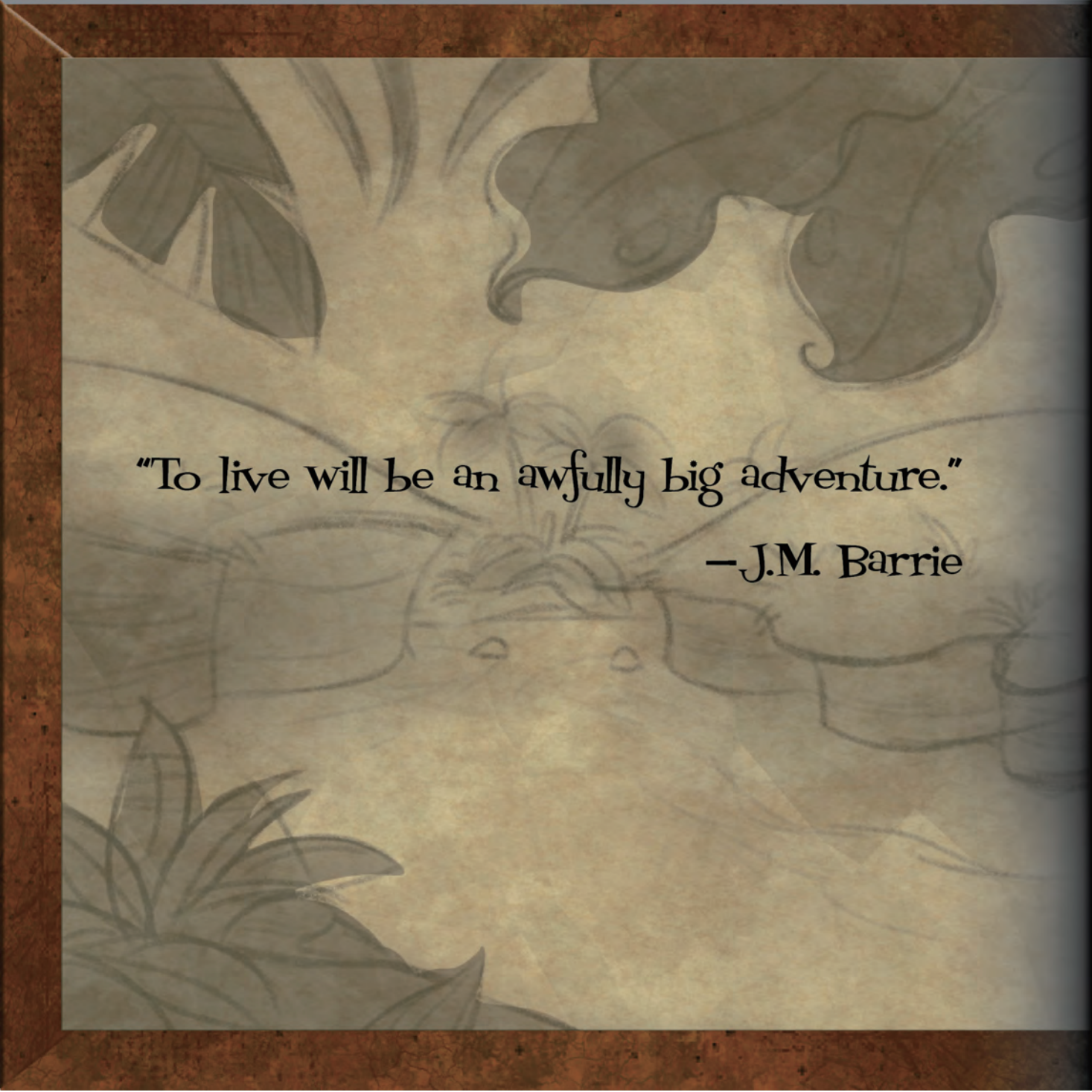
The
Neverland Rescue
by Scott Almes


"To live will be an awfully big adventure."
—J.M. Barrie

# The Neverland Rescue

## An Asymmetrical 2 Player Game

*Neverland is in peril, as Captain Hook has kidnapped many of its inhabitants! It is up to Peter Pan, with the help of Tinker Bell and the Darling children, to find and rescue their friends. Who will win this battle for control of the land where you never grow up?*

