Whitepaper

1. The idea

This is a strategy board card game with everyone for themselves. Players will take the role of one of +12 characters, each with special abilities that will help them to achieve global Bitcoin adoption in their own way.

2. In-Game Characters:

- **Bankster** "The main evil"
- **Trader** "A dedicated trader who after reaching the peak of his career, gives himself completeley to the bigger idea"
- **Influencer** "Promoting the adoption of Bitcoin he contributes to the community in his own way"
- **DEV** "without his help every project is lost"
- **Dealer** "Founding Bitcoin in its infancy thanks to Silk road, now he has gained enough knowledge and influence to spread the Bitcoin adoption in his own way"
- **Miner** "The pillars that supports the operation of the network. The work they do for the project is fundamental"
- **Illuminati** "Nobody knows who they are, or what are their ultimate intentions. They have enough power to push their agenda to what direction the world should go"
- **IT guy** " An ordinary pleb who was smart enough to see the future of Bitcoin and 2011 started to set aside 20% of his salary to buy corn"
- **The Gamer** "As an avid gamer from a young age, he's no stranger to the magic internet money"
- **The Hacker** "Resourceful and capable enough to find the private keys of the most incompetent of the S-coiners"
- **The Pleb** "The common man who feels the wind of change and turns every spare buck into the hardest asset that is ever existed on the planet"
- **P.E.P.E.** "Something green and as it seems out of this world helping the Bitcoin adoption in it's own way"

3. Playing field

The playing field is divided into 3 separate fields.

The first field is where the 3 chosen achievements and investments are placed at the beginning of the game, as well the place for the new event that will be placed with the start of each new year.

The second field displays the halving years between 2009 and 2031 as well as the three global parameters- Adoption, Nodes and Farms that will need to be maxed out in order for Bitcoin to be adopted as a world currency. Therefore the game ends when all of the 3 global parameters are fulfilled.
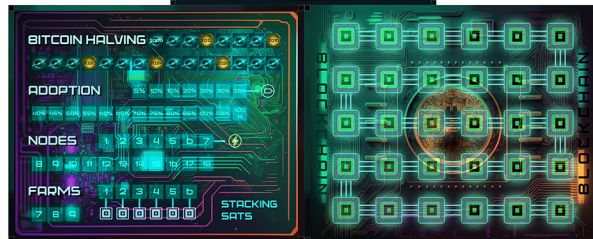
The third field shows the Bitcoin blockchain. There are placed all 30 blocks that will be mined during the game.

The game starts from 2009 and every year (end of all of the players turns are corresponding to one year) the pin is moved with one sector. Every year will bring an unpredictable element to each of the player's strategy. At the beginning of each year, a card will be drawn from the Event deck that will carry a certain bonus (or penalty) for each (or some) of the players in that year.

-The first global parameter is the world Adoption scale, which players aim to max out at 100%
-The second global parameter is NODES. Total of 18 NODES needs to be turned on.
-The third GP is the Mining farms. The players have to build total of 9 mining farms to fulfill this global parameter.

The global parameters can be level up with the help of in game resources, besides by activating/building a cards:
The resource "Energy" (or 16 S-coins) will be used to develop the global parameter NODES.
The "Follower" (or 15$ S-coins) resource will be used to level up the global parameter Adoption.
The S-coin (20$) resource will be used to level up the GP FARMS.

IMPORTANT ! Every time when a player increase one of the GP rates, he also increases his own S-coin production by 1 step and get 1 resource by choice. By building the first Farm up to level 6, the player who built the Farm also mine the next block from the chain.

The Blockchain
When the next block is mined, the player who mined it puts their marker on it to indicate who mined that block. At the end of the game every mined block except the empty ones, gives the player who mined it 1 BTC. Blocks are only mined consecutively. Additional rewards hidden for the players awaits on some of the blocks. When a block with an Energy icon is mined, the player who found it receives an energy resource, correspondingly for a follower you receive a Follower resource, for ASIC you add a ASIC resource to your stash and for a card symbol, the player draws a new card from the deck. At the end of the game, the player with the longest consecutive blocks adds 5 BITCOINS to their final score !

