexpanded Markets in the Market Expansion area.

If no player has been assigned the Starter silversphere, each player rolls the die to see who begins the round. Highest goes first following in a clockwise manner. If a player has been assigned with the Starter silversphere, skip this step.

Roll the die again to determine the round's Exchange Rate. It is meant to represent Bitcoin's very volatile exchange rate in the market today. The Exchange Rate number can affect the amount of Bitcoin inputs spent or outputs acquired on a Function card. It also determines the amount of bitcoins per Stock a player will acquire. Place this die in the middle of the board with the number rolled face up so as to remind the player's of the current Exchange Rate.

Count the amount of each type of output each player has. Award the following amount of Bitcoin to each player: 2 for each computer, 5 for each factory, and Exchange Rate's number for each stock (ie. # stocks = 3, die = 4, $3 \times 4 = 12$ bitcoins).

If a player has any completed Crypto functions, also award them the amount of inputs designated under the "Outputs" section of the card.

Starting with either the player who has the Starter silversphere or the player with the highest die roll, place one Share pawn on a Market target to claim that Market. The player may then acquire the benefits of that Market. Once a Market has been claimed for a round, no other player's Share pawns may use that Market. Players MUST claim a market and cannot skip their turn.

After this step, the player may complete as many Functions as they currently able to. In order to complete a function, the player must have the required amount of inputs and bitcoin displayed under the "Inputs" section of the card. If the player has the amount of inputs necessary, they are rewarded with the outputs underneath the "Outputs" section of the card. Immediately award Victory acquired through a red diamond by moving the player's Marker along the Victory Point track accordingly.

Place completed Functions with no ongoing benefits (Miners, Corporations, Traders) face down and below the player's Player Tablet. Place completed Functions with ongoing benefits (Crypto) face up and to the right of the player's Player Tablet.

Note: Completing a Function does not count as a Share turn. However, enacting a Volatility card does count as a share turn since a Share marker must be placed on a Market in order to enact it.

After this step, a player may attain as many Capital cards as they are able to. Do not add the Victory Points at the bottom of the card to the player's score just yet.

After these three steps are completed, the player's turn is over, and the player clockwise of the previous player proceeds with his turn.

Repeat until every player's Share pawns have been exhausted. Upon this, clear the board of all the Share pawns and begin again with a new round.

At the completion of the third round, give each player their additional Share pawn from the Extra Shares area on the game board. Use this Share pawn exactly the same as the others. In other words, each player now has an extra turn per round.

Game Ending: At the completion of the sixth round, players should count up their outputs, remaining bitcoins, and Capital cards. Award the following amount of Victory Points per asset: 1 per remaining input, 5 per output, 1 per bitcoin, and 40 per Capital card. The player with the most Victory Points wins. If there is a tie, the player with the most bitcoins wins.

Bitcoins Awarded per Output at Start of Round:

Computer – 2 each

Factory – 5 each

Stock – [Exchange Rate's number] each

Victory Points Awarded During Gameplay:

Market Expansion – # of Gems on Building at time of Expansion

Function Completed – # of VPs in Red Diamond

Victory Points Awarded After Gameplay:

Remaining Input – 1 each

Output – 5 each

Bitcoin – 1 each

Capital card – 40 each