

Game Overview

~ In the Age of Discovery, players become captains of a privateer ship and aim for the pinnacle of prosperity. You will trade with the merchant ships of your own country, also gathering allies, and with the permission of the government, plunder the goods of the enemy merchant ships. There is only one rival, but she/he may be even more skilled than you! ~

Corsaire is a game for two players. The game is divided into two phases: the trading phase in the first half and the looting phase in the second half. Both phases have the same goal of obtaining victory points (goods), but the way you will gain them differs in each phase.

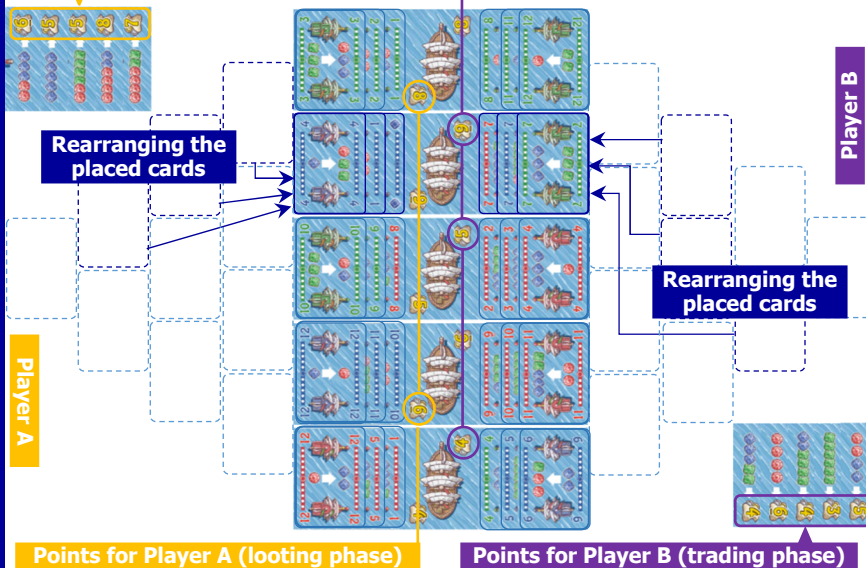
In the trading phase, each player gains resources by placing cards in an inverted pyramid and paying resources to gain the victory points indicated on the boards.

In the looting phase, each player compares the combinations he or she has created by rearranging the placed cards on the boards, and if the combination is stronger, he or she gains victory points.

Keep in mind that the placement of your cards in the first half will have a big impact on the second half.

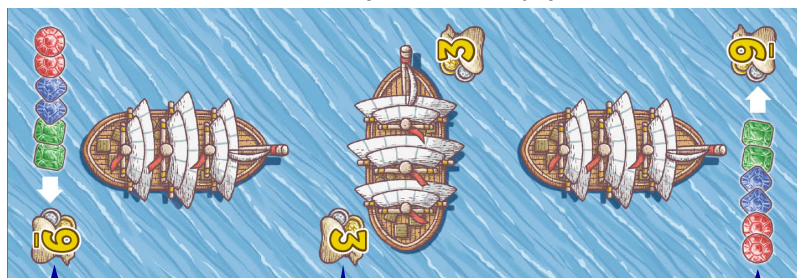
Points for Player A (trading phase)

Points for Player B (looting phase)



Components

19 boards (Merchant ships)



**Victory points
(trading phase)**

**Victory points
(looting phase)**

Cost (trading phase)

※ Image of the front of a board

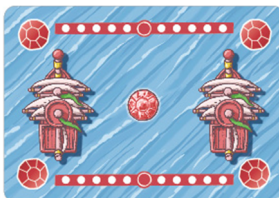
※ The back is the same for all the boards

39 cards (Privateer ship, 13 cards in each of the 3 colors)

Front (numbered)

Front (no number)

Back (for all the cards)



※ Numbers on front go from 1 to 12

33 resource tokens (9 Red, 11 Blue, 13 Green)

2 summary sheets

1 rulebook

Setting up the game

① **Take three cards at random and return them to the box.** During the game, including at this time, each player must not check the cards returned to the box. These cards are not used during the game.

② **Shuffle the boards and place 5 face up in the middle of the table.** Each player faces each other across five boards placed in a horizontal row as shown in the picture. The remaining deck of boards is placed face down on the side.

③ **Shuffle the deck and deal six cards to each player as his or her hand.**

During the game, including at this time, each player must not show the face of the cards in his or her hand to the opponent. The remaining cards are placed face down in a deck near the board.

