

Read me first please

Printables

To play voodoo pirate each player will need:

- A pirate (page 2)
- A ship (page 3);
- A set of six 'Action' cards (pages 4-8);

Other items on page 2 are:

- The GriGri
- Sun & Moon, tokens
- 4 x 'In Jail' tokens
- A fish to mark the direction of the wind
- A 'buried' card for buried possessions

(tip: sticking the fish token across a button enables it to rotate easily to indicate a new wind direction.)

Other items on page 3 are:

- A Kraken token
- The Compass
- Two Sea Tiles

The 'Object' card deck is across pages 9-12 (objects encountered on the Sea of Souls).

on page 13 are cards to put beside the barrels on the board for 1st time players.

Page 14 has the extra cards for Cursed Pirates

In addition to the printed materials you will need:

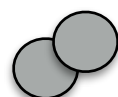


18 x coloured pawns or buttons or cubes or discs or counters - preferably:

4 x red, blue, yellow, green, and 2 x purple

(to represent souls borrowed from sailors in Podepe)

It is possible to use different distributions (6 x blue, 2 x Red etc.) and different colours but you will have to change the 'skull' cards to reflect the colours you have.



15 x Poppet tokens (buttons, cubes, beads)



18 x coins or wooden discs to represent coins found in the Sea of Souls.



2 x markers for the Tide and colonial ships in Podepe harbour.



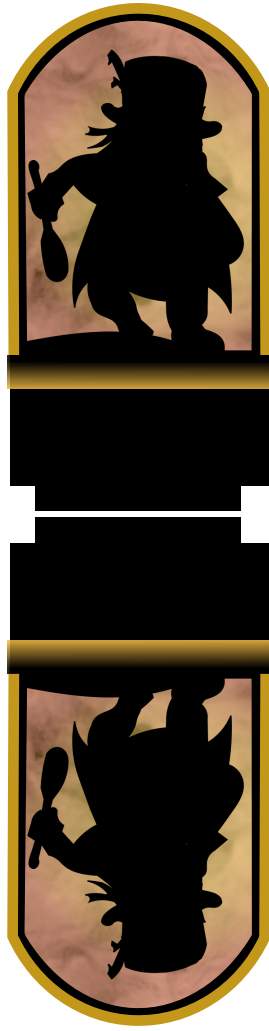
2 x markers (parrots) to mark the round number.

5 x six-sided dice (d6) for the power of each ship.

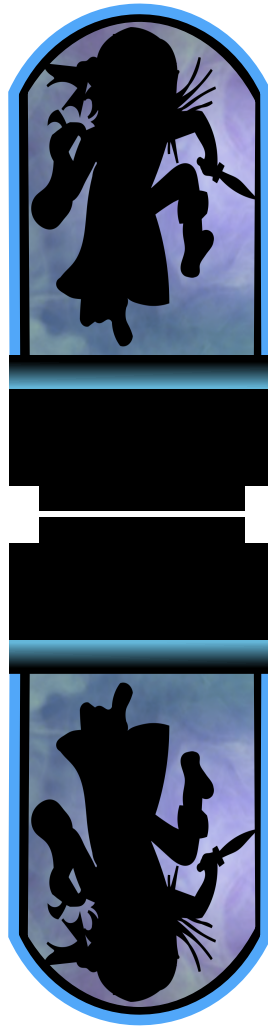
A bag or bowl to put the 18 coloured pawns



