GAME RULES

Game setup
The setup of CONCORDIA is described in detail in the separate quick intro. Cards for sale that are not needed are taken out of the game (depending on the player count). After randomly determining the start player, the last player (player to the right of the start player) receives the Praefectus Magnus.

Game flow
Players execute their turns in clockwise order. A player’s hand consists of his un-played personality cards. A player’s turn consists of playing 1 card from their hand and executing the related actions. All played cards form a personal discard pile showing only the last card played. With the Tribune, a player takes back all cards previously played.

Game end
The game ends either after a player purchases the last card from the display on the board, or after the first player builds his 15th house. In either case, this player is awarded the CONCORDIA card. Now all other players execute their final turn and then all players tally their final victory points.

Scoring victory points
Each personality card is related to an ancient god. These gods individually reward certain achievements (for instance number of populated provinces, number of colonists, etc.)

If Concordia is played for the first time, it is recommended to conduct an intermediate scoring. The final (and intermediate) scorings are described in detail on the last page.

PERSONALITY CARDS

TRIBUNE
1. Recover cards
The player recovers all of his previously played cards back into his hand. If the player takes back more than 3 cards (including the Tribune in the count), he receives 1 sestertius per card past the 3rd from the bank.

2. 1 new colonist
In addition the player may optionally purchase 1 new colonist by paying 1 food and 1 tool to the bank and placing either a new land or sea colonist from his storehouse into “Roma”.

Example
A player who until now has played 4 cards now plays his TRIBUNE card. Therefore he takes a total of 5 cards back into his hand and receives 2 sestertii from the bank.

In addition he decides to build a new colonist. He pays 1 food and 1 tool to the bank and places the new colonist inside ROMA on the game board. The colonist discovers one new storage spot for goods inside his storehouse.

*We apologize for a misprint on the Diplomat card in deck IV. The cost is tools, as depicted by the symbol.
**Architect**

1. Move colonists

The number of colonists a player has on the board determines the number of possible movement steps that a player can freely allocate to his own colonists. Land colonists are moved only along the brown lines and sea colonists only along the blue lines. A colonist’s first movement step is out of his starting city onto an adjacent line. Any further steps will move the colonist through a city and onto the next adjacent line to that city. At the end of his movement, a colonist cannot be placed on a line that is already occupied by another colonist. However, a colonist is allowed to move through occupied lines, adding the occupied sections passed through into his movement count.

2. Build houses (after all movements)

The player may build houses in cities adjacent to any of his own colonists. Each new house built in a city is paid with goods and coins to the bank:

- **Goods:** 1 food in a brick city, or 1 brick plus the good of that city type in every other city.
- **Coins:** 1 sestertius in a brick city, 2 sestertii in a food city, 3 in a tool city, 4 in a wine city, and 5 in a cloth city.

If a new house is built in a city where there are already other houses, the cost in coins is multiplied by the number of houses that will be in the city after this build (i.e., to build the fourth house in a city the cost in coins is multiplied by 4). The cost in goods remains the same. Players may not build more than 1 own house in a single city and never in “Roma”.

**Prefect**

The player chooses between two alternatives:

a) The player chooses a province where the houses produce goods. He can only choose an active province whose bonus marker (province tile) still shows the good symbol. It is not necessary that the player (or any other player) owns a house in the chosen province. He flips the bonus marker of the province to its coin side and receives 1 unit of the goods type depicted on the bonus marker out of the bank. In addition all houses inside the province, regardless of their owner, each produce one unit of the goods produced in that city.

or

b) Instead of producing the player may choose to collect the cash bonus. For every visible coin on the bonus markers he receives 1 sestertius from the bank. Afterwards all bonus markers are flipped back to the side showing their goods symbol.

**Colonist**

The player chooses between two alternatives:

a) The player may place new colonists on the game board each to be paid for with 1 food and 1 tool. New colonists can be placed inside “Roma” or inside any other city where the player owns a house.

or

b) The player receives 5 sestertii plus 1 sestertius for each of their own colonists on the game board.

Red has 3 colonists, 1 land colonist is located between “Colonia A.” and “Novaria”, and the other 2 are still in “Roma”. Therefore he has 3 movement steps available. The black arrows show how he allocates his movements to his colonists. The sea colonist from “Roma” moves onto the sea line to “Massilia” (1 step), and the land colonist makes 2 steps onto the line between “Aquileia” and “Vindobona”.

After moving his colonists he may build houses. All in all there are 5 cities adjacent to his colonists. But as he already owns a house in “Colonia A.” only 4 cities remain where he could build. He has enough goods and cash to build 3 new houses. He builds a house in “Massilia” (5 sestertii, 1 cloth, and 1 brick), in “Novaria” (4 sestertii, 1 wine, and 1 brick) and in “Aquileia” (6 sestertii, 1 food, and 1 brick). A house in a food city basically costs only 1 brick, 1 food, and 2 sestertii, but as “Aquileia” already has 2 houses the cash price is tripled. He pays the goods and sestertii to the bank and puts 3 new houses into the cities.

