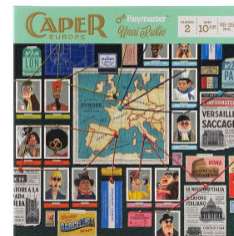


Players' leaflets for Caper - Europe

Don't print this - the leaflet starts on next page



Here's a link to Keymaster's excellent online [guide](#)



Printing

Created at A5 size, which is half of A4.

Please !

If you have any comments or questions that might help me to improve my leaflet, contact me here ►

Barcelona locations

Casa Battlo



At end - 4 points. Ending with a green as a topmost card in your crew gives 2 for every green card in your crew.

Barceloneta



At end - 3 points. Ending with a yellow as a topmost card in your crew gives 2 for every yellow card in your crew.

Rambla



At end - 4 points, plus 3 for each red card in your crew.
During play - orange cards can't be destroyed at this location.

Sagrada



At end - 3 points, plus 2 for each orange card in your crew.

During play - green cards cannot be destroyed at this location.

Mont Juic



At end - 3 points.
Ending with a purple card as a topmost card in your crew gives 2 for each purple card in your crew.

London locations

British Museum



At end - 4 points, plus 1 for each green card in BOTH crews.

During play - when anyone plays a green card here, gain a coin (after paying for the card).

Big Ben



At end - 2 points, plus 2 for each coin in your hideout.

During play - when anyone plays a dark green card, gain a coin (after paying for the card).

Piccadilly Circus



At end - 3 points, plus 1 for each yellow card in BOTH crews.

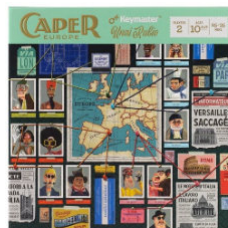
During play - when anyone plays a yellow card here, gain a coin.

Tower of London



At end - 3 points, plus 1 for each purple card in BOTH crews.

During play - when you play a purple card here, gain a coin (after paying for the card).



Caper Europe

Take Note

- A - Page 2 of manual gives a quick introduction.
- B - Scores & outcome are worked out at the end.



Discards

Cards set aside are placed face **upwards** in players' discard areas: visible by both.

Repeated actions

Many cards permit such as moving the caper tracker. 'Repeat performance' cards permit you to move it again each time you add another card of that colour or type at that location.

Locations

When you win a location, turn the card's long side to face you to see what its effects are.

Which crew's cards matter?

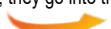
Rome's Colosseum is an example where your **opponent's** display matters at Endgame. The little arrow atop the "any gear card" icon points to the **opposition**: not you.

A **crew** means all thieves at that location, and their gear.

Sets & singles

Each card or goods may be used only once within each set. But each single card acts as an independent "starter" of the effect (e.g. Plans Cachés).

Cards and coins

When cards allow players to collect coins, they go into their play area. If there are not enough in the supply, take from the opponent  **whilst you have less.**

Most gear cards must be paid for. This **must** be done first, even if the card also gives coins.

Rather than playing a gear card, you may discard it and take one coin.

Reverting

This means taking back actions - it includes returning coins from hand or hideout, returning goods, or taking back steps on the caper tracker.

Barcelona thieves

Anarchist - gain 2 coins

Endgame - If you finish with a purple gear card as a topmost card in this location's crew, score 1 point for each purple gear card, both in your crew and your opponent's.

Pickpocket

Endgame - if you finish with a yellow gear card as a topmost card in this location's crew, gain 3 points for each set of yellow and two other gear cards of any colour.

Surrealist - gain 2 coins

Endgame - if you end the game with a green gear card as a topmost card in this location's crew, gain 1 point for each stolen good in your hideout.



Barcelona gear

Espadrilles of Escape - free

Now - move the caper tracker one space toward you.

From now - orange (Barcelona) gear cards cannot be burned at this location.

Espadrilles are traditional canvas & rope shoes - generally not with rockets attached.

Mesmeriser - costs 1 coin

Now - move the caper tracker one space toward you.

Endgame - 3 points If you end with an orange (Barcelona) gear card topmost card in this location's crew.

Wallet extractor - costs 1 coin

Now - discard one of opponent's topmost gear cards at this location and revert whatever benefits its icons brought with it - all of them.



more everywhere gear



Skeleton key - costs 2 coins

Now - take any stolen good from this location into your hideout.

