Voodoo Pirate

It is 1742. Tortuga is a mix of African and European cultures. Slavery was impossible to impose here and was abandoned 10 years earlier. Most colonial settlers have fled to Port-de-Paix and the order of the main island of Hispaniola where enslaved people still work the plantations. Under French rule the practice of Voodoo is illegal but Tortuga runs wild, a home to piracy and ancient lore. From the tropical forests and abandoned plantations to the harbour streets and taverns of Cayona, Voodoo is life.

As a Pirate you aim to persuade the Voodoo spirits to bring you good fortune in your endeavours. To win the game you will cross the Sea of Souls hoping to acquire the most Voodoo power and fortune.

To make this journey you must collect souls from ships that take refuge across the water in Pòdpè (Creole for Port-de-Paix). Souls collected are released in the Voodoo and Hoodoo (#oodoo) rituals of Tortuga. In this way you advance your ship across the Sea of Souls or increase your power over others who may get in your way.

Your success will depend on your knowledge of Hoodoo magic and the thoughtful timing of your actions. If you choose your moments well and chart your journey with care, you may become a Voodoo Pirate.

Beware! You will not be the only one on this journey. Fellow travellers may seem to help you on your way but they will take your soul for power and fortune. They will try to control you and impede your progress to benefit theirs.

In Voodoo Pirate players plot, negotiate, deceive, conjure, curse and possess as they cross the Sea of Souls. They become skilled in Voodoo and Hoodoo to control those around them whilst keeping their own wits in tact to become a Voodoo Pirate.

The aim of the game

The pirate who wins the game will be the one **with the highest combination of Hoodoo**, **Voodoo and wealth in coins** when the first ship reaches the western shore of the Sea of Souls. So if your voodoo power is high and you have wealth in coins you may be furthest from the shore but still declared the winner with the coming of the dawn.

Pirates set sail across the Sea of Souls from Tortuga's Cayona harbour heading for the western shore. Their journey is powered by souls collected and released in rituals and possessions conjured each day as night falls. A vision of the Sea of Souls is conjured on the deck of the ship to aid navigation and show the progress of other ships making the journey.
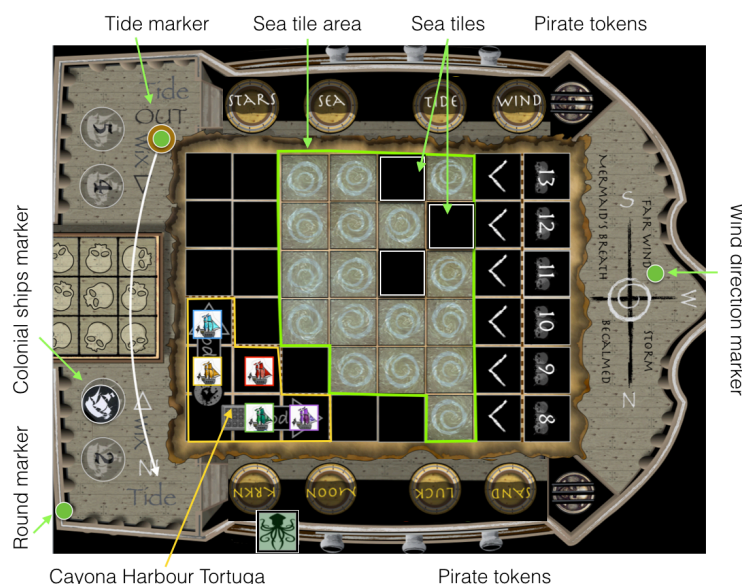
Contents

A rule book
A game board
12 Sea of Souls tiles
- 2x map tiles
- 1x Kraken tile
- 10x blank tiles
- 1x island tile

A sun token
A moon token
A mermaids' treasure card
A GriGri
A bag containing 30 soul tokens
3 dice (d6)

5 player mats
5 ship pawns
5 pirate tokens
5 sets of Voodoo Pirate action cards (six cards each)
15 poppets
10 coins
A Compass token
A Round marker
A Wind direction marker
A Tide marker
A Colonial ship maker

Setting up the game

Each player starts with:
- A ship pawn
- A pirate token
- 3x soul tokens randomly drawn from the bag of souls.

- 2x poppets.
- 1x set of Voodoo Pirate action cards TiX, Tok, Take, Pod, #oodoo, Voodoo.

Tide marker   Sea tile area   Sea tiles   Pirate tokens

Colonial ships marker

Round marker

Wind direction marker

Cayona Harbour Tortuga   Pirate tokens

The tide marker is placed (on the 'in' space) The wind indicator is placed on 'Fair wind' (or in the quadrant nearest to South) if you have a working compass. The sea tiles can be placed in any configuration you wish.

