

Voodoo Pirate Card Game

1-4 players

Phil Stenton ©2025

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.

Pirates sail the Sea of Souls around an island believed to be the home of the Voodoo Spirits. The island appears each month between certain phases of the moon. Rates increase their Voodoo Power Through the location of their ship, the objects they collect and their success against other pirate's.

It is believed that a pirate captain with the most power when the island disappears will be blessed by the Voodoo spirits. 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. Mermaids may help ships on their way for a contribution of treasure or souls.

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

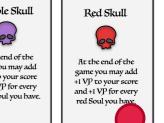
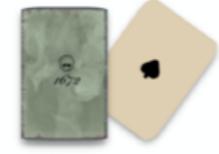
Your goal is to become the Voodoo Pirate blessed by the spirits with good fortune until the next game. To do this you must have the most Voodoo Power when the game ends

The **game ends** at the **end of the 12th round** (when the round marker returns to the 'North' card).

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 :-

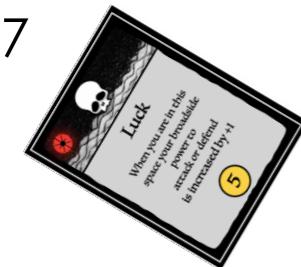
- 1 The position of a pirate's ship on the Sea of Souls (each space has a value between 4 and 11) 
- 2 A pirate's wealth in coins on their ship (+1 VP for each )
- 3 The Voodoo Power of a pirate's ship. (+1 VP for each broadside hit - max 6) 
- 4 End of game bonuses for meeting certain Object card conditions ('Skull cards').


- 5 The pirates with the highest and lowest playing cards will gain and lose 3 pts respectively 



Voodoo
Blessed
Playing
Card

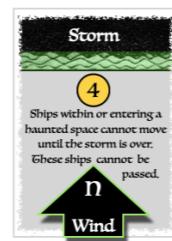
Shuffle Sea cards 1 to 8 and deal clockwise between N,E,S,W cards



8



N



(Flipped)



1



2

W



6



5



Objects
Deck

Hoodoo
Ritual
Grid



Objects Discard



4

S

Before shuffling make sure both 'Rackham's Map' cards will be dealt face down. Also that one and only one of the two 'Night Watch' cards will be "Night Watch" side up (big Night Watch symbol in centre of the card)



There are four types of card in the game:

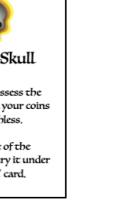
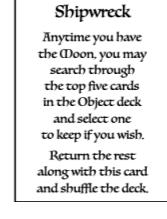
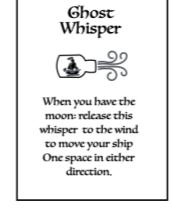
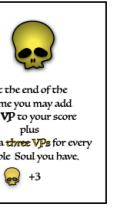
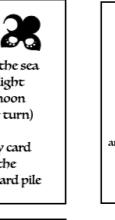
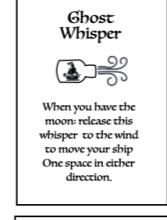
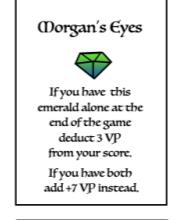
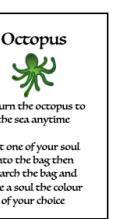
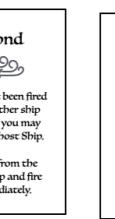
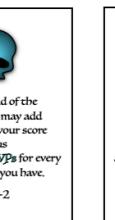
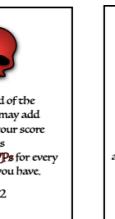
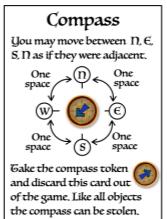
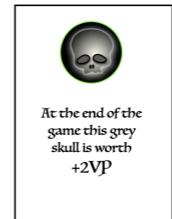
12 double sided **sea cards** that represent the sea of souls arranged in a circle;

21 cards that represent **object cards** that can be retrieved from the Sea of Souls

24 pirate **Action cards** (each pirate has a set of 5).

In addition, each pirate is dealt one of 6 Voodoo-blessed **playing cards**

Twenty-four Object Cards



If there are fewer than 4 players decide whether you want to use **Cursed Pirates** (Automa) to make up the numbers to 4



A starting soul is **randomly** assigned to each pirate. The colour of the first soul from the bag also identifies the colour of the pirate who will start with the Sun & Moon tokens and start the game.

 Give the GriGri to the pirate going last.

Setting up the game

Each pirate starts with :-

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



A ship's Voodoo power die



Five Action cards in the pirate's colours



Voodoo Blessed card

One random Soul from the bag



the bag of the remaining souls is placed within easy access of the players.

