

Tile & Card Game

Voodoo Pirate

1-5 players

Phil Stenton ©2024

Contents

Backstory: In search of the Voodoo Shore.....	Page 3
How to Win the Game.....	Page 4
Setting up the game (components).....	Page 5
Setting up the game (play area)	Page 6
Placing tiles during the game.....	Page 7
Order of Play:	
The Three Phases: Dusk - Moonlight - Dawn.....	Page 8
The Sea of Souls	Page 9
Sailing Across the Sea of Souls.....	Page 10
Object Cards & Action Cards	Page 11
Action Cards: Jax, Tok & Take.....	Page 12
Action Cards: #oodoo.....	Page 13
Action Cards: Tix & Poppet.....	Page 14
Barrel Magic: Tide, Sea, Wind, Stars, Moon, Sand, Bones, Whirlpool.....	Page 15
Boarding & Broadships	Page 16
Features on the Sea of Souls & The GriGri.....	Page 17
The Ship (playmat): Transparency of possessions, Storage & the automatic nature of Broadships.....	Page 18
Cursed Pirates 1 (automa) Setup & Objects.....	Page 19
Cursed Pirates 2 (automa) Everything else.....	Page 20
Cursed Pirate playing Aid.....	Page 21
Score Card.....	Page 22

In search of the Voodoo shore



It is 1672. Tortuga is a mix of African and European cultures. Under French rule the practice of Voodoo is illegal but Tortuga runs wild. It is home to piracy and ancient lore. To survive and prosper requires good fortune and wealth. The help of Voodoo spirits is key.

In Voodoo Pirate ships sail across a stretch of water called the Sea of Souls in search of an island thought to be the home of the Voodoo spirits. The island is said to appear for a period of days in the moon's cycle disappearing soon after the full moon.

The closer a pirate can get to the shore of the island the stronger the power of the spirits will be. It is believed that a

pirate captain with the most power will be blessed by the Voodoo spirits before the island disappears once more. This individual is known locally as the 'Voodoo Pirate.'

The voyage across the Sea of Souls is a dangerous one. Haunted waters must be navigated. Pirates increase their skill in the use of hoodoo as they sail West in the hope of sighting the Voodoo island shore.

Pirates will learn to control the elements and those around them whilst keeping their own wits intact. Only one player will become the Voodoo Pirate blessed with good fortune - until the next time!

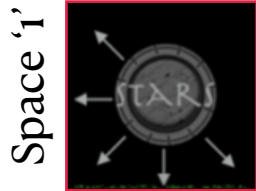







How to win the game

Your goal is to become the Voodoo Pirate blessed by the spirits with good fortune until the next game.
To do this you must have
the most Voodoo Power
when the game ends.

The game ends at the end of the round
when one or more pirates reach the
voodoo shore or the 'Time Out' tile

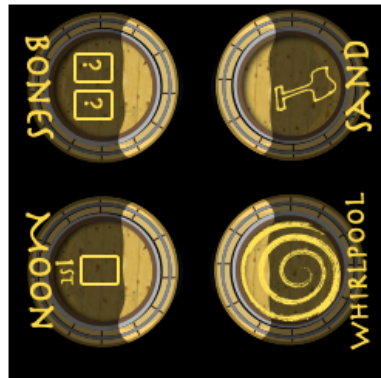


The **Winner of the game** is the pirate with the most Voodoo Power. A pirate's Voodoo Power is the sum of VPs from the following four things:

- ① The position of a pirate's ship on the Sea of Souls (each space has a value between 1 & 17 counting from space '1' in the NE corner of the harbour [+1 for each space West, +1 each space South])

- ② A pirate's wealth in coins on their ship (+ 1 VP for each )
- ③ The Voodoo Power of a pirate's ship. (+1 VP for each broadside hit: max 6) 
- ④ Souls in the majority on a pirate's ship: 1VP for each soul (*two blues and a red score +2VP for the two blues.*    *Ties score nothing*  )
- ⑤ End of game bonuses from meeting the conditions of the reverse side of 'Skulls'



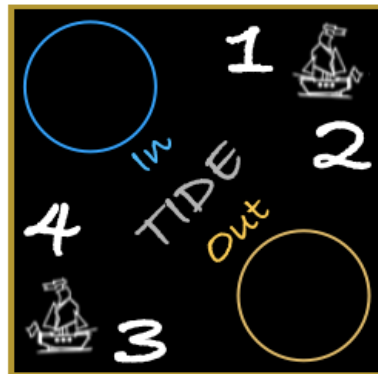
Setting up the game (components)



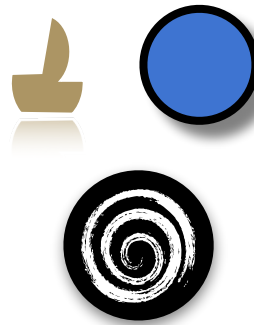
Dusk Barrels



Moonlight Barrels



Tide Indicator

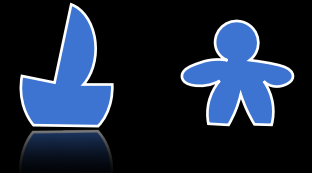


Whirlpool



Each pirate starts with:

A ship, a mat and a pirate figure in the same colours



A ship's Voodoo power die



Six Action cards in the pirate's colours



One random Soul from the bag (Give the SUN and the MOON tokens to the pirate who is the same colour as the first soul out of the bag)