A suggested configuration to start with is shown above. Eight of the ten coins are placed on any blank sea space or blank tile you choose but not in the harbour, nor the western voodoo shore nor on a tidal square (>). The remaining two coins are placed on the mermaid's treasure chest card.

Each player chooses a colour/pirate to play and takes a ship token, a pirate token and deck of **Voodoo action cards** of the same colour. Each pirate has a different skill (For example DeadEye never misses).

Pirates 'cast the bones' to see who will start the first round (roll 2 dice highest wins). This player receives the **sun** and **moon** tokens. In an anti-clockwise direction starting with the player to the left of the player with the sun and moon each player decides where to place their ship in the 'start area' in Tortuga Harbour (inside the dotted line).

The starting player takes the sun and the moon tokens.
Give each pirate three Souls (coloured pawns/buttons/skulls) drawn randomly from the bag and two poppets.

Place the following in easy reach next to the board:
- The bag of souls.
- The remaining poppets.
- A colonial ship marker – placed on the '2' at the bottom of the ships track.
- The Mermaids' treasure chest card with two coins on it and the compass.

The pirate to the right of the holder of the sun token takes the GriGri (see GriGri below – one is included but can be replaced by anything you consider lucky).

How to play

The game is played in rounds. A round starts with the player holding both the Sun & Moon tokens. Turns progress clockwise passing the moon token until it is back with the player holding the sun token. At the end of a round the sun and moon tokens are given to the player to the left of the current holder. This player starts the next round.

At the start of each round (Dusk) all players complete the following **dusk actions**:

(1.) All pirates place one of their six **action cards** from their hand face down on the table.

(2.) All pirates pick up their face-up action card played in the previous round and place them back in their hand.

(3.) Clockwise, starting with the holder of the sun token, players who have a poppet may select additional **hoodoo magic** to conjure during the round by discarding a poppet and placing their pirate token on the corresponding barrel at the edges of the ship. Each barrel can only be occupied by one pirate.

Players who choose not to do this may place their pirate token by the **action card** they have just played and take a poppet from the supply.

(4.) The **action cards** previously played face down are now simultaneously revealed.

The final Dusk actions

If a pirate has conjured the kraken they place the Kraken on any unoccupied space or tile in the Sea of Souls but not on the western shore or its tidal spaces.

If a pirate has conjured a fog they place the fog tile on any unoccupied space or tile in the Sea of Souls but not on the western shore or its tidal spaces.

If a pirate has conjured 'Sand' they cover their coins with the action cards still in their hands. They cannot be stolen. The coins are revealed again at the end of the round.

Nightfall

After dusk, as night falls each player takes their turn when the moon reaches them before passing it on to the next player (Starting with the holder of the sun and the moon). On their turn pirates resolve their **action cards** and **hoodoo magic** or may decide to pass on either one or both.

'Adjustment' and 'Broadsides' are optional actions at the end of a player's turn (see 'Final Adjustment of a Ship's Position' and 'Broadsides' on page 6 and page 7).

On the completion of their turn, players leave the voodoo **action card** they played **face up** on the table (**it can't be used in the next round**).

At the end of the round dawn breaks and the moon token is back with the player who started the round. This player completes dawn actions' '1', '3', '4' and '5' below.

Dawn Actions: (actions at the end of a round)

1. The tide indicator is moved to the opposite position ('IN' -> 'OUT' or 'OUT' -> 'IN').
2. All existing Hoodoo magic expires.
3. Pirates in jail are freed.
4. The sun and the moon tokens are passed clockwise to the next pirate.
5. The round marker is advanced one space.

The Sea of Souls

In the Sea of Souls each space can only hold one pirate ship. Throughout their journey pirates increase their voodoo strength and conjure hoodoo spirits to progress their journey towards the western shore.

## Crossing the Sea of Souls - moving across the board

To move around the board pirates release souls in voodoo and hoodoo rituals. #oodoo rituals enable movement across the sea (Westward) and Voodoo rituals enable movement (Southward). The further South the more voodoo power a pirate has.

Treasure found in the Sea of Souls

Treasure in the form of coins may be retrieved from the Sea of Souls. A coin is retrieved by sailing a ship onto its location. If the captain of the ship has the moon token the coin can be retrieved. If the captain does not have the moon token the ship must sit on top of the coin until the moon token arrives. A coin will increase a pirate's score at the end of the game by +1.

Winds across the Sea of Souls

Some spaces on the Sea of Souls will have swirling waters that contrast with the calm of adjacent spaces. These are **haunted waters**.
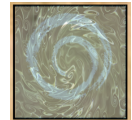
Your journey across these spaces will depend on the direction of the wind, which changes as #oodoo rituals are called.

A #oodoo ritual is called when the moon token reaches the first player to have played a #oodoo card in the round. The spirits rise and the Sea of Souls stirs.