# - OVERVIEW OF THE GAME -

In ***The Neverland Rescue***, one player takes on the role of the heroic Peter Pan, while the other takes on the role of the treacherous Captain Hook. Aided by his pirate henchmen, Captain Hook will hunt down clues and try to find the hideouts of Peter Pan and his companions. In the meantime, Peter Pan and his companions will attempt to avoid the pirates and rescue their missing friends. All the while, there is a tug of war going on — will the children of Neverland believe in fairies or not? To join the adventure, just aim for the second star to the right and straight on 'til morning!

# - COMPONENTS -

10 Character Standees (5 Companions, 5 Pirates)

38 Neverland Cards

40 Clue Tokens
(20 Generic Clues,
20 Hideout Clues)

10 Hideout Tiles

3 Location Cards

3 Goal Cards

1 Belief Marker

2 Reference Cards

1 Neverland Board

1 Rulebook

*Tick Tock Croc Variant Only*

7 Crocodile Cards

1 Crocodile Standee

**all standees included bases (not shown)*

# - Game Setup -

### *Initial setup steps...*

1. Choose which player will take on which role. Give each player a **reference card**, placed with their respective side of the card face up.
2. Place the **Neverland board** in the center of the play area. Ensure that each player is facing their own side of the belief track (i.e., Captain Hook facing the hook icon, Peter Pan facing the Tinker Bell icon).
3. Place the **belief marker** on the center space of the belief track.
4. Shuffle the 38 **Neverland cards** into a face-down deck.

### *For the Peter Pan player...*

5. Take the 3 **location cards** and keep them in hand.
6. Shuffle the 3 **goal cards**, then draw 1 at random. You may look at it, but keep it hidden from the Captain Hook player. Return the other 2 goal cards to the box unseen.
7. Shuffle the 10 **hideout tiles**, then draw 5 at random. Place these 5 hideout tiles in bases, then position them in front of you, so that you can see the hideout names but the Captain Hook player cannot. Return the other 5 hideout tiles to the box unseen.
8. Take the 5 **companion standees** and position 1 at random in front of each hideout, so that they are visible to the Captain Hook player.
9. Place all 40 **clue tokens**, sorted into piles by type, somewhere nearby.

### *For the Captain Hook player...*

10. Place the **Captain Hook standee** in front of you.
11. Select 2 other **pirate standees** at random and place them in front of you. Then return the 2 remaining pirate standees to the box.

*Note: If this is your first time playing, we suggest the more experienced player take the role of Captain Hook.*

*Peter Pan Player*

*Captain Hook Player*

# - How To Play -

The game is played in a series of rounds until one of the players wins! (See END OF THE GAME for details on the win conditions.) Each round has 5 steps:

1. Captain Hook draws and places Neverland cards.
2. Peter Pan selects a companion and a location to visit (secretly).
3. Captain Hook selects a pirate and a location to visit.
4. Peter Pan's location is revealed and locations are resolved.
5. Captain Hook raids a hideout.

**1. CAPTAIN HOOK: Draw and Place Neverland Cards**

Captain Hook draws 6 Neverland cards from the deck, then places them in face-up columns along the bottom edge of the Neverland board, dividing them so that there are 2 cards at each Neverland location (*Neverwood, Marooner's Rock, Jolly Roger*). Captain Hook may divide the cards however they wish.

**2. PETER PAN: Choose a Companion and Location to Visit**

Peter Pan chooses 1 of their remaining companions to be active this round, moving that companion standee forward to signify this. (A companion's ability can only be used while that companion is active.) If Peter Pan has no remaining companions, then none is chosen. Peter Pan then secretly chooses 1 of their 3 location cards, representing which location they wish to visit. This chosen location card should be placed face down for now.

**3. CAPTAIN HOOK: Choose a Pirate and Location to Visit**

Captain Hook chooses 1 of their 3 pirates to be active this round. Captain Hook then chooses which of the 3 Neverland locations they wish to visit. To signify this, Captain Hook then places their chosen pirate standee at that location on the Neverland board.

