



COOPERATIVE TEAMPLAY

This booklet only contains the cooperative teamplay rules. The contents and the solo rules and variants are in the other booklet.

Idea of cooperative teamplay

The *Solitaria* teamplay offers the opportunity to play *Concordia* as a two-player game, without the “hard” competition of the usual *Concordia* two-player game.

In cooperative teamplay, you compete as a team of 2 players against the adversary Contrarius for victory. You win or lose together. Thus, you must not only look for your own advantage, but also have your partner’s ideas in mind. In teamplay, the actions of your personality cards are carried out by you and your partner. Afterwards, Contrarius reacts only to your action - but not to the action of your partner!

Thus, you play one card turn by turn, until one of the usual conditions for ending a game of *Concordia* applies (15th house has been built or the last card has been bought).

With final scoring, you determine how well you played compared to Contrarius.

Contrarius owns houses and colonists, as well as cards in its own card display. But it never plays cards. Its actions are only determined by the cards that you play yourself. During play, Contrarius can score victory points immediately by some of its reactions to your actions, mark these with its scoring marker on the victory point track. The houses, colonists and cards of Contrarius are scored in the usual way of *Concordia* at the end of the game. Contrarius does not own a storehouse nor goods, nor sestertii.

The *Solitaria* teamplay is based in essence on the rules of *Concordia Venus* and the *Solitaria* solo play.

This booklet includes all rules that differ from the usual rules of *Concordia*. Thus, you do not need the *Solitaria* solo play booklet to play. On the other hand, if you already know the rules of the *Solitaria* solo play, you need only read the differing rules marked with a grey background in this booklet.

Required components

The following components of *Concordia* or *Concordia Venus* are required to play:

- 1 Game board, as well as the city tokens and bonus markers.
- 3 Sets of wooden pieces, each set includes 15 houses, 3 land and 3 sea colonists, as well as the scoring marker. Choose one color for Contrarius and one for each of you.
- 2 Storehouse, one each in your chosen color.
- Goods and sestertii.

Out of *Solitaria* you need:

- The 4 dice
- The 38 *Solitaria* team cards with the goddess Venus on their back and the 5 special cards:



Architect die



Tribune/Colonist die



Mercator die



Senator/Consul die



Setup






Set the game board including the city tokens and bonus markers up as usual in *Concordia*. Prepare the goods and sestertii as a supply.

The *Solitaria* team personality cards of stacks I, II and III are shuffled separately and then stack I is placed on top of stack II, and then both together on top of stack III. This combined stack is placed next to the game board and the display area is filled with the 7 first cards of the stack. Place the *Concordia* card next to the stack.

Contrarius

The 5 *Solitaria* team personality cards of Contrarius (scarlet red back) are placed as a face-up display next to the game board. Also take the first specialist personality card from the sale display area (seen from left to right, i.e., Mason, Farmer or Smith) and place it as the sixth card next to the other cards of Contrarius. Then refill the display area as usual. Prepare the 15 houses and 6 colonists of Contrarius next to its 6 personality cards. Place its scoring marker on the 0 of the victory point track.

Your setup

Each of you places 1 land and 1 sea colonist into the capital and take the 6 goods (1x , 1x , 1x , 1x  and 2x ) and 4 remaining colonists to your storehouse. The 6 pink *Solitaria* team I cards are the hand cards of player 1, who begins, and the 6 purple *Solitaria* team II cards are those of player 2. Each of you also takes 6 sestertii.

Setup and difficulty level

Choose a difficulty level and finish your setup as follows:

Standard


Contrarius places 1 land and 1 sea colonist into the capital. You start with 20 victory points. Place your scoring marker on the 20 of the victory point track.

Veteran

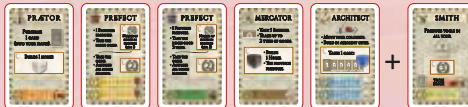
Contrarius places 1 house into the most valuable city adjacent to the capital (most of the time cloth or wine). It then places one colonist on the line between the capital and this city. If there is a blue and a brown line to the city, you decide which colonist it places. It places the second colonist adjacent to the next most valuable city it can reach.

You start with 10 victory points. Place your scoring marker on the 10 of the victory point track.

Expert

Contrarius places 1 land and 1 sea colonist into the capital. It also places 1 house on each of the following positions on the victory point track: 10, 20, 30, 40 and 50. Surplus houses remain in its supply. During the game Contrarius scores immediately through some of its reactions. When Contrarius moves its scoring marker on or over a house on the victory point track, it takes the house and builds it into a city on the game board (use the Mercator die ).

Contrarius



+ 1st specialist



player 1



player 2



Example: standard team play

If Contrarius must build a house and its supply is empty, it takes a house from the far end of the victory point track. To build the house follow the rules of “Where does Contrarius build?” on page 12.

You start with 0 victory points. Place your scoring marker on the 0 of the victory point track.

Game play and particularities of team play

Turns and reaction of Contrarius

When it is your turn, you play a personality card from your hand on your own face up stack and carry out its action. Then your partner also carries out the action of your personality card. Your partner does not play a card on their own while doing so (exceptions: Legatus and Proconsul). Only afterwards, Contrarius reacts. Its reaction is in the light-colored box marked by a C (for Contrarius) on each personality card. **Contrarius only reacts to the first action**, not to the action of your partner. In the next turn, your partner then plays their own card and so on. The game ends, when either one of you or Contrarius triggers the end of the game conditions (page 10).

