

# CryptoHunch

**A collectible card game based on deceit**

**Powered by blockchain assets**

**(Starter Pack Card Design) v0.2**

**(Game Dynamics & Rules Design) v0.3**

## Backstory:

The date is January 3, 2109, and it has been exactly 100 years since Bitcoin's genesis block was mined. A lot sure has transpired since then. With a market capitalization of just under 100 trillion US dollars, Bitcoin has become the world's reserve currency. There effectively isn't anyone in the civilized world that doesn't know what Bitcoin is, or anyone that hasn't used Bitcoin at some point in their lifetime.

The considerable success Bitcoin inevitably achieved since its inception has resulted in ever-growing complexity surrounding the path Bitcoin development should take. Consensus cannot be established as to the future of the Bitcoin protocol, and Bitcoin has once again entered extremely hostile and volatile territory as the complexity (and mudslinging) intensifies. A "civil war" of sorts has broken out among Bitcoin's market participants, and everyone is choosing a side!

The miners are focused on increasing the block size in order to keep as many transactions as possible on the blockchain to make sure mining stays as profitable as possible. The stakeholders are interested in changing the proof of work algorithm to one that can only be mined on GPUs so that Bitcoin mining can be more decentralized than it is with ASIC mining. The press is engrossed in implementing several highly experimental features (and creating many forks) to increase revenues from the extra attention that the ensuing hysteria generates. The developers are keen on developing and implementing a much improved "second layer" that will reduce transaction fees, increase the speed of irreversible transactions, and bring additional features to Bitcoin.

The first faction to obtain enough power within the Bitcoin ecosystem will get their way. Until then, things will likely get real ugly...

Which side are you on?

## Objective:

The first player (or team) to reach full power wins the game.

## Game Modes:

There can be several game modes supported by the same deck of cards. The game cards will be balanced enough to where it can be played in at least two game modes, with anywhere from 2 to 8 players.

- **Team or Individual**
  - **Team-Based (2v2, 2v2v2v2 or 4v4, up to 8 players):** Your team picks a faction, and fights for that faction together.
    - The first team to reach full power in their respective power type (depending on which faction is chosen) wins the game.
  - **Individual (every man for himself, from 2 to 8 players):** You pick a faction and play against all others, even if they fight for the same faction or not.
    - The first person to reach full power in their respective power type (depending on which faction is chosen) wins the game.
- **Standard or Expert**
  - **Standard**
    - The standard game mode will use a dice to determine how many power shards each player gets each turn. Since there is added randomness from the dice rolls, as a result it should provide for a more laid-back gameplay for casual players.
  - **Hardcore**
    - The hardcore game mode will award each player with the same amount of power shards each and every turn. Since the randomness of the dice rolls are taken out of the equation, that will give more importance towards skilled gameplay than the standard game mode. Hardcore game mode is better suited for those that take the game more seriously.

## Rules and Dynamics:

1. Each player chooses two cards at the beginning of each game: a character card, and a faction card.
  - a. Choosing a faction determines the side that the player wishes to fight for during that game. With a starter pack, the player can choose from the following factions: miners, stakeholders, press, or developers.
  - b. The faction that each player picks will be kept a secret until the end of the game.
    - i. **Faction Cards** are collectible blockchain assets, and there will be a limited number of each card issued.
  - c. In order to implement the optimal counter-strategy, each player's opponent will try to figure out which faction their opponent's character belongs to throughout the game.
    - i. Whoever figures out which faction their opponent is playing for first can then implement the optimal counter strategy sooner. While at the same time, the person who figures out which faction their opponent is playing for last will be disadvantaged by figuring the optimal counter strategy out last.
  - d. Each player will also choose a character card.
    - i. Each character will have a special ability, which will be known to the other players at the beginning of the game.
    - ii. **Character Cards** are collectible blockchain assets, and there will be a limited number of each card issued.

