

Voodoo Pirate

1-6 players

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In search of the Voodoo shore



It is 1672. Tortuga is a mix of African and European cultures. Under French rule the practice of Voodoo is illegal but Tortuga runs wild. It is home to piracy and ancient lore. To survive and prosper requires good fortune and wealth. The help of Voodoo spirits is key.

In Voodoo Pirate ships sail across a stretch of water called the Sea of Souls in search of an island thought to be the home of the Voodoo spirits. The island is said to appear for a period of days in the moon's cycle disappearing soon after the full moon.

The closer a pirate can get to the shore of the island the stronger the power of the spirits will be. It is believed that a

pirate captain with the most power will be blessed by the Voodoo spirits before the island disappears once more. This individual is known locally as the 'Voodoo Pirate.'

The voyage across the Sea of Souls is a dangerous one. Haunted waters must be navigated. Pirates increase their skill in the use of hoodoo as they sail West in the hope of sighting the Voodoo island shore.

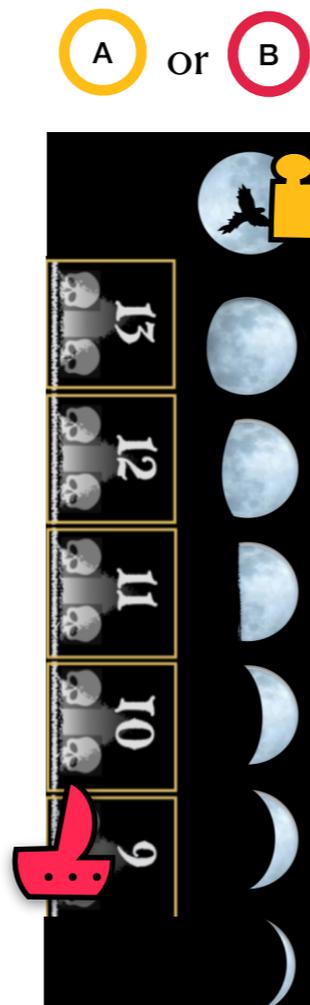
Pirates will learn to control the elements and those around them whilst keeping their own wits intact. Only one player will become the Voodoo Pirate blessed with good fortune - until the next time!

How to win the game

Your goal is to become the Voodoo Pirate blessed by the spirits with good fortune until the next game. To do this you must have the most Voodoo Power when the game ends

The game ends and scores are calculated at the end of the round when either:

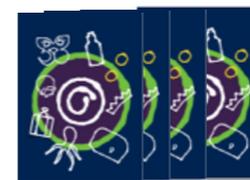
- A** One of the two parrots reaches the end of the lunar track
- or
- B** A pirate ship has reached the Voodoo Shore



The **Winner of the game** is the pirate with the most Voodoo Power.

A pirate's Voodoo Power is the sum of VPs from the following four things :-

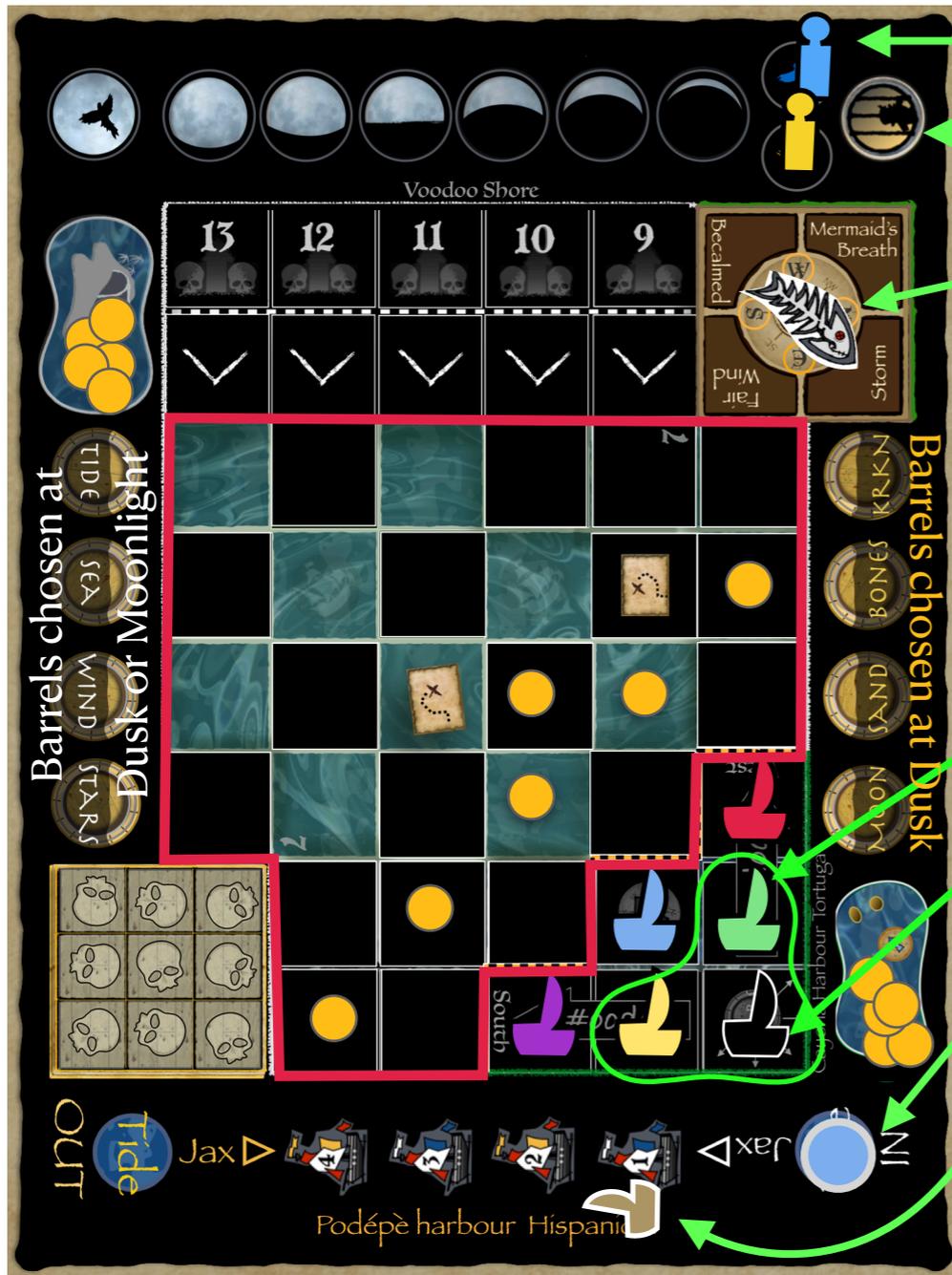
- 1** The position of a pirate's ship on the Sea of Souls (each space has a value between 1 and 13)
- 2** A pirate's wealth in coins on their ship (+ 1 VP for each )
- 3** The Voodoo Power of a pirate's ship. (+1 VP for each broadside hit - max 6) 
- 4** End of game bonuses from meeting certain Object card conditions (Skull and emerald cards)



