

Voodoo Pirate

1-5 players

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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.

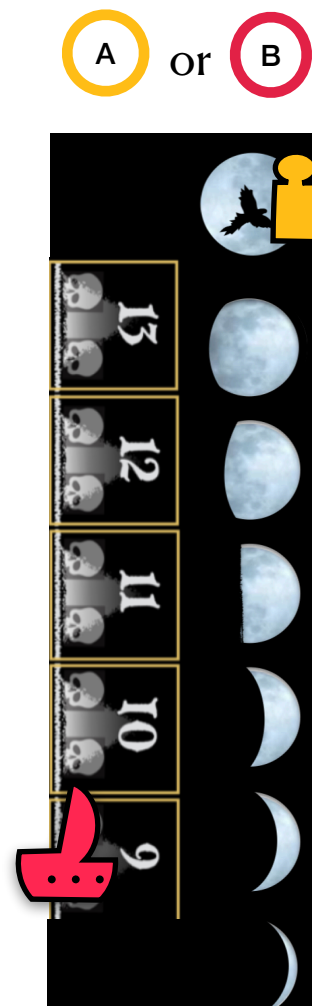
Pirates will learn to control the elements and those around them whilst keeping their own wits intact. Only one player will become the Voodoo Pirate blessed with good fortune - until the next time!

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** and scores are calculated at the **end of the round** when either:

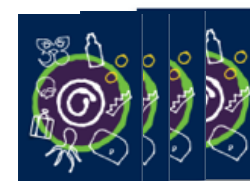
- A** One of the two parrots reaches the end of the lunar track
- or
- B** A pirate ship has reached the Voodoo Shore




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 :-

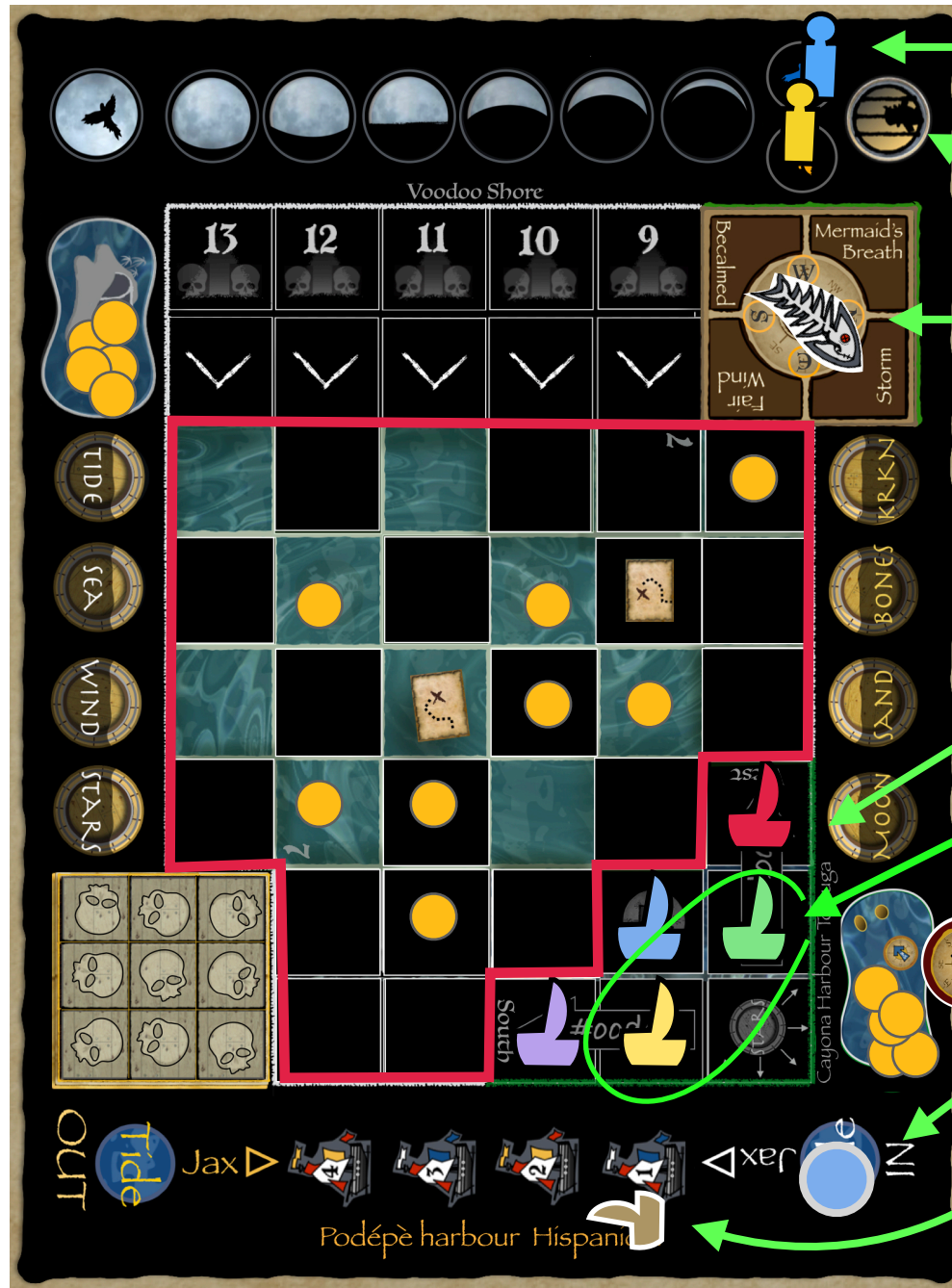
- 1 The position of a pirate's ship on the Sea of Souls (each space has a value between 1 and 13)
- 2 A pirate's wealth in coins on their ship (+ 1 VP for each )
- 3 The Voodoo Power of a pirate's ship. (+1 VP for each broadside hit - max 6) 
- 4 End of game bonuses from meeting certain Object card conditions ('Skull' cards)



