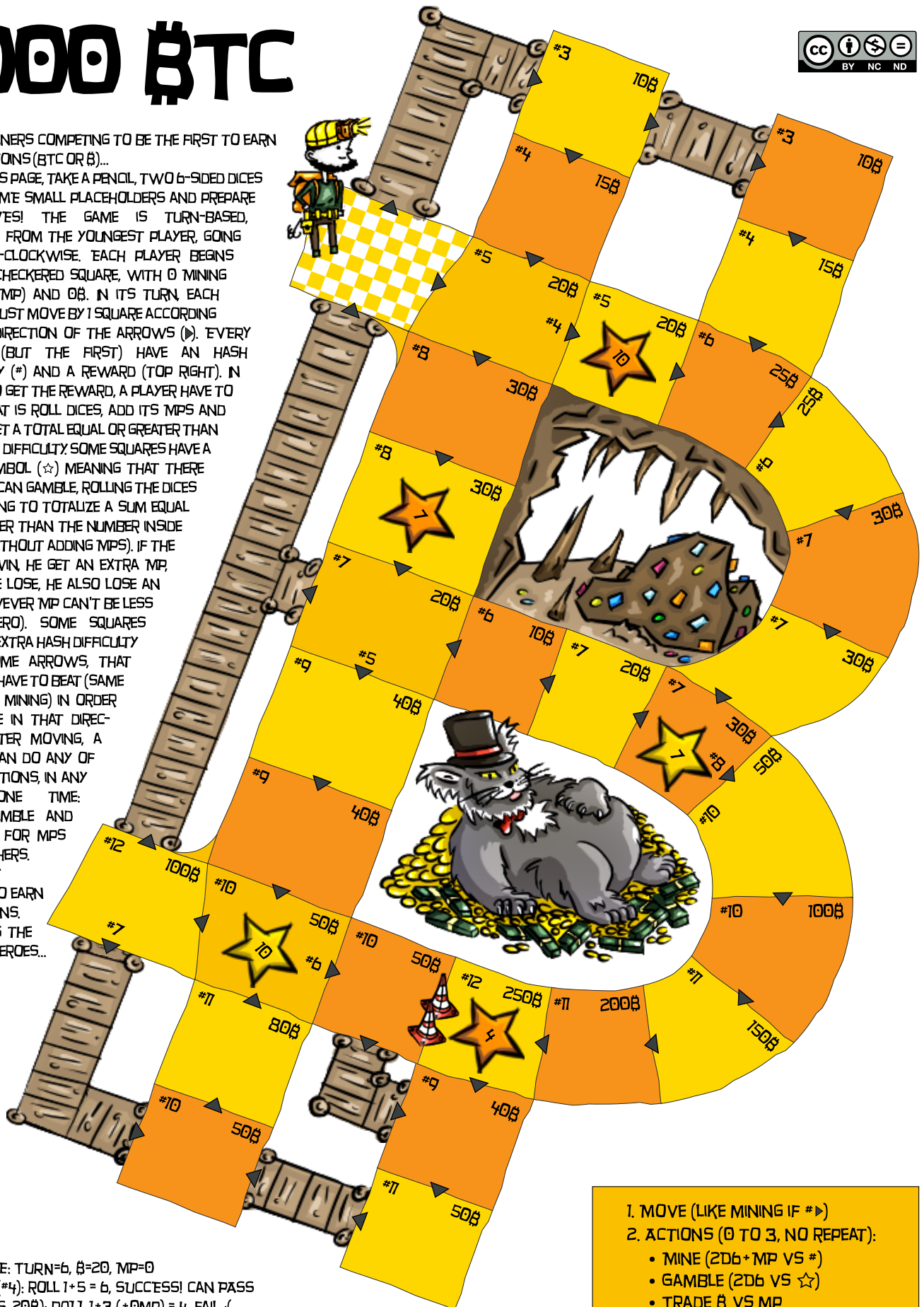


1000 BTC



YOU'RE MINERS COMPETING TO BE THE FIRST TO EARN 1000 BITCOINS (BTC OR \$)...

PRINT THIS PAGE, TAKE A PENCIL, TWO 6-SIDED DICES (2D6), SOME SMALL PLACEHOLDERS AND PREPARE YOURSELVES! THE GAME IS TURN-BASED, STARTING FROM THE YOUNGEST PLAYER, GOING COUNTER-CLOCKWISE. EACH PLAYER BEGINS ON THE CHECKERED SQUARE, WITH 0 MINING POWER (MP) AND 0\$. IN ITS TURN, EACH PLAYER MUST MOVE BY 1 SQUARE ACCORDING TO THE DIRECTION OF THE ARROWS (►). EVERY SQUARE (BUT THE FIRST) HAVE AN HASH DIFFICULTY (#) AND A REWARD (TOP RIGHT). IN ORDER TO GET THE REWARD, A PLAYER HAVE TO MINE, THAT IS ROLL DICES, ADD ITS MPS AND TRY TO GET A TOTAL EQUAL OR GREATER THAN THE HASH DIFFICULTY. SOME SQUARES HAVE A STAR SYMBOL (☆) MEANING THAT THERE PLAYERS CAN GAMBLE, ROLLING THE DICES AND TRYING TO TOTALIZE A SUM EQUAL OR GREATER THAN THE NUMBER INSIDE THE ☆ (WITHOUT ADDING MPS). IF THE PLAYER WIN, HE GET AN EXTRA MP, BUT IF HE LOSE, HE ALSO LOSE AN MP (HOWEVER MP CAN'T BE LESS THAN ZERO). SOME SQUARES HAVE AN EXTRA HASH DIFFICULTY NEAR SOME ARROWS, THAT PLAYERS HAVE TO BEAT (SAME RULES AS MINING) IN ORDER TO MOVE IN THAT DIRECTION. AFTER MOVING, A PLAYER CAN DO ANY OF THESE ACTIONS, IN ANY ORDER, ONE TIME: MINE, GAMBLE AND TRADE \$ FOR MPS WITH OTHERS. THE FIRST PLAYER TO EARN 1000\$ WINS. ENTERING THE CAVE, \$-HEROES...



EXAMPLE: TURN=6, \$=20, MP=0

- MOVE (#4): ROLL 1+5 = 6, SUCCESS! CAN PASS
- MINE (#5, 20\$): ROLL 1+3 (+0MP) = 4, FAIL :(
- GAMBLE (☆10): ROLL 6+4 = 10, SUCCESS! SET MP=1

1. MOVE (LIKE MINING IF #►)
2. ACTIONS (0 TO 3, NO REPEAT):
 - MINE (2D6 + MP VS #)
 - GAMBLE (2D6 VS ☆)
 - TRADE \$ VS MP
3. UPDATE PROGRESS BAR

PLAYER	MP	\$