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CAPER

BY *Unai Rubio*

A DRAFTING GAME FOR SCOUNDRELS

THE RULEBOOK




COMPONENTS




 3 Location Mats	 Locations Deck • 23 Cards	 5 Reference Cards
 1 Caper Catalogue	 Thieves Deck • 24 Cards	 1 Caper Meeple
 1 Score Pad & Pencil	 Gear Deck • 48 Cards	 1 Round Tracker
		 10 Coins

INTRO

Recruit a quirky crew of Thieves and equip them with colorful Gear to steal from famous places across Europe! Prove yourself as the best Thief in Caper.

OVERVIEW & GOAL

In Caper, players build a crew of Thieves by playing  **Thief** and  **Gear** cards. The game plays across six rounds with each round alternating between placing Thieves and placing Gear. On a Thief Round, players place different Thieves at the  **Locations** out that game. On a Gear Round, players place Gear cards onto their Thieves to increase their influence at a particular Location. After playing a card, players will swap hands—so *think twice about letting your opponent have that one card.*

The crew with the most  **Capers** at a Location will win the steal there and gain its Reward. Some Thieves and Gear also have special Abilities that can help each player obtain  **Points**. Players can also collect different types of  **Stolen Goods** providing Points at the end of the game. Finally, the player whose crew scores the most Points will be the winner.

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These rules cover playing Caper with 2 players. The 3–4 player variants can be found at the end of this Rulebook, but you'll need to learn these basics of the game first.

CREDITS • GAME DESIGN BY UNAI RUBIO • ARTWORK BY EMRICH OFFICE • PUBLISHED BY KEYMASTER GAMES • KEYMASTERGAMES.COM • SPECIAL THANKS TO UNAI RUBIO & MONT TABER FOR THEIR HELP IN THIS UPDATED EDITION OF THE GAME, *IT'S MINE*

SETUP

City Icon



Choose the City • You'll find City icons in the lower left corner of Thieves, Gear, and Location cards. Choose one City among the three available: Paris, Rome, or London. Return the cards from the other Cities to the box. These will not be used in the current game. Below is a primer for each City—the more ★'s a City has, the more advanced its gameplay. *If this is your first game, we recommend playing in Paris.*



★ **Paris** • With so much lovely art around, *Stolen Goods* are sure to be plentiful



★★ **Rome** • With its historic crime scene, *more Capers* are bound to happen



★★★ **London** • With its world economy, *run down your opponent's Coin supply*

Prepare the 3 Decks • Incorporate a City's cards into each corresponding deck: Locations, Thieves, and Gear. Shuffle each deck separately and place them on the table.




Determine the 3 Locations • Place the 3 Location Mats out horizontally between players, leaving some space between each Mat. If you would like a player aid, use the pink side of the Mats—otherwise, use the wood sides. Reveal a card from the Locations deck horizontally onto each Mat. Players will place Thieves and Gear cards on their side of these Locations during the game. These Locations set the tone for the game as their Rewards will be one of the main ways players score Points.




Reward Area







Modifier on Certain Locations • *Affects cards at that Location*




Reference Cards & Round Tracker • Give each player a Mastermind Reference Card to place near them and return the other Reference Cards to the box. Place the Round Tracker next to the Location Mats and place the Caper Meeple on the top Thief Round slot. Create the  **Coin Supply** by placing the 10 Coins next to the Round Tracker.

ROUND STRUCTURE

Caper is played over six rounds. There are two different types of rounds:  **Thief Rounds** and  **Gear Rounds**. The current round is tracked by the  Caper Meeple on the Round Tracker. Players are dealt the shown number of cards from the deck matching its Round Type. These cards will be played during the round.



Cards Dealt for the Round	Type	Round No
4		1
6		2
3		3
6		4
2		5
6		6

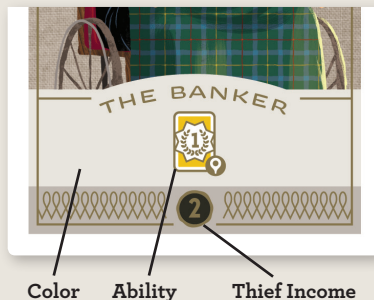
STARTING A ROUND

Begin each round by dealing the number of cards shown on the Round Tracker to each player from its matching deck. These cards form each player's starting hand for the round. If the color of the Round Tracker matches the top of your Mastermind card, then you will be the First Player during that round. *For example, the first round of the game is a  Thief Round, so each player receives 4 cards from the Thieves deck. The player with the Cream Mastermind card will be the First Player.*


PLAYING A ROUND

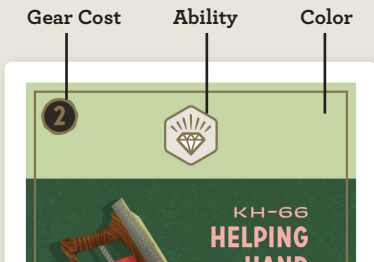
During a round, the First Player will take a turn by placing a card from their hand face-up on their side at a Location, then the other player will do the same. Once both players have played a card from their hands, *players swap their entire hand of cards.* After swapping hands, the First Player begins a new turn and the process is repeated.