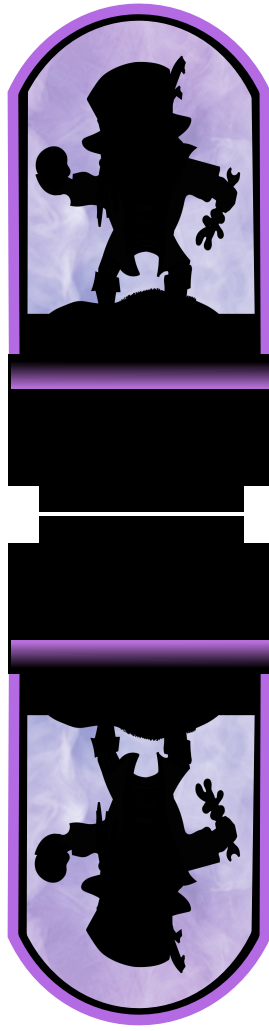
Moonstone



DeadEye



Loot



Reaper



Whisper



Jail Tokens

Sun

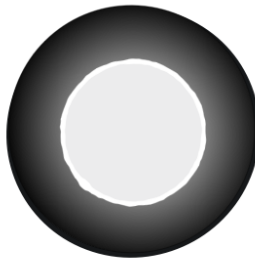


GriGri

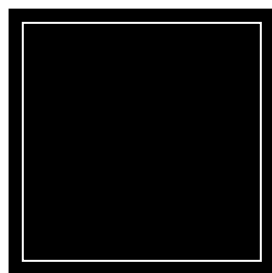
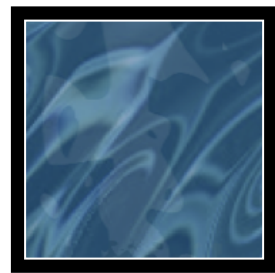
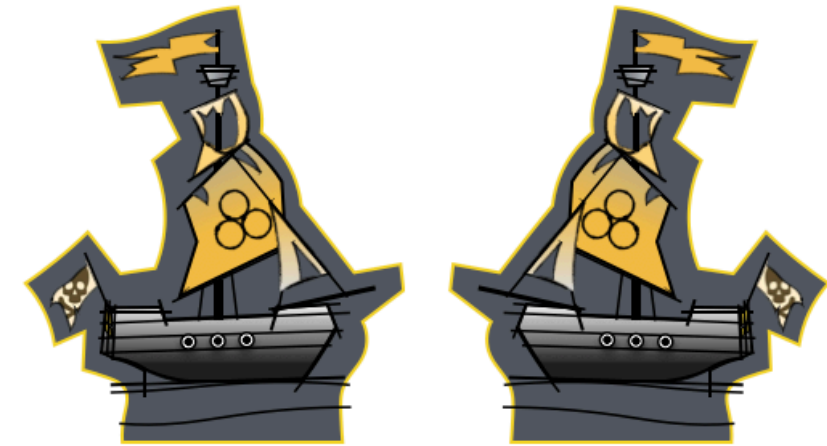
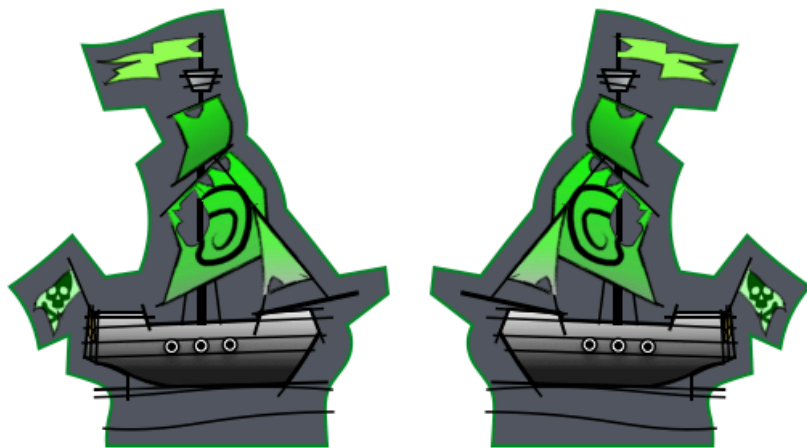
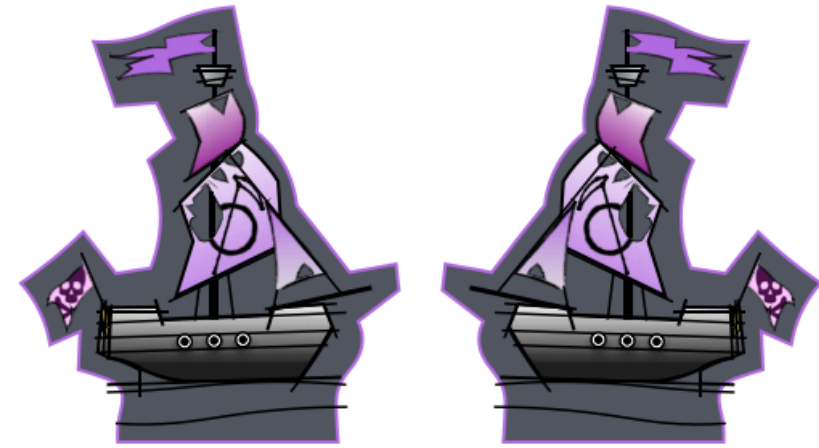