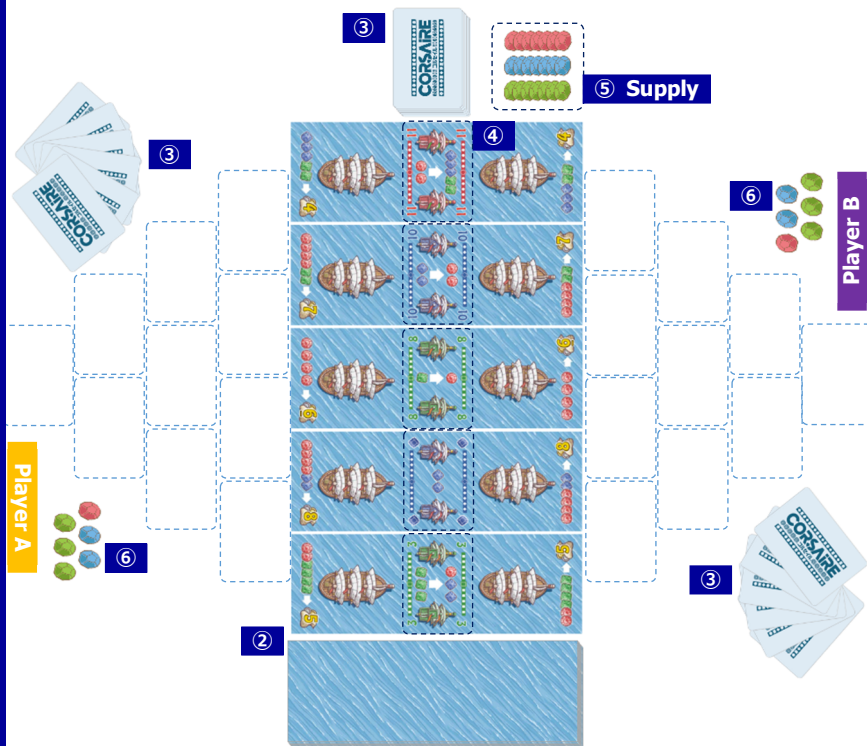
④ **Draw 5 cards from the deck and place one face up in the center of each board.** Place the cards so that the merchant ship depicted in the center of the board and the victory point ([see components]) are hidden.

⑤ **Place all resource tokens near the board.** From now on, this area is called Supply and the resource tokens are called Resources.

⑥ **Deal 1 red, 2 blue, and 3 green resources to each player from the Supply.**

Each player places the dealt resources in front of him or her. During the game, player cannot hide the resources they own from their opponent.

Finally, determine the first player in any way you like.



How to play

The game is divided into two phases: the trading phase and the looting phase.

First half: the trading phase

Each player takes turns. The active player proceeds through the following phases.

- | | |
|----------------------------|---------------------------------------|
| ① Place a card | ③ Acquire a card (and a board) |
| ② Convert resources | ④ Adjust resources |

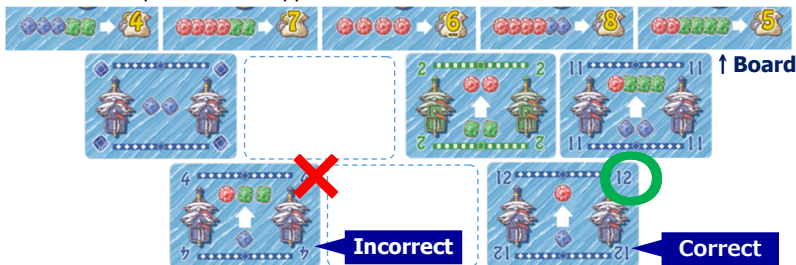
In the trading part, each player arranges cards in an inverted pyramid made over four levels. The cards are arranged in a row of four cards at the far end of the pyramid, and the number of cards in the row decreases by one card each time you move up a level from there.

① Place a card

Select a card from your hand and place it according to the following card placement rules.

[Card placement rules (Trading Part)]

- Place the cards face up in the area between you and the boards.
- Place the cards so that the arrow in the center faces the opponent's side.
- When placing cards at the bottom (far side) of the pyramid, place them next to two adjacent boards.
- When placing cards on the higher levels of the pyramid (in the foreground), place them on top of two adjacent cards.
- (※ Cards cannot be placed on top of only one card.)
- Cards can be placed horizontally apart on each level.
- Cards can be placed in the upper levels even if the lower ones are not filled.



