

Donut COP™



Card Index

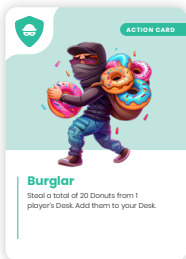


Contents

- 4** - Action Cards
- 9** - Equipment Cards
- 10** - Stash Cards
- 11** - Top Cop Bonus Cards
- 12** - Donut Cards
- 13** - Location Cards
- 14** - Meet the Baddies

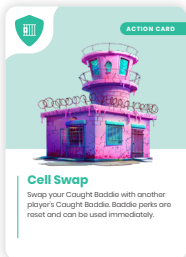


ACTION CARDS



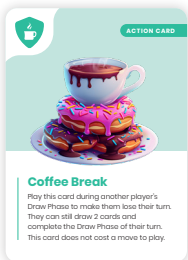
Burglar X4

Steal a total of 20 Donuts from one player's Desk. (You cannot steal any Stashed Donuts). Add them to your Desk.



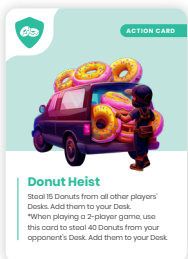
Cell Swap X1

Swap your Caught Baddie with another player's Caught Baddie. Baddie perks are reset and can be used immediately.



Coffee Break X2

Play this card during another player's Draw Phase to make them lose their turn. They can still draw two cards and complete the Draw Phase of their turn. This card does not cost a move to play.

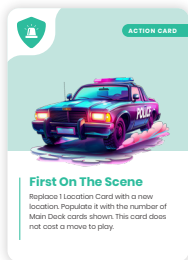


Donut Heist X2

Steal 15 Donuts from all other players' Desks. Place them on your Desk.

*When playing a 2-player game, use this card to steal 40 Donuts from your opponent's Desk. Add them to your Desk.

ACTION CARDS



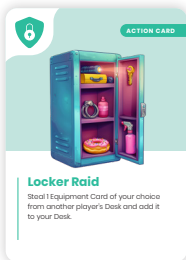
First On The Scene **X2**

Swap out one Location Card for a new one. This card does not cost a move to play.

The cards at the current location are put at the bottom of the Main Deck and the Location Card is put at the bottom of the Location Deck.

Draw a new Location 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. The location Card shows how many cards should be placed face down underneath it. Shuffle the Main Deck. The player then gets to look through the new cards and continue the rest of their turn.

They cannot visit one location and then use this card to visit another location. However, the location they visited can be refreshed.

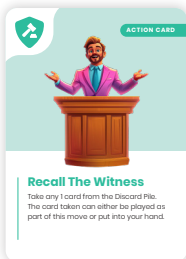


Locker Raid

Steal 1 Equipment Card of your choice from another player's Desk and add it to your Desk.

Locker Raid X4

Steal one Equipment Card of your choice from another player's Desk and add it on your Desk.

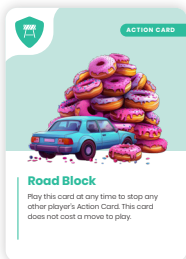


Recall The Witness

Take any 1 card from the Discard Pile. The card taken can either be played as part of this move or put into your hand.

Recall The Witness X2

Take any one card from the Discard Pile. The card taken can either be played as part of this move or put into your hand.



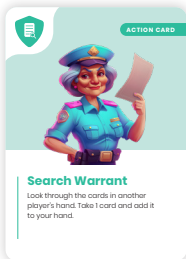
Road Block

Play this card at any time to stop any other player's Action Card. This card does not cost a move to play.

Road Block X4

Play this card at any time to stop any other player's Action Card. This card does not cost a move to play.

ACTION CARDS

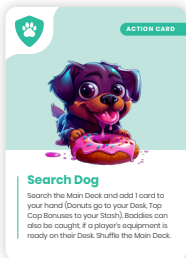


Search Warrant

Look through the cards in another player's hand. Take 1 card and add it to your hand.

Search Warrant X4

Look through the cards in another player's hand. Take one card and add it to your hand.