Gold Skull	Purple Skull	Red Skull	Green Skull
			
At the end of the game you may add +3VP to your score if at least one pirate has reached the Voodoo shore.	At the end of the game you may add +1 VP to your score and +2VP for every purple Soul you have.	At the end of the game you may add +1 VP to your score and +1 VP for every red Soul you have.	At the end of the game you may add +1VP to your score and +1VP for each ship further West than your ship.

If there are fewer than 4/5 players decide whether you want to use **Cursed Pirates** (Automa) to make up the numbers to 4/5/6

Setting up the game



-  Round markers
-  Jail tokens
-  Wind direction set to 'Storm'
-  Coins: 4 in each treasure space, 6 anywhere in the Sea of Souls (red bordered area)
-  Each Pirate ship is placed in the harbour in turn order. Ships in the back rows increase their Voodoo Power die by one. The last ship (in the corner) starts with the compass.
-  Tide indicator (IN)
-  Marker for the number of Colonial ships in Podepe harbour set to '1'
-  The Poppet supply, the bag of the remaining souls and the GriGri are placed by the side of the board.

Place the 2 Sea Tiles to cover the two maps on the Sea of Souls matching the colour of the sea square. These can be moved to another space by conjuring 'SEA'

Each pirate starts with :-

- A ship, a mat and a pirate figure in the same colours  
- A ship's Voodoo power die 
- Six Action cards in the pirate's colours 
- Two random Souls from the bag (The colour of the first soul out of the bag also selects the colour of the player to go first) 
- One Poppet 
- One Coin 
- One Object card: ->  Separate the Skull cards and the Golden Parrot. Shuffle them and deal one face down to each pirate. (Including Cursed Pirates). Discard the rest of these out of the game. Shuffle the rest of the object card deck and it by the board facedown.

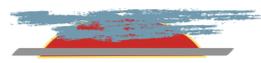
A starting soul is **randomly** assigned to each pirate. The colour of the first soul from the bag also identifies the colour of the pirate who will start with the Sun & Moon tokens and start the game. If no pirate is that colour use the next soul. 



Order of Play

Each round consists of three phases:

Dusk



At Dusk pirate's retrieve objects from the sea and plan for the moonlight phase selecting the magic they will need when they have the moon token. The following actions are carried out:



- The pirate with the Sun token chooses one of the parrots (round markers) to move up one space on the lunar time track and then deals an Object card from the deck face-down to each pirate. Players choose to keep or discard this new object card. Cursed Pirates' object cards are flipped over and their decision to keep or discard is described on page 9.
- Each player-pirate chooses one of their pirate's **action cards** to play placing it face-down in front of them before retrieving the Action card played in the previous round.
- Clockwise starting with the holder of the Sun token, each pirate **may** choose to conjure Barrel magic by returning a **Poppet** to the supply and placing their pirate token on an **empty** barrel. During the Moonlight phase pirates will have another chance to select from any unoccupied Moonlight barrels (*Tide, Sea, Wind, Stars*). Pirates may pass the option of Barrel magic. After Barrel magic selection is complete **all Action cards** are revealed.
- Barrel magic conjured at dusk is activated.

Moonlight



In turn, pirates choose to perform (or not) in any order: their 'Action' card, 'Barrel magic' and magic from the 'Object' cards on their ship. They may (at the cost of a poppet) select and conjure the magic of any one of the four 'moonlight' barrels not already selected.

At the end of Pirate's turn they may change the orientation of their ship to face West or South. This will indicate the direction of fire should their ship fire broadsides. This will not affect any future movement.

As a final act before the moon is passed on a pirate's ship will automatically fire a Broadside if targets are available (that is the target is within two spaces E<->W or N<->S and has fewer poppets).

The moon token is then passed to the next pirate. Dawn breaks when the moon returns to the holder of the sun token.

Dawn



Dawn is a check for the end of the game and scoring or a preparation for the next round.



Game Over ?



If a pirate has reached the Voodoo shore on the western side of the Sea of Souls OR a parrot has reached the last space on the lunar time track the game is over and Voodoo power and wealth are scored.

If neither of the game-ending conditions have been met the following happens before Dusk falls:

- All pirates are freed from Jail (return the jail tokens).
- The 'Tide' indicator is switched to the opposite direction. If it is from IN to OUT move any ships in Tidal waters.
- Pirates on barrels are returned.
- The Sun and the Moon tokens are passed to the pirate to the left of the current holder.



