

VOODOO



10 PERMANENT CURSE CARDS



13 ARTIFACT CARDS

A SCOREKEEPER IN THE BOX



36 CURSE CARDS

12 CELTIC, 12 EGYPTIANS, 12 HAITIANS



6 SCORE MARKERS



5 INGREDIENT DICE



1 VOODOO DOLL



1 TARGET CARD



AHI DAFINGER, GRANGALA, AND HAKUNA MATATA

These Curses affect all opponents. When any player stops performing the described action, these Curses are interrupted.



SMELLIN' DOLL

Play Smellin' Doll when your adversary completes his/her Ingredient Bag and decides not to reroll any dice.

WHEN DO I SUFFER FROM A CURSE?

Each Curse Card describes when the Curse action must be performed to avoid interrupting the Curse. If the card doesn't specify, the action must be performed for the remainder of the game. **For example:** the "Fay the Good" Curse requires the victim to play the rest of the game with his/her arms crossed. If not, the Curse is interrupted, and the casting player receives the points. **"Before Rolling Dice"** refers to rolling the first time in phase one, not to every reroll. **"Before Passing the Voodoo"** means the action must be completed before the Doll is passed to the next player.



MAYDAY GAMES

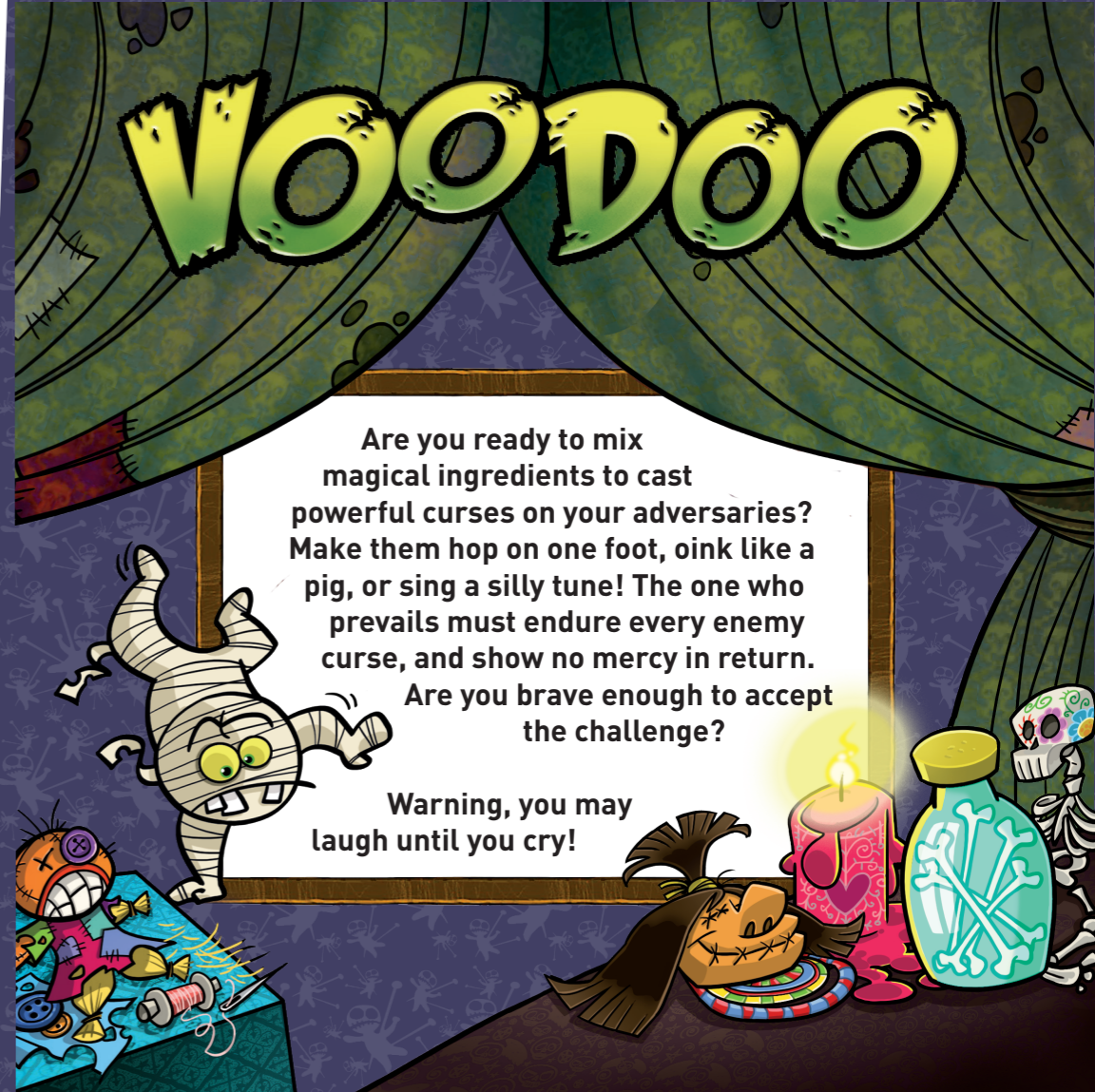
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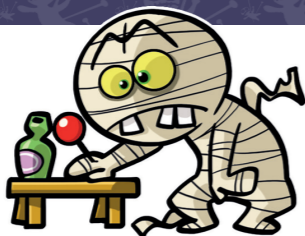


Are you ready to mix magical ingredients to cast powerful curses on your adversaries? Make them hop on one foot, oink like a pig, or sing a silly tune! The one who prevails must endure every enemy curse, and show no mercy in return.

