

# Caper: Europe Rules - Draft

## Intro

Becoming the greatest Mastermind to wander the continent is no small feat. You'll need to pull off daring capers in famous places across Europe, but watch out! Your rival Mastermind is looking to do the same and might thwart your best-laid plans. Outwit them with the right crew and latest gear to pull off the perfect heist.

## Overview & Objective

A game of Caper occurs over 6 rounds across three Locations. Rounds will alternate between playing Thief cards and Gear cards. Thief cards are played at a Location, and Gear cards are played onto a Thief. After both Masterminds play a card, they will exchange their entire hand of cards—giving the other player access to the cards they just had.

With their cards, each Mastermind is trying to score the most Points by winning Locations, collecting Stolen Goods, and equipping Thieves with specific Gear. The Mastermind who scores the most points at the end wins!

## Credits

Designed by Unai Rubio

Art by Josh Emrich

Published by Keymaster Games

## Component Overview

1 Game Board

1 Score Pad

Locations Deck • 28 Cards

Thieves Deck • 27 Cards

Gear Deck • 54 Cards

2 Quick Reference Guides

1 Round Tracker

3 Theifles (Caper Tracker)

10 Coins

12 Stolen Goods

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## Setup

1. Place the game board between you and your opponent.
2. Decide which city you'd like to play in. (*If this is your first game, we recommend playing in Paris.*) Locate the Thief, Gear, and Location cards with their matching city icon in the lower right corner of the cards (*in this case, Paris* 🇫🇷).
  - a. Caper comes with four locations to choose from. They are described in more detail on pages X and X.
3. Shuffle the chosen city's location cards (the ones with the yellow back) with the core game location cards face down. Core game cards do not have a city icon in the bottom right corner.
4. Reveal and place a location card in each of the three location spots on the game board. If at least one of the three cards is not from the chosen city for this game, feel free to reveal locations until you find a city card then replace one of the three revealed core locations.
5. Randomly place four Stolen Goods at each location's safe. Set them on the four hexagonal outlines next to each location on the board. Make sure their icon side is face up so both Masterminds can see it.
6. Place a thiefling in the middle of the caper tracker at each of the three locations as denoted by the mask symbol.
7. Place the Round Tracker token at the top slot of the Round Track, facing the printed icon in the direction indicated next to that slot. This indicates which Mastermind will be going first.
8. Add the chosen city's Thief cards (cream back, briefcase icon) to the core game cards and shuffle them together. Place the deck face down in the marked location on the right side of the board.
9. Add the chosen city's Gear cards (grey back, thiefling icon) to the core game cards and shuffle them together. Place the deck face down in the marked location on the right side of the board.
10. Place the 10 coins within reach of both Masterminds to form a general supply.

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## Core Concepts

### Core Concepts:

Drafting - In Caper: Europe, turns follow a simple structure: each Mastermind picks a card from their hand and plays it on their side of the board. Then they swap hands. Masterminds follow this pattern until they have only one card remaining, which gets discarded. Then they draw new cards into their hands to start a new round. There are 6 rounds in the game that alternate between playing Thief cards and Gear cards.

Winning Locations - Masterminds also need to keep their eyes on the loot. Each location rewards points for the one who controls it at game end. Controlling locations require Caper. Each time a player gains a Caper, they the location's Thiefler one space closer to themselves on the Caper track. This tug of war ends after the final gear card is played and the Mastermind to whom each Thiefler is closer, wins the locations. For example, when a Mastermind plays the Mime, they instantly gain one Caper and move the Thiefler on the Caper tracker.

Creating sets - Thieves and Gear abilities combo with each other to provide points and control of locations. Drafting and placing your Thieves and Gear at each location is at the heart of overcoming your opponent. For example, a mastermind may place the Colonel and the Dame at the same location then proceed to play a purple gear card at the location. This purple gear card will trigger the Colonel's ability, earning one caper, and count toward the Dame's scoring at the end of the game.

## **Round Overview**

At the beginning of each round, look at the round tracker. It marks three important bits of information:

1. Whether players draw Thief or Gear cards
2. How many cards players draw
3. Who takes the first turn this round



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Starting with the player who takes the first turn this round, draw the appropriate cards based on the current round.

Players alternate choosing a card from their hand and playing it on a Location on their side of the board or in front of them. After both players play a card, they will exchange their hand of cards, and then repeat the process. The round ends when both players have only one card left in their hand. Players discard their remaining card. Then, advance the round tracker and play a new round. If it is the end of the sixth round, the game is over!

