VIRTUAL BEER & BOARD GAMES
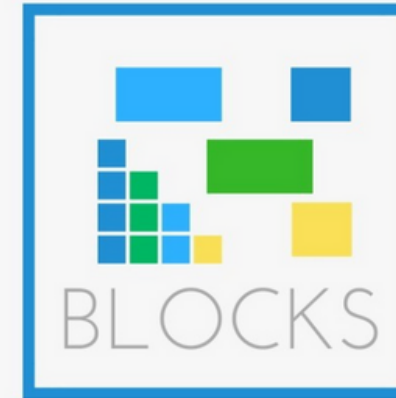
GAME NIGHT
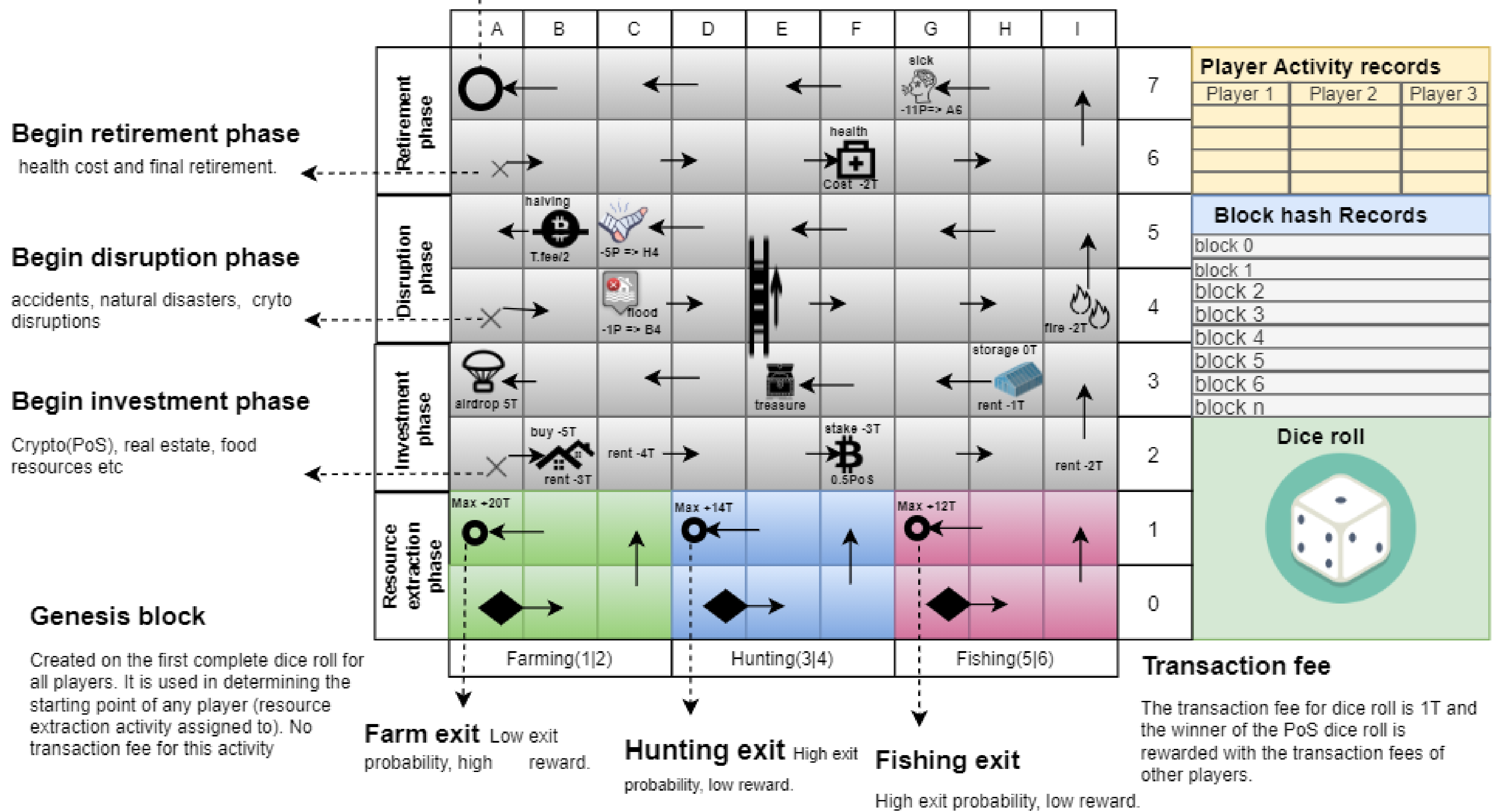
BLOCKCHAIN SURVIVAL GAME

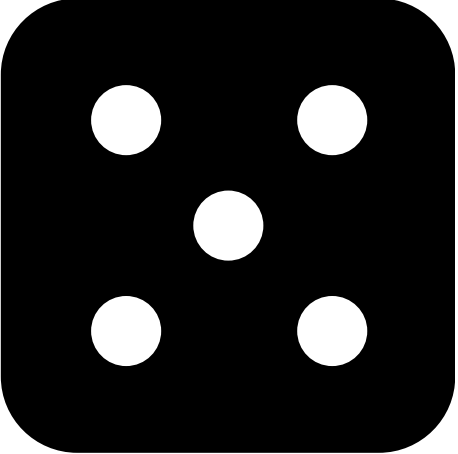BLOCKS

1ST EDITION

RULES & PLAYGROUND

Retire end game

	A	B	C	D	E	F	G	H	I		

Retirement phase — 7: sick -11P=> A6 (○)
6: health Cost -2T

Begin retirement phase
health cost and final retirement.