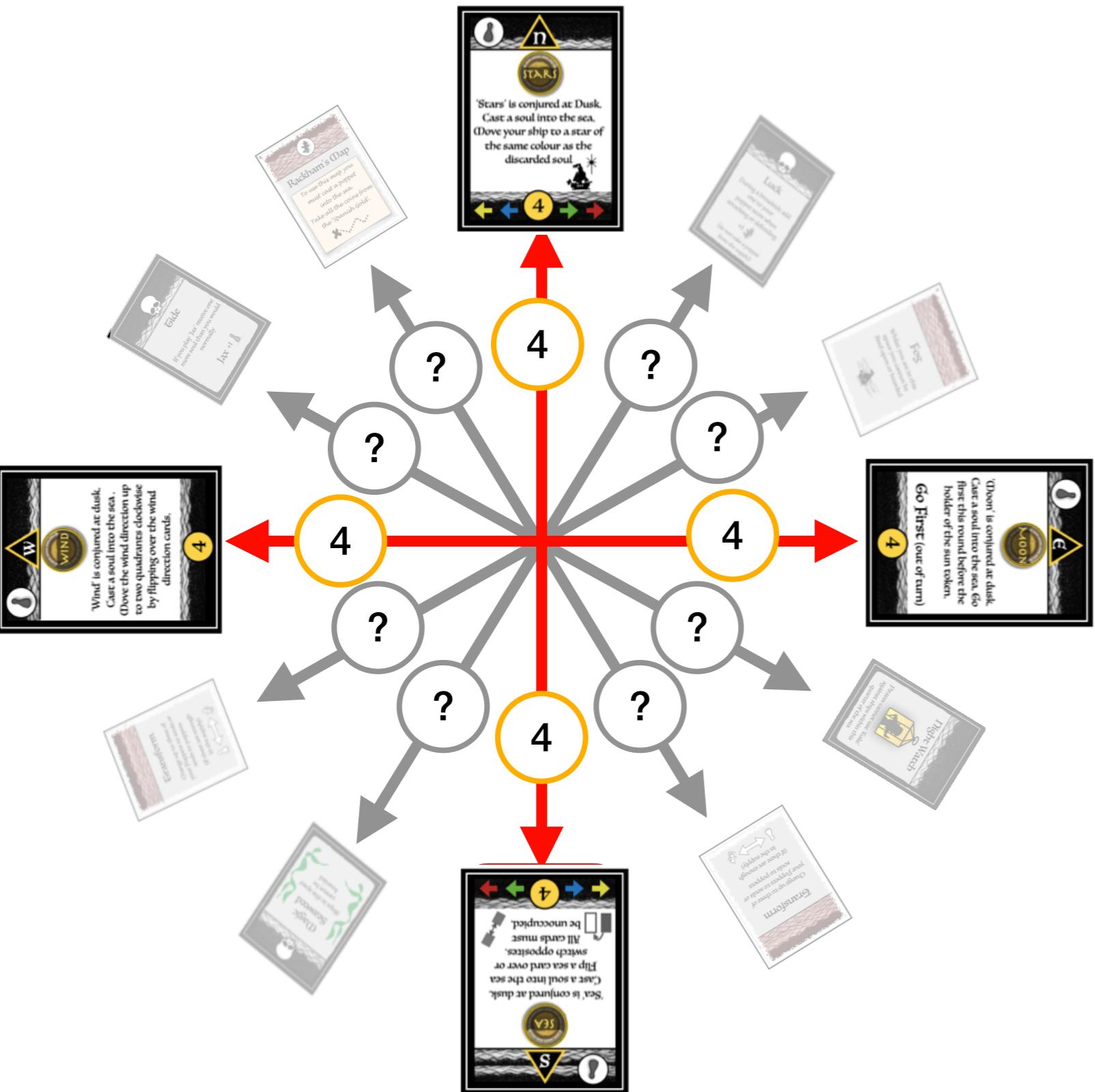
Wind Direction Sea cards

Amongst the 12 Sea cards are 4 special cards called **Cardinal cards** showing 'North', 'South', 'East', 'West' compass points and Barrel magic that can be conjured as night falls (Dusk) at the start of a round. The four cards are always placed in the configuration shown (in the four compass points they represent).

These cards are flipped over when the wind is blowing from their direction to show the conditions (effects on ships) within haunted sea spaces. When the wind changes these cards revert to their compass side. These cards themselves become haunted spaces when they are flipped over.



The four wind tiles each have a number in the bottom a yellow circle. These indicate the value in Voodoo Points (Victory Points) a pirate gains should their ship end the game on this space. Note it is impossible to end the game on haunted space when the wind is from the West: 'Mermaid's Breath'



The four Wind cards



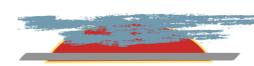
'Bones' An alternative East Card



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:

- The pirate with the Sun token moves the round marker one sea space clockwise.
- Each player-pirate chooses one of their pirate's action cards to play placing 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 on the barrel of one of the three Wind cards not flipped. To do this they return a **Soul** to the supply and place their pirate token on an **unoccupied** barrel. Pirates may pass the option of Barrel magic.
- Once all pirates have selected or passed, all Action cards are revealed **simultaneously**.
- 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 'Object' cards on their ship.

