

CORSARI – English Rules

From Leo Colovini - 2-4 Players

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110 cards numbered from 1 to 11 in 10 different colors. Each color represents a band of Corsairs and the numbers represent their job on the ship (1 is the Captain, 2 First Mate, e.t.c)

SETUP

A player is selected as a dealer and deals for the first hand. Players take turns dealing subsequent hands in clockwise order.

1. The dealer shuffles the cards and deals 12 cards face-down to each player.
2. He deals a column of face-up cards in the middle of the table: 7 cards with 2 players, 8 cards with 3 players, 9 cards with 4 players. These cards form the Tavern, and the color of the top-most card in the Tavern defines the color of the Tavern.
3. The remaining cards are placed in a face-down pile as a Supply.
4. The dealer turns the first card of the Supply over, to start the discard pile.

GAME PLAY

The game is played in a series of turns in which players recruit Corsairs and try to form the best crew. The cards at the players hands are kept secret from the opponents until the end of the hand.

TURNS

Players take turns in clockwise order. The starting player is the one to the left of the dealer. On a player's turn he:

1. Draws a card and adds it to his hand from either: the Supply, **or** the discard pile (last card discarded) **or** the Tavern (topmost card – as a result of this the color of the Tavern may change).
2. Discards a card from his hand – even the one just drawn, face-up on the discard pile.

SAIL

After drawing a card a player may set Sail and end the hand. The player discards a card face-down and places the rest of his cards face-up on the table into 3 different parts:

1. Prisoners: They are Corsairs with the same color as the Tavern. Since you get ransom from Prisoners, you pay no penalty for them.
2. Crew: The Crew can be made up of no more than **two** different colors and all with a **different** number (different job). Example: A Crew of red and yellow cannot use 7 red and 7 yellow. The ideal Crew consists of Corsairs from 1 to 11 but it is difficult to assemble such a crew!. The Crew works on the ship and doesn't pay any penalty.
3. Stowaways: The remaining cards are stowaways. The player adds the values of these cards and announces their total value. It's a good idea to have as few as possible stowaway cards.

When a player sets Sail his opponents set Sail too. Before they put down their cards and dividing them, like the player who set Sail did, each can add cards to the Crew of the player that ended the hand. The cards that the players can add must match one of the two colors of the ending player's Crew and have different numbers, so they must follow the Crew placement rules.

Different players can add cards with the same number (a player for example can add a violet 9 even if another player has added an orange 9). One player alone cannot add two identical cards (if for example he can add a violet 9 and an orange 9 he can add only one of them).

SCORING

Players note on a score sheet the penalties paid by each player. At the end of each hand the players sum their stowaway cards and compare them to the stowaway cards of the player who set Sail (ended the round):

1. A player with a sum more than the ending player pays that sum as penalty.
2. A player with a sum less or equal to that of the ending player, gets a 10 point bonus – he subtracts it from his current penalties – and gives his stowaway cards to the ending player.
3. If the sum of the ending player is less than that of all the other players, he pays no penalties. If he gets stowaway cards from one or more opponents (his sum is equal to or more than one or more players), he gets 10 penalty points, plus the points of all the stowaway cards he has in his hand, including those just received from his opponents.

WINNING

At the end of each hand, the penalties of each player are added to their previous ones. When a player reaches a number of fixed penalty points (example 101) he is out of the game. The last player remaining is the winner.

SPECIAL RULES

1. Sweep: A player that sets Sail with no stowaway cards, instantly wins the game! In case of a tie the ending player prevails.
2. When the last card from the Tavern is drawn, the hand ends and is not scored.
3. When the last card from the Supply is drawn, the player who drew the card must set Sail immediately.