Count the total number of #oodoo cards revealed in the round and move the compass marker this number clockwise around the four compass quadrants on the wind indicator. The resting place of the marker determines the nature of the activity within **all** haunted spaces (described below). If you have a working compass the wind direction is set to the nearest setting to South at the start of the game, otherwise set the direction to 'Mermaid's Breath'.

Becalmed and *Storm* affect ships that move into or through a haunted waters space. *Mermaids Breath* only affects ships ending their move in haunted waters. A *Fair Wind* does not affect a ship's movement.

Becalmed: A ship that **ends its move** in a becalmed space during a #oodoo or Voodoo ritual ends its movement there and maintains the orientation of its movement. A ship becalmed cannot be moved or repositioned **for any reason** until the wind changes.

If a ship's move **ends in a becalmed** space occupied by another pirate ship, it instead moves to the space **southwards** adjacent to the becalmed space.

Becalmed ships can still deliver broadsides to other ships but cannot be moved if it hit by a broadside itself.

Storm: Ships **entering** a storm must **immediately exit** to the adjacent space **northwards**. Ships previously becalmed when a storm starts to blow across the Sea of Souls move **immediately** northwards one space (normal movement rules apply).

Fair Wind: Ships ending their move on or passing through a haunted space when a fair wind is blowing are unaffected.

Mermaid's Breath: Ships **ending their move** on a haunted space when the wind setting is 'Mermaid's Breath' carry on through this space. A gentle breeze blows, sails flapping, barely stretched yet the ship is propelling onward **in the direction of its travel** to the next vacant space. The crew is distracted by the melodies carried on the breeze as it dances around the deck of the ship. The captain of the ship must pay the mermaids a coin or lose all possessions - excluding power cards). Coins are discarded to the Mermaids' treasure chest card and Souls are returned to the bag.

Ships previously becalmed when Mermaids Breath starts to blow across the Sea of Souls move **immediately** westward one space and pay a coin or lose all possessions.

Sea Tiles

The blank sea tiles can be moved around to help pirates avoid adverse weather or bring fortune their way or misfortune to others. To move tiles pirates select the 'Sea' barrel at dusk to conjure control of the sea.

Tiles can be moved to any haunted space. The original location of the tile then becomes a haunted space. A tile containing a **coin** or the **kraken** or an **island** or a **map** to the mermaids' treasure **cannot be moved**.

Tidal waters

If a ship ends its move on one of the tidal waters spaces off the western shore $[<]$ the tide is checked. If the tide is going out the ship moves eastward one space (normal movement rules apply). If the tide is coming in, the ship may rest in this space. Should the tide change with a ship resting on a tidal space the ship is moved eastwards one space **as soon as the captain receives the moon token.**

Final adjustment of a ship's position

Before passing on the moon token or firing broadsides, a pirate may adjust the position and orientation of their ship.

A ship can move its position one space **SE, E, NE, N, NW**. Normal movement rules apply and coins can be collected (as the pirate still has the moon). For reference the middle 'A' square of Cayona harbour shows the directions possible for adjustment. The shape of the harbour can also be used as a guide.

A pirate who conjures the 'Stars' at dusk will be able to move its position one space in **any direction.** If the captain decides to move **S or SW or W** a soul   must cast in the bag. Normal movement rules apply and coins can be collected (the pirate still has the moon).

A ship can change orientation to N-S or E-W. The final orientation of the ship will determine which ships will be in range for broadsides and how hard the ship will be to hit by other ships. If the ship is rotated to face N-S its broadsides will fire East and West. If the ship is facing E-W its broadsides will fire North and South. These final adjustments of position and orientation cost nothing to perform and do not affect a ship's movement in subsequent moves.

Encountering other pirate ships

Should a ship's move end on a space already occupied by another pirate ship it will carry on in the direction it is heading until reaching an unoccupied space the other side. If this space is a **haunted waters** space (described above) the wind direction must be consulted to determine what happens next.

Boarding

Anytime a ship (**whose captain has the moon token**) moves through a space occupied by another ship that is not in the harbour, its crew <u>may</u> **board** the stationary ship. When a ship

is boarded by another ship, the boarding pirate may steal a possession (Soul, Poppet, GriGri, compass or coin) from the boarded ship.

Broadsides

If at the end of a pirate's move (before passing on the moon token), the pirate's ship is alongside another ship (within two spaces) cannon may be fired at the other ship as long as the orientation of the attacker's ship is such that it's sides face the target ship. This is called a **broadside.** If there is a ship in range on both sides both may be fired upon. A ship cannot fire a broadside from its bow (front) or stern (back). A broadside cannot be fired over another ship to hit a second ship further away.

Figure 1   Figure 2   Figure 3

In figure 1 the red ship can fire a broadside at the yellow ship but not at the purple.
If the ships are in the same position at the end of the yellow pirate's turn the yellow ship could fire at the red ship.