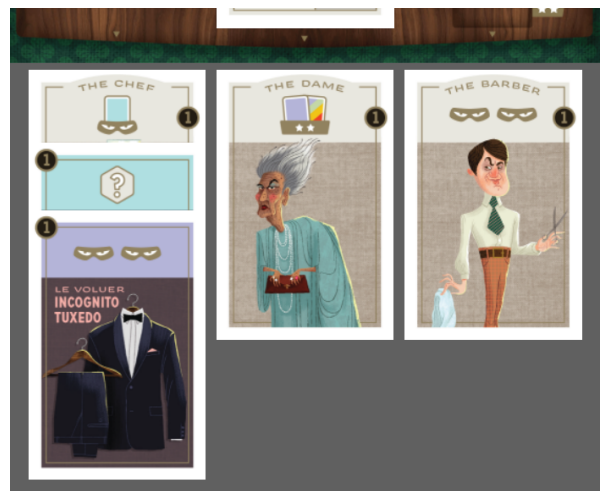
## Playing Cards

Depending on what card you play, you will place it on a Location or a Thief.

If it is a Thief, play it at an available space at one of the three locations (explained in more detail on page 4)

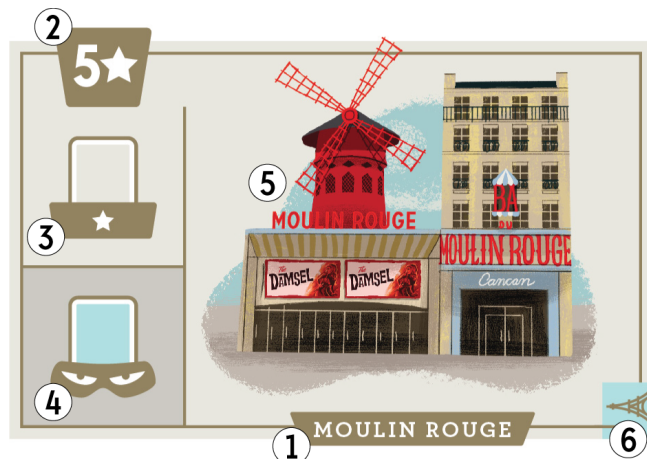
If it is a Gear, play it on one of your available Thieves (explained in more detail on page 5)

- Repeat the process of each mastermind selecting and playing a card then swapping hands until you only have one card in hand



## Locations

1. Name of location
2. Points
3. Bonus Scoring
4. Location effect
5. Artwork
6. City Icon (if part of a city)




Location Rules -

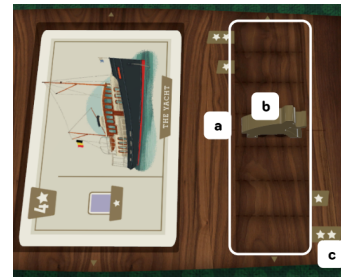
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Locations are one of the three primary ways you will score points in Caper.

- Each player can play up to three Thieves at a given location.
- Some city specific locations have a special Location Effect that will activate when a card is played there. These abilities are identified by the slightly darker background and either a caper or coin based icon. For example, when a light blue Gear card is played on a Thief at the Moulin Rouge, that player gains one Caper (see page 5).
- Each Location has a Caper tracker next to it. This tracker represents which Mastermind has control of the location (see Gaining Caper and Winning Locations on Page 5).
- Location points, plus any bonus points from the caper track, are awarded to the player who wins that location at the end of the game.

## Gaining Caper and Winning Locations

Locations are won by gaining Caper . When you gain Caper from a thief card, gear card, or location effects, move your thiefler one space on the caper tracker (a) toward the right. At the end of the game, you win the location if the thiefler is on your side of the board.



(b) you.  
if

- If the thiefler ends the game in the middle of the board, neither player wins the location.
- If the thiefler ends on a space with a points icon (c) adjacent to it, the player who won the location also gains the indicated points.

## Thief round and anatomy of a Thief Card

1. Name
2. Ability Icon
3. Coins gained when played
4. Artwork
5. City Icon (if part of a city)

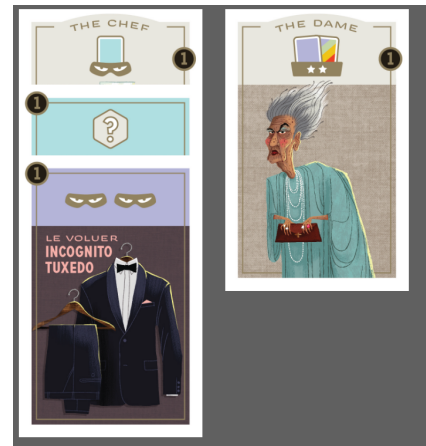


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## Rules -

Thieves are played at Locations following location rules. Thieves come with unique skills represented by the ability icons above their illustration. These abilities earn points, Caper, and/or Stolen Goods. Additionally, many Thieves provide coins to the Mastermind when played for that can be spent to play Gear in future rounds.