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

As a final act before the moon is passed on a pirate's ship will fire a Broadside if a target 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 the round marker has reached the the 'North' sea card 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).
- 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 to be the 'Voodoo Pirate'. This honour brings good fortune and wealth until a new pirate is so blessed in the coming months.

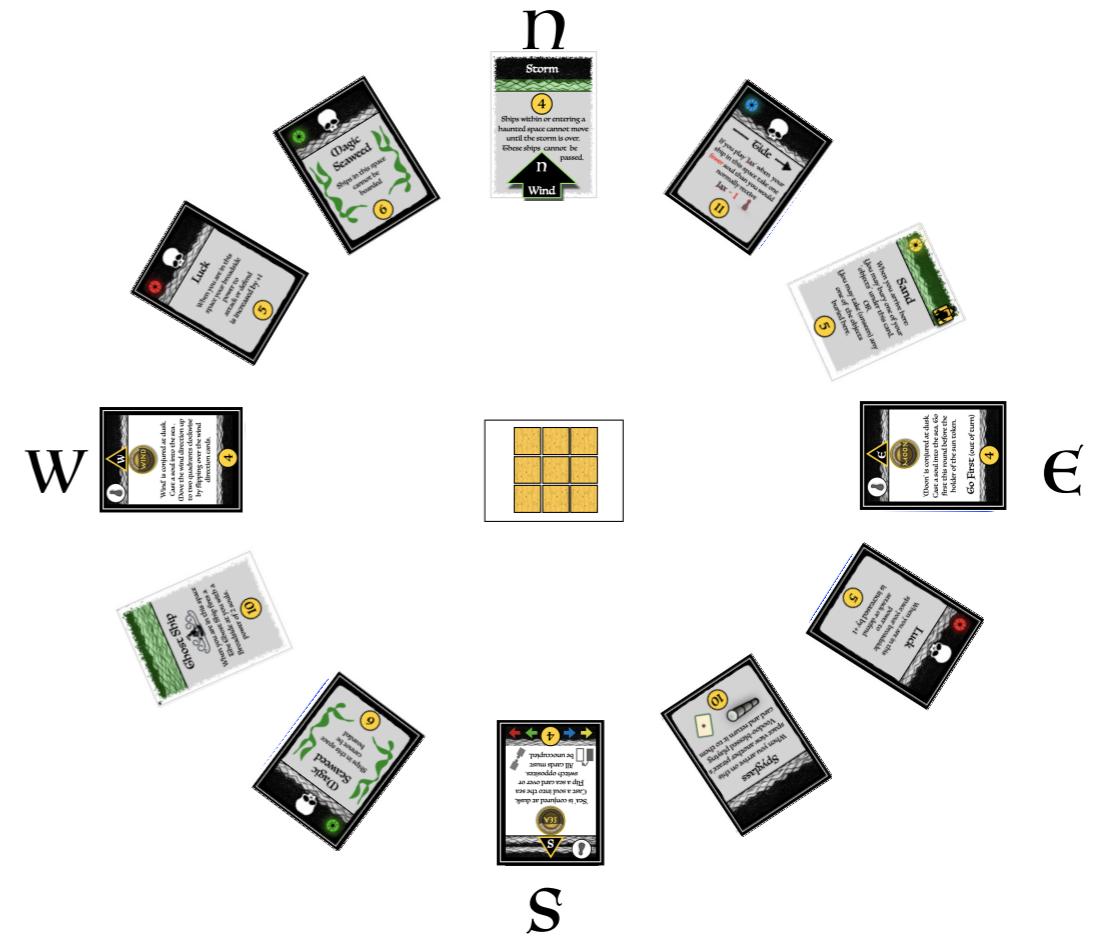
Between Tortuga and the sightings of the Voodoo shore is the Sea of Souls which requires the souls of sailors to power ships across its waters. The circle of 12 Sea cards opposite shows the Sea of Souls. The cards have two sides. A side may be a haunted side or a 'Fair Wind' side. Some cards have one of each kind.

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

The **wind direction** is indicated by the the four Cardinal (N,E,S,W) cards. These cards are flipped over when the wind changes to or from their direction. The wind is blowing from the North in the image opposite.

The North card opposite is showing its flipped side with the arrow in the direction of the wind. The card also indicates the sea conditions for all 'haunted' cards (green header face up). When the wind changes this card will be flipped back and the new wind direction card is flipped over creating new sea conditions.

There are 4 types of sea conditions: **Fair wind**, **Storm**, **Becalmed** and **Mermaid's Breath**. Each effects ships landing on cards with a haunted-side up differently.



The wind direction changes whenever a Hoodoo ritual is called. The number of '#oodoo' action cards played in the round will cause the wind direction 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



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 stolen from them (**Take**).

