

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
- 3 x 'In Jail' tokens
- A fish to mark the direction of the wind
- A 'buried' card

(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.

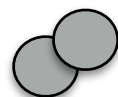
In addition to the printed materials you will need:



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 ofSouls.



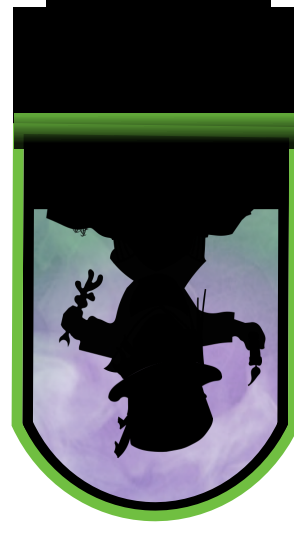
2 x markers for the Tide and colonial ships in Podepe harbour.



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

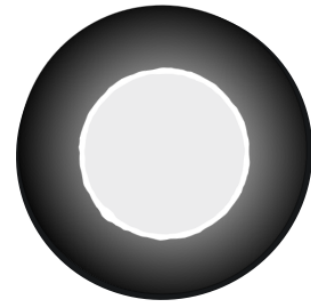
Loot

Reaper

Whisper



Sun



Moon



GriGri

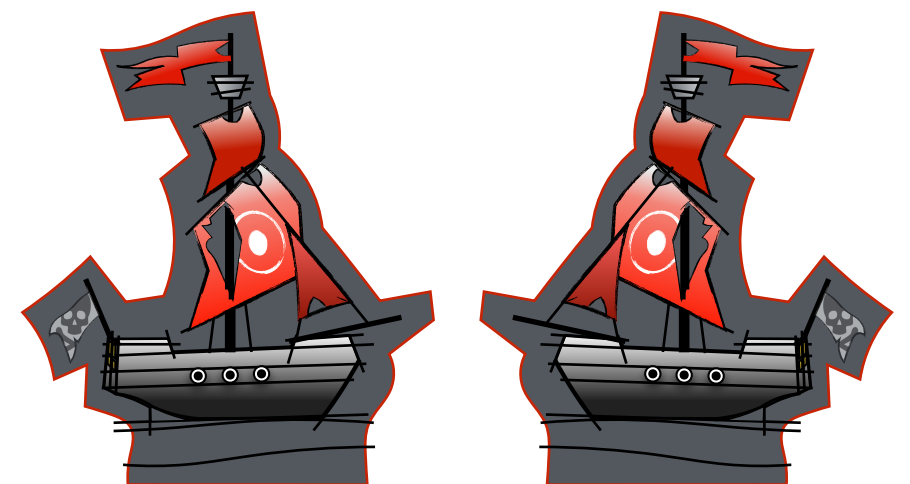
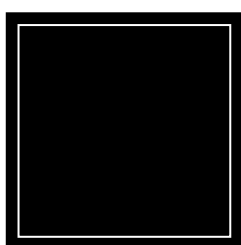
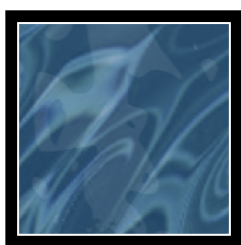
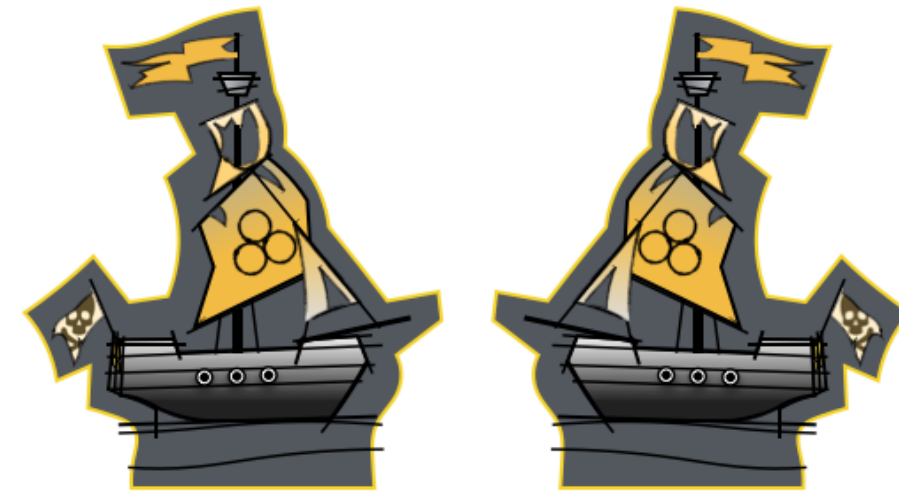
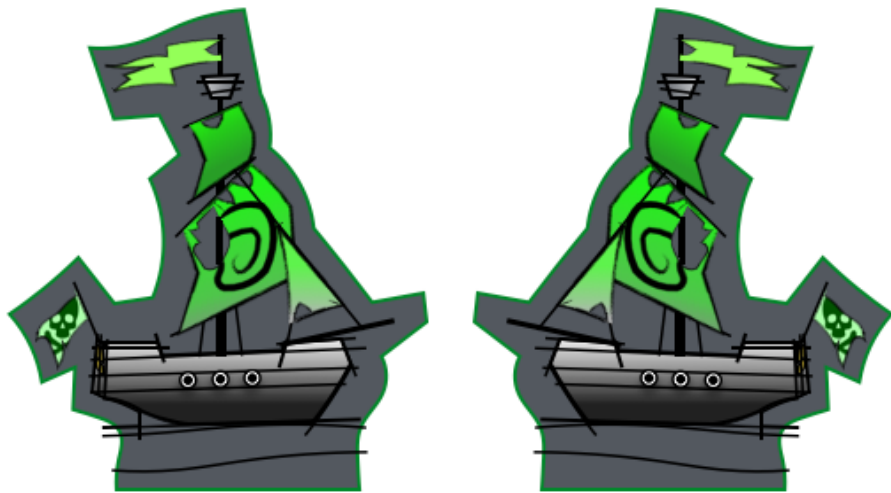
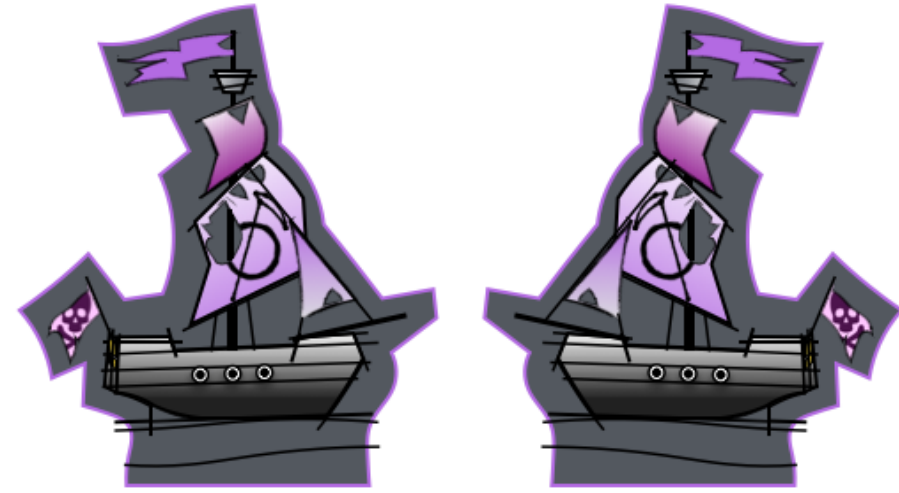