One Poppet



#oodoo Grid



Buried items



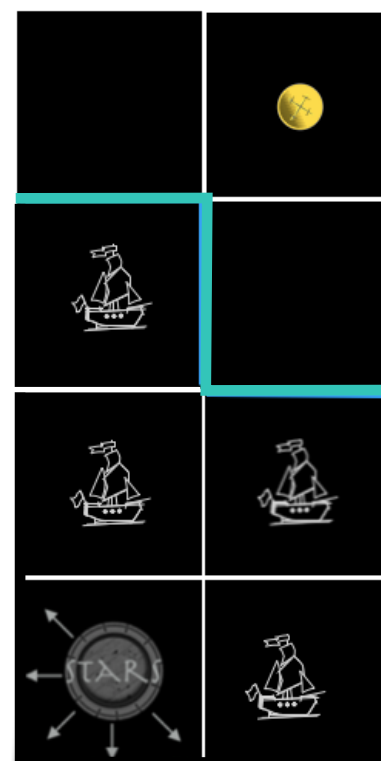
Wind Indicator & Weather vane



GriGri



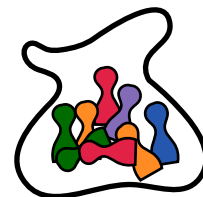
Sun & Moon



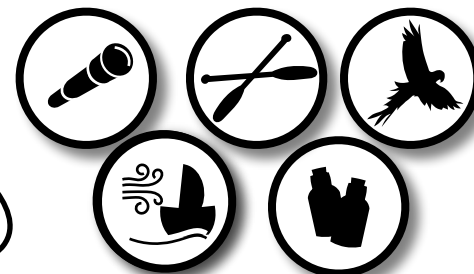
3 x Tortuga Harbour Tiles



Time Out Tile



Bag for souls



5 x Objects



3x Jail Tokens



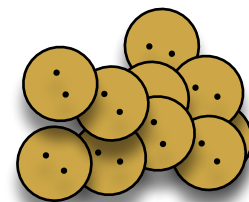
Compass



18 x Souls



Voodoo Island



18 x Poppets



18 x Coins



6 x Skulls



Morgan's Eye



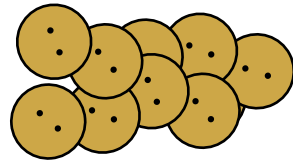
15 x Sea Tiles



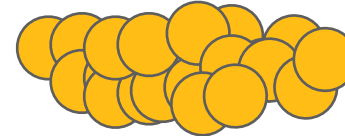
Jail Tokens



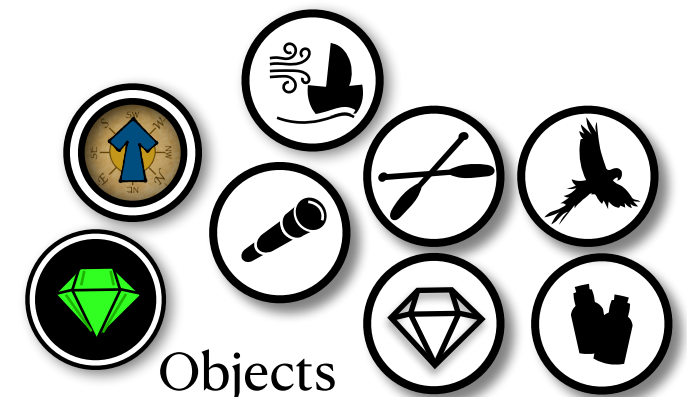
Skulls



Poppet Store

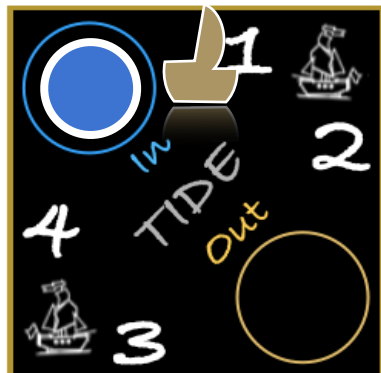
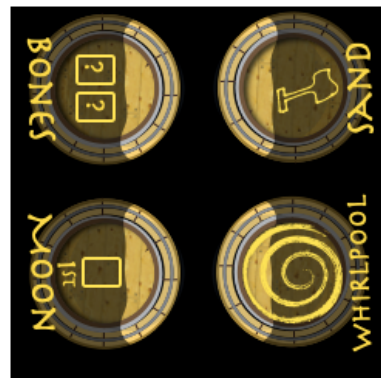


Treasure Store



Objects

Setting up the game

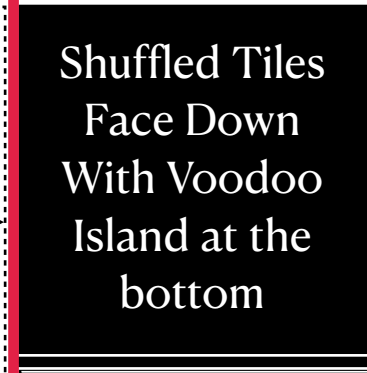
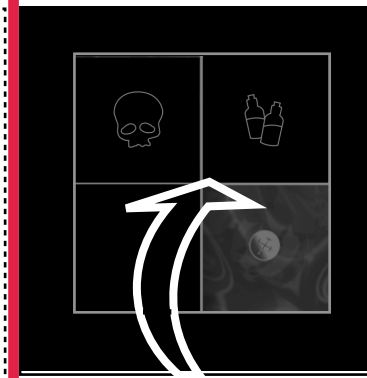
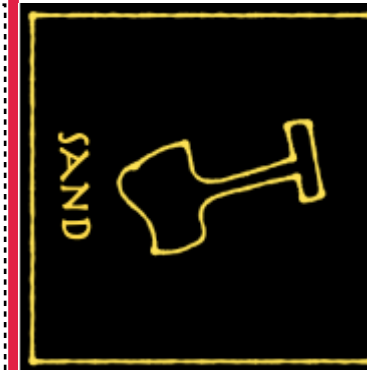


Sea of Souls
5 x 4 Spaces
for Tiles

Each time a tile is placed that has a coin icon place a **coin** on the icon

Three starting tiles

Shuffle the remaining 13 Sea Tiles
Place them face down in a pile on top of the face up Voodoo Island tile
Place the pile here
Remove the top two tiles and place them in the game box unseen out of the game



Harbour

Placing Tiles During the Game

When a ship sails over the edge of an existing tile flip the top tile from the stack and move it to the space the ship will occupy keeping the tile's orientation

Sea of Souls
5 x 4 Spaces for Tiles

Flip the top tile when a ship sails over the edge of an existing tile

If the Voodoo Island tile ends the game. When it is placed rotate it so that the large white arrow points To the tile vacated by the ship that triggered its placing.

When scoring ships on the voodoo island add 8 VP to the value of the space to which the arrow points. (whether there is a tile there or not)

Order of Play

Each round consists of three phases:

Dusk

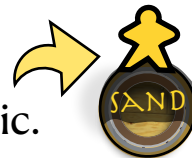


At Dusk pirate's plan for the moonlight phase selecting the magic they will need when they have the moon token. The following actions are carried out:

- Each player chooses one of their pirate's six action cards to play and places it face-down in front of them before retrieving the Action card played in the previous round.



- Clockwise starting with the holder of the Sun token, each pirate may choose to conjure Barrel magic by returning a Poppet to the supply and placing their pirate token on an **empty** barrel. During the Moonlight phase pirates will have another chance to select any unoccupied Moonlight barrel (*Tide, Sea, Wind, Stars*). Pirates may pass the option of Barrel magic.



- Once all pirates have selected or passed, all Action cards are revealed simultaneously.



- All Barrel magic conjured at dusk is activated.



Moonlight



During the Moonlight phase pirates conjure any magic they selected at Dusk and further magic they may choose when they have the moon token

In turn, pirates choose to perform (or not) in any order: their 'Action' card, 'Barrel magic' and magic from the Objects on their ship. They may (at the cost of a poppet) select and conjure the magic of any one of the four 'moonlight' barrels not already occupied.

