SPECIAL CARDS

HYPERBITCOINIZATION
The most special and powerful card in the game! **It clears all Bitcoin Point Cards of all players that are under attack and restores their points**. If multiple players reach 21 points or more at the same time, the one who played the Hyperbitcoinization wins.

BITCOIN CITADEL
All your Bitcoin cards under attack in your chain are cleared and count as points to your stack again.

NYET SHITCOIN
"Instant Card", the only card that **can be used at any time in the game**. It protects against attacks or special effects from other cards, except against the "Hyperbitcoinization".

LASZLO'S PIZZA
Allows you to **exchange one card from your hand for 2 cards from another player's hand**, without seeing their cards. Use it to gain an advantage or disrupt your opponents' plans. Cannot be used if you only have the "Laszlo's Pizza" card in hand.
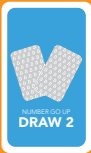
BOAT ACCIDENT
All players discard their held cards and mine 5 new cards from the card deck simultaneously.

DIRTY HACKER
Steal a Bitcoin Point Card from the end of another player's chain, ensuring that you can connect this card to your own chain.

NUMBER GO UP - DRAW 2
Mine two additional cards from the deck. It's going up forever Laura, forever.

HAPPY BIRTHDAY
It's your Birthday! **Receive a Bitcoin Point Card from each player's end of the chain as a gift**. If you are unable to connect it in your chain, keep it in your hand.

Remember: no gift can be given if a player has no available Bitcoin cards on the table.
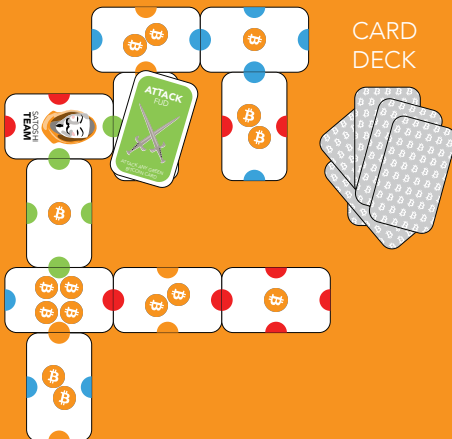
LOST KEYS
Not your keys, not your coins. Choose a player to skip their turn.

After playing a special card, discard it in the center of the table.
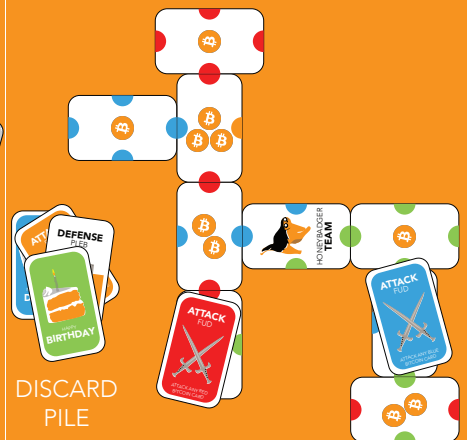
GAME TABLE

PLAYER 01
Stack: 15 Bitcoin

PLAYER 02
Stack: 10 Bitcoin

CARD DECK

DISCARD PILE

SATOSHI
DOMINOES

9+	2-6	15-25	157
age	players	time(min)	cards

CHARACTERS CHOOSE YOUR TEAM!

SATOSHI   HONEYBADGER   TACO PLEBS

SCARCITY   MAGIC MONEY   LASER RAYS

CONTAINS 157 cards, including:
• 84 point cards (48 cards worth 1 BTC, 24 cards worth 2 BTC, 10 cards worth 3 BTC, and 2 cards worth 4 BTC).
• 16 attack cards.
• 25 defense cards.
• 26 special cards.
• 6 character cards.

SatoshiDominoes.com/instructions

BE THE FIRST PLAYER TO STACK 21 BITCOIN AND WIN THE GAME!

 • Each player starts with **1 character card** in front of them and **7 cards in hand** (unused characters are kept in the box).
• **On your turn, draw (mine) one card from the deck** in the center of the table. **Each player can use up to 3 cards per round** for points on the chain, attack & defense, special cards, or exchanging cards. Cards cannot be changed once placed on the chain. At the end of your turn, you **can hold a maximum of 7 cards in hand**. If you have more, you must discard excess cards to the discard pile.

• If you run out of cards in your hand, mine 5 cards from the pile and continue playing until the end of your round. If you run out of cards at the end of your round, draw 5 new cards and wait for your next turn.
• **Exchanging cards**: Players can discard any card that is not useful for their game without activating its effect, and **mine a new card in exchange**. This action counts as a move.
• If the cards in the deck pile run out, the discarded cards are shuffled and returned to the game as a new pile.
• Bitcoin Point Cards cannot overlap with each other. They must **connect top to top or top to side**, never side to side, and always **joining the same colors**.

BITCOIN POINT CARDS
• Player **scores by connecting same-colored Bitcoin Point Cards in their own chain**.1 BTC, 2 BTC, 3 BTC and 4 BTC point cards.

ATTACK FUD
Attack a rival's chain with the Attack FUD card! **Place the attack card over a same-colored Bitcoin Point Card that you want to attack**, leaving it there to signal that the card is under attack. For example, to use a red attack card, the attacked card must have at least one of its connecting sides colored red.

Attacked cards stop counting points for the attacked player's stack. They cannot be stolen, receive new connections, or be used for any other functions while under attack.

DEFENSE PLEB
Defend your attacked cards with a Defense PLEB card of the same color as the attacking card. For example, **a red defense card can remove a red attack card**, providing a means to defend against attacks on your cards. Defended card resumes counting points for your stack. Discard attack and defense cards to the discard pile. Joker defense card works for any attack card color. **Each defense card clears only one attack card**.