ETH QUEST
QUICK RULES

A fun game to learn about Ethereum

2 to 4 players · ages 6 and up · about 15 minutes

1 SET UP

1. Put the Shared Blockchain board in the centre.
2. Give each player a Player Mat and two markers.
3. Give each player 3 ETH. The rest of the 24 ETH is the Bank.
4. Shuffle the 24 Idea cards, face down.
5. Place the 8 App cards face up in the App Market.
6. Make three Quest piles: Mint, App, Transact. With 2 players, remove one 'Use an App another player deployed' card.
7. Each player draws 1 Mint Quest. The youngest player starts.

2 ON YOUR TURN

1 CONFIRM PENDING

If a card is in Pending, confirm it:

- **Idea:** it is now an NFT in its owner's Wallet.
- **App:** back to the Market with its owner's marker.
- **Sold NFT:** to the buyer.

2 TAKE

Take 1 ETH from the Bank, or draw 1 Idea. Never more than 2 Ideas in hand.

3 DO ONE THING

- **Mint:** pay 1 ETH gas. Idea goes to Pending.
- **Deploy App:** pay its price + 1 ETH gas. App goes to Pending.
- **Use App:** pay 1 ETH to its owner, or to the Bank if it is yours. Do its Smart Rule.
- **Transfer NFT:** buyer pays seller 2 ETH. You pay 1 ETH gas. The other player may say no.
- **Swap Quest:** draw a new one of the same colour.
- **Pass:** do nothing.

4 QUEST

Quest done? Keep the card and draw the next colour.

3 CARD TYPES

- **IDEA CARD.** A secret idea. Mint it to make it an NFT.
- **APP CARD.** Deploy it. Then anyone can use its Smart Rule.
- **QUEST CARD.** A goal. 3 colours: Mint, App, Transact.

4 WIN THE GAME

- Finish one Quest in each colour: Mint, then App, then Transact.
- When someone has all 3, finish the round so everyone had the same munber of turns.
- More than one player with all 3? The most ETH wins.

GOOD TO KNOW

- A Quest counts only what you do after you draw it.
- Holding 'Send 3 transactions' or 'Mint 2 NFTs'? Take a Receipt each time your card is confirmed.
- Bank empty? Nobody can take ETH.