IMPORTANT ! The empty blocks don't give you 1 BTC at the end of the game, and do NOT count as a valid block for the longest consecutive chain at the end of the game !

9 Empty blocks.

6 Blocks with Energy symbol.

6 Blocks with ASIC symbol.

6 Blocks with Follower symbol.

3 Blocks with a card symbol.

You can mine a block by:

  - Building a Farm from level 1 to level 6.

  - Building a card from your hand.

Example: The game starts in 2009 and a card is drawn from the Event deck. The card says "Cards with Energy symbol cost $2 less" Throughout the year, cards with the Energy symbol cost $2 less. The year ends, the pin moves to the next year, and a new card is drawn from the Event deck. After 4 years, the Bitcoin halving happens, and all of the players draw a special card from the celebrating deck. There are 32 cards in this deck, and they are more powerful than the normal ones.

IMPORTANT: With two players game, they draw 2 card from the celebrating deck instead of one.

4. Achievements and investments

At the start of the game, 2 achievements and 2 investments cards will be drawn from a separate deck that will be crucial for the players strategy.

Examples of achievements:
The first player to build "7 cards with Energy symbol" gets 3 BTC at the end of the game.
The first player to reach "$12 production" gets 3 BTC at the end of the game.
The first player who "mined 9 blocks" gets 3 BTC at the end of the game, etc.

Note: After you met the achievement criteria, you will need to pay for the archivement to be locked as yours. Let's say you build 7 cards with Energy symbol. You will need to pay 6 S-coins to lock up your archievment. If you don't locked it, and somebody else build 7 cards with the Energy symbol, he can pay it and it's his. Locking an archievement would cost 6 S-coins for the first one and 9 S-coins for the second.

Example of investments:
Investments are more risky play. They are distribute at the end of the game.
Let say you draw investment which says. "Whoever have most S-coins production" at the end of the game, gets 4 points
Let's say you decide to invest in it, as at this point you are the player with the biggest S-coin production. But during the end of the game, somebody else overtake you with his production. It doesn't matter that you invested in S-coin production. The 4 points for this investment goes to the other player as he is the player with most S-coin production at the end of the game. The price for for locking an investment is 9 S-coins for the first one and 12$ for the second.

6. Cards

The 204 cards will be the tools that players will be using to achieve their Bitcoin adoption plans.

 The cards will be divided into 2 types
-Effect cards.
-Normal cards.

Effect cards will be active until the end of the game, and their special effect can be use one time every year, by the player who build them.
Normal card are an one time event. By building them, you get only the corresponding rewards pointed into the description of the cards.

Cards will have the following icon labels:	Green resource icon corresponds to the PRODUCTION of the following resource.
- ⚡ : Energy symbol	⚡ This icon refers to energy production.
- ▨ : ASIC symbol	▨ This icon refers to ASIC production.
- 👤 : Follower symbol	👤 This icon refers to followers production.
- ⚠ : Scam symbol	$ This icon refers to Shitcoin production.
- 👨‍💻 : DEV symbol	**The resource icons that are outlined in red refer to your OPPONENTS !**
- 🐟 : Maxi symbol	Resource symbols : ⚡ 👤 $ ▨
- ₿ : Bitcoin symbol	Production symbols : ⚡ 👤 $ ▨

🪙 **-1** This icon in the bottom right corner of some cards shows how many BTC you will get\loose at the END of the game, when building the card.

7. Resources

The game is about the growth of global parameters (NODES, FARMS and ADOPTION), through the help of cards and resources.

$ S-coin
⚡ Energy
▨ ASIC
👤 Followers

This is the production field which every player will mark out his own resource production.