Gold Skull	Purple Skull	Red Skull	Green Skull
 At the end of the game you may add +3VP to your score if at least one pirate has reached the Voodoo shore.	 At the end of the game you may add +1 VP to your score and +2VP for every purple Soul you have.	 At the end of the game you may add +1 VP to your score and +1 VP for every red Soul you have.	 At the end of the game you may add +1VP to your score and +1VP for each ship further West than your ship.

Setting up the game

If there are fewer than 4/5 players decide whether you want to use **Cursed Pirates** (Automa) to make up the numbers to 4/5



Round markers



Jail tokens



Wind direction set to 'Storm'



Coins: 5 in each treasure space, 8 anywhere in the Sea of Souls (red bordered area)



Each Pirate ship is placed in the harbour in turn order. Ships in the back row increase their Voodoo Power die by one.



Compass



Tide indicator



Marker for the number of Colonial ships in Podepe harbour set to '1'



The Poppet supply, the bag of the remaining souls and the GriGri are placed by the side of the board.



Place the 2 Sea Tiles anywhere on the Sea of Souls. These can be moved by conjuring 'SEA'



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 (The colour of the first soul out also selects the colour of the player to go first)



One Poppet



One Object card: Separate the Skull cards. Shuffle them. Deal one face-down to each Pirate (Including Cursed Pirates - (Automa)). Return the rest to the deck. Shuffle it. Deal one more card to the cursed pirates face down on top of their previous card. Place the deck by the board face down.



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. If no pirate is that colour use the next soul.



Order of Play

Each round consists of three phases:

Dusk



At Dusk pirate's retrieve objects from the sea and 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 one of the parrots (round marker) up one space on the lunar time track.
- Each player-pirate draws an Object card from the top of the deck or its discard pile. Cursed Pirates do not receive an object each Dusk.
- 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 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 from any unoccupied Moonlight barrels (*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.**
- 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. They may (at the cost of a poppet) select and conjure the magic of any one of the four 'moonlight' barrels not already selected.

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 on the western side of the Sea of Souls OR a parrot has reached the last space on the lunar time track the game is over and Voodoo power and wealth are scored.

If neither of the game-ending conditions have 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 move any ships in Tidal waters. 
- 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 28 squares from the harbour limits to the tidal waters [<] just off the voodoo shore (inside the **red border**). Any instruction that refers to placing things on the Sea of Souls refers to this area.

The chart shows 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 for one space if the tide is going OUT (normal movement rule apply). When the tide changes at Dawn 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 bottom 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 totalled.

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 ship's move would take it over **the northern or southern edge** of the Sea of Souls it moves Eastward along the edge until it reaches a space in which it is allowed to stop. Normal movement rules apply as it travels along the edge of the sea.

A ships movement is also affected by the direction of the wind which determines the sea conditions in haunted spaces.