The Sea of Souls

To reach the Voodoo Shore pirates must sail SW from Tortuga across the Sea of Souls

Each month as soon as the new moon is in the night sky pirates set sail from Tortuga's Cayona harbour in search of the Voodoo Island believed to be the home of the Voodoo spirits. The closer they get to the island the better their chance of being blessed as the Voodoo Pirate. This honour brings good fortune and wealth until a new pirate is so blessed in the coming months.

Between Tortuga and the sightings of the Voodoo shore is the Sea of Souls which requires the souls of sailors to power ships across its waters. The chart opposite shows the Sea of Souls extending across the 28 squares from the harbour limits to the tidal waters [<] just off the voodoo shore (inside the **red border**). Any instruction that refers to placing things on the Sea of Souls refers to this area.

The chart shows black squares and blue/green squares. **Black** squares are **calm waters** with fair winds. Ships progress unhindered within these spaces. A row of black spaces by the Voodoo shore has direction [<] markings. These are tidal waters. A ship ending its move on one of these spaces must follow the arrow for one space if the tide is going OUT (normal movement rules apply). When the tide changes at Dawn from IN to OUT any ships on one of these spaces must be moved immediately.

Blue/green squares are **haunted waters** where sea conditions change as the direction of the wind changes.

The **wind direction** is indicated by the weather vain in the bottom right corner of the chart. Four types of sea conditions are shown: one in each quadrant of the weather vain.



When a ship reaches the **Voodoo shore** it will signal the game's end at next dawn. After reaching the Voodoo shore a pirate takes no further part in the round and cannot be the victim of the actions of other pirates. As dawn breaks scores are totalled.

The wind direction changes whenever a Hoodoo ritual is called. The number of '#oodoo' action cards played in the round will cause the weather vain to move one quadrant clockwise for each #oodoo action card played. The wind changes when the moon reaches the first pirate to have played '#oodoo' The effects of each weather condition are described on the next page.

Sailing across the Sea of Souls



It is not always the a pirate who reaches the Voodoo Shore who becomes the Voodoo Pirate
 ..but the closer you get the better are your chances

Action cards are played to collect souls and use them to power ships across the sea of souls

Ships are powered by souls borrowed from sailors in Podede harbour (**Jax** and **Take**) or taken from other pirates. (**Tok**).

Souls are freed to return to the sailors of Podede in Hoodoo rituals which in turn power the sails of ships to cross the Sea of Souls (#**oodoo**).

The ships of others can also be possessed and forced to move one space North or East powering the conjurer's ship to move one space in the opposite direction (**Tix**).

A ships movement can be affected by the presence of other ships. If a ship ends its move on a space occupied by another ship it continues on in its direction of travel to the next space without a ship.



A ship may sail beyond a ship in this way to bounce across any type of space including haunted spaces.

If a ship's move would take it over **the edge** of the Sea of Souls it stops in the last unoccupied space. If the prevailing wind is 'Mermaids Breath' and the last square is a haunted space the ship is not helped by the mermaids in this last space and it does not lose a coin or a soul (see 'Mermaids Breath' opposite).

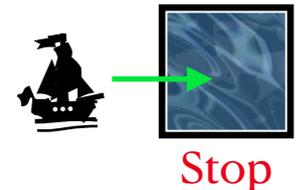
The effects of sea conditions on a ship's movement across haunted spaces



'Fair Wind' has no effect.

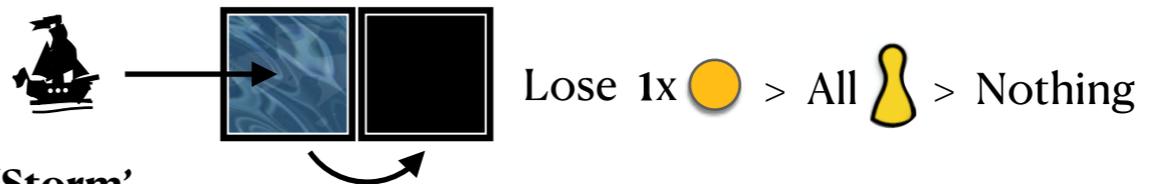
'Becalmed'

A ship **moving into** a haunted space must end its movement in that space unless the space is occupied by another ship in which case it may move on to the next empty space in its direction of travel. A becalmed ship can only move when the wind changes and **cannot be boarded**.



'Mermaid's Breath'

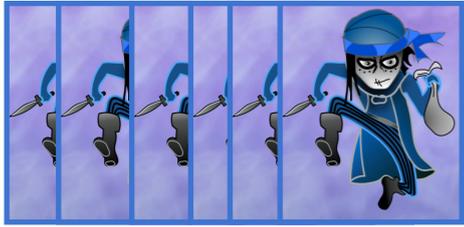
A ship **ending its move** in a haunted space is helped on its way one more space in its direction of travel. The mermaids take a coin in payment. If the ship has no coins they will take **all** its souls. If it has no souls they will still send it on its way taking nothing. Coins taken by the mermaids go into the 'Mermaids' Treasure.'



'Storm'

When a pirate's **ship enters or leaves** a haunted space it immediately loses **the compass** or a **soul** or a **poppet** or an **object** (in that order). If the ship has none of these it remains in the storm until it moves again subsequently but if a storm is still blowing, to leave the ship must have an item to lose. [A ship sailing through a storm both enters AND leaves.]





Action Cards

Pirates select action cards at dusk and conjure them during the Moonlight phase.

Each pirate has a hand of the same six Action cards that are played throughout the game. One is played each round. No Action card can be played twice in successive rounds but each card can be played as many times over the course of the game as this restriction will allow.

During a round the cards selected by each pirate are simultaneously revealed as the last action of Dusk. When it is a pirate's turn in the Moonlight phase they decide whether or not to conjure the Action card they have chosen (sometimes the context may have changed and it may not be possible or preferable).

The Action cards played in a round are only returned to a pirate's hand after playing the next Action card (at Dusk in the next round).