② Convert resources

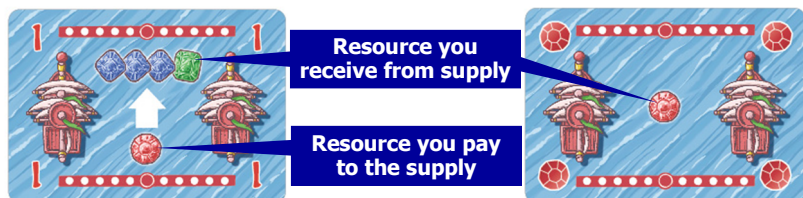
On your turn, for the placed cards, either choose **Convert resources** or **Pass**.

If you choose Convert resources, you pay the resources to the supply at the source of the arrow and gain the resources at the destination of the arrow from the supply. If there is no arrow (and number), the listed resources are taken from the supply without payment. If the supply's resources are depleted during your turn, no more resources can be acquired.

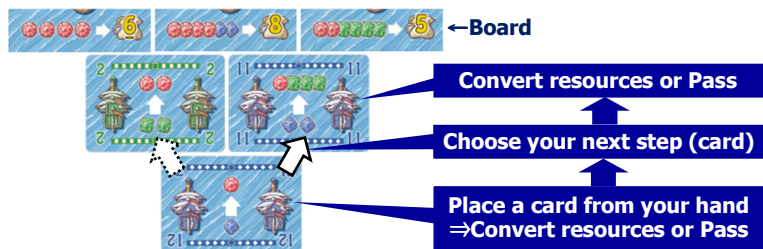
(※The lower the numerical value of a card, the more efficient the resource conversion will be.)

(※Red has the highest value per resource, green the lowest.)

If you Pass the effect of a card, you just keep the resources you have on hand and continue.



If there is another card adjacent to the bottom (far side) of the actual card, the player selects one of the two adjacent cards and chooses either Convert resources or Pass in the same way. The above process is repeated until you reach the boards at the bottom of the pyramid.



Each card can only be used once per turn to convert resources.

(※You cannot pay double the stated number of resources to get double the number of resources from the supply.)

③ Acquire a card (and a board)

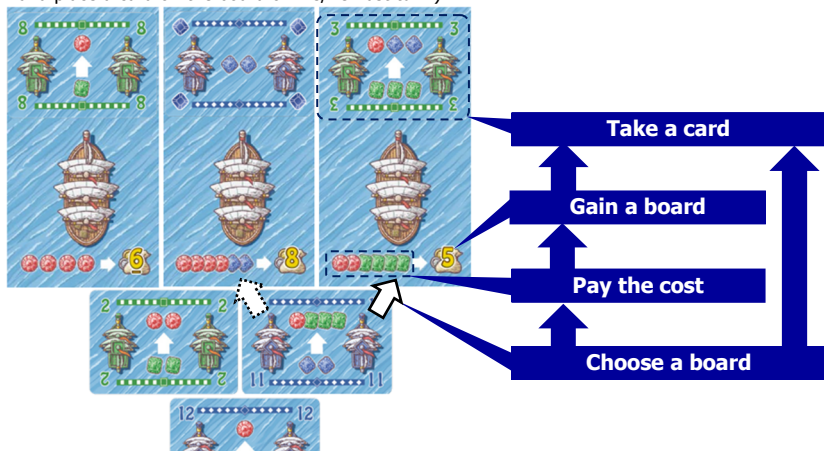
Select one card from the two boards adjacent to the last card you used in step [② Convert resources]. The player takes the card placed on the selected board and adds it to his or her hand. (※Your hand is back to 6 cards.)

If you pay the cost (resources) listed on the board you chose to the supply, you can gain that board as well. By gaining a board, you gain the victory points indicated on the edge of the board. Victory points should always be known information to your opponent.

If you only gained the card from the board, draw a card from the deck and place it on the same board. If you also gained the board, draw a new board, and place it in the now empty spot. Then, draw a card and place it in the middle of the newly added board.

If the deck of boards is depleted, no more boards can be added or gained until the beginning of the looting phase.

(※The deck of cards is depleted on the first player's last turn, and the second player doesn't draw and place a card on the board on his/her last turn.)



④ Adjust resources

If you have 11 or more resources on hand, return any resource you wish to the supply until you have 10. (※The number of resources is only adjusted at the very end of your turn.)

