

RUNWAY • Rules

Source: <https://tablepress.space/capital-run/rules/> · Rebuilds with the site.

RUNWAY

You have exactly one pitch per round. Spend it well. 2–4 players · 30 min · ages 8+ · 32 capital + 12 Deals + 6 Shocks + 4 table cards (54)

> This game is about building a company out of the wrong kind of capital at the wrong moment, felt as the itch to hold your best card one more round while the market gets hotter, decided by whether you lock a Sector now or spread thin and bank the diversity bonus at the end.

Four kinds of capital. Four sectors on the board. Every Deal wants one kind. Pitch it, ride it, or pass — then watch the next one flip.

What is in the box

- 4 table cards (How to play, How you score, Kinds & Sectors, Stuck? Read this) — leave them out
- 32 Capital cards. Four kinds, numbers 1–8, each with its own color, its own line-mark, and its printed name — check any one of the three, you never need color alone:
- \$ Cash — solid bar — matches the FinTech sector
- ◎ Network — dashed bar — matches the Social sector
- ▲ Tech — dotted bar — matches the DeepTech sector
- ★ Talent — double bar — matches the Marketplace sector
- 12 Deal cards (3 each in FinTech, Social, DeepTech, Marketplace)
- 6 Shock cards

Board: four Sectors in a row (FinTech, Social, DeepTech, Marketplace). Deals sit beside the Sector they belong to, not on it — the board is a shelf, not a track. Each player has a Reputation marker (their score, written or tracked on the board) and 8 Foothold tokens. One shared Hype marker sits on a single track from 0 to 10 — it belongs to the table, not to any one player.

No dice, no app. A pencil for scores helps. Print from <https://tablepress.space/capital-run/print.html>

How to start (under 2 minutes)

1. Put the 4 table cards out where everyone can see them.
2. Shuffle the 32 Capital cards. Deal 6 to each player. Flip 3 more face up next to the draw pile — that is the Bench.
3. Shuffle the 12 Deals with the 6 Shocks into one stack. Flip cards face up one at a time: the first Deal you flip is the Deal in play (set it beside its Sector on the board); flip one more card to reveal the next Deal. If you flip a Shock, tuck it face up under the most recent Deal — it only affects that Deal, and is discarded when that Deal closes or is dumped.
4. Give every player 8 Footholds and a Reputation marker at 0. Put the Hype marker at 0 on its track.
5. The youngest player pitches last on the first Deal. Going left from them, the next player pitches first.

How you win

Most Reputation when the 12th Deal is gone. Write your Reputation as you go — you never have to add it all up until the very end.

A turn has three phases

1. **PITCH.** Play one Capital card that matches the Deal in play's Sector, or pass. Cash may pitch on any Sector. Network may Ride any Deal outside Social instead of matching it. Passing is always legal, and if you pass you may also trade one card from your hand for either one face-up Bench card of your choice or the top card of the Capital pile, unseen — a known upgrade or a gamble, your call. Bench cards are shared and go

first-come: if two players want the same one, whoever passes first in pitch order gets it.

You do not have to want to win a Deal to Pitch it. Playing a small matching card still denies — a matching card of the same number always beats Cash on a tie, so even a card you expect to lose can stop a rival's Cash from winning cheap, or bait a rival into spending a bigger card than the Deal was worth.

Going around the table once (starting from whoever pitches first this Deal), everyone gets exactly one Pitch action: play a matching card, play Cash anywhere, Ride with Network, or pass.

2. CLOSE. Once everyone has had their one action, the Deal closes:

- The biggest number among cards that match the Sector (or Cash, wherever it was played) wins. A later pitch beats an earlier one on a true tie.
- If Cash wins a Deal outside FinTech, it scores 1 less Reputation than printed (minimum 1). A matching card of the same number always beats a Cash card of that number.
- Every Network card played as a Ride scores its player 1 Reputation the moment the Deal closes for someone else — a Ride can never win the Deal itself.
- If nobody played a matching card or Cash, the Deal is Dumped: discard it, nobody scores, no Foothold is placed, Hype does not move.

3. SCALE. If you won the Deal: draw back up to your hand size (draw from the Bench or the top of the Capital pile, your choice) and refill the Bench to three from the pile. Place one Foothold beside the Deal's Sector — if this is your second Foothold in that Sector, score +2 Reputation immediately. If you already have 8 Footholds on the board, skip placing one; you still score the Deal normally. Move the Hype marker forward by the Hype cost printed on the Deal (see below), capped at 10. Then bring the next Deal forward to be the new Deal in play, and flip a new next Deal (tucking any Shock under it).

