

# Chip Trade Official Rules 1st Edition

*By: David Cao & Tu Cao*

## **I. Introduction**

Chip Trade is a strategic probability game that combines the excitement of uncertainty and luck with the analysis of risk assessment and decision making. The objective of the game is to flip multiple chips and based on the result of the flips, you can gain/lose cards and/or chips. The goal is to collect a certain amount cards without losing all of your chips. While playing, you'll have access to various power-ups that have interesting effects on the game. This game of chance is simple on the surface, but has many intricate mechanics that gives this game a strategic depth.

## **II. Getting Started**

- Number of players: 1
- Objective:
  - “Roll” 7 chips to determine the number of EVEN or ODD faced up chips (refer to Section III).
  - Earn all 8 cards to win.
- Vocabulary/Terms
  - *Field* – The gameboard where the players roll their chips.
  - *Graveyard* – The discard pile for chips.
  - *Turn* – Counts when an action has occurred such as a roll, power-up use, or trade.
  - *Lucky Seven* – Occurs when all 7 chips are faced up or down.
- Players start with:
  - 7 chips in hand.
  - 4 power-ups with limited uses (refer to Section IV)
    - *Libra's Scale*: 2x
    - *Paladin's Shield*: 1x
    - *Green Skull*: 2x
    - *Red Bandage*: 2x

## **III. The Basics of the Roll**

1. If an EVEN number of chips are FACED UP
  - a. Player earns 1 card.
2. If an ODD number of chips are FACED UP
  - a. Player loses 1 chip AND 1 card if they have any.
3. If the player has ALL 7 chips and they are all FACED UP OR DOWN
  - a. Player earns 3 cards.
4. If the player has 6 chips or less
  - a. If they are all FACED UP (regardless of EVEN or ODD)
    - i. Player earns 1 card AND 1 power-up use of their choice.

- b. If they are all FACED DOWN (regardless of EVEN or ODD)
      - i. Player receives 1 chip back from the graveyard.
  - 5. If the player has only 1 chip left
    - a. If the chip is flipped and is FACED UP
      - i. This is considered an ODD result and thus GAME OVER.
    - b. If the chip is flipped and is FACED DOWN
      - i. This is considered an EVEN result and thus the player earns 1 card.
      - ii. In addition, the player also receives 1 chip back from the graveyard.

#### **IV. The Power-Ups**

Note: Power-Ups can only be used when the graveyard has AT LEAST 2 chips in it. Certain powers may have exceptions to this rule. Power-Ups must also be used BEFORE you initiate a roll.

- *The Red Bandage*
  - If FACED UP:
    - Roll chips. Player receives chips back from the graveyard equal to the number of chips FACED UP in the roll.
  - If FACED DOWN:
    - Roll chips. Player loses chips equal to the number of chips FACED DOWN in the roll.
- *The Green Skull*
  - If FACED UP:
    - Player receives ALL chips back from the graveyard.
    - In addition, the player also earns cards equal to the number of chips received.
  - If FACED DOWN:
    - Player loses the amount of chips equal to the number of chips that are already in the graveyard.
- *The Paladin's Shield*
  - Use of this power requires the player to give up 1 usage of another power-up (player decides which one).
  - The ALL UP/DOWN rule does NOT apply while this power is active (refer to Section III, Rule 4).
  - If FACED UP:
    - Player is protected from the loss of chips AND cards. The number of turns protected is equal to the remaining cards the player must acquire to win.
    - In addition, during protected turns, the player CANNOT use any other power-up.
  - If FACED DOWN:
    - The Paladin's Shield power gets used up; player does not get protected.
- *Libra's Scale*

- Use of this power is guaranteed and does not require a probability check.
- In addition, the 2-chip graveyard requirement DOES NOT apply.
- Roll a d4 (four-sided die) twice.
  - The first roll determines the amount of chips the player loses.
  - The second roll determines the number of cards the player earns.

## **V. Trading**

1. Trading allows the player to gain additional usage for power-ups. In order to trade, uses of at least 1 power-up must be all gone.
2. You can only initiate one trade per game.
3. During a trade, you can trade up to a max of 3 chips at once.
  - a. Trading 1 chip = 1 power-up use
  - b. When choosing which power-ups you want, you can mix-and-match.