In figure 2 the red pirate has rotated the red ship 90º and can fire at the purple ship but with one fewer die because the broadside is aiming at the stern of the purple ship. The red ship can no longer fire at the yellow ship.

In figure 3 the red ship can fire at **both** the yellow and the purple ships **in the same move**. Both yellow and purple can fire at the red ship if they end their turns in he same positions.
_____

To fire a broadside at another ship a number of dice are rolled equal to the number of Poppets held by the attacker to a maximum of 3. Deduct one die from this if the orientation of the target ship makes it hard to hit. So if the attacker has **six** Souls then **three** dice would be used if the target is side on (broadside to broadside) and only **two** dice if the target is end on to the attackers broadside.

The damage on the victim is as follows:
  • If any number of '**1**'s are rolled the target loses (only) one **Voodoo**
    [move *North* one space];
  • If any number of '**5**'s are rolled the target loses (only) one **Hoodoo**
    [move *East* one space];
  • Rolls of 2,3,4 or 6 are misses and nothing happens.

If a targeted ship loses both voodoo and hoodoo:
hoodoo (5) is lost before Voodoo (1) - the ship moves East before moving, North.

Important: The GriGri cannot protect you from: Boarding, Broadsides, 'Mermaids Breath' or the Kraken. (see rules for protection by the GriGri below).

Travelling Over the Edge

If a ship sails off the southern edge of the Sea of Souls, here lies madness and the sea overwhelms the pirate's spirit. The ships movement wraps around returning in the same column at the northern edge of the board and continues its movement southwards (normal movement rules apply).

A ship cannot sail off the northern edge of the Sea of Souls. A ship that would do this ends its move at the most northerly point possible in the direction of its travel.

 The Island Tile

The island tile simply provides a block. Ships must navigate around it.

Winning the game

The game can end in two ways:

1. At the end of the round during which the first pirate ship reaches the western shore of the Sea of Souls. A ship reaching the western shore cannot be fired upon or boarded or a victim of 'Bones' but **can be the victim of TiX, Tok, Take** under the normal rules. The GriGri still offers protection from these actions and buried coins cannot be stolen.

or

2. At the end of 12 rounds (cycles of the moon) whichever happens first.

To determine the winner each pirate's power and fortune is determined as follows:

Power and fortune = Hoodoo (how far West a ship is) + Voodoo (how far South a ship is) + pirate's wealth in coins.

In the case of a tie the pirate who first reached the western shore is the winner **whether or not they are one of the pirates tied for most power and fortune.**

Actions Cards

Each pirate will hold 6 action cards comprising: two ritual cards (Voodoo and #oodoo), a soul collection card (Pod), two possession cards (Tok) and (TiX) and a steal card (Take). One of these cards must be played at dusk (the beginning of the round). As the moon token reaches them each pirate may choose whether to carryout the action card (at this stage no other cards can be chosen this round – a pirate choosing not to go through with their action card simply passes this part of their turn). The only exception is: if more than one pirate plays 'Take' these pirates are all sent to jail at the beginning of the round.

Pod' (short for Pòdpè) Collect souls from the ships in the port of Pod

To collect souls pirates play the 'Pod' card. All pirates who played this card in the current round gain Souls on their turn depending on the number of ships in port.

Before a player of the Pod takes Souls from the bag a colonial ship must be moved in or out of port depending on the tide. The number of souls to be drawn by this pirate from the bag (after the effect of the tide) is equal number of ships in port (2 minimum, 5 maximum). Each player of Pod in a round adds or removes a colonial ship from the harbour during their turn and before taking Souls from the bag.

If the tide is coming in a ship is added to the harbor before drawing Souls. If it is going out a ship leaves the harbor before drawing Souls.

It is worth keeping an eye on the tidal position because it affects the movement of ships in port and thus the returns on the collection of souls (Pod). **It is the sun bearer's responsibility to change the tide marker at dawn before the end of the round**. Failure to do so results in the forgetful sun bearer losing two levels of hoodoo when the failure is discovered. If pirates have already been affected by the false tide, the false tide remains and is flipped as usual at the start of the next round. If no one has been affected, the tide is changed immediately to its correct course. In either case the Sun holder responsible loses two hoodoo levels.

#oodoo Participating in a hoodoo ritual moves ships Westwards and increases victory points.

#oodoo and Voodoo rituals are communal activities and take place when the first caller of the ritual takes their turn. There can only be one #oodoo ritual and one Voodoo ritual per round.

To progress across the sea of souls (Westward), pirates attend #oodoo rituals during which they release souls to gain favour with the spirits and also victory points.

To call a ritual at least one pirate must play the #oodoo card. Once a #oodoo ritual is called **anyone** can attend (with the exception of pirates in jail). Pirates who play a #oodoo action

card take part in a #oodoo ritual as '**Callers**'. Pirates who join having played a different card are called '**Joiners**'.
Callers can contribute up to **two Souls** to the ritual. **Joiners** can contribute only **one soul** each to a #oodoo ritual. Callers and joiners may choose not to contribute Souls to the ritual. The leader is still the leader even if not contributing to the ritual.