- Choose a Thief from your hand and play it to a location. You may have up to 3 thieves at any location.
- Gain the number of coins indicated by the thief, if any.
- Resolve the Thief's caper ability(s) immediately (explained on page 7). Point icons resolve at the end of the game. See Core Icons in depth on Page 8 for more details on core game icons.
- Some Thieves earn you Caper (see page 4) and points through playing certain cards and card combinations at their location.
- Cards count towards these combinations if they are played at the thief's location. They do not need to be played on the thief specifically.
- Each gear or thief card is counted once for each thief's ability. In this way gear and thief cards apply to multiple abilities.
- Unless otherwise noted, only cards on your side of the board apply.



*In this example, the Chef (👨🍳) would have gained 1 caper when the light blue card was played and the Dame (👩) would score two points (★★) at the end of the game as there is one Purple (👤) card and one card of another color (👗).*



**Coin Limit** - There are only 10 coins available in Caper. If you go to take a coin from the general supply and none are available, check how many coins each Mastermind has. If your opponent has more coins than you, you may take your allotment of coins from your opponent until you each have the same or until taking one would cause you to have more coins than

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your opponent. If you have more coins than your opponent and none are available in the general supply, you receive no coins.

## Gear round and anatomy of a Gear card

1. Name
2. Ability Icon(s)
3. Cost to play this card
4. Artwork
5. City Icon (if part of a city)






## Rules -

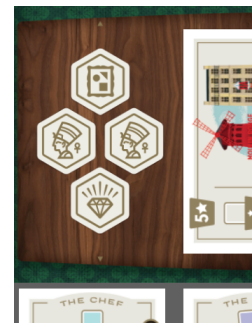
Deploying Gear to advantageous Thieves and Locations is crucial to a Mastermind's success. Gear cards come in a variety of colors. These colors reflect the role they play in your crew. Collecting specific sets of gear often triggers other Thief and Gear abilities. They can also help you snatch stolen goods.

- On your turn, choose a gear card from your hand to play on one of your thieves. A thief can hold up to three gear. Gear is played on top of a thief or gear card so that the top portion of the card it covers is visible. (see example at the top of Page 6).
  - The most recent Gear card played on a Thief is considered the topmost gear card.
- Pay the cost of the Gear card (if any), placing the appropriate number of coins back into the general supply.
- Resolve the card's ability if it happens immediately (explained on page 7).


Short on coins? If you cannot afford to play a Gear card, or do not want to, you may instead discard one Gear card from your hand to gain one coin.

## Stolen Goods

There are three types of stolen goods - Gems , Paintings , and Antiques . At the start of the game, there are four Stolen Goods up for grabs at each location (see setup step 5 on page 2). They are available to whichever mastermind collects them first. You snatch



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Stolen Goods from the board by playing cards with Stolen Good Icons to locations with matching stolen good tokens. If there are no stolen goods matching your played card's ability, you can still play the card, but you will not receive a stolen good. Some cards have a Wild  icon. These cards let you grab a stolen good of your choice from a location.

You're looking to collect sets of unique Stolen Goods.



A single Stolen Good is worth two points

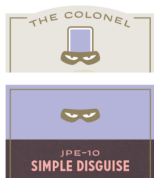
A set of any two difference Stolen Goods is worth five points

A set of all three unique Stolen Goods is worth nine points








## Core Icons in depth

Caper  |  - move the caper tracker at this location a number of spaces towards you based on the card's ability. If the icon stands alone, then you gain one Caper. If it is under any number of cards, then gain coins for each unique set of cards that meet the card's condition.




For example, when you play a simple disguise at a location with the colonel, you gain two Caper - one for the caper icon on the Simple Disguise, one for playing a caper at the Colonel's location.

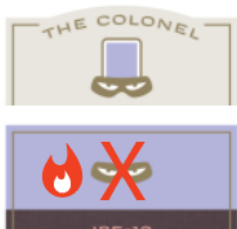
Gain Coins  - receive a number of coins from the general supply equal to the number indicated (unless there are none - then see *coin limit* on page 6).

Stolen Goods    - take a stolen good matching the icon or any stolen good if it is a wild () and place it in your hideout. If that icon is not available at the location where the card is played, you may not take a stolen good.