At the end of Pirate's turn they may change the orientation of their ship to face West or South. This will not affect any future movement (unless they are caught on a haunted space when the wind changes to Mermaid's Breath). It will however determine the direction of their Broadside.

As a final act before the moon is passed on a pirate's ship will fire a Broadside if targets are available.

The moon token is then passed to the next pirate. Dawn breaks when the moon returns to the holder of the sun token.

Dawn



Dawn is a check for the end of the game and scoring or a preparation for the next round.



Game Over

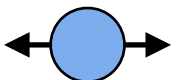
If a pirate has reached the Voodoo shore the game is over and Voodoo power and wealth are scored.

If the game-ending condition has not been met the following happens before Dusk falls:

- All pirates are freed from Jail (return the jail tokens).



- The 'Tide' indicator is switched to the opposite direction. If it is from IN to OUT.



- Pirates on barrels are returned.



- The Sun and the Moon tokens are passed to the pirate to the left of the current holder.



The Sea of Souls

To reach the Voodoo Shore pirates must sail SW from Tortuga across the Sea of Souls

Each month as soon as the new moon is in the night sky pirates set sail from Tortuga's Cayona harbour in search of the Voodoo Island believed to be the home of the Voodoo spirits. The closer they get to the island the better their chance of being blessed the Voodoo Pirate. This honour brings good fortune and wealth until a new pirate is so blessed in the coming months.

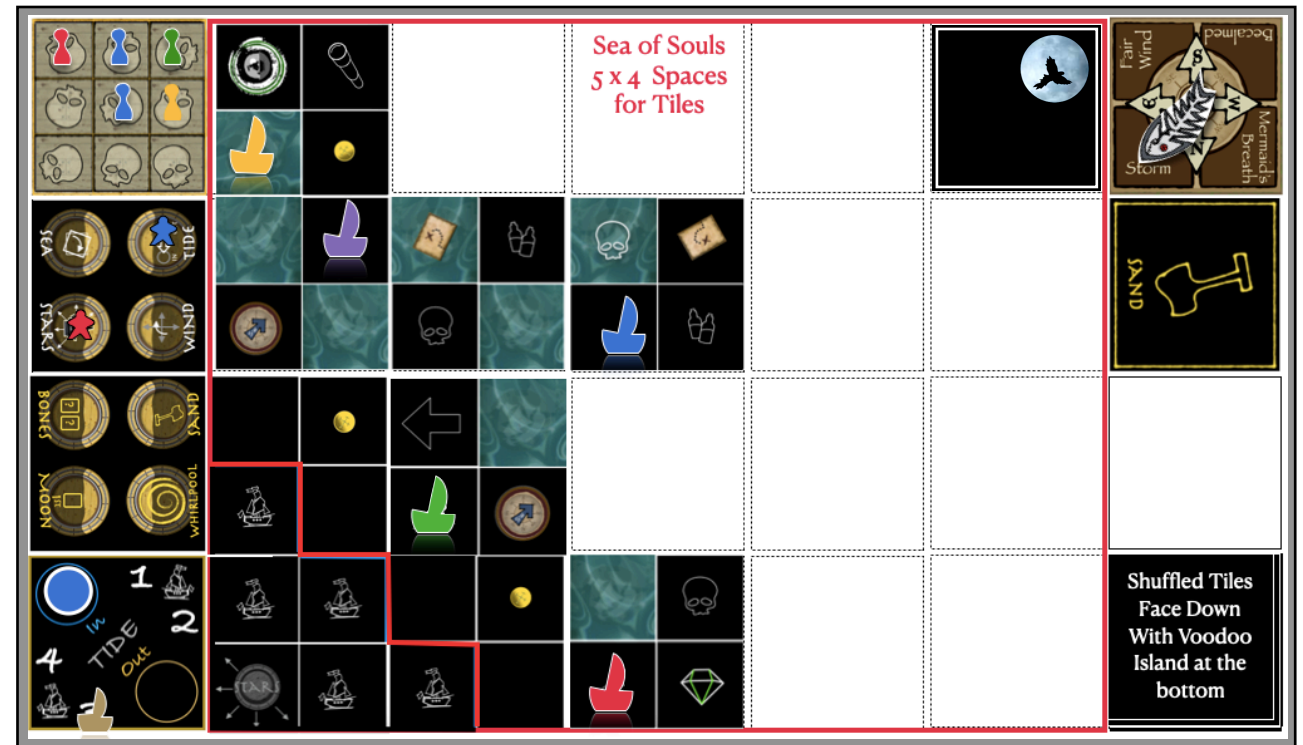
Between Tortuga and the sightings of the Voodoo shore is the Sea of Souls which requires the souls of sailors to power ships across its waters. The chart opposite shows the Sea of Souls extending across the 74 squares from the harbour limits to its western limit (inside the **red border**). A game is in play and some tiles have already been placed. Any instruction that refers to placing things on the Sea of Souls refers to tiles already placed within this area.

The chart in progress shows tiles with black squares and blue/green squares. **Black** squares are **calm waters** with fair winds. Ships progress unhindered within these spaces. A row of black spaces by the Voodoo shore has direction [<] markings. These are tidal waters. A ship ending its move on one of these spaces must follow the arrow if the tide is going OUT. At Dawn the tide changes. When it turns from IN to OUT any ships on one of these spaces must be moved immediately.

Blue/green squares are **haunted waters** where sea conditions change as the direction of the wind changes.

The **wind direction** is indicated by the weather vain in the top right corner of the chart.

Four types of sea conditions are shown: one in each quadrant of the weather vain.



When a ship reaches the Voodoo shore it will signal the game's end at dawn. After reaching the Voodoo shore a pirate takes no further part in the round and cannot be the victim of the actions of other pirates. When dawn breaks scores are calculated.

The wind direction changes whenever a Hoodoo ritual is called. The number of '#oodoo' action cards played in the round will cause the weather vain to move one quadrant clockwise for each #oodoo action card played. The wind changes when the moon reaches the first pirate to have played '#oodoo' The effects of each weather condition are described on the next page.

Sailing across the Sea of Souls



It is not always the a pirate who reaches the Voodoo Shore who becomes the Voodoo Pirate
..but the closer you get the better are your chances

Action cards are played to collect souls and use them to power ships across the sea of souls

Ships are powered by souls borrowed from sailors in Podepe harbour (**Jax**) or collected from other pirates who have the same colour souls (**Tok**) or stealing them from the streets of Tortuga (**Take**).

Souls are freed in Hoodoo rituals to release their power into the sails of ships to move them West or South across the sea (#oodoo).

The ships of others can also be possessed and forced to move one space North or East powering the conjurer's ship to move one space in the opposite direction (**Tix**).