wind
direction



Jail
Tokens





Kraken

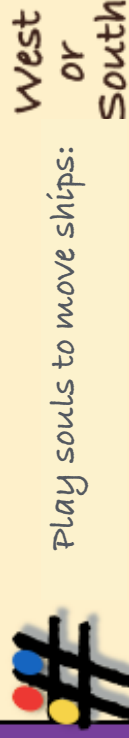
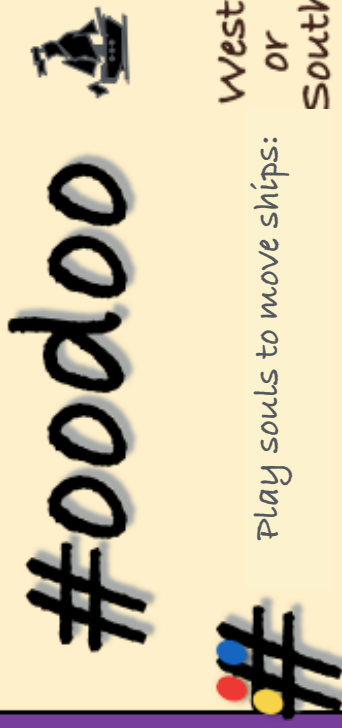
Sea Tiles

Compass

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



Change the wind one quadrant clockwise
For each #oodoo action card played



Make a poppet..



Poppet

Take the GrisGris



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

GrisGris



Move:-

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



4
3
2
1

Tide in, One ship more
Tide out, One ship fewer

Jax



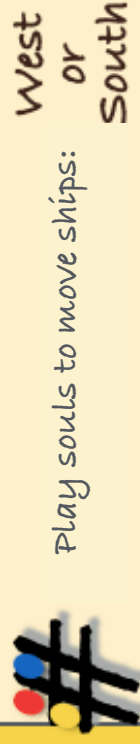
Souls collected = Number of ships

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



Change the wind one quadrant clockwise
For each #oodoo action card played

#oodoo



Play souls to move ships:

West

or

South

Make a poppet..



