

Caper Town



The real guidebook to catching criminals__



Introduction

Can you and your team of sleuths catch the criminal before he escapes? Do you have what it takes? This dynamic game of capers, crime fighting, an collective team coordination combines strategy and effective time management to provide you, your family and friends with an entertainment experience that will leave you wondering, “what just happened?” Work your way around the board collecting tips, evidence, and warrants to find and catch the bad guy before the other teams find and catch theirs and before time runs out. Go catch your criminal detectives!

General Description of Game Play

Players divide into two or three teams, as desired, with up to three players on each team. Players work their way around the board collecting tips, evidence, and warrants. Be the first team, before time runs out, to find and catch your criminal and your team wins! Use smart coordination with a good team strategy and you will become Caper Town’s lead team of detectives!

Game Pieces

NOTE: This section describes the purpose of each of the game pieces. Appendix A lists the pieces and quantities included in the box.

Board

The board consists of streets, locations, and card stops.

Playing Cards – Resource, Warrant, Evidence, Tip, Crime

These playing cards supplement the flow, strategy, and dynamics of the game.

Player Pieces

Each player chooses a game piece to represent their player.

Resource Pieces

Two special game pieces are provided for use with the resource cards. These pieces are a K9 Dog and Squad Car.

Timers

Each team uses the timer to track how much time they have left before the criminal escapes. If you have purchased the version of the game without digital timers included each team will need a digital timer. A smartphone will work just fine.

Rules of the Game

Game Length

It is anticipated that game length will be about 60 minutes. This may change depending on desired timer settings for each team.



Getting Started

Each team is investigating a crime and must catch their criminal before he gets away! All players place their player piece on the space in front of the police station to start the game. Also, each team sets their timer to 30 minutes. Depending on desired difficulty, teams may adjust their timer for more or less minutes.

Each team also draws one location card, but does not look at it. This card represents the location where their criminal is hiding.

Evidence cards should be placed out individually and face up so each of the cards may be seen by all the players.

Each team rolls the dice to determine who starts play. Highest number wins. Play then continues counter-clockwise.

Winning the Game

To win the game a team must uncover the location of their criminal and then capture the criminal - all before time runs out on their timer. Be the first team to accomplish this feat and you win!

General Board Movement

On a team's turn, one member of the team rolls the dice. Each player on the team may then move that number of spaces. A player may also decide not to move at all, and each team member may choose a separate path from the others if desired. Players may move around the game board following the direction of the streets, but must move in a continuous forward direction for each turn.

To land on a space in front of a location, a player only needs to roll an amount equal to or greater than the number of spaces from which the location resides in order to stop on the space in front of the location. For example, if the location is four spaces away, a player may roll a four, five, or six to reach and stop at the location.

To land on a tip, warrant, or evidence space, a team must have rolled the exact number as the number of spaces that the player is from the space.

When a player lands on a tip, warrant, or evidence space, the player draws one of the respective cards for their team. For evidence cards, the team may collect the evidence card of their choice from the stock, thus it is important to have the evidence cards out, face up, so teams may choose easily the card they want.

A team's player pieces may move and/or investigate in any order during a team's turn. For example, a team consisting of three players may move one player's pieces, then investigate a location, then move the other two player pieces.

Timer Use

At the beginning of the game, each team sets their timer to 30 minutes. During a team's turn, the timer must be running. When it's not a team's turn, the timer may be stopped. A team's turn begins as soon as the previous team decides their turn is completed. If time runs out on a team's timer before their criminal is found and captured, that team is eliminated from the game and their criminal has escaped!



Game Cards

A team may hold up to seven cards at any one time, but only two of the seven may be evidence cards. A team's location card does not count towards the seven. Once a team has seven cards they may not collect additional cards until the cards in hand are played. Tip, warrant, and evidence cards are acquired by landing on the appropriate space on the game board.

If a team rolls doubles during their turn, they may choose to either move their pieces or pick up a resource card. If the team chooses the card, then one player on the team is picked to get the card. Once the resource card is read it is immediately implemented, returned to the pile for future use, and the three resource cards are reshuffled. Therefore, implementation of resource cards can change from player to player throughout the game.