Are you brave enough to accept the challenge?

Warning, you may laugh until you cry!

VOODOO



SETUP



Sort the game cards into three decks: Curse Cards (yellow back), Artifact Cards (red back), and Permanent Curse Cards (blue back). Each player takes a Curse Card with a cost of 2 Ingredients to begin his/her hand. Then shuffle each deck separately and lay them in the center of the table.

Players each choose a colored Score Marker and place it on the "0" on the Scoring Track. To start the game give the Doll to the unluckiest player, and let the Curses commence! The first to score 11 points wins.

HOW TO PLAY

Players take turns in clockwise order, each turn composed of three phases:

1 - PREPARING THE INGREDIENT BAG

2 - CASTING CURSES AND OTHER ACTIONS

3 - PASSING THE VOODOO DOLL



1. PREPARING THE INGREDIENT BAG

Roll the dice. If you don't like the result, discard one die and reroll any number of the rest. Dice may be rerolled as many times as desired, as long as one die may be discarded. When the player is satisfied, or when only one die remains, it's time to act.

2. CASTING CURSES AND OTHER ACTIONS

Perform one or more actions using dice from your Ingredient Bag. You can perform the same action multiple times. **For example:** you can draw a Curse twice in a single turn, or draw a Curse and an Artifact. Possible actions include:

DRAW A CURSE

Cost: 2 Ingredient Dice

Discard any 2 dice from your Ingredient Bag. Draw a card from the Curse Cards deck and add it to your hand.



DRAW AN ARTIFACT

Cost: 2 Ingredient Dice

Discard any 2 dice from your Ingredient Bag. Draw a card from the Artifact Card deck and add to your hand.



USE AN ARTIFACT

No Cost

Discard 1 Artifact Card from your hand by placing it on the bottom of the Artifact deck, and apply the effect described on the card.

Note: some Artifacts could only be playable under specific conditions in the game. Please read carefully.



CASTING A CURSE

Cost: The Ingredient Dice requested by the Curse Card

In order to cast a Curse, you must:

- Choose a Curse Card.
- Discard the required Ingredient Dice from your Ingredient Bag.
- Declare the Target of the Curse through name or gesture.
- Utter the Curse Card name and read its effect aloud.
- Put the card in front of you so other players can see it.
- Gain the number of points equal to the score on the bottom of the Curse Card played. The cursed player receives the Target Card from the player who had it before. The Target Card is placed in front of the Curse victim for everyone to see.

Until the end of the game the Curse victim must do the action described on the card.

Note: you cannot Curse the player currently holding the Target Card.

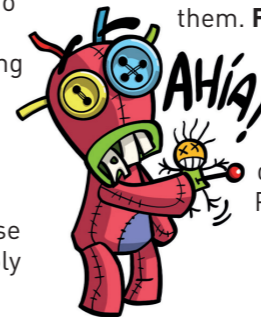
3. PASSING THE VOODOO DOLL

When your turn is complete, pass the Doll clockwise to the next player. However, do not forget to apply your ongoing Curses before you do!



Gameplay Example: Chase rolls the dice, getting 2 Pumpkins, 2 Ghost Mousse, and 1 Crow Foot (step 1). He cannot cast any of the Curses in his hand. He discards one die and puts 1 Pumpkin aside for his Ingredient Bag. With the remaining dice he gets a Skull, a Ghost Mousse, and a Bat Wing. With these ingredients he curses Porter by playing "Happynum" which costs 1 Skull and 1 Pumpkin. He discards the remaining 2 dice to draw an Artifact Card (step 2).

INTERRUPTING CURSES



Curse victims could, willingly or by accident, interrupt the Curses cast upon them. **For example:** a player might forget to cluck like a chicken before rolling the dice. When a victim interrupts a Curse, the player who cast it must report the fact, name the interrupted Curse, and gain the number of points listed at the top of the Curse Card. The victim is then free and the Curse Card is discarded to the bottom of the Curse Card deck. Permanent Curses are never discarded. If a player interrupts a Permanent Curse, described effects apply.



THE BIG SKULL

On the Scorekeeper, there are 3 Big Skulls. When a player reaches or passes a Big Skull, that player draws a Permanent Curse Card (red back), and places it face-up in front of himself/herself. Follow instructions on the card or suffer the consequences! Once the Permanent Curse deck runs out, no more Permanent Curses can be imposed.



AN EXTRA LITTLE BIT!

In addition to the required Ingredients, some Curses show an asterisk. This is a wild and any Ingredient may be substituted.