Poppet

Take the GriGris



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

GrisGris



Move:-

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



4

3

2

1

Tide in, One ship more
Tide out, One ship fewer

jax

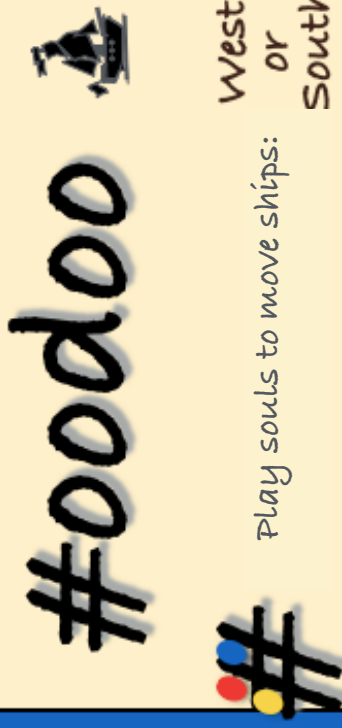


Souls collected = Number of ships

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



Change the wind one quadrant clockwise
For each #oodoo action card played



Play souls to move ships:

West
or
South

Make a poppet..



Poppet

Take the GriGris



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

GriGris



TIX



Move:-

The victim's ship +1E or +1N
Your ship +1 in the 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 all matches from others and the hoodoo grid



Change the wind one quadrant clockwise
For each #oodoo action card played

#oodoo



Play souls to move ships:
West or South

Make a poppet..



Poppet

Take the GrisGris



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

GrisGris



Move:-

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



4
3
2
1

Tide in, One ship more
Tide out, One ship fewer

jax



Souls collected = Number of ships

If more than one 'Take' played
in the round go to jail

TAKE

If only one 'Take' played in
the round you may steal
two items from the supplies

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



Change the wind one quadrant clockwise for each #oodoo action card played

#oodoo



Play souls to move ships: West or South

Make a poppet..



Poppet

Take the GriGris



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

GrisGris



Move:-

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

If more than one 'Take' played in the round go to jail

TAKE

If only one 'Take' played in the round you may steal two items from the supplies



4 3 2 1

Tide in, One ship more
Tide out, One ship fewer

Jax



Souls collected = Number of ships

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)

Shipwreck

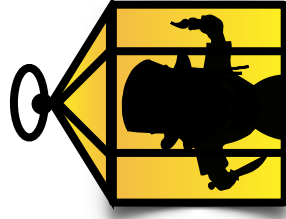
Search through
the top five cards
in the Object deck
and select one
to keep if you wish.
Return the rest
along with this card
and shuffle the deck.

Jail Break



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

Night Watch



Play to repel boarders
who attempt to
board your ship.

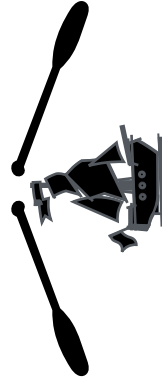
Lose nothing
*Remains in play
until Dawn*

Crows Nest



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

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)

Crows Nest



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

Voodoo Mask



If you are the victim of a broadside take a Poppet from the pirate whose ship fired at you and return fire immediately



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)

Rackham's Map

If your ship ends a movement on a sea space of value [8] return this map to the bottom of the object deck

And...

Take half of the coins from the Spanish Gold treasure (rounding up)

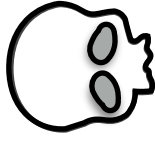
Rackham's Map

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And...

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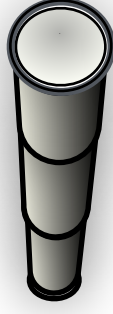
Crystal Skull



At the end of the game add +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.

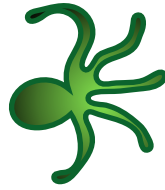
Spyglass



Take any card from the discard pile of the Object deck

Discard to the bottom of the Object deck

Octopus



Use to change the colour of one of your souls anytime you have the moon.

Put a soul into the bag then take a soul of any colour from the bag.

Morgan's Eyes



If you have this emerald alone at the end of the game deduct +2 VP from your score

If you have both add +7 VP

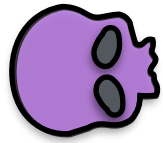
Morgan's Eyes



If you have this emerald alone at the end of the game deduct +2 VP from your score

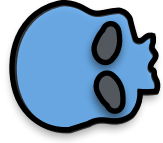
If you have both add +7 VP

Purple Skull



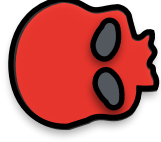
At the end of the game you may add +4 VP to your score
If you have a Purple Soul.

Blue Skull



At the end of the game you may add +1 VP to your score and another +1 VP for each Blue Soul you have.

