

Donut COP™



Instructions



Scan to watch a quick
How To Play video

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Welcome to Sprinkleton

Welcome to Sprinkleton, where your badge is just as important as your appetite for donuts! In this city, donuts are more than just a delicious treat, they're a way of life and everyone is more than a little bit obsessed.

As a donut loving cop, your mission is to stash these precious pastries and catch the sneaky baddies who try to steal them. But don't let your guard down – even the most steadfast officers can be bribed with a warm, gooey donut and indulge in a bit of mischief themselves. Gear up and dive into the sugary chaos that is Sprinkleton – where justice is sweet and every donut counts!

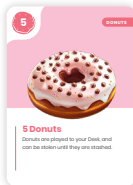


The Cards at a Glance

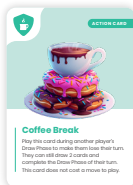
There are a total of **126 Playing Cards**. Learn more about the different types of cards below. See 'Card Index' book for full details of each card.



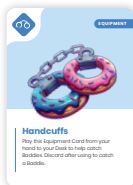
116x
Main
Deck
Cards
including:



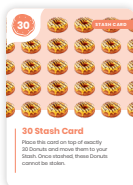
45x
Donut
Cards



28x
Action
Cards



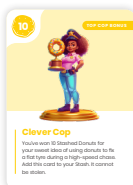
20x
Equipment
Cards



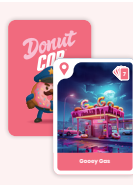
11x
Stash
Cards



8x
Baddie
Cards



4x
Top Cop
Bonus
Cards

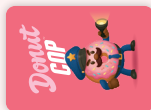


10x
Location
Deck
Cards

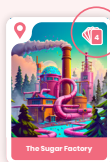
Game Setup

1. Shuffle the Main Deck cards and place face down, as shown in the Play Area.
2. Shuffle the Location Deck and place one card face down in each of the location positions according to the player count below.
 - **2 players = 2 locations**
 - **3 players = 3 locations**
 - **4 & 5 players = 4 locations**
3. Place the remaining Location Cards face down in the Location Deck.
4. Players start with no cards in their hand. The player who ate a donut or caught a Baddie most recently gets to start. Play clockwise from there.

PLAY AREA



LOCATION 4



LOCATION 1

When a player turns over a Location Card, the card symbol shows the number of Main Deck cards to be placed face down underneath that Location Card.

MOST WANTED BADDIES AREA

Baddies get placed here if you get Caught Off Guard



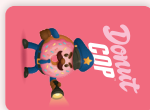
Location Deck



Main Deck



Discard
Pile



LOCATION 2



LOCATION 3

*Example based on a 4-5 player game

Objective of the Game

As a donut loving cop in the Sprinkleton PD, you have two objectives: **Stash Donuts & Catch Baddies** from the streets.

STANDARD GAME

The first player to reach the Total Donut Score, according to the player count below, wins. Stashed Donuts, Top Cop Bonuses and Caught Baddies all contribute to your Total Donut Score.

2 players: 230

Including **3** Baddies

3 players: 170

Including **2** Baddies

4 players: 150

Including **2** Baddies

5 players: 120

Including **1** Baddie

EXTENDED GAME

For those seeking a longer game

2 players: 300

Including **4** Baddies

3 players: 220

Including **2** Baddies

4 players: 180

Including **2** Baddies

5 players: 150

Including **1** Baddie

Adjust the number of Caught Baddies and Total Donut Score for an even shorter or longer game.

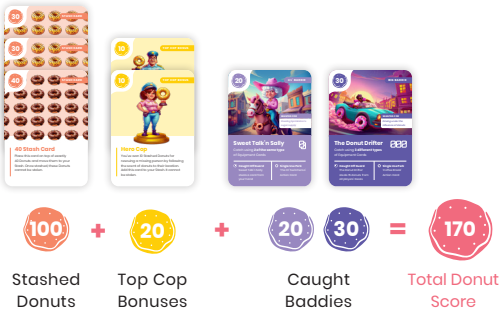
SCORING EXAMPLE

Here is how the Total Donut Scores should be totaled.



