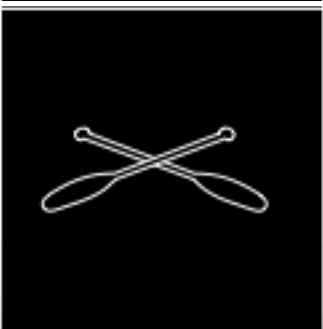
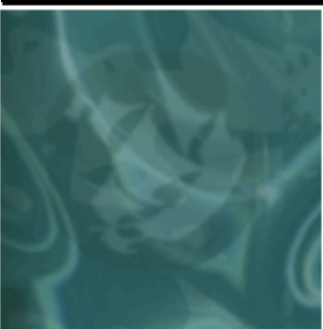
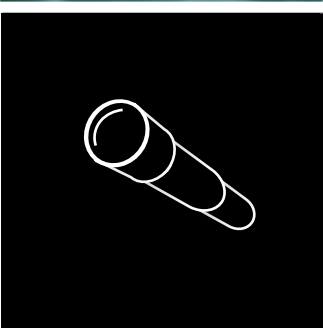
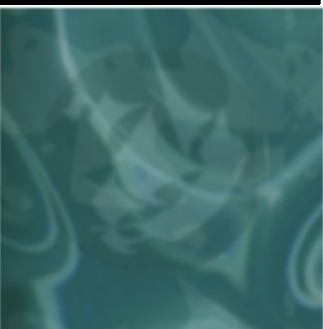
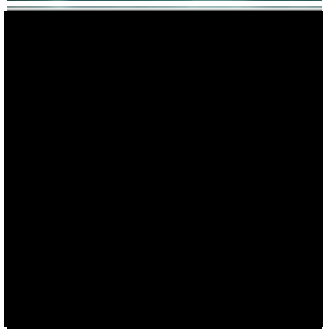
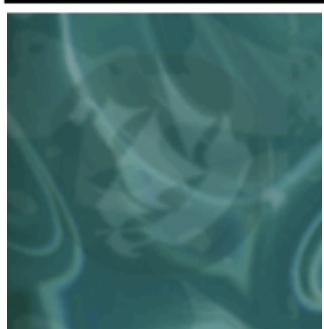
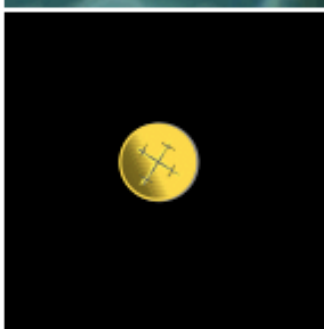