Disruption phase — 5: halving T.fee/2, -5P => H4
4: flood -1P => B4, fire -2T

Begin disruption phase
accidents, natural disasters, cryto disruptions

Investment phase — 3: airdrop 5T, treasure, storage 0T, rent -1T
2: buy -5T, rent -3T, rent -4T, stake -3T 0.5PoS, rent -2T

Begin investment phase
Crypto(PoS), real estate, food resources etc

Resource extraction phase — 1: Max +20T, Max +14T, Max +12T
0: (diamonds)

Farming(1|2)   Hunting(3|4)   Fishing(5|6)

Player Activity records

Player 1	Player 2	Player 3

Block hash Records

| block 0 |
| block 1 |
| block 2 |
| block 3 |
| block 4 |
| block 5 |
| block 6 |
| block n |

Dice roll

Genesis block

Created on the first complete dice roll for all players. It is used in determining the starting point of any player (resource extraction activity assigned to). No transaction fee for this activity

Farm exit Low exit probability, high   reward.

Hunting exit High exit probability, low reward.

Fishing exit
High exit probability, low reward.

Transaction fee

The transaction fee for dice roll is 1T and the winner of the PoS dice roll is rewarded with the transaction fees of other players.

Blockchain Survival Game rules (1)

1. The first dice roll determines the initial starting position of each player
2. A face of farming is 1 or 2, hunting is 3 or 4 and fishing is 5 or 6
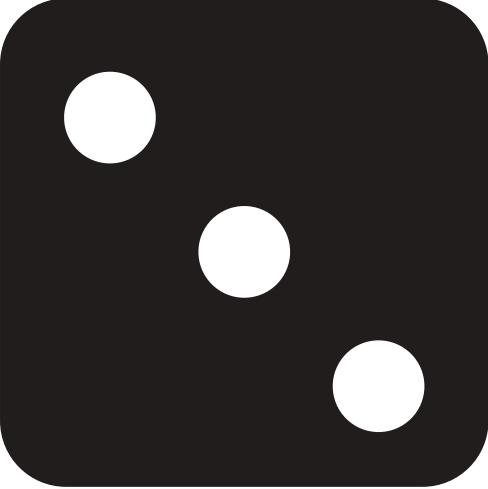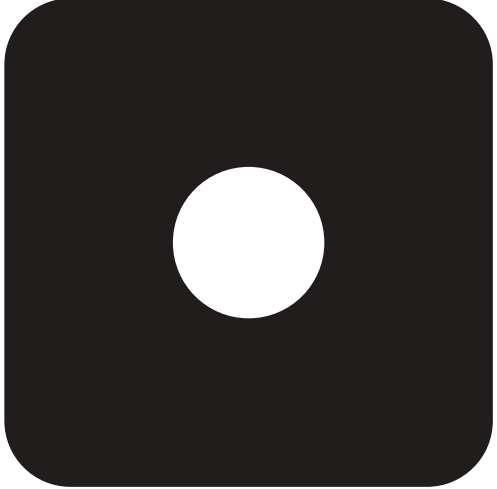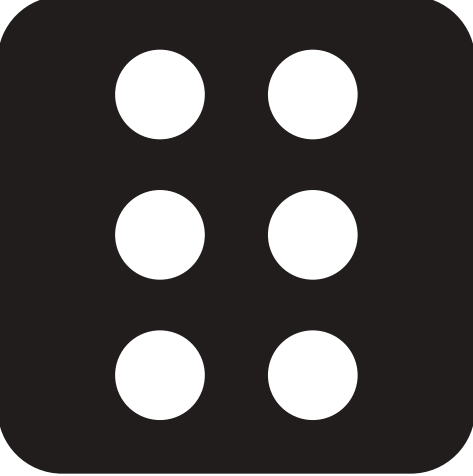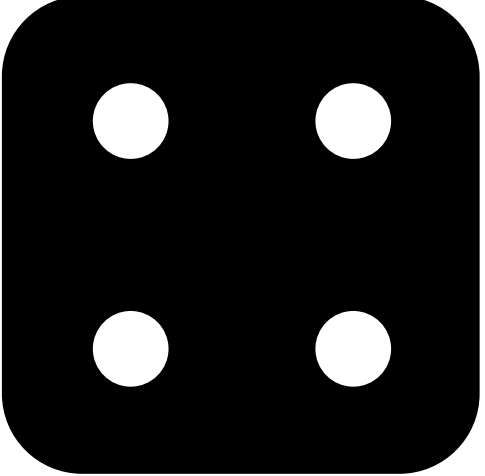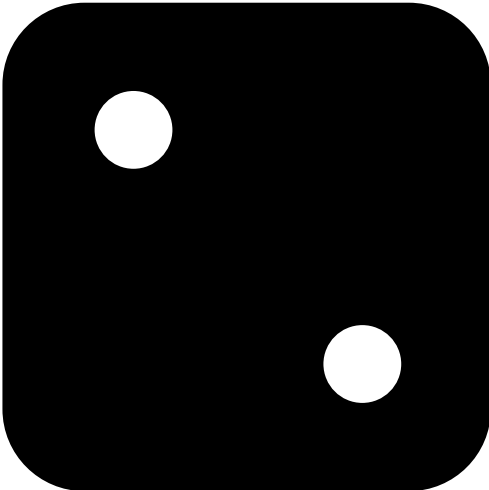
3. A maximum reward for exiting each starting position is indicated in the board (20, 14 and 12 respectively)

