Concordia Venus (2018)

2-6 Players   Designer: Mac Gerdts

Duration: 15 houses or all Personality cards purchased. 60 - 120 minutes

Board Setup

by BGG user: schuetzsc

- Select a game board side & determine if playing Individual [2-5 players] or Team Play [4 or 6 players]
- Randomly place **city tokens** 🏛 on matching cities [A – D] & flip face-up so goods are visible
- Place **bonus marker** 🌶 on small map indicating most valuable good in each province
- For individual play, use the 30 cards with a column on the back. For Team Play, use the double circle cards
- Sort **cards** 🎴 by Roman numeral on back [I – V]. Remove cards with numeral > # of players. Shuffle stacks separately & form face-down stack with I cards on top, then II cards, etc. Deal the top 7 to the display area. Place the remaining stack face-down beside the board along with the **Concordia card** 🎴

Player Setup

- Each player places **1 land** 🧍 & **1 sea colonist** 🚢 into the capital city & their **scoring marker** 🔴 on 0.
  Team Play: the 2nd partner places in any city not adjacent to the capital city
- Each player gets **15 wooden houses** 🟥 & their **7 starting personality cards** marked with column or circles.
  Team Play: the 1st partner gets rid of Diplomat card, then 2nd partner gets rid of Architect card
- Place 2 land & 2 sea colonists on colonist spaces of player board, & 2 food 🟡, 1 cloth 🟦, 1 wine 🍷, 1 brick 🧱, & 1 tool ⬜ in the storehouse spaces
- Pick a start player/team, give them $5 and the **turn order marker** ♟. 2nd player/team clockwise gets $6, etc. Give the **Praefectus Magnus** 🎴 card to last player in clockwise player order

Additional Rules

- Team Play: choose teams of 2 (or 3) & sit opposite of partner. Immediately after playing your card, your partner may execute the same action [except: **Legatus** & **Proconsul**]. Resources & cards are kept separate, but a player may take $ from their partner if needed [cannot refuse]. Team members are not to communicate except through use of **Legatus** card
- **Double Choice Cards**: in individual play, choose either personality. Team Play: the player who plays the card chooses a personality; their partner must use the other

End Game & Scoring

- When a player purchases the **last personality card** or builds their **15th house**, they gets the **Concordia card** worth 7 VP. All other players take 1 last turn before final scoring. Team Play: after the team has completed their turn, all other teams execute 1 final turn as well
- Sort cards by type & **multiply** the # of each card owned by the VP earned for that ancient god type
- Most VP wins. Tie: player/team with *Praefectus Magnus* card, then tied player who would receive it next
- **Legatus** contains 3 gods & is counted once with Jupiter, once with Saturnus, & once with Venus

Ancient god cards scoring

Card	Scoring
(1) VESTA (10)	value of goods in storehouse is added to $, get 1 VP per 10 money [round down]
(1) JVPITER	1 VP for each house in a non-brick city [15 VP max]
(1) SATVRNVS	1 VP for each province with 1+ of their houses [12 VP max]
(2) MERCVRIVS (2)	2 VP for each *type* of good the player produces with houses [10 VP max]
(2) MARS	2 VP for each colonist on the game board [12 VP max]
(3) MINERVA	earn VP shown on card for each related city type
(2) VENVS	(individual play) for each province with at least 2 houses, +2VP [14 VP max] Team Play: for each province where both partners have at least 1 house each, +1VP

Concordia (2013)

Game Play

- On your turn play 1 card from your hand to a personal face-up discard pile & execute the card actions. Play Tribune card to take back all cards from discard pile. Team Play: partner then executes action
- All goods must fit into player's storehouse. Cannot discard goods to make room. Placing colonists opens up space for more goods storage. If more goods received than space available, player chooses which to keep & fills storehouse. Players cannot trade goods or $ with each other. Goods and $ are to be considered unlimited

Architect : movement steps = total # of colonists on the board. Use up to available movement steps to move choice of land colonists on brown lines & sea colonists on blue lines. 1st move is out of start city to adjacent line. 2 colonists cannot occupy the same line at **end** of movement but can move through occupied lines. *After all movement*, optionally build houses in cities adjacent to your colonists. Pay goods and $ per type of city [see player aid] . If another player's house already in the city, $ cost is multiplied by # of houses present in the city **including** the house being built [goods cost stays the same]. Players cannot build more than 1 house per city & can never build in the capital city. Team Play: a colonist still inside a city cannot be used to build a house

Prefect : **either** choose an active province whose bonus marker still shows the goods side & receive 1 good of type shown on marker from bank & flip it. All houses in province, regardless of owner, produce 1 unit of good produced in that city *for the owner* of the house. **Or** collect $ = total $ shown on all bonus markers then flip all markers back to goods side
- If player held the *Praefectus Magnus* card & **produced goods**, receive 2 bonus goods [instead of 1]. Production by houses not affected. Must take goods, pass card to player on right [cannot defer for later]. Card is not activated when taking $ [player keeps card]. Team Play: partner does not benefit

Colonist : **either** players pay 1 food & 1 tool each to place new colonist(s) in Roma or any other city where player has a house **or** get $5 plus $1 for each of their own colonists on the game board

Mercator : get $3 from bank [or $5 from a purchased *Mercator*] **then** make 2 goods trades with bank [sell 2, buy 2, or 1 and 1] at price shown on storehouse. All goods must fit in storehouse spaces

Diplomat : execute a personality card action on top of another player's discard pile [except *Diplomat*]. Team Play: You cannot copy your partner's top card & both partners cannot copy the same player's card

Senator : (individual play only) purchase up to 2 personality cards from the display into the player's hand. Pay goods shown in **red** field on card *plus* goods shown under card's position on game board. = player's choice of good. Slide all remaining cards left & fill the rightmost position(s) from the deck

Praetor : (Team Play only) works like Senator, but each partner can purchase no more than 1 card. The display is only replenished after both partners have completed their turn

Consul : (individual play only) purchase 1 personality card from the display into the player's hand. Pay only goods shown in **red** field on card [ignore goods shown under card's position on game board]. Slide all remaining cards left & fill the rightmost position from the deck

Proconsul : (Team Play only) purchase 1 card from the display into the player's hand [except **Proconsul**]. Then partner plays a card [not **Legatus**] from hand & executes the action for themselves only

Specialist : each owned house on the related type of good produces 1 unit, place in storehouse

Tribune : recover all played cards from personal discard pile back to hand. If more than 3 cards are taken back [including *Tribune*], collect $1 per card > 3 from bank. Also may place 1 new colonist of either type from storehouse into capital city by paying 1 food & 1 tool to bank

Legatus : (Team Play only) play to silently request your partner to play a card by looking at their hand & placing a card in front. The partner goes 1st. Play order continues to left of **Legatus** card player