Smoke screen - costs 1 coin

Now - move the caper tracker at this location one space toward you.

Endgame - score 1 point.

Stealth suit - costs 3 coins

Now - move the caper tracker at this location one space toward you. And, take any stolen good from this location into your hideout.

Suction scalars - costs 1 coin

Now - take the depicted stolen good from this location into your hideout.

Super magnet - free

Now - gain 2 coins. That's it!



Thieves who are everywhere

All (on cream cards) will appear sometime, whichever city you're in.

They will offer actions and benefits that ...

- occur immediately **now**
- also bring **repeated** benefits, similar to now ... the Banker, for example
- bring benefit only at the end of the game ... **endgame**

Actress - gain 1 coin

Endgame - 2 points for each set of a yellow gear card, together with any colour gear card (including yellow) in your crew at in this location.

Auctioneer - gain 1 coin

Now - choose and take any item of stolen goods from this location into your hideout.

Banker - gain 1 coin

Now - for each yellow card in your gear at this location, move the caper tracker one space toward you.

Repeated - move it one space nearer for each yellow card you add to this location's crew later.

Barber - gain 1 coin

Now - move the caper tracker at this location two spaces toward you.



Bon Vivant - gain 1 coin

Endgame - 2 points for each set of a green card together with any colour card in your crew's gear at this location.

Cleaner - gain 1 coin

Endgame - 3 points for each set of a red together with any colour card in your gear at this location.

Keymaster Games web-page of Caper icons. Here

- <https://keymastergames.com/pages/caper-icons>

Paris locations

Eiffel Tower



At end - 3 points, and 1 for each stolen good in your hideout.

At end - 3 points plus 2 for each stolen picture in your hideout

Moulin Rouge



At end - 5 points, plus 1 for each thief in your crew.

During play - when anyone plays a light blue gear card here, move the caper tracker one space toward them.

Versailles



At end - 3, plus 2 for each stolen statuette in your hideout.

At end - 3 points, plus 2 for each stolen gem in your hideout.

Louvre



Notre Dame



Rome locations

Pantheon



At end - 5 points, plus 1 for each yellow card in opponent's crew.

During play - when anyone plays a yellow card here, move the caper tracker one space toward them.

At end - 5 points, plus 1 for each purple card in opponent's crew.

During play - when anyone plays a purple card here, move the caper tracker one space toward them.

Trevi Fountain

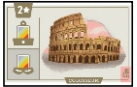


At end - 4 points, plus 2 for each set of a pink and any colour gear card (including pink) in your crew.

At end - 6 points, plus 1 for each green card in opponent's crew.

During play - when anyone plays a green card here, move the caper tracker one space toward them.

Colosseum



Trastevere



Vatican



Core locations

Antique Shop

Endgame - 5 points plus 1 point for each each stolen statuette in your hideout



Art Gallery

Endgame - 5 points plus 1 point for each green gear card in your crew at this location.



Bank

Endgame - 7 points.

During play - yellow gear cards can't be destroyed at this location.

Casino

Endgame - 4 points, plus 1 point for each yellow gear card in your total crew at this location.



Chapel



Endgame - 2 points, plus 2 points for each thief card in your crew at this location.

Gala

Endgame - 5 points, plus 1 point for each stolen gem in your hideout.



Museum

Endgame - 5 points, plus 1 point for each stolen picture in your hideout.

Yacht

Endgame - 4 points, plus 1 point for each purple gear card in your crew aboard the yacht.



Colonel

Now - for each purple card in your gear at this location, move the caper tracker one space toward you.

Repeated - move the tracker one space toward you for each purple card you add to this location later.

Conductor - gain 2 coins

Now - for each green card in your gear at this location, move the caper tracker one space toward you.

Repeated - move the tracker one space toward you for each green card you add later.

Dame - gain 1 coin

Endgame - 2 points for each set of a purple together with any colour gear card in your crew at this location.

Gentleman - gain 1 coin

Endgame - 4 points for each set of a green, purple, and yellow gear card in your crew at this location.

Illusionist - gain 1 coin

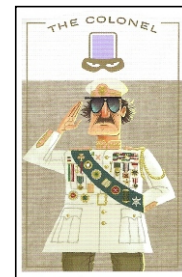
Now - move the caper tracker at this location one space toward you. For each red card in your gear at this location, move the caper tracker one space toward you.

Repeated - move the tracker one space toward you for each red card you add later.