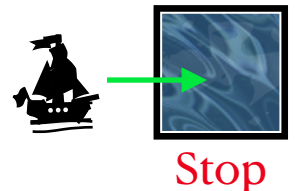


The effect of sea conditions on a ship's movement across haunted spaces

'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.



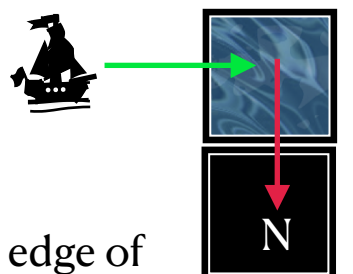
'Mermaid's Breath'

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 move eastward to space where it may stop.





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 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



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

Before choosing an 'Action' card at Dusk each **player-pirate** in turn takes a card from the top of the 'Object' deck or its discard pile.

A ship is required to store all poppets and objects in its storage holds which can hold a total of 5 items [objects + poppets] (3 objects and 2 poppets or 2 objects and 3 poppets).

A pirate with more objects than can be stored must discard excess objects or poppets.

Objects can help pirates on their way across the Sea of Souls or protect them from the actions of others or provide end-game bonuses.

There are 24 Object cards. Nine of these (7x 'Skulls' and 2 Emeralds) will provide bonuses if their conditions are met at the end of the game. There are two maps to the location of the Spanish gold. The rest will help pirates on their journey across a sea where others might seek to deprive them of their wealth, their souls and their wits.

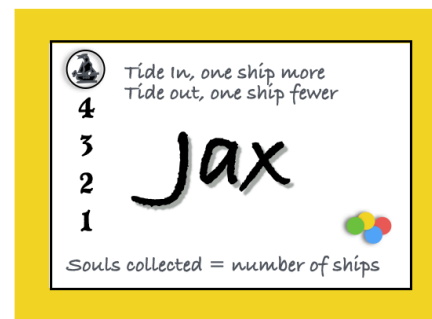
Each card describes its use and effect. Object cards can be used anytime a pirate has the moon token and at other times to avoid jail or being boarded by another pirate's crew,



Action Cards (*Jax, Tok, Take*)

Action cards to collect souls and other items

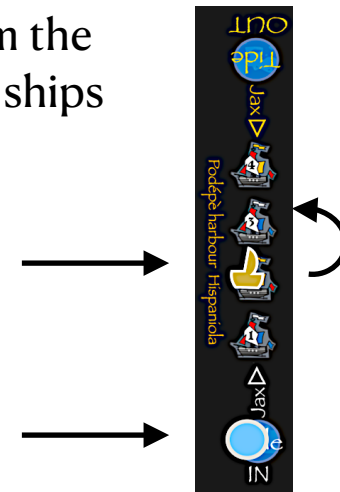
Jax enables you to take souls from the bag. Check the tide marker. Move the colonial ship marker up one if the tide is 'IN' and down one if it is 'OUT'. Take a number of souls from the bag equal to the new number of colonial ships. If the bag is empty take any souls from the Hoodoo ritual grid to make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

If the bag is empty take up to three souls from the grid.

2) move ship from '2' to '3'

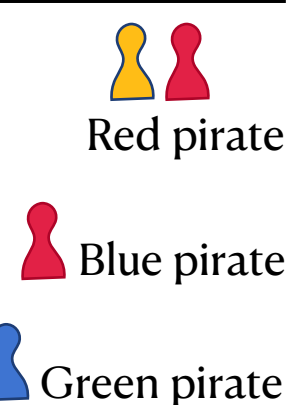
1) 'IN' so add a ship.
(If 'OUT' deduct a ship)

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.