Compass

wind
direction

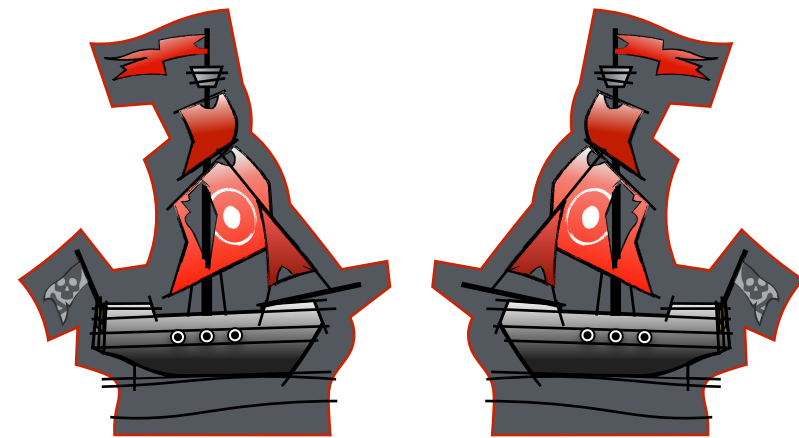


Moon



Kraken

Sea Tiles



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



Change the wind x #oodoo played



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



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

Jax



Souls collected = number of ships

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

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



4
3
2
1

Jax



Souls collected = number of ships

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



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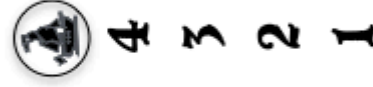
GriGri



Move:-

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

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



Jax



Souls collected = number of ships

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



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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

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



4
3
2
1

jax



Souls collected = number of ships

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



TIX

Move:-

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

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



4
3
2
1

Jax



Souls collected = number of ships

Night Watch



Repel boarders
and lose no
possessions

Remains in play
until Dawn



Magic Seaweed

Throw overboard
to ignore Storms
until the wind
direction changes.

Place face-up in front
of you until the
wind changes



Silent Oars



Board any one ship
in any of the 8 spaces
adjacent to your ship



Ghost Whisper



Cast a poppet
to the sea to
move your ship one
space in any
direction
(Movement
rules apply)



Silent Oars



Board any one ship
in any of the 8 spaces
adjacent to your ship



Jail Break



Discard anytime
to escape from jail.
You may not conjure
your 'Take'
action card.
this round

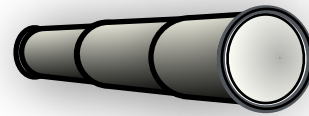


Shipwreck

Search through
the top five cards
in the Object deck
and select one
to keep
if you wish.

Return the rest
and shuffle the
deck.

Spyglass



Take any card
from
the discard pile of
the Object deck

You cannot retrieve
a card you played
this round

Crows Nest



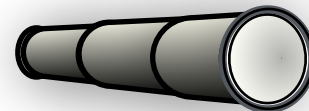
Swap any one of
your possessions
for any possession
from the nearest
ship directly West
or South of your
ship.

Crows Nest



Swap any one of
your possessions
for any possession
from the nearest
ship directly West
or South of your
ship.

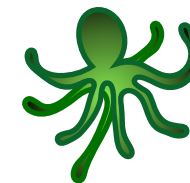
Spyglass



Take any card
from
the discard pile of
the Object deck

You cannot retrieve
a card you played
this round

Octopus



Use anytime to change
the colour of one
of your souls. Put
one of them into the bag
then search the bag and
take a soul of any colour.

Return the octopus
to the sea

Transform



Pour the white sand from this bottle into the sea to change

up to two of your



Poppets to Souls



or



Souls to poppets



(if there are enough Poppets in the supply)

Night Watch



Repel boarders and lose no possessions

Remains in play until Dawn



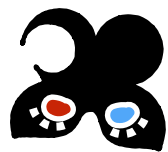
Rackham's Map

To use this map your ship must end its move on one of the sea spaces of value [8]

Return the map to the Sea of Souls and take half of the coins from the Spanish Gold treasure (rounding up)



Voodoo Mask



If you are the victim of a broadside take a Poppet from the pirate whose ship fired at you and return fire if you now have more Poppets than them.