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

The ships of others can also be possessed and forced to move one space Clockwise or Anticlockwise 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.

A ships movement is also affected by the direction of the wind which determines the sea conditions in haunted spaces. These are spaces where the card is showing a green header on its face up side.

Examples of Haunted spaces:

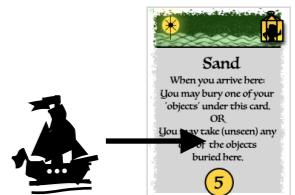


The effect of sea conditions on a ship's movement across haunted spaces

'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 and cannot be boarded.



Stop Here

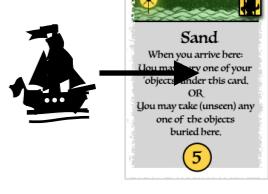
'Mermaid's Breath'

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 'Rackham's Treasure.'



'Storm'

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 must end its movement before the haunted space. A ship in a storm cannot move until the wind changes and cannot be fired upon.



Stop Here



Action Cards

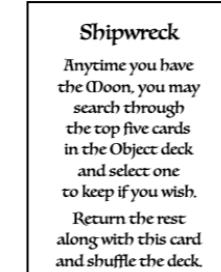
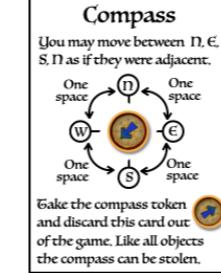
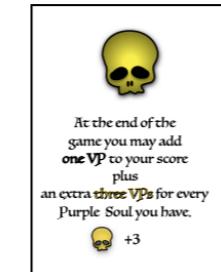
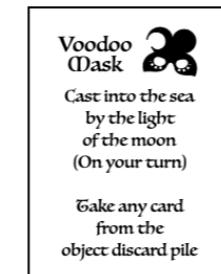
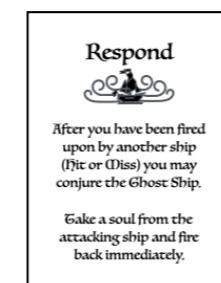
Pirates select action cards at dusk and conjure them during the Moonlight phase.

Each pirate has a hand of the same five 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 pirates are simultaneously revealed at Dusk.

When it is a pirates turn in the Moonlight phase they decide whether or not to conjure the Action card they have chosen (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).



Object Cards

Objects may drift past your ship. You sift through them in the hope of finding something that will help you on your journey.

When a ship ends its move on a card with a skull in its header the captain may take the top card of the object deck or its discard pile. A ship can hold a maximum of 3 objects. A pirate with more than three must discard the extra object.

Objects can help pirates on their way across the Sea of Souls or provide end-game bonuses.



There are 24 Object cards. Eleven of these (9 x 'Skulls' and 2 Emeralds) will provide bonuses if their conditions are met at the end of the game. An extra skull is cursed and will reduce the value of your coins to zero.

The rest of the object deck will help pirates on their journey across a sea. Each card describes its effect. **Object cards can be used anytime a pirate has the moon token.**

Beware of other pirates who might seek to deprive you of your wealth, your souls and your wits.

Action Cards (Jax, Tok, Take)

Action cards to collect souls and other items

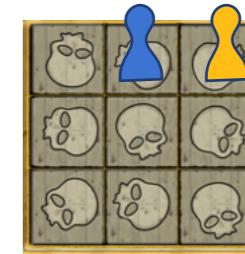
Jax enables you to take souls from the bag. The first person in a round to play Jax takes one soul from the bag. The second to play Jax takes two souls and the third three and so on. If the bag is empty choose any souls from the Hoodoo ritual grid to make up the number of souls you should take.



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**.



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

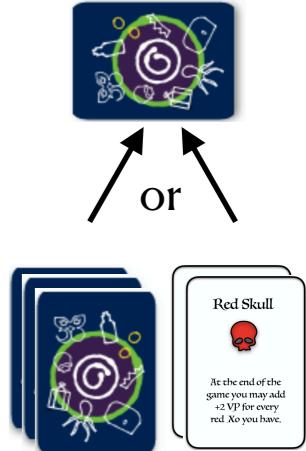
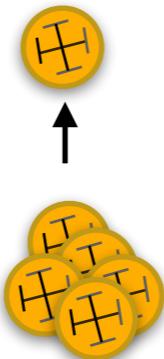


Green pirate

Take enables you to steal two items from the streets of Tortuga. Choose **two** items (the same or different). You may steal coins from Rackham's treasure, objects from the top of the Object deck and its discard pile, *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!



Action Cards (Tix & #oodoo)

Tix is a possession where a pirate moves another pirate's ship **Clockwise or Anticlockwise** and their own ship one space in the opposite direction. **Both ships must be able to move at least one space.** The conjurer must return a give the victim a *soul*. The victim's ship always moves first. Normal movement rules apply. The holder of the **GriGri** cannot be a victim.