2. The objective of being the first individual (or faction if playing in team mode) to reach full power is obtained when someone reaches full power of the power type that their faction thrives for.
  - a. The separate power types for each faction are: **Mining Power** (miners), **Stake Power** (stake holders), **Influence Power** (the press), or **Development Power** (developers).
  - b. You can gain (or lose) power by playing **Power Shards**, along with playing **Utility Cards**, and by use of inherent **Character Abilities**.
  - c. **Power Shards** are determined randomly each turn as a result of the roll of a 60-sided dice.
  - d. Each player has the option to play one **Power Shard** per turn, or they can optionally save it for their next turn.
  - e. Each player chooses which type of power they want to apply their **Power Shards** to each turn: **Mining Power** (miners), **Stake Power** (stake holders), **Influence Power** (the press), or **Development Power** (developers).
    - i. **Strategy Commentary:** This is where deception comes into play. Since no one knows what faction the other players chose at the beginning of the game (unless the other players are on their team in team game mode), each player will not want to make it obvious what faction they are fighting for. For instance, if a player only ranks up the type of power that their faction needs to win without ranking up at least one other power type at the same time, then their opponents will probably figure out quickly what faction the player is fighting for, and can then play negative utility cards targeted at that power type to slow down their accumulation of power. Therefore, it is optimal for players to power up at least two power types so that there is at least some uncertainty as to what faction they are fighting for.
  - f. What rank you are at in each power type determines the amount of Power Shards you are able to play in that certain power type, because each type of power ranks up separately, and each rank has a different Power Shard multiple.
  - g. Each rank statistically takes longer to reach as you rank up. Although the multiples are increased substantially every time a player ranks up, the increases are still smaller in proportion to the amount of power needed to reach the next rank.
    - i. Note: Obviously it is possible reach a rank faster (or slower) depending on what utility cards are played, and if a player enacts their character's ability.
    - ii. Rank 1 (start of game): Multiply each dice roll by 10
      1. It is possible to reach Rank 2 in two turns from the start of the game just by rolling 50+ each turn.
    - iii. Rank 2 (1,000+ power): Multiply each dice roll by 5,000
      1. it is possible to reach Rank 3 in four turns from Rank 2 just by playing power shards.
    - iv. Rank 3 (1,000,000+ power): Multiply each dice roll by 2,500,000
      1. It is possible to Rank 4 in seven turns from Rank 3 just by playing power shards.
    - v. Rank 4 (1, 000,000,000+ power): Multiply each dice roll by 2,000,000,000

1. It is possible to win the game in nine turns from Rank 3 just by playing power shards. This can obviously be reduced, or increased, depending on which utility cards are played.
  - vi. At 1,000,000,000,000+ power the game is over because the first player to reach full power (1,000,000,000,000+ power) wins.
- h. More on Power Shard Ranks:
- i. Notice above that once a player obtains a certain amount of power, they then go up a power shard rank. Power ranks are similar to levels in a game, and must be reached in succession.
  - j. Higher powered shards can be played for each rank a player gains throughout each game. This can be seen above by the dice roll multiple increasing as each higher rank is reached.
  - k. Each power level for every faction is obtained with the same amount of power shards: it takes 1,000 power shards to reach rank two, then 1,000,000 power shards for rank three, then 1,000,000,000 power shards for rank four. Every faction ranking up with the same amount of power is intended to make balancing the gameplay easier. Each player should have the same likelihood of winning no matter what faction they choose.
    - i. **Miners** gain full power by accumulating mining power, which is measured in hash rate. Full power is reached when a miner acquires 1,000,000,000,000 Hashes (or 1 Tb).