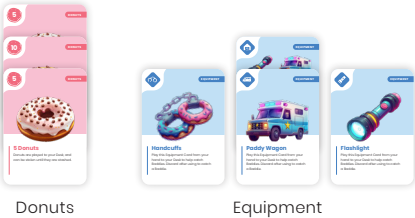
Total Donut Score Includes:

Combine the Donut Values of any Stashed Donuts, Top Cop Bonuses and Caught Baddies.



Not Included:

Any Donuts on your Desk that are NOT stashed are not counted towards your score.

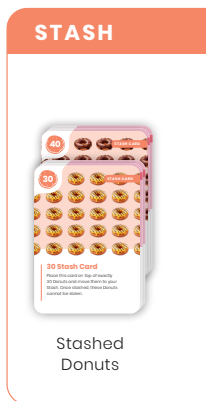
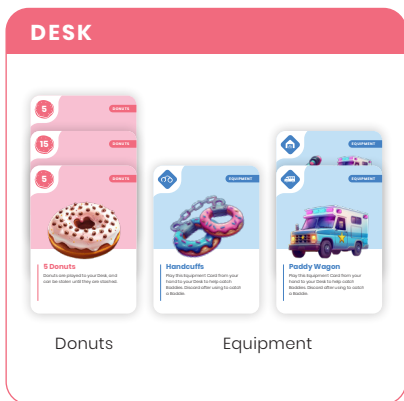


Player's Area

Shown below is an example of how a Player's Area is laid out during gameplay. Each Player's Area has a Desk, Stash and Lock-up. This is where a player keeps their cards once they've been played face up into their respective area.

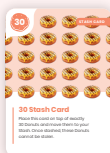
Each player's Desk holds their unstashed Donut and Equipment Cards. Each player's Stash holds their Stashed Donuts and Top Cop Bonuses. The Lock-up holds a player's Caught Baddies.

Cards that go into your hand (before they are played) are kept hidden from your opponents – this includes any Action, Equipment and Stash Cards.



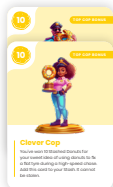
STASHING DONUTS

Stash Cards allow you to keep your Donuts safe and contribute to your Total Donut Score. When stashing Donuts, place all Donuts neatly underneath a Stash Card before placing it in your Stash area. The Donuts must total exactly the number of the Stash Card.



Example:

A total value of exactly 30 Donuts are neatly stacked under a 30 Stash Card.



Top Cop Bonuses

LOCK-UP

**Baddies are rotated 180° after single perk has been used. See page 23.*



Caught Baddies

Playing the Game

There are four phases per turn. The first player starts by doing the following:

DRAW PHASE

Draw two cards from the top of the Main Deck.

X2



- Donut Cards go directly to your Desk.
- Top Cop Bonus Cards go directly to your Stash.
- Action, Equipment and Stash Cards go to your hand.
- If you draw a Baddie, catch them or see Caught Off Guard on page 21.

SEARCH PHASE

When starting the game Location Cards will be face down. Player chooses one Location Card to turn over and populates that location (see page 7).

Pick up and look through all of the cards that are underneath the Location Card you have chosen.



- You can choose to search one location per turn.
- You can choose to revisit the same location multiple times during your turn.

NOTE

The Search Phase and Action Phase can go in any order during your turn. Players can choose to only complete one of the two phases.

ACTION PHASE

You have up to three moves per turn. You can perform more than one of the same type of move during your turn (e.g. taking three cards from a location).

Choose from the following options for each move:



- **Take a card from the location you searched during your turn.** Action, Equipment and Stash Cards go to your hand. Donut Cards are placed on your Desk. Top Cop Bonus Cards go directly to your Stash. Baddie Cards can't be taken unless you have the right equipment in play to catch them.



- **Play an Action Card** from your hand by playing it face up on top of the Discard Pile.



- **Play an Equipment Card** from your hand to your Desk, so you're ready to Catch Baddies.



- **Play a Stash Card** to move Donuts from your Desk to your Stash.



- **Catch a Baddie** by playing a combination of Equipment Cards from your Desk, face up on top of the Discard Pile (see page 20).

END OF TURN PHASE

Discard your hand to a maximum of five cards.

TURN EXAMPLE 1

X2



1. Draw Phase

Player picks up two cards from the Main Deck.

- The first card is a Donut Card (which goes to their Desk).
- The second card is an Action Card (which goes into their hand).



