THE CRYPTO RABBIT HOLE®

RULE BOOK

CxRH®

BLOCKCHAIN

ORACLE & UPGRADES	ORACLE & UPGRADES	ORACLE & UPGRADES

SIDECHAIN

FEATURE LOCKED

WALLETS

CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS
CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS
CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS	CIPHERS

BURN WALLET — HOT WALLET

DISCARD PILE — DECK

ENTER THE CRYPTO RABBIT HOLE

COLD WALLET

DICE TRAY

THE DEX

OVERVIEW

The Crypto Rabbit Hole® is a trading card game blending tabletop fun with cryptocurrency education. Players learn blockchain concepts while navigating challenges and opportunities inspired by real-world situations.

HOW TO WIN

Be the first to have 3 Oracles on your Blockchain, each with 4 corresponding Ciphers on 'The DEX,' or make your opponent become "REKT" by making them unable to complete their portfolio.

If both players become REKT, then it is a draw.

Note: You do not need to upgrade your Oracles to win the game.

BLOCKCHAIN

SIDECHAIN

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ADOPTION PHASE

To determine who goes first, play the 'Adoption Phase':

- Both players draw 20 cards from their 'Hot Wallet'.

- If your hand doesn't contain "Enter the Crypto Rabbit Hole," end your turn.

- On your next turn, draw another 20 cards until you find "Enter the Crypto Rabbit Hole."

- You have 2 chances to enter early.

- If you haven't entered by round 3, you will enter then.

- If you find "Enter the Crypto Rabbit Hole," place it in your 'Cold Wallet,' shuffle all cards back into your 'Hot Wallet,' draw 6 cards, and end your turn.

If both players find "Enter the Crypto Rabbit Hole" on the same turn, roll a dice to determine who goes first. The player who rolls the highest goes first. Then, shuffle all cards back into your 'Hot Wallet,' draw 6 cards, and end your turn.

PLAYING YOUR TURN

On your turn you can play 7 phases. You can skip a phase if it's not applicable to you. Each phase must be played in order:

1. Draw a card from your 'Hot Wallet'.

2. Play an Oracle Special Ability if applicable (some require an action to be taken first).

3. Take one of the following actions:

    i. Place a Base Oracle from your hand onto 'The Blockchain'.
    ii. Place an Oracle upgrade from your hand onto its previous version on 'The Blockchain'.

4. Place a Cipher from your hand onto 'The DEX' beneath the corresponding Oracle (Base Oracle must be on 'The Blockchain').