The ritual starts when the moon token reaches the first pirate to have played a #oodoo card that turn. This pirate becomes **the leader** of the ritual. The leader may decide not to take part in which case the option passes clockwise until a pirate places a soul and becomes the leader.

After the lead pirate has placed a soul other participants in the ritual whether 'Callers' or 'Joiners' place a soul in order clockwise from the leader and each moves their ship accordingly. In a second round 'Callers' may place another soul and move their ship again or drop out of the ritual. 'Joiners' automatically drop out after the first round as they are only permitted to place one soul. When all pirates have played or dropped out the second round of the ritual ends and all souls used in the ritual are freed (returned to the bag). A caller who does not place a soul in the first round cannot place one in the second round.

Bonuses

If a pirate places a soul in a **row or column** next to another soul of the same colour a bonus of +1 to their ship's move is applied immediately. If a soul extends a row or column of souls of the same colour the ship moves a number of spaces equal to the length of the row or column (whichever is the longer if extending both a row or column at the same time). This is a way ships can skip over a 'becalmed', 'Mermaid's breath' or tidal [<] space without penalty. **Matching souls in diagonally adjacent spaces do not accrue bonuses.**

After the ritual, '**callers**' including the leader will have completed their #oodoo card action. The leader (current holder of the moon token) completes their turn with any hoodoo magic or end of move actions. When the moon token reaches the other callers they may still perform their selected hoodoo magic and end of turn actions. '**joiners**' will be able to do all these things and also carry out the voodoo actions related to the **action card** they played that round (Pod, TiX, Take, Tok or Voodoo).

Voodoo

Attending a Voodoo ritual moves ships Southwards (to increase Voodoo power and victory points)

Voodoo rituals are also communal activities and take place when the first caller of the ritual takes their turn. There can only be one Voodoo ritual per round.

To progress southwards along the sea of souls pirates attend Voodoo rituals during which they also release Souls to gain Voodoo (higher levels of influence over their fortune).

To call a ritual at least one pirate must play the Voodoo card. Once a Voodoo ritual is called **anyone** can attend (with the exception of pirates in jail or suffering the 'dead hands before the dawn' curse).

Pirates who play a Voodoo card to take part in a Voodoo ritual are called '**Callers**'. Pirates who join having played a different card are called '**Joiners**'. Callers can contribute any number of souls to the ritual. **Joiners can contribute only one soul each to a Voodoo ritual**.

The ritual call starts when the moon reaches the first pirate to play a Voodoo card that turn. This pirate is the leader of the ritual (whether they choose to contribute Souls or not). Each pirate participating secretly places Souls in their hand so that other pirates cannot see**.** A closed fist containing the Soul is offered into the ritual. Extend the closed fist forward to above the centre of the board. When all participants have done this, the Souls are revealed and offered to the ritual. A player may extend an empty closed fist.

Each soul offered that is a unique colour (across all participants) increases the owners Voodoo level (ships move south) in turn clockwise starting with the leader. Any souls **matching** the colour of any other Souls offered to the ritual has no effect. Players can negotiate colours before offering Souls but the final placing of souls in hands must be unseen.

 At the end of the ritual **All souls** offered are returned to the bag.

The **GriGri** moves to a pirate playing a when that pirate receives the moon token. It extends protection for as long as a pirate has it.

TaKe is an attempt to steal another pirate's possessions.

If only one player plays this card in a round they are successful and may take two possessions from any one player who does not have the GriGri. If two or more players play a 'Take' (steal) card they fail and all go to jail (take no actions in the round). Their ships can still be boarded and fired upon and affected by changes in sea conditions). Move their pirate tokens to the jail spaces on the board. **Pirates in jail <u>cannot</u> take part in rituals or conjure curses and possessions.**

TiX is a trance state required for the possession of another pirate and requires a soul to be given to the victim. Pirates can only use TiX on other pirates who have a **<u>lower</u> *Voodoo* level**.

The victim **must have** a lower Voodoo level and not hold the GriGri and not have played TiX themselves this round. A victim's ship moves East one space in the Sea of Souls and the possessor's ship moves West one space (all movement rules apply - **if either ship is unable to move neither ship moves and TiX fails**).

ToK   (or 'Call of the Clan') attracts souls from other pirate's ships.

A colour is chosen from the Souls on the conjurer's ship. All souls of the same colour belonging to other pirates are given to the conjurer. If the pirate conjuring Tok has no Souls on their ship, one is taken from the bag at random. The colour of this soul is the call. If the other pirates have Souls that match the colour drawn they give them to the conjurer who also keeps the soul drawn from the bag. If no other pirates have this colour the drawn Soul is returned to the bag and the conjurer is left empty handed.

