

Voodoo Island

You have arrived at a Haitian island located well hidden in a lake. This island holds many treasures, and you arrive in a helicopter to explore its secrets. But this is not a normal place. As soon as you hit the ground a deadly mist starts to spread out over the island. Your helicopter pilot informs you that he can only stay 33 days and with that information you head out into the jungle...

Game setup

Island cards: Find the Island card called “Last 3 days” and place it face-down on the table. This will be the last card in the Island card deck. Shuffle the other 30 island cards and place them on top of the “Last 3 days” card (The deck shall be placed face-down on the table).

Expedition cards: Shuffle all cards and place them, face-down as a deck on the table.

Mission cards: Shuffle all cards and place them, face-down as a deck on the table.

Each player draw one mission card each.

Place the game board with the “2-3 player” side up if you are 2-3 players. Place the game board with the “4 player” side up if you are 4 players.

Each player takes a player card and put a red clip on the top first heart.

Each player chooses a pawn (black, white, red, blue) This will be the players, explorer.

Each player takes 2 native helpers (red wood figure)

Each player rolls the coordinate dices to get a starting point.

(read more about the coordinate dices under “The coordinate dices”)

Place the yellow cube on the dawn spot (first day spot) at the top of the game board.

Sort all the supply and mist tiles and place them easy to reach on the table.

Place one supply on each supply spot on the game board.

Place one mission tile on each mission spot on the game board.

Oldest player gets to start the game and will receive the “First on the trail” card.

This card is then passed to next player clockwise during the nights. The holder of the card will be the player that makes his moves first during a day in the game. You are now ready to start.

Game round:

On a game round all player gets to do 3 actions on their turn.

They do not have to do all or any of the actions if they do not want to, but when they do, they must be done in the following order:

- Play **or** buy an expedition card (some cards can be played at different times)
- Place one native helper **or** craft one item.
- Move 2 steps (+ extra steps players might have from tools or native helper)

If a player picks something up from the map his movement is over on that spot.

If a player moves to (or already stand on) the same spot as another player, he can choose to attack that player (read more under “battle”). If a player moves to his mission spot, he get to do this mission.

Players can only move diagonally if another player carrying a mission object. If not, it's only allowed to move up, down, left or right on the map, if not a card state otherwise.

Native helpers:

All players have 2 native helpers. They can be placed on supply spots or the helicopter spot, that are located outside the map (at the bottom of the game board).

You can only place a native helper on a spot that is free. Once placed on a spot you will get one supply of what that spot give, and the native helper will be left on the spot until the clean-up is made (read more under “clean-up”).

Player card:

Each player has his own player card. On this card you will see the player's health and what the player has assigned to his hands (tool spots). A player deals no damage if they don't hold any weapon but can still knock another player out and win a battle.

A player can at any time on his turn, add something to his two tool spots but he can never remove something from these spots and each spot can only hold 1 item. One of the tool spots can hold a native helper instead of a tool. Each game round a player has a native helper placed on this spot, the player gets to move 1 extra step during his turn. Items and/or native helper will only be removed during the clean-up (read more under "clean-up").

In start of the game all players place a red clip on his player card on the top heart. For each damage, the player receives, the clip shall be moved down one heart. If the clip is moved all the way down to the tombstone, the player must be healed on the helicopter. All his missions will be lost (even those taken to the helicopter), and he will return to the map the next dawn with full health using the coordinate dices. The lost missions shall be placed at the bottom of the mission card deck and the mission tokens go back to the game.

A day in the game:

Each day has 5 daytimes and 1 night-time. You place the yellow cube on the dawn spot at the beginning of the game and this cube is then moved one step after all players have made their game rounds (The daytime indicator is located on the top of the game board). After the night-time, the cube is placed on the dawn spot again and a new day will start. All players have 1 game round during each daytime and players holding a torch will also have a game round during the night (*read more under torch*).

The coordinate dices:

On the game board you have black coordinates at the top side and green coordinates at the left side. When you have rolled the two dices you find the spot by following the rolled column of black until it meets up with the column you rolled with the green dice.

This will be the spot you place / a deadly mist on, when rolling for the mist / the helicopter on, when rolling for a landing spot / a player "explorer" on, when rolling for a starting point. You read the coordinates Green dice - up to down, Black dice - left to right.

Example: If you roll Green 2 and Black 10, the spot would be on the 10th place on the second row (in this example the spot is a water collecting spot).