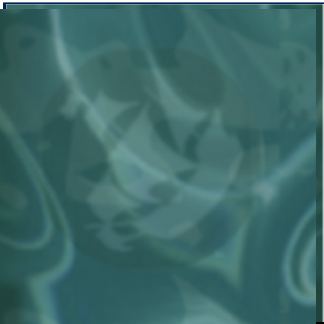
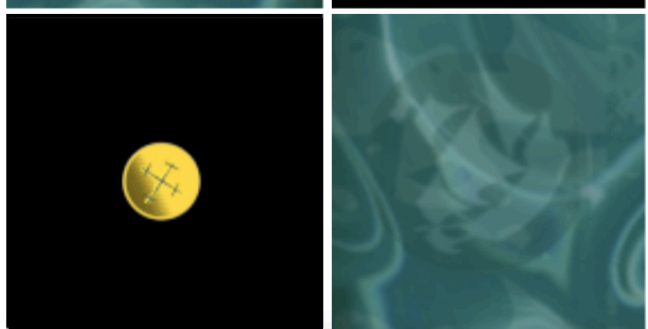
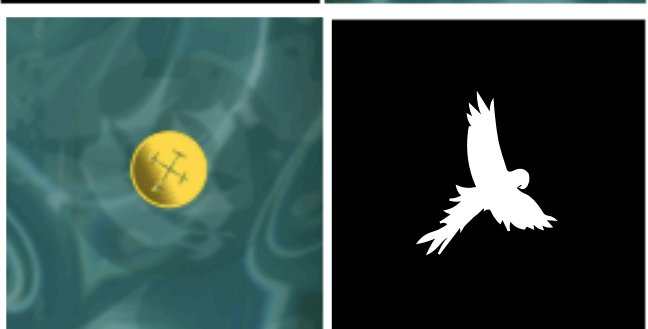
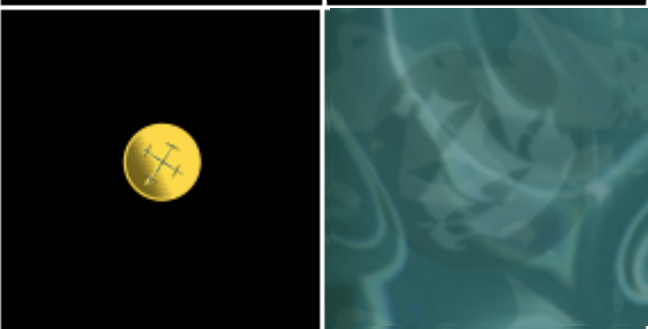
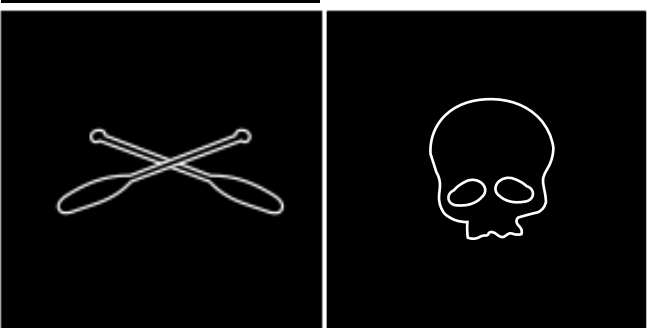
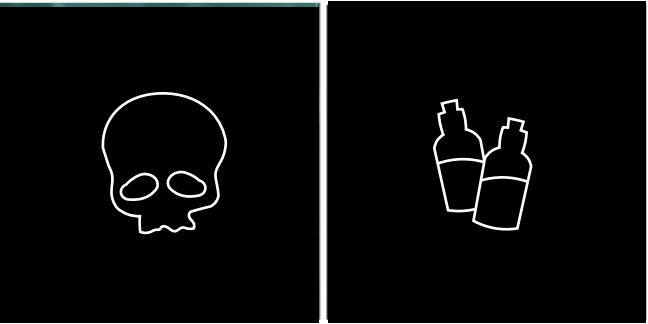