Tok cannot be cast in the harbour

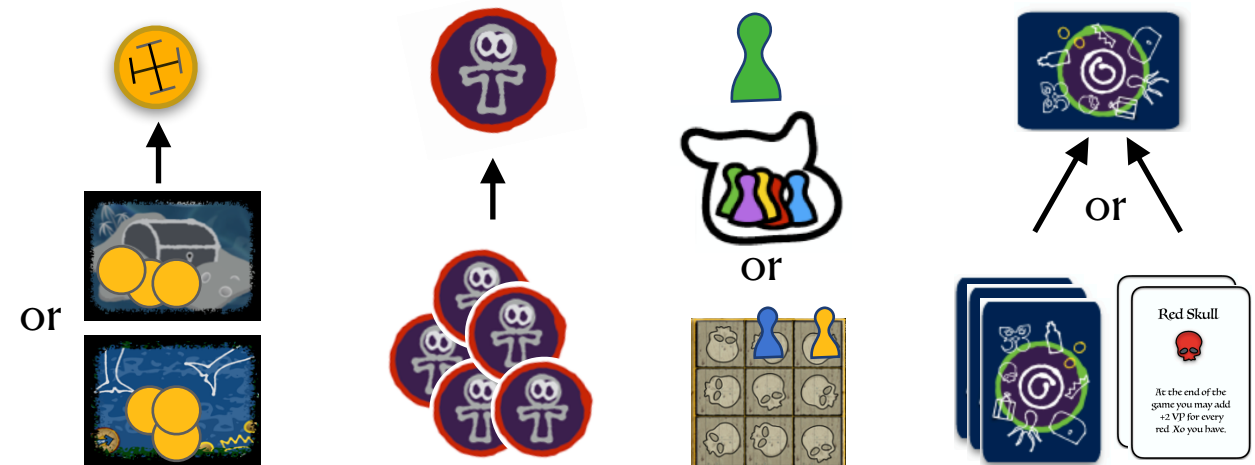
The *Yellow pirate* has a blue and a red soul and so can call either "blue" or "red". Calling: "blue" would gain 3 blue souls. Calling "red" would gain 2 red souls. The Yellow pirate does not have yellow souls and so could not call that colour.



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, 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 (#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.

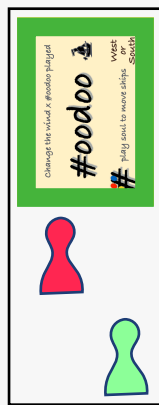
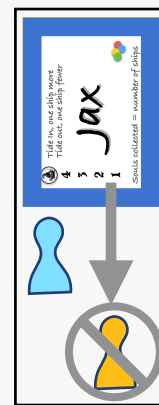
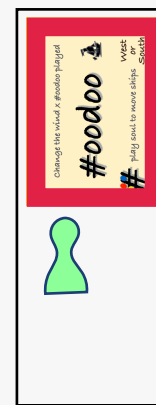
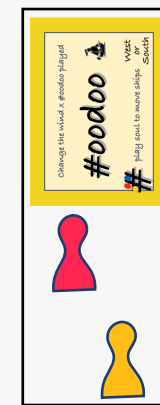
In the example opposite the **Yellow** pirate moved two spaces W by participating in both rounds without a match. The **Red** pirate moved one space W having only one soul and unable to play a match to an adjacent green soul. **Blue** could only take part in one round but gained two space S by moving 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



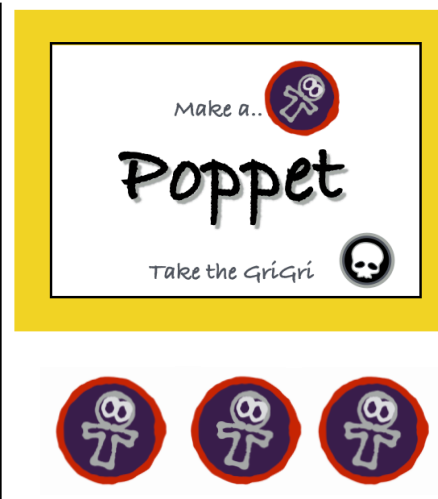
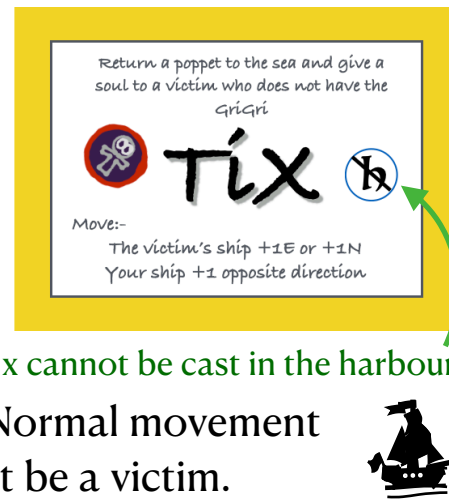
Yellow is the 'caller' and so goes first followed by Red. Blue then hops South over the green ship and Green matches Yellow's soul to move two spaces west. Only Yellow and Green pirates can take part in the 2nd round. Red does not have any more souls and Blue did not play #oodoo. Yellow and Green pirates 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. **Both ships must be able to move at least one space.** The conjurer must return a poppet to the supply and 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.