2. Search Phase

Player decides to search The Sugar Factory location. They pick up and look through the four cards underneath.

Onto desk



Into Hand



3. Action Phase

Player has up to three moves.

- They take a Donut Card (which goes to their Desk).
- They take another Donut Card (which goes to their Desk).
- They take an Equipment Card (which goes into their hand).

Player returns the last card to The Sugar Factory location.

End Of Turn Phase

Player discards their hand down to a maximum of five cards.

TURN EXAMPLE 2

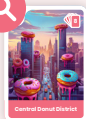
X2



1. Draw Phase

Player picks up two cards from the Main Deck.

- The first card is a Donut Card (which goes to their Desk).
- The second card is a Stash Card (which goes into their hand).



2. Search Phase

Player decides to search the Central Donut District location. They pick up and look through all eight cards.

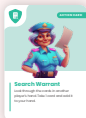
Into Hand



Onto Desk



Actioned



3. Action Phase

Player has up to three moves.

- They take an Action Card (which goes into their hand), and return the remaining cards to the Central Donut District location.
- They place an Equipment Card from their hand to their Desk.
- They use an Action Card by playing it face up on top of the Discard Pile.

End Of Turn Phase

Player discards their hand down to a maximum of five cards.

TURN EXAMPLE 3

X2



1. Draw Phase

Player picks up two cards from the Main Deck.

- The first card is an Action Card (which goes into their hand).
- The second card is a Top Cop Bonus Card (which goes to their Stash).



2. Search Phase

Player decides to search the Goopy Gas location. They pick up and look through all seven cards and notice there is a Baddie lurking at this location.

To Stash



3. Action Phase

Player has up to three moves.

- They play a Stash Card to their Stash.
- They place an Equipment Card from their hand to their Desk.
- They have the correct equipment on their Desk ready to catch the Baddie. They take the Baddie from the Goopy Gas location and discard the equipment needed to catch them. The Baddie is placed in the player's Lock-up.

Onto Desk



Into Lock-up



End Of Turn Phase

Player discards their hand down to a maximum of five cards.

TURN EXAMPLE 4

X2



Caught Off Guard

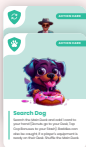


1. Draw Phase

Player picks up two cards from the Main Deck.

- The first card is an Equipment Card (which goes into to their hand).
- The second card is a Baddie. Since the player doesn't have the correct equipment on their Desk, they are Caught Off Guard (see page 21).

Actioned



Onto Desk



2. Action Phase

Player has up to three moves.

- They use two Action Cards by playing them face up on top of the Discard Pile.
- They place an Equipment Card from their hand to their Desk.

End Of Turn Phase

Player discards their hand down to a maximum of five cards.

Game Specifics

LOCATIONS

When a location has no more cards underneath, swap it out for a new location. Put the old location face down at the bottom of the Location Deck. Draw a new card from the top of the Location Deck and place it face up where the old location was. Use cards from the top of the Main Deck to populate the new location with the number of cards shown on the new Location Card. These Main Deck cards are placed face down under the new Location Card.



When a player takes the final card from a location, they can use any of their remaining moves to search for and take cards from the new location. If the last card from a location is taken on a player's last move, the player cannot look at the cards from that new location.

Example:

Place six new cards from the top of the Main Deck, face down under the Pastry Parlour Location Card.

If Baddie Cards are the only ones left in a location, they escape that location. The player who takes the last non-Baddie card(s) from a location and leaves only Baddie Cards must shuffle the Baddie(s) into the Main Deck. Then follow the process for setting up a new location.

MAIN DECK

If the Main Deck runs out of cards, it's time for a reset. Shuffle all the cards in the Discard Pile and use them to replenish the Main Deck. Any cards currently in a location stay there.

If both the Main Deck and Discard Pile are empty, skip the Draw Phase. Players proceed directly to the Search or Action Phase.

STEALING DONUTS

When someone steals Donuts from you, no change is given. For example, if you only have a single 20 Donut Card on your deck and someone plays the Donut Heist Action Card to steal 15 Donuts from you, you must give them your 20 Donut Card.

Likewise if someone plays the Donut Heist Action Card against you and you only have 10 Donuts on your desk, then you give them your 10 Donuts instead of the 15 Donuts.