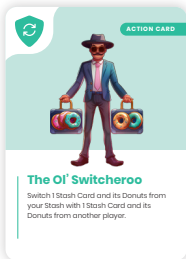


Search Dog

Search the Main Deck and add 1 card to your hand (Donuts go to your Desk, Top Cop Bonuses to your Stash). Baddies can also be caught, if a player's equipment is ready on their Desk. Shuffle the Main Deck.

Search Dog X1

Search the Main Deck and add one card to your hand (Donuts go to your Desk, Top Cop Bonuses to your Stash). Baddies can also be caught, if a player's equipment is ready on their Desk. Shuffle the Main Deck.



The Ol' Switcheroo

Switch 1 Stash Card and its Donuts from your Stash with 1 Stash Card and its Donuts from another player.

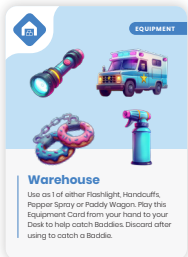
The Ol' Switcheroo X2

Switch one Stash Card and its Donuts from your Stash with one Stash Card and its Donuts from another player.

EQUIPMENT CARDS

Singular Equipment Cards

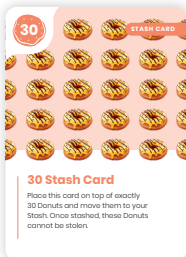
Play an Equipment Card from your hand to your Desk **to help catch Baddies**. Discard after using to catch a Baddie.



Warehouse Card **X2**

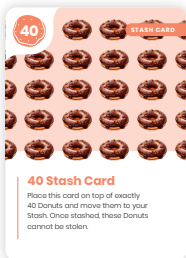
Use as **one of either** Flashlight, Handcuffs, Pepper Spray or Paddy Wagon. Play this Equipment Card from your hand to your Desk **to help catch Baddies**. Discard after using to catch a Baddie.

STASH CARDS



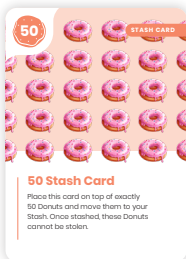
30 Stash Card X4

Place this card on top of exactly 30 Donuts and move them to your Stash. Once stashed, these Donuts cannot be stolen.



40 Stash Card X5

Place this card on top of exactly 40 Donuts and move them to your Stash. Once stashed, these Donuts cannot be stolen.



50 Stash Card X2

Place this card on top of exactly 50 Donuts and move them to your Stash. Once stashed, these Donuts cannot be stolen.

TOP COP BONUS CARDS

10

TOP COP BONUS



Hungry Cop

You've won 10 Stashed Donuts for sweetening morale in Sprinkleton by setting a record for the most donuts eaten in a minute. Add this card to your Stash. It cannot be stolen.

X1

You've won 10 Stashed Donuts for scoring a Top Cop Bonus. Place this card in your Stash. This card cannot be stolen.

10

TOP COP BONUS



Hero Cop

You've won 10 Stashed Donuts for rescuing a missing person by following the scent of donuts to their location. Add this card to your Stash. It cannot be stolen.

X1

10

TOP COP BONUS



Jolly Cop

You've won 10 Stashed Donuts for rising to the occasion and using donut puns to defuse a sticky situation with a suspect. Add this card to your Stash. It cannot be stolen.

X1

10

TOP COP BONUS



Clever Cop

You've won 10 Stashed Donuts for your sweet idea of using donuts to fix a flat tyre during a high-speed chase. Add this card to your Stash. It cannot be stolen.

X1

DONUT CARDS

5

DONUTS



5 Donuts

Donuts are played to your Desk, and can be stolen until they are stashed.

X24

All Donut Cards are played to your Desk, and can be stolen until they are stashed. Once stashed, they cannot be stolen, and contribute towards your Total Donut Score.

10

DONUTS



10 Donuts

Donuts are played to your Desk, and can be stolen until they are stashed.

X12

15

DONUTS



15 Donuts

Donuts are played to your Desk, and can be stolen until they are stashed.

