

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

(tip: I stuck my fish flat on top of an old castle chess piece to make the wind direction easy to see)

Other items on page 3 are:

- A Kraken token
- The Compass
- Two Sea Tiles

The 'Object' card deck is across pages 10-14 (objects encountered on the Sea of Souls).

on page 15 are cards to put beside the barrels on the board for 1st time players.

In addition to the printed materials you will need:



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

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

(to represent souls borrowed from sailors in Podedepe) 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.



18 x Poppet tokens (buttons, cubes, beads)



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



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



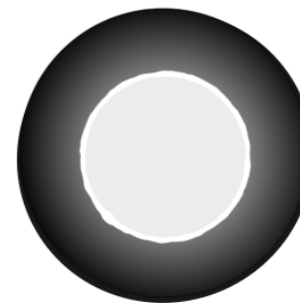
2 x markers (parrots) to mark the round number.

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

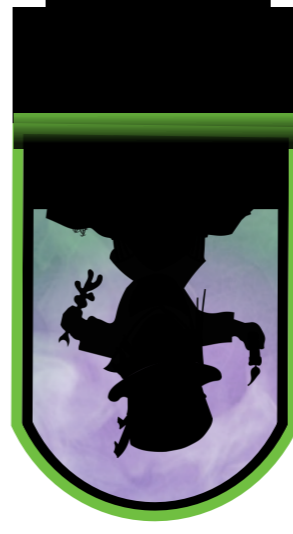
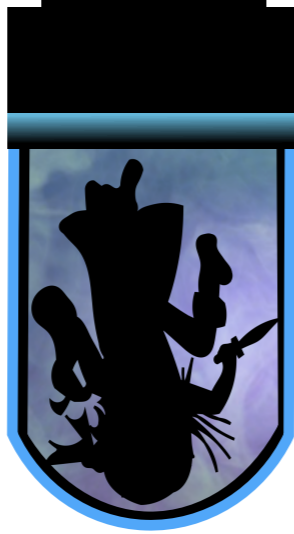
A bag or bowl to put the 24 coloured pawns



Sun



Moon



Moonstone

DeadEye

Loot

Reaper

Whisper

Magpie



GriGri



wind direction

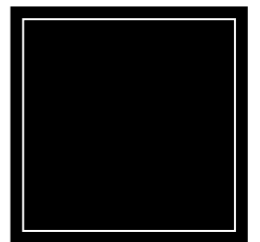
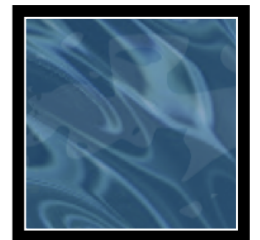


Jail Tokens





Compass



Sea Tiles



Kraken




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


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



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Jax



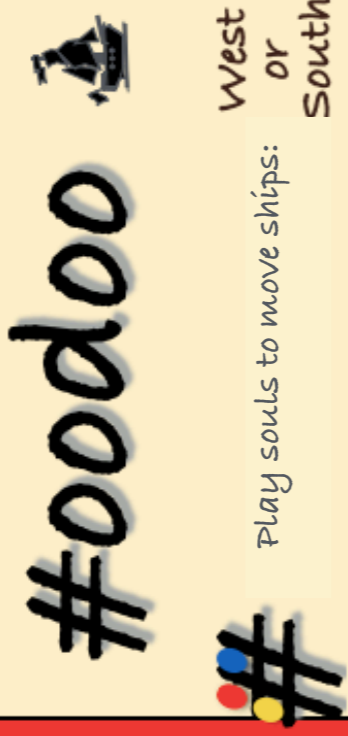
The victim's ship +1E or +1N
Your ship +1 in the opposite direction

Souls collected = Number of ships

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



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GrisGris



Move:-

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Your ship +I in the opposite direction



4

3

2

1

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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



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West
or
South


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

TIX



 Move:-
The victim's ship +IE or +IN
Your ship +I in the opposite direction

Make a poppet..



