

Lucky's Voodoo Blessed Deck Expansion

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This expansion requires 6 playing cards of different values including an Ace.

To set sail for the Voodoo Shore a pirate must have a special item blessed by the Simbi water spirits. A deck of playing cards found on the only survivor of a french shipwreck off Hispaniola is believed to be so blessed.

Sold in a Tortuga tavern by the lucky survivor each pirate has one of these playing cards attached to the rigging of their ship.

One more playing card than the number of players is needed for this expansion of the game.

Any playing cards will do as long as they are of different ranks and one is an Ace.

We use 9, 10, J, Q, K, A. The only important thing about them is their rank. The Ace is important because it can be high or low.

The **Ace** is high if the Tide is 'IN' at the end of the game and low if it is 'OUT'.

Each pirate is dealt one card face down and one extra card is placed face down next to the board (We put it with the poppet supply). The rest of the cards go back in the box.

At the end of the game the owner of the lowest card **loses** VPs equal to the number of pirates (real and cursed). The owner of the highest card **gains** the same number of VPs.

Pirates can **swap** these cards when boarding another ship or by selecting barrel magic 'Swap' and choosing a victim whose ship is in a straight line from their ship along one of the eight compass points.

When conjuring 'Swap' the swap can be made with the extra card at the side of the board instead of another pirate.

Keep your card a secret whilst trying to find out who has the highest and lowest.