X6

20

DONUTS



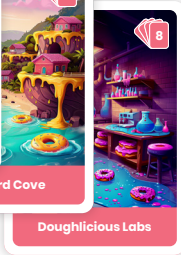
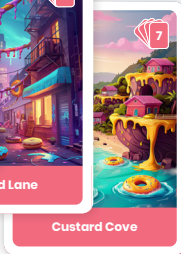
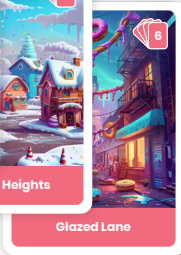
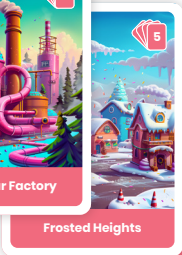
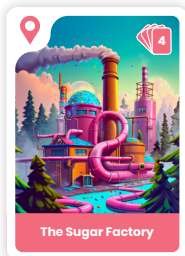
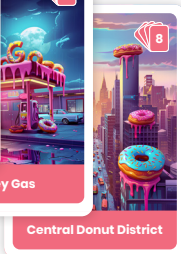
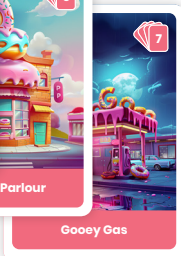
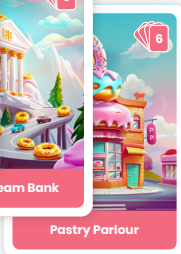
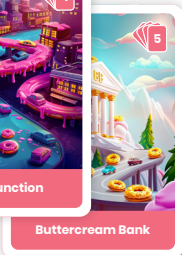
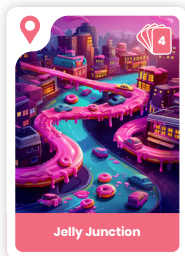
20 Donuts

Donuts are played to your Desk, and can be stolen until they are stashed.

X3

LOCATION CARDS

Each Location Card specifies the number of Main Deck cards to place beneath it.



BOSS BADDIES



The Boston Queen

WANTED FOR

*Running the donut
black market*



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

Character Background: Renowned as the owner of the most celebrated donut deli in the CDD, Victoria Boston's business savvy and refined taste attracted Sprinkleton's elite. But as her fame and clientele grew, so did her hunger for power, driving her to crave more than just a slice of the local pastry scene.

Turning to the dark side of dough, she coerced a local chemistry teacher to craft illegal, addictive donuts so enticing that one donut always led to ten. With donut dealers on every corner cementing her grip on the donut black market, she's not just part of the game—she's the ultimate puppeteer of pastries.

Caught Off Guard

The Boston Queen steals a card from all players' hands

Ongoing Perk

+1 move per turn



Dr Dough

WANTED FOR

*Illicit donut
manufacturing*



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

Character Background: Beneath the sugary streets of Sprinkleton lies Doughlicious Labs, the hidden lair of the devious Dr Dough. After some persuasion, he left his chemistry job at Sugar High to become Sprinkleton's infamous "Donut Alchemist," blending science and sugar into irresistible treats.

Rumour has it he's behind the "Blissful Donut," a dangerously addictive treat that leaves townsfolk glazed and dazed in a donut delirium. While his creations are irresistible, Dr Dough's true motives remain a mystery, leaving Sprinkletonians nervously waiting for when the next batch of trouble will rise.

Caught Off Guard

Dr Dough steals a card from all players' hands

Ongoing Perk

+1 card from the Draw Phase per turn & hold up to 6 cards in hand

BIG BADDIES



Sprinkle & Scout

WANTED FOR

Grand theft donut



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

Character Background: Sprinkle isn't your typical nipper. While other kids are playing tag, she's orchestrating the sweetest bakery heists all across Sprinkleton. But she doesn't work alone. Her canine companion Scout has a nose for the best sugary sweets, sniffing out the finest donuts in town. Their strategy? While the bakery owner fusses over their cuteness, one of the duo sneaks out the back to take their most prized glazed circles.

Leaving a trail of disgruntled bakery owners wherever they go, the duo's motto is, "A donut a day keeps the frownies away!" Last seen lurking near Pastry Parlour.