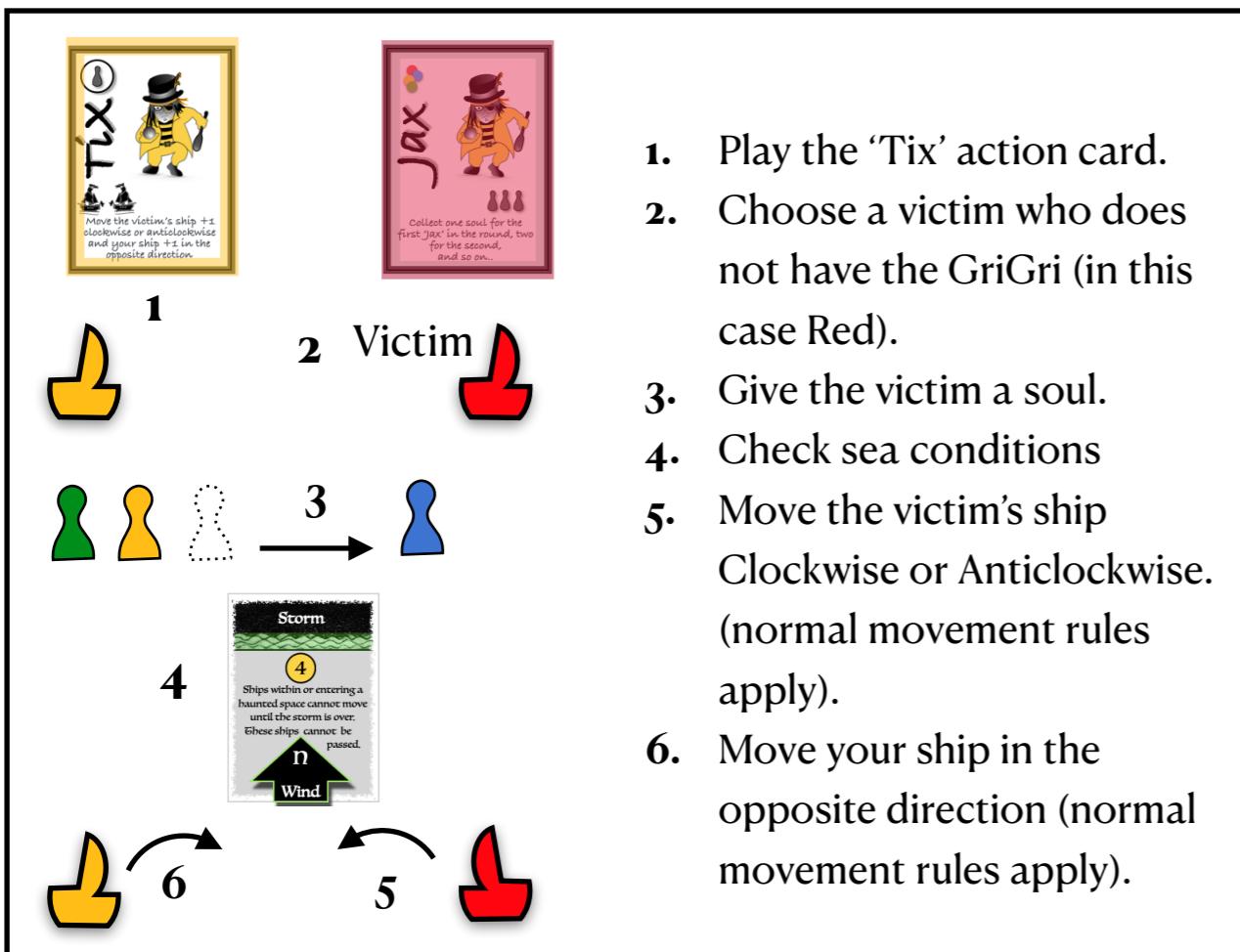
#oodoo enables a pirate to sail their ship by freeing souls in a hoodoo ritual. There can be only **one Hoodoo ritual per round** but all pirates with souls may take part.

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 wind moves clockwise the same number of quadrants, changing the sea conditions in the haunted spaces.