Some more examples of coordinate rolls:

Green 1, Black 2 = this spot has bear hide

Green 4, Black 5 = this spot has berries

Green 10, Black 10 = this spot has fish

The deadly mist:

This is a very hostile place. Each dawn the deadly mist will spread out over the island. If you pass through or end up in this mist, you will take 1 damage. So, if you move through 3 spots that have deadly mist on them, you will take 3 damage.

In start of each dawn and dusk game rounds, the first player will roll the coordinate dices (1 black and 1 green) and add a deadly mist to that spot. The dices shall be rolled once for each player in the game, and this is done before the player gets to make their moves. If the rolled spot already has a mist on it, no mist will be placed.

Deadly mist can never be placed on any of the mission spots or on the helicopter.

If all deadly mist tokens have been placed, then no mist dice will be rolled. A player can pick up supplies on a spot even if the spot has the deadly mist on it, but he will take 1 damage.

Battle:

A battle can take place if a player moves to a spot that another player is standing on. But the attacking player must have an expedition card on his hand that he can use in the attack. When you battle, both players pick one of their expedition cards and place them on the table face-down. Both players then turn the cards over at the same time and the player that have the highest speed on his card, will win the battle. You can see the speed the card have, in the top left corner of the card. If both cards show the same speed, the defending player will win the battle. If the attacked player does not have any expedition cards to play or choose not to play any, the attacking player will win (The attacker must always play an expedition card for the attack). A player that loses a battle is taken of the map and lose one supply to the winner. (The winner gets to pick). The player that lost will only take damage if the winner has an axe in a tool spot on his player card (The axe gives 2 in damage). If the losing player take damage, he adjusts his health accordingly on his player card. The losing player will now stay off the map until it is his turn. He will then roll the coordinate dices to find what spot he will start from on the map and place his explorer on that spot before he starts his game round. When using an expedition card in a battle, none of the other things stated on that card can be used and the card is removed after the battle.

Supplies in the game:

Sticks, stones, water, fish, bear hide and berries.

Some supplies are used for crafting, others both for crafting and consuming.

During the night, all spots on the map that show a supply, shall be added with a supply token matching the supply that spot will give. This supply can during the day be picked up by the players (but only the supply token placed on that location on the map if not a "Island card" or played expedition cards, say otherwise). If a supply has been picked up from a spot, it will not respawn a new supply on that spot until the night comes.

If a player picks up a supply, his moving turn is over. If a player stands on a supply spot over night, he has to move out and in again to be able to collect the new supply on the spot.

Items to craft in the game:

Torch – Used in missions. Can be placed on a tool spot on the player card and will then do so that player gets one extra game round during the night. During this game round he gets to move 8 steps instead of 2. The players game round will take place before the clean-up are made. (*Made of 2 sticks and 1 hide*)

Axe – Used in missions. Can be placed on a tool spot, on the player card and will then give 2 in damage if a battle is won. (*Made of 1 stick and 2 stone*)

Voodoo doll – Used in missions. Can be placed on a tool spot on another players player card to block this spot for that player. It can be placed on a tool spot that has a tool or native helper on it, or on an empty spot. Blocked tools, native helpers, or empty tool spots cannot be used. (*Made of 1 berry, 1 fish and 1 hide*)

Mist potion – Let the player move through deadly mist without taking damage when applied to a tool spot on the player card. (*Made of 1 berry and 2 water*)

Health potion – Will heal a player 3 hearts during the night if it is applied to a tool spot on the player card before the night take place. (*Made of 1 berry and 2 water*)

Map – Will let the player move 2 extra step every game round it is applied to a tool spot on the player card. A map can also be traded in for a mission card. It will make it easier to plan your moves if you have more than one missions on your hand. (*Made of 2 fish and 1 water*)

A player can max hold 10 supplies and items in total.

Expedition card:

Can be purchased for 2 random supplies. A player can max hold 10 expedition cards on his hand. The expedition card deck is placed on the table, face-down. When a player buys a card, he gets to pick up the top card. You can see on the expedition cards what they will do if you play it. Expedition cards can be used in 2 ways. They can be used for extra supplies, actions etc (that is stated on the card) or they can be used in battles player vs player. Have in mind that if you use the expedition card in a battle (player vs player), the card will only give you the speed stated on the card in top left corner. Nothing else stated on the card will take effect. The only cards in the game that use both is the “Native warrior” cards.

Example of native warrior card: If you use a native warrior card in a battle (player vs player), you use the speed on the card and compare it to the speed on the other player’s card (if he decides to defend). But if you win the battle, this card will not give any damage to the other player. Only way to give damage is if you hold an axe.

