



INSTRUCTION MANUAL

# INTRODUCTION

**Canvas Caper** is a competitive team 4-6 player game where two teams play as either the security guards protecting priceless art or thieves stealing the museum's treasures. Taking place in the museum, this setting presents a lot of challenges and opportunities for both sides. Will you protect the art and remove the threat as security guards or will you successfully infiltrate the premise and escape with historical valuables as thieves?

## LIST OF ARTIFACTS



**Rosetta Stone**

A key understanding  
Egyptian hieroglyphs



**Bust of Nefertiti**

A famous Egyptian  
sculpture of Queen Nefertiti



**Parthenon Sculpture**

Greek marble sculpture  
from the Parthenon temple



**Benin Bronze**

Intricare bronze artwork  
from the Kingdom of Benin



**Cold Crown from the  
Fortress of Maqdala**

A bejewelled gold crown taken  
from Ethiopia by the British



**Moai Statue**

Large stone statue  
from Easter Island

# OBJECTIVES

- **As Security Guards**, your objective is to make sure the thieves do not leave the museum with the predetermined artwork they planned to steal. In order to win the game, you must eliminate all the thieves before they get all the art pieces they need.
- **As Thieves**, your objective is to steal all the art pieces you need and escape successfully. In order to win the game, you must be able to steal the required art without the entire team being wiped.

# STARTING THE GAME

Before the game starts, the art pieces are flipped over and a player needs to flip a coin in order to determine which team goes first.

- **HEADS:** If the coin is facing heads, Security Guards go first.
- **TAILS:** If the coin is facing tails, Thieves go first.

Furthermore, each Thief need to pick a random art card from the entire deck of artworks. Each card chosen represents the art piece they need to steal in order to win. Artworks are not locked to a Thief. The total amount of art pieces Thieves need to steal is determine by the amount of players on the team (Ex: if there are 3 Thieves on the team, they need to steal 3 art pieces). Only Thieves know which art pieces they need to steal while Security Guards have no knowledge of that information. However, Security Guards know the location of the art pieces while Thieves do not know.

Security Guards are able to place traps on the hallways in order to create obstacles for Thieves before the game begins.

Depending on which team plays first will also determine whether the game starts with the lights on or off.

Security Guards will starts at the end of the map, facing the circuit breaker, while Thieves start at the other side of the map, facing the water dispenser.

# LIGHTS ON/OFF CYCLE

Throughout the game, the light will flicker on and off on the map. After every round, the "Light On/Off" Card has to be flipped to indicate the beginning of a new round and what state they are currently in. Depending on which state the game is in, one team will gain an advantage while the other team will have a disadvantage.

- **LIGHTS ON**

- Security Guards use 1d8 to move during the day
- Thieves use 1d4 to move during the day
- Any attack made by Security Guards does +1 extra damage
- Security Guards can switch a pair of Gallery Room Pieces, but cannot move the teleporters

- **LIGHTS OFF**

- Security Guards use 1d4 to move during the night
- Thieves use 1d8 to move during the night
- Any attack made by Thieves does +1 extra damage
- Thieves can move the teleporters