Object Cards



At dusk objects drift past each ship. Pirates sift through them in the hope of finding something that will help them on their journey.

Before choosing an 'Action' card at Dusk each **pirate** is dealt an 'Object' card. A ship is required to store all poppets and objects in its storage holds which can hold a maximum of 5 items [objects + poppets] (3 objects and 2 poppets or 2 objects and 3 poppets).

A pirate with more objects than can be stored must discard excess objects or poppets. Cursed pirates if forced to discard will discard objects before poppets. New cards are stored in the most forward hold and existing cards slide down on hold towards the stern. If a CP has too many objects the object in the rear hold is discarded. Player pirate manage their storage as they wish.

There are 40 Object cards. Nine of these will provide bonuses if their conditions are met at the end of the game. Six will be in play at any one time. There are two maps to two find the Spanish gold. The rest will help pirates on their journey where other pirates might seek to deprive them of their wealth, their souls and their wits

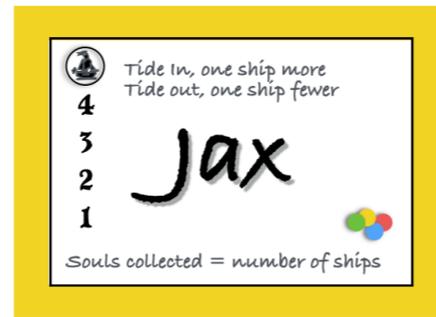
Each card describes its use and effect. Object cards can be used anytime a pirate has the moon token and at other times to avoid jail or being boarded by another pirate's crew.



Action Cards (*Jax, Tok, Take*)

Action cards to collect souls and other items

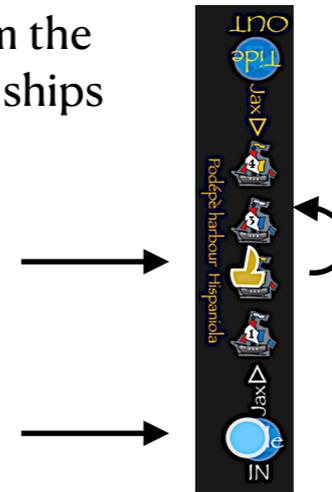
Jax enables you to take souls from the bag. Check the tide marker. Move the colonial ship marker up one if the tide is 'IN' and down one if it is 'OUT'. Take a number of souls from the bag equal to the new number of colonial ships. If the bag is empty take any souls from the Hoodoo ritual grid to make up the number of souls you should take.



3. Take souls from the bag = number of ships

2. Move the ship marker

1. Check the tide



3) Take three random souls from the bag.

If the bag is empty take up to three souls from the grid.

2) move ship from '2' to '3'

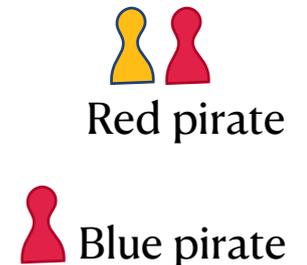
1) 'IN' so add a ship. (If 'OUT' deduct a ship)

Tok enables a pirate to take souls from other pirates and the Hoodoo ritual grid. Call out a colour of a soul you own and collect **all** souls of that colour **not in the bag**. Souls can be taken from the Hoodoo ritual grid and other pirates who **do not have the GriGri** and who have **not buried** their souls.



Tok cannot be cast in the harbour

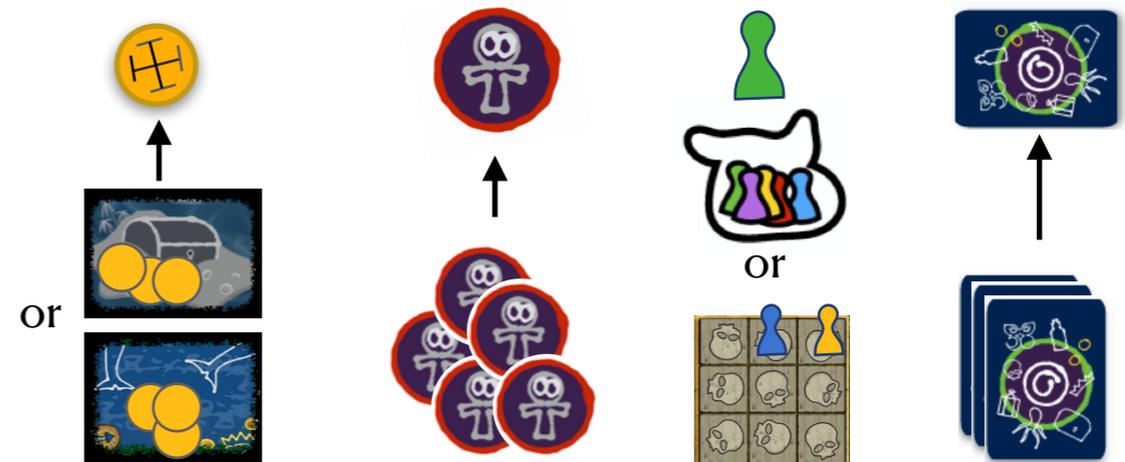
The *Yellow pirate* has a blue and a red soul and so can call either "blue" or "red". Calling: "blue" would gain 3 blue souls. Calling "red" would gain 2 red souls. The Yellow pirate does not have yellow souls and so could not call that colour.



Take enables you to steal two items from the the supplies. Choose **two** items (the same or different). You may steal coins from either treasure store; Poppets from the supply; objects from the top of the Object deck or top of its discard pile; and *random* souls from the bag or *chosen* souls from the ritual grid. **Beware**, if more than one pirate plays 'Take' in a round they all thieves **go to jail** and take no part in the round (only as the victims of others).



Take two items (the same or different) from the categories below or **Go to Jail** if more than one 'Take' was played in the round!



Action Cards (#oodoo)

A pirate's Voodoo Power increases when their ship sails West or South towards the Voodoo Shore. It decreases when their ship sails East or North.