1. **Miner Power Shard Hierarchy:**

a. 1<sup>st</sup> Rank:

i. **CPUs**

1. CPUs can be played immediately at the start of the game.
2. **Power Shard Multiplier:** dice roll x 10

b. 2<sup>nd</sup> Rank

i. **GPUs**

1. GPUs require a 1,000 H (1Kh) Hash Rate to be played (1,000 power).
2. **Power Shard Multiplier:** dice roll x 5,000

c. 3<sup>rd</sup> Rank

i. **FPGAs**

1. FPGAs require a 1,000,000 H (1 Mh) Hash Rate to be played (1,000,000 power).
2. **Power Shard Multiplier:** dice roll x 2,500,000

d. 4<sup>th</sup> Rank

i. **ASICs**

1. ASICs require a 1,000,000,000 H (1 Gh) Hash Rate to be played (1,000,000,000 power).
2. **Power Shard Multiplier:** dice roll x 2,000,000,000

- ii. **Stakeholders** gain full power by accumulating stake power, which is measured in Satoshis. Full power is reached when a player acquires 1,000,000,000,000 Satoshis.

- 1. Stakeholder Power Shard Hierarchy:**

- a. 1<sup>st</sup> Rank:

- i. Minnows**

- 1. Minnows can be played immediately at the start of the game.
        - 2. **Power Shard Multiplier:** dice roll x 10

- b. 2<sup>nd</sup> Rank:

- i. Fish**

- 1. Fish require 1,000 Satoshis to be played (1,000 power).
        - 2. **Power Shard Multiplier:** dice roll x 5,000

- c. 3<sup>rd</sup> Rank:

- i. Dolphins**

- 1. Dolphins require 1,000,000 Satoshis to be played (1,000,000 power).
        - 2. **Power Shard Multiplier:** dice roll x 2,500,000

- d. 4<sup>th</sup> Rank:

- i. Whales**

- 1. Whales require 1,000,000,000 Satoshis to be played (1,000,000,000 power).
        - 2. **Power Shard Multiplier:** dice roll x 2,000,000,000

- iii. **The Press** gains full power by accumulating influence power, which is measured in subscribers. Full power is reached when the press acquires 1,000,000,000,000 subscribers.

- 1. Press Power Shard Hierarchy:**

- a. 1<sup>st</sup> Rank:

- i. Crypto Enthusiasts**

- 1. Crypto Enthusiasts can be played immediately at the start of the game.
        - 2. **Power Shard Multiplier:** dice roll x 10

- b. 2<sup>nd</sup> Rank:

- i. Cryptocurrency Bloggers**

- 1. Cryptocurrency Bloggers require 1,000 Subscribers to be played (1,000 power).
        - 2. **Power Shard Multiplier:** dice roll x 5,000

- c. 3<sup>rd</sup> Rank:

- i. Cryptocurrency News Websites**

1. Cryptocurrency News Websites require 1,000,000 Subscribers to be played (1,000,000 power).
  2. **Power Shard Multiplier:** dice roll x 2,500,000
- d. 4<sup>th</sup> Rank:
- i. **Mainstream News**
    1. Mainstream News require 1,000,000,000 Subscribers to be played (1,000,000,000 power).
    2. **Power Shard Multiplier:** dice roll x 2,000,000,000
- iv. **Developers** gain full power by accumulating developers, which is measured in lines of code. Full power is reached when the developer achieves 1,000,000,000,000 lines of code.
1. **Developer Power Shard Hierarchy:**
    - a. 1<sup>st</sup> Rank:
      - i. **Novice Developers**
        1. Novice Developers can be played immediately at the start of the game.
        2. **Power Shard Multiplier:** dice roll x 10
    - b. 2<sup>nd</sup> Rank:
      - i. **Experienced Developers**
        1. Experienced Developers require 1,000 Lines of Code to be played (1,000 power).
        2. **Power Shard Multiplier:** dice roll x 5,000
    - c. 3<sup>rd</sup> Rank:
      - i. **Development Teams**
        1. Development Teams require 1,000,000 Lines of Code to be played (1,000,000 power).
        2. **Power Shard Multiplier:** dice roll x 2,500,000
    - d. 4<sup>th</sup> Rank:
      - i. **Expert Development Teams**
        1. Expert Developments Team require 1,000,000,000 Lines of Code to be played (1,000,000,000 power).
        2. **Power Shard Multiplier:** dice roll x 2,000,000,000
3. Every 3<sup>rd</sup> turn players can play utility cards to increase their own power or decrease their opponent's power.