A ships movement can be affected by the presence of other ships. If a ship ends its move on a space occupied by another ship it continues on in its direction of travel to the next space without a ship.

If a ships movement will take it **beyond existing tiles** a new tile is tripped over from the stack and placed in the space where the ship would move. The orientation of the tile is maintained unless the ship's captain has selected barrel magic 'SEA'. In this case the captain can position the tile in an orientation they choose.

If a ship's movement will take it **over the edge** of the playing area it stops at the last possible space (the sea's edge) before this happens ignoring sea conditions. This may mean the ship is stuck in a storm waiting for the wind to change and cannot fire or be fired upon.

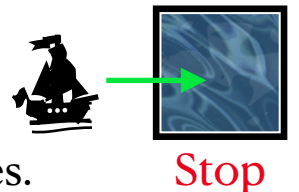
The effect of sea conditions (*caused by the wind direction*) on a ship's movement across haunted spaces

'Fair Wind' has no effect.

'Becalmed'

A ship **moving into** a haunted space must end its movement in that space unless the space is occupied by another ship in which case it may move on to the next empty space in its direction of travel.

A becalmed ship can only move when the wind changes.



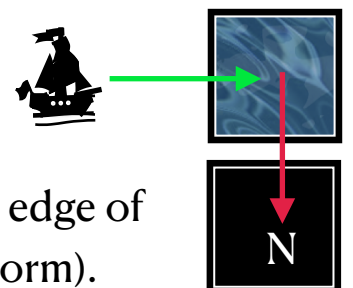
'Mermaid's Breath'

A ship **ending its move** in a haunted space is helped on its way one more space in its direction of travel. The mermaids take a coin in payment. If the ship has no coins they will take **all** its souls. If it has no souls they will still send it on its way taking nothing. Coins taken by the mermaids go into the 'Mermaids' Treasure.'



'Storm'

When a ship enters a haunted space it must immediately sail one space North before it can proceed further. If this would take the ship over the edge of playing area it must stop on the last space (in the storm).



Objects

Objects may be retrieved from the Sea of Souls.

If a ship ends its move on any of the skull icons one of the six may be retrieved from the supply. A pirate may only carry one skull on their ship.

There is only one of each of the other 7 objects which include the Compass and Morgan's Eye (described on p.17)

If a ship ends its move on any of these 7 objects the captain may retrieve the object's token from wherever it is located (in the supply or another pirate's ship). All but the Compass and Morgan's Eye are lost back to the supply as soon as they are used.



Skulls provide endgame bonuses if their conditions (described on the reverse side) are met.



Twin bottles enable a pirate to transform up to three poppets to souls or vice versa



The **parrot** is used to swap any one item on the holder's ship for any one item on a victim's ship that is along one of the 8 compass points from the parrot's ship.



Silent oars allow a pirate to board another ship without passing through the same space. The other ship must be within the 8 spaces surrounding the holder's ship.



With a **telescope** a pirate can look at the top tile of the tile stack. Place the tile back unseen by anyone else.



The Ghost wind allows a becalmed ship to move one space in any direction.

Action Cards



Pirates select action cards at dusk and conjure them during the Moonlight phase.

Each pirate has a hand of the same six Action cards that are played throughout the game. One is played each round. No Action card can be played twice in successive rounds but each card can be played as many times over the course of the game as this restriction will allow.

Each round the cards selected by each pirate are simultaneously revealed at Dusk. When it is a pirate's turn in the Moonlight phase they decide whether or not to conjure their Action card (sometimes the context may have changed and it may not be possible or preferable).

The Action cards played in a round are only returned after playing the next Action card (in the next round).

A quick overview of the role of Action Cards



Jax to borrow souls from sailors in Podede Harbour

Tok to acquire souls from other pirates' ships

#oodoo to call a ritual to return souls and release the power to sail a ship across the Sea of Souls

Tix to power a ship by possessing another pirate's ship

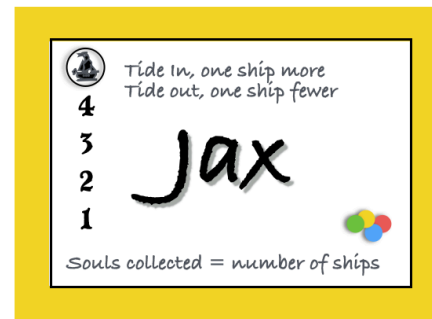
Take to steal anything from the streets of Tortuga

Poppet is the skill to create poppets required to conjure Tix and also used to conjure the deeper Barrel magic to control the elements and create the whirlpool. Poppets also power a ship's canon.

Action Cards (Jax, Tok & Take)

Action cards to collect souls and other items

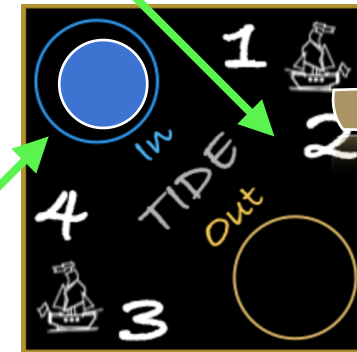
Jax enables you to take souls from the bag. Check the tide marker. Move the colonial ship marker up one if the tide is 'IN' and down one if it is 'OUT'. Take a number of souls from the bag equal to the new number of colonial ships. If the bag is empty take any souls from the Hoodoo ritual grid to make up the number of souls you should take.



3. Take souls from the bag = number of ships

2. Move the ship marker

1. Check the tide



3) Take two random souls from the bag.

If the bag is empty take up to two souls from the #oodoo grid.

2) move ship from '1' to '2'

1) 'IN' so add a ship.
(If 'OUT' deduct a ship)

Tok enables a pirate to take souls from other pirates and the Hoodoo ritual grid. Call out a colour of a soul you own and collect **all** souls of that colour **not in the bag**. Souls can be taken from the Hoodoo ritual grid and other pirates who **do not have the GriGri** and who have **not buried** their souls.



The *Yellow pirate* has a blue and a red soul and so can call either "blue" or "red". Calling: "blue" would gain 3 blue souls. Calling "red" would gain 2 red souls. The Yellow pirate does not have yellow souls and so could not call that colour.



Red pirate



Blue pirate



Green pirate

Take enables you to steal two items from the streets of Tortuga. Choose **two** items (the same or different). You may steal coins from either treasure store, Poppets from the supply, *random* souls from the bag or *chosen* souls from the ritual grid. **Beware**, if more than one pirate plays 'Take' in a round they all **go to jail** and take no part in the round (only as the victims of others).



Take two items (the same or different) from the categories below or **Go to Jail** if more than one 'Take' was played in the round!



or

or

or

or

or

or

or

or

Action Cards (#oodoo)

A pirate's Voodoo Power increases when their ship sails West or South towards the Voodoo Shore. It decreases when their ship sails East or North.