If a five or a nine is rolled during a team's turn they must draw a Detective Card. The card is immediately implemented then returned to the bottom of the pile. This then completes that team's turn. Certain detective cards provide additional tip, evidence, or warrant cards. In this case, the rule of seven cards max per team must still be adhered to.

Investigating a Location

To find their criminal a team must successfully investigate a suspected location. When a team decides they'd like to investigate a location they must adhere to the following rules:

- At least one member of the team must be in position on the space in front of the desired location on the game board.
- The team must have at least one tip card, one warrant card, and one evidence card. During the investigation the team returns one of each of these cards to the bottom of their respective piles.
- The evidence card the team uses for investigation must match the location the team is investigating.
- Only one location may be investigated during a team's turn.
- When the team chooses to investigate a location, they turn over the location card they have on hand. If their location card matches the location they are investigating they have found their criminal! If the location card does not match, the card is returned to the location card pile and a new location card is drawn meaning your criminal is quickly slipping away!

Capturing the criminal

Once a criminal has been found the pursuing team of detectives must capture their criminal. This is accomplished by having all of that team's player pieces on the space in front of the location where the criminal was found. Once this is completed, the team has successfully found and captured their criminal!

An opposing team, however, may block the pursuing team from capturing their criminal if they can get all their player pieces on that location before the pursuing detective team gets their pieces on location. If an opposing team successfully blocks the capture, the pursuing team must then draw a new location card, play resumes, and the pursuing team must go find their escaped criminal!



Resource Cards

K9 Group – The team chooses one of their team members to replace their game piece with the K9 game piece. This allows that player (only that player) on the team to pick two evidence cards from the pile each time they land on an evidence space. This player's privilege lasts for the remainder of the game, or until another player draws the K9 Group card.

Squad Car – The team chooses one of their team members to replace their game piece with the squad car game piece. This allows that player (only that player) to move up to double the number of spaces rolled. An exact number must still be rolled in order to stop on a tip, warrant, or evidence space. This player's privilege lasts for the remainder of the game, or until another player draws the squad car card.

Local Militia – The team gets help from a local militia member. This team then adds the militia person game piece to their team as an additional team member and may function as if they have an additional player on their team. This team's privilege lasts for the remainder of the game, or until another player draws the local militia card.

Tip Cards

Basic Tip – Play this card during an investigation.

Sure Tip – Play this card during an investigation. If you have two players each at a separate location this card allows you to investigate both locations on a single turn. Your team must have two warrant cards and the appropriate evidence cards as well.

Secret Tip – Play this card during an investigation. The secret tip card allows you to look at one of the other team's location card to know where their criminal is hiding.

Evidence Cards

Each evidence card shows the corresponding location where the evidence was found. To investigate a location the team must have the corresponding evidence card.

Warrant Cards

A team must play a warrant card in order to begin an investigation at a location.

Location Cards

Location cards indicate where each team's criminal is hiding.

Detective Cards

Detective cards change the dynamics of the game play as they get implemented.

Final Note

As always have fun! If you come across a situation in the game that is not directly addressed by the rule book, or a specific rule is not clear to you – make it your own and decide how you would fairly handle the rules under the circumstances. Also, we are always interested in feedback so please let us know what you think. Refer to the back cover for our contact information.

Appendix A – Game Pieces

Item	Quantity	Description
Board	1	
Pawns	9	Three each of red, green, and blue pieces for each team's player
Squad Car	1	Black Squad Car
K9 Dog	1	K9 Group Dog Piece
Militia Man	1	Militia Man Game Piece
Digital Timer (option –based on the version of the game that was purchased)	3	One digital timer for each team
Die	2	-
Resource Cards	3	Red cards marked with R
Tip Cards	12	Blue cards marked with T
Detective Cards	15	Orange cards marked with D
Location Cards	16	Purple cards marked with P
Warrant Cards	10	Beige cards marked with W
Evidence Cards	16	Green cards marked with E
Instruction Booklet	1	-







Try these other fun titles from Cavel Games™
For more information visit www.cavelgames.com



First Edition Release. We'd love to hear your comments and feedback.
Please send emails to cavelgames@gmail.com

© 2013 Cavel Game Company. All rights reserved.