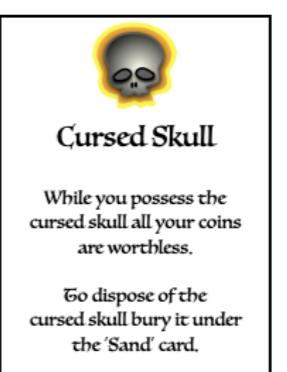
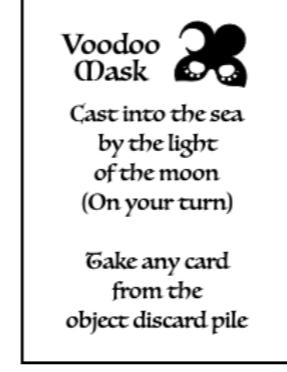
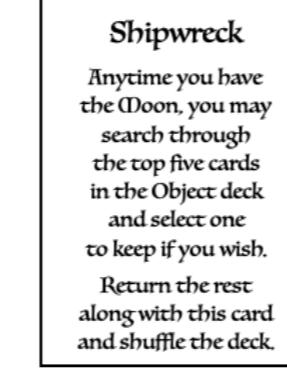
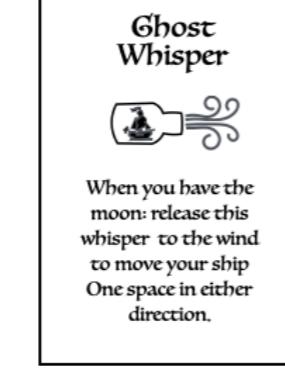
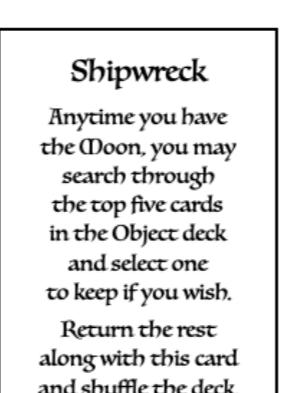
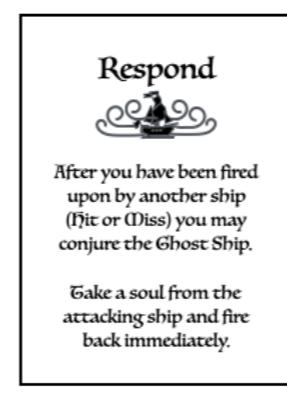
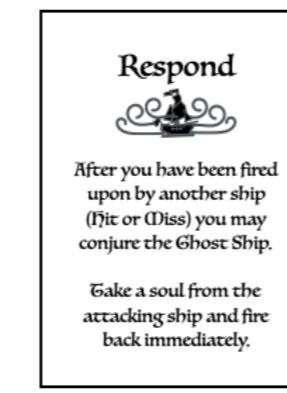
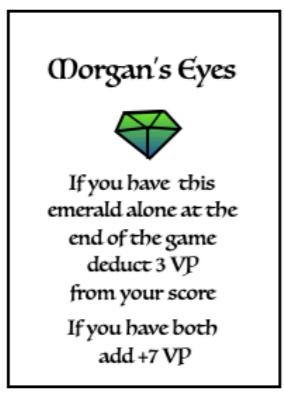
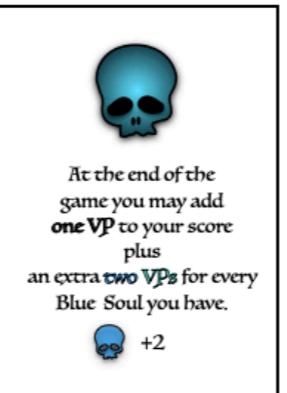
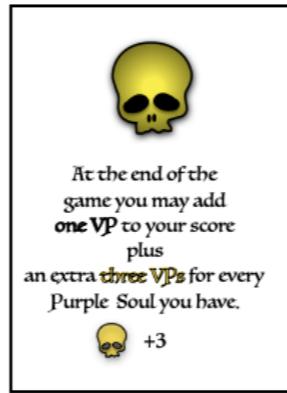
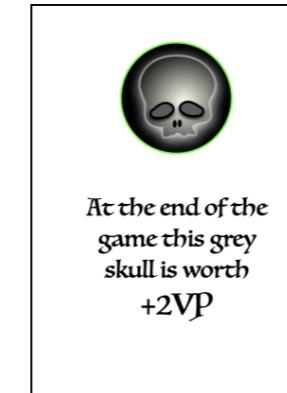
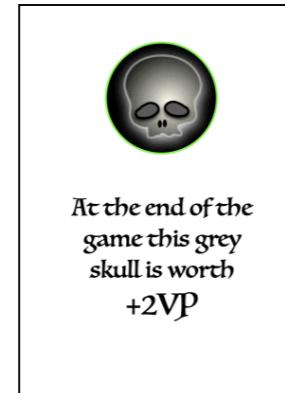
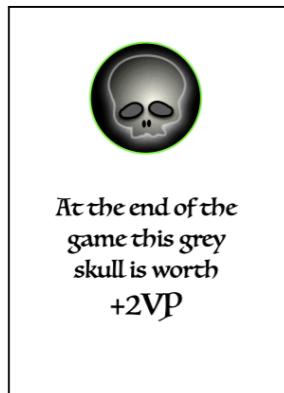
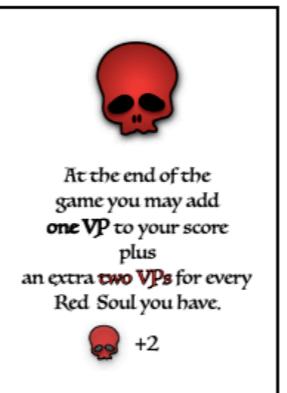
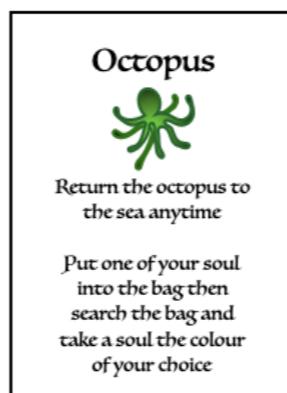
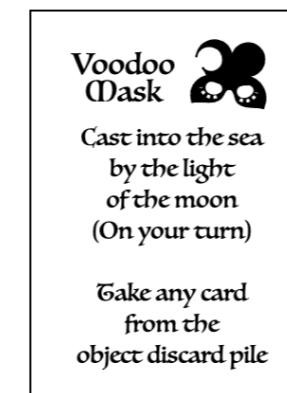
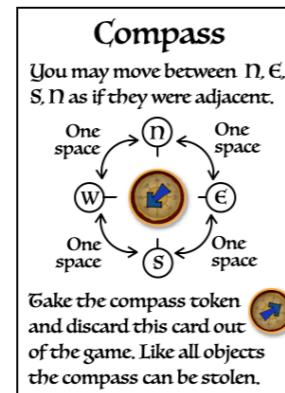
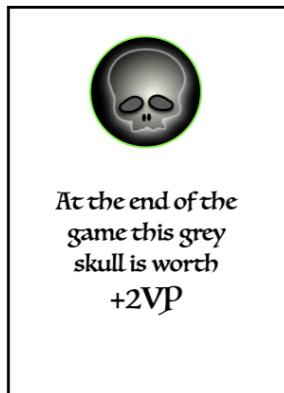
Immediately and in turn order, the impact of any ships caught by 'Mermaid's Breath' is resolved. **The ritual then starts and comprises two rounds. Players of #oodoo may take part in both rounds. Others only the first round.** Starting with the Caller, each pirate places a soul on the grid and moves 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.