#oodoo enables a pirate to sail their ship by freeing souls in a hoodoo ritual. There can be only **one** Hoodoo ritual **per round** but all pirates with souls may take part.

When it is the the turn of first pirate in the round to have played #oodoo (The Caller) the number of '#oodoo' played that round is noted. The weather vain is turned clockwise the same number of quadrants, changing the sea conditions in the haunted spaces. Immediately and in turn order, the impact of any ships caught by 'Storm' or 'Mermaid's Breath' is resolved. **The ritual then starts and comprises two rounds. Players of #oodoo may take part in both rounds. Others only the first round.** Starting with the Caller, each pirate places a soul on the grid and moves their ship one space South or West.



In both rounds a pirate may move their ship an extra space in the same direction when placing a soul orthogonally adjacent to a soul of the same colour.

Ships can only change direction between rounds.

If the grid fills up the ritual ends after the last person to play a soul has moved their ship.

If the grid is not full after two rounds the souls placed remain on the grid for the next ritual.

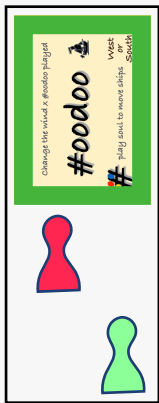
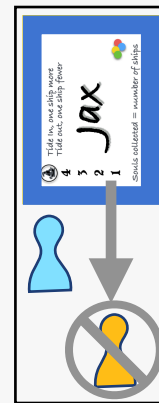
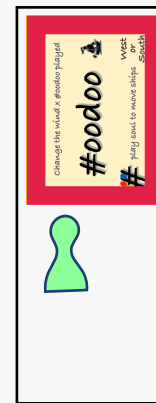
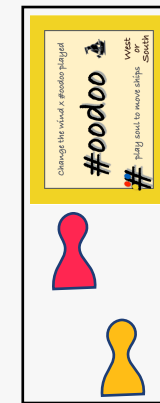
In the example opposite the **Yellow** pirate moved two spaces W by participating in both rounds without a match. The **Red** pirate moved one space W having only one soul and unable to play a match to an adjacent green soul. **Blue** could only take part in one round but gained two space S by moving to the space occupied by the green ship and so continuing on to the next space. The **Green** pirate moved three by matching a red soul in the first round and participating in the second.



3 x '#oodoo' have been played so the wind moves 3x quadrants from 'Becalmed' to 'Fair Wind'

Round 1

Round 2



Yellow is the 'caller' and so goes first followed by Red. Blue then hops South over the green ship and Green matches Yellow's soul to move two spaces west. Only Yellow and Green pirates can take part in the 2nd round. Red does not have any more souls and Blue did not play #oodoo. Yellow and Green pirates both play souls for moves of one.

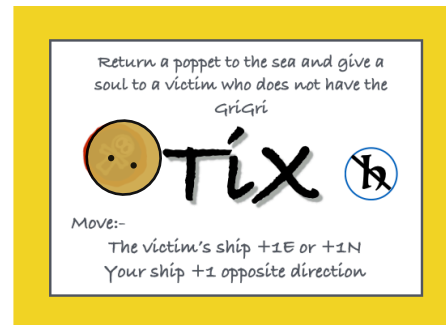
IMPORTANT! -> If the Caller of a hoodoo ritual decides to pass the ritual still takes place.

Action Cards (Tix & Poppet)

The importance of Tix and the Power of the Poppet

Tix is a possession where a pirate moves another pirate's ship **N or E** and their own ship one space in the opposite direction. The conjurer must return a poppet to the supply and give the victim a soul. The holder of the GriGri cannot be a victim.

The victim's ship always moves first. Normal movement rules apply and both ships must be able to move at least one space.



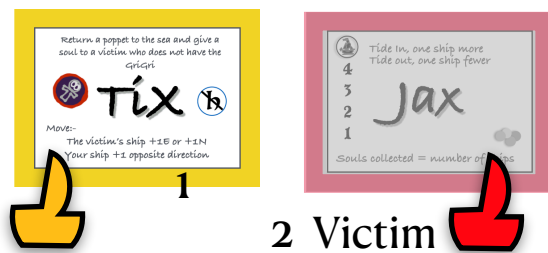
The **Poppet** action is the process of making an effigy known as a 'poppet' (The term is the origin of the word 'puppet'). A poppet is used to focus hoodoo magic on a particular object. In the game poppets are used to focus magic on ships and barrels.

The Barrels on a ship can be the source of strong magic to control the elements, conjure whirlpools from the depths and see the future (See 'Barrels' on the next page).

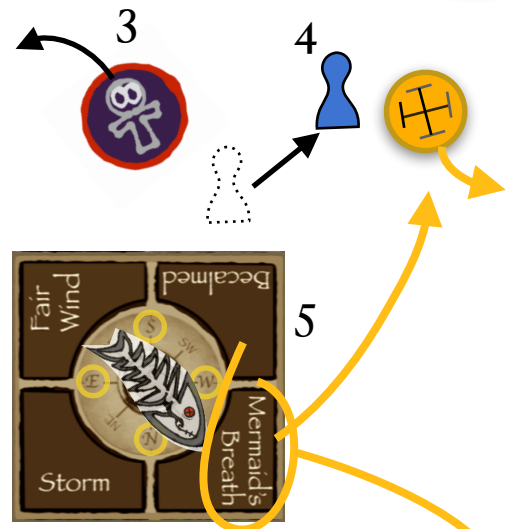
There are three ways in which poppets can affect the progress and voodoo power of ships: 1. in the conjuring of 'Tix' described opposite; 2. in conjuring barrel magic and 3. to power the force of a 'Broadside' (see 'Boarding and Broadships' on page 16).

In addition to making poppets through the 'Poppet' action card they can be acquired by stealing one from the supply when playing 'Take' or stealing one from another pirate when boarding their ship.

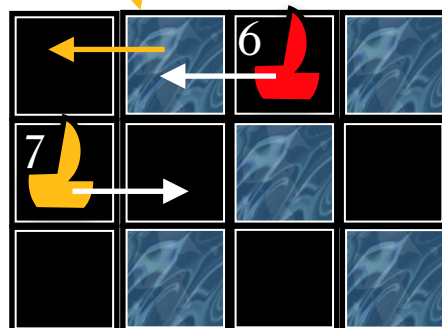
Poppets may also provide an end-game bonus if a pirate holds the right skull object at the end of the game.