4. To exit, the player gets to the 3rd arrow on their position block. Then gets a dice roll of 1 or 2 for farming, 1 or 2 or 3 or 4 for hunting and 1 or 2 or 3 or 4 or 5 for fishing
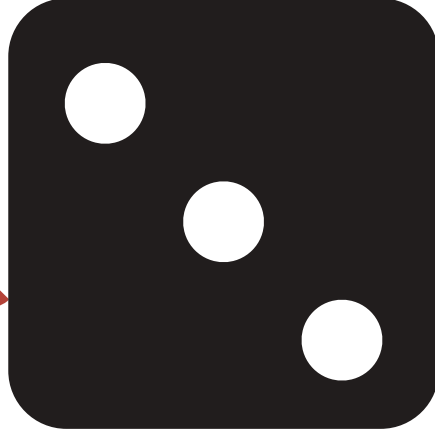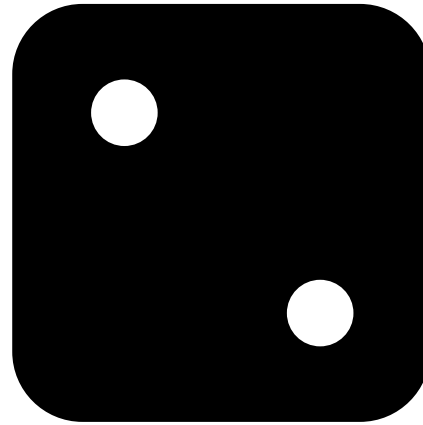