

The background of the cover is a collage of various alien species from the game 'Captain's Gambit'. At the top left is a golden snake with intricate patterns. In the top center is a pink, brain-like creature with a single large eye. To its right is a grey, skeletal alien with a large head. Below the brain creature is a purple-skinned alien with a serious expression. To the right of that is a large, grey, bird-like creature with a red beak. In the bottom left is a character in a dark blue and gold robe with a glowing blue gem. In the bottom center is a green, tree-like alien with yellow eyes and a headlamp. To its right is a blue and yellow patterned snake. The title 'CAPTAIN'S GAMBIT' is written in a stylized, bold font across the middle, with 'KINGS OF INFINITE SPACE' in a smaller font below it. At the bottom, the word 'RULEBOOK' is written in a simple font on a dark background.

CAPTAIN'S GAMBIT

KINGS OF INFINITE SPACE

RULEBOOK

CAPTAIN'S GAMBIT

KINGS OF INFINITE SPACE

RULEBOOK

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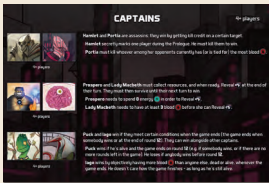
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COMPONENTS

4x2 TWO-SIDED CAPTAIN SHEETS | 1 ROUND COUNTER



33 LOYALTY TOKENS | 42 BLOOD TOKENS | 33 SINGLE ENERGY TOKENS | 21 TRIPLE ENERGY TOKENS



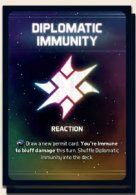
19 UNIQUE CAPTAIN CARDS | 8 PLAYER SHEETS WITH HEALTH CLIPS | 4x6 PERMIT CARDS



SIMPLE ACTIONS		PERMIT ACTIONS	
ATTACK 3 ⚔	Deal damage to your target. Deal 1 damage to each of your targets.	BARAGE 3 ⚡	Deal 3 damage to your target.
HEALTH 3 ⚡	Deal 3 damage to your target.	PROTECTOR 3 ⚡	Deal 3 damage to your target.
CHARGE 3 ⚡	Deal 3 damage to your target.	OVERCHARGE FREE	Deal 3 damage to your target.
DEFENSE 3 ⚡	Deal 3 damage to your target.	SHIELD REACTION	Deal 3 damage to your target.



MAIN RULEBOOK AND APPENDIX | 2x2 WILDCARDS | 12 DOUBLE-SIDED CAPTAIN TOKENS



CAPTAIN'S GAMBIT

KINGS OF INFINITE SPACE

*This galaxy has made itself a stage
That's woven thick with threads of blood and strife.
It's in this violent and deceptive age
Where nineteen captains' tales will come to life.*

*Across the ages echo certain tales
When ancient spirits' souls are born anew
And timeless yearnings call to lift their sails
To finally reach their goals left overdue.*

*A foolish bluff could spell a quick demise
But clever plans could build a monarch's throne.
While trusting dreams alone is oft unwise
It's dreamers all whose names we etch in stone.*

*Let's see which threads of fate will come undone.
The time to play your gambit has begun.*



Captain's Gambit is an asymmetric social deception game!

Play as 1 of 19 alien characters and secretly complete your unique goal. Each captain is inspired by a different Shakespeare character - you may have to collect energy for your final spell as Prospero, bloody your hands and ascend to the throne as Lady Macbeth, or assassinate your secret mark as Hamlet. Are you ready?

*(Designed for 4-8 players aged 14+.
Learning time is 15 minutes, and playing time
is 20-60 minutes depending on experience.)*



HOW TO PLAY

Your goal in Captain's Gambit is to complete the secret objective of your captain card. To accomplish this, you must declare actions, call bluffs, and persuade your opponents.

Each turn is simple: select one action, do the action, then pass. Your true challenge is to look inconspicuous with your actions, to keep players from trying to stop your objective. For example, if you need to kill a certain captain to win, you might attack a different target first. This would misdirect your opponents into thinking you're somebody else. Then, you might try to persuade your opponents to damage your ideal target, so you can get the killing blow!

Permit cards add another layer of deception. Everyone has two random permit cards, which give you permission to use the matching **permit actions**. You're only supposed to declare permit actions that match your cards - but since you keep your cards face-down, you can pretend to have *any cards you want*. If somebody thinks you're lying about your cards, they can make a bluff call. Whoever was wrong takes damage!

WINNING AND DYING

Your objective depends on your captain card. Each captain is unique: for example, if you're Hamlet, you choose a specific player to kill. If you're Iago, you need to gain blood 🩸.

WINNING

If at any point your win condition is fully met - for example, if you're Hamlet and you killed the player you marked - you win! Whenever somebody wins, the game ends for everyone.