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 creatures 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. Conjuring of 'Tix' described opposite;
2. Conjuring barrel magic
3. Powering the force of a 'Broadside' (see 'Boarding and Broadships' on page 13).

In addition to making poppets through the 'Poppet' Action Card they may be acquired by stealing one from the supply when playing 'Take' or stealing one from another pirate when boarding their ship (see Boarding and Broadships' on page 15).

Poppets may also provide an end-game bonus if a pirate holds the 'Black Skull' object card at the end of the game.

1

2 Victim

3

4

5

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)

6

7































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 and must have room to store them on their ship. Should a pirate acquire more than three poppets they must immediately discard down to three.

If a pirate does not have enough storage space for three poppets a poppet or an object must be used or discarded before the Dawn.

27 Object Cards

Object cards: Nine of them (7x Skull cards, 2x Morgans Eyes) provide bonuses at the end of the game

Voodoo Mask  <p>If you are the victim of a broadside take a Poppet from the pirate whose ship fired at you and return fire immediately</p>  	Rackham's Map <p>If your ship ends a movement on a sea space of value [8] return this map to the bottom of the object deck</p> <p>And..</p> <p>Take half of the coins from the Spanish Gold treasure (rounding up)</p>	Rackham's Map <p>If your ship ends a movement on a sea space of value [8] return this map to the bottom of the object deck</p> <p>And..</p> <p>Take half of the coins from the Spanish Gold treasure (rounding up)</p>	Purple Skull  <p>At the end of the game you may add +4 VP to your score</p> <p>If you have a Purple Soul.</p>	Blue Skull  <p>At the end of the game you may add +1 VP to your score and another +1 VP for each Blue Soul you have.</p>	Red Skull  <p>At the end of the game you may add +1 VP to your score and another +1 VP for each Red Soul you have.</p>	Silent Oars  <p>Board any one ship in any of the 8 spaces adjacent to your ship</p>	Ghost Whisper  <p>Cast a poppet to the sea to move your ship one space in any direction (Movement rules apply)</p>	Shipwreck <p>Search through the top five cards in the Object deck and select one to keep if you wish.</p> <p>Return the rest along with this card and shuffle the deck.</p>
Transform  <p>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)</p>  	Crystal Skull  <p>At the end of the game add +1VP for each soul you have in a majority colour.</p> <p>For example: If you have 2 reds and a blue, score +2 VP for the 2 reds. Tied sets do not score.</p>	Spyglass  <p>Take any card from the discard pile of the Object deck</p> <p>Discard to the bottom of the Object deck</p>	Green Skull  <p>At the end of the game you may add +1VP to your score and another +1VP for each ship further West than your ship.</p>	Black Skull  <p>At the end of the game add +2VP to your score and another +1VP for each of your poppets</p> 	Gold Skull  <p>At the end of the game you may add +3VP to your score if at least one pirate has reached the Voodoo shore.</p>	Jail Break  <p>Discard anytime to escape from jail. You may not conjure your 'Take' action card, this round</p>	Night Watch  <p>Play to repel boarders who attempt to board your ship. Lose nothing</p> <p>Remains in play until Dawn</p>	Crows Nest  <p>Swap any one of your possessions for any possession from the nearest ship directly West or South of your ship.</p>
Octopus  <p>Use to change the colour of one of your souls anytime you have the moon.</p> <p>Put a soul into the bag then take a soul of any colour from the bag.</p>	Morgan's Eyes  <p>If you have this emerald alone at the end of the game deduct +2 VP from your score</p> <p>If you have both add +7 VP</p>	Morgan's Eyes  <p>If you have this emerald alone at the end of the game deduct +2 VP from your score</p> <p>If you have both add +7 VP</p>	Ghost Ship  <p>Play on another Pirate whose ship is in range.</p> <p>If that pirate's ship has more poppets than your ship the Ghost ship will reduce the number to be equal to yours</p>	Spyglass  <p>Take any card from the discard pile of the Object deck</p> <p>Discard to the bottom of the Object deck</p>	Barrel Magic  <p>Conjure Barrel Magic at Dusk without discarding a Poppet</p> 	Silent Oars  <p>Board any one ship in any of the 8 spaces adjacent to your ship</p>	Ghost Whisper  <p>Cast a poppet to the sea to move your ship one space in any direction (Movement rules apply)</p>	Crows Nest  <p>Swap any one of your possessions for any possession from the nearest ship directly West or South of your ship.</p>

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 the Kraken 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.



