ETH Quest

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



You win by collecting 3 stars: a **Mint** star, a **App** star and a **Transact** star. You get a star each time you finish a Quest card.

Set up

1. Lay out the two boards. Put the 8 App cards on the App Market.
2. Shuffle the 24 Idea cards and put them face down on the Idea deck.
3. Sort the Quest cards into three piles by colour, shuffle each and put them face down on The Chain board. **With 2 players**, first take out one "Use an App another player deployed" card.
4. Everyone takes a Player Mat, two markers of their colour and **3 ETH**. The other coins (24 in the box) are the Bank.
5. Everyone draws one **Mint** Quest and puts it face up on their mat. The youngest player starts.

Your turn: always the same four steps

1. Stamp. If a card is waiting in PENDING, you are the checker. Say "confirmed!" and move it: a minted Idea goes to its owner's Wallet and is now an **NFT**; an App goes back to the Market with its builder's marker on it; a traded NFT goes to the buyer.

2. Take. Take 1 ETH from the Bank **or** draw 1 Idea. You may never hold more than 2 Ideas.

3. Do one thing from the list on the next page, or rest.

4. Quest. The moment your Quest is done, put it on a star place on your mat and draw the next colour: Mint first, then App, then Transact. Quests are free; they never use up your turn.

Pending and the stamp

Minting, building and trading are **messages to the chain**. The card goes to PENDING and your turn ends. It only becomes real when the **next player** stamps it at the start of their turn. That is how a blockchain works: other people check what you did, and after that nobody can undo it.

How the game ends

When a player has all 3 stars, finish the round so everyone has had the same number of turns. If only one player has 3 stars, they win. If more than one does, the one with the most ETH wins. Still equal? You win together.

Step 3: the things you can do

Mint · pay 1 ETH gas. Put an Idea from your hand into PENDING. When it is stamped it is your NFT.

Build an App · pay its price + 1 ETH gas, all to the Bank. Put the App into PENDING. When it is stamped it is yours and everyone can use it.

Use an App · pay 1 ETH to the player who built it (to the Bank if it is your own). Do what its Smart Rule says right away. No stamp needed.

Trade an NFT · offer to sell one of yours or ask to buy someone's. The price is always 2 ETH from buyer to seller, and **you** pay 1 ETH gas. The other player may say "no thanks"; then you pick something else. If yes, the NFT goes to PENDING.

Swap your Quest · put it under its pile and draw a new one of the same colour.

Rest · do nothing.

The 8 Apps



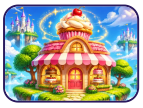
House · price 1
Take 2 ETH from the Bank.



Treehouse · price 1
Look at the top 3 Ideas. Keep 1.



Robot Factory · price 1
Draw 1 Idea.



Bakery · price 2
Everyone takes 1 ETH from the Bank. You take 2.



Garden · price 2
Take 1 ETH for each NFT in your Wallet.



Rocket Pad · price 2
Take 3 ETH from the Bank.



Arcade · price 2
Draw 1 Idea and take 1 ETH.



Castle · price 3
Take 2 ETH and draw 1 Idea.

Small rules that matter

- A Quest counts only what you do **after** you draw it. "HAVE" Quests look at your Wallet right now.
- **Receipts:** if you hold "Send 3 transactions" or "Mint 2 NFTs", take a Receipt each time one of your cards is stamped, so you can count.
- Bank empty? Then nobody can take ETH until someone pays gas or a price. Idea deck empty? Then nobody can draw.
- If you cannot take anything in step 2, skip it and go to step 3.

For grown-ups: what the words mean. ETH is the money of Ethereum. **Minting** records a new thing you own, an **NFT**. An **App** is a smart contract: a small program anyone can use. **Gas** is the fee for every transaction. **Pending** transactions wait until a **block producer** (here: the next player, the checker) confirms them. Your **Wallet** holds what is yours.