#oodoo enables a pirate to sail their ship by freeing souls in a hoodoo ritual. There can be only **one** Hoodoo ritual **per round** but all pirates with souls may take part.



A Hoodoo ritual start when the moon reaches the first pirate in the round to have played #oodoo [the 'Caller'] '#oodoo' cards played that round are counted. The weather vain is turned clockwise an equal number of quadrants, changing the sea conditions in the haunted spaces. **The ritual then starts and comprises two rounds.**

Players of #oodoo may take part in both rounds. Others only the first. Round. Starting with the 'Caller,' each pirate places a soul on the grid and moves their ship one space South or West.



In both rounds a pirate may move their ship an extra space when placing a soul orthogonally adjacent to a soul of the same colour. This extra space can be in a different direction. If the grid fills up the ritual ends when the last person plays a soul and has moved their ship. If the grid is not full after two rounds the souls placed remain on the grid for the next ritual.

In the example opposite the **Yellow** pirate moved two spaces W by participating in both rounds without a match. The **Red** pirate moved one space W having only one soul and unable to play a match to an adjacent green soul. **Blue** could only take part in one round but gained two spaces South by moving to the space occupied by the green ship and so moving on to the next space. The **Green** pirate moved three by matching a red soul in the first round and participating in the second.

3 x '#oodoo' have been played so the wind moves 3x quadrants from 'Becalmed' to 'Fair Wind'

Round 1

Round 2

Round 1

Round 2

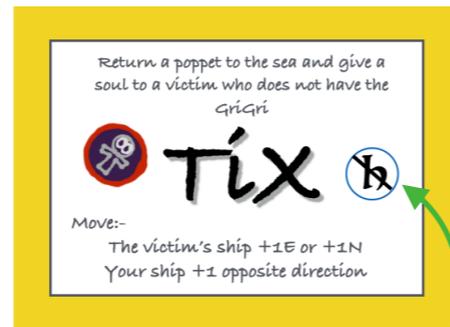
Yellow is the 'caller' and so goes first followed by Red. Blue then hops South over the green ship and Green matches Yellow's soul to move two spaces west. Only Yellow and Green pirates can take part in the 2nd round. Red does not have any more souls and Blue did not play #oodoo. Yellow and Green pirates both play souls for moves of one.

IMPORTANT! -> If the Caller of a hoodoo ritual decides to pass the ritual still takes place.

Action Cards (*TiX*, *Poppet*)

The importance of *TiX* and the Power of the Poppet

TiX is a possession where a pirate moves another pirate's ship **N or E** and their own ship one space in the opposite direction. **Both ships must be able to move at least one space.** The conjurer must return a poppet to the supply and give the victim a soul. The victim's ship always moves first. Normal movement rules apply. The holder of the **GriGri** cannot be a victim.



The **Poppet** action is the process of making an effigy known as a 'poppet' (The term is the origin of the word 'puppet'). A poppet is used to focus hoodoo magic on a particular object. In the game poppets are used to focus magic on ships and barrels.

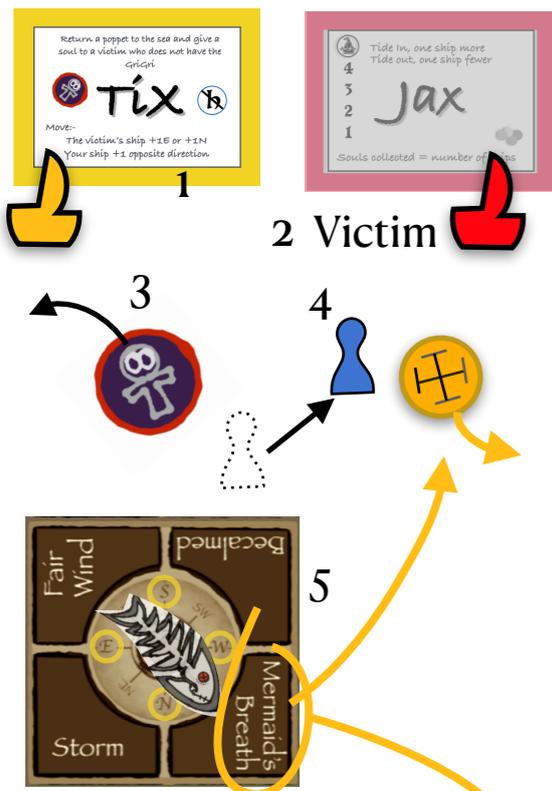
The Barrels on a ship can be the source of strong magic to control the elements, conjure creatures from the depths and see the future (See 'Barrels' on the next page).

There are three ways in which **poppets** can affect the progress and voodoo power of ships:

1. Conjuring of 'TiX' described opposite;
2. Conjuring barrel magic
3. Powering the force of a 'Broadside' (see 'Boarding and Broadships' on page 13).

In addition to making poppets through the 'Poppet' Action Card they may be acquired by stealing them from the supply when playing 'Take' or stealing one from another pirate when boarding their ship (see Boarding and Broadships' on page 14).

Poppets may also provide an end-game bonus if a pirate holds the 'Black Skull' object card at the end of the game.



1. Play the 'TiX' action card.
2. Choose a victim who does not have the GriGri (in this case Red).
3. Return a poppet to the supply.
4. Give the victim a soul.
5. Check sea conditions
6. Move the victim's ship N or E. (normal movement rules apply)
7. Move your ship in the opposite direction. (normal movement rules apply)

Red lost an extra space and a coin because the sea conditions in the haunted space are 'Mermaid's Breath'



Such is the strength of a Poppet that a pirate can hold no more than three at any time and must have room to store them on their ship. Should a pirate acquire more than three poppets they must immediately discard down to three.

If a pirate does not have enough storage space for three poppets a poppet or an object must be used or discarded immediately..

