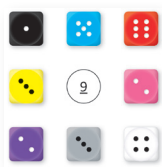
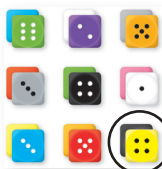


The goal cards



Target value - Collect dice to reach (but not exceed) the number of dots on your card to the target number in the middle. The total value of dice placed on the card may be less than or equal to the target value shown in the center of the card (in the example on the left the target value is 9), but should not exceed it. For each correctly placed die, the player receives 1 point. When the number of dots shown by the dice placed exactly matches the target value, the player is rewarded with a bonus point. Alternatively, the player must take 1 negative point for each die they would need to remove in order to be at or under the target number.



Towers - Stack two dice to make a tower matching the goal card. Each field shows two stacked dice, the lower one only partly visible. When placing the dice, the base of the Tower can show any number of dots but must match the color, and the upper die must correspond in both color and number of dots shown. Example: The base must be a black die (any number of dots) and on top of it a yellow die showing 4 dots. For this complete Tower the player receives 1 point. One point is deducted when a tower is incomplete (i.e. contains only one of the two dice needed) or is incorrectly placed. Maximum score: $9 + 1 = 10$ points



Lines of 3 - Players must place three dice so that they form a line of three. Lines can be formed horizontally, vertically, and/or diagonally, but must always consist of 3 dice. A die put down can belong to more than one Line. On the fields showing two numbers, players may place a die showing either number of dots. For example, when an orange field shows the numbers 3|5, an orange die can be placed on it that shows either 3 or 5 dots. One point is deducted for each die that does not belong to a complete Line of 3 dice. Maximum score: $9 + 1 = 10$ points.



Chain - Players must form a Chain of dice corresponding with the fields either ascending or descending by number (for example orange 2 – purple 3 – white 4 – red 5). A Chain must contain at least 2 dice. The longest Chain possible consists of 6 dice, for which players receive an extra point. However, a number of dots may be placed only once! So with the task card shown on the left it would not be correct to place the green 3 AND the purple 3 or the black 3. Maximum score: $6 + 1 = 7$ points.



On **joker-fields** players are allowed to place dice of any color (but the dice must show the same number of dots that is shown on the field).



Sets - Dice showing identical numbers of dots must be placed in sets of two or three, matching the fields shown on the cards. The required number of dots is shown in each field as either dots, Arabic numerals, or Roman numerals. When placing a Set, the middle „wild“ field must always be used. Examples: the pink die showing six dots and another die in any color, showing also six dots, form a pair; 3 dice showing 4 dots each form a triplet. A pair = 2 points, a triplet = 3 points. Maximum score: $9 + 1 = 10$ points.



Color Confusion - The colors of the dice on the goal card are playable in two ways: sometimes the color of the fields is relevant, and other times the color is played as written. To determine whether to use the words or colors, a die is rolled at the beginning of each playthrough. If the number rolled is even then the color of the field is relevant, and if it is odd the goal will be the colors written in words. Maximum score: $9 + 1 = 10$ points. Looking for a special thrill? Try cards in foreign languages. This will make it more difficult to act fast!

capio®

biwo  spiele

An innovative family game by Otmar Bettscheider and Karin Herrmann

Players: 2 – 4 | Age: 8 – 108 | Playing Time: 20 – 30 minutes

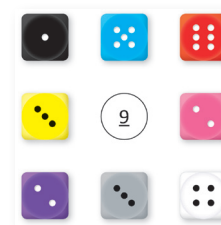
Search, grab, and score! Everyone plays simultaneously in this fast-paced dice game. Each player has 3 unique goal cards in front of them. 40 colored dice are rolled in the middle of the play area. It's a race to see who can correctly place the most dice on their goal cards without making mistakes!

Game Components

40 dice in 10 different colors



84 goal cards showing 6 different kinds of goals



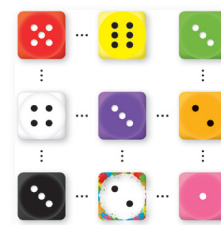
Target Value - 12 cards



Towers - 12 cards



Lines of 3 - 12 cards



Chain - 12 cards



Sets - 12 cards



Color Confusion - 24 cards
(6 English / 6 French / 12 German)

1 Score pad

Capio is played in three rounds, each of which is divided into a number of playthroughs or „minirounds“. The number of playthroughs in each round will be equal to the number of players. In the beginning of each round, every player will be randomly assigned their first three goal cards. The goal cards will rotate clockwise after each playthrough so that in one complete round, all players will have the opportunity to score with the same goal cards as their opponents. Points will be scored after each playthrough, and totaled at the end of the third round.