Note: Pirates holding the GriGri are **not affected** by Hoodoo magic or **TiX**, **Tok** or **Take**.

Restrictions for ships in Tortuga harbour.

Pirates start their journey in the Cayona harbour, Tortuga. Whilst a ship is still within the harbour the captain is restricted to playing only the Action cards: **Pod, Voodoo, #oodoo or**

Take. The possessions **TiX and Tok are not permitted** within the limits of the harbour. **Broadsides and Boarding** involving any ship in the harbour are also not allowed.

Poppets

Poppets are effigies made to focus *Hoodoo magic* towards a victim. Sometimes a poppet is given to the victim. Sometimes it is burned back the supply.

Pirates make poppets by placing their pirate token by the action card they have played at the start of the round (dusk). A poppet is taken from the supply. If hoodoo magic is chosen instead a pirate places their token on one of the barrels and may not make a poppet. To conjure hoodoo magic a pirate must pay a poppet instead of taking one.

A pirate may not hold more than 4 poppets when the moon reaches them. A pirate with more then 4 poppets when the moon reaches them immediately discards down to 4.

Poppets also determine a ship's firepower. To fire a broadside the number of dice rolled is equal to the number of poppets the captain holds (to a maximum of three dice).

The curse of the last poppet:

When the last poppet is taken from the supply all pirates except the maker of the last poppet must immediately return to the supply any poppets they hold above 2. So a pirate with 4 poppets returns 2 to the supply.

Mermaids' Treasure

The Mermaids' treasure is located beneath the haunted waters. Two coins and the compass are put beside the board on the Mermaids' treasure chest card. Every time mermaids take coins from pirates the coins taken are place here adding to the two already there.

To steal the mermaid's treasure a pirate must sail to the location of one of the two treasure maps. The pirate's ship must end its move in the waters containing the treasure map. Pirates in either of the map locations may search for the treasure when they have the moon. A poppet is burned back to the supply and **three dice are rolled** (however many poppets they have left). If any two of the dice show the coordinates of the ship's location, the treasure is found. The pirate claims all the coins on the treasure chest card. The coordinates are the row and column numbers of the treasure map tile. For example, (1,5) or (3,3) in the setup above. A pirate on the 5,1 tile must roll a 1 and a 5.

Each poppet a pirate has (after burning the one above to the supply) allows the pirate to re-roll dice. A pirate with three dice can reroll all three dice. A pirate with two poppets can re-roll two. A pirate with one poppet can only reroll one die. **These poppets are kept** but can only be used once per round.

For example, a pirate with three poppets lands on the map location (1,5). After paying a poppet to the supply three dice are rolled. On the first roll a 1 but no 5s are rolled. The 1 is kept because two poppets remain the pirate can reroll two dice. The two misses are rerolled in an attempt to get the 5 required.

If the mermaids add further coins after the treasure has been looted these coins remain until retrieved in the same manner by the same or other pirates.

Hoodoo magic

Hoodoo magic is chosen by pirates at dusk by placing their token on a chosen hoodoo magic barrel either side of the Sea of Souls.

_____

Some hoodoo magic is conjured at nightfall and last for the whole round and others are conjured when a pirate receives the moon token. All magic requires a poppet to discarded back to the supply or in some cases given to the victim. If a pirate decides not to conjure hoodoo magic they take a poppet from the supply rather then placing their pirate token on a hoodoo magic barrel.

Magic that takes effect at the beginning of a round

'Sand'

All the coins owned by the conjuror are invisible until dawn, they cannot be stolen by other pirates. A poppet is burned back to the supply. Place the coins under the voodoo action card played for the round.

'Luck'

During the round (until day break) any attacks on the conjurer's ship deduct one die. If the conjurer attacks another ship add one die to a maximum of 3 (extra die doesn't require a soul). A poppet is burned back to the supply.

'Moon'

As soon as the sun sets and until it rises at dawn, the conjurer behaves as if they have the moon for broadsides and boarding opportunities. If a ship settles in range of the conjurer's ship at the end of a ritual it may be fired upon. If the conjurer's ship passes through the space of another ship the conjurer's crew may board the ship and steal an item.

'KRKN' - The Kraken

At dusk and before the round starts, the conjurer of the kraken positions it at any vacant location that is not on the western shore or any of its tidal spaces [<] or Cayona harbour, Tortuga.

All pirates whose ships are adjacent to the kraken cannot speak until dawn.

Once dawn breaks the kraken returns to the depths of the sea (that is, when the moon returns to the player with the sun token). Only then can pirates speak once more.

Pirates adjacent to the kraken who do speak once the kraken has been sighted lose all possessions because the kraken is alerted of their presence and attacks the ship. In addition, the ship is forced to sail eastwards (normal rules apply) until it is no longer adjacent to the kraken. Coins and the compass are returned to the mermaid's treasure, Souls to the bag and poppets to the supply.