If you have no resources, you receive one resource of your choice from the supply.

Finally, the player ends his/her turn and it is now the opponent's turn.

Second half: the looting phase

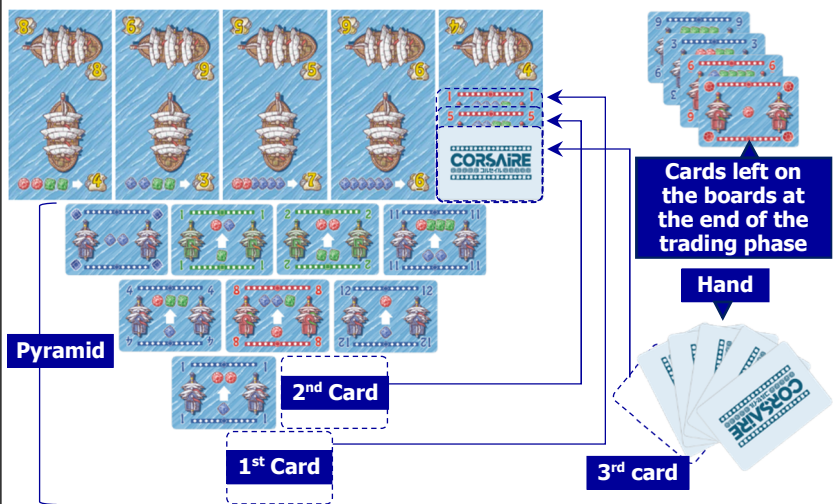
Once both players have placed their cards at the top of the pyramid and completed their last turn, the game moves on to the looting phase. First, remove the cards still available on the boards and lay them face up beside the board.

Players tell each other the total number of victory points they gained during the trading phase. The player with the highest total of victory points starts his/her turn first in the looting phase.

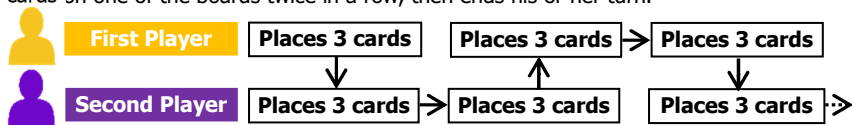
The active player places three cards according to the following card placement rules.

[Card placement rules (Looting Part)]

- Place three cards of your choice from your hand or pyramid on any board.
(※ The breakdown of the three cards can be hand cards only, pyramid cards only, or a mix of both.)
- Place 3 cards on the edge (the side closest to you) of the board to hide the listed costs and victory points.
- Cards selected from your hand are placed face down.
- Cards selected from the pyramid are placed face up.
- You can only select cards from the pyramid that are not adjacent to any other card on a higher level.
(※ The first card you can choose from the pyramid is the one at the top.)
- Each time a card is selected from the pyramid, it is treated as if it had been removed.
(※ As a result, new cards will be available from the pyramid.)



The first player to play a turn in the looting phase places 3 cards on one of the boards, then ends his or her turn. From then on, each player repeats this action of placing 3 cards on one of the boards twice in a row, then ends his or her turn.

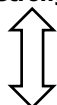


When the player whose turn comes last finishes placing 3 cards on a board, he or she reveals all the face down cards. (*Both players will place 15 cards out of the 16 they have in hand and in the pyramid. At the end of this phase, each player is left with one card in hand or in the pyramid.)

Both players make up hands using numerical and color combinations with 3 cards and compare their strength on each board.

[List of combinations]

Strong - **Three of a kind**: All the cards have the same value.



- **Straight flush**: All the same color and all consecutive numbers.

- **Straight**: All consecutive numbers.

- **Flush**: All the same color.

Weak - **Garbage**: All except the above.

(*If a card with no number is included, only "Flush" or "Garbage" can be made.)

If the strength of both combinations is the same, the player with the higher total of the three values wins. If the sum of the numbers is also the same, it's a tie. The player who has the winning hand gets the victory point indicated in the center of the board.

(*In case of a tie, neither player receives victory points.)



End of the game

The game ends as soon as the looting phase is completed.

Each player combines the victory points earned in the trading phase with the victory points earned in the looting phase and adds one victory point for each combination of one red, one blue, and one green from the remaining resources they have.



The winner is the player with the highest total victory points (in case of a draw, both players win).

If you have any questions or comments about the game, please contact us at info@fudacoma.jp

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