

# CAPYBARA CAPERS<sup>v1.1</sup>

**A DARING GAME OF TRUST AND THIEVERY**

A game by momatoes  
<http://momatoes.com>

## THE GIST: THE HUNT FOR THE LEMON

You have all been assembled as an elite task team of capybaras, with the grand goal of stealing the Awesome Lemon: the one citrus that can enhance hot spring baths to hitherto unachieved levels of ecstasy and comfort.

There's a twist, though – you are strangers, called to this mission from all four corners of the Earth. There may be a traitor in your midst. Can you afford to trust one another?

## SETTING UP THE HEIST: HOW IT ALL BEGINS

This game is recommended for 3-6 players, plus one person assigned as the Game Master. At the beginning of the game, the Game Master must roll against the following tables to build up a few core details about the heist.

The Awesome Lemon is located at...

- |                 |                       |
|-----------------|-----------------------|
| 1. Abandoned... | 1. ...water park      |
| 2. Tranquil...  | 2. ...children's zoo  |
| 3. Dangerous... | 3. ...fishing village |
| 4. Spooky...    | 4. ...wizard hideout  |
| 5. Lavish...    | 5. ...jungle base     |
| 6. Mystical...  | 6. ...office compound |

The Awesome Lemon is being guarded by... (roll twice)

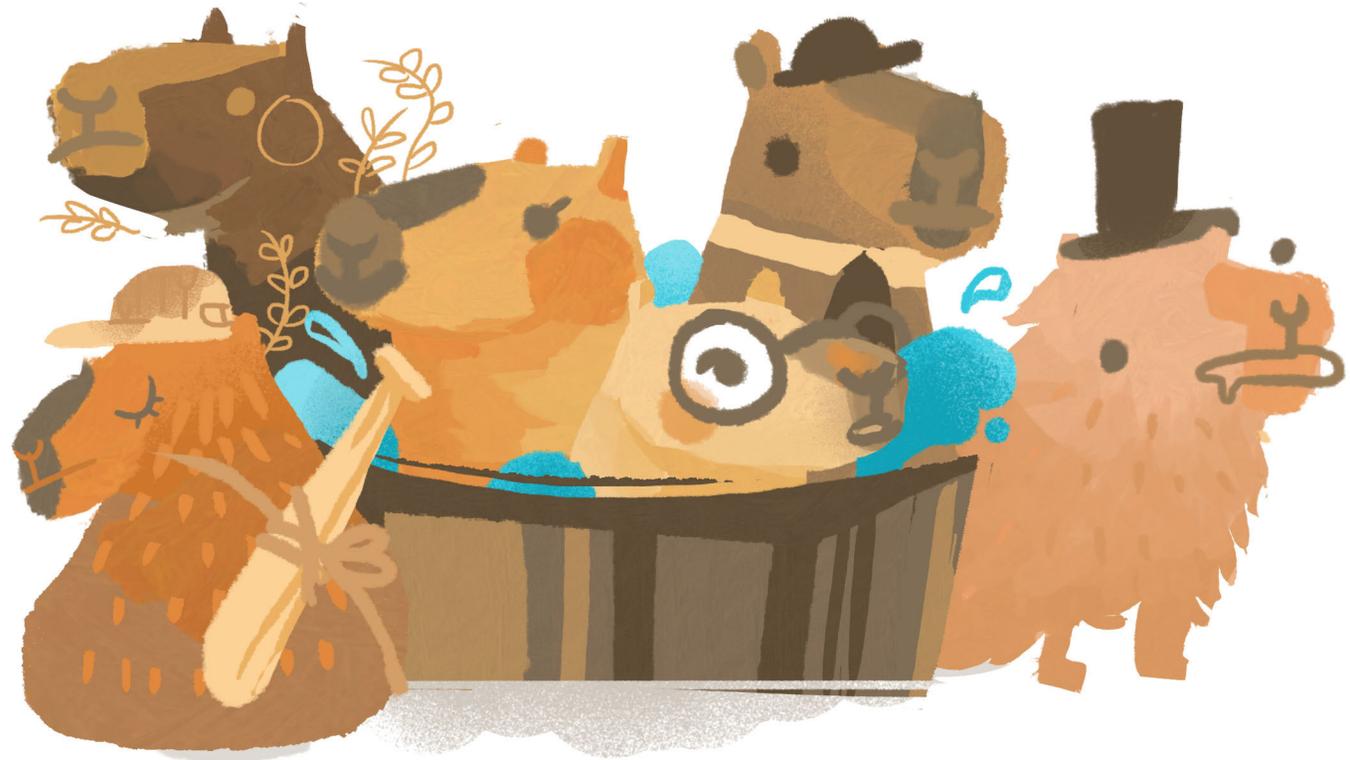
1. Armed guards
2. Sharks
3. Lasers
4. Nanomachines
5. Llamas
6. Magical girls

But there's a twist... (GM must keep the result a secret from all players... except for the Traitor(s) (see *Win Conditions*))

- |                                                                 |                                                                    |
|-----------------------------------------------------------------|--------------------------------------------------------------------|
| 1. The owner was expecting the capybaras all along!             | 4. Poison gas is slowly venting in!                                |
| 2. The Awesome Lemon is actually hidden in a second location!   | 5. There is not one, but TWO Awesome Lemons!                       |
| 3. There is a princess capybara imprisoned within the location! | 6. Everyone was actually, secretly raised from the same orphanage! |

The Awesome Lemon's owner is known to be...

1. Loathsome towards capybaras
2. Paranoid and hyper-vigilant
3. Sly and cunning
4. Crazy and unpredictable
5. Rich beyond compare
6. Devastatingly charming, but untrustworthy



## CHARACTER CREATION: BE THE CAPYBARA

Once the core heist details have been built, each player must create their capybara character by picking a Trope from the choices below. Each Trope has a list of four adjectives; players must pick two from the list, and then make up a third, unique adjective based on their capybara's backstory.