24 Object Cards

Object cards: Eleven of them (9x Skull cards, 2x Morgans Eyes) provide bonuses at the end of the game



Barrel Magic

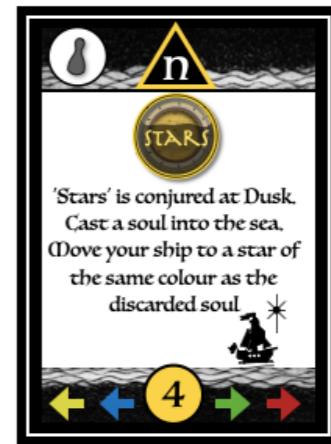
Dusk Barrel Magic Selected & Conjured at Dusk at a cost of one soul



At Dusk pirates may cast a Soul 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 sea, the stars, the and the moon, to 'go first' out of order or 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.



Moon and **Bones** are both Barrels from the **E** card. You may choose which of the two you prefer to use at the beginning of the game.

(E) 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



(E) 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.



(n) Stars: Move your ship to any space with the same coloured star as the Soul you used to cast this Barrel magic.



(W) Wind: During your turn you may change the wind direction. up to two quadrants clockwise. Flip the relevant cards and immediately resolve any impact on shins in haunted spaces



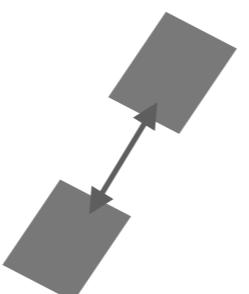
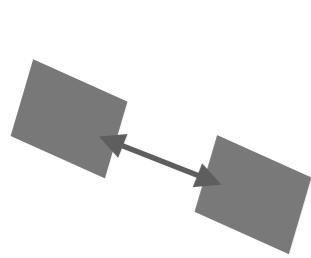
(S) Sea: Flip a sea card over or switch cards opposite each other. All cards involved must be unoccupied



Boarding and Broadsides

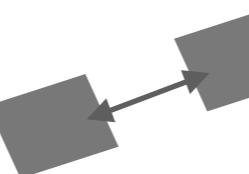
Broadside

At the end of a pirate's turn their ship will fire a broadside at other ships in the opposite space (across the circle).



A broadside will be successful if the victim's ship has fewer **Souls**

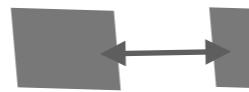
The difference in souls = hits
3 souls vs 1 soul = 2 hits



For each hit the victorious ship increases its Voodoo Power by one to a maximum of six.



For any number of hits the victim loses one coin (only) to Rackham's treasure. No other forfeit replaces the coin if a victim doesn't have one.