## Rarity:

- Each card below (totaling 56 cards) will be sold together in a “Starter Pack”.
- Starter Packs will each consist of 56 cards with each card being their own separate blockchain assets.
- There will only ever be 1,000 starter packs issued.
- There will be no re-releases of formerly issued cards, but there may be further optional Expansion Packs and Rarer assets released.
  - It will always be possible to play the game with only a starter pack, but expansion packs are intended as optional expansions of the game.
  - All future releases will have even more and more cards issued, therefore the starter pack cards will be the rarest in the game.
    - Total Releases and Their Sizes:
      - **Starter Pack:** 1,000 packs
      - **Expansion #1 (“Government”):** 2,000 packs
        - *“The government has joined the fight for power over Bitcoin! They want to take it over before it cripples their FIAT empire. To win the game and implement their plan, the government needs to reach full regulation power first.”*
      - **Expansion #2 (“Exchanges”):** 3,000 packs
        - *“The exchanges have joined the fight for power over Bitcoin! They have incepted a profitable avenue for increasing trading volumes by forking Bitcoin, and then profiting off of the added volume the confusion provides. To win the game and implement their plan, the exchanges needs to reach full volume power first.”*
      - **Expansion #3 (“Crypto Anarchists”):** 4,000 packs
        - *“The crypto anarchists have joined the fight for power over Bitcoin! The crypto anarchists want to make sure Bitcoin is fungible by implementing additional privacy features! To win the game and implement their plan, Crypto Anarchists need to reach full resistance power first.”*
      - **Expansion #4 (“Higher Beings”):** 5,000 packs
        - *“The aliens have entered earth’s atmosphere and joined the fight for power over Bitcoin! The aliens want to make Bitcoin merge minable with their space coin! To win the game and implement their plan, Higher Beings need to reach full abduction power first.”*
      - **No More Expansions Packs:**
        - No more Faction cards will ever be created.
        - Rare cards may be released at a rate of 1000 cards per individual card, minus 100 for each rare card that is released (1000, then 900, then 800, etc...)
        - No more than 10 rare cards will ever be released.

## Collectible Faction Cards:

- **Miners** - The miners are focused on increasing the block size in order to keep as many transactions as possible on the blockchain to make sure mining stays as profitable as possible.
- **Stakeholders** - The stakeholders are interested in changing the proof of work algorithm to one that can only be mined on GPUs so that Bitcoin mining can be more decentralized than it is with ASIC mining.
- **The Media** - The press is engrossed in implementing several highly experimental features to increase revenues from the extra attention that the ensuing hysteria generates.
- **Development** - The developers are keen on developing and implementing a much improved “second layer” that will reduce transaction fees, increase the speed of irreversible transactions, and bring additional features to Bitcoin.

## Collectible Character Cards:

- **ASICprinter Corp.** - Due to economies of scale with ASICs, ASICprinter Corp. has the ability to skip Rank 4. When Rank 4 of any power type is reached, the player gains 1,000,000,000,000 of that power type to win the game (if that power type’s faction is what the faction they are fighting for).
- **Bitcoin Jesus** - Getting an early start on Bitcoin investing paid off, and Bitcoin Jesus starts with Rank 2 Power in every power type from the very beginning of the game. All dice rolls for Power Shards start at the Rank 2 Multiple of x5000 and you can play Rank 2 power shards... all from the very start of the game.
- **BitcoinNews Corp.** - By publishing a bad article about the opposition, BitcoinNews Corp. can reduce all of the opponent’s power types by 25 percent for 5 turns. This ability can be initiated at any time. All of your opponent’s power types are reduced by 25 percent for 5 turns (double use).
- **Satoshi Nakamoto** Satoshi Nakamoto can increase all of his own power types by 25 percent for 5 turns with his influence. This ability can be initiated at any time. All of your power types are increased by 25 percent for 5 turns. (double use)