Ending the game will often cause other captains to win with you. Feel free to ally with others if you think you can share a victory, or stab them in the back if not. :)

DYING & LOSING

You die when your health ❤️ reaches 0. Some captains also have their own **losing condition**: if you have one, you die if you hit that condition. For example, if you're Hamlet, you lose if anybody else kills the player you marked.

When you lose, your health ❤️ goes to 0 if it's not already there.

When you die, first confirm that nobody will save you. Once confirmed, show your captain and permit cards and sit back as a spectator. Keep those cards out of the game.

Next, check if your death triggers someone else's winning or losing condition. Chain deaths are very common! *This means you can successfully assassinate a target by forcing them to lose from a chain-reaction death. Check the Appendix if you'd like more details.*

Most of the time, dying means you lose. Some captains can win while dead, though.

SETUP

- 1) Place all tokens in the center of the table. Place the captain sheets in reach of all players.
- 2) Give 1 player sheet and 2 energy ⚡ tokens to each player.
- 3) Attach a health clip to your player sheet at "10". This is your starting health ❤️, though you can heal above that.
- 4) Construct your permit deck based on the number of players in the game:

4 Players	5-6 Players	7+ Players
2 of each permit card	3 of each permit card	4 of each permit card

- 5) Construct your captain deck based on the number of players you have, and arrange the matching captain tokens on the table. This is a reminder for which captains are in the game.

4+ Players	5+ Players	6+ Players	7+ Players
HAMLET PORTIA PROSPERO LADY MACBETH IAGO PUCK	<i>All previous captains</i> + CORDELIA BRUTUS	<i>All previous captains</i> + ROMEO JULIET*	<i>All previous captains</i> + RICHARD III ROSALIND

*Juliet/Mercutio goes face-down in the center of the table instead of in the deck.

- 6) Put unused permit and captain cards (except for Juliet/Mercutio, if applicable) back in the box without looking at them. You won't need them.
- 7) Shuffle the captain deck as well as the permit deck. Deal 1 captain card and 2 permit cards to each player face-down. You can view your own cards, but don't show them to others.
- 8) Pass the round counter to whoever most recently watched a play. They are the first player, and play will go clockwise from there. Fill this round counter up with energy ⚡ tokens. The first player takes one free energy ⚡ from this round counter on their turn (instead of the center of the table) to mark the start of each new round.
- 9) If Hamlet, Romeo/Juliet, Tybalt/Mercutio, or Cordelia/Brutus are in your captain pool, your final step is to read the Prologue script! The Prologue lets those captains mark each other and move tokens around the table. Check Page 12 to do the Prologue.

Once you finish these steps, it is now time to begin the first turn. Break a leg!

ADVANCED SETUP

Once you're familiar with the game, you can tweak it to suit your preferences. If you've played Captain's Gambit before, check out these options before setting up:

WARP IN: Before setting up the captain deck, you may swap out certain captains for their advanced alternate captain counterparts. They have the same player restrictions.

HAMLET	CORDELIA + BRUTUS	ROMEO + JULIET
VIOLA	KING LEAR + OTHELLO	TYBALT + MERCUTIO
RICHARD III	ROSALIND	
TITUS	IMOGEN	

WILDCARDS: You may shuffle one of each *wildcard* into the permit deck, or two of each if you have 7+ players at the table.



IDENTITY THEFT	DIPLOMATIC IMMUNITY
Instead of declaring a permit action, Reveal 🗨️: Do any permit action as though it were a simple action (<i>bluffs can't be called</i>).	Instead of taking bluff damage, Reveal 🗨️: You're immune to bluff damage this turn.
Shuffle and replace this card.	Shuffle and replace this card.

Permit Mulligan: Before the Prologue, each player may discard 0-2 of their permit cards face-down in the hopes of drawing something else. Once everyone has discarded their unwanted permit cards, shuffle the permit deck and deal back new cards until everyone has 2 permit cards again.

IMPORTANT TERMS



CAPTAIN Each player is a different captain and has their own way to win the game. Your card stays hidden until otherwise noted.


TURN / ROUND Captain's Gambit is played in 12 rounds, which are made up of turns. On your turn, you do one action. The next round starts once everyone has done a turn.

ENERGY Green tokens. Most actions cost energy . These tokens come in single and triple denominations. You can have any amount of energy .

PERMIT There are 6 different types of permit cards. When you attempt a permit action, you're claiming one of your cards is that action.

BLOOD Red tokens. You get one blood  when you attack someone with Strike or Barrage, even if it gets Shielded.

LOYALTY Blue tokens. Cordelia and Brutus use loyalty  to mark their target during the Prologue of the game. If Lear and Othello are in the game, players may gain loyalty  for themselves at the start of their turns.