Barrel Magic



At Dusk pirates may cast a poppet token into the sea to conjure Hoodoo Barrel magic. This is so called because to conjure it requires a pirate to sit on top of a barrel filled with rum, water, sand or bones retrieved from shipwrecks.

Each barrel conjures a different effect to control: the wind, the tide, the sea, the stars, the sand and the moon or to conjure the Kraken from the deep or the to see the future.

Only one pirate may occupy each barrel during a round. At Dawn all Pirate figures on barrels are returned to their owners.

Dusk Barrel Magic

Selected & Conjured at Dusk



Moon: You go first (out of turn) in the 'Moonlight' phase. Other pirates take their turn in the usual order starting with the holder of the Sun token



Sand: Bury any number of possessions (except the GriGri) until Dawn. Whilst buried they cannot be used or stolen.



Bones: See the future. Play another Action card (face down) next to the one you have already played. Select one of them to play when all other pirates have revealed theirs.



KRKN: Place the Kraken on a space without a ship on the Sea of Souls. Ships cannot end their move on or sail over the Kraken. Ships in the 8 spaces adjacent to the Kraken cannot fire but can be fired upon.

Moonlight Barrel Magic

Selected at Dusk or when a pirate has the moon.

Conjured when a pirate has the Moon token

Stars: Move your ship up to two spaces in any of the directions shown on space '1' in the harbour. You may do this anytime during your turn.



Wind: Change the wind direction. Move the weather vane up to two quadrants clockwise. Immediately resolve any impact on ships in haunted spaces.



Sea: Move an unoccupied Sea Tile (or place it if the tile has been removed) onto a space without a ship anywhere on the Sea of Souls.



Tide: You may change the direction of the tide once during your turn



Boarding and BroadSides



At the end of a pirate's turn their ship will fire a broadside at other ships within two spaces in a straight line from one or both of its broadsides (not its bow or stern).

A ship's orientation may be chosen to target ships **E-W** or **N-S**.

A broadside will be successful if the victim's ship has fewer **poppets**.

The difference in poppets = hits

3 poppets vs 1 Poppet = 2 hits

For each hit the victorious ship increases its Voodoo Power (Die value) by one to a maximum of six.

For any number of hits the victim loses one coin (only) to the Spanish Gold treasure. Nothing replaces the coin if a victim doesn't have one.

If the Voodoo power of the victorious ship is already at '6' when firing then the **victim's ship** loses Voodoo power for each hit in addition to the one coin.

BroadSides



If a pirate ship has ships on both of its broadsides it will fire at all ships that have fewer poppets. If a pirate's ship has two ships in range on the same side, the nearer ship is the only victim.

Broadside Restrictions:

The Harbour

A ship within the harbour cannot fire a broadside or be fired upon.

The Kraken



A ship within the 8 spaces adjacent to the Kraken cannot fire a broadside but can be fired upon.

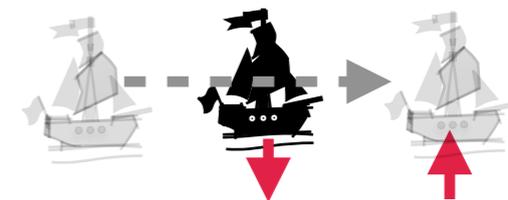
Ships in a Storm

A ship in a storm cannot fire a broadside but can be the target for one.

When a pirate's ship passes through a space containing another pirate's ship the ship passed may be boarded.

The boarding pirate may take one item from the boarded ship: [Compass, Coin, Poppet, Soul or Object - the boarder chooses an object blind from the ships facedown objects*. [*chooses any one of the face up objects when boarding a CP ship].

The GriGri or 'buried' items cannot be stolen when boarding another ship.



Compass, Coin, Soul,
Poppet or Object

A ship that is possessed by Tix (the victim of Tix) or driven back by a strong current [\leftarrow] cannot board another ship during its forced movement ('forced movement' ends when the ship comes to rest).

Boarding

The Harbour, the GriGri, the Treasure & the Compass

The Harbour

Pirates start their journey from Cayona Harbour on Tortuga in the NorthEast corner of the board. Ships are placed in turn order in any one of the six spaces in the harbour.

Pirates in the value '1' & '2' spaces increase their ship's power (die) by one. The ship in the value '1' space also starts with the compass.

Performing or being the victim of the following actions are not allowed in the harbour:

TiX or Tok;
Boarding or Broadside;
Barrel Magic



The GriGri

The GriGri ("greegree") is a good luck charm usually a bag containing small objects or an ancestral verse. The practice of using gri-gri originating in Africa and was adopted in the Caribbean by practitioners of Voodoo. A GriGri token is provided in this game but it can be changed for any object likely to bring you good luck.

Pirates acquire the GriGri whenever they are the 'Caller' of a Hoodoo ritual (First #oodoo played in the round). It protects the holder from 'TiX' & 'Tok' and cannot be stolen.

The Compass



The compass enables a ship to sail in **any** direction when playing a soul in a Hoodoo ritual. Immediately after making this move the compass is lost to

the Mermaid's treasure. It is retrieved by the next pirate to play 'Poppet' who keeps it until it is used or stolen by boarders or a pirate conjuring 'Crows Nest'.

The Treasure



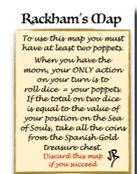
Gold coins can be retrieved from the Sea of Souls individually or in greater numbers from either of the two treasure stores (The Mermaids' Treasure and the Spanish Gold). The Mermaids' Treasure is replenished every time a pirate loses a coin to the mermaids. The Spanish Gold every time a ship loses a coin taking a broadside hit.

A pirate whose ship **ends its move** on a coin may retrieve it unless it is in a haunted space when a the wind direction is showing 'Storm' or 'Mermaid's Breath'.



