

CONCORDIA QUICK GUIDE

OBJECTIVE

Players compete to build out their trade network, produce **resources**, and add **Personality Cards** to their personal deck, ultimately winning favor of the 6 gods. Highest score wins. Points are awarded for each card in a player's deck, based on the card's associated god.

TURN STRUCTURE

A player's turn consists of playing 1 **Personality Card**, taking the associated action(s), and discarding the card face-up to their personal discard pile.

GAME END

Triggered when one player builds 15 **houses**, or purchases the last **Personality Card**. All other players take 1 final turn.

SCORING

Each **Personality Card** has 1 god listed on the bottom.

- Each card awards points based on the listed god.
- Each of the 6 gods has a different scoring criteria.
- *Recommended Scoring: Organize cards by god. Choose 1 god to score for all players, then choose the next god, repeat for all 6 gods.*

Highest score wins. Ties are broken by who has/would have the Praefectus Magnus card in turn order.

THE 6 GODS

VESTA

Sell all left over **resources** for **coins**. Receive 1 Point for each full set of 10 **coins**.

JUPITER

Receive 1 Point for each non-brick **city** in which the player as built a **house**.

SATURNUS

Receive 1 Point for each Province in which the player has built at least 1 **house**.

MERCURIUS

Receive 2 Points for each type of **resource** the player can produce.

Salt does NOT count towards **Mercurius**.

MARS

Receive 2 Points for each **colonist** the player has built.

MINERVA

Receive X Points for each matching **city** type the player has built a **house** in, as depicted on the card.

Each Minerva card only scores for the **resource** depicted

Each **Salt city** counts for ONE **Minerva** card of the player's choice

For beginner players, an Intermediate Scoring is recommended

- When each player plays their Tribune card for the first time, score that players cards as if it were game end. At game end, reset scores to zero and score each player as normal.

PERSONALITY CARDS



ARCHITECT

Move any number of your **colonists** up to your *Total Available Movement*, then build **houses** in any number of adjacent cities.

MOVEMENT

- *Total Available Movement* is equal to the number of currently built **colonists**.
- A single **colonist** may move multiple times.
- Total movement of all **colonists** must not exceed *Total Available Movement*.
- A **colonist** is not required to move, nor are you required to use all available movement.
- **Colonists** move/are placed on routes between cities (dashed lines). **Colonists** may only move on the appropriate *Land* (brown) or *Sea* (blue) route.
- **Colonists** may pass through other **colonists**, but may not occupy the same route at end of turn.
- You MUST move all **colonists** before building.

BUILDING

- You may build **houses** in any number of cities adjacent to your **colonists** (including zero).
- *Player Aid Card* depicts cost to build depending on **city** type.
- If the **city** contains another player's **house(s)**, multiply the **coin** cost by number of existing **houses**+1. **Resource** cost is not multiplied.
- You cannot built multiple **houses** in the same **city**.

Salt may be used in place of any 1 **resource**. To build in a **Salt city**, spend 1 **Tool**, 1 **Wine**, and 5 **Coins** (multiplied as normal for subsequent **houses**)



MERCATOR

Receive 3 (or 5) **coins**, then optionally buy/sell up to two types of **resources**.

- The initial Mercator card provides 3 **coins**. All other Mercator cards provide 5 **coins**.
- You can choose only two types of **resources**, but may buy or sell as many units of the chosen **resources** as you like (including zero).
- The **coin** value of each **resource** is depicted at the top of each player's **warehouse**.
- **Resources** are bought/sold with the bank, not other players.

Salt can NEVER be bought or sold, with a **Mercator** or otherwise.



COLONIST

Build new **colonists** on the map, OR collect **coins** for each **colonist** already built.

- New **colonists** cost 1 **Food** and 1 **Tool** each. Multiple **colonists** may be built.
- New **colonists** may be placed in the map's **Home City**, or in any **city** where you has a **house**.
- When collecting **coins**, collect 5 **coins**+1 per currently built **colonist**.



TRIBUNE

Recover to your hand all your discarded cards, collecting 1 **coin** for each card in excess of 3. Then optionally build 1 **colonist** in the **Home City**.

- The **Tribune** card is included in the total when determining how many cards are recovered.
- New **colonists** cost 1 **food** and 1 **tool** each (similar to the **Colonist** card). Only 1 **colonist** may be built with the **Tribune** (unlike the **Colonist** card).



PREFECT

Produce **resources** in all cities in a single province, with only you receiving that province's **bonus tile resource**, OR turn all flipped-over **bonus tiles resource-side** up, taking the total **coins** depicted.

PRODUCING

- All players with a **house** in the chosen province receive a matching **resource** for each **city** they have built in.
- Additionally you receive a bonus resource depicted on that province's **bonus tile**, flipping the **bonus tile resource-side** down.
- If you have the **Praefectus Magnus** card, double your bonus **resource** and pass the card to your right. This is not optional.
- If you collect more **resources** than you have space in your **warehouse**, you cannot receive all the collected **resources** (your choice). **Resources** already in the **warehouse** cannot be discarded.
- You may not produce in a region where the **bonus tile** is **resource-side** down (**coin-side** up).
- A player need not be present in a region to produce there.

COIN BONUS

- Instead of producing, flip over all **coin-side** up **bonus tiles**, receiving the **coin** total depicted.
- The **Praefectus Magnus** card is not triggered in this way.



SENATOR

Pay the indicated cost to purchase up to two new **Personality Cards** from the **Personality Row**

- The cost of a card is the **resource(s)** depicted at the bottom of the card, plus the **resource(s)** depicted below the card's slot.
- Any **resource** may be spent for a "?" symbol.
- The player may purchase one or two **Personality Cards**.
- Purchased cards go directly into your hand.
- After all purchases have been made, slide remaining **Personality Cards** left, filling the empty spaces on the right with new cards from the deck.



CONSUL

Purchase ONE **Personality Card** from the **Personality Row**, ignoring **resource** costs on the card's slot.

- The **resource** cost on the card itself is still paid – only the cost on the board is ignored.
- Like with the **Senator**, purchased cards go directly into your hand.
- Like with the **Senator**, slide remaining **Personality Cards** left after the purchase, filling the right-most space with new cards from the deck.



DIPLOMAT

Copy the top card of another player's discard pile, using it's actions as if you had just played that card.

- You cannot copy another player's **Diplomat**.
- If you copy a **Prefect** and have the **Praefectus Magnus**, it is triggered as normal.



SPECIALIST

Collect 1 **resource** for each matching **city** where you have built a **house**.

- Each **resource** has its own specialist (**Mason, Farmer, Smith, Vintner, Weaver**). Each card only produces the indicated **resource**.