

- SODALITE GAMES -

CAPSULE



YOU AND YOUR RIVAL BOUNTY HUNTER
HAVE BEEN HIRED

To dig up the town's **TIME CAPSULE**
before next week's centennial celebration.

Unfortunately, no one remembers exactly where it was buried.
You must stay ahead to find the capsule and claim the **MAYOR'S REWARD FIRST!**



2 Players



15-20 Minutes



Ages 8 and up



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INTRODUCTION

Capsule is a print-and-play game of **deduction** and **deck manipulation**.

Over the course of **7 rounds** (in-game days), you will use **tools** to dig up spaces and narrow down where the capsule may be located.

*In addition, you will uncover **discoveries** that you can sell to invest in more tools or to keep for yourself in case the capsule is never found.*

COMPONENTS



41 Cards - printed and cut out by players
(flip on the long side for double-sided printing)

- ◇ **16 location cards**
- ◇ **5 discovery cards**
- ◇ **7 market cards**
- ◇ **13 tool cards**



2 player sheets - printed by players

Each game requires a new player sheet for each player.

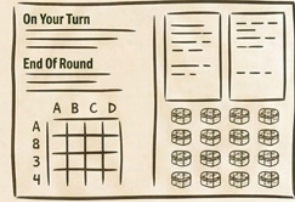
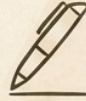
We recommend laminating the sheets and using dry erase markers to mark the sheets



2 markers / pens - provided by players

SETUP

1. Give each player a player sheet and a marker / pen.



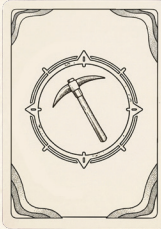
2. Shuffle the market cards and place the deck face up.



3. Find the "Shovel" tool card and place it face up next to the market deck.



4. Shuffle the remaining tools. Place three tool cards face up in a row, and set the remainder of the deck face down to the left of the toolcard row.



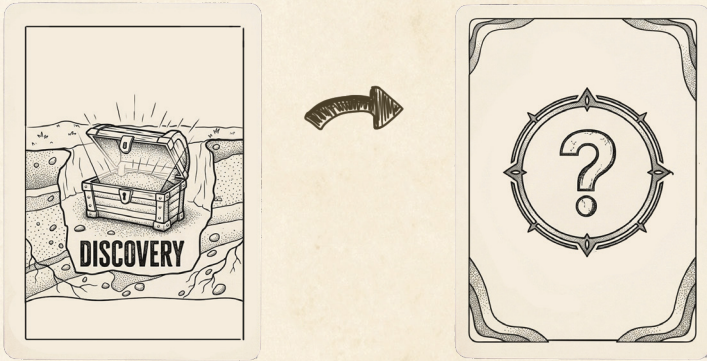
5. Shuffle the location cards and **set one aside without looking at it.**

NOTE:

*This card marks the exact location of the capsule.
Reveal the card at the end of the game to verify whether you deducted the capsule's location correctly.*



6. Shuffle the discovery cards with the remaining location cards to form the dig pile. Place it face down between the players.



7. Players start with **\$100**, as indicated in the ledger section of their player sheet.

CARD ANATOMY

Tool Cards



A) Dig Actions - the number of dig actions required by a tool


B) The cost, in dollars, to use the tool

C) Picture of the tool

D) Name of the tool

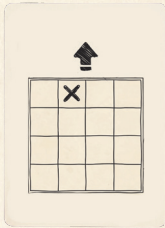
E) Tool usage details

GAMEPLAY

Players will take turns **spending money** \$ and using **dig actions**  to draw location and discovery cards from the dig pile.

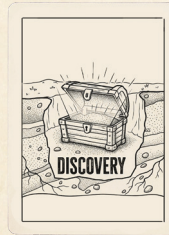
LOCATION CARDS

indicate where the capsule will not be found.



DISCOVERY CARDS

provide discoveries to sell for additional income.



AS YOU PLAY, YOU WILL

- **mark your player sheet** to keep track of the information (*locations of your dig sites*) found on the location cards you have drawn
- **how much money you have**
- and **how many discoveries** you have collected or sold.



Keep the map section of your sheet secret, but you may collectively choose to make your ledger and discovery sections visible to the other player.

The player who most recently dug something up is the first player.

Each player will take a turn until someone has revealed the location of the capsule or at the end of day 7 (*whichever occurs first*).

PLAYER TURN

On your turn, follow the steps below, in order:

Collect your daily stipend of \$100 to spend on tools.

Keep track of your running total in the ledger section of your player sheet.

NOTE: You start with \$100 at the beginning of the game before you collect your first daily stipend.

2. Spend money and up to 5 dig actions to use any of the available face-up tools.

- Dig up (draw) location and discovery cards from the dig pile as detailed by the tool card.
- Mark the spaces in the map section of your player sheet that correspond to the X's found on the drawn location cards.
- *[Optional] Publicly reveal any number of discovery cards you drew. For each discovery card you choose to reveal, collect a discovery by circling one on your player sheet.*
- Keep track of the money you spend in your ledger.
- Use any number of face-up tools any number of times, as long as you have the required dig actions and money.
- Place all location and discovery cards you drew at the bottom of the dig pile in any order, unless otherwise noted by the tool.

NOTE: The Shovel tool is always available.

3. [Optional] Share information to gain discovery rewards.

- Verbally reveal a row or column you have previously marked in full.
- Gain two discoveries as a reward by circling them on your player sheet.
- Cross off the row's number or column's letter on your player sheet.

NOTE: You may only share information about each full row or column once per game.

You CANNOT share information about a full row or column that your opponent has previously shared.

4. Sell circled discoveries for additional money.

- Cross out each circled discovery you wish to sell.
- Gain money based on the sale price listed on the current market card.
- Keep track of the money you gain in your ledger.

NOTE: Each circled discovery may only be sold once per game.

END OF ROUND

The round ends after both players have taken their turn.

Perform the following steps to prepare for the next round:

- 1. Discard the top card of the market deck and reveal the new discovery sale price.**

2. Discard the rightmost tool in the tool card row.

The Shovel card is never discarded.

3. Slide the remaining tools to the right

(away from the tool deck).

4. Draw a new tool from the deck and add it to the leftmost spot of the tool card row.

5. [Optional] Reveal your sheet to verify you know the exact location of the capsule.

- Compare your sheet to the location card set aside at the beginning of the game.
- **YOU WIN** if your map section **MATCHES** the location card.
- **YOUR OPPONENT WINS** if your map section **DOES NOT MATCH** the location card and they did not reveal their sheet this round.
- If both players reveal their sheets at the end of the same round, a tie (both are correct or both are incorrect) may exist.
- In the case of a tie, the player with the most remaining money wins.
 - If still tied, the player who collected (circled) the most discoveries throughout the game is the winner.
 - If still tied, the players share their victory.

END OF GAME

The game ends at the end of a round when a player has revealed the location of the capsule, or at the end of 7 rounds

(when the market cards are all discarded).

If neither player previously revealed their sheet to verify the capsule's location, the player with the most remaining money wins.

- In the case of a tie, the player who collected (circled) the most discoveries throughout the game is the winner.
- If still tied, the players share their victory