

Peter Pan

A tale narrated by Marc Paquien & illustrated by Jérémie Fléury

2 to 5 players from 10 years old 45 minutes

It's panic in Neverland.

Peter Pan's sworn enemy, Captain Hook, has kidnapped the lost children! Peter, Tinker Bell, Wendy, Lily, John and Michael try to make sense of the visions they receive as they search for the lost children all the while evading the ever vigilant Captain Hook!

Goal of the game

Peter Pan is a cooperative game. The players form a team and help each other to win by finding 4 lost children. The game is lost if the players run into Captain Hook 5 times!

Components

1 Neverland board (both sides)	6 Neverland mini-cards (both sides)
1 Movement template	1 First Player token
1 Observation template	1 Rulebook
32 Distance Vision cards	
43 Direction Vision Cards	For each player:
10 Event cards	1 Individual Hero board
1 Event envelope	1 Hero standee
12 Children & Captain Hook transparent sleeves	1 Erasable marker
1 Children & Captain Hook envelope	1 Danger marker
	1 Notebook card
	1 Game Aid card

Setup

- Place the *Neverland board* in the center of the table on its *Sleeping Volcano* side.
- Create the *Distance Vision card* stack.
 - Shuffle the *Distance Vision cards with the Storm back*, and place them face down next to the Neverland board.
 - Shuffle the *Distance Vision cards with the Aurora back*, then place them on top of the same pile, face down.
- Build up the *Direction Vision card* stack.
 - Shuffle the *Direction Vision cards with the Storm back* and place them face down next to the Distance Vision pile.
 - Shuffle the *Direction Vision cards with the Aurora back*, then place them on top of the same pile, face down.



Example of a set-up for 4 players.



Event Cards Positive and Negative

For added difficult or variety use these cards to modify your gameplay. You will find their explanation on page 6.



4 Discard the top cards from each of the two piles according to the number of players:

Number of players	2	3	4	5
Distance Vision cards to discard	8	5	2	0
Direction Vision cards to discard	12	7	2	0

5 Each player chooses a **Hero** and takes their individual components: **player board 1**, **matching standee 2**, **notebook card 3** and **the erasable marker 4**. Each player takes a **Danger marker 5** and places it next to his individual board and each player also gets their own **player aid 6**.

This is an example of what a Tinker Bell player setup would look like.



6 Each player builds up their hand by **drawing 2 cards from each pile** and secretly take note of them.

7 Each player draws **a Children & Captain Hook sleeve** from the corresponding envelope, **being careful as to not show it to the other players**. They then slide their notebook card into their sleeve.

8 Randomly distribute a **Neverland mini-card to each player** to place in their Children & Captain Hook sleeve, on top of the Notebook card, **with the Sleeping Volcano side up and the Sea of Clouds on top**. Put the remaining mini-cards back in the box. **To see if everything is in the right place**, check to see if the **laces appear on the bottom right of your sleeve**. Also check that the **Whale and Lost Child** appear in color and outlined in black as shown in the diagram to the right.

9 Each player places **their Hero on the matching color space** on the Neverland board.

10 Give the first player token to the oldest member of the group. Place the 2 templates near the board.

11 **Each player indicates the location of one of the Lost Children by secretly drawing a cross on their sleeve, inside the visible unshaded area**. You may choose any spot within this perimeter, EXCEPT in the shaded areas. Watch out for the circles on the overhead that represent Captain Hook (see **Assessing Captain Hook's Danger**, page 5). Now you are ready to start playing!





Game round

Each round has 3 phases:

1. Receive the Visions
2. Assessing the Danger of Captain Hook
3. Act on the island



1. Receive the Visions

During this phase, all players play at the same time. Each player performs the following 3 steps in the order indicated:

A) Draw 2 cards:

Each player draws 2 Vision cards, each from the pile of his choice, and adds them to his hand. He may consult his hand of 6 Vision cards. An empty pile is never reconstituted. When there is only one pile left, it is no longer possible to choose where to draw.