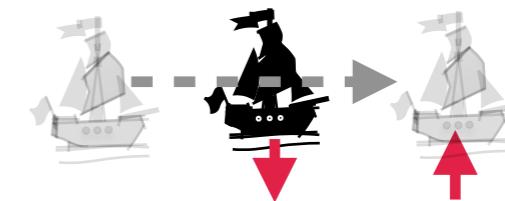


If the Voodoo power of the victorious ship is already at '6' when firing then in addition to the one coin, the **victim's ship** loses Voodoo power for each hit.

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, Soul, Object or GiGi]



Compass, Coin, Soul, GiGi or Object

A ship that is possessed by Tix (the victim of Tix) or driven back by a strong current [<] cannot board another ship during its forced movement ('forced movement' ends when the ship comes to rest).

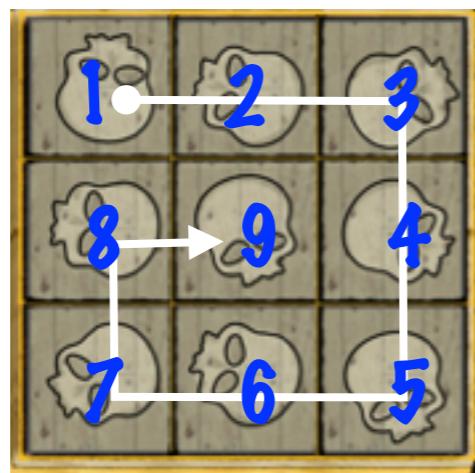
Cursed Pirates

(Automa)

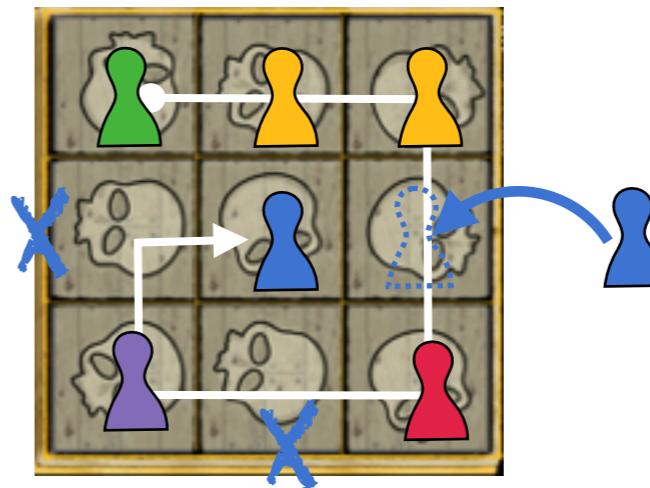
**Rules for: *placing Souls* during Hoodoo rituals,
deciding what to steal when conjuring Take & Boarding another ship
and *how to fire broadsides* at other ships**

How to place Souls in a Hoodoo ritual ?

If no matches are possible CPs place souls around the edge of the grid from the SE corner clockwise as shown here. 



If there are more than one matches available place the new soul in the lowest numbered space where a match is possible.



Choosing what to take from the Tortuga supplies when successfully playing **Take**

When successfully playing 'Take' a CP will always take **two coins and a Soul**

Choosing what to plunder when **boarding** another ship

A Cursed Pirate's order of preference for an item to steal when boarding another ship is:

1. **Compass**
2. **Coin**
3. **Soul**
4. **Object** (put on top CP's other objects)
5. **GriGri**

And will always swap **Voodoo Blessed**
Playing Cards

And will **always swap**
Voodoo Blessed Playing Cards

Cursed Pirate playing aid

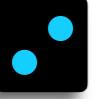
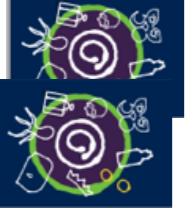
What to do when matching a Cursed Pirate's Action card with their resources

Cursed Pirate's Resources	When a Cursed Pirate plays this → Action card with these Resources ↓	Action Card played at Dusk				
		Jax	Tok	#oodoo	Tix	Take
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 on ship)	Immediately turn over the next Action card to play At Dusk					
No Colour Match (For souls on ship)			Take a Soul from the bag.. Do not call a colour			
If none of the above apply follow the normal rules.	Take souls equal to position in order of playing Jax in the round	Call a colour the Cursed Pirate owns that will deliver the most souls	Always conjure or Conjure and join and prioritise colour matches when placing souls	Choose a victim without the GriGri whose ship is on the highest value sea space (and most coins for tie breaks)	Take two coins and a soul from the supply If no coins available take three souls If no souls take an object card	

Cursed Pirates without souls take a soul from the bag **only if they have played #oodoo and at the time they need it to participate in the 1st round of the ritual.**

Cursed Pirates **do not** conjure **Barrel Magic**. **Object cards** are used at the end of the game for bonuses. If no storage left for objects place new excess objects on the object dec discard pile.

Score Sheet

	Pirate	The value of the ship's location on the Sea of Souls (1-13)
		
	Ships Power (1-6)	
	Gold Coins	
	Bonuses from Object Cards	
	Highest/Lowest Ranked Playing Card (+3\0\3)	
Total		