

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 1 week (7 days) on the island and with that information you head out into the jungle...

Game setup

Island cards: Find the Island card called “The last day” and place it face-down on the table. This will be the last card in the Island card deck. Shuffle the other 21 island cards and place 6 of them (face-down) on top of the last day card (The remaining cards will not be used).

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 draws one mission card each.

Place the game board with the “2 player” side up if you are 2 players. Place the game board with the “3-4 player” side up if you are 3 or 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 3 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 one 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 map, cards, 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 that mission if he have the right item for it. A player normally can only move up, down, left or right on the map, if not a card state otherwise. But if a player is carrying a mission object, the other players are allowed to move diagonally.

Native helpers:

All players have 3 native helpers. They can be placed on the player card to move 1 step extra, on supply spots outside the map, or on the helicopter spot, also located outside the map. You can only place a native helper on a spot that is free. Once placed on a supply spot you will get two supplies of what that spot give, and the native helper will be left on that spot until the clean-up is made after the night (read more under “clean-up”).

Player card:

Each player has his own player card. On this card you will see the players health and what the player have 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 players receive, 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 next time it's his turn using the coordinate dices (he will return with full health). The lost missions shall be placed at the bottom of the mission card deck and the mission tiles goes 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 are then moved one step after all players has 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 follow the rolled column of black until it meets up with the column your 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 players "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 day the deadly mist will spread out over the island. If you pass through or end up in this mist, you will take 1 in damage. So, if you move through 3 spots that have deadly mist on them, you will take 3 damage.

In start of each dawn the starting player will role the coordinate dices 4 times and add a deadly mist to those spots. The mist tiles shall be placed before the players get to make there moves. If the rolled spot has a player on it, that player take 1 in damage. If the rolled spot already has a mist on it, or are a mission spot, or are a supply spot or have the helicopter on it, a mist shall be placed on the closest spot to the rolled spot. If many spots are equally close, the player that rolled the dices get to decide what closes spot to put the mist on. Deadly mist can never be placed on a mission spot, a supply spot or on the helicopter.

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, in the top left corner of the card. If both cards show the same speed, it's a draw and nothing will happen. 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 (not items) 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 4 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 will take effect 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.

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

If a player picks up a supply, his moving turn is over. If a player stands on a supply spot over night, he must 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 6 steps and he don't have to stop when picking up supplies. Night 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 4 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 or items in total and max 10 cards. A player have to, and can only throw away a card or a supply if he get more then 10 of them.

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.

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 (to anywhere on the map), both the speed and the damage will have effect. If the warrior wins, the other player takes the damage stated on the warrior card. He will have to roll the coordinate dices for a new starting point, but he will not lose and supply.

Island cards

The Island cards are the games storyline. There are 22 Island cards in the game. Find the card called “The last day” and placed that on the table. Shuffle the other 21 cards and place 6 of them on top of this card (The deck shall be placed face-down on the table). At dawn each day, the top 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 remaining 15 cards will not be used. The last island card that will be turned over is the card “The last day”. The players must reach the helicopter before this day is over or they will be left on the island and lose the game. Once the card “The last day” has been turned and the helicopter has been placed, the helicopter cannot be moved with cards or native helper.

The last day card is printed on both sides so all players can see that it is the next card to be turned already one day before.

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

Once a player has reached the helicopter during the last day, he cannot move out again and the game stops as soon as all players are onboard.

Missions:

There are 8 different missions in the game. All players must 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 is not 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 tile 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 collects a mission and take that mission tile from the map, no other player can do that mission this day. During the clean-up, a new mission tile will be placed on the spot. Lost missions will go back to the game. (Place all mission tile on their spots on the game board so the text is shown under the tile to make it easier to see during the game).

The helicopter:

The helicopter is on the island to collect items gained from doing missions. Once a player has put a mission tile 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 role 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 the rolled spot. This spot is now safe from deadly mist since the helicopter will remove it. The helicopter will stay on this spot during the whole 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 clean-up and arrive again at a new spot the next dawn. The helicopter can never land on a mission spots, supply spot or on a player.

If this happens, role the coordinate dices again.

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

If a player places a native helper on this spot, he will call for the helicopter. 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 (3 each)
- The helicopter is removed from the map.
- All expedition cards that have been used during shall if needed be shuffled and added to the bottom of the remaining expedition card deck.
- New supply tiles are placed on the supply spots on the map that don't have any supply tiles on them. (Place the supply tile low on the supply spot, so the text on the supply spot is shown over the tile. This will make it easier to see).
- New mission tiles are placed on the mission spots on the map that don't have a mission tile on them. (Place the mission tile high on the mission spot, so the text on the mission spot is shown under the tile. This will make it easier to see).

How to win the game:

To win the game you must have your explorer on the helicopter before the end of the last day. When the last day are over the game ends and the players on the helicopter get points for their missions, their items, and their cards but they will receive minus points for supplies.

Points at the end of the game:

1 sack of gold (completed mission) =	+ 10 points
1 crafted item =	+ 3 points
1 explorer card =	+ 2 points
1 supply =	- 1 point
Each heart lost in health =	- 1 point

The player with the most points win the game.

For longer or shorter game, you can choose to add or remove days from the Island card deck. Just have in mind that the “The last day” card must be the last card in the Island card deck. Have fun...