Read me first

- Cut out the 16 tiles on each of pages 2 and 3. Punch out the 25mm tokens from page 4 and the remaining three Sea tiles. There are two sides to each circular token. Most have the same image on both sides. The Skull tokens have an endgame bonus condition on its reverse side.
- From page 5: If you have ships from another game you need only cut out the tiles.
- In addition you will also need:
 - 5 x six sided dice
 - 18x Buttons or similar for Poppets
 - 18x tokens for Coins
 - 18x pawns (4x red, 4x blue, 4x green, 4x yellow, 2x purple)
 - 2x markers for the tide and to indicate the number of ships in Pope harbour (on the Tide Tile)



Whisper
May move an extra space when using a green soul in a hoodoo ritual

A ship deck with four numbered slots (1, 2, 3, 4) and a green soul icon in the top slot.

DeadEye
Treats poppet ties as a +1 hit when firing a Broadside

A ship deck with four numbered slots (1, 2, 3, 4) and three yellow soul icons in the top slot.

TIDE
In 1
Out 2
4 3

A tide gauge with a blue circle and a yellow circle.

Reaper
Takes a soul from the bag at dusk if there are no souls on Reaper's ship

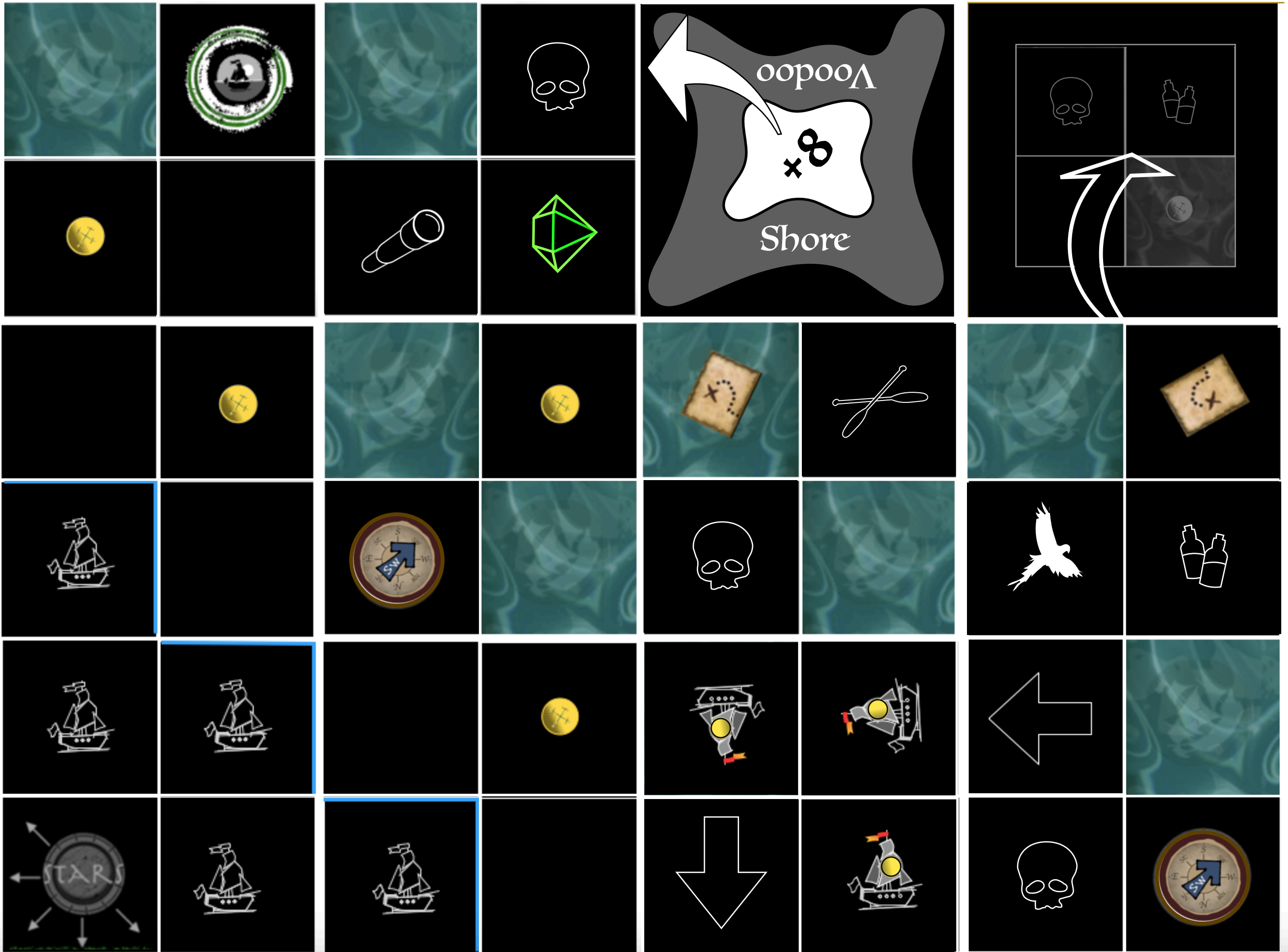
A ship deck with four numbered slots (1, 2, 3, 4) and a purple soul icon in the top slot.