The Kraken cannot be called in successive rounds.

Magic conjured when <u>receiving the moon token</u>

'Stars'

A poppet is burnt on deck (back to the supply). During the 'adjustment' phase at the end of a pirate's turn the ship's options are increased to include **S**, **SW** or **W**.

'Sea'

To summon the power of the sea a poppet is thrown into the Sea of Souls (burned back to the supply). The positions of two vacant sea tiles can be switched. The switch must be in a straight line (horizontally, vertically or diagonally).

'Tide'

A poppet is cast into the swirling tidal waters of the sea (back to the supply) and the force of the tide becomes still for a moment before reversing its direction for the rest of the round. The tide is reversed again at dawn as usual.

'Wind' - Change the Wind

To change the wind a poppet is burned on the deck. The smoke of the burning poppet rises up to the moon (return a poppet to the supply). As the drifting smoke hides the moon the conjurer moves the wind direction **one or two points clockwise**. As soon as this is done all haunted spaces change to the conditions of the new direction and all ships affected are moved.

The GriGri

The Gris-Gris or GriGri is a talisman that can be used to protect against bad fortune. The GriGri is acquired as soon as the moon reaches a pirate who has played a Voodoo action card in the round. This pirate places the GriGri in front of them until the moon reaches another pirate who has played Voodoo. Whilst a pirate has the GriGri they are safe from Hoodoo magic, items cannot be stolen from them by 'Take' and they cannot be possessed by 'TiX'.

In summary the GriGri is protection from everything **except**:

- Actions resulting from Boarding (though 'Moon' [which is hoodoo magic] conjured by other pirates does not work against you);
- Broadsides (though 'Luck' [which is hoodoo Magic] conjured by others cannot be used against you)
- The Kraken
- Anything the mermaids throw at you.

Note: The GriGri object used need not be the one provided with the game. It is a personal talisman and may be selected by the host of the game from their possessions if they prefer.

The Compass

The compass starts the game in the Mermaids' Treasure. A pirate holding the compass has increased navigational power and may move their ship **one space** diagonally SW instead of W or N as part of a move during a Voodoo or #oodoo ritual. If a ship moves two or more spaces during a ritual the power of the compass will only support one SouthWesterly move.

The Tide

The tide changes at dawn (the end of each round). The tide marker is flipped from 'in' to 'out' or 'out' to 'in'. If the tide is coming IN, a ship enters Pod harbour as soon as the moon reaches a player who has played 'Pod'. Move the ship marker up one number each time a player playing Pod receives the moon token. If the tide is going OUT a ship leaves Pod harbour when a player playing Pod receives the moon token. Move the ship marker down one each time. This also applies to Cursed Pirates (see below).

Cursed Pirates (non-player pirates)

Cursed pirates also sail the Sea of Souls attempting to gain freedom from the curse that commits them to sail the Sea of Souls for all time. Cursed pirates are non-player pirates who can be used when there are fewer then five players (including solo).

Set Up

Cursed pirates start with the same items as player pirates. Each Cursed Pirate action deck is shuffled and placed face down. At the start of each round when cards are revealed, the top card of each cursed pirate's deck is turned over. Once the deck is exhausted the cards are shuffled and the deck placed face down ready for use. If Tok or Take are turned over whist the Cursed Pirate's ship is in the harbour the next card is turned until Voodoo, #oodoo, Take or Pod are revealed.

Poppets

Cursed pirates start the game with two Poppets. The only way these can be lost is through other pirates or mermaids stealing them ('Take', Boarding or Mermaids'

Breath). Cursed pirates can steal poppets from other pirates. If a cursed pirate has fewer than two poppets when they receive the moon, poppets are taken from the supply to restore their numbers back to two. If the last poppet is taken from the supply the 'curse of the last poppet' is invoked.

Hoodoo Magic

Cursed pirates do not select hoodoo magic (at the barrels) but may be the victims. Cursed pirates block the use of hoodoo magic by other players by occupying a hoodoo magic barrel each. At the start of the game Cursed Pirate tokens are placed on the hoodoo magic barrels starting from the southeast corner 'Stars' and working westwards so a second cursed pirate's token would be placed on the 'Sea' barrel. And so on.

At dawn, after player pirate tokens have been removed from barrels, the last Cursed Pirate token in the row moves clockwise around the barrels to the barrel beyond the first token.
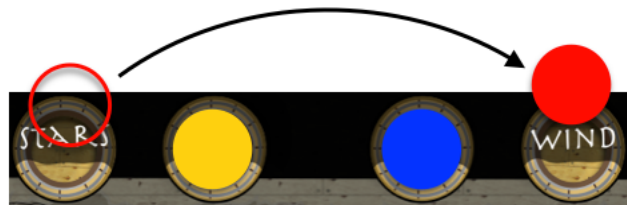
So for the second round the token on 'Stars' would move westward to the other end of the token line. CP tokens move westward across the southern barrels and then eastwards along the northern barrels. This cycle is repeated until the game ends. In this way they restrict the player pirates selections differently each move.