Caught Off Guard

Sprinkle & Scout steal 15 donuts from all players' Desks



Single Use Perk

'Search Dog' Action Card - See page 8 for details



Judge Glaze

WANTED FOR

*Sugar-coated
corruption*



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

Character Background: Growing up in the gloomy alleys of Glazed Lane, Judge Glaze was surrounded by the sights and scents of frosted treats, sparking a donut addiction that followed him into adulthood.

After pursuing a career in donut law, he earned his judge's robe after busting a donut shop for using fake sprinkles. But word spread fast—Judge Glaze could be bribed with even the cheapest of donuts for a lighter sentence. Before long, he was bending the law with a distinct flavour of corruption, turning every case into a sugar-coated deal. Proving that in Sprinkleton, even the law has a sweet tooth!



Caught Off Guard

Judge Glaze steals
15 donuts from all
players' Desks



Single Use Perk

'Recall the Witness'
Action Card – See
page 7 for details

BIG BADDIES



The Donut Drifter

WANTED FOR

Driving under the influence of donuts



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

Character Background: Nothing thrills this donut head more than speeding through the streets of Sprinkleton while devouring his favourite jelly donuts. Fuelled by adrenaline, donuts and coffee from Gooney Gas station, locals say they can smell him coming by the wafting scent of fresh donuts, and with every chase, he leaves a trail of powdered sugar and jelly splatters across town.

While he's been charged with DUID and speeding multiple times, he mysteriously gets a not-guilty verdict every time he appears in court, slipping through the law's fingers like icing on a hot day.



Caught Off Guard

The Donut Drifter steals 15 donuts from all players' Desks



Single Use Perk

'Coffee Break' Action Card - See page 5 for details

LIL' BADDIES



Jelly Joker

WANTED FOR

Pastry pranks



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

Character Background: From filling mailboxes with sugar syrup to the shoes in the police locker room with custard, there's no length this mischief-maker won't go to entertain herself.

With an insatiable appetite for pastry pranks, Jelly Joker's greatest feat was transforming an entire highway into a gleaming river of jelly, dubbing it "Jelly Junction"—sparking headlines in the Sprinkleton Digest and leaving public pastry servants fuming. Despite the determined efforts of police officers to catch her, Jelly Joker always stays one step ahead, setting up donut roadblocks in her jelly-filled wake.



Caught Off Guard

Jelly Joker steals a card from your hand



Single Use Perk

'Road Block' Action Card - See page 7 for details

LIL' BADDIES



20

Sweet Talk'n Sally

WANTED FOR

Stealing Sprinkleton's sugar supply



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

Character Background: Introducing Sweet Talk'n Sally, Sprinkleton's smoothest-talking criminal. With her quick wit and signature smile, she's charmed her way out of sneaking snacks into the local rodeo and even worked her magic on a sheriff, evading a lassoing violation with a well-timed donut joke.

As Sally's love for donuts grew, so did her criminal ambitions. Her boldest plan yet? Targeting Sprinkleton's vital Sugar Factory. Armed with freshly baked treats, she sweet-talked her way inside, swapping bags of sugar for sacks of horse manure in a cunning switcheroo.



Caught Off Guard

Sweet Talk'n Sally steals a card from your hand



Single Use Perk

'The Ol' Switcheroo' Action Card - See page 8 for details

20



Maple Max

WANTED FOR

*Robbing
Buttercream Bank*



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

Character Background: While on a job, master locksmith Maxwell Maplewood discovered a secret safe hidden behind a client's bookcase. Cracking the lock as effortlessly as a crème brûlée, he uncovered a stash of top-shelf maple donuts, igniting his taste for both maple and crime.

When whispers of Buttercream Bank's Donut Vault reached his ears, Max was hooked. Armed with lock picks, a decoder, a crowbar and a dash of dynamite for excitement, Max pulled off his first donut heist, filling his trusty getaway van with millions of donuts worth of loot.



Caught Off Guard

Maple Max steals a card
from your hand



Single Use Perk

'Donut Heist' Action
Card – See page 5
for details

Credits

Creator: Brandon Games Ltd

Creative Direction & Design: Raewyn Brandon Design

Editing & Proofreading: Sarah Fitzpatrick

Logo Illustration: Neanderthal Design

Production: Panda Games

Production Design: Elliot Norton

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www.donutcopgame.com