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**Blaze**  - Choose one of your opponent's top Gear cards (page 3) at the same location as the played card and have them discard it, reversing any of the card's effects. This does not reverse any previous instant effects gained by other cards.




*For example, when your opponent uses a Blazeblaster to destroy your Simple Disguise, you lose one caper, moving the thief one space on the caper tracker toward your opponent. Since you only revert the card's effect, you do not lose the caper you gained from the Colonel's ability.*

**Lock**  - Protect Gear cards of the shown color at the card's location from being discarded by the blaze icon.

**Points**     - During end game scoring, receive points based on what is indicated. This icon will either show a point by itself () or show it under one or multiple cards. If it is under any number of cards, then gain points for each unique set of cards that meet the card's condition.

## Scoring

After the round tracker moves to the 7th round slot () , it is time to score the game. Pull out the score pad from the box and assign each Mastermind a column.

### Winning/Scoring Locations

1. Check the caper tracker token on the caper tracker next to each location. If it is on one Mastermind's side (no longer on the center spot marked with the Caper icon) then that Mastermind has won the location.
2. Turn each Location card to face the Mastermind that won the location.
3. Add up all the points listed on locations, including bonus scoring and points from the cap facing each Mastermind and note the total on the score pad.

### Thief Points

1. Check the icons across all of your Thief cards for any point symbols. They may be stand alone points or points based on card combinations at that location.

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2. Count up the number of points you have for each Thief and then add them together.

### Gear Points

1. Check the icons across all of your Gear cards for any point symbols. They may be stand alone points or points based on card combinations at that location.
2. Count up the number of points you have for each Gear and then add them together.

### Stolen Goods

1. Total all the points for each Mastermind's Stolen Goods stacks and write them next to the Stolen Goods line on the score pad.
2. A set containing one token is worth two points, two tokens is worth five points, and three tokens is worth nine points (see page 7 for more details). You only count each stolen good once.

Total up your points! Whoever has the most points is the mastermind this time around. If Masterminds are tied in points, compare coins. If there is still a tie, compare the number of stolen goods. If there is still a tie, agree to test your skills another time.

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In the above example, the mastermind won the yacht giving them 4 points plus another point per purple card at the location, totally 4 points. Then looking at thieves, the Gentleman would score 4 points because there is one green, one purple, and one yellow card at the location. The Dame would score 6 points, as she can pair three of her purple cards with three other cards (including the one remaining purple card). The cleaner would score nothing as there was not a red card played at the location. Looking at the gear, there are two stand alone points from the yellow card (Plasma Cutter) and purple card (Smoke Screen). The False Documents would score 3 points because there are three thieves at its location. Finally, the mastermind has one set of three stolen goods scoring 9 points for them, and another set of 2 stolen goods, scoring 5 points.


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## Paris


**Eiffel Tower / The Artist**  - Gain one point for each stolen good in your hideout at the end of the game

**Moulin Rouge / The Chef**  - Gain a caper when you play a blue card at this location

**Plans Cache / The Madame**  - Score one point for every light blue card at this location (including itself)

**The Madame**  - your light blue cards cannot be blazed at this location. You can still blaze your opponent's light blue cards.

## Rome

**Veloce Wheels**  - Gain a point for every gear card in your discard at the end of the game.


**The Driver / The Soprano**    - Gain a Caper when you discard a card of the matching color.

**Colosseum**  / **Pantheon**  / **Trastevere**  / **The Vatican**  - Score one point for every matching gear card at the location on our opponent's side.


**Shakedown Belt**  - Gain two points if you win this location.


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## London


**Hollow Book** / **Laundromatic**  - Remove a coin from the supply and place it in your hideout (next to your discard area). This coin is now laundered. It cannot be used to purchase gear or be gained by either player.





**The Bookie**  / **Laundromatic**  / **Oxford Street**  - Gain points for each laundered coin in your hideout at the end of the game.

**Boxer**  - Gain a caper when you launder a coin. (Note - *The card used to launder the coin does not need to be played at The Boxer's location.*)

**The Royal**  - gain a coin for each thief played at this location (including The Royal)

**The British Museum**  / **Oxford Street**  / **Piccadilly Circus**  /

**Tower of London**  - After playing a matching gear card at the location, gain a coin. You must be able to pay for the gear card before gaining the coin from the location effect.

**Big Ben**  / **The British Museum**  / **Piccadilly Circus**  / **Tower of London**  - Gain a point for each matching gear card at the location on your side and your opponent's side of the board.

## Barcelona

COMING SOON