When the storm rumbles, Captain Hook is in his element, he becomes even more fearsome!

When a player draws a Vision card with a Captain Hook symbol on it  he marks a Hook space on the Neverland board. . Then, he discards this card and draws a new one from the pile of his choice.

B) Rearrange the Heroes board:

Ignore this phase on the first turn of the game, as the Hero boards are empty. Starting with the second round, each player may remove Vision cards from the board of the player to his right. He does not have to do this, as long as he leaves a maximum of 2 cards on the board of his right-hand neighbor. He may remove Vision cards for various reasons: to make space, or because these Visions no longer make sense in relation to the current position of the player's counter on his right. **The remaining Vision cards may not be moved at all.** The player playing Wendy may move the Vision cards of the player to his right, within a certain limit (see page 7, *Heroes' abilities*).

C) Playing Vision Cards:

Each player chooses 2 Vision cards from their hand. Each of the 2 cards must be:

- discarded,
- or placed on the Footprint gauge on the individual board of the person to the right.



A Vision in this area will be more accurate about the direction or distance to go.

A Vision in this area will be more accurate about the direction or distance not to go.

How to use the Visions?

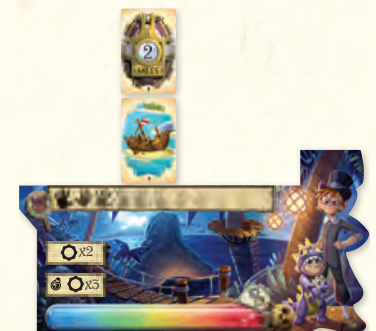
Vision cards are used to guide the player who receives them in his research of the Lost Child. The Direction Vision cards show the direction of travel and the Distance Vision cards show the distance to travel. If a Vision seems accurate and relevant to helping the player on the right, then the player places the card on the Footprint Gauge at the clear (darkest) footprints. If the Vision is approximate or completely inappropriate for the move to be made, then he places it on the level of the faded (lightest) footprints. The arrow at the bottom of the map points to a specific area of the gauge.

Example: By placing his 2 cards in this way, the player is certainly indicating to his right neighbor that the Lost Child is in the direction of a mountain. He is not at all 6 miles away, but can be very close or on the contrary very far. These indications are given in relation to the current position of the counter of the player who receives the Vision cards.



It is possible to adjust the information by adjusting the position of the card between the two ends of the gauge.

Example: By placing these 2 cards, the player is certainly indicating to his right-hand neighbor that, from the current position of his Hero on the board, he should move overall toward the stranded ship, but not straight at it. On the other hand, he can move about 2 miles forward, so maybe 1 mile or 3 miles? (but not exactly 2 miles).



How to interpret the Visions?

A Vision is always subject to the interpretation of the player giving it and the player receiving it. There is no right or wrong interpretation, it is mostly a question of understanding between a player and his neighbor. One player's logic is not necessarily the same as the other's, but over the course of the game, the players will learn to understand each other better in order to better interpret their team's Visions.

Important: Players can try to interpret a Vision together by talking to each other, as long as the player who gave the Vision card does not speak.



2. Assessing the Danger of Captain Hook

At the same time, each player estimates the next move of his right-hand neighbor (see *Acting on the Island below*) and the risk that he will come near Captain Hook. Players can move the Danger marker on the Captain Hook Encounter gauge of their right-hand neighbor. **The danger is low toward the bottom of the vial, but it is high toward the cap.**



Where is Captain Hook?

Captain Hook's presence is represented by red circles on the Neverland mini-map. Those circles only apply to the player sitting on the right. Also, circles that are hidden by dark areas are not taken into account.

Example of 2 circles active (red) and inactive (grey).



Each player is therefore unaware of the dangerous areas in which his hero may encounter Captain Hook, but knows the dangerous areas for the player sitting to his right.