1. Play the 'Tix' action card.
2. Choose a victim who does not have the GriGri (in this case Red).
3. Return a poppet to the supply.
4. Give the victim a soul.
5. Check sea conditions
6. Move the victim's ship N or E. (normal movement rules apply)
7. Move your ship in the opposite direction (normal movement rules apply)



Red lost an extra space and a coin because the sea conditions in the haunted space are 'Mermaid's Breath'



Such is the strength of a Poppet that a pirate can hold no more than three at any time Should a pirate acquire more than three poppets they must immediately discard down to three.

Barrel Magic



At Dusk pirates may cast a poppet token into the sea to conjure Hoodoo Barrel magic. This is so called because to conjure it requires a pirate to sit on top of a barrel filled with rum, water, sand or bones retrieved from shipwrecks.

Each barrel conjures a different effect to control: the wind, the tide, the sea, the stars, the sand and the moon or to conjure a whirlpool from the deep or the to see the future.

Only one pirate may occupy each barrel during a round. At Dawn all Pirate figures on barrels are returned to their owners.

Dusk Barrel Magic

Selected & Conjured at Dusk



Moon: You go first (out of turn) in the 'Moonlight' phase. Other pirates take their turn in the usual order starting with the holder of the Sun token



Sand: Bury any number of possessions (except the GriGri) until Dawn. Whilst buried they cannot be used or stolen.



Bones: See the future. Play another Action card (face down) next to the one you have already played. Select one of them to play when all other pirates have revealed theirs.



Whirlpool Place the whirlpool on a space without a ship on the Sea of Souls. Ships cannot pass through the centre of the whirlpool. Ships in the 8 spaces adjacent to the whirlpool move one space anticlockwise. Any ship ending its move in one of these 8 spaces also move one space clockwise.

Moonlight Barrel Magic

Selected at Dusk or when a pirate has the moon.

Conjured when a pirate has the Moon token

Stars: Move your ship up to two spaces in any of the directions shown on space '1' in the harbour. You may do this anytime during your turn.



Wind: During your turn you may change the wind direction. Move the weather vane up to two quadrants clockwise. Immediately resolve any impact on ships in haunted spaces.



Sea: When you trigger the flipping of a new sea tile you may rotate it to your preferred orientation before it is placed in front of your ship. You may do this regardless of whether you have the moon token.



Tide: Anytime during your turn and only once, you may change the direction of the tide.



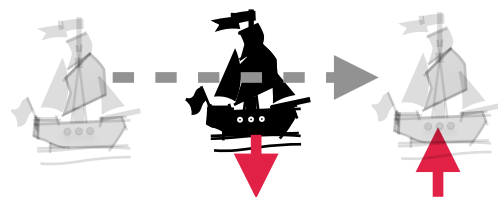
Boarding & Broadside

Boarding

When a pirate's ship passes through a space containing another pirate's ship the ship passed may be boarded.

The boarding pirate may take one item from the boarded ship:[Compass, Coin, Poppet, Soul or Object]

The GriGri or 'buried' items cannot be stolen when boarding another ship.



Compass, Coin, Poppet,
Soul or Object

A ship that is the **victim** of Tix cannot board another ship during its forced movement. ('forced movement' ends when the ship comes to rest).

Broadside

At the end of a pirate's turn their ship will fire a broadside at other ships within two spaces in a straight line from one or both of its broadsides (not its bow or stern).

A ship's final orientation may be chosen to maximise the impact of a broadside.

A broadside will be successful if the victim's ship has fewer poppets. For each fewer poppet score one hit.

For example:

3 poppets vs 1 Poppet = 2 hits

For each hit the victorious ship increases its Voodoo Power by one. A ship's Voodoo Power has a maximum of six.

For any number of hits the victim loses one coin (only) to the Mermaids' Treasure (coin supply).



If the Voodoo power of the victorious ship is already '6' then the **victim's ship loses** a Voodoo power (one only) in addition to the coin.

If a pirate ship has ships on both of its sides it will fire at both if it has more poppets than each of them.

If a pirate's ship has two ships in range on the same side, the nearer ship is the only victim.

Boarding & Broadside

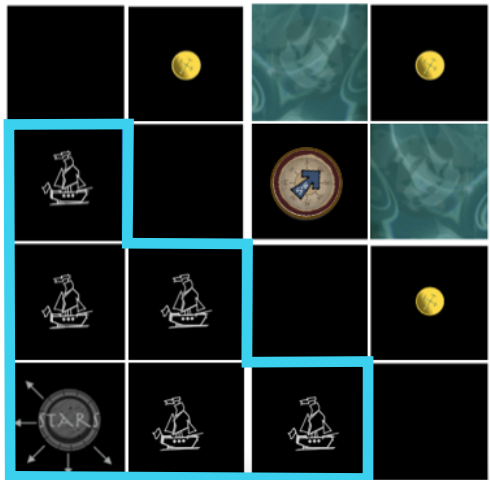
Restrictions

Harbour & Voodoo shore

A ship within the harbour or at the Voodoo Shore cannot board another ship or be boarded or fire a broadside or be fired upon.

Features on the Sea of Souls & the GriGri

The Harbour



Pirates start their journey from Cayona Harbour on Tortuga.

Ships may be placed in any of the six squares of the harbour. Pirates do this in turn order.

Pirates in the back three (NE) spaces increase their ship's power (die) by one.

Performing or being the victim of the following actions are not allowed in the harbour:

Tix or Tok;
Barrel Magic;
Boarding or BroadSides.

The Treasure



Gold coins can be retrieved from the Sea of Souls by:

Ending a move on a single coin, or

Ending a move on a map, When a pirate's ship ends its move on a treasure map for the first time 3 coins may be taken from the treasure supply.

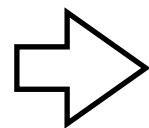


A pirate can take 3 coins from each map only once.

A pirate who plays '**Take**' may receive up to 2 items in total from Tortuga. These are taken from any of the supplies including the treasure supply.

The Treasure supply is replenished every time a pirate loses a coin to the mermaids or a broadside hit.

Strong Currents



When a ship ends its move on an arrow it moves to the next space in the direction of the arrow.

The Spanish Fleet



If your ship's Voodoo Power is **less than 4** you lose a coin.

If your ship's Voodoo Power is **more than 3** you lose one from its Voodoo Power and gain a coin.

The Compass



The compass enables a ship to sail in any direction when taking part in a Hoodoo ritual. The compass is not lost after its use.

The Emerald



The Emerald (Morgan's Eye) is a treasure but is worthless without the Skull containing the other one.

The Portal



Only when you first end your move on this space immediately go to another portal of your choice unless they are occupied or isn't another. If so ignore this.

The GriGri



The GriGri ("greegree") is a good luck charm usually a bag containing small objects or an ancestral verse. The practice of using gri-gri originating in Africa and was adopted in the Caribbean by practitioners of Voodoo.

A GriGri token is provided in this game but it can be changed for any item likely to bring you good luck.