**Step 2**
*Choose companion and location to visit.*

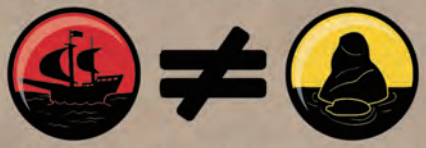
**Step 3**
*Choose pirate and location to visit.*

**Step 4**
*Reveal Pan's location and resolve locations.*

**4. PETER PAN: Reveal Peter Pan's Location and Resolve Locations**

Peter Pan reveals their chosen location card. Compare the locations that both players chose to visit. Based on those locations, the players will do the following…

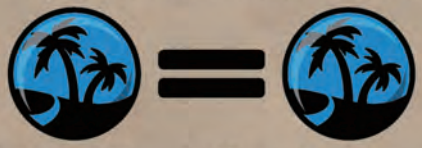
***If the players are not in the same location:***



Neverland is all quiet at the moment. To resolve the locations...

- **No Pirate Ability.** Because the players visited different locations, the ability of Captain Hook's chosen pirate does not activate.
- **Take Neverland Cards.** Peter Pan and Captain Hook each take the 2 Neverland cards from their chosen locations, then resolve each card's action (see NEVERLAND CARDS). Peter Pan resolves their cards first, followed by Captain Hook. Each player may resolve their own cards in any order.

***If the players are in the same location:***



Captain Hook has found Peter Pan! To resolve the location...

- **Exhaust Companion.** Peter Pan's active companion is exhausted. To exhaust a companion, remove that companion standee from the game, returning it to the box.
- **Give a Hideout Clue.** Peter Pan must give Captain Hook a hideout clue. To do this, Peter Pan must choose a clue token that matches an icon from the hideout of the companion they chose this round (or any remaining hideout, if no companion was chosen). Place the clue token in front of that hideout, so that it is visible to Captain Hook.
- **Pirate Ability Activates.** Because the players visited the same location, the ability of Captain Hook's chosen pirate activates!
- **Split the Neverland Cards.** Peter Pan takes a card from the shared location, then Captain Hook takes the remaining card. Resolve each card as it is taken (see NEVERLAND CARDS).

**5. CAPTAIN HOOK: Raid a Hideout**

Captain Hook may, but is not required to, raid a hideout. To do this, Captain Hook simply names 1 of the 10 possible hideouts.

**Successful Raid:** If the named hideout is in play, then Peter Pan must reveal it, laying the hideout tile face up. If there is a companion in front of that hideout, it is now exhausted and removed from the game.

**Step 5**
*Hook names a hideout. If it is in play, Peter Pan must reveal it!*

**Unsuccessful Raid:** If the named hideout is NOT in play, then Neverland gains 2 belief! On the belief track, move the belief marker 2 spaces toward Peter Pan's side.

Normally, Captain Hook can only raid 1 hideout per round. However, there are several Neverland cards (and a pirate ability) that will allow Captain Hook to make additional raids. If Captain Hook wishes to raid multiple hideouts, fully resolve each raid before resolving the next.

**END OF THE ROUND**

At the end of the round, remove any cards that remain in the Neverland locations, adding them to the discard pile. Peter Pan takes back into hand the location card they chose this round. Captain Hook retrieves their chosen pirate standee, and Peter Pan moves their chosen companion standee (if still in play) back in line. Then, proceed with the next round!

## - COMPANION ABILITIES -

During each round of the game, Peter Pan may choose to use the ability of the active companion (but not any others). Some companion abilities can be used at any time during the round, while others have specific timing triggers. For a full list of companion abilities, refer to the Peter Pan side of the reference card.

To use a companion ability, you must exhaust the companion, removing that companion standee from the game and returning it to the box. Then, you must also give a hideout clue about the hideout that was associated with that companion.

Because using a companion ability exhausts that companion, each ability can be used, at most, once per game. In addition, in order to use their ability, the companion must not yet be exhausted. If the players visit the same location, then Peter Pan's active companion is immediately exhausted, and the companion ability cannot be used.