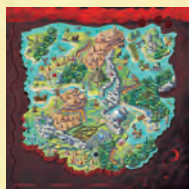


3. Act on the island

Starting with the first player, and going clockwise in turn, each player becomes the active player. The active player may perform each of the following 3 actions once, in any order:

Move:


The active player places the *Movement template* on his Hero counter, orienting it as he wishes, and then traces the path he is traveling with his felt-tip pen, **in the blue area only**. He then traces the path that he will follow with his pen, in the blue part only. He makes a move of the length of his choice, within the limit of the template. He draws a cross at the end of his path, at the place where he wants to stop his move. He then places his Hero on this cross.



The whole island is accessible, including the shallow water. In red the inaccessible area.



Set up a Camp:

If there is an unchecked Camp space on the board , the active player may set up a Camp. He then places the Observation Template as he wishes around his Hero as long as it remains within the inner perimeter of the Template. It is therefore possible to go beyond the accessible area of the game board. He then traces the outer perimeter of the template. Inside this perimeter, Captain Hook is completely neutralized until the end of the game for all players (see the *Explorer action*).

When all the Camp spaces are checked off on the board, the action is no longer available for the rest of the game. Note that the player who plays Peter Pan can, with his Improved Ability, set up an additional Camp (see page 7, *Heros' Abilities*).

Outside outline

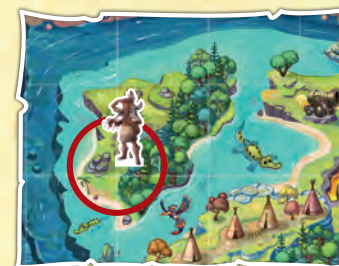


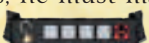
Inside outline



Explore:

This action is used to find the Lost Children. **The active player places the Observation Template as he wishes around his Hero counter as long as the Hero remains within the inner perimeter of the Template.** It is therefore possible to go beyond the accessible area of the game board. Then he draws the Exploration Circle on the board using the inner perimeter of the template.



The player to the left of the active player checks to see if the active player encounters Captain Hook, i.e., if one or more of Captain Hook's spaces are within the circle of exploration on his mini-map. If he does, he must mark a Captain Hook space on the Neverland board with a cross . If a player chooses not to perform the Exploration action, he does not encounter Captain Hook, even if his hero is stopped at a location where Hook is present.

Reminder: Circles that are hidden by the dark areas are not taken into account.

Then, the player to the left of the active player indicates whether the Lost Child is found. This means if the location indicated by the cross on his Case is inside the Exploration Circle. If it is:

The active player must:

- ◆ Mark a Lost Child space on the Neverland board.
- ◆ Erase all Exploration Circles of his color on the board, including the dotted circles for Peter.
- ◆ Discard all Vision cards from the Hero board.

The player to the left of the active player must:

- ◆ Erase the cross on his case.
- ◆ Discard the Children & Captain Hook sleeve and replace it with a new sleeve, taken discreetly from the Children & Captain Hook envelope.
- ◆ Mark a new cross inside the visible perimeter, thus materializing the location of a new Lost Child to be found.

When all players have finished their actions, pass the First Player token to the player on the **left**, and then begin a new turn.



End of the game

The game rounds continue until a condition of victory (4 Lost Child spaces ticked) or defeat (5 Captain Hook spaces ticked) is reached. The game ends immediately. You can put the components back in the box until your next adventure in Neverland.



More adventures!

Perhaps you want to embark on an even more extraordinary adventure and see your exploits or defeats influence the history of Neverland even more profoundly? Yes? Then read what follows.

When the game is over, put the Event cards already in play back into the envelope. If this is your first game, there are no Events already in play. Then add an Event card as explained below.

If you have won the game:
randomly draw a negative
Event card and place it in the
Event envelope.

If you lost the game:
randomly draw a positive
Event card and place it in the
Event envelope.



In your next game, the set-up is changed as follows:

Before the set-up, take out all the Event cards in the Event envelope. Place them on the table, visible to all, and apply their effects throughout the game. **If there is a conflict with the rules**, the effects of the cards take precedence over these game rules.