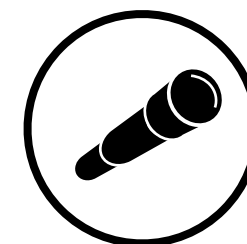
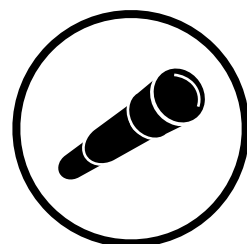
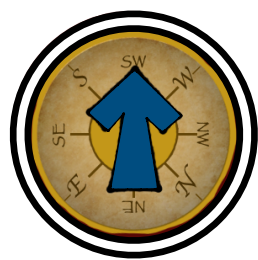
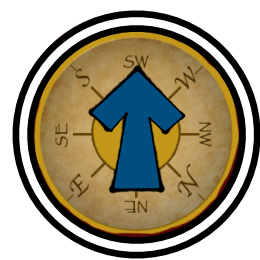
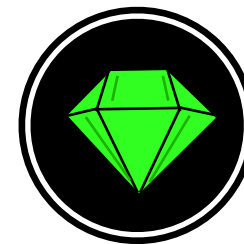
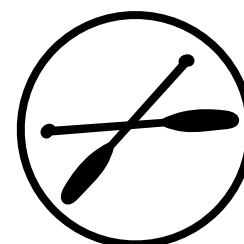
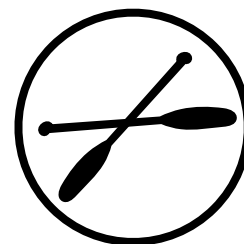
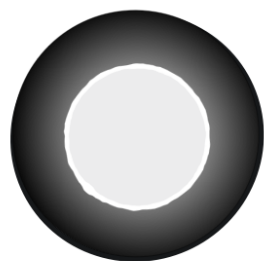
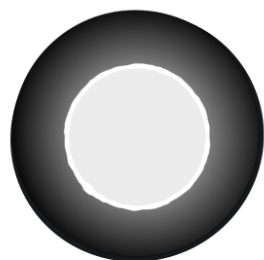
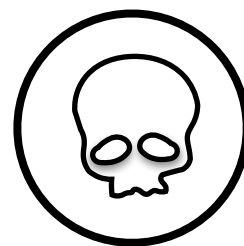
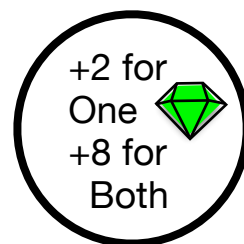
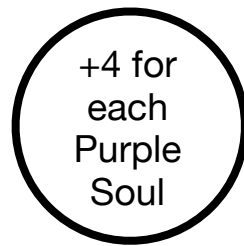
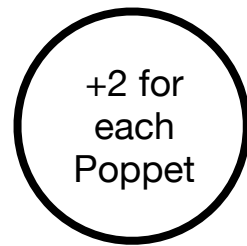
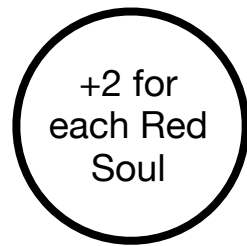
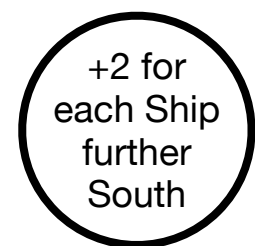
Doonstone
Does not lose coins to Mermaids or Broadside hits

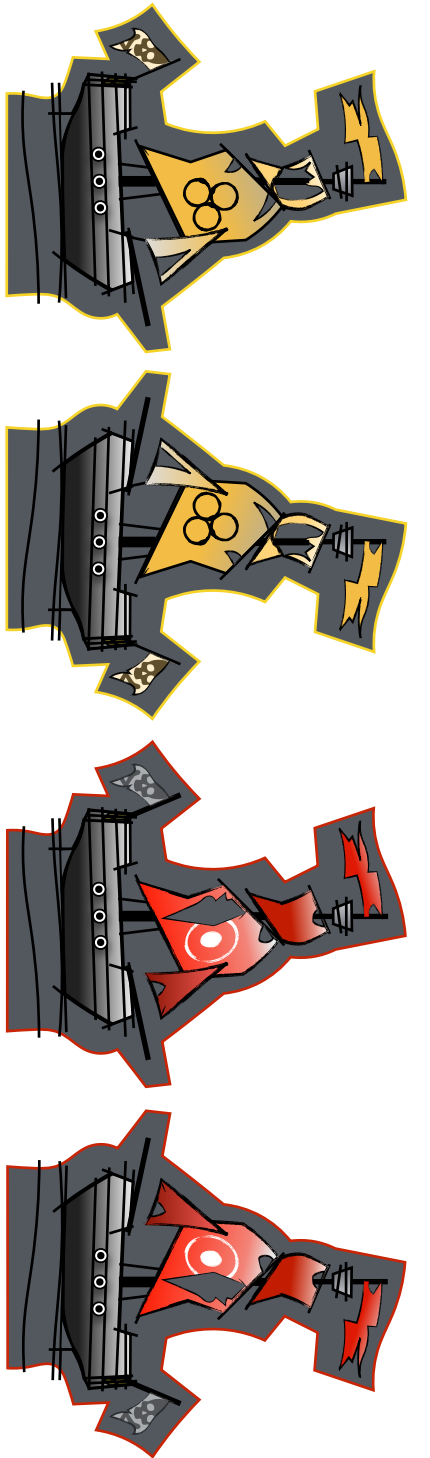
A ship deck with four numbered slots (1, 2, 3, 4) and a red soul icon in the top slot.