KRKEN: Place the Kraken on a space without a ship on the Sea of Souls. Ships cannot end their move on the Kraken. Ships in the 8 spaces adjacent to the Kraken will not fire and other ships will not fire at them.

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: Move an unoccupied Sea Tile to a space without a ship anywhere on the Sea of Souls.



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



Boarding and 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 orientation may be chosen to target other ships **E-W** or **N-S**.

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

The difference in poppets = hits

3 poppets vs 1 Poppet = 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 the Spanish Gold treasure. Nothing 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 the **victim's ship** loses Voodoo power for each hit in addition to the one coin.



If a pirate ship has ships on both of its broadsides it will fire at all ships that have fewer poppets. If a pirate's ship has two ships in range on the same side, the nearer ship is the only victim.

Broadside Restrictions

The Harbour

A ship within the harbour cannot fire a broadside or be fired upon.

Broadside Restrictions

The Kraken

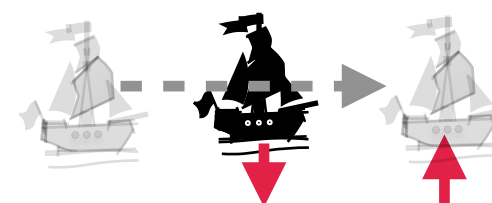


A ship within the 8 spaces adjacent to the Kraken cannot fire a broadside or be fired upon.

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 CP's top object card is taken.

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



Compass, Coin, Soul,
Poppet or Object

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

Broadside

Boarding

The Harbour, the GriGri, the Treasure & the Compass

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 spaces (value 1 & 2) 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 Broadside.

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 object 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.

The Compass

The compass enables a ship to sail in **any** direction when playing souls in a Hoodoo ritual but only a single direction each round (For example SW in the 1

A pirate may take the compass from its current location when their ship comes to rest on one of the two maps on the board or it can be stolen from another pirate when boarding their ship.



The Treasure



Gold coins can be retrieved from the Sea of Souls individually or in greater numbers from either of the two treasure stores (The Mermaids' Treasure and the Spanish Gold). The Mermaids' Treasure is replenished every time a pirate loses a coin to the mermaids. The Spanish Gold every time a ship loses a coin taking a broadside hit.

A pirate whose ship **ends its move** on a coin may retrieve it.

To plunder the **Mermaids' Treasure**

a ship must end its move on one of the two maps on the board. The captain may take **half the coins** (rounded up) **and the compass**.



To plunder the **Spanish Gold** a pirate **must have** the Object card: '**Rackhams' Map**'.

Half the treasure can be taken (rounded up) when the pirate's ship **ends its move** on a space of value [8] (that is any space on the '8' diagonal on the Sea of Souls)



Cursed Pirates (Automa - see p18-p20) only plunder treasure when their ship comes to rest on one of the two maps on the board.

A cursed Pirate takes half the gold (rounded up) from **whichever of the two treasure stores has the most gold**.



The Ship Playmat

Transparency

Pirates must place all their coins, poppets and souls so they are visible on the table for all other pirates to see along with the GriGri, the Compass, the Sun and Moon tokens and their current Action card. Object cards are placed face down and revealed If a pirate steals an object when boarding a ship they choose blind from the face down cards. When stealing from a Cursed Pirate take the CP's top card.

Storage

A ship can hold any number of coins and a maximum of:

6 Souls, 3 Poppets, 3 Objects

[but only 5 poppets + objects in total]

Two of the three storage locations will hold a Poppet plus an Object. The third will hold only a Poppet OR an Object.

A pirate may rearrange, add or discard items in these stores at anytime but at no stage can they store excess items.

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*.

