



Cursed Pirate playing aid

What to do when matching a Cursed Pirate's **Action card** with their **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 from the supply (in addition to the 2 coins below)
	No Souls			Take a Soul from the bag and call that colour and keep the soul	Take a soul from the bag to use in the first round of the ritual	Take a Soul from the bag to give to the victim	Take a Soul from the bag (in addition to the 2 coins below)
	Max Souls (No space on ship)	Turn over the next Action card At Dusk					
	Max Poppets (No space on ship)		Turn over the next Action card 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	Take the GriGri and a poppet from the supply	Call a colour the Cursed Pirate owns that will deliver the most souls	Always conjure or join as a 'Caller' and prioritise colour matches when placing souls	Choose a victim without the GriGri whose ship is on the highest value sea space (and West for tiebreaks)	Take two coins If no coins available take souls If no souls take poppets

If a Cursed Pirate loses or gains **Poppets** *between Dusk and receiving the moon* such that their action card can no longer be conjured, skip the action.

Cursed Pirates **do not** conjure **Barrel Magic** or receive **Objects** at Dusk. **Object cards** are used at the end of the game for bonuses