In the middle of the board is the designated spot for placing your character, which will largely determine
your strategy for achieving the game's objectives.

To activate (build) the card into play, the players need to pay the card price that is pointed in the upper left corner. The price is paid in S-coins.
Some of the cards will have an additional icon on the right corner.
These symbols will be relevant to players as they will carry certain bonuses or restrictions.
For example there will have to be built at least 3 Farms, before "ECO PARADISE" be permitted
 for building. Or the card "YIELD FARMING" for which construction would only be possible if
there are LESS than 15% Adoption at time of building it.

IMPORTANT! ASIC resources can be used to build cards with ASIC icon. 1 ASIC resource = 3$

Example:
There will be cards that can only be build if you have already built 3 cards with an Energy symbol .
Example 2:
An effect card which active effect is " all cards with the ASIC symbol will cost $2 less to build.
Example 3:
The ASIC resources will be usable as $. Each "ASIC" resource is equal to $3. Therefore,
cards with the "ASIC" symbol in the upper right corner will be purchasable with the resources
"ASIC" in addition to $. A card with a "ASIC" symbol whose price is $5 can be purchased with
$2 and 1 "ASIC" resource.

8. Gameplay

The dynamics of the game will be in the form of each player's turns.

 What are each player's turn options ?

-Activating (Building) a card from their hand.
-Raising a global parameter with resource. (8 Energy or 16$ for leveling up the NODES, 20$ for building a minig FARM and 5 Followers or
15$ to level up the ADOPTION scale. Every time when a player level up one of the GP, he increases his S-coin production by +1and
get a resource by his choice. By building a Farm from level 1 to 6, the player that build the Farm, also mine the next block.)
- Using an effect of one of his effect cards. Cards with permanent "Effect", doesn't count as an action from the player.
-Locking an achievement or saving and investment (explaination in section 4)

9. Preparing the game

At the start of the game, all the blocks of the Bitcoin blockchain are arranged face down on the playing field in a random order.
3 Achievements and 3 Investments are picked randomly and placed face up so that they are visible to everyone, the pins counting the
FARMS, ADOPTION, NODES and YEARS are placed at the starting position.
The Events deck is placed close to the playing area so that it can be easily reached by each player.

Players draw 2 Character cards. Then every player draw 10 cards. Depending from the cards, every player
decides which from the two Characters to pick. After the player pick his Character, he decide which of the cards to keep,
and which ones would not be useful in their strategy. Each card costs $3 to keep in hand, the remaining cards are dumped into the
graveyard. At this stage of card selection you can only pay with S-coins. Discarded cards will not be available until the end of the game.
Once all players have kept the cards they want, the game begins.

The year is 2009, a player draws a card from the Events deck that will determine the bonus (or not) for that year. The Event is placed on
the designated space on the playing field so that it is visible to everyone.

Each player will be allowed 2 turns in which they will have to decide how they will be played based on their strategy. After taking
two actions it is the next player's turn. After each player make one or two actions, the turn starts over, with the first player allowed two
more turns. In this way the players alternate until each player has no moves to take and says "pass" ("Craig is a liar" , or anything that
makes you fell good :)
After all of the players got passed, the year is over and a new year begin.

 With the start of the new year, a new Event card is revealed and takes the place of the previous one. Each player receives 21 S-coins +
resources according to their own production field, and draws 3 new cards from the deck. The players keeps the cards they want,
paying $3 for each. The unwanted cards are burned (please don't burn them for real). The next player clockwise is the first to take one
 or two actions. You can say pass right from the start, but you are not allowed any more actions for that year.

10. End of the Game

 The game ends when all three GPs are completed. The year in which the game ended must be completed, i.e. all players are allowed
to take turns until everyone says "pass". At the end of the game, the player who has managed to collect the most Bitcoins during the
long struggle to spread Bitcoin as a World Decentralized Digital Currency is the winner !