5. Play an Action Card; your opponent may play a Reaction Card to block your action during your turn.

6. You may only hold a max of 10 cards in your hand. You must discard any extra cards.

7. End your turn.
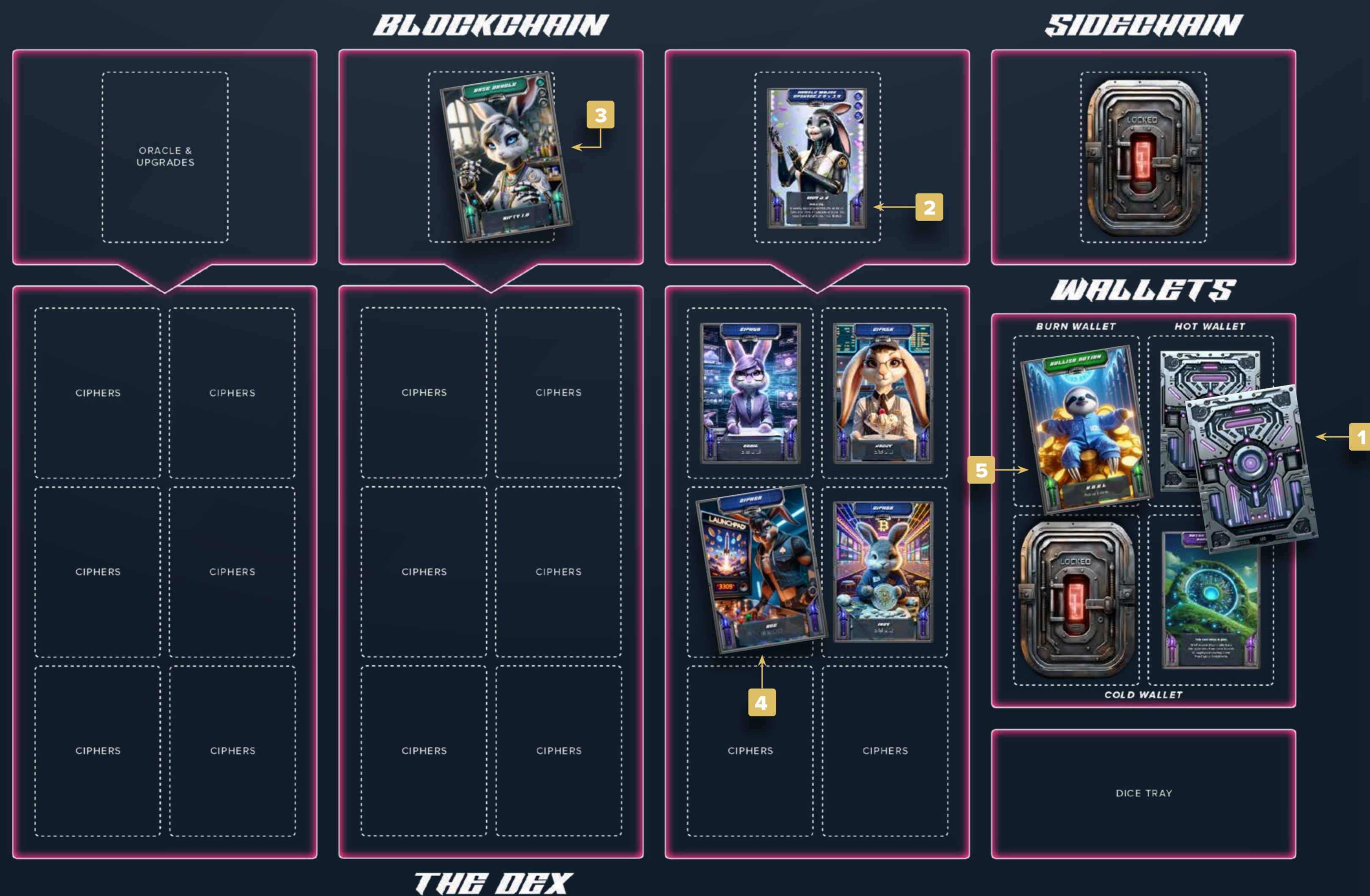
UPGRADING ORACLES

Oracles can be upgraded giving you access to special abilities. You do not need to upgrade your Oracles to win the game.
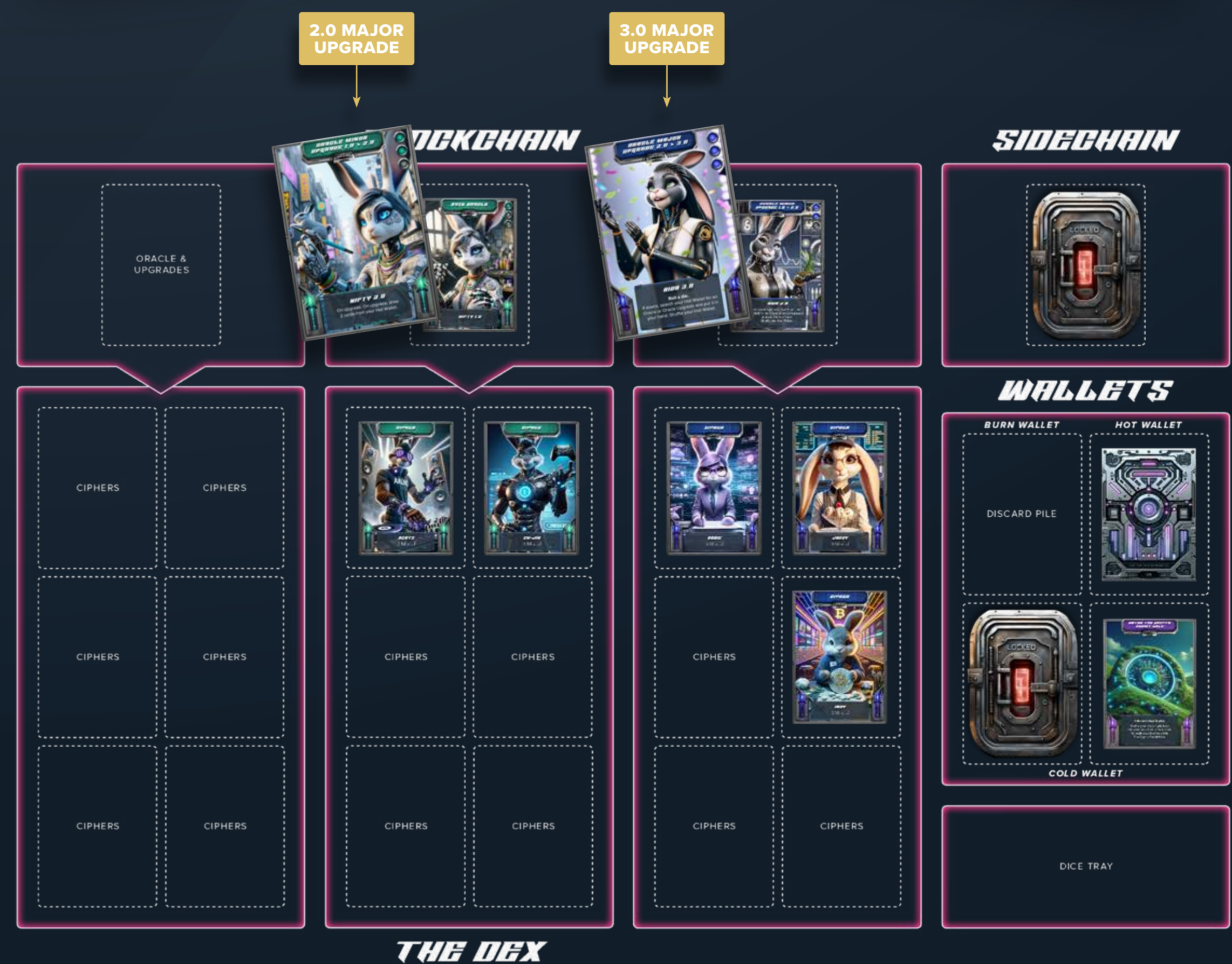
Upgrading to 2.0: Oracle Minor Upgrade

