

CAPTAIN HOOK

VILLAIN GUIDE



Captain Hook's Objective

Defeat Peter Pan at the Jolly Roger.

In order to achieve this objective, you must unlock the Hangman's Tree location by playing the Never Land Map. Peter Pan must be played, either by you or an opponent, to Hangman's Tree. You will then need to move him to Mermaid Lagoon, then to Skull Rock, and finally to the Jolly Roger, where you must defeat him to win the game.



Special Setup

Place a Lock Token on Hangman's Tree, as that location is locked at the beginning of the game.

Peter Pan

When Peter Pan is revealed, he must immediately be played to Hangman's Tree, even if Hangman's Tree is still locked. If Peter Pan is one of the two cards drawn by an opponent while performing a Fate action targeting you, **the opponent must play Peter Pan and discard the other card.**



Never Land Map

When you play the Never Land Map, unlock Hangman's Tree by removing the Lock Token from the location.

Important: Peter Pan may not be moved from Hangman's Tree until it is unlocked.



Controlling Your Fate

Unlike other Villains, Captain Hook can play and discard cards from his own Fate deck using Worthy Opponent, Give Them a Scare, and Obsession. Using these cards will help you reveal Peter Pan and bring him into your Realm as soon as possible.

Extra Actions



Cannon, Hook's Case, and Ingenious Device are Items that add extra action symbols to your Realm. After the Item has been played to a location, you may perform the extra action in addition to the other available actions there.



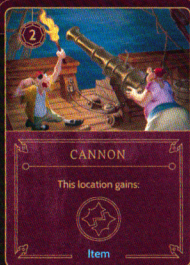
JOLLY ROGER



SKULL ROCK



MERMAID LAGOON



Example: If Cannon has been played to Skull Rock, you may perform the following five actions when you are at Skull Rock.



LOCATION

CARD