## Collectible Utility Cards:

- Every 3<sup>rd</sup> turn, each player may also play a utility card which can either boost their power, or reduce someone else’s power.
- If a card reduces another player’s power, then the player that plays the utility card chooses which player the card will affect.
- **Mining Power (miners)**
  - **Negative Cards:**
    - **Power Surge** The opponent loses their entire mining power for 5 turns until they can get all of their miners back up and running.



- **Card Power:** (Opponent Hash Power = 0) for 5 turns unless countered
- Counter Card:
  - **Reboot** – the miner reboots all of their mining rigs, doubling hash power from miners that had crashed for 5 turns.
    - **Card Power:** (Player Hash Power x 2) for 5 turns unless countered
- **Hardware Failure:** The opponent permanently loses 25 percent of their mining power, because the failed hardware cannot be repaired.
  - **Card Power:** (Opponent Hash Power x 0.75) permanently unless countered
  - Counter Card:
    - **Hardware Purchase** – the miner purchases more mining hardware which increases their mining power permanently by 25 percent.
      - **Card Power:** (Player Hash Power x 1.25) permanently unless countered
- **Suboptimal Configuration:** The opponent loses 25 percent of their mining power for 5 turns (until they can get their configurations optimized.)
  - **Card Power:** (Opponent Hash Power x 0.75) for 5 turns unless countered
  - Counter Card:
    - **Optimized Configurations** – the miner can run at full speed since the configurations have been optimized, and therefore mining power is increased by 25 percent for 5 turns.
      - **Card Power:** (Opponent Hash Power x 1.25) for 5 turns unless countered
- **Positive Cards:**
  - **Block Size Increase:** The player doubles their entire mining power for 5 turns until some decide to fork Bitcoin to create a new chain that doesn't have the block size increase.
    - **Card Power:** (Player Hash Power x 2) for 5 turns unless countered
    - Counter Card:
      - **Fork** – The Bitcoin chain has been forked, making the value of Bitcoin go down. As a result- mining profits have gone down too, so mining power is decreased by 50 percent for 5 turns.
        - **Card Power:** (Opponent Hash Power = 0) for 5 turns unless countered
  - **Renewable Energy Investment:** The player permanently increases hash power by 25 percent unless the tax break they were counting on is negated.
    - **Card Power:** (Player Hash Power x 1.25) permanently unless countered
    - Counter Card:
      - **Tax Break Voided** – The tax break you were counting on for going green was removed from the lawbooks by conservative politicians, and the efficiency boost received from investing in

renewable energy is reversed. Mining power permanently is decreased by 25 percent.

- **Card Power:** (Opponent Hash Power x 0.75) permanently unless countered
- **Winter Is Coming:** Since it is cooler outside, you can run more mining rigs than you had cooling capacity for during the summer. Your mining power will increase by 25 percent for 5 turns until summer arrives.
  - **Card Power:** (Player Hash Power x 1.25) for 5 turns unless countered
  - Counter Card:
    - **Summer Is Coming** – Summer has arrived, and due to limits in their cooling capacity, your opponent has to run less mining rigs than what they can run during the winter. Their mining power will decrease by 25 percent for 5 turns until summer arrives.
      - **Card Power:** (Player Hash Power x 0.75) for 5 turns unless countered

