

Pete's Objective

Complete the four selected Goals.

To achieve Pete's Objective, you must complete each of the four Goals in your Realm. You may complete them in any order. When you complete a Goal, reveal that Goal Token and then remove it from your Board.

Special Setup

Turn the five Goal Tokens face down, mix them up, and place one at each location. Set the remaining Goal Token aside. You may look at the Goal Tokens at any time, but keep them secret from the other players.

Note: Once a Goal Token has been revealed, it can never be turned face down again.



Goal: Power Play

Spend at least 6 Power in one turn while Pete is at this location.



Being able to play more than one card at the same location will make this Goal easier. If this Goal is at a location with multiple Play a Card actions, you have more options to play cards. However, if only one Play a Card action is available, you can use Bandit's ability to play at least three Bandits with one action.

Goal: Rule the Realm

Start your turn with more Allies than Heroes at each location.

This Goal is completed by playing multiple Allies. Cricket can help secure this Goal by moving to any location when a Hero is played to it.



Goal: Win Big

Gain at least 4 Power from playing Play A Game at this location.



Complete this Goal when you play Play A Game and reveal cards with a total Cost of at least 4 Power.

You can improve your chance by using Mischief or Sneaky Pete to put cards with a high Cost on top of your deck.



Strike It Rich

Start your turn with at least three Items at this location.

Pete's deck contains four Items that can only be played to their specified location. Pete does not need to be at that location to play them.



You may complete this Goal on the start of your next turn after moving at least three Items to the Goal's location. Horse and Steamboat Willie can help you achieve this goal by quickly moving Items to the Goal's location.

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Extra Actions

Each of Pete's Items adds an extra action symbol 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.



Goal: Round Up

Start your turn with Allies totaling at least 10 Strength at this location.

Playing many Allies with high Strength to this Goal's location is the easiest way to complete it. Bandit and Horse help you play and move Allies to the Goal's location.



PETE VILLAIN GUIDE