Pirates acquire the GriGri whenever they conjure the 'Poppet' action. It protects the holder from '**Tix**' & '**Tok**' and cannot be stolen or buried.

A pirate's ship always ends its move facing South or West

The Ship Playmats

Transparency

Pirates must place all their possessions so they are visible on the table for all other pirates to see along with their current Action card.

Skulls are placed skull side up. Their bonus conditions revealed at the end of the game for scoring.



Broadsides

On the Sea of Souls a pirate's ship will fire a broadside at the end of a pirate's turn whenever other ships are in range. The captain has no choice in this. The ship is possessed by moon token and the nature of the Sea.

Each hit increases the ship's Voodoo power by one to a maximum of six*.

Each pirate has a **unique skill**.

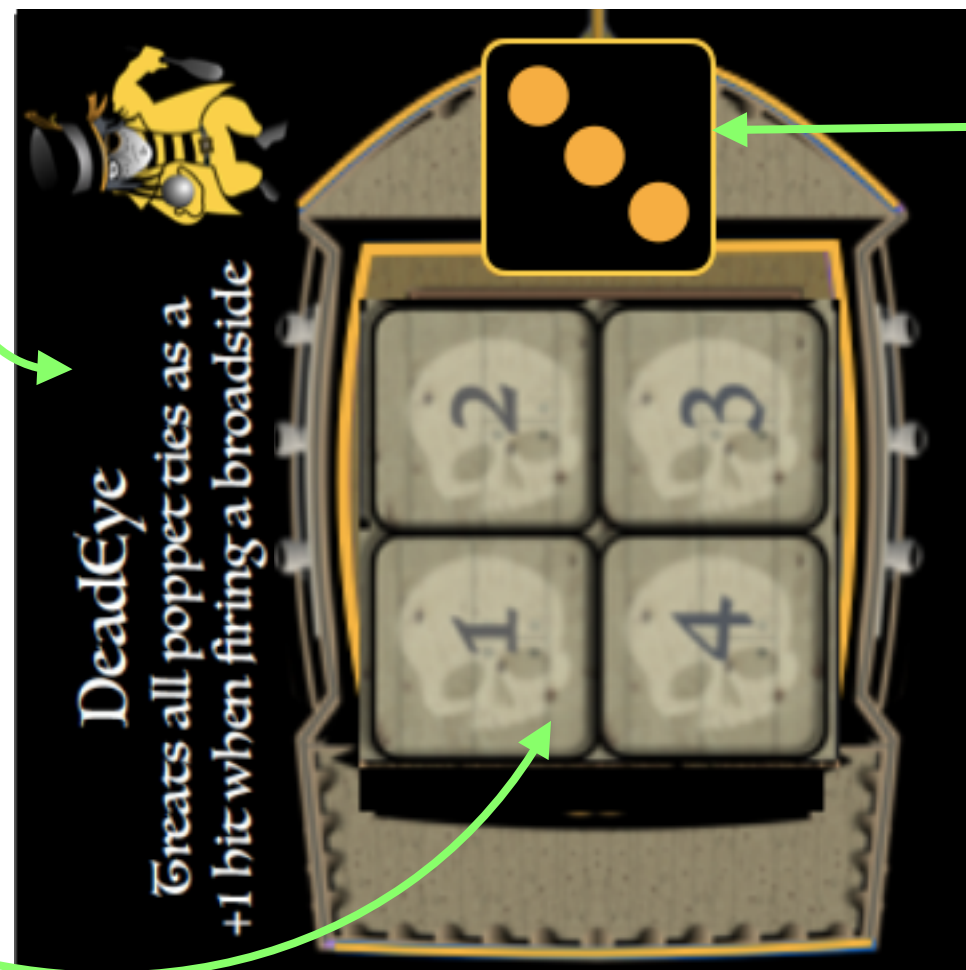
Each ship can store:

Any number of coins

A maximum of **three poppets**

A maximum of **three objects** which may only include **one skull**
(Cursed Pirates may store two skulls)

A maximum of **four souls**



A ship's **Voodoo Power die** is placed here with its top face the same as the one printed on the ship.

For each broadside hit on another ship the number showing on the top face increases by one to a maximum of six.

* When a pirate's ship reaches six the ship's Voodoo power does not increase. Instead the Voodoo Power of the victim's ship decreases by one for each hit (to a minimum of one).



Cursed pirates (CPs) are non-player pirates who can be used to increase the numbers of ships for two or three players or solo play. Any of the five pirates can be used as a Cursed Pirate.

Set Up

The set up is the same as the normal game with the addition that CP figures are placed on both the 'Stars' and 'Moon' barrels. These figures will be moved one barrel clockwise each Dawn. *CPs do not conjure Barrel magic.* These figures simply block barrels from use by player pirates each round.

An extra Action card

Each CP has an extra Action card duplicating one of the original 6. These extra cards are different for each CP. During set up shuffle each CP's deck of Action cards and place it face down in their 'seating position'. At Dusk after all player-pirates have revealed their Action card turn over the top card from each CP deck. If 'Tik' or 'Tok' are turned over in the harbour turn the next card over until one of the other actions appears. Any cards overlooked will stay in their discard pile. At Dusk if the deck is empty shuffle the 7 cards again to start a new deck.

Cursed Pirates

During set up CPs place their ships in turn with player-pirates (moving clockwise starting with the holder of the Sun token). CPs prefer to place their ships in first vacant space in the order shown below. Choose the lowest of those spaces left.



A CP Ship's Storage

A Cursed Pirates's ship can store:

Any number of Coins;

3 Objects (*including two skulls*)

3 Poppets

4 Souls

Souls are stored in the four numbered spaces. Place them in numerical order. The first soul acquired in storage space '1' etc. When a Soul is played or lost it is taken from the highest numbered storage space. There is one exception. When choosing a Soul to play in a Hoodoo ritual a different soul may be chosen to match a soul on the grid in order to move more spaces (if that delivers more VPs).

Broadsides!

At the end of their move CP's choose position the orientation of their ship East-West or North-South to fire broadsides that cause the maximum effect. The normal rules apply when firing a broadside.

Objects

Cursed Pirates can only hold **Three objects** in total:



Up to **Two Skulls** for endgame bonuses
When scoring endgame bonuses a skull is worth +2VP in addition to any of its conditions that are met.



Silent Oars enable another ship within the 8 spaces surrounding the holder's ship to be boarded without movement. A CP will use 'Silent Oars' as soon as it is possible to do so including immediately after the object is retrieved.



Ghost Wind may move a CP's ship one space in any direction for maximum VP when a ship is becalmed.



The **emerald** is worthless at the end of the game unless the Skull containing the other emerald is held. If both the skull and the emerald are held at the end of the game the combination is worth +8VP.

