

# Korsar

A game by Reiner Knizia for 2-6 or 8 players aged 10+

Length: approximately 20 minutes

(Second generation translation--translated from Philibert's French rules from [www.philibertnet.com](http://www.philibertnet.com))

Relive the days when the seas were infested with corsairs, pirates, and buccaneers. A time when merchant vessels faced great danger trying to return to port safe and sound with their cargos.

In Korsar you will send out your merchants hoping to return them to port while at the same time trying to capture those of your adversaries by sending out corsairs of your own.

## Components

- 25 Merchant Vessel Cards. The gold pieces indicate the value of the cargo. The total of all the vessels amounts to 100 gold.
- 48 Pirate ships, 12 in each color (2x1, 4x2, 4x3, 2x4). The number of deaths heads indicates the strength of the ship (5x2, 6x3, 5x4, 5x5, 2x6, 1x7, 1x8).
- 4 Pirates, one in each color
- 1 Admiral

## Preparation

One player shuffles the cards and deals 6 to each player. The remainder are placed in a draw pile in the center of the table.

## The Game

With 2-5 players, each plays for himself. With 6 or 8 players (or 4 if desired) the players form teams of 2.

## Individual Play

Choose the first player randomly, play then proceeds clockwise.

In his turn a player must

- Draw a card, OR
- Play a card

**Drawing a Card.** The player draws a card from the pile and places it in his hand. When the deck is exhausted no more cards are drawn. When a player doesn't want to play a card (and can no longer draw) he will have to discard a card and remove it from the game. The merchant vessels cannot be discarded.

### Play a Merchant Vessel.

When a player plays a merchant vessel, it sets out on a trading voyage. He plays the vessel in front of him with the stern towards him. If the vessel is not attacked during the round, the cargo arrives safely at it's destination, but the corsairs are lying in wait.

**Play a Pirate Ship.** With the pirate vessels, one tries to get a hold of the cargo of merchant vessels. When a player plays a pirate boat, he places his card so that the front of the card (the prow) touches the merchant vessel he wishes to attack and the back of the card (the stern) is directed towards the owner [of the pirate--himself]. The

same vessel can be attacked by multiple players.

Even the owner of the merchant vessel can try to board it with his own corsairs. If a player's attacking force remains the strongest until the beginning of his next turn, he has captured the vessel. The first player who attacks a merchant vessel can use a pirate of any color. However, any subsequent attackers of that vessel are limited in their choice of color, they must choose a color not already present in the combat. A player can legally reinforce his attack by adding other pirates of the same color. The force of his attack is the sum of the cards he has played.

**Play a Pirate Captain or an Admiral.** By playing a pirate captain, one can increase the strength of an attack already made on a merchant vessel. The captain must be of the same color as the pirates to be strengthened. The pirate captain is stronger than all the pirate ships. If other pirate captains are played in the same combat, it is the last pirate captain played who wins the battle. The admiral can be played as a captain but

only by the player owning the merchant vessel.

*Note:* The pirate captains can only be played to reinforce pirates already played. On the other hand, the admiral can be played by the owner of the merchant vessel without having to play pirates beforehand. If a merchant vessel is attacked by multiple players, and no player is stronger than all the others, all the remain on the table until one player wins the combat.

### **To Gain a Trading Vessel**

At the beginning of his turn, before carrying out any actions, a player gains a trading vessel if 1. it is his

own previously played merchant vessel and it has no attackers 2. It is a merchant vessel on which he already has the largest attacking force. The player takes the vessel and all cards involved in the combat and puts them in a pile in front of himself.

### **End of Game**

The game ends the draw pile is empty *and* a player has run out of cards. The combats on the table are resolved. Leave tied combats on the table.

### **Counting Points**

Each player adds the gold pieces shown on the merchant vessels in front of them and deducts from this sum the value of all merchant vessels remaining in their

hands. The player with the most gold at the end is the winner.

## **Team Play**

With 6 or 8 players (or 4 if the players so desire) the players form teams of 2. The two players on a team sit next to each other. Each player has a hand, and cannot share cards with his partner. The partners can show each other their cards and work together. The 2 partners play consecutively. The two players on a team cannot separately attack the same boat.

If one of the players attacks a boat, the other can only reinforce that attack with another pirate of the same color.

Only the first player of the team determines at the beginning of his turn whether a merchant vessel has been gained.

Thus, the second player cannot gain a ship played by his partner. A player who has no more cards sits out until the end of the game, if he is the first player, he continues, nevertheless, to collect the merchant vessels which the team gains.

Each team counts gold at the end and deducts the values of any merchant vessels in either partners hand. The team with the most gold wins.