Crystal Skull



At the end of the game you score +1VP for each soul you have in a majority colour.

For example: If you have 2 reds and a blue, score +2 VP for the 2 reds. Tied sets do not score.

Rackham's Map

To use this map your ship must end its move on one of the sea spaces of value [8]

Return the map to the Sea of Souls and take half of the coins from the Spanish Gold treasure (rounding up)



Red Skull



At the end of the game you may add +1 VP to your score and +1 VP for every red Soul you have.

Blue Skull



At the end of the game you may add +1 VP to your score and +1 VP for every blue Soul you have.

Purple Skull



At the end of the game you may add +1 VP to your score and +2VP for every purple Soul you have.

Green Skull



At the end of the game you may add +1VP to your score and +1VP for each ship further West than your ship.

Black Skull



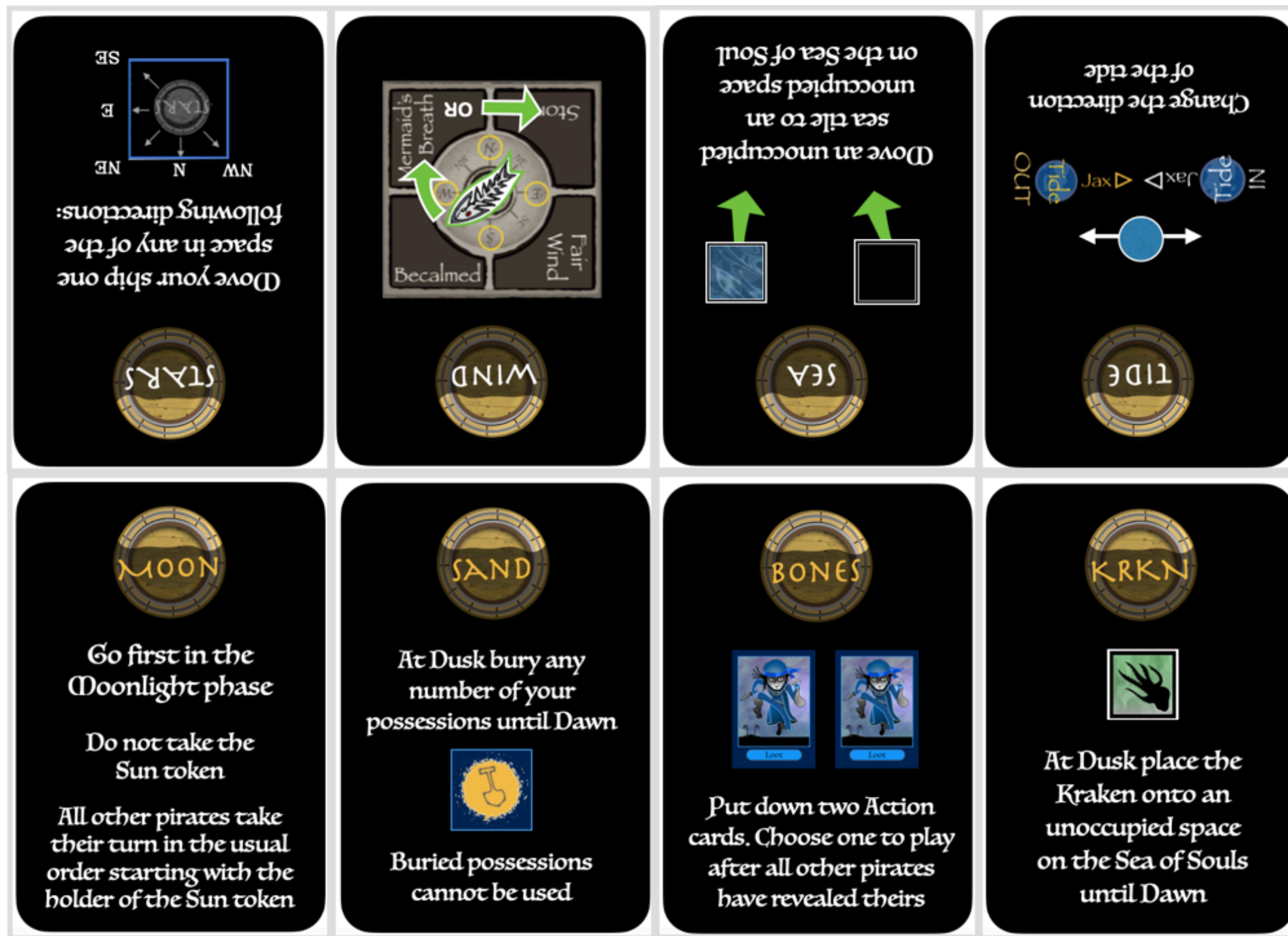
At the end of the game add +2VP to your score and +1VP for each of your poppets



