

RUNWAY • Cards

54 cards from deck.json. Visual 9-up cut sheets: <https://tablepress.space/capital-run/print.html>

1. How to play [1]

Reference

Put out the 4 table cards. Mix the 32 Capital cards. Deal 6 to each player. Flip 3 face up as the Bench. Mix the 12 Deals with the 6 Shocks. Flip cards until a Deal is in play and the next Deal is showing (tuck any Shock under the Deal just flipped). Youngest pitches last on the first Deal.
(Read the Deal's Sector. Look at the next Deal.)

2. How you score [2]

Reference

PITCH one Capital card matching the Deal's Sector, or pass (then trade 1 card for a Bench card you can see, or a blind card from the pile). CLOSE: once everyone has pitched once, the biggest matching number wins the printed Reputation (later pitch wins a true tie). SCALE: winner draws back up, places a Foothold beside that Sector, Hype advances, next Deal flips. Second Foothold in a Sector scores +2 at once. Game ends when all 12 Deals are gone; add +1 per different Sector you hold a Foothold in.
(Write your Reputation as you go.)

3. Kinds & Sectors [3]

Reference

\$ Cash — solid bar — FinTech. May pitch anywhere; wins outside FinTech score 1 less. © Network — dashed bar — Social. May Ride any other Deal for 1. ▲ Tech — dotted bar — DeepTech. ★ Talent — double bar — Marketplace. If Hype is 5+, every reward is +1. At Hype 10 (max), every reward is +2 instead.
(Color, line, and word all agree — check any one.)

4. Stuck? Read this [4]

Reference

No matching card and not Cash/Network? Pass — always legal, then trade for a Bench card you can see or a blind card from the pile. Nothing worth winning with? Pitch it anyway — a matching card beats Cash on a tie, so it still denies. Everyone passed? Dump the Deal (no score, no Foothold, Hype does not move) and flip the next one. Capital pile empty? Reshuffle the discards. Tie in Reputation at game end? Most Footholds wins; still tied, you share the win.
(The game never freezes. There is always a legal move.)

5. Coffee Fund [\$ 1]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(Enough for the domain name.)

6. Piggy Bank [\$ 2]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(Counted twice, just in case.)

7. Petty Cash [\$ 3]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(The drawer under the register.)

8. Friends & Family [\$ 4]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(They believe in you first.)

9. Angel Check [\$ 5]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(One signature, one dinner.)

10. Bridge Loan [\$ 6]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(Time, bought expensive.)

11. War Chest [\$ 7]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(You can wait them out.)

12. Full Vault [\$ 8]

Cash

Bigger number wins a Deal in FinTech. Cash may also pitch on any other Deal — if Cash wins outside FinTech, score 1 less Reputation than printed.
(Every zero is accounted for.)

13. Group Chat [👤 1]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(Someone forwards the email.)

14. Old Classmate [👤 2]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(They remember you from before.)

15. Warm Intro [👤 3]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(Someone says your name first.)

16. Mutual Friend [👤 4]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(A follow becomes a favor.)

17. Conference Badge [👤 5]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(Badges, drinks, a list of names.)

18. Board Observer [👤 6]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(You hear the real meeting.)

19. First Hire [👤 7]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(They bet their years on you.)

20. Whole Rolodex [👤 8]

Network

Bigger number wins a Deal in Social. Or Ride any other Deal: if someone else closes it, score 1 Reputation.
(Every door has a name attached.)

21. Weekend Hack [▲ 1]

Tech

Bigger number wins a Deal in DeepTech.
(It runs on one machine.)

22. Spare Part [▲ 2]

Tech

Bigger number wins a Deal in DeepTech.
(Salvaged, then improved.)

23. Lab Note [▲ 3]

Tech

Bigger number wins a Deal in DeepTech.
(Dated. Signed. In a drawer.)

24. Working Prototype [▲ 4]

Tech

Bigger number wins a Deal in DeepTech.
(It works when you demo it.)

25. Lab Lease [▲ 5]

Tech

Bigger number wins a Deal in DeepTech.
(A door that takes a keycard.)

26. Shield Pile [▲ 6]

Tech

Bigger number wins a Deal in DeepTech.
(They sue. You already filed.)