*If you use the ability of a companion from Mermaid Lagoon, remove the companion standee, then give a clue about Mermaid Lagoon, placing the clue token in front of that hideout.*

## - Neverland Cards -

There are 2 types of cards in the Neverland deck: **rescue cards** (silver banner and border) and **action cards** (gold banner and border). Each card has a top half, which is the effect if Peter Pan takes the card, and a bottom half, which is the effect if Captain Hook takes the card.

### Rescue Cards

On the top half, each rescue card shows a type of missing friends: fairies, lost boys, mermaids, or "wilds" (showing all types). When Peter Pan takes a rescue card, it counts as 1 card rescued, of that type. Peter Pan should keep their rescued cards face up in their player area, so that both players can see what missing friends Peter Pan has rescued so far.

*Although 3 lost boys are shown on this card, it only counts as a single lost boys card toward Peter Pan's rescue goal.*

*This "wild" card, depicting all 3 types of missing friends, can count as any 1 card toward Peter Pan's rescue goal.*

One of Peter Pan's win conditions is to rescue 5 cards of a specific type of missing friends (indicated by their goal card, kept hidden from Captain Hook). "Wild" cards can count toward the goal. If Peter Pan rescues missing friends of types not required by the goal card, those cards can still count toward the goal, at a 2:1 ratio. In other words, any 2 rescue cards (matching or not) can count as 1 rescue card of the type required by the goal card.

On the bottom half, each rescue card shows some clues or hideout names. When Captain Hook takes a rescue card, Peter Pan must give clues about their hideouts.

To do this, Peter Pan must look at their hideouts and compare the names and icons to the names or icons on the rescue card, then place a matching number of generic clue tokens on that rescue card. Always take all 5 hideouts into account when giving clues, including hideouts that have already been raided by Captain Hook.

The following example demonstrates how to give clues:

*When Captain Hook takes a rescue card, Peter Pan has to place generic clue tokens, based on the number of those icons or names shown on all of their hideouts.*

**If Peter Pan had these 5 hideouts in front of them...**

| If Hook's Rescue Card Shows... | Peter Pan Must... | Generic Clues Placed... |
|---|---|---|
| | Count the number of tree icons on all of their remaining hideouts, then place that many generic clue tokens. | |
| | Count the total number of house icons and mountain icons on all of their remaining hideouts, then place that many generic clue tokens. | |
| Never Bird Nest <br>Slightly Gulch <br>Tiger Lily's Camp | Determine how many of the names listed on the rescue card are among their remaining hideouts, then place that many generic clue tokens. | |

Captain Hook keeps the rescue card, with its generic clue tokens, in front of them for the rest of the game, to help them track and deduce information about the remaining hideouts.

**Action Cards**

There are 2 types of action cards: instant cards [ ⚠ ] and hand cards [ ✋ ]. When you take an instant card, you must play it immediately. When you take a hand card, you may keep the card in hand and play it at any time. Make sure you resolve the correct effect when you play an action card: top half (Peter Pan) or bottom half (Captain Hook). There is no limit to how many hand cards you can play each round.

*Instant cards, with the [ ⚠ ] icon, must be played immediately when taken.*

*Hand cards, with the [ ✋ ] icon, may be kept in hand and played later.*

## - The Belief Track -

On the Neverland board, the position of the belief marker on the belief track indicates how much the children of Neverland believe in fairies. Certain actions and cards will cause Neverland to either gain or lose belief.

The belief marker starts in the very center of the belief track. When Neverland gains 1 belief, move the marker 1 space toward Peter Pan's side of the belief track (i.e., toward the Tinker Bell space). When Neverland loses 1 belief, move the marker 1 space toward Captain Hook's side of the belief track (i.e., toward the Hook space).

If the belief marker ever reaches the end on Peter Pan's side, then the children truly believe in fairies and Peter Pan wins instantly! If the belief marker ever reaches the end on Captain Hook's side, then everyone grows up and Captain Hook wins instantly!