Game preparation

- All dice are placed in the middle of the table so that every player can reach them easily. It is best to carefully roll the dice onto a small cloth or a napkin to keep them contained to the playing area.
- The goal cards are separated by category and placed face down so that only the gray dice numbered 1-6 are showing.
- Each player rolls 3 dice until they are showing 3 different numbers. Then, each player takes one corresponding goal card for each die, and places their goal cards face up in front of them. (e.g. A player who rolls 2, 4, and 6 would take one of each of the Towers, Chain, and Color Confusion goal cards).
- Have the score pad and a writing utensil ready.

Tip for beginners:

To get to know the goals more easily, you can play the first few rounds with all players attempting the same 3 goals. Start with the goals 1-3 and when you are familiar with them, try out goals 4-6.

Gameplay

When all players have their 3 goal cards in front of them the game can begin. All players take some of the dice and roll them simultaneously into the middle of the table. If one or more dice are not lying flat or land outside the middle, the players roll them again.

The youngest player shouts “GO!”. Then as fast as they can, all players grab the dice they need to fulfill the goals shown on their 3 cards by correctly placing the dice. When doing so, everyone must adhere to these rules:

- Players may only use one hand to take dice, and are allowed to grab only one die per move.
- Once a player has picked up a die, they must put it down immediately on one of their cards (see exception below). A die that has been taken may not be put back into the middle.
- Dice cannot be turned to show a different number.
- Once a die is placed on a card it must not be moved. **Exception:** When placing dice for Towers, players are allowed to first take the upper die and „park“ it next to the card and then take the second die for the foundation.

STOP - End of a playthrough

Any player is allowed to terminate a playthrough by calling „STOP!“, and then no more dice may be grabbed (a player who has a die in their hand at the moment „STOP!“ is called may place it on one of their goal cards). A player should call „STOP!“ only when they are convinced that there are no more dice from the middle that match their goals, or they risk losing points. Once a player has called „STOP!“, the other players will check if the STOP caller would have been able to place any more dice on one of their cards correctly. In this case, one point is subtracted from the player’s score for each die that they could have placed on that particular card before calling “STOP!” (of course, the rules for placing dice on each of the 6 goal cards apply here, and dice that would have resulted in negative points are not counted). If the other players do not find an opportunity to place any remaining die on one of the STOP caller’s cards, then that player gains 2 bonus points. This check is only done with the STOP caller’s cards.

Cheating

A player who is caught cheating receives no points at all in that playthrough.

Scoring

After each playthrough, all goal cards are scored one player at a time, starting with the STOP caller.

Positive points

- STOP caller only: No more dice can be placed on any of their cards for positive points = 2 points
- Each die that has been placed correctly = 1 point. Exception: A complete Tower (2 dice) = 1 point
When a player has solved a goal with the maximum points possible, they receive a bonus point for that particular card. Examples:
Chain: Six dice form one continuous chain from 1 to 6 dots. Scoring: 6 points plus 1 bonus point = 7 points
Target value: An extra point is given when the sum of dots shown by the dice placed on this card exactly matches the target value (number in the circle).

Negative points

One point is deducted:

- For each die that has been placed incorrectly
- For each die put down that belongs to an incomplete goal (example: only one die has been placed for a Set or for a Tower)
- Target value: for each die the player would need to remove in order to be at or under the target value
- Chain: for each die put down that is not part of the one chain allowed. Also, -1 for each die that shows the same number of dots as another die in the chain
- STOP caller only: for each die that they could have placed before calling „STOP!“

Bonus points

Bonus points are meant to provide an incentive for players to place dice on more than 1 card.

To receive special points, a goal card must be scored with at least one positive point after all negative points have been deducted from that card. Players receive:

- 2 bonus points when they have scored at least 1 positive point on 2 goal cards
- 3 bonus points when they have scored at least 1 positive point on 3 goal cards

A player who gets positive points only for one goal card does not receive any bonus points.

Playthroughs and rounds

After the scoring is finished, the next playthrough begins with each player passing their goal cards to the person to their left. There is no need to select the goal cards by rolling dice (exception: players who receive a Color Confusion goal card will roll one die).

A complete round of the game consists of several playthroughs: 2 players play 2 playthroughs, 3 players play 3, and 4 players play 4 playthroughs. At the beginning of a new round (the first playthrough of the new round) players select their goals again by rolling 3 dice.

End of the game

A complete game is played in 3 rounds. The player who has the most points in total at the end wins. In the event of a tie, the player who received the most bonus points wins.