Red Skull



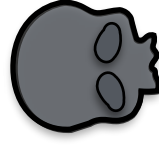
At the end of the game you may add +1 VP to your score and another +1 VP for each Red Soul you have.

Green Skull



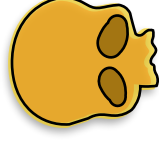
At the end of the game you may add +1VP to your score and another +1VP for each ship further West than your ship.

Black Skull



At the end of the game add +2VP to your score and another +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.

Ghost Ship



Play on another Pirate whose ship is in range.
If that pirate's ship has more poppets than your ship the Ghost ship will reduce the number to be equal to yours

Spyglass



Take any card from the discard pile of the Object deck

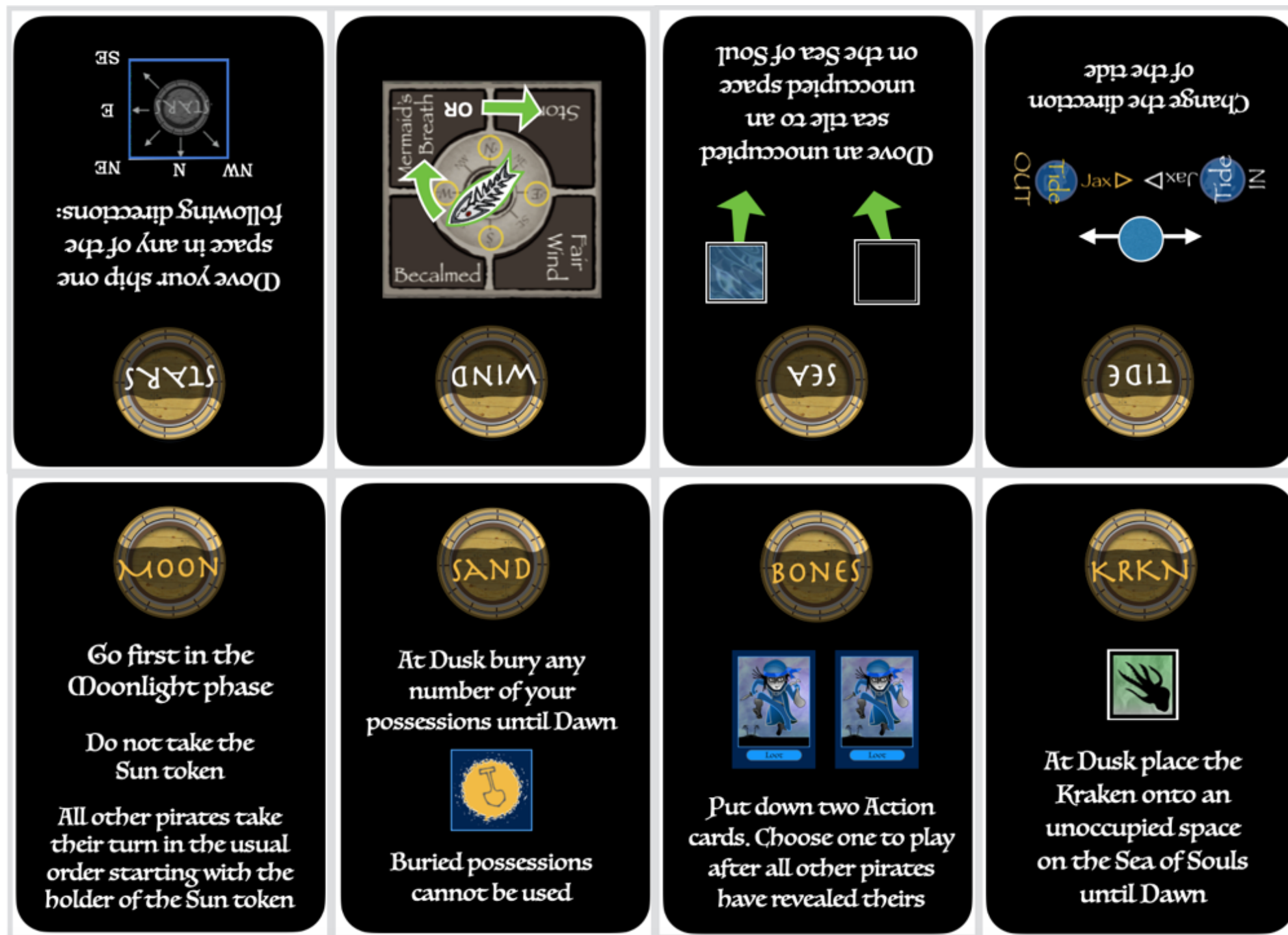
Discard to the bottom of the Object deck

Barrel Magic



Conjure Barrel Magic at Dusk without discarding a Poppet





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.