If cursed pirates are sent to jail their tokens are placed on the jail spaces until the end of the round. At the end of the round they are placed to the front of the line before the last token in the line is placed to the front (of them).

Resoling a Cursed Pirate's Action Cards

 #oodoo **Cursed pirates only take part if progress west or southwest across the Sea of Souls will result**.

On their turn cursed pirates contribute their Souls to the ritual in order of their last acquired Souls to the first (unless there is a possible match bonus).

Souls are placed in the next vacant space on the ritual board as follows:

From the SE corner fill spaces W along the southern row then N one space to the middle row. Fill spaces eastwards across the middle row and finally to the NE corner before traveling W.

If a possible match can be made for bonus points the order of positioning is ignored for that placement.

A cursed pirate who is a 'Caller' but is without Souls at the start of a ritual takes **one** from the bag to participate.

The ship of a cursed pirate with the **compass** makes every move SW in a #oodoo ritual unless there is a chance to gain a coin by going S (from a sea space or by boarding another pirate).

Voodoo A Cursed Pirate takes part if progress south or southwest across the Sea of Souls will result.

To decide which colour of soul a cursed pirate will play follow the last in first out method until a unique colour is found when comparing with the Souls already played by any other Cursed Pirates.

A cursed pirate who is leading a Voodoo ritual may place up to two Souls if possible. Then in clockwise order **all other** cursed pirate place one soul. All souls contributed must be a unique colour.

Once cursed pirates have played their Souls **player pirates** proceed in the usual way concealing their Souls in their hand until all pirates are ready. Of course they will have knowledge of the cursed pirate contributions and can choose to avoid those colours or intentionally thwart a cursed pirate's ambitions.

To keep track of the cursed pirate contributions place their Souls at the edge of the board in front of their action cards.

Cursed pirates who have played Voodoo cards but don't have souls take one from the bag and play it whatever its colour. Cursed Pirates who haven't played a Voodoo card in the round may only participate if they have a soul.

The ship of a cursed pirate with the **compass** always moves **SW** in a Voodoo ritual unless moving **S** would lead to a space containing a coin.

Pod' Cursed pirates always receive **three** souls (move the colonial ships marker up or down depending on the direction of the tide).

Tix Both the conjurer and the victim must be able to move to complete TiX. The victim chosen **must have**: a lower **Voodoo level** and not **hold the GriGri** and not have **played TiX this round**. The victim chosen is the one satisfying these conditions with the highest hoodoo (position westwards nearest to the Western shore).

If there is a tie, the ship amongst the tied ships with the **highest Voodoo** (furthest south) is chosen. The conjurer gives the victim a soul. The victim's ship **is moved one space east first** and then the **cursed pirate ship moves one space west** (normal moment rules apply).

If a cursed pirate conjuring TiX has no Souls, one is taken from the bag to give to the victim.

If a cursed pirate conjuring TiX has no victims that fulfill the conditions required, the conjurer take and keeps a soul from the bag.

TOK Cursed Pirates always call the colour that will deliver the most Souls. If there is a tie, call the colour (from the tied colours) closest to the last in first out method amongst the Cursed Pirate's Souls.

If Cursed Pirate doesn't have Souls or no matches are available, take a soul from the bag and call that colour. If there are no matches return the soul to the bag. The Cursed Pirate leaves empty handed.

Take Cursed pirates will steal **two items** in the following order of priority:

Coins before **Compass** before **Poppets** before **Souls**

Items are stolen from the pirate with the most coins. If no pirates have coins, then the pirate with the compass is chosen. If the Cursed pirate already has the compass then the victim is the one with the most poppets.
In the case of a tie items are taken from the pirate furthest along the Sea of Souls. If this is tied the one with the highest Voodoo (of the tied players) is the victim.

Adjusting a ship's position at the end of a move.

Cursed pirates will adjust the position of their ships **SE, E, NE, N** but **only to pick up a coin from the sea or through boarding another ship.** They do not adjust their position in any other direction.

Boarding

A cursed pirate with the moon token will always board a ship if their ship's movement takes them through a space containing another ship. An item is taken from the boarded ship in the following order of priority:

Coin before **Compass** before **Poppet** before **Soul** before **GriGri.**

Broadsides

Cursed Pirates are aggressive and will always fire broadsides (= number of poppets) at as many ships as possible. If there is a choice between a ship due South and a ship due West the cursed pirate's ship rotates its orientation to fire at the ship due West.

Compass

A cursed pirate holding the compass **always** sails their ship **SW** in a ritual. A cursed pirates ship can sail more than on space SW during a ritual.