- The Base Oracle must already be on your blockchain.

- You must have 2 corresponding Ciphers on your DEX.

Upgrading to 3.0: Oracle Major Upgrade

- The Oracle Minor Upgrade must already be on your blockchain.

- You must have 3 corresponding Ciphers on your DEX.

Notes:

- Oracle upgrades can only be applied to the Base Oracle of the same collection i.e. Lana 1.0 > Lana 2.0.

- You may only place one Oracle or Oracle Upgrade unless you have a card that allows you to play more.

ORACLE SPECIAL ABILITIES

Each Oracle has a different special ability. Oracle Minor Upgrades and Oracle Major Upgrades have similar effects but are played differently.

2.0: Oracle Minor Upgrade Special Ability

- The special ability for a minor upgrade is activated the moment it is placed on the 'Blockchain'.

- The ability triggers only once.

- You can stack multiple Oracle Minor Upgrades if you have duplicates in your deck (they must be played on different turns).

3.0: Oracle Major Upgrade Special Ability

- The special ability for a major upgrade can be activated on phase 2 of your turn if you wish to use it.

- You can use one major upgrade special ability once per turn.

ORACLE MINOR UPGRADE 1.0 > 2.0

LANA 2_0
On upgrade, search your deck for an action card, put it in your hand and then shuffle your deck.

ORACLE MAJOR UPGRADE 2.0 > 3.0

LANA 3_0
Roll a die.
If evens, search your deck for an action card, put it in your hand and then shuffle your deck.

SAME, SAME... BUT DIFFERENT

CIPHERS

You may only place one Cipher from your hand each turn unless you have a card that allows you to place more.

Ciphers have no special effects but are essential to build your portfolio and win the game.

ACTION CARDS

You may only play one Action Card per turn unless you have a card that allows you to play more.

- Bullish Action cards aid you;

- Bearish Action cards hinder your opponent.

REACTION CARDS

Reaction cards can be played at any point in the game. Some can be stacked continuously.

CIPHER — INDY

CIPHER — WICK

BULLISH ACTION — DEX SWAP: SUSHI

Search your Hot Wallet for an Oracle or Oracle Upgrade and place it in your hand. Shuffle your deck.

BEARISH ACTION — RUG PULL

Discard 4 cards from your hand to use.

Opponent discards their hand and draws the same number from their **Hot Wallet**, up to a max of 6 cards.

REACTION — BLOK CHAYN BLOCKED BY 2FA

Block a Bearish Action.

REACTION — DG-FYI

Block a reaction - can be stacked

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