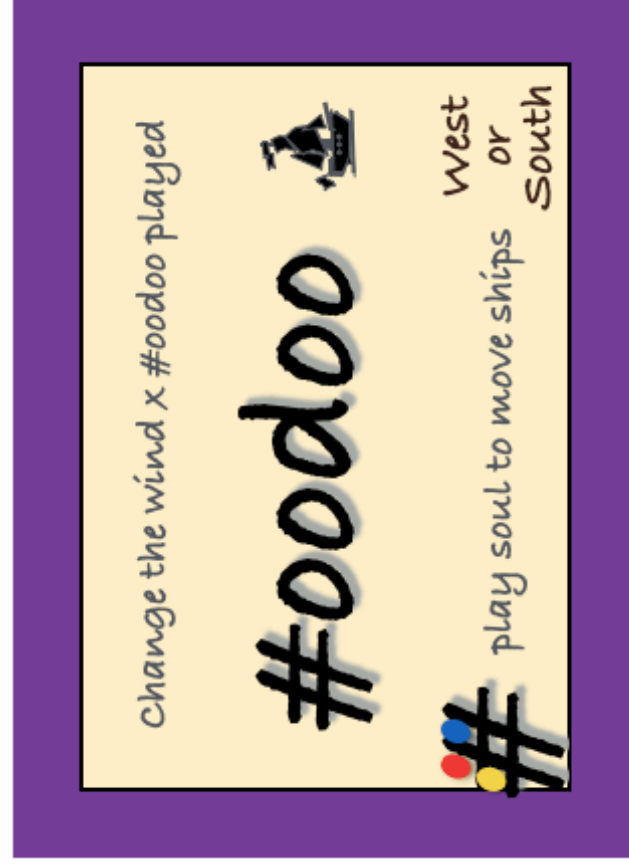
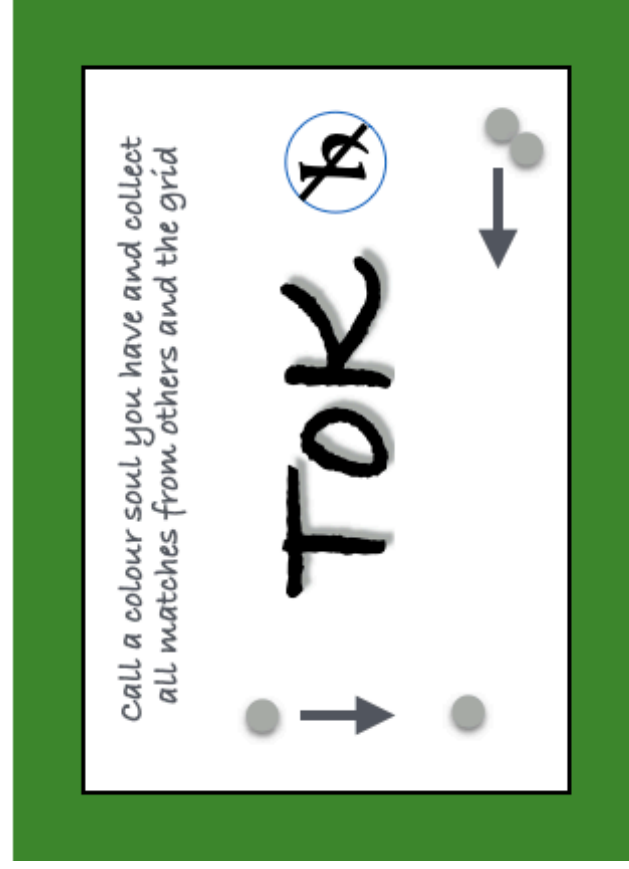
Gold Skull



At the end of the game you may add +3VP to your score if at least one pirate has reached the Voodoo shore.



These small cards are for the first game or playing with new players. Cut them out individually or in two rows (top and bottom). Place them beside the barrels at the side of the playing board to remind players what conjuring each barrel enables a pirate to do.



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

