YoungstarsWiki.org

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★ ★ ★ ★ ★
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Corsairs



In the Middle Ages, pirates were called corsairs. We play this game in the forest or in the city.

Various groups are needed for this game. There are merchants, corsairs, corsair hunters and posts for buying and selling goods.

This article is a Forum magazine article.

Corsair game

Materials

- Enough banknotes with the values one and two
- Goods slips in different colors: Gold = yellow, tea = green, tobacco = brown, brandy = red. The slips of paper can be labeled with the respective product.

Groups

The children are divided into two groups. Each of these groups is now divided in half. One half will be traders, the other half corsairs.

Each group of traders receives a starting capital (money), which they divide among themselves.

The employees or older children are given the task of corsair hunters. Make sure that each group receives the same number of corsair hunters! Two employees are responsible for buying and selling goods. The individual groups now have the following tasks:

Merchants

- They buy goods (gold, tea, tobacco) at the buying post and sell them again at the selling post. By skillfully choosing their products, they receive more or less large profits
- If they are attacked by a corsair ("knocked off"), they must give him all their goods and money. To get back into business, they get new goods or money from their corsair hunter.

Corsairs

- They trade in smuggled goods (brandy).

- They can attack ("knock off") merchants and take all their money and goods.
- If a corsair is caught by a corsair hunter, he must give him everything he has.

Corsair hunters

- They track down enemy corsairs, take their goods and all their money and let them go.
- They give these goods and money back to robbed merchants in their group so that they can continue trading (be sure to hand over all goods!)

Items

Purchase of goods

- The employee sells the individual goods at the prices from the purchase table, which change every ten minutes.
- Gold, tea and tobacco are sold to the merchants.
- Brandy can only be bought by the corsairs
- Goods marked with * are particularly profitable if they are sold again very soon.
- There must be a sufficiently large protection zone for traders around the post!

Zeit (min)	Gold	Tee	Tabak	Brandy
00:00	3	2	1*	3*
00:10	3	2	2*	3*
00:20	4	2	4*	3**
00:30	4*	2	8	4**
00:40	5*	3	2***	4**
00:50	6*	5*	2**	3***
01:00	4**	4*	3**	5*
01:10	5	4	4	4
01:20	4	3	3	3
01:30	3	2	2	3

00:00	3	3	4	5
00:10	4	3	6	6
00:20	5	3	6	7
00:30	6	2	8	8
00:40	7	4	8	8
00:50	8	7	7	8
01:00	8	6	6	8
01:10	6	5	4	5
01:20	5	3	2	4
01:30	3	3	1	3

Buying goods

- With the second employee, the traders and corsairs can sell their goods again. They receive the money according to the sales table, with prices changing every ten minutes.
- Due to the legalization of alcohol, the price of brandy drops towards the end of the game.
- If merchants or corsairs still have goods at the end of the game, these are scored with the amount of money in the "End" line.
- There must also be a sufficiently large protection zone for traders around this item!

End of the game

Which group has earned the most money at the end of the game?

Corsair_YW

Source reference



- **Content and picture:** Forum Kind issue 2/05, page 27. The author describes a pirate-themed game that can be played in the forest or in the city.
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- **Author:** Mirjam Leuenberger

Weitere Informationen

Categories
Games and activities

Tags
Outdoor play
Strategy
Role play
Trade
Forum

Age
8–12 years
13–16 years

Number of participants
30 – 100

Bible
This information is missing.

Duration
1–2 hours

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A lot of work

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