To plunder the **Mermaids' Treasure**

a ship must end its move on one of the two maps on the board. The captain may take **half the coins** (rounded up). The map on a haunted space can only be used when the sea conditions are 'Fair Wind' or 'Becalmed'



To plunder the **Spanish Gold** a pirate **must have** the Object card: '**Rackhams' Map**' and the pirate's ship must be located on a space of value [8] that is any space on the '8' diagonal on the Sea of Souls). Half the treasure can be taken (rounded up).

The Ship Playmat

Transparency

Pirates must place all their coins, poppets and souls so they are visible on the table for all other pirates to see along with the GriGri, the Compass, the Sun and Moon tokens and their current Action card. Object cards are placed face down. If a pirate steals an object when boarding a ship they choose blind from the face down cards. When stealing from a Cursed Pirate take the card closest to the rear of the ship.

Storage

A ship can hold any number of coins and a maximum of:

6 Souls, 3 Poppets, 3 Objects

[but only 5 poppets + objects in total]
Two of the three storage locations will hold a Poppet plus an Object. The third will hold only a Poppet OR an Object.

A pirate may rearrange, add or discard items in these stores at anytime but at no stage can they store excess items.

Broadsides

On the Sea of Souls a pirate's ship will fire a broadside at the end of a pirate's turn whenever other ships are in range that have fewer poppets. The captain has no choice in this. The ship is possessed by moon token and the nature of the Sea.

Each hit increases the ship's Voodoo power by one to a maximum of six*.

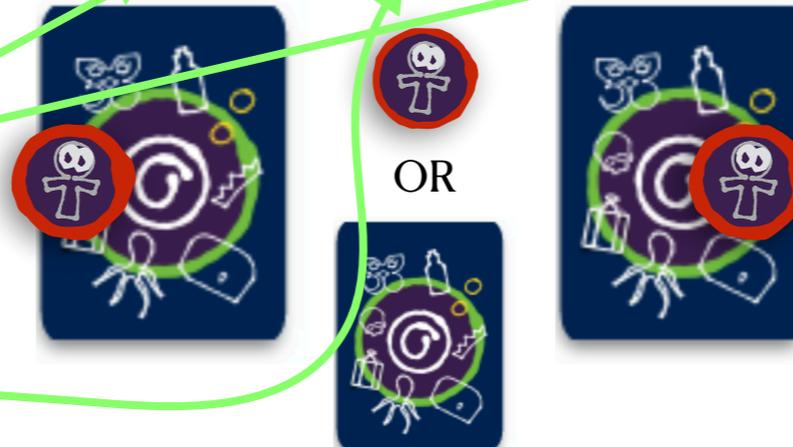
Each pirate has a **unique skill**.
(Upside down so others can read)

Any number of **coins** can be stored on the ship

Up to six **souls** can be stored

The two end storage locations can hold **either or both** a Poppet and an Object

The middle location can hold **one or the other** but not both



A ship's **Voodoo Power die** is placed here with its top face the same as the one printed on the ship. It may increase at the start depending on the ships position in the harbour.

For each broadside hit against another ship the number showing on the top face increases by one to a maximum of six and the victim loses a coin.

* If a pirate's ship is already at six the ship's Voodoo power does not increase. Instead the Voodoo Power of the victim's ship decreases by one for each hit (to a minimum of one) in addition to losing a coin.



Cursed pirates (CPs) are non-player pirates who can be used to increase the numbers of ships for two or three players or solo play. Any of the six pirates can be used as a Cursed Pirate.

Set Up

Each CP is given a poppet and a soul.

CPs **do not** conjure **Barrel Magic**. Instead, a CP figure/meeple is placed on both the 'Stars' and 'Moon' barrels. These figures block barrels from use by player pirates each round. They are moved one barrel West each Dawn. After they reach the 'Tide' and 'KRKN' barrels they return to 'Stars and 'Moon' for another cycle.

Action Deck

Shuffle each CP's deck of Action cards and place it face down next to their ship. At **Dusk** after all player-pirates have revealed their Action cards turn over the top card from each CP deck. If 'Tik' or 'Tok' are turned over **in the harbour** turn the next card over until one of the other actions appears. Any cards overlooked will stay in the discard pile. At **Dawn** if the deck is empty shuffle the 6 cards again to start a new deck.

Poppets

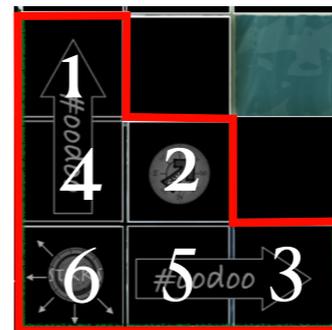
CP's start the game with a poppet and they gain/lose them in the usual ways to a max of **3**.

Cursed Pirates

(Automa)

During set up CPs' ships are placed in turn along with player-pirates (moving clockwise starting with the holder of the Sun token). CPs ships are placed in first vacant space in the order shown opposite.

Placing CP ships in the harbour



Object cards

Separate the Skull cards and golden parrot and shuffle them. Deal one face-down to each Pirate (Including Cursed Pirates - (Automa)). These are placed under the bow of a pirate's ship. Player pirates may look at their cards. Place the rest out of the game unseen.

Shuffle the rest of the object cards. One will be dealt to each pirate each Dusk (face up for CPs and face down for players). New cards for CPs are placed in the space closest to the bow of the ship. If there is already a card here slide this one down towards the rear pushing any other cards in its way. Any that fall off the back of the ship (beyond the rear storage) are discarded.

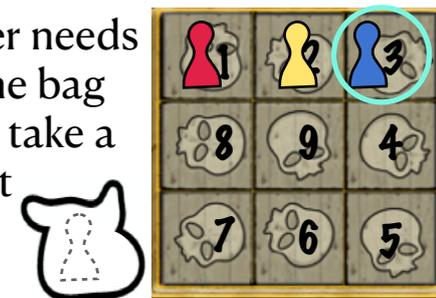
End game scoring is the same for both CPs and players with the exception that CPs ignore the colours of the souls they have and score as if their souls are the optimum colours for their card's bonus.



