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64 cards

1 rule sheet

A LITTLE ROCKET GAMES GAME
ILLUSTRATIONS MARCO SALOGNI

INTRODUCTION

Draw cards, put your team on the table until you can start Peter Pan with 6 Lost Boys cards or Captain Hook with 6 Pirate Crew cards. But watch out for Mr. Smee who will take away your team of good guys or the crocodile who will make your team of bad guys run away. Don't worry, the Pirate Treasure and Tinker Bell will come to your help ...

PREPARATION AND DEVELOPMENT

Shuffle the cards and distribute 3 face down to each player, then draw 4 cards and place them face up on the playing area: these will form the market, the remaining cards are placed in the center of the playing area to create the draw deck, leave a space next to it where the discard pile will be formed. The player who last visited the Neverland begins the game and continues clockwise.

The current player draws 2 cards to add to his hand and play the cards in front of him. During his turn, each player may play as many cards as he wants from his hand, **the important thing is that to pass the turn he does not have more than 3 cards in hand**. If you have 4 or more, you cannot pass the turn, but you will have to play or discard them until you have 3 cards or less.

During your turn you can choose to create your own team of lost boys with Peter Pan, or the pirate crew led by Hook. You cannot create both teams at the same time, **you can still decide to replace one team with the other if you want, to do so you will have to discard the cards you have already placed and put the others**.

EXAMPLE: you have placed two lost boys cards and Peter Pan cards, decide that you want to create the pirate crew instead, discard the previously placed cards and start placing the pirates with Captain Hook.

When you create a team you may play in every team only one Peter Pan card and only one Captain Hook card, if you have others in your hand you can decide to keep them, they can be useful in the continuation of the game, or discard them. But be careful, the other opponents will be able to catch them from the discarded ones, so think carefully about the move to make! The Peter Pan and Captain Hook cards may be placed before or after the lost boys cards or pirate crew cards, this does not matter.

Each player can choose at any time during their turn whether to create the lost boys' band or the pirate crew, **regardless of what the other players do**. You can all create the same team, although this may be a not recommended strategy.



PETER PAN



LOST BOYS



CAPTAIN HOOK



PIRATE CREW

SPECIAL CARDS USE

In addition to the lost boys, pirate crew, Peter Pan and Captain Hook cards, which you will need to complete your team and win the game, there are also other cards that will help you or hinder your opponents.



TINKER BELL Play this card by discarding it to retrieve another card from the discard pile to add to your hand.



THE PIRATE TREASURE Play this card by discarding it to take one from the market to add to your hand, when you do replace it with a card from the draw pile immediately.



CROCODILE Here he is, the funniest crocodile in history! Play this card against Hook and another player's pirate crew. If Hook is in play you will make him escape, if he is not in play you will make all the opponent's pirates escape. Discard these cards.



MR. SMEE Play this card against Peter Pan and another player's lost boys band. If Peter Pan is in the game you will make him escape, if he is not in the game you will make all of the opponent's lost boys escape. Discard these cards.

WIN THE GAME

The game is won by the player who is the first to manage Peter Pan with 6 lost boys cards or Captain Hook with 6 pirate crew cards.

ATTENTION: at any moment of the game, if a player has three crocodile cards in his hand, he will have to shout loudly TIC TOC! And he will be immediately declared the winner ... After all, the protagonist of the game is him!

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WARNING! Not suitable for children under 3 years of age as they are present small pieces that could be swallowed. Keep this information for future use.

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