Special situations at the end of the game in Adventure mode:

If a game is lost with all Positive Event cards already in play, remove a Negative Event card already in play.

If a game is lost with all Positive Event cards in play and no Negative Event cards, then Captain Hook has won the battle... but not the war! Leave all Positive Event cards in the envelope. Your greater experience in interpreting visions should help you win the next game.

If a game is won with all the Negative Event cards already in play, remove a Positive Event card already in play.

If a game is won with all negative Event cards already in play and no positive Event cards, congratulations to the team - it's a huge win! The players have definitely defeated Captain Hook! Put all the Event cards back in the box so that your next game will write a whole new story!



Heroes' Abilities

During the game, each Hero can use his Ability as much as he wants, making them unique within the team. Special Abilities can only be used if the positive «The Magic Powder» event card is in play.

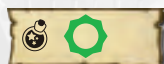


Peter Pan



Ability: During the **Act on the Island phase**, the player has access to the **Uncover Hook action**. If they choose this action, they cannot perform the **Explore action** during the same turn.

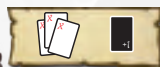
Uncover Hook: The player places the Observation Template as they wish around their Hero counter as long as it remains within the inner perimeter of the Template. They then trace the inner perimeter of the template with dotted lines. Their neighbor to the left tells them whether or not Captain Hook is present in this area. No space (Child or Captain Hook) is checked on this turn.



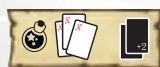
Special ability: The player can no longer use the special action **Uncover Hook**. However, they can perform an additional **Set Up Camp action** by checking the special space on the board.



Tiger Lily



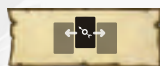
Ability: During the **Receive Visions phase**, during the **Draw Two Cards step**, the player may, if he wishes, choose a **Vision card** from the discard pile instead of drawing one. The second card is drawn normally.



Special ability : During the **Receive Visions phase**, during the **Draw Two Cards step**, the player may, if he wishes, choose up to 2 cards from the discard pile instead of drawing them.



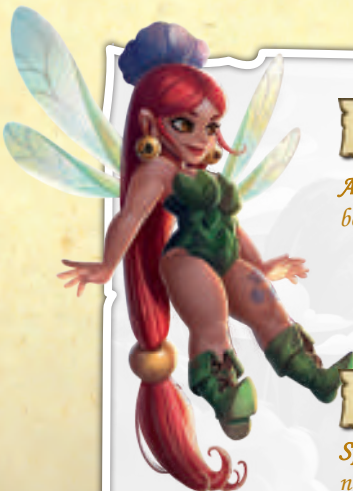
Wendy



Ability: During the **Receive Visions phase**, before performing the **Play Vision Cards step**, the player may reposition the **Direction Vision cards** already on his right neighbor's **Footprint Gauge**.



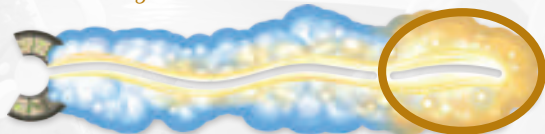
Special ability: During the **Receive Visions phase**, before performing the **Play Vision Cards step**, the player may reposition any **Vision cards** already on the right neighbor's **Footprint Gauge**.



Tinker Bell



Ability: The player can use the second part of the **Travel Template** as a bonus to draw a longer **Path**.



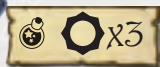
Special ability: The player can move anywhere on the board. The player no longer uses the template and does not draw a path, but only draws the cross on his arrival position.



John & Michael



Ability: The player can draw up to 2 different **Exploration Circles** when he performs his **Explore action**.



Special ability: The player can draw up to 3 different **Exploration Circles** when he performs his **Explore action**.



«Strange to say, they all recognized it at once, (...) they were returning home for the holidays.»

James Matthew Barrie, Peter Pan, chapter 4



Peter Pan is a game by Marc Paquien and illustrated by Jérémie Fleury.

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For Camille.

A special thanks to Jérémie Fleury. Gameplay and illustrations are the result of a beautiful complicity.

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