



**CAPTIVATE
CARDANO EDITION
GAME RULES**

INTRODUCTION

Captivate is a fast-paced tabletop card game of strategy, skill, and memory for 2-4 players. Flip over cards and capture them to score points, but watch out – your opponents have plans of their own!

Captivate is quick to learn even for a large group, but difficult to master. There are many features to keep you and your friends playing over and over again.

Who will come out on top?

HOW TO WIN

In *Captivate*, you and your opponents are competing to capture cards on the playing field with the highest point value.

When there are no more cards to draw from the deck, the last round triggers, and all players have one last turn to play cards before the game ends.

The winner is the player with the highest total number of points (capture pile total minus the point value of any remaining cards in hand).

CARD DETAILS

Point Value

1

Element
Type



Artwork



Card
Name

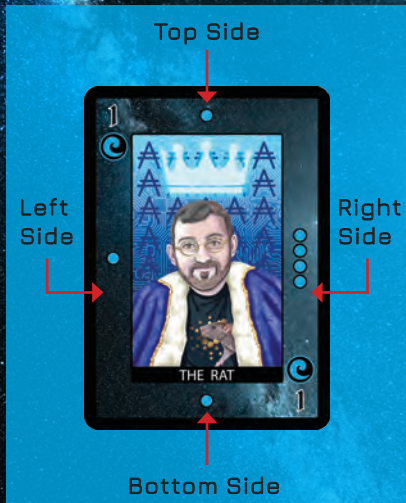
THE RAT

Power
Dots



1

CARD DETAILS (CONT.)



ELEMENT TYPES

There are 4 standard element types in Captivate: Earth, Water, Light, and Dark.



A deck of Captivate has 13 cards of each element, with point values ranging from 1-13, and power dots ranging from 1-4 on each card side.

Element types have an impact on the placement of power dots on each card.

- [Earth] - Stronger on left
- [Water] - Stronger on right
- [Light] - Stronger on top
- [Dark] - Stronger on bottom

ELEMENT TYPES (CONT.)



Power dots are circled in red to indicate element type differences.



GAME ZONES



GAME ZONE DETAILS

Deck

4x4 Grid



Playing
Field



Hand

Points
Pile



Player
Zone

GAME ZONE DETAILS (CONT.)

Deck

A standard game of *Captivate* starts with a deck of 52 cards. No one can look at or change the order of the cards in the deck.

Hand

Each player starts the game with 5 cards and keeps their own hand hidden. Cards you draw go into your hand. Players may not look at their opponents' hands.

GAME ZONE DETAILS (CONT.)

Points Pile

Each player has their own points pile. When you score points, move cards you have captured to your points pile face down.

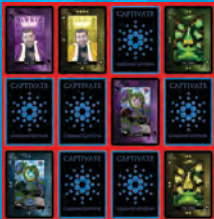
No one can look at or change the order of the cards in any points pile.

Points piles may be looked at and organized when players are totalling points to determine a winner.

THE 4x4 GRID

Card play happens on the playing field and stays within a fluid 4x4 grid.

Once there are 4 cards played in a line, the grid is locked in that direction.



This example grid is locked horizontally but can still move vertically.

THE 4X4 GRID (CONT.)

If the grid is full and you cannot capture, then the game ends immediately.



This example grid is full, but there are still cards that can be captured.

STARTING THE GAME

1) Choose a dealer to shuffle the deck and deal out 5 cards to each player.

2) The top card of the deck is flipped over to start the game.

3) Players take turns in a clockwise direction, with the player to the left of the dealer taking the first turn.

4) You must play at least one card from your hand on your turn. You cannot play cards on opponents' turns.

TURN BREAKDOWN

1) Play or capture a card.

2) Check for card flipping.

Repeat steps 1 and 2 until you either run out of cards in your hand, can't play or capture a card, or choose not to play or capture a card.

3) Score points by moving all cards captured this turn to your points pile.

4) Draw back up to 5 cards.

5) End the turn.

FLIPPING CARDS

To capture a face up card on the playing field, you first need to flip that card face down.

To flip over a card, play a card from your hand adjacent to the face up card you want to capture.

There are three different ways to flip cards:

- 1) If a played card has a higher point value than an adjacent card, then that card is flipped over.

FLIPPING CARDS (CONT.)

2) If a played card has a greater number of power dots on the side of a card it is adjacent to, then that card is flipped over.

3) If a played card has an equal number of power dots on the side of a card it is adjacent to and is the same element, then that card is flipped over.

Cards must always be played with the card name text upright.

FLIPPING CARDS EXAMPLE



FLIPPING CARDS EXAMPLE (CONT.)

In the example on the previous page, **The Rat [Light]** is played adjacent to **The Frog [Earth]** and **The Frog[Water]** cards.

When comparing point values, **The Rat** can't flip either of **The Frog** cards since the point value of **The Rat** is 1 (lower) and the point value of **The Frog** is 2 (higher).

FLIPPING CARDS EXAMPLE (CONT.)

However, The Rat [Light] can flip The Frog [Earth] when comparing power dots.

On the top side of The Rat [Light] there are 4 power dots (greater number), while on the bottom side of The Frog [Earth] card, there are only 2 power dots (lesser number).

CAPTURING CARDS

Any flipped cards on the playing field can be captured for points.

Play a card from your hand on top of a flipped card to capture it.

You can't flip or capture a card on the same turn it was played.

You don't have to capture every flipped card. You can leave flipped cards on the table for anyone to capture on future turns.

CAPTURING CARDS (CONT.)

Whenever you place or capture a card, card flipping can be triggered, including multiple cards flipping at the same time.

You'll need to check all the cards adjacent to every card you play and see if any more cards flip besides the card you are focused on.

Always check for card flipping before capturing more cards.

GAME END

When the last card from the deck has been drawn, the last round is triggered.

All players then have one more turn (after the current turn) to play cards from their hands.

The game can also end immediately, even if there are cards left in the deck.

This happens when the grid is full, and there are no cards left to capture.

GAME END (CONT.)

When the game ends, all players total up the points in their points piles.

Any cards remaining in a player's hand also counts against them when scoring.

The player with the highest total number of points wins.

If there is a tie between players, those players play a game of Rock paper scissors to determine the winner.

LEARN MORE

For gameplay help, tutorial videos, strategies, rulings, or tournament information, visit our website at:

www.frostloregames.com

For general customer service issues and support:

frostloregames@gmail.com

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