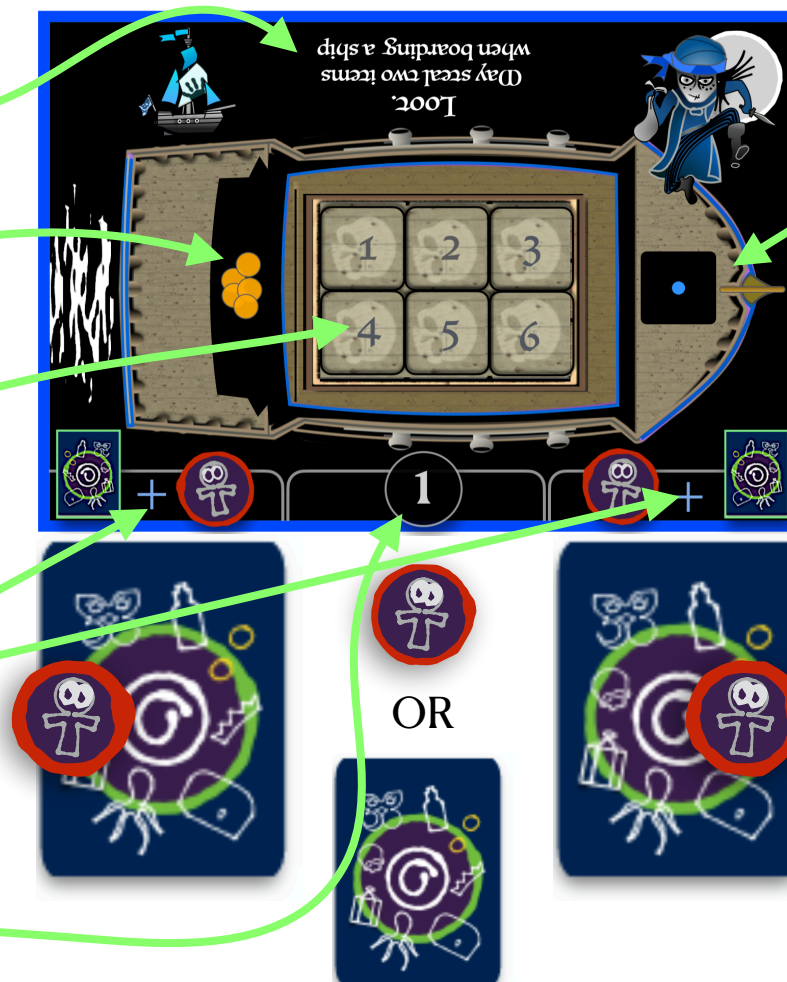
Each pirate has a **unique skill**.
(Upside down so others can read)

Any number of **coins** can be stored on the ship

Up to six **souls** can be stored

The two end storage locations can hold **either or both** a Poppet and an Object

The middle location can hold **one or the other** but not both



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 and the victim loses a coin.

* If a pirate's ship is already at 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) in addition to losing a coin.



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

Each CP is given **two** poppets and **two** object cards. (See here)

CPs **do not** conjure **Barrel Magic**. Instead, a CP figure/meeples is placed on both the 'Stars' and 'Moon' barrels. These figures block barrels from use by player pirates each round. They are moved one barrel West each Dawn. After they reach the 'Tide' and 'KRKN' barrels they return to 'Stars' and 'Moon' for another cycle.

Action Deck

Shuffle each CP's deck of Action cards and place it face down next to their ship. At **Dusk** after all player-pirates have revealed their Action cards 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 the discard pile. At **Dawn** if the deck is empty shuffle the 6 cards again to start a new deck.

Poppets

CP's start the game with **2** poppets and they gain/lose them in the usual ways to a max of **3**.

Cursed Pirates

(Automa)

During set up CPs ships are placed in turn along with player-pirates (moving clockwise starting with the holder of the Sun token). CPs ships are placed in first vacant space in the order shown opposite.

Placing CP ships in the harbour



Object cards

Separate the Skull cards and Shuffle them. Deal one face-down to each Pirate (Including Cursed Pirates - (Automa)). Return the rest to the deck and shuffle it. Deal one more card to **cursed pirates** only face down on top of their previous card. CPs do not receive an object card at Dusk.

The object card a CP has at the end of the game is revealed and end game bonuses are calculated as usual. When scoring CPs ignore the colours of the souls they have and score as if their souls are the optimum colours for their card's bonus. If a CP does not have a skull card at the end of the game they receive a VP for each soul they have.

When players board a cursed pirate's ship they may steal the top object card unseen.

When a CP loses their last object card replace it with the top card of the object deck.



Storing Souls

CPs store their Souls in the six numbered spaces in the middle of their ship. Place souls in numerical order filling the lowest numbered empty space first. Six is the maximum capacity.