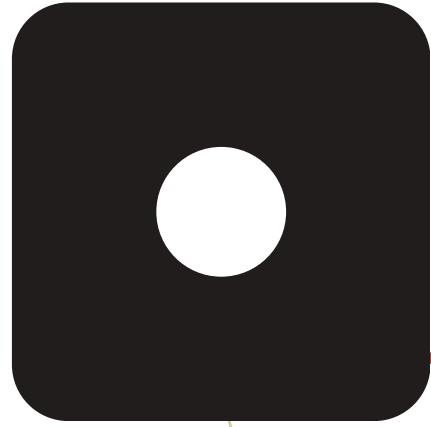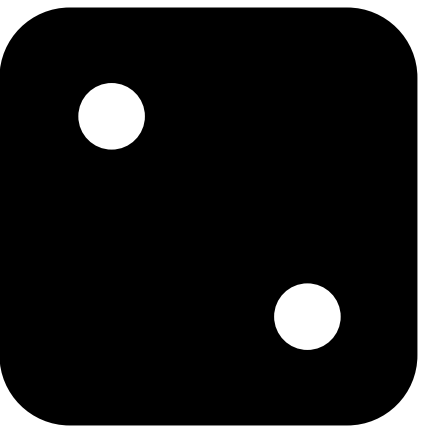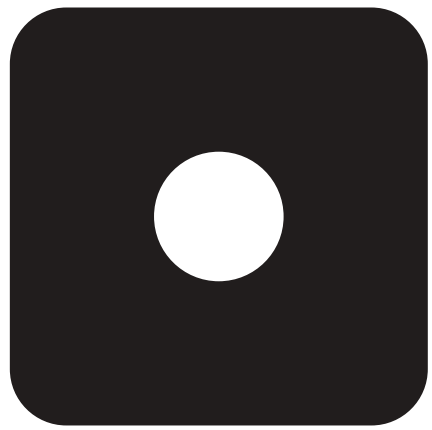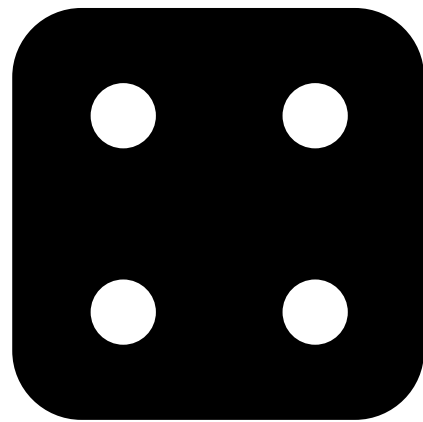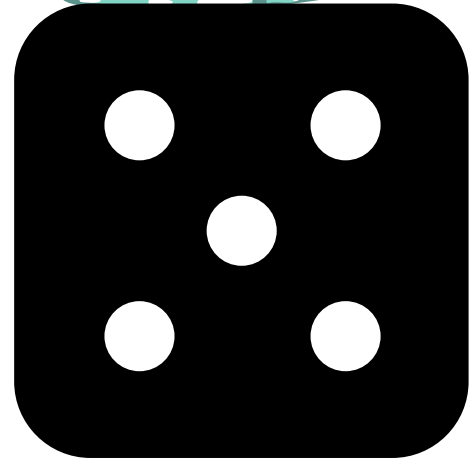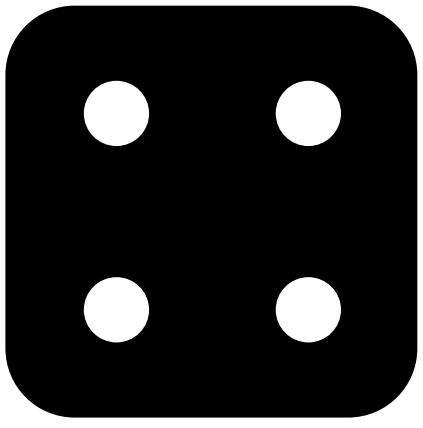