## ● Stake Power (stakeholders)

### ○ Negative Cards:

- **Hard Drive Corruption:** The opponent loses their entire stake power for 5 turns until their paper wallet backup can be restored.
  - **Card Power:** (Opponent Stake Power = 0) for 5 turns unless countered
  - Counter Card:
    - **Paper Wallet Restored** – The player restored a computer whose hard drive had failed, and loaded a backup of their wallet, so their token power has doubled for 5 turns.
      - **Card Power:** (Player Hash Power x 2) for 5 turns unless countered
- **Hack:** Opponent permanently loses 25 percent of their stake power because the stolen stake cannot be recovered.
  - **Card Power:** (Player Stake Power x 0.75) permanently unless countered
  - Counter Card:
    - **Hacker Arrest** – the hacker was arrested by law enforcement, and your funds were recovered which increased your stake.
      - **Card Power:** (Player Hash Power x 1.25) permanently unless countered
- **Bull Market:** Opponent loses 25 percent of their stake power for 5 turns (until a bear market starts, because they do not have enough funds to buy at the inflated bull market prices.)
  - **Card Power:** (Player Hash Power x 0.75) for 5 turns unless countered
  - Counter Card:
    - **Bear Market** – the market has turned bearish, and the player can now afford to buy more Bitcoins because the price is lower.

- **Card Power:** (Player Hash Power x 1.25) for 5 turns unless countered
- **Positive Cards:**
  - **Got a Raise:** You double your entire stake power by 100% for 5 turns due to the extra income unless you happen to get fired.
    - **Card Power:** (Player Stake Power x 2) for 5 turns unless countered
    - Counter Card:
      - **Got Fired** – Your job got tired of you refreshing coinmarketcap.com all day long, so they decided to fire you.
        - **Card Power:** (Player Stake Power = 0) for 5 turns unless countered
  - **Tokens Burned:** Some Bitcoin was destroyed as the result of the proof of burn of a new alternative cryptocurrency, giving you a 25 percent permanent increase to your portion of the total stake.
    - **Card Power:** (Player Stake Power x 1.25) permanently unless countered
    - Counter Card:
      - **Scammed** – It was later learned that the organizer of a proof of burn had access to the private keys, and that you were scammed of your Bitcoins.
        - **Card Power:** (Opponent Stake Power x 0.75) permanently unless countered
  - **Market Volatility:** The markets have seen a lot of volatility recently, making your day trading more profitable and thus your stake power is increased by 25 percent for 5 turns.
    - **Card Power:** (Player Stake Power x 1.25) for 5 turns unless countered.
    - Counter Card:
      - **Stability** – The market has been stable, and so day trading was not as lucrative as before. Therefore, your stake power decreased by 25 percent for 5 turns.
        - **Card Power:** (Opponent Stake Power x 0.75) for 5 turns unless countered.

- **Influence Power (press)**

- **Negative Cards:**
  - **News Service Shutters:** The opponent loses their entire influence power for 5 turns until they can find another news service to work for, because they were not able to connect with their readers during the time they were unemployed.
    - **Card Power:** (Opponent Influence Power = 0) for 5 turns unless countered
    - Counter Card:
      - **Job Offer Accepted** – Your influence power was restored after accepted a new job offer, and your opinion became more popular than before.

- **Card Power:** (Player Influence Power x2) for 5 turns unless countered
  - **Publish Fake News:** The opponent permanently loses 25 percent of their influence power until they can publish proof that their story was not fake news, because the “fake news” stories permanently harmed their credibility.
    - **Card Power:** (Opponent Influence Power x 0.75) permanently unless countered
    - Counter Card:
      - **Publish Proof** – The player obtained and published proof that a story others had claimed was “fake news” was actually true, so the palyer’s influence was permanently increased by 25 percent.
        - **Card Power:** (Player Influence Power x 1.25) permanently unless countered.
  - **Faulty Sources:** The opponent loses 25 percent of their influence power for 5 turns until subscriber confidence can be restored.
    - **Card Power:** (Opponent Influence Power x 0.75) for 5 turns unless countered
    - Counter Card:
      - **Post a Correction** – The player became aware of the error, then published a correction to the article. Therefore, influence was increased by 25 percent for 5 turns.
        - **Card Power:** (Player Influence Power x 1.25) for 5 turns unless countered
- **Positive Cards:**
  - **Breaking News Story:** The player gained double experience for 5 turns for breaking an important news story.
    - **Card Power:** (Player Influence Power x 2) for 5 turns unless countered
    - Counter Card:
      - **Missed Out** – The opponent missed out by not covering a breaking story, and their influence power is negated for 5 turns.
        - **Card Power:** (Opponent Influence Power = 0) for 5 turns unless countered
    - **Celebrity Endorsement:** A celebrity has decided to endorse the player’s news organization, and your influence power is increased by 25 percent permanently.
      - **Card Power:** (Player Influence Power x 1.25) for permanently unless countered
      - Counter Card:
        - **Celebrity Denial** – The celebrity that endorsed the opponent’s news organization eventually came out saying that they never supported it at all, which reduces the opponent’s influence power by 25 percent permanently.
          - **Card Power:** (Opponent Influence Power x 0.75) permanently unless countered