 **Thief Round** • A Thief card must be placed at one of the three Locations next to the its Location Mat. Thieves cannot be placed on top of other Thief or Gear cards. A Thief can be placed next to another Thief at a Location, but a Location cannot hold more than 3 Thief Cards. If a Thief has an  Income at the bottom of its card, the player collects that amount of Coins from the Supply when the Thief is played.





Gear Round • A Gear card can be played or discarded. If played, place it on top of a Thief card or on top of another Gear card on a Thief—leaving the other card icons and colors visible above it. A Thief card cannot have more than 3 Gear cards on it. Instead of playing a Gear card, a player can discard it to gain  from the Supply. Some Gear cards have a Cost in the top left area. In order to play it, a player must pay that amount of Coins to the Supply. If a player does not have enough, they cannot play that card, but they can still discard it to gain a Coin.



ICON ABILITIES

There are a number of icons in Caper, but you'll pick up each one in no time. These main icons will help in understanding how they apply to the cards and gameplay.



Capers • The player with the most at a Location will score its Reward



Coins • For buying for fancy Gear



Points • The most wins the game



Flip an opponent's topmost card






A card is *protected* from being flipped




Stolen Goods • There are 3 different types inside that score Points through sets



Sometimes you'll find icons on top of card icons. This means you apply that icon for each card set of that color. *For example, here you'll receive a  for each of your sets containing a Yellow and Blue card at this Location.*


Important • Map Marker icons on cards notify you whether to count  **Your cards at that Location** or  **Your opponent's cards at that Location.** Remember these Map Markers refer to the cards at that Location—not just the cards on a single Thief.

Get Fully Equipped • A Thief receives a bonus  if it has 3 Gear Cards on it.

Most cards provide their benefits at the end of the game, but icons that give Coins or flip cards trigger when played. *Don't forget some Locations have Modifiers that can affect cards played there.*

GAMEPLAY REFERENCE EXAMPLE

Location Reward

A player will score 5 Points and receive 1 Painting at The Louvre if they have the most  there at the end of the game.

Location

Each player can have up to 3 Thief Cards at a single Location.


Thieves

Thieves are placed at a Location next to other Thieves. Thieves have powerful Abilities and can give players Coins when played.

Gear

Gear cards are placed on Thief cards or on other Gear cards that are already on a Thief.

Number of Capers at this Location

This player currently has 2  at this Location. One from The Dame's Ability and one from the Artist's.

City Icon

Depending on what City you're playing in, the game can change drastically.



Gear Cost

Some Gear cards have a Cost in the top left that must be paid to play.

CREAM MASTERMIND'S SIDE

MINT MASTERMIND'S SIDE

Location Modifier

Some Locations have Modifiers in this corner like The Chapel where Thief cards are protected from being flipped over.



Round Tracker

The game plays across six round which alternate between Thief and Gear Rounds.



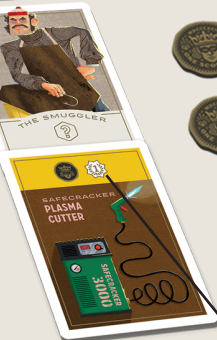
Coins

Thief and Gear Cards can get you Coins to spend on fancier Gear purchases.




Gear Abilities

This Plasma Cutter gives a player a Coin when played and a Point at the end of the game.





Gear Limit

A Thief cannot have more than 3 Gear cards on it, but the Thief receives a bonus  if it has 3 Gear cards on it.

♦ SEE THE CAPER CATALOGUE FOR ALL THE NITTY-GRITTY DETAILS ON ALL THE CARDS AS YOU PLAY


CARD COLORS

The colors of cards plays an important role in Caper as they often relate to icons for card sets or scoring Points.  Thief Cards are all Cream colored.  Gear Cards come in many different colors with certain focuses around each color:




Green • Focus on  *Stolen Goods*



Blue • Focus on  *Capers*



Yellow • Focus on gaining  *Coins*




Red • Focus on  *flipping Gear*




City's Gear Color • Focuses on the particular theme of that City

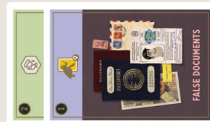
FLIPPING CARDS

Only the topmost card on a Thief can be  flipped—the one most recently played. If the topmost card on a Thief is flipped, you cannot flip a card below it. You can place still place cards on a flipped Thief or Gear cards following usual limitations.