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 to move more spaces. In the case of a tie choose the lowest numbered tied soul.

Ship's Power

When setting up the game roll each CP's die. The resulting number is the starting power of the CP's ship. Place the dice with this number face up on the die space at the front of the ship.

Direction of Movement

A Cursed Pirate's ship will move in the direction 90° to its current orientation:
[W if it is facing N-S] [S if it is facing E-W]

Unless more VP's can be scored
by ignoring this rule.

A Cursed Pirate with the compass will sail **SW** and end the move facing **W**.

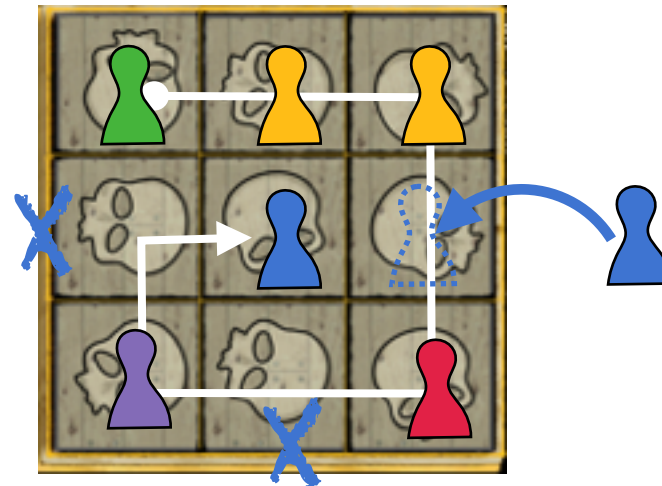
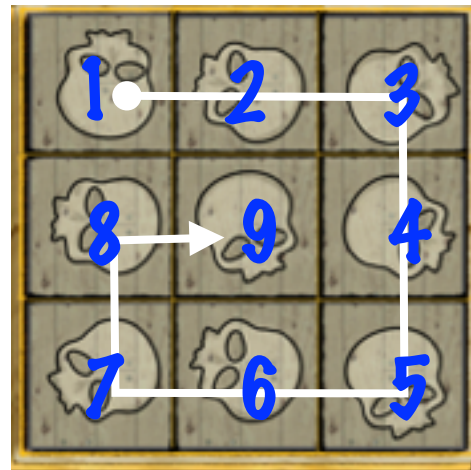
Cursed Pirates

(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** (one from each treasure store: Mermaids and Spanish Gold)

In addition they will take:

A Poppet if the CP has no Poppets and
A Soul if the CP has no Souls.

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

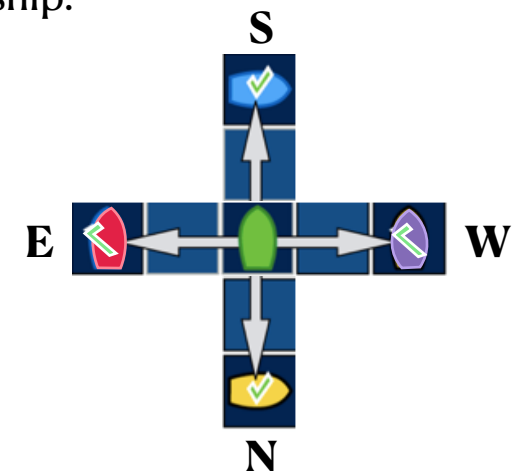
A Cursed Pirate's order of preference for an item to steal when boarding another ship is:

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

If non of these is available the Cursed Pirate leaves empty handed.

Firing **broadsides** is automatic

A cursed Pirate's ship will fire a broadside at **all** ships within two spaces N-S and E-W of their ship.



Cursed Pirate playing aid

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

When a Cursed Pirate plays this Action card with these Resources ↓		Action Card played at Dusk					
		Jax	Poppet	Tok	#oodoo	Tix	Take
Cursed Pirate's 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 on ship)	Immediately turn over the next Action card to play At Dusk					
	Max Poppets (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 the number of colonial ships	Take the GriGri and a poppet from the supply	Call a colour the Cursed Pirate owns that will deliver the most souls	Always conjure or join as a 'Caller' and prioritise colour matches when placing souls	Choose a victim without the GriGri whose ship is on the highest value sea space (and West for tiebreaks)	Take two coins If no coins available take souls If no souls take poppets

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** or receive **Objects** at Dusk. **Object cards** are used at the end of the game for bonuses

