



*As freezing winter winds blow outside, you relax in a cozy chair at your favorite local pub along with your friends. There is nothing to do besides enjoy each other's company and come up with games using whatever can be found nearby. One friend found some empty bottles, caps, and an old game board in a corner. Before you both know it, a game idea has come to you where the goal is simple, the player who moves their cap into their opponent's bottle will win. However, getting there can be tricky because each cap affects how the other caps move. The path to victory is an elusive puzzle, can you out-wit your opponent and become the Top-Cap?*

## Components



1 Board



8 Bottle Caps  
(4 Cream and 4 Blue)

## Setup

1. Place the board between the players so that a bottle in a corner points towards each player.
2. Place the 8 Bottle Caps onto the locations shown below so that the Caps are closest to the corner bottle of the matching color.



3. Each player will control the Bottle caps of the color that is closest to them at the start of the game.

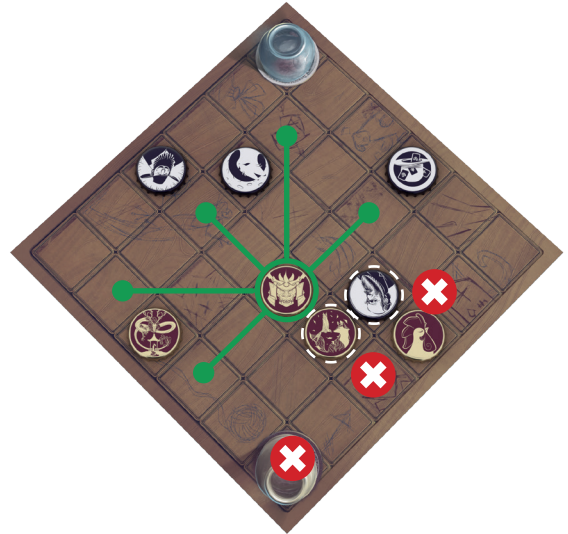
## Gameplay

Players will alternate performing turns where they must move one of their Bottle Caps.

### Player Turn

During each turn, a player **must** move one of their Bottle Caps by following these steps:

1. Select one Bottle Cap of the player's color.
2. Count the number of Bottle Caps on all orthogonally **and** diagonally adjacent spaces around the selected Bottle Cap. Bottle Caps of both colors are counted towards this.
3. Orthogonally or diagonally, move the selected Bottle Cap in a straight line a number of spaces that exactly matches the count from step #2. This movement must stay within the grid on the board and cannot land on or pass over either:
  - Any other Bottle Caps of either color.
  - or**
  - The corner bottle space that matches that player's color.
4. Once a Bottle Cap has been moved, the other player must perform a turn.



*The selected Bottle Cap is adjacent to 2 other Bottle Caps, which means it must move exactly 2 spaces in any straight line.*

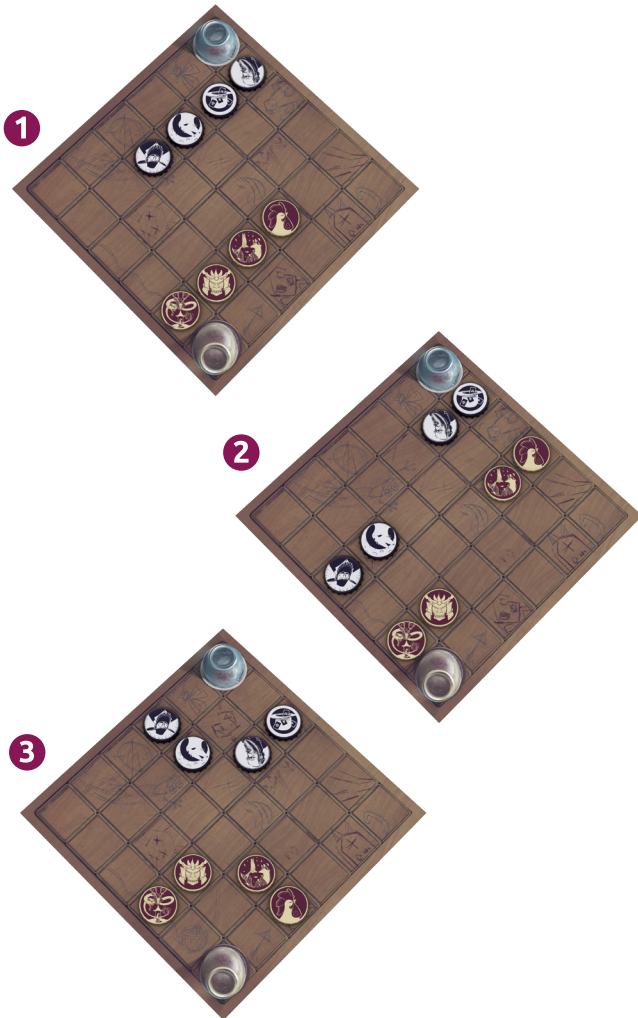
# Victory & Defeat

A player will win the game immediately if they move a Bottle Cap onto the corner bottle space that matches their opponent's color.

A player will lose the game immediately if they have no legal movement options for any of their Bottle Caps when it is their turn.

## Setup Variants

After your first game, try these different setup variants!



## Credits

**Game Design:** Enrico Gandolfo

**Illustrations:** Paolo Voto

**Publisher:** Thundergryph Games

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**Game scouter:** Marcello Bertocchi

**Rulebook Author:** Jonathan Cox

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**Thanks to the support of:** Cristina Bisi, Luis González

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## Digital Rules

Digital rulebook available at [thundergryph.com/rulebooks](https://thundergryph.com/rulebooks)



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