Mime - gain 1 coin

Now - move the caper tracker at this location one space toward you.

Endgame - 1 point for each thief card in your crew at Mime's location (including The Mime).



Saint - gain 3 coins

Now - move the caper tracker at this location one space towards you.

Smuggler

Now - move the caper tracker at this location one space toward you. Take any stolen good from this location into your hideout.

Tourist

Now - move the caper tracker at this location three spaces toward you.

Everywhere gear

Blazebuster 451 - costs 2 coins

Now - one of the topmost gear cards in your opponent's crew at this location is discarded to their hideout.

Then, revert **all** the icons and actions brought by the discarded card. So, if the card gave a player 2 coins, reverting would return them to the supply.

Briefcase with false bottom - costs 3 coins

Now - take any stolen good from this location into your hideout.

Endgame - 1 point for each green gear card in this location's crew, itself included.

Eavesdropper - free

Now - gain 1 coin. **Endgame** - score 1 Point.

False documents - costs 2 coins

Now - move the caper tracker at this location one space toward you.

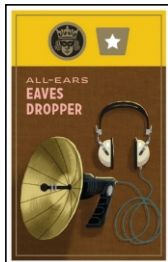
Endgame - 1 point for each thief card in this crew.

Grappling gun - costs 1 coin

Now - take the depicted stolen good from this location into your hideout.

Helping hand - costs 1 coin

Now - take the depicted stolen good from this location into your hideout.



Incognito tuxedo - costs 1 coin

Now - move the caper tracker at this location two spaces toward you.

Plasma cutter - costs 1 coin

Now - gain 4 coins - having paid for the gear card first.

Simple disguise - free

Now - move the caper tracker at this location one space toward you.

A gear card may be discarded for 1 coin as an option, rather than placing it or passing it

Take Note

London thieves

Bookie - gain 3 coins

Endgame - 1 point for each coin in your hideout.

Boxer - gain 1 coin

Now - for each coin in your hideout, move the caper tracker one space toward you.

Repeated - move the tracker one space toward you for each coin you **add** to your hideout later. Keep an unbruised eye open so you can see it coming.

Royal - gain 2 coins

Now - gain 1 coin for each thief card in your crew: her included.

Repeated - gain a coin for each additional thief you place at this location later.



London gear

Hollow book - costs 1 coin

Now - move the caper tracker one space toward you, and place a coin from the supply into your hideout.

It **cannot** later be used to purchase gear.



Laundromatic - costs 2 coins

Now - place a coin from the supply into your hideout.

It **cannot** be used to purchase gear.

Endgame - 1 point for each coin in your hideout.

Signal jammer - costs 2 coins

Endgame - 1 point for each thief card in your crew and your opponent's at this location.

Paris thieves

Artist

Endgame - 1 point for each stolen good in your hideout.

Chef - gain 1 coin

Now - for each light blue card in your gear, move the caper tracker one space toward you.

Repeated - move the tracker one space toward you for each light blue card you add later.

Madame

Endgame - 1 point for each light blue gear card in this location's crew.

During play - your light blue cards cannot be destroyed at this location.



Rome thieves

Don - gain 2 coins

Now - for each thief card in your crew at this location (including The Don himself), move the caper tracker one space toward you.

Repeated - move it one space nearer for each thief you add later.

Driver

Now - for each yellow or purple card in your discard, move the caper tracker one space toward you.

Repeated - move the caper tracker one space toward you each time you discard a yellow or purple card later.

Soprano

Now - for each pink card in your crew, move the caper tracker one space toward you.

For each red card in your discard move the caper tracker one space toward you.

each time you play a pink card to this crew or discard a red card, move the caper tracker one space toward you.



Paris gear

Aqua respirator - costs 1 coin

Now - take any stolen good from this location into your hideout.

Plans cachés - costs 1 coin

Endgame - 1 point for each light blue gear card in this crew (including the gear-card itself).

Each Plans card acts as a 'leader' card, adding others to itself. It can be paired with another Plans Cachés card once only.

Secret shades - free

Now - gain 3 coins



Rome gear

Posto segreto - costs 2 coins

Now - move the caper tracker three spaces toward you.

Shakedown belt - free

Now - move the caper tracker one space toward you.

Endgame - 2 points if you win this location.

Veloce wheels - costs 3 coins

Endgame - 1 point for each gear card in your discard.

