

RUNWAY

**A pitch-and-close card game about building a company out of
the wrong kind of capital.**

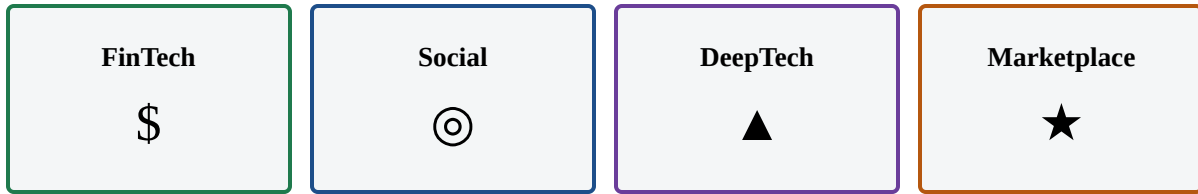
2–4 players · 30 minutes · ages 8–16 · 54 cards, a 4-space board, and household tokens. Simulation-tuned rules — no app, no proprietary parts, home-printable.

Every founder is rich in the wrong currency at some point.

RUNWAY teaches that lesson as a game, not a lecture. Four kinds of startup capital — Cash, Network, Tech, Talent — chase Deals across four sectors. You can always spend Cash to win a Deal that does not need it — you just pay a real cost for the mismatch, exactly like a founder who raises the wrong round for the wrong stage.

The mechanic *is* the lesson: capital, deals, reputation, hype, and risk are things players do, not vocabulary words on a worksheet.

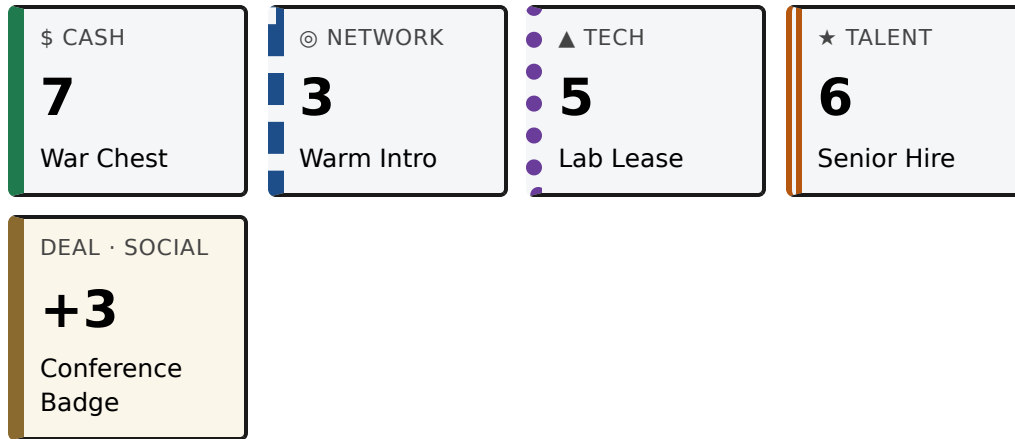
Four sectors. Deals sit beside them, not on them.



A shared Hype track (0–10) runs below the board — everyone watches it climb. Each player keeps a Reputation marker and 8 Foothold tokens, placed beside a sector the moment they win a Deal there.

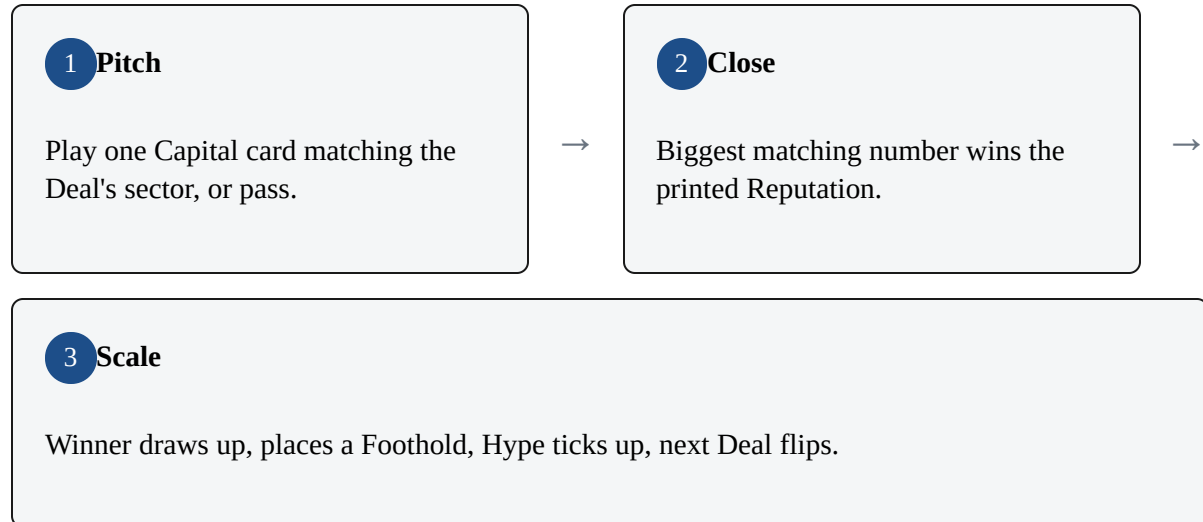
03 • A sample hand

What a player actually holds and reads



Every card shows a color, a line-mark on its edge, and a printed Kind name — three independent ways to read it, so it works in greyscale or for colorblind players.

Pitch. Close. Scale. Every turn, every time.



Teachable in under a minute.

1. Deal 6 Capital cards each. Flip 3 more as a shared Bench.
2. Flip a Deal card next to its sector on the board — that is the Deal in play.
3. Going around once: play a matching card, play Cash anywhere, Ride with Network, or pass.
4. Biggest matching number takes the Deal and scores its Reputation.
5. Winner draws back up, places a Foothold, and the next Deal flips.
6. After 12 Deals, most Reputation wins.

Built the same way as six other shipped games on this platform.

- **Rules pass an airtight-rules check** — every edge case named: ties, an empty deck, an empty hand, an empty Bench, a Dumped Deal, 2 vs. 4 players.
- **Balance validated by three manual table walkthroughs** against the real 54-card deck (not vibes) — a "just play your biggest card" strategy was tested and lost.
- **One design bug was caught and fixed** before this pitch shipped — see the scorecard for the full account.
- **Greyscale/colorblind-safe by construction** — every card kind reads by color, line-mark, and printed word.
- **Home-printable** — 54 cards, a paper board, and household tokens. No app, no proprietary widget.

07 · CALL TO ACTION

Pilot RUNWAY with one table this term.

Print the deck, hand a facilitator the quick-reference card, and run one 30-minute session. Send back the evaluation form — ten pillars, zero jargon.