Loot
May steal two items when boarding another ship

A ship deck with four numbered slots (1, 2, 3, 4) and a blue soul icon in the top slot.







Call a colour soul you have and collect
all matches from others and the grid



change the wind x #oodoo played

#oodoo 

 play soul to move ships
West or South

Make a... 

Poppet



Take the GriGri

More than one 'Take' go to jail
Take no part this round

Take

If Only one 'Take'
Take 2 different items
from the supplies

Return a poppet to the sea and give a
soul to a victim who does not have the

GriGri



Move:-

The victim's ship +1E or +1N
Your ship +1 opposite direction



4

3

2

1

Tide In, one ship more
Tide out, one ship fewer

Jax



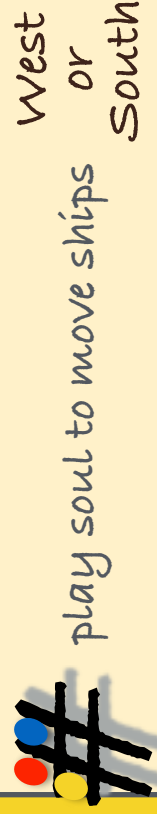
Souls collected = number of ships

Call a colour soul you have and collect
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change the wind x #oodoo played

#oodoo 



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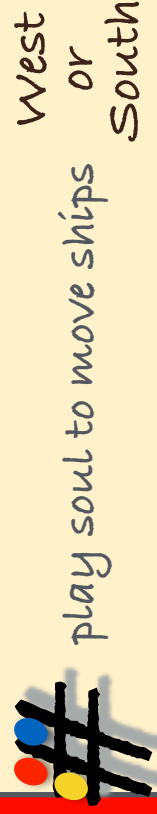
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West or South

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Jax



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Take no part this round

Take

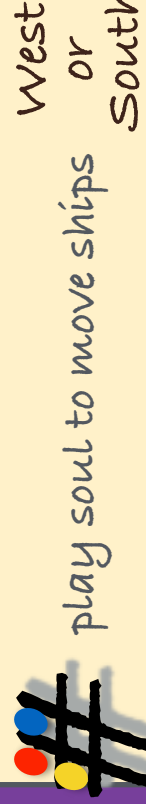
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change the wind x #oodoo played

#oodoo



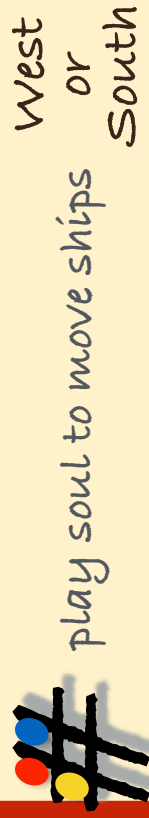
play soul to move ships
West or South

Extra Action cards for Cursed Pirates

Shuffle into each Cursed Pirate deck. Cursed Pirates will have 7 Action cards to turn over. Each one will have a different duplicate

change the wind x #oodoo played

#oodoo



play soul to move ships
West or South

Return a poppet to the sea and give a soul to a victim who does not have the

GriGri



Move:-

The victim's ship +1E or +1N
Your ship +1 opposite direction



4

3

2

1

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Tide out, one ship fewer

Jax



Souls collected = number of ships