- **Viral Story:** The player gains 25 percent influence power for 5 turns until the hype dies down.
  - **Card Power:** (Player Influence Power x 1.25) for 5 turns unless countered
  - Counter Card:
    - **Time** – As time passes, the hype created from the opponent’s viral story wears down reducing your influence power by 25 percent.
      - **Card Power:** (Player Influence Power x 0.75) for 5 turns unless countered

- **Development Power (developers)**

- **Negative Cards:**

- **GitHub Issue:** Opponent loses their entire development power for 5 turns until the GitHub issue is resolved.
  - **Card Power:** (Opponent Development Power = 0) for 5 turns unless countered
  - Counter Card:
    - **GitHub Issue Resolved** – users and the development team can once again access the Github repository.
      - **Card Power:** (Player Development Power x2) for 5 turns unless countered
- **Pull Request Closed:** The opponent permanently loses 25 percent of their development power, because the update they spent a lot of time working on did not get merged.
  - **Card Power:** (Opponent Development Power x 0.75) permanently unless countered
  - Counter Card:
    - **Pull Request Merged** – The player’s time was not wasted, because the development team was convinced that the pull request should be merged.
      - **Card Power:** (Player Development Power x 1.25) permanently unless countered.
- **No Updates:** The opponent loses 25 percent of their development power for 5 turns, because developer interest is lacking due to the community thinking the project is dead.
  - **Card Power:** (Opponent Development Power x 0.75) for 5 turns unless countered
  - Counter Card:
    - **New Software Release** – The development team can now attract new talent since interest is boosted, and development power is increased by 25% for 5 turns.

- **Card Power:** (Player Development Power x 1.25) for 5 turns unless countered
- **Positive Cards:**
  - **Ycombinator Post:** The player doubles their entire development power for 5 turns, or at least until the interest dies down.
    - **Card Power:** (Player Development Power x2) for 5 turns unless countered
    - Counter Card:
      - **Losing Interest** – The interest dies down from the hype, so your opponent loses all development power for 5 turns.
        - **Card Power:** (Player Development Power = 0) for 5 turns unless countered
  - **Development Donation:** Some token holders arranged for an address to raise funds for development, use of those funds permanently increases developer power by 25 percent.
    - **Card Power:** (Player Development Power x 1.25) permanently unless countered.
    - Counter Card:
      - **Expense Disagreement** – The community cannot decide on how to spend development funds, and as a result the opponent's developer power is decreased by 25 percent.
        - **Card Power:** (Opponent Development Power x 0.75) permanently unless countered
    - **New Release:** A new release has increased developer enthusiasm about the player's project, and their development power is increased by 25% for 5 turns.
      - **Card Power:** (Player Influence Power x 1.25) for 5 turns unless countered
    - Counter Card:
      - **Bugged** - A major bug was found in the opponent's code, and they lose 25 percent of their development power for 5 turns.
        - **Card Power:** (Opponent Influence Power x 0.75) for 5 turns unless countered