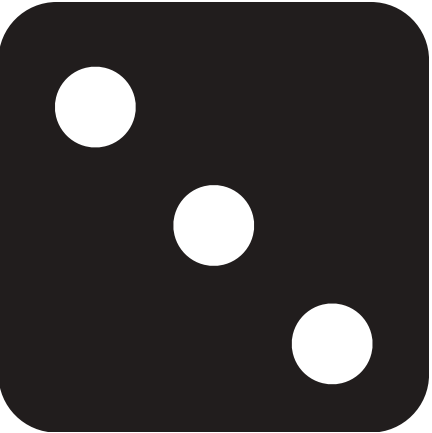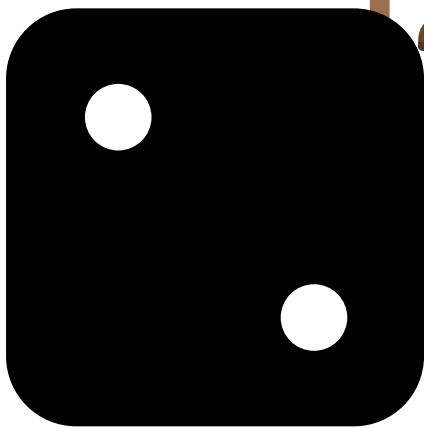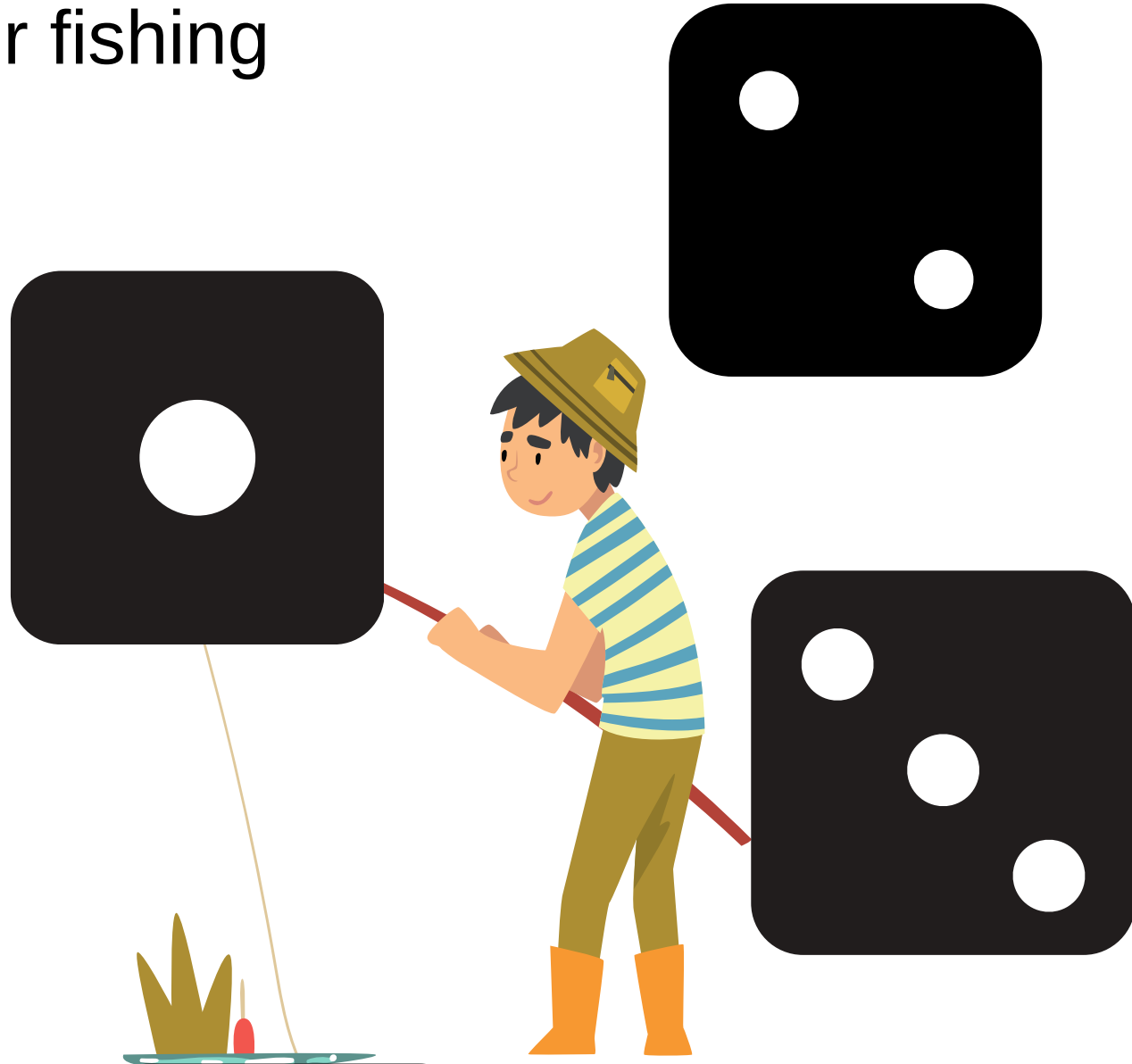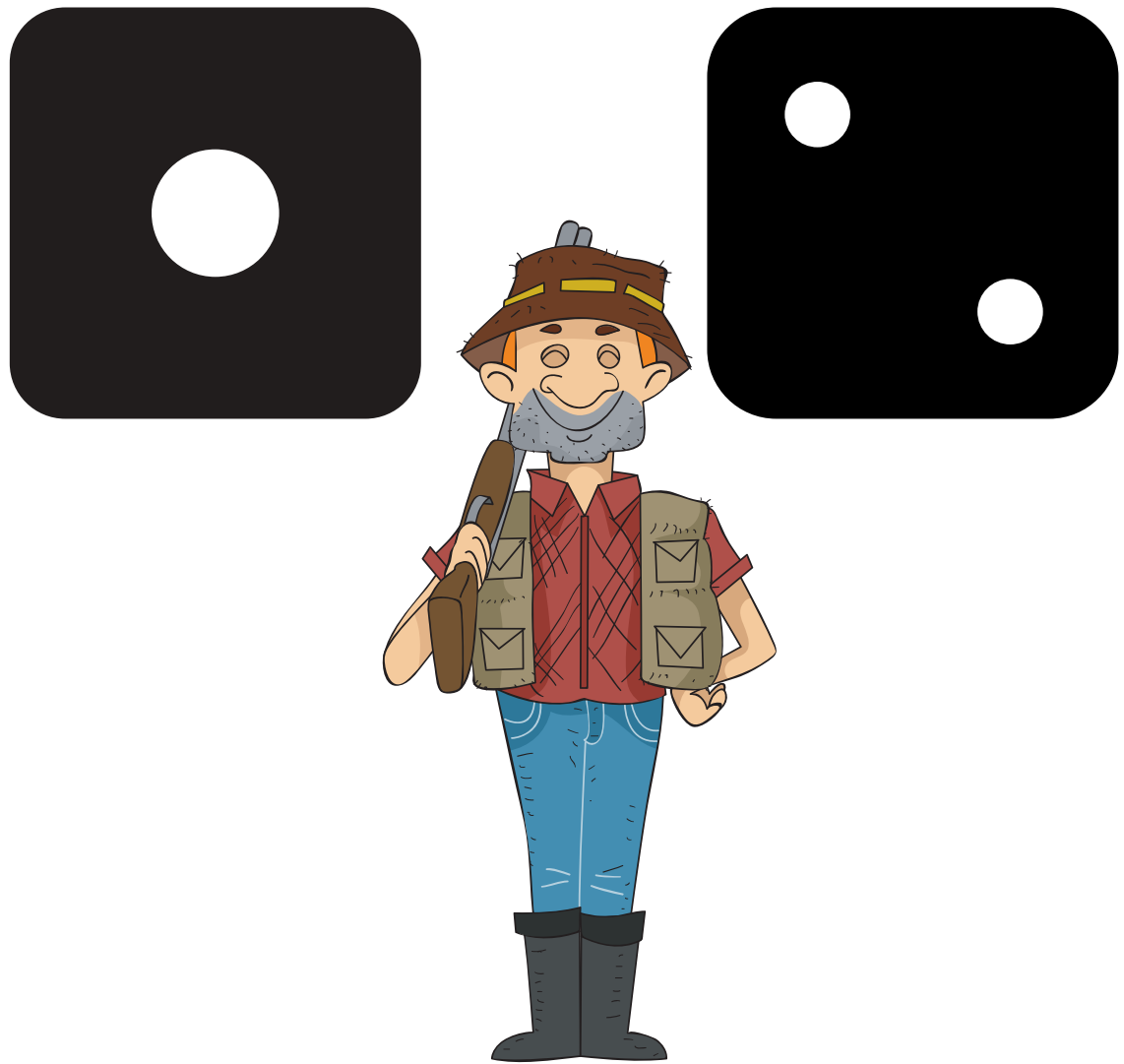
5. Once the exiting condition is met, the new starting position is A2 for all the players