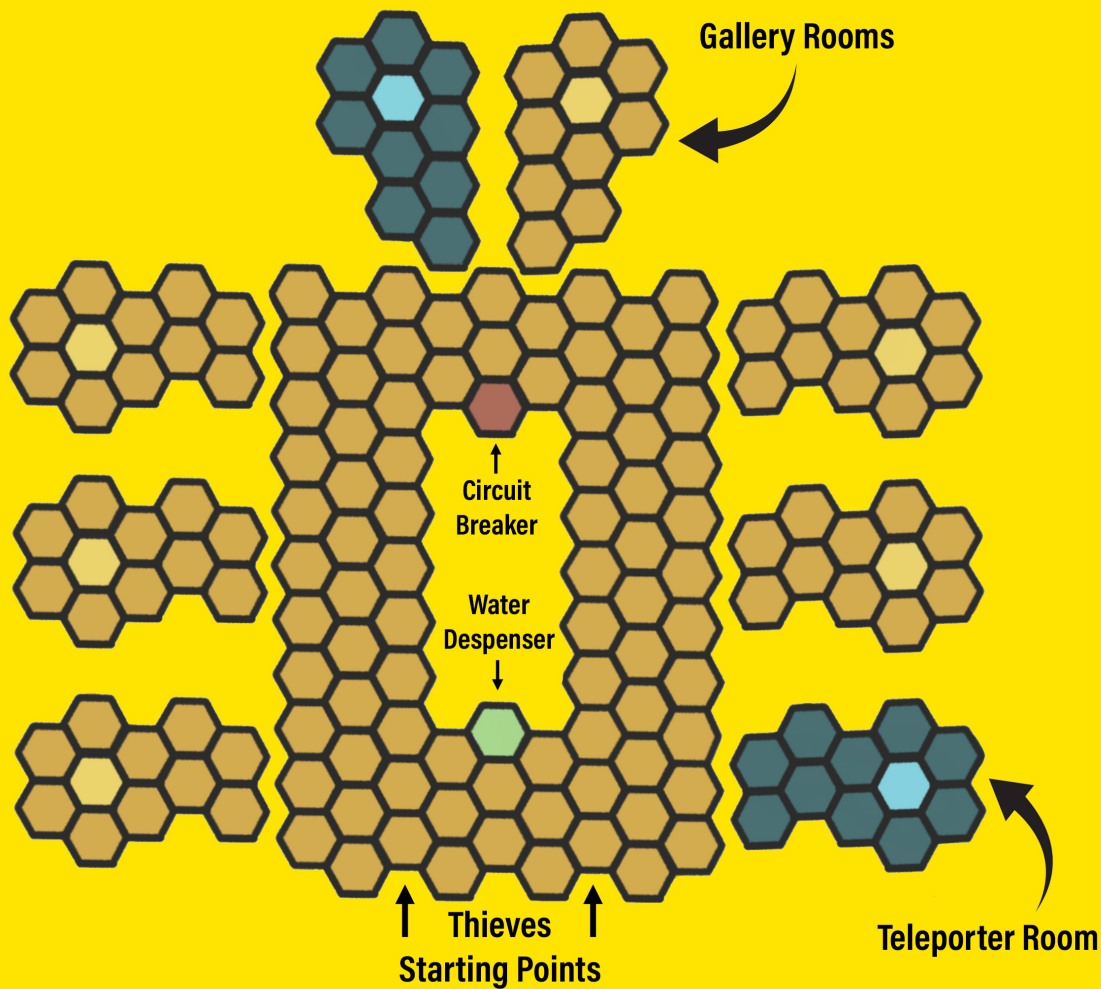
# CIRCUIT BREAKER

Security Guards and Thieves are able to interact with the circuit breaker on the map in order to disrupt the lights on/off cycle. The circuit breaker becomes accessible after the 3rd round.

- **If Security Guards interact with the Circuit Breaker:** The lights stay on for two rounds instead of one.
- **If Thieves interact with the Circuit Breaker:** The lights stay off for two rounds instead of one.



# MAP & GAME PIECES



## "Lights On/Off" Cycle Card



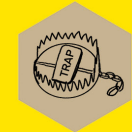
FRONT

BACK

## Art Cards



Art Piece Token  
x6



Trap Token  
x4

# GENERAL RULES

- **TRAPS:** Security Guards can plant traps throughout the hallways, but not in the gallery room spaces. However, there is a 50/50 chance the trap would activate or not. If a Thief steps on a trap, the player has to flip a coin to determine their fate.
  - **HEADS:** The trap activates and causes one damage to the player. Immediately discarded once activated.
  - **TAILS:** The trap does not activate and the Thief is able to pass through it. However, the trap is not discarded and can reactivate if the player steps on it again.

Furthermore, if a Thief flips over an art piece that is not on their required list, the art piece will turn into a trap and inflict 2 damage to the player.

- **WATER DISPENSER:** A healing zone that gives a player back two health for each round they are adjacent to it. The Water Dispenser can heal a max of 10 times for the entire game. Anyone can interact with the water dispenser for healing.
- **GENERAL CHARACTER ABILITIES:** On a player's turn, they have the option to roll the correct dice to move (free action). A player has the ability to move and use a card that requires a turn OR basic attack if an enemy is located on an adjacent hex (Ex: a Security Guard moves 3 hexes and chooses to use a basic attack instead of a card).
- **SECURITY GUARD ABILITIES:** If a Security Guard attacks a Thief holding onto an art piece, they must let go of the art piece and place it on an adjacent unoccupied hex. If a Security Guard encounters an art piece by being on an adjacent hex, they can instantly move that art piece back to the gallery room it was initially in.
- **THIEF ABILITIES:** Thieves can turn over art piece hexes when they land onto an adjacent hex. If it is one of the art pieces they are assigned to steal, they can pick it up and hold onto it (NOTE: does not take up inventory space). Thieves can also pick up art pieces dropped by other Thieves Players if they are adjacent to the hex the art piece is on. Thieves can only pick up fallen art pieces during their turn. Afterwards, the rest of their turn is unaffected.