But, if you instead use this card to send a warrior to attack another player, both the speed and the damage will have effect. If you win with the warrior (Warrior vs player), the other player takes the damage stated on the warrior card (stated in top right corner).

Island cards

The Island cards are the games storyline. There are 31 Island cards in the game. Find the card called “Last 3 days” placed that on the table. Shuffle the other 30 cards and place them on top of this card (The deck shall be placed face-down on the table). At dawn each day, one card shall be turned and placed on the table. The effect stated on the turned card will be active until next Island card are turned the next dawn.

The last island card that will be turned over is the card “Last 3 days”. The players now must reach the helicopter within 3 days and once they reach the helicopter, they can’t leave it. When the “Last 3 days” card is turned over, all players get to make their moves during the day. When the night comes you turn this card so the text “Day before take-off” is facing the game board. This day will play out the same way as the day before and at night the card is turned so the text “Take-off day” is facing the game board. The players now have their final day before the game ends. All players left on the island after the end of take-off day, will die. Once the card “Last 3 days” has been played the helicopter will not move during the nights. It can’t be moved with native helper or expedition cards.

Players that get to the helicopter during the last three days can still buy and play cards to make it harder for the other players. But nobody in the helicopter can be harmed or attacked.

Missions:

There are 8 different missions in the game. All players shall always have one mission card on their hand so when a mission is completed, a new mission card must be drawn (if the player does not have any extra mission cards already from trading in maps). New mission card gets drawn even if the mission item isn’t delivered to the helicopter yet. To do a mission you have to go to the mission spot shown on your mission card and use the item needed to complete that mission with. The item you use are then removed back to the game. Once you have done the mission you take the mission location token that is placed on the mission spot. You are now carrying the mission item on your explorer until you reach the helicopter. You show this by having the mission token in front of you on the table, placed with the location side faced up. You can complete as many missions you want before taking them to the helicopter, but if you lose a battle carrying any mission items, they will all be lost. If a player does a mission and take that mission token from the map, no other player can do that mission this day. During the clean-up, a new mission token will be placed on the spot. Lost missions will go back to the game.

The helicopter:

The helicopter is on the island to collect items gained from doing missions. Once a player has put a mission item in the helicopter, it is safe unless he loses all his health. Missions that have been placed in the helicopter shall be placed in front of the player with the gold-coin side up. Every dawn during the game a player will roll the coordinate dices for the helicopter to find out where it will be during the day. When the dices are rolled the helicopter is placed on that spot. This spot is now safe from deadly mist since the helicopter will remove it.

The helicopter will stay on this spot during the hole day if not played cards, say otherwise or someone place a native helper on the helicopter spot outside the map. The helicopter will take off during the night clean-up and arrive again at a new spot the next dawn. The helicopter can never land on a mission spots or on a player. If this happens, roll the coordinate dices again.

The marked helicopter spot on the game board, outside the map:

If you place a native helper on this spot, he will call the helicopter for you. The player gets to choose if he wants to roll the black or the green dice. Once rolled he get to pick a spot on the rolled column and place the helicopter on this spot.

(There are two helicopter tokens in the game box, but one is only there as a spare one)

Clean-up:

Every night in the game you make a “clean-up”.

- All items located on the players tool spots are removed and returned to the game.
- All native helpers are removed and returned to the players (2 each)
- The helicopter is removed from the map.
- All expedition cards that have been used during the day will be shuffled and added to the bottom of the remaining expedition card deck.
- New supply tokens are placed on the supply spots on the map that don't have any supply token on them.
- New mission tokens are placed on the mission spots on the map that don't have a mission token on them.

How to win the game:

The goal of the game is to complete most missions and be alive to talk about it.

If you play, player vs player:

In a 2 player game – first to complete 12 missions or most missions within 33 days

In a 3 player game – first to complete 8 missions or most missions within 33 days

In a 4 player game – first to complete 6 missions or most missions within 33 days

(The winner must have reached the helicopter before it take-off)

For shorter game you can choose to play 23 or 13 days instead, but the “last 3 days” card always has to be the last card in the deck.

You can also play co-op vs the island.

In co-op you need to complete the 24 missions within 33 days and have all players on the helicopter before the end of the last day. In co-op you can give supplies and crafted items to other players if you are located on the same spot as they are.

In co-op you remove following cards from the expedition card deck: “Native warrior” cards, “Forest” cards, “Thief” cards and “Shield” cards.