6. The first 3 set of dice rolls represents the players' position. The fourth dice roll determines who creates the next block

7. A player gains one token if selected to create the next block

8. The chance of selection is 1/3 (first player 1 or 2, second player 3 or 4 and 3rd player 5 or 6)

Retire end game

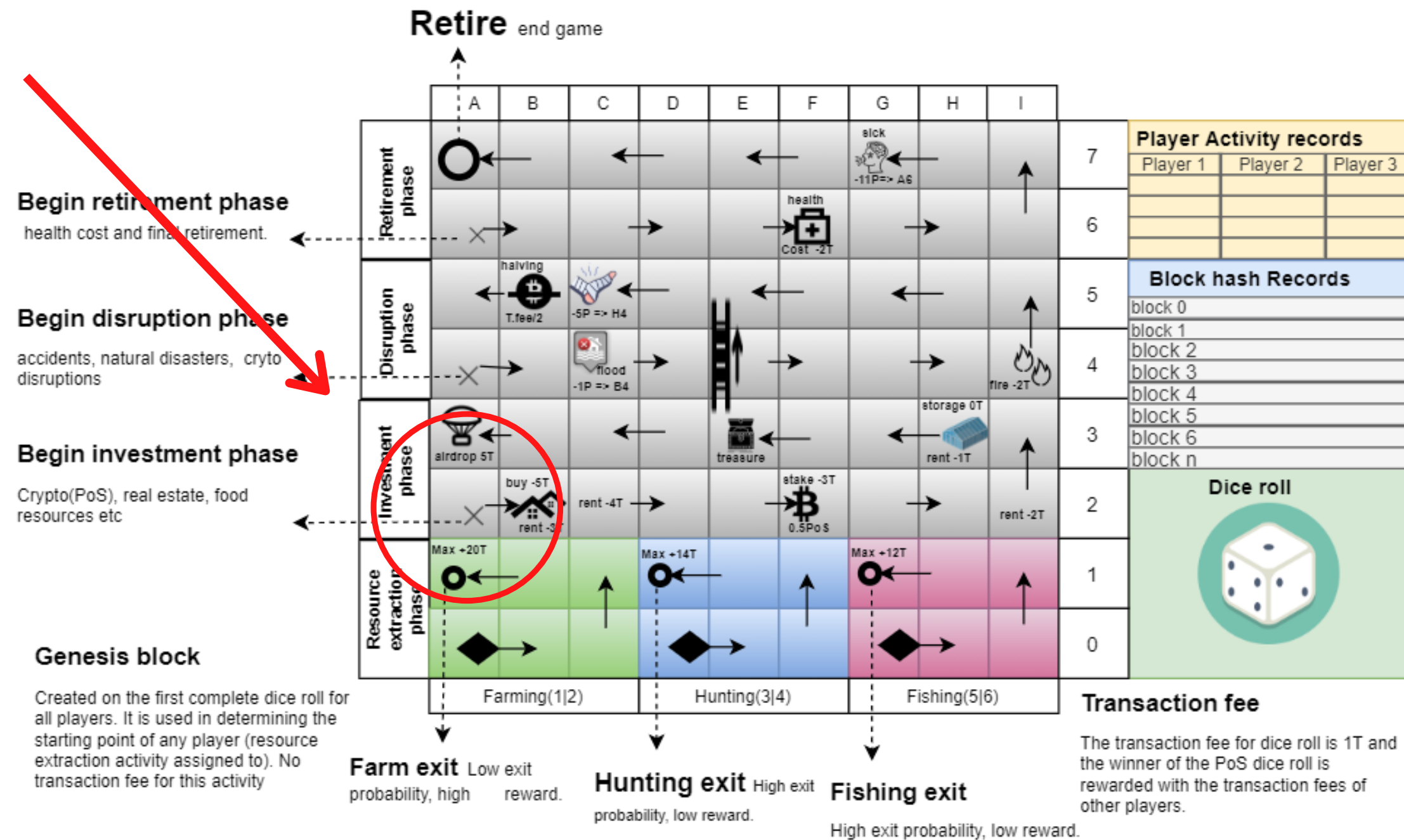|	A	B	C	D	E	F	G	H	I	
Retirement phase	O	←	←	←	←	sick -11P=> A6	←	↑	7
	×	→	→	→	→	health Cost -2T	→	↑	6
Disruption phase	←	halving T.fee/2	-5P => H4	←	←	←	←	↑	fire -2T	5
	×	→	flood -1P => B4	→	→	→	→	storage 0T	4
Investment phase	airdrop 5T	←	←	treasure	←	rent -1T	↑	3
	×	buy -5T rent -5	rent -4T →	→	stake -3T 0.5PoS	→	rent -2T	2
Resource extraction phase	Max +20T O ←	↑	Max +14T O ←	↑	Max +12T O ←	↑	1
	◆ →		◆ →		◆ →		0

| Farming(1|2) | Hunting(3|4) | Fishing(5|6) |

Begin retirement phase
health cost and final retirement.

Begin disruption phase
accidents, natural disasters, cryto disruptions

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Player Activity records

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Block hash Records

block 0
block 1
block 2
block 3
block 4
block 5
block 6
block n

Dice roll

Transaction fee

The transaction fee for dice roll is 1T and the winner of the PoS dice roll is rewarded with the transaction fees of other players.