PLAYER SHEET A list of every action you can take. This sheet also includes your health  bar, which you adjust as you heal or get hurt. Rules reference is on the back.

CAPTAIN SHEET Captain sheets give overviews of each captain's objective. This is useful for guessing the identity of other players, or to help you convincingly pretend to be another captain. Use with captain tokens to remember who's in the game.

BLUFF If you don't believe someone actually has the permit card for the action they're attempting, tell them that you're calling their bluff. Whoever is incorrect takes 3 damage.

REVEAL Although captain cards usually stay face-down, some captains can be flipped face-up for a special effect. You usually need to meet certain conditions before you can do this.

NEGATE To *negate* is to stop the action from happening. For example, you can declare a Shield permit to negate a Drain permit.

DOING A TURN

To play your turn, do these three things in order:

- 1) Take one free energy ⚡ token from the center of the table. If you are the first player, take it from the round counter instead. *If Lear and Othello are in your captain pool, players may exchange that energy ⚡ for one loyalty 🗡 token.*
- 2) Choose one action to do for your turn. You can do a **simple action** or a **permit action**. Give other players a chance to react to your action before you complete it.
- 3) If somebody wins, the game ends immediately. Otherwise, the next player does their turn. Take heed of the round counter - the game's over at the **end** of round 12.



ACTIONS

Actions are how you do things in the game.

The player sheet lists out all of the actions you can do. If your action has an energy ⚡ cost, pay that number of energy ⚡ tokens to the center of the table. With the exception of Shield and Diplomatic Immunity, which are *reactions*, you can only do actions on your own turn.

There are two types of actions you can choose from: simple actions and permit actions. You can always carry out a simple action without risk, but permit actions are more powerful in exchange for requiring you to claim ownership of the matching card.

To do a permit action, just say the name of the action itself. For example, you might say "I'm going to Overcharge".

You don't have to tell the truth.

You don't show or spend permit cards when you do permit actions, meaning you can totally lie about what you have. If you look honest enough, you can get away with doing any permit action you want for the whole game.

You can challenge other people's actions.

If you think someone else is lying about what they have, you can challenge them by making a bluff call. That player can either show you their permit card, making you take 3 damage, or forfeit their action and take 3 damage from you. If you forfeit your action, you don't get an energy ⚡ refund, and you don't get blood 🩸.

Whenever someone's permit card is shown, perform the following sequence:

- 1 - Shuffle the card that you had shown back into the deck.
- 2 - Draw a new permit card face-down.
- 3 - Finish your declared action *after* you draw a new permit card.

REACTIONS

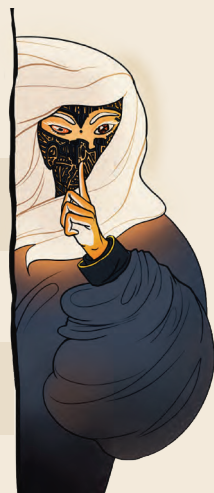
Aside from attempting negotiations, threats and misdirections, you can also do the following things on other player's turns:

Declare Shield in response to a Strike or Barrage against yourself or another player.

Declare Shield in response to a Drain against yourself.

Reveal 🗨️ your card if necessary (i.e. for Titus).

Call bluffs on other people's permit actions.



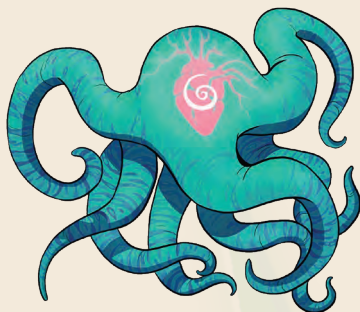
There are 2 copies of each permit in 4-player games, 3 copies in 5-6 player games, and 4 copies in 7+ player games. Use these ratios to help you call bluffs!

ENDING THE GAME

The game ends if someone wins, if everyone dies, or if the game reaches the end of the 12th round.

In the rare case that everyone won, the game is declared a *comedy*.

If everybody lost, the game is declared a *tragedy*.



COMMONLY OVERLOOKED RULES

Before you start the game, give this list a quick scan to verify some of the more commonly missed rules.

SETUP


Make sure you have the right number of permit card copies for your player size!

Romeo+Juliet (or Tybalt+Mercutio) should both see each other during the Prologue.

MAIN GAMEPLAY

Permit cards are declared rather than played. For example, if you Overcharge and nobody challenges you, you don't need to touch your permit cards at all.

Shields don't block bluff damage.

You still get blood  even if your attack is Shielded, but NOT if your Barrage is cancelled due to a bluff call. Think of it like gaining blood for firing your cannons, not for causing damage.