The player with the fewest Reputation points pitches last on the next Deal — a catch-up seat, since pitching last means you see every other pitch before committing, and you win true ties. If tied for fewest, whoever is more counter-clockwise from the previous last-pitch player goes last.

Hype

Hype is one shared marker, not a resource anyone owns. Whenever a Deal closes, it advances by the Hype cost printed on that Deal (1 or 2), plus 1 more if a "Viral Moment" Shock is attached. It never passes 10 — extra advances are simply capped.

- Hype 5 or higher: every Deal's printed reward is worth +1 Reputation.
- Hype 10 (max): every Deal's printed reward is worth +2 instead (this replaces the +1, it does not stack with it).

Cash's off-sector penalty is subtracted after the Hype bonus is added.

How you score

- The Reputation printed on every Deal you win, adjusted by Hype and by the Cash off-sector penalty
- +1 for every Network Ride that paid off
- +2 the moment you place your second Foothold in a Sector (once per Sector, so at most +8 across the game)
- +1 per different Sector where you hold at least one Foothold, added once at the very end (max +4)

Sample turn

The Deal in play is Conference Badge (Social, reward 3, Hype cost 1). The next Deal is Board Seat (Social, reward 4, Hype cost 2).

Bo pitches Warm Intro (Network 3).

Cam has no Network and no Cash, so Cam passes and trades a spare Tech 2 for a Bench Cash 7 (War Chest) — a known upgrade, no need to gamble on the pile.

Ana pitches First Hire (Network 7).

Deal closes: Ana's 7 beats Bo's 3. Ana wins Conference Badge for 3 Reputation, places a Foothold beside Social, and Hype moves to 1.

Board Seat comes forward (reward 4, Hype cost 2). Cam now has that Bench Cash 7 in hand — Cash can pitch anywhere. Cam plays it. Nobody else has Network big enough to beat a 7. Cam wins Board Seat for 4 Reputation minus 1 (Cash, outside FinTech) = 3 Reputation, and Hype moves to 3.

Cam was richer but paid the toll for using the wrong kind of capital. Ana specialized and is one Foothold from a Social lock.

Stuck? Read this

I have no matching card and no Cash. Ride with Network if this is not a Social Deal, or pass. Passing is always legal, and you may still trade — for a Bench card you can see, or a blind card from the pile.

I have nothing worth winning with. Pitch it anyway if it denies someone (a matching card beats Cash on a tie), or pass and trade — a Bench card if you see one you want, a blind pull from the pile if you don't.

Everyone passes. The Deal is Dumped. Nobody scores. Flip the next Deal. The game keeps moving.

My hand is empty. You only draw after you win a Deal. If it is not your turn to draw, play what you have or pass.

The Bench is empty. Draw straight from the pile instead. Do not try to refill the Bench from nothing.

The Capital pile runs out. Shuffle the discard pile (cards that were played and lost, or traded away) to make a new pile. Keep playing.

The Deal stack runs out before all 12 have closed. It cannot — 12 Deals plus 6 Shocks are shuffled together at setup and every Shock is discarded into an attached Deal, so the stack always yields exactly 12 Deals before it is empty. When the 12th Deal closes or is dumped, the game ends immediately.

Two people would draw the same Bench card. It is whoever's turn it is to draw or trade right now — there is only ever one player doing so at a time, since Pitch, Close, and Scale happen one phase at a time for the whole table.

Reputation is tied at the end. Whoever has more Footholds on the board wins. Still tied? You share the win.

I already have 8 Footholds. You keep winning Deals and scoring normally — you just stop placing new Footholds and stop earning new Lock bonuses.

2 players

Everything above is unchanged — the deck, the Bench, the Foothold count, and the scoring are the same at every player count. Turn order simply alternates between the two of you; "pitches first" and "pitches last" both mean the other person.

Accessibility notes

Every Capital kind is marked three independent ways — a color, a line-mark on the card's edge (solid / dashed / dotted / double), and a printed Kind name — so the game reads correctly in greyscale or for colorblind players. Card text avoids jargon it does not define on a table card. Numbers are printed as digits (1-8) so cards can be read aloud without translation. A turn is one action; there is no reading-under-time-pressure requirement.