

# OOGIE BOOGIE VILLAIN GUIDE



# OOGIE BOOGIE'S OBJECTIVE

## Defeat Sandy Claws.

Oogie's got a bone to pick with Father Christmas. He must use one of the many torture Traps in his lair to do the deed once poor Sandy in present. Once he's there, it's just a roll of the dice! Good luck!

## ACTIVATING YOUR TRAP CARDS

Traps are a special card type in Oogie's deck. They are treated as Items, so they will work with Midnight Snack.

Trap cards also *must* be played to Oogie's Lair, and can't be moved away from that location.



You'll notice that all of your Traps have Activated effects. Don't worry--you'll have plenty of chances to set them off.

# JUST A ROLL OF THE DICE

Oogie's a gamblin' man, through and through. Some of his cards, his Traps in particular require a successful die roll in order to take effect.

The Boogie Man doesn't always play fair, though. Use Snake Eyes in order to give your rolls a little boost. You'll have to predict your rolls a little, but that's the name of the game.



# FINDING THE CLAWS



Unlike other villains of his type, Oogie has no way to play Heroes directly from his Fate deck. Instead, he must discard them first, then resurrect them with This is Halloween (as undead abominations, if you wish!)

Bone Crusher Trap and I Can't Believe My Eyes! are your friends here.

# KIDNAP THE SANDY CLAWS



Lock, Shock, and Barrel all have the same effect, which lets them carry a Hero with them when they move. Use one of them at each location to chain across the entire Realm and bring Sandy over quickly.

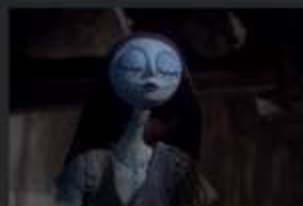


The Bathtub can help speed this process along, too. By activating it, then moving one of Boogie's Boys, you can move a Hero two spaces in one turn!

## A SUSPICIOUS (S)ALLY...

Sally has the ability to find the Pumpkin King once she has been defeated. He's the one guy that even Oogie fears, so don't let him get in if you can help it!

And you can! With a little help from Halloween Town's very own Dr. Finklestein, you can stuff Sally's mischief for good. But what's Finklestein doing with Oogie? That's a mystery all its own...



# THE PUMPKIN KING'S ANTICS

Jack Skellington has a crippling effect on Oogie, and more specifically, his dice. You'll find it difficult, if not impossible, to defeat anyone while your rolls are being reduced. Prioritize getting him out with I Can't Believe My Eyes! as fast as possible.



Halloween Town's mayor has a similar effect to Jack's, but a bit weaker. It's still good to remove him, but Snake Eyes will also help you out to just overpower him.

If Jack decides to take a trip to Christmas Town, he may take somebody with him! What's This is a card that's almost impossible to play around, you'll just have to accept it. Use Lock, Shock, and Barrel to streamline getting Sandy back.



# KNOW YOUR TRAPS

Having an idea of how each Trap functions can make it easier to decide which ones you want to play.

Playing Card Trap lets you defeat any Hero whose Strength is lower than your roll. Combined with Snake Eyes this card can kill incredibly quickly.



Slot Machine Trap works on a different roll; this time, you have to roll doubles. Use Snake Eyes to boost them up to the same number to win.

Buzz Saw Trap is similar to the Playing Card Trap, but works on either a 1 or 6. Use Snake Eyes to get to the top, or use Jack's ability to hit the bottom.



Bone Crusher Trap is a different card altogether, since there's no dice roll. It lets you discard cards from your Fate deck, which will help get Sandy Claws in position.