A Cursed Pirate will never discard a skull for another object. But will discard silent Oars for the Emerald

Cursed Pirates 2

What to steal when boarding another ship or playing the Action card 'Take'?

'Boarding'

A CP boarding another ship will take the an item in the following order of preference:

Compass - Poppet - Soul - Coin

If the victim has none of these the CP leaves empty handed. Cursed Pirates **do not** take Objects.

'Take'

When successfully playing 'Take' a CP will always take **two coins** and *in addition* a Poppet if the CP has no Poppets and a Soul if the CP has no Souls.

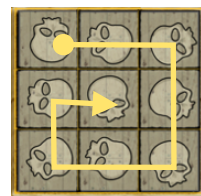
When a CP plays 'Tix' or 'Tok' in the harbour turn over the next action card. Place it on top of he original card played.

When to take part in a hoodoo ritual ?

CPs will take part in a Hoodoo ritual unless they are without a soul when they **have not** played a '#oodoo' Action card.

How to place Souls in a Hoodoo ritual ?

If there is the option to place a soul next to a matching soul, place the soul on the adjacent orthogonal space furthest W. If there are two such spaces place it on the furthest S of the tied spaces. If no matches are possible, CPs place souls around the edge of the grid from the SE corner clockwise as shown.



When CP with 3 Poppets selects 'Poppet'
Turn over the CPs next Action card.

When CP without a Soul selects a '#oodoo', 'Tok' or 'Tix' action card?

A soul is taken from the bag for the purpose. If the CP passes on conjuring the action card the soul is returned to the bag.

Which Soul to call when conjuring Tok ?

A CP with souls calling Tok will call the colour that yields the most souls. Ties are broken by the soul with the higher storage location number 1-6. *Victims must not have the GriGri.*

What if a CP with souls selects Tok but there are no matches available?

The CP takes a soul out of the bag but does not collect matches from other pirates or the hoodoo ritual grid.

What if a CP without a poppet at Dusk selects Tix ?

Turn over the next Action card in their deck and place it on top of the 'Tix' Action card.

Which direction does a CP's ship face ?

A CP's ship always faces West or its orientation for broadsides.

When do CPs fire Broadside?

Like all ships a CP's ship always fires a broadside if other ships are in range.

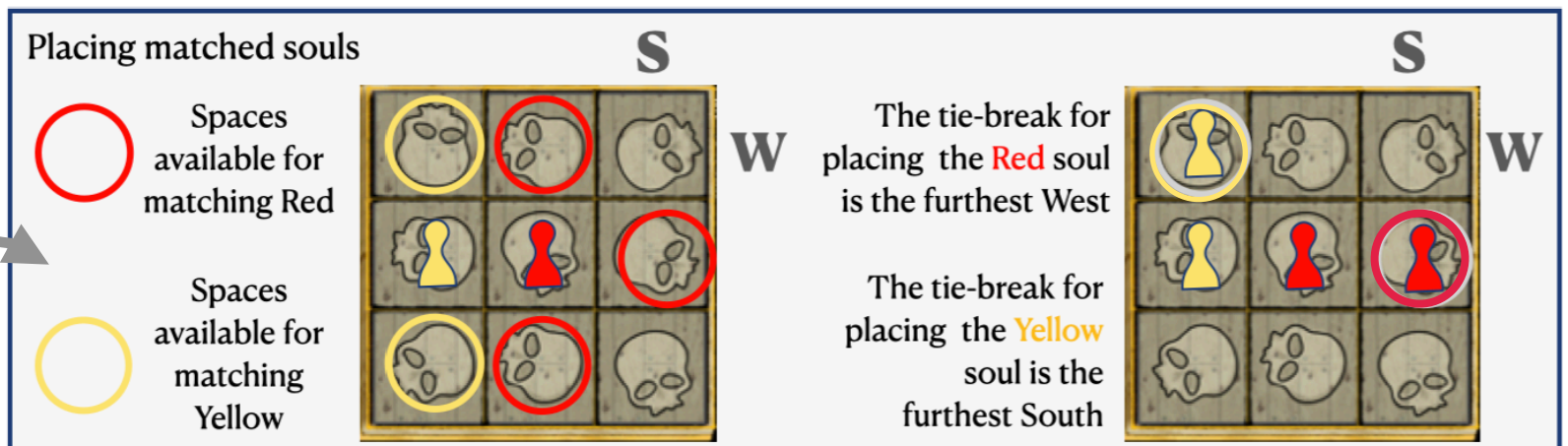
Which direction to move the ship ?



A CP will always seek to maximise the VPs gained by movement taking into account location value and coins. If there is a tie between sailing South or West a CP will sail West. If there is a choice of only gaining 1VP or flipping a new tile the CP will flip a new tile.

How to decide which victim for Tix ?

The victim of Tix is chosen to be the one that results in the biggest increase in VP at the end of the move. If there is a tie choose the ship in the space with the highest value. If still tied the one furthest west. A pirate with the GriGri cannot be chosen. Both the victim's and the conjurer's ships must be able to move at least one space in the directions desired conjurer.


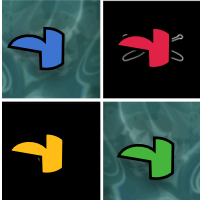
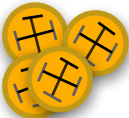
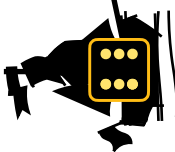

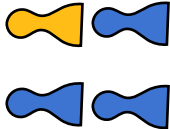


Cursed Pirate playing aid

		Action Card played at Dusk					
When a Cursed Pirate plays this → Action card with.. ↓		Jax	Poppet	Tok	#oodoo	Tix	Take
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)	Turn over the next Action card At Dusk					Do not take a Soul
	Max Poppets (No space)		Turn over the next Action card at Dusk				Do not take a Poppet
	No Colour Match			Take a Soul from the bag. Do not call a colour			
Default If none of the above applies. *(See 'Take' for an exception)		Take souls equal to the number of colonial ships after movement for tide direction.	Take the GriGri and a poppet from the supply	Call a colour the CP owns that will deliver the most souls	Always conjure or join as a 'Caller' and prioritise colour matches when placing souls	Choose a victim to create the most VP. If tied: the ship on the highest value sea space: if still tied the ship furthest west	Take two coins. *(in addition to any items from higher up in this column)

What to do when matching a Cursed Pirate's Action card with their resources

Score Card

Pirate 	The value of the ship's location on the Sea of Souls (1-25)	Gold Coins (1-18)	Voodoo Power of the ship (1-6)	Bonuses from Objects (0-10)	Souls Majority (0-4)	Total
						Total

When scoring skulls for Cursed Pirates add +2VP for the skull itself in addition to any endgame conditions that have been achieved.