Storing Souls

CPs store their Souls in the six numbered spaces in the middle of their ship. Place souls in numerical order filling the **lowest** numbered empty space first. When a Soul is played or lost it is taken from the **highest** numbered storage space on the ship.

If a Cursed Pirate ever needs to take a soul from the bag and the bag is empty take a soul from the highest numbered space on the Hoodoo grid.



Direction of Movement

A CP will move W or S depending on the maximum points gain from position and coins.

Each space W or S increase the ship's position score by +1VP. So does each coin retrieved from the sea or through boarding. When boarding CPs always take coins if they are available on the boarded ship. By adding position and coins it is possible to determine which direction give the largest gain. If it is a tie roll the direction die and move the ship according to the result.

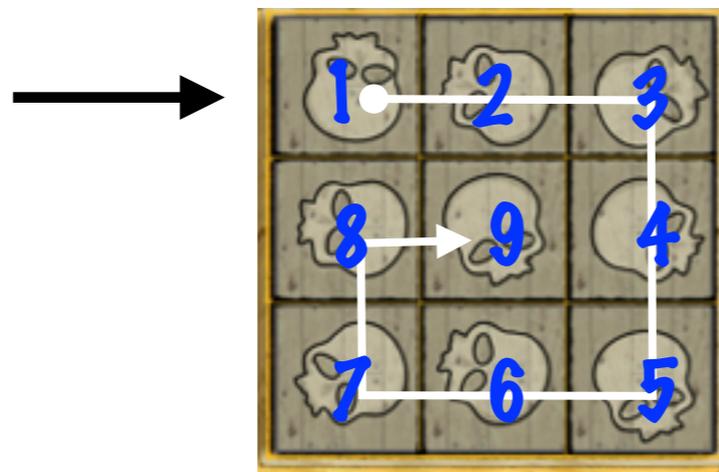
A Cursed Pirate with the compass will include **SW** in this calculation

Cursed Pirates

Rules for: **placing Souls** during **Hoodoo** rituals, how to select the **victim** of **TiX**, **deciding what to steal** when conjuring **Take**, what to **plunder** when **Boarding** another ship and **how to fire a Broadside**.

How to place a Cursed Pirate's Souls in a Hoodoo ritual

CPs place souls around the edge of the grid from the SE corner clockwise as shown here. A CPs will place their souls on the lowest numbered empty square. Player pirates may place their own souls where they wish. Souls may also have been removed from the chain by pirates playing **Tok** or **Take** so the lowest number is not always the end of the chain.



Selecting a victim of **TiX**

The victim of a Cursed Pirate's **TiX** must fulfil the normal criteria (does not have the GriGri and is capable of the Required movement). Of the ships that fulfil these criteria a Cursed Pirate will choose the ship with the **highest location value** on the Sea of Souls. If this is tied then the ship **furthest West**

Choosing what to take from the Tortuga supplies when successfully playing **Take**

When successfully playing '**Take**' a CP will always take **two coins** from the treasure store with the most coins. (Mermaids' Treasure or Spanish Gold) If there is a tie take one from each.

Choosing what to plunder when **boarding** another ship

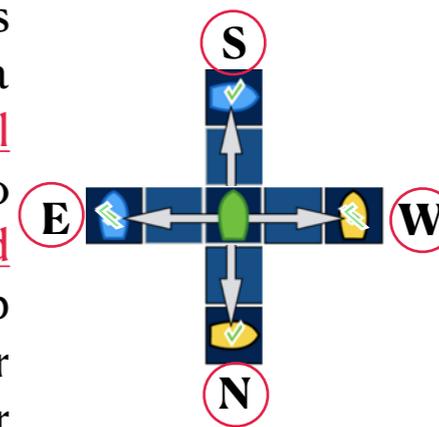
A Cursed Pirate's order of preference for an item to steal when boarding another ship is:

1. **Compass**
2. **Coin**
3. **Poppet**
4. **Soul**
5. **Object**

If none of these is available the Cursed Pirate leaves empty handed.

Firing a **broadside** is automatic

A cursed Pirate's ship will fire a broadside at **all** ships within two spaces **N-S** and **E-W** of their ship that have fewer poppets and offer an unobstructed shot.



Cursed Pirates **do not** conjure **Barrel Magic**.

Cursed Pirate playing aid

What to do when matching a Cursed Pirate's **Action card** with their **available resources**

When a Cursed Pirate plays this Action card with these Resources		Action Card played at Dusk					
		Jax	Poppet	Tok	#oodoo	TiX	Take
Cursed Pirate's Resources	No Poppets					Take a Poppet from the supply. Do not conjure the Action card	Take a Poppet and a coin from the supply
	No Souls			Take a Soul from the bag and call that colour and keep the soul	Take a soul from the bag when the ritual starts to use in the first round of the ritual	Take a Soul from the bag to give to the victim and conjure TiX	Take a Soul from the bag and a coin from the supply
	Max Souls (No space on ship)	Immediately turn over the next Action card to play At Dusk					
	Max Poppets (No space on ship)		Immediately turn over the next Action card to play at Dusk				
	No Colour Match (For souls on ship)			Take a Soul from the bag.. Do not call a colour			
	If none of the above apply follow the normal rules.	Take souls equal to the number of colonial ships after adjustment for Tide	Take a poppet from the supply and the compass if it is not held by another pirate	Call a colour the Cursed Pirate owns that will deliver the most souls	Always take part Use the souls from the highest location on the CP's ship	Choose a victim without the GriGri whose ship is on the highest value sea space (and West for tie breaks)	Take from the supply two coins If no coins available take souls If no souls take poppets