9. If the player creates the block incorrectly, the player that points out the error and correctly creates the block gets the reward

10. A negative sign in the board positions represents a loss of tokens. F2 is the only position where a player can decide to buy more proof of stake to increase the chance of selection
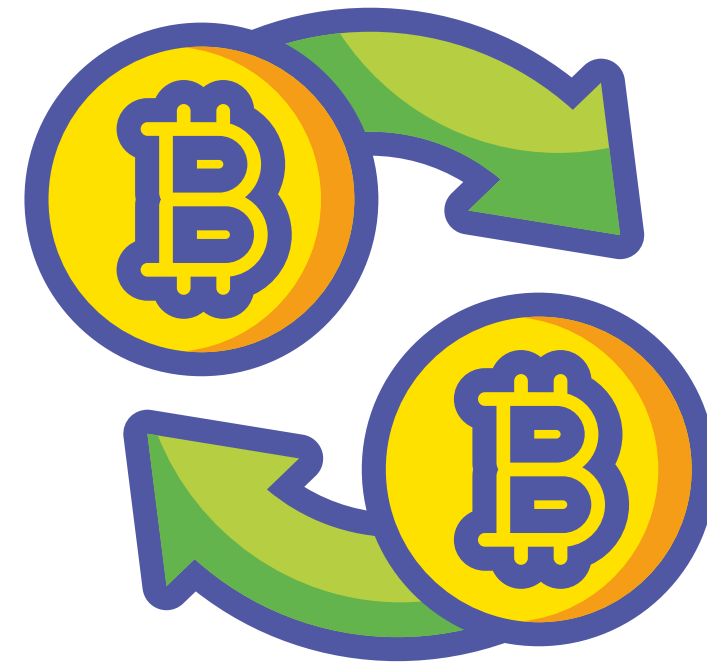
11. If a player purchases PoS, the chance of block creation is increased to 2/3. A dice roll of 1, 2, 3, or 4 selects the player, while a dice roll of 5 and 6 selects the two other players

12. If a second player arrives at the PoS position and spends the required token, the chance of block creation is now equally divided between the two players.

13. If a third player arrives at the PoS position and spends the required token, the chance of block creation is reset for all the players 1/3 respectively

14. In position B2, the first player that arrives decides to buy the property or simply pay rent. Once purchased, other players that arrive pay rent
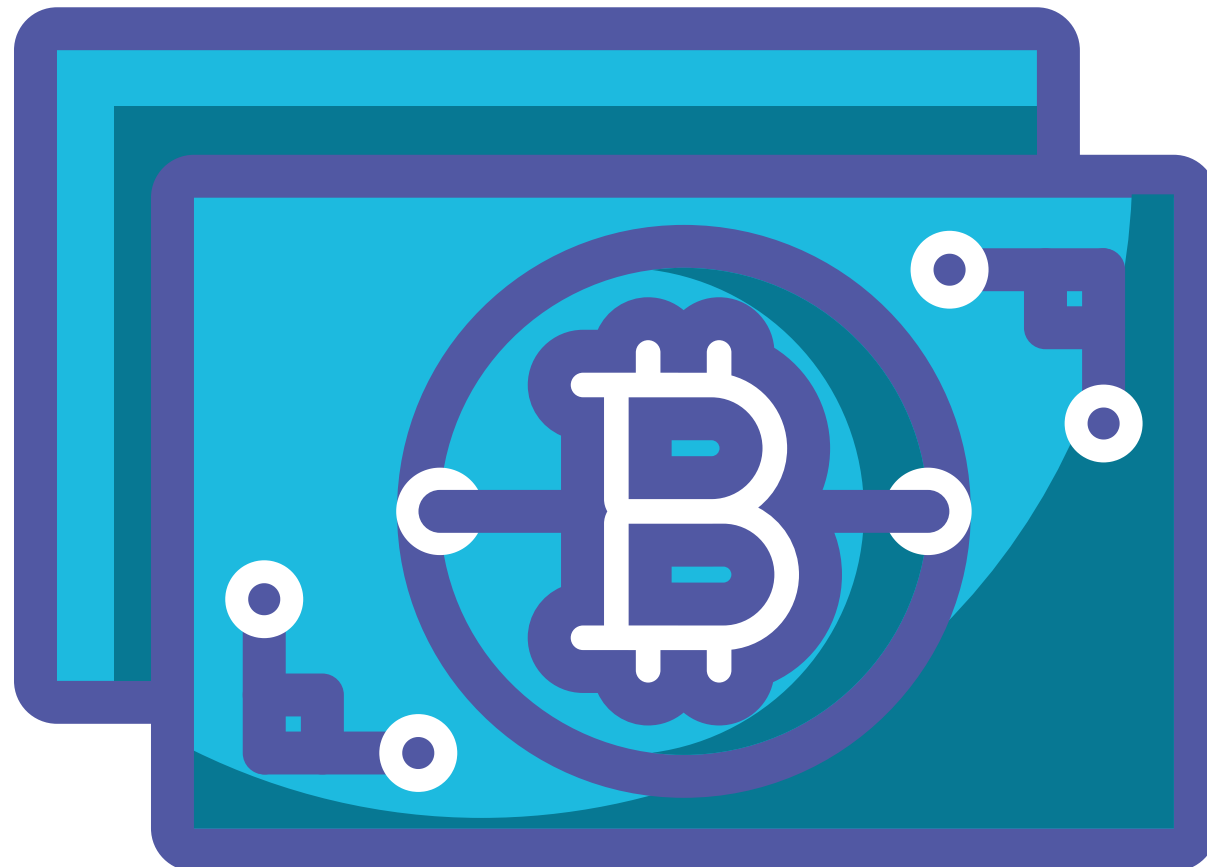
15. If a player spends their token, they return to a position outside the board (P_0 and T_0) and start the game all over again