SPECIAL RULE FOR 5 PLAYER GAME

The fifth player to take their first turn gets to pick up three cards during the Draw Phase. This evens the playing field as the other players have four fresh locations to explore at the start of the game.

Baddies

CATCH A BADDIE FROM A LOCATION

If you spot a Baddie lurking in a location, you can catch them as a move, **provided you have the right equipment on your Desk** as shown on the Baddie Card.

After catching the Baddie, the equipment used is placed in the Discard Pile. The Baddie is removed from the location and placed in the player's Lock-up (see Player's Area on pages 10 to 11).



Example:

The Donut Drifter can be caught using three different types of Equipment Cards

VARIATIONS OF EQUIPMENT NEEDED

Catch using **two of the same type** of Equipment Cards



Catch using **three different types** of Equipment Cards



Catch using **Paddy Wagon + any three** Equipment Cards



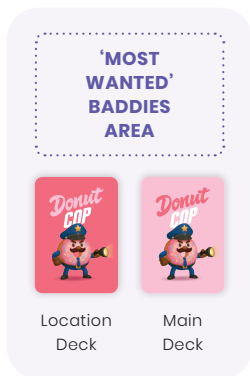
🛡️ GETTING CAUGHT OFF GUARD

If you draw a Baddie from the Main Deck during your Draw Phase **without the required equipment on your Desk**, you're Caught Off Guard! The Baddie is placed face up in the Most Wanted Baddies Area and steals the number of cards or unstashed Donuts shown on the bottom left of the Baddie Card. All stolen Donuts/cards are placed face down under the Baddie.

When a Baddie steals a card from either one or all players, each player fans out their cards with the back facing out. The player to their left selects one card at random to be stolen by the Baddie.

It doesn't matter if the Baddie Card or the other card came first in the Draw Phase. The non-Baddie card picked up in the Draw Phase can be stolen by the Baddie as part of the Caught Off Guard penalty.

After the Caught Off Guard effects have taken place, the player who drew the Baddie during their Draw Phase can draw an extra card from the Main Deck. They can then finish the rest of their turn.



CATCH A BADDIE DURING THE DRAW PHASE

If you draw a Baddie from the Main Deck during your Draw Phase and have the correct Equipment Cards on your Desk to catch them, you may do so without being Caught Off Guard. This action does not count as one of your moves.

If you can't catch the Baddie, others may do so. All players unable to catch the Baddie face the Caught Off Guard penalty. Starting clockwise from the drawer, the first player with the right equipment cards has the opportunity to catch the Baddie. Any cards stolen by the Baddie are a reward (Donuts move to your Desk, other cards to your hand). Once caught, the player who drew the Baddie draws an extra card from the Main Deck and then completes the rest of their turn.

CATCH A BADDIE FROM MOST WANTED AREA

Baddies can be caught from the Most Wanted Baddies Area by any player who has the correct equipment ready on their turn. Spend one of your three moves to discard the required equipment to catch the Wanted Baddie. Any cards underneath the Baddie are a reward (Donuts move to your Desk, other cards to your hand).

The Most Wanted Baddies Area can hold up to four Baddies. If a fifth Baddie emerges from the Main Deck and the player cannot catch the Baddie, triggering the Caught Off Guard penalty, the Baddie escapes with all stolen cards and goes face down under the location with the fewest cards.

MAXIMUM BADDIES ALLOWED TO CATCH

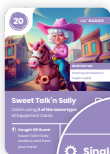
To allow each player the chance to win, there is a maximum number of Baddies that can be caught by each player. So choose your Baddies carefully.

2 Players: Max 4

3 Players: Max 3

4 Players: Max 2

5 Players: Max 2



Single Use Perk
'The Ol' Switcheroo'
Action Card



Rotate Baddie Card 180° once their perk has been used

⚙️ BADDIE PERKS

- After catching a Baddie, you gain access to their perk which can be used immediately.
- Single-use perk can be used on a player's turn without spending a move.
- After using a single-use perk, rotate the Baddie Card 180° on your Desk.
- Multiple Baddie perks can be used in one turn.
- Perks can be countered by a Road Block Action Card or Jelly Joker's 'Road Block' perk.
- Jelly Joker's 'Road Block' perk can be activated at any time.
- Donut Drifter's 'Coffee Break' perk can be activated during the Draw Phase of another player's turn.