ENDING A ROUND




When each player has two cards left in their hand, players will take their last turn of the round. When a player is left with a single card in their hand, they will discard it. The player does not receive  when discarding this last card in their hand. When both players have no cards in their hands, the round ends. Move the Caper Meeple to the next slot down on the Round Tracker and begin a new round. *Note: Players start Round 5 with only 2 Thief cards, so it is both their first and last turn of that Round.*

Discard Area • Players discard their cards near their Reference Card horizontally as to not confuse them with cards in play. Certain cards can bring cards back from your Discard Area, which is considered public information. It can be helpful to keep Thief and Gear cards separate here.



Discard Area Reference

ENDING THE GAME

After the final Gear Round, the game ends. Determine who won each Location by counting the number of  each player has at a Location. Don't forget any bonus  from Thieves with 3 Gear cards. The player with the most  at a Location wins that Location. To indicate this, turn the Location so its Rewards read right-side up to its winner. If there is a tie for Capers, neither player wins that Location and it is not turned.



Turn Location Cards toward their winner

SCORING

Using the Score Pad & Pencil, score each row in order:



1. Score Points from Location Rewards



2. Score Points awarded from Thief cards



3. Score Points awarded from Gear cards



4. Score Points for sets of unique Stolen Goods



For example, The Banker scores a Point for each of your Yellow cards at this Location



For example, Plans Cachés scores a Point for each of your Teal cards at this Location

Scoring Stolen Goods • There are 3 different types:



A Jewel



An Antique





A Painting




Wild (Can be any type)

Each player forms sets with their Stolen Goods received across *all* Locations. A set can contain 1, 2, or 3 Stolen Goods. If a set has more than one Stolen Good, then each Stolen Good in that set must be different.



Set of 1 = 


• Set of 2 = 

• Set of 3 = 

For example, let's say a player scored these Stolen Goods across all their Locations:



. One set would contain two unique Stolen Goods (1 Jewel and 1 Wild which we'll count as an Antique) and the second set contains one Stolen Good (1 Jewel). The first set gives the player  and the second gives  for a total of 4 Points.

THE WINNER • After scoring each of these rows, total up all of a player's Points. The player with the most is the winner of Caper! In case of a tie, the player with the highest number of  wins. If there is still a tie, the Cream Mastermind wins.

3 PLAYER VARIANT

● **Changes** • *Setup and gameplay is the same with these following changes:*
○ During Setup, give the third player the **Snitch Reference Card**. We recommended that the Snitch is already familiar with Caper. *The goal of the Snitch is to have the Masterminds score closely to one another.* At the start of a round, instead of dealing the Round cards to each Mastermind, deal double the amount shown on the Round Tracker to the Snitch to form the Snitch Deck—keeping all cards facedown. Now, the Snitch deals one card face-down from the Snitch Deck to each Mastermind.

For each turn, the Snitch draws two cards from the Snitch deck, looks at them, and assigns one to each Mastermind facedown. Each Mastermind plays a card as normal in turn order—they should have two available. Instead of the Masterminds swapping hands, the Masterminds keep their card and the Snitch begins a new turn. Once the Snitch can no longer draw cards, the Masterminds discard their last card, ending the round.

Scoring • The Snitch scores as many Points as the Mastermind who scored the least plus $\frac{1}{6}$ of the Points of the Mastermind who scored the most (rounded down). *If the Snitch scored more or ties with the highest scoring Mastermind, the Snitch wins.* Otherwise, the highest scoring Mastermind wins.

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4 PLAYER VARIANT



Team Play • Setup and gameplay is the same with these following changes:

Give the other two players **Lookout Reference Cards**. The Snitch card is not used. Each team will have a Mastermind and Lookout with matching Reference Card colors (Mint Team vs. Cream Team). Masterminds sit across from one another with their team's Lookout on their left. Each team's goal is to score the most Points.

At the start of a round, the cards are deal to the Lookouts instead. Each Lookout chooses two cards and passes them left to the opposing team's Mastermind facedown. Each Mastermind now plays a card as normal in turn order. Masterminds cannot discard cards to get ①, unless they do not have enough Coins to pay for any of the cards. *Forcing the opposing Mastermind to discard will give their team ③ when scoring. Try not to do it.* Instead of swapping hands, the Masterminds pass the remaining card left to their team's Lookout. The Lookouts continue a new turn. If the Lookouts no longer have cards then the Masterminds discard their last card to end the round.

Scoring • A team receives ③ for each Gear card in their Discard Area. Include these Points in the  section on the Score Pad. The team with the most Points wins!



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