16. To create a block, the players select the first 5 characters of the previous block hash, plus the current information of all the players (5 characters of previous block hash+ player 1 info + player 2 info + player 3 info)
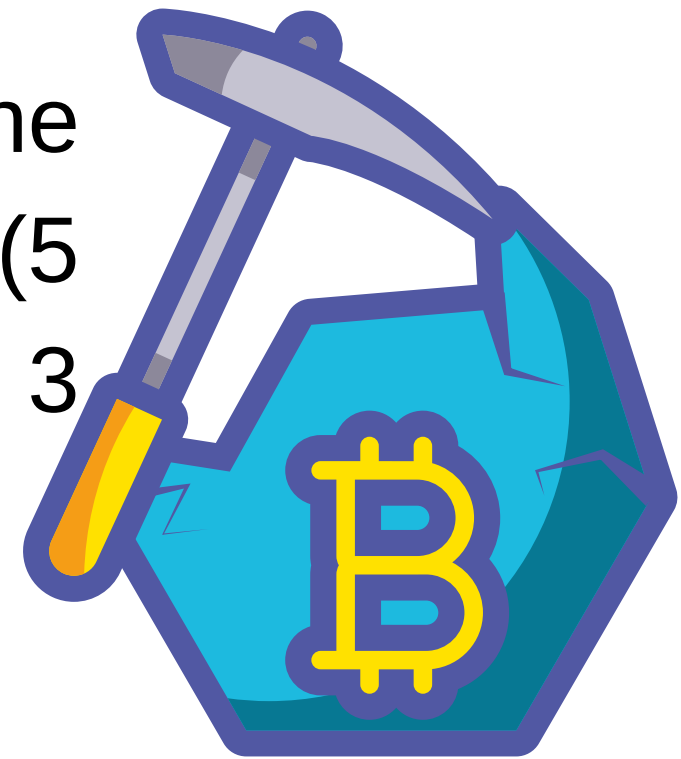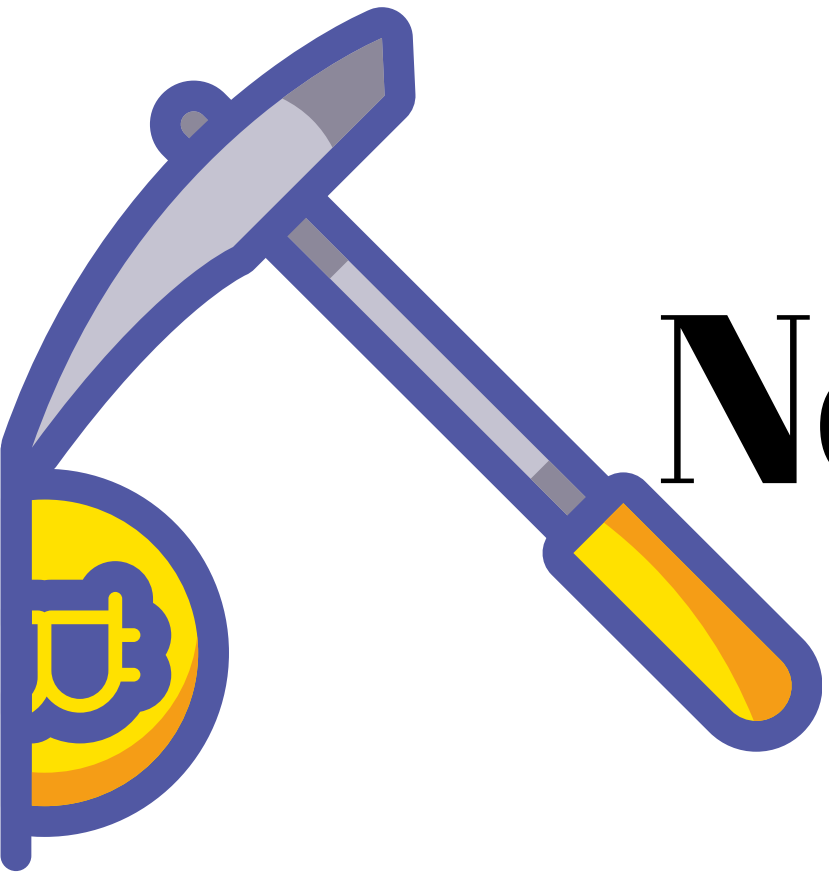
17. If a player arrives at position B5 (halving occurs), the reward for block creation is reduced by half

18. The first player to reach position A7 wins the game

Now....let's get ready to PLAY!