POPPET

Take the GrisGris




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Tide in, One ship more
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3
2
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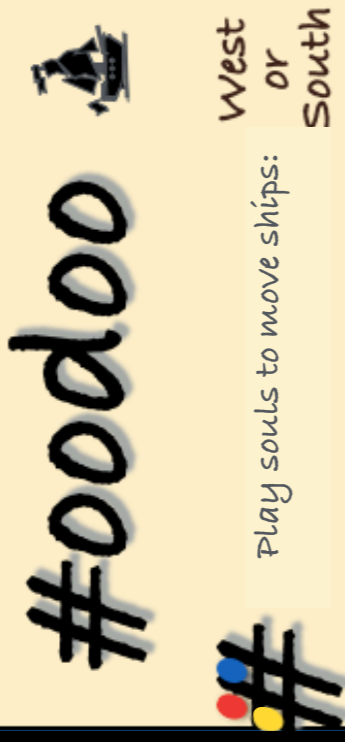


Souls collected = Number of ships

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



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

JAX



Souls collected = Number of ships

Voodoo Mask



Fire a broadside at all ships in range N-S and E-W including those with more poppets than you. The Mask will add to your broadsides as if you had one more poppet than each target ship.

CP's will increase their ship's power by two 

Voodoo Mask



Fire a broadside at all ships in range including those with more poppets than you. The Mask will add to your broadsides as if you had one more poppet than each target ship.

CP's will increase their ship's power by two 

Octopus



Use to change the colour of one of your souls when you have the moon. Swap one of your souls for a soul from the Hoodoo ritual space.

CP's take a soul from the bag 

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 the coins from the Spanish Gold treasure (rounding up)

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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 the coins from the Spanish Gold treasure (rounding up)

Spyglass



Look through the top 5 cards of the discard pile of the object deck. You may take one and shuffle the rest along with this card into the object deck.

CP's take a coin from the Spanish gold. 

Spyglass



Look through the top 5 cards of the discard pile of the object deck. You may take one and shuffle the rest along with this card into the object deck.

CP's take a coin from the Spanish gold. 

Morgan's Eyes



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

If you have both add +6 VP

Morgan's Eyes



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

If you have both add +6 VP

Silent Oars



Board a ship in any of the 8 spaces adjacent to your ship ignoring sea conditions

CP's will take a Soul from the ship with the most souls in this range. One Soul from each if it's a tie



Skilful Manoeuvre

You may choose to discard this card when your ship fires a broadside. If you do your ship will target all ships within the 8 squares around it.

CP's will increase their ship power by two



Silent Oars



Board a ship in any of the 8 spaces adjacent to your ship ignoring sea conditions

CP's will take a Soul from the ship with the most souls in this range. One Soul from each if it's a tie



Barrel Magic



Conjure Barrel Magic at Dusk without discarding a Poppet

CP's remove the blue Sea Gile from the board if empty



Ghost Ship



Take two souls randomly from the bag (or fewer if there are fewer in the bag). Any of these souls that match the colours of souls on your ship go back into the bag. Any remaining are added to your ship.

Spanish Fleet



All pirates located on sea spaces of value '8' or '9' have half their coins confiscated (rounded down).

Add them to the Spanish Gold treasure

Play immediately then Return to the bottom of the object deck

French Fleet



All ships with more than one poppet located on sea spaces of value '8' or '9' have a poppet confiscated

Play immediately then Return to the bottom of the object deck

Barrel Magic



Conjure Barrel Magic at Dusk without discarding a Poppet

CP's remove the black Sea Gile from the board if empty



Crows Nest



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

CP's take a Soul from the bag 

Crows Nest



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

CP's take a Soul from the bag 

Ghost Whisper



Cast a poppet to the sea to move your ship one space W or S

Ignore sea conditions

Night Watch



Play to repel boarders who attempt to board your ship. The Night Watch remains in play until Dawn

Ghost Ship



Take two souls randomly from the bag (or fewer if there are fewer in the bag). Any of these souls that match the colours of souls on your ship go back into the bag. Any remaining are added to your ship.

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.

CP's take a Poppet from the supply 

Jail Break



Discard anytime to escape from jail.

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.

CP's take a Poppet from the supply 

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

CP's take a soul from the bag



English Fleet



Ships located on sea spaces of value '8' or '9' with more than two souls must give up all but one soul.

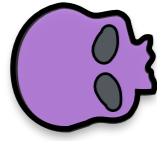
Play immediately then Return to the bottom of the object deck.

Jail Break



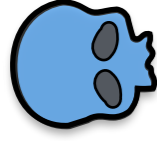
Discard anytime to escape from jail.

Purple Skull



At the end of the game you may add +4 VP to your score if you have at least one Purple Soul.

Blue Skull



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

CP's score +1 for any colour

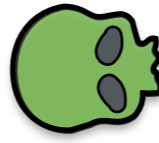
Red Skull



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

CP's score +1 for any colour

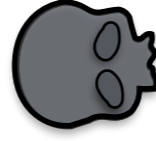
Green Skull



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



Black Skull



At the end of the game you may add +4 VP to your score if at least one pirate has reached the Voodoo Shore



Gold Skull



At the end of the game you may add +2 VP for each different colour of soul you have.