Syria is able to produce because its bonus marker still shows the good’s symbol. Red plays the Prefect card, chooses Syria, and receives a bonus of 1 cloth as shown on the bonus marker. The Syrian bonus marker is now flipped over to its coin side and all houses in Syria produce: Red and Blue receive 1 food each, and Yellow receives 1 cloth.

In the situation depicted down left a player who chooses the cash bonus would get 6 sestertii out of the bank, because there are 6 coins visible on the bonus markers (given that no other bonus markers show coins) and the bonus markers with coins would be turned over to show their units of goods again.

Red has 2 food and 3 tools in his storehouse and plays the COLONIST card. Paying 2 food and 2 tools he places 2 colonists. He decides to place a new sea colonist in “Roma” and a new land colonist in “Massilia”. He could also have chosen to place one colonist in “Aquileia” instead, but not in “Novaria” because he has no house there (obviously, only a land colonist would be reasonable in “Novaria”). Or he could even place 2 colonists in the same city.
**Mercator**

This turn is executed in 2 steps:

1. The player receives 3 sestertii out of the bank (or 5 sestertii with a purchased Mercator).
2. He may then trade in two types of goods with the bank. This means he may sell two types, buy two types, or sell one type and buy another. The number of units he may sell and/or buy is only limited by the free space inside his storehouse, where every single unit occupies one storage space. The trade is done at fixed prices, which are shown on the roof of the storehouses.

Green has 2 sestertii cash and her storehouse is as depicted. She plays the Mercator card and receives 3 sestertii (It's not a purchased Mercator). She sells 3 units of wine for 3 x 6 = 18 sestertii to the bank, so that the total cash now is 23 sestertii. For her second type of goods she wants to buy bricks. She would be able to pay for up to 7 bricks, but there are only 5 storage spaces available in the storehouse so that she cannot buy more than 5 units. She decides to buy 4 units of bricks paying 4x3=12 sestertii. She would have loved to buy a unit of food, but that is not allowed as she has already traded in two different types of goods.

**Diplomat**

The player executes an action from a personality card that is on top of another player’s discard pile and thus is displayed face up in front of them. The action is executed the same as if the player had played that card himself. Actions of players who recently used a Diplomat card or took back their cards into their hand with their Tribune card cannot be copied.

The picture shows the personality cards recently played by the other 4 players. The 5th player plays a Diplomat card. He now may either execute the action of a Senator, an Architect, or a Prefect.

**Senator**

The player may purchase up to two personality cards from the display on the game board and take them into his hand. The price of a card is the sum of:

- The goods depicted inside the red field of the card
- plus the goods depicted beneath the card’s position on the game board, where a question mark stands for a good of the player’s choice.

After the purchase(s), all remaining personality cards inside the display move to the left if their left position is empty, and the display is replenished to the new total of 7 cards (as long as there are fresh cards inside the stack)

The 5th player plays a Senator card. He pays only 1 unit of wine for the Mercator card, and 1 tool and 1 brick for the Architect card to the bank. Instead of a brick he could have paid with any other type of goods as the question mark allows a free choice of goods for payment. He takes the Mercator and the Architect card. Now the Prefect card moves by 1 and all other remaining cards by 2 positions to the left. Finally the 2 free spots on the display are replenished with 2 new cards from the stack. (The Farmer would have cost 1 brick, 1 food, and 1 cloth).

**Consul**

The player may purchase one personality card from the display on the game board and take it into the hand. The price consists only of the goods depicted inside the red field of the personality card. Any goods depicted beneath the card’s position on the game board are ignored. As with a Senator, the remaining cards inside the display move to the left if their left position is empty, and the display is replenished from the stack (as long as the stack exists).

The player wants to purchase the Colonist card, which is located in 6th position inside the card’s display. He pays only 1 unit of food because the goods depicted on the game board are ignored (1 unit of free choice plus 1 cloth). But he cannot purchase more than 1 card. He takes the Colonist into his hand and the Prefect card moves one position to the left. The former position of the Prefect is replenished with a new card from stack.

**Specialists**

(Mason, Farmer, Smith, Vintner, Weaver)

All the player’s houses of the related type of goods produce one unit each.

The player has a total of 4 houses inside wine cities and plays the Vintner. She receives 4 units of wine and puts them on 4 empty storage spaces inside her storehouse. The other players do not receive any goods.
For each city of the related city type the player receives a certain number of VP as depicted on the specialist's card. For each province with at least one of their houses the player receives 2 VP. (max. 10 VP)

JUPITER

For each of his colonists on the game board the player receives 2 VP. (max. 10 VP)

MARS

For each of his colonists on the game board he receives 10 VP per card assigned to Mars, hence 3 x 10 = 30 VP.

MINERVA

The player owns a farmer who rewards him with 3 VP for each house inside a food city. With 4 such houses this results in 12 VP.

MERCURIUS

Unfortunately the player has not built inside a wine city, but he does produce the other 4 types of goods. For his 2 cards assigned to Mercurius he receives 2 x 8 = 16 VP.

MARS

For his 5 colonists on the game board he receives 10 VP per card assigned to Mars, hence 3 x 10 = 30 VP.

MINERVA

The player owns a farmer who rewards him with 3 VP for each house inside a food city. With 4 such houses this results in 12 VP. Together with 7 points from the Concordia Card the player therefore achieves 114 victory points.