You don't get a refund if somebody successfully calls your bluff.

Bluff damage counts as a killing blow. So captains like Hamlet, Portia, Othello and Brutus can win through a successful bluff call.

If you kill someone and someone else dies as a result, you have kill credit on both targets. This means if Brutus has the most blood, Portia could win by killing his target.

CAPTAIN-SPECIFIC TIPS

These tips cover some common points of confusion about captains. If you'd like some more in-depth information, especially about specific edge case rulings, check out the Appendix and look up your captain.

HAMLET

As Hamlet, you usually don't want to give away who you need to kill. If you're marked by Hamlet, the token doesn't count as blood (🔴) during the game. (i.e. Barrage, Iago's objective, etc. are not affected by this token.)

PROSPERO

You don't have to Reveal (🗉) as soon as you have 8 energy (🟢). Remember that you lose if you can't Reveal (🗉) by your round 11 turn.

IAGO

You can't tie with others. Game-ending attacks don't grant blood (🔴), so that's nice for you. Dead people's blood (🔴) can still count as "the most" - be careful.

PORTIA

Your own blood (🔴) does not count, which is fortunate for you. In the case of a tie, you may choose who to kill. Dead people's blood (🔴) can still count as "the most" - be careful.

PUCK

You should be actively sabotaging everyone else until round 12 to ensure victory. Killing people, for example, is an easy way to sabotage their plans.

LADY MACBETH

You don't have to Reveal (🗉) as soon as you have 3 blood (🔴). Remember that you lose if you can't Reveal (🗉) by your round 11 turn.

CORDELIA

You don't need to be alive.

BRUTUS



Pretend to be Cordelia.



ROMEO + JULIET

Make sure you see each other during the Prologue. You two will eventually need to murder everybody else. Juliet knows one captain who isn't in the game; she can pretend to be them.

RICHARD III

It's entirely your choice if and when you want to Reveal . You may have to deflect suspicion by keeping your energy  low for a while.


ROSALIND

A good first plan is to help somebody win, even if it means helping an assassin kill their target. If you're worried about dying from a second death, though, stalling for time is a good backup plan.




VIOLA

It can be hard to plan for victory when everyone's alive. Try to encourage violence so that you can start accumulating corpses to choose from.

TITUS

Aside from collecting blood, you must also trick people into attempting to kill you once you're ready to activate your blood  torrent ability.

KING LEAR

It's not guaranteed that your chosen target will choose loyalty  over the temptation of health  and energy . Try to choose captains that would need your help to ensure that they will stay faithful.



OTHELLO

The least loyal target may change as the game continues, meaning it may be a good idea to keep more than one captain in killing range.

TYBALT + MERCUTIO

Be careful of letting others know about your duel - other players may try to eliminate both of you out of the game by murdering one of you.

IMOGEN

Try pushing the game to a state where somebody will probably win, by getting people to low health  or by donating energy . Note that you can't win with any captain who wants you dead.



PROLOGUE SCRIPT

To begin the prologue, you need a script. Use one of these options:

- Find our Companion App called "Captain's Gambit Companion App".
- Use the recording on "cloudfallstudios.com/prologue".
- Scan our QR code to get to our website.
- You may also instead have someone read the script below, reading the sections that match the captains in your pool.



Audio Recording QR Code

If you choose to read the Prologue yourself, try these tips:

- Tap on the table or play music to mask the sound of people moving around.
- Read the script from behind a screen so you can't peek.
- Get someone from outside the game to read for you.

ALL

Everyone, put your hand palm-up in the middle of the table so anyone can put a token into it. Then, close your eyes.

ROMEO + JULIET


OR

TYBALT + MERCUTIO

Romeo/(Tybalt), open your eyes. Select another player to become **Juliet**/(Mercutio) by gently tapping on their hand.

If you have been selected, open your eyes and swap your captain card with the **Juliet**/(Mercutio) card in the center of the table. This is your new role. Both of you, nod at each other, then close your eyes and put your hands palm up again.
3...2...1...


HAMLET

Hamlet, open your eyes. Everyone else, keep your hand palm-up in the middle of the table. Hamlet, place a blood  token into the hand of any other player, then close your eyes.

3...2...1...


Everyone, put your hands back down. If you were given the token, hide it somewhere safe while keeping your eyes closed.

CORDELIA

Cordelia, open your eyes. Place a loyalty  token in front of any other player, then close your eyes.

3...2...1...

BRUTUS

Brutus, open your eyes. Place another loyalty  token in front of any other player, then close your eyes.

3...2...1...

ALL

Everyone, open your eyes. It is time to begin.

NOTES

JOIN THE SKIES

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