***Captain Hook Wins!***
*Everyone Grows Up!*

***Peter Pan Wins!***
*Fairies Do Exist!*

## - End Of Game -

As soon as any of the win conditions has been reached, the game ends immediately; do not finish the round. The game can end in 3 different ways:

Captain Hook successfully raids all 5 of Peter Pan's hideouts. If this happens, **Captain Hook wins!**

Peter Pan rescues 5 cards of missing friends (shown on the goal card). If this happens, **Peter Pan wins!**

The belief marker reaches either end of the belief track. **The player whose side it is on wins!**

## - Tick Tock Croc Variant -

This variant, for experienced players, adds a crocodile! The crocodile moves around and adds a new layer of decisions to the game.

**Changes to Setup**

Shuffle the crocodile cards to form a face-down deck. Remove 1 card at random and return it to the box unseen. Set the crocodile standee off to the side for now.

**Changes to Gameplay**

At the start of each round (including round 1), draw the top card of the crocodile deck. The card's effect is active for that round. If the card has no effect, then the effect of the previous crocodile card remains active.

When the sixth crocodile card is drawn, that signals the final round. If a winner is not declared by the end of the sixth round, then the crocodile finds Captain Hook, and Peter Pan wins!

# - Action Card Reference -

### CAPTAIN OR CODFISH (1x)

***Pan Effect:*** Swap this card with another card in any location.

***Hook Effect:*** Swap this card with another card in any location.

### CATCH THAT SHADOW (2x)

***Pan Effect:*** Draw and resolve the top card of the deck.

***Hook Effect:*** You may raid an additional hideout this round.

### FAIRY DUST (5x)

***Pan Effect:*** Neverland gains 1 belief.

***Hook Effect:*** Neverland loses 1 belief.

### GOOD FORM (1x)

***Pan Effect:*** Discard a rescue card from in front of Hook, along with any clues on it.

***Hook Effect:*** Discard a rescue card from in front of Pan.

### LONG TOM (1x)

***Pan Effect:*** When you and Hook visit the same location, do not exhaust your companion or give a hideout clue.

***Hook Effect:*** When you and Pan visit the same location, choose your card first.

### THE NEVER BIRD (1x)

***Pan Effect:*** Cancel the effect of an action card when Hook plays it.

***Hook Effect:*** Cancel the effect of an action card when Pan plays it.

### NIGHT RAID (2x)

***Pan Effect:*** When you use a companion's ability, do not give a hideout clue.

***Hook Effect:*** You may raid an additional hideout this round.

### PIRATE DINGHY (1x)

***Pan Effect:*** Change your location after Hook has chosen a location to visit.

***Hook Effect:*** After Pan's location is revealed, move to that location.

### SECOND STAR TO THE RIGHT (2x)

***Pan Effect:*** Neverland gains 1 belief.

***Hook Effect:*** Draw and resolve the top card of the deck.

### TIME MARCHES ON (2x)

***Pan Effect:*** Take a rescue card from a location no one visited.

***Hook Effect:*** Discard a rescue card from in front of Pan.

## - Credits -

**Game Concept and Design:** Scott Almes

**Illustration:** Jacqui Davis

**Graphic Design and Layout:** Danny Devine, Michael Cofer, and Jeff Wallace

**Editing:** Dustin Schwartz

**Special Thanks:** Scott would like to thank his wife, Beth, as well as his awesome team of playtesters: Joe, Alyssa, Dan, Hannah, Ray, Jess, Mark, Shawna, Eric, and Lizzy. The publisher would like to thank Steven Aramini, Danny Devine, Stephanie Letzring, Bryce O'Connor, Simon Reid, Alex Williams, Nicholas Yu, and the Rochester Crash Test group.

**© 2018 Letiman Games, LLC. All Rights Reserved.**

The Neverland Rescue™ is a trademark of Letiman Games, LLC.

"Never say goodbye, because goodbye
means going away, and going away
means forgetting."
—J.M. Barrie

***Letiman Games, LLC***
**www.letimangames.com**
**Contact.LetimanGames@gmail.com**
**Twitter: @LetimanGames**