- |                             |                                            |
|-----------------------------|--------------------------------------------|
| • <u>Sheltered Capybara</u> | Cute Behaved Popular Neat                  |
| • <u>Jungle Capybara</u>    | Hardy Intimidating Vigilant Athletic       |
| • <u>Crazy Capybara</u>     | Creative Energetic Unpredictable Trickster |
| • <u>Corporate Capybara</u> | Savvy Eloquent Cunning Impressive          |
| • <u>Scholar Capybara</u>   | Cultured Steady Trustworthy Diligent       |
| • <u>Urban Capybara</u>     | Sneaky Adaptive Dexterous Small            |

Take note: these adjectives are vital in helping players accomplish tasks (See *Resolving Tasks and Challenges*)!

Once done, each player chooses a name for their capybara and introduces them to the rest of the group!

## RESOLVING TASKS AND CHALLENGES: OVERVIEW

Whenever a capybara must perform a difficult task or overcome a challenge, their player must roll dice. The player starts with one dice, and then subsequently adds one more dice for each character adjective that can help or that applies in the situation.

A dice roll of four, five, or six counts as a success. Different challenges require different number of successes:

Task or challenge requires...	...
1 SUCCESS	...average for a Capybara
2 SUCCESSES	...difficult for a Capybara
3+ SUCCESSES	...requires a Super Capybara

It is up to the Game Master to set the difficulty of the roll. Easy or mundane tasks and challenges do not require rolling.

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## WIN CONDITIONS: NOT ALL ARE EQUAL

In addition, each player must select a card from the Win Conditions deck. They must share their Win Condition with the Game Master, but keep it secret from all other players. There are up to 6 unique Win Conditions in the game. These are...

- Straight-Laced. You win if the heist is successful. No more, no less.
- Traitor. You win if the heist is unsuccessful, and if you are not identified by a Detective as a Traitor at the end of the game.
- Detective. You win if the heist is successful, and you successfully identify all Traitors at the end of the game. If there are no Traitors, you win if you correctly identify that there are no Traitors in the game.
- Friend of All. You win if the heist is successful, and if you receive a Trust Token from all other players. (See *Trust Tokens* for more information)
- Capybara Nihilist. You win if you avoid uttering the word "capybara" once the game story begins (You may utter "capybara" anytime during character creation).
- Multihat Versatelist. Pick any one from the following combinations:
  - o Detective and Friend of All
  - o Detective and Capybara Nihilist
  - o Traitor and Capybara NihilistYou win if either of these Win Conditions have been met.

The Win Conditions deck is assembled depending on the number of players.

### If there are 3 players:

- Straight-Laced [1 copy]
- Traitor [1 copy]
- Detective [1 copy]
- Friend of All [1 copy]

### If there are 5 or 6 players:

- Straight-Laced [2 copies]
- Traitor [2 copies]
- Detective [2 copies]
- Friend of All [1 copy]
- Capybara Nihilist [1 copy]
- Multi-hat Versatelist [1 copy]

### If there are 4 players:

- Straight-Laced [2 copies]
- Traitor [2 copies]
- Detective [1 copy]
- Friend of All [1 copy]

## TRUST TOKENS: AIDING AND HINDERING EACH OTHER

Each player starts with two Trust tokens.

Whenever somebody rolls dice, each other player has the option of giving them a Trust Token. The receiving player gets plus one dice to their pool for each Trust Token they receive.

On the other hand, players can also Hinder someone else's roll.

Whenever somebody rolls dice, each other player has the option of surrendering a Trust Token to the Game Master. The active player must remove one dice from their pool for each Trust Token surrendered this way.

Trust Tokens cannot be recovered. If there are zero Trust Tokens left in the game, then the team has lost its unity and the heist automatically fails.

## ESCALATION TOKENS: FAILING AND LEARNING TOGETHER

The game begins with zero Escalation Tokens in place. One Escalation Token is added whenever players, as a group, fail three or more consecutive tasks in a row.

If an Escalation Token is added to the pool, all players can add another adjective to their capybara. This represents learning and growth from their mutual failures.

Once there are three Escalation Tokens, the heist is automatically considered as failed. The capybaras did not succeed!

Any number of players in the group can sacrifice a total of three Trust Tokens to remove an Escalation Token from the pool.

## GAME RESOLUTION: SO THIS IS HOW IT ENDS

The game ends when either one of three things occur:

1. The Awesome Lemon is obtained (heist success), or
2. There are no Trust Tokens left in the game (heist fail), or
3. There are three Escalation Tokens (heist fail).

When the game ends, if any of the players have the Detective Win Condition, they must guess if there are traitors, and their identity.

The Game Master narrates the ending and epilogue for each character, depending on the status of their Win Condition.

## SUMMARY

- Each player has their own win condition. For most, it will be succeeding in the heist. But some may have a win condition of failing the heist.
- Roll dice to resolve challenges and tasks. A result of 4, 5, and 6 means a success. More successes are required for difficult tasks.
- Roll additional dice if a character adjective applies. You choose character adjectives at the start of the game.
- Roll additional dice if another player gives you a trust token. Everyone starts with 2 Trust Tokens.
- However, you roll less dice if other players surrender a Trust Token to the GM. Trust Tokens can't be recovered.
- If the group fails three or more times in a row, they receive an Escalation Token. When this happens, they can add a character adjective to their capybara.
- Any number of players can spend up to 3 Trust Tokens to remove escalation.
- The game ends when the heist is successful, or if there are no Trust Tokens left, or if there are 3 Escalation Tokens in play.

