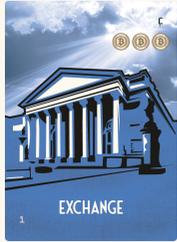


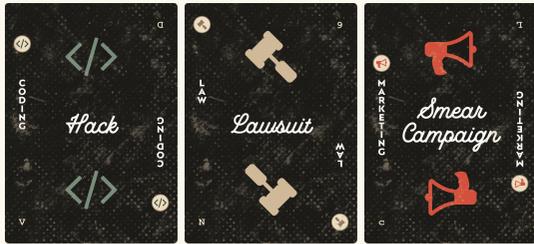
CARD FUNCTIONS



Exchange cards (7)

You must **Reveal** and place your Exchange card to the right of your **Character**. In future **Turns** you will be able to **Mine Bitcoins** to **Store** on this **Exchange** if you still have it.

When an **Exchange** has three **Bitcoins** **Stored** on it at the end of a **Turn**, it **Locks**.



Lawsuit, Hack and Smear Campaign cards (7 of each)

These cards have two functions. You must either **Learn** the **Skill** or **Attack** another player.

If you **Attack**; you must **Target** one and only one of another players **Exchanges** or **Character**.

If the **Attacked** player does not **Reveal** a Skullduggery card from their hand; the **Stored Bitcoins** are discarded from the **Game**. The Exchange card is taken to your hand if an **Exchange** was **Targeted**.



Head Hunter cards (7)

You must **Target** one and only one of another players **Learned Skill** cards for **Attack**.

If the **Attacked** player does not **Reveal** a Skullduggery card from their hand; the **Skill** card is taken to your hand.



Skullduggery cards (7)

If you are **Attacked**; you may **Reveal** one and only one Skullduggery card from your hand immediately after the **Attack**. Then the **Attack** card and Skullduggery card are discarded from the **Game**.



Internet Meltdown cards (3)

You must **Learn** the **Skills**.



The Satoshi Nakamoto card (1)

There is one and only one Satoshi Nakamoto card in the deck. All players must discard their **Revealed** Internet Meltdown cards when the Satoshi Nakamoto card is **Revealed**.

★ BONUS RULES ★

Once you understand Bitcoin Empire; you may wish to include some bonus rules to speed up the **Game** and make it more fun.

Decide which bonus rules you want to include before the **Game** begins and place the cards face-up next to the deck.



Knives Out

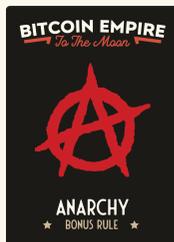
Attacked players may counter-**Attack** either by playing an **Attack** card or by **Revealing** a Skullduggery card from their hand. **Attacks** chain together.

This rule does not apply to Head Hunter **Attacks**.



Nakamoto Obliterate

If you have all three Internet Meltdown cards somewhere in your hand or as **Learned Skills** or in a combination of these two locations; you may in your **Action Phase** declare to all players "Nakamoto Obliterate", **Reveal** your hand and instantly win the **Game**.



Anarchy

When you resolve a successful **Attack**; you may instantly resolve the function of your acquired card. That is to say you may build the **Exchange** or **Learn** the **Skill** rather than putting the acquired card into your hand.

BITCOIN ADDRESS GENERATOR

A bitcoin address is derived from a private key which is derived from nothing more than a 256-bit number. Your private key is less likely to be discovered (and your bitcoins stolen) if the number has been generated at random. Computers are by design, notoriously bad at creating true random numbers.

Therefore, we have built a random number generator into this card game that you can use to generate your own bitcoin address and store real bitcoins.

Shuffle the deck really well. This is really important. Some cards may be upside-down this will help randomise the number. Spread the cards out face-down on a table, use your hands to mix them up and put the deck back together again to make the order of the cards as random as possible. Fan the cards out so that they display the 42 characters printed in the bottom left corner of each card. This string of 42 characters form a Base58 encoded number that can be used to create a bitcoin address.

Visit bitcoin-empire.info, find **Bitcoin Address Generator**, follow the instructions and the website will convert your 42 characters into a bitcoin address and private key. For added security, disconnect from the internet before entering the characters.



★ Too Much Information ★

The number of different bitcoin addresses that you can generate by shuffling this deck of cards is very large.

$$\left(\frac{42!}{26! \times (42 - 26)!} \right) \times 26! \times 2^{26} \times 16! \approx 9.42883644 \times 10^{58}$$

To put this into perspective; a computer trying one trillion times per second would take about 2,990 trillion trillion trillion years to find the same address as you.