CP's score +1 for any soul

Crystal Skull



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

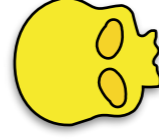


Golden Parrot



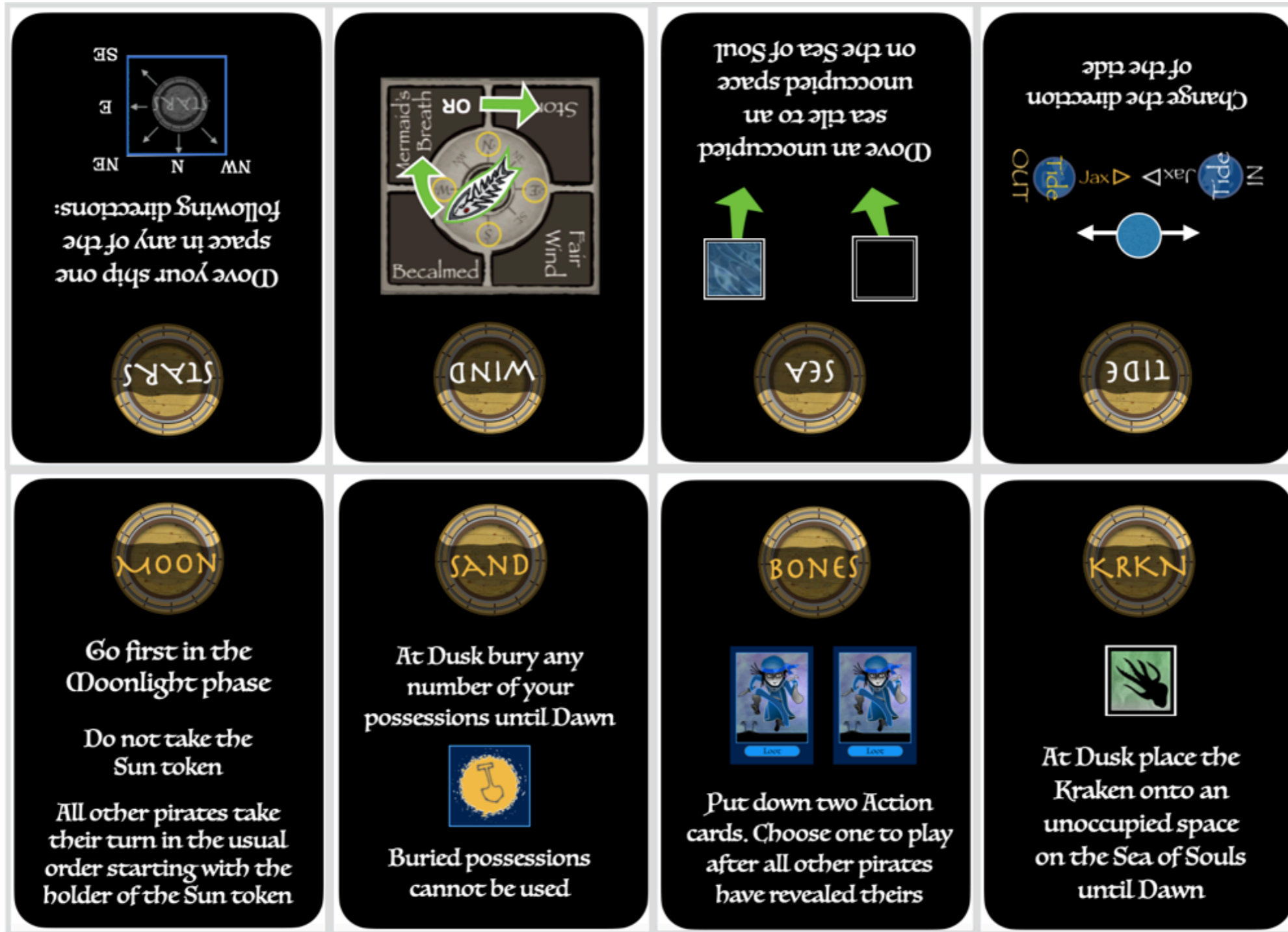
At the end of the game you may add 5VP to your score if you have fewer than three coins

Yellow Skull



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

CP's score +1 for any colour



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.