27. Filed Patent [▲ 7]

Tech

Bigger number wins a Deal in DeepTech.
(The idea, pushed further, on paper.)

28. Whole Stack [▲ 8]

Tech

Bigger number wins a Deal in DeepTech.
(Not one idea. A fence.)

29. Intern Shift [★ 1]

Talent

Bigger number wins a Deal in Marketplace.
(Learning on your dime.)

30. Freelance Hour [★ 2]

Talent

Bigger number wins a Deal in Marketplace.
(Paid by the task.)

31. Part-Timer [★ 3]

Talent

Bigger number wins a Deal in Marketplace.
(In three days a week.)

32. Junior Hire [★ 4]

Talent

Bigger number wins a Deal in Marketplace.
(Nervous. Fast. Cheap.)

33. Senior Hire [★ 5]

Talent

Bigger number wins a Deal in Marketplace.
(Has done this before.)

34. Team Lead [★ 6]

Talent

Bigger number wins a Deal in Marketplace.
(Runs the standup now.)

35. Head of Growth [★ 7]

Talent

Bigger number wins a Deal in Marketplace.
(Numbers go up. So does headcount.)

36. Founding Team [★ 8]

Talent

Bigger number wins a Deal in Marketplace.
(They took the pay cut to be here.)

37. Seed Check [\$ +2]

Deal · FinTech

Sector: FinTech. Winner scores 2 Reputation. Hype advances 1.
(The round is open. The clock is not.)

38. Bridge Note [\$ +3]

Deal · FinTech

Sector: FinTech. Winner scores 3 Reputation. Hype advances 1.
(Enough runway to reach the next number.)

39. Series A Term Sheet [\$ +4]

Deal · FinTech

Sector: FinTech. Winner scores 4 Reputation. Hype advances 2.
(Real lawyers. Real clauses.)

40. Meetup Night [☉ +2]

Deal · Social

Sector: Social. Winner scores 2 Reputation. Hype advances 1.
(Badges, drinks, a list of names.)

41. Conference Badge [☉ +3]

Deal · Social

Sector: Social. Winner scores 3 Reputation. Hype advances 1.
(Three days of hallway conversation.)

42. Board Seat [☉ +4]

Deal · Social

Sector: Social. Winner scores 4 Reputation. Hype advances 2.
(You sit. You vote. It counts.)

43. Lab Bench [▲ +2]

Deal · DeepTech

Sector: DeepTech. Winner scores 2 Reputation. Hype advances 1.
(A stool, a socket, a deadline.)

44. Patent Filing [▲ +3]

Deal · DeepTech

Sector: DeepTech. Winner scores 3 Reputation. Hype advances 1.
(Dated. Signed. Defensible.)

45. Research Partnership [▲ +4]

Deal · DeepTech

Sector: DeepTech. Winner scores 4 Reputation. Hype advances 2.
(A university puts its name on it too.)

46. First Hire [★ +2]

Deal · Marketplace

Sector: Marketplace. Winner scores 2 Reputation. Hype advances 1.
(They bet their years on you.)

47. Advisor Onboard [★ +3]

Deal · Marketplace

Sector: Marketplace. Winner scores 3 Reputation. Hype advances 1.
(Office hours, once a month.)

48. Founding Team Buyout [★ +4]

Deal · Marketplace

Sector: Marketplace. Winner scores 4 Reputation. Hype advances 2.
(They took the pay cut to be here.)

49. Bull Run [!]

Shock

This Deal's reward is +1 Reputation.
(Everyone suddenly believes at once.)

50. Down Round [!]

Shock

This Deal's reward is -1 Reputation (never below 1).
(The number on the term sheet shrinks.)

51. Talent War [!]

Shock

Talent may also Ride this Deal for 1, like Network.
(Everyone is suddenly hiring.)

52. Cash Crunch [!]

Shock

Cash may only pitch here if this Deal's Sector is FinTech.
(The easy money dries up.)

53. Viral Moment [!]

Shock

Hype advances 1 extra step when this Deal closes.
(Everyone is suddenly talking about it.)

54. Grace Period [!]

Shock

The first time this Deal would be Dumped, it is not — it stays in play one more round instead.
(One more round to find the money.)