Example:

You play your Prefect and produce in a province with 2 houses. Then your partner uses your Prefect and produces in a province with 3 houses. Afterwards, Contrarius reacts to your action and thus, scores 2 victory points (see the personality card Prefect, on page 7). Contrarius does not react to the production of your partner.

Personality cards, goods and sestertii

You manage your belongings separately. You must never exchange goods or personality cards. The only exception are sestertii. If you need more sestertii to carry out an action (i.e., with Architect or Mercator), you may take the necessary sestertii from your partner!

Communication

Each partner decides which card they play and which action they carry out on their own. The decisions taken by your partner must be accepted, even if they do not work for your goals and ideas. It is recommended, that you decide before the game which communications are acceptable for you.

Personality cards

The original rules of Concordia apply for the actions of the personality cards. The new cards are “Prefect with Praefectus Magnus”, “Legatus”, “Praetor” and “Proconsul”, as well as the cards with 2 personalities.



ARCHITECT

Action as in *Concordia*

Reaction of Contrarius

Roll the blue Architect die to determine which of the 5 first personality cards in the display area Contrarius takes face-up to its card display. Then refill the display area as usual. If there are not enough cards in the display area, Contrarius takes the first card instead of the die result.

Example:

You roll a 3. Take the personality card from position 3 of the display area on the game board and place it faced-up to the card display of Contrarius. Refill the display area on the game board as usual.



DIPLOMAT

Action

Copy the action of one face-up card of Contrarius' card display. Flip the card face down afterwards. Your partner also copies the same card that you copy. Each card of Contrarius can only be copied once during the game.

Reaction of Contrarius

Contrarius reacts according to the reaction on the card you have copied.

Example:

You copy the face-up Prefect from the display of Contrarius. You reactivate the provinces with its action and collect the cash bonus, your partner produces. Now Contrarius reacts to your cash bonus and scores 2 victory points. Afterwards you flip the used Prefect card face down. You cannot copy this card again.





COLONIST

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) place colonists: Roll the red Tribune/Colonist die to determine, whether Contrarius places 1 new colonist or it takes the card from position 1 of the card display area. If it builds a sea or land colonist, place it in the capital. If it takes the card, place it face up in the card display of Contrarius.

If b) earn money: Contrarius scores 2 victory points.



LEGATUS

Action

The Legatus is a request to one's partner for playing a certain card from their hand immediately. You may suggest a card from your partner's hand. Of course, your partner is free to follow that suggestion or not. The partner plays a personality card, and that personality card played determines the actions for both partners in the usual way. Now the partner who plays the card also starts with carrying out the related actions and, thus, Contrarius will later react to that first action.

Note that the general turn order is not affected.

Reaction of Contrarius

Contrarius reacts to the card of your partner.

Example:

You would like to build, but opposite to your partner you are missing the required Architect in your hand. Thus, you play Legatus and suggest to your partner to play the Architect. Your partner likes your idea and plays Architect and both of you build. Contrarius reacts to the Architect and receives 1 card. Then it is the turn of your partner and they play a card.





MERCATOR

Action as in *Concordia*

Reaction of Contrarius

Contrarius builds 1 house: Roll the black Mercator die to determine the goods type of the city the house is built in. Contrarius adheres to the rules of "Where does Contrarius build?" on page 12 to determine the exact city.

Afterwards the province the house is built in is activated for production. You receive goods there if you have houses there. Contrarius never receives goods for its houses. If the province has already produced - instead all bonus markers are reactivated again - however, only when there are at least 3 bonus markers with their coins side flipped up. Otherwise, nothing happens.



PREFECT

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) produce: Contrarius scores 1 victory point for each house in this province, however at least 1 victory point.

If b) reactivate: Contrarius scores 2 victory points.





PREFECT WITH PRAEFECTUS MAGNUS

Action

Same as the Prefect in *Concordia*; however, with a double goods bonus (2 instead of 1).

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) produce: Contrarius scores 1 victory point for each house in this province, however at least 2 victory points.

If b) reactivate: Contrarius scores 2 victory points.



Blue plays the Prefect with P.M. and produces in Campania: Blue takes 2 cloths, as this is the bonus good, and 1 tool, as there is a blue house there. Contrarius scores 2 victory points as its reaction - even though there is only 1 house in this province. This is due to the minimum of 2 victory points it scores.



Blue takes a total of 3 cloths and 1 tool. Their partner (Black) receives 1 tool. Not depending on whichever action the partner carries out (produce or reactivate), Contrarius scores 4 victory points, because Blue has produced in Campania and in that province there are 4 houses.



Action

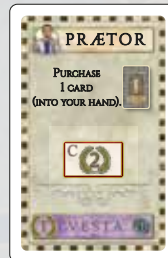
A Praetor works like the Senator in *Concordia*, but you can purchase no more than 1 personality card from the sales display.

The sales display area is only refilled in the usual way, after both players have completed their buying action.

Reaction of Contrarius

Depending on the card, Contrarius scores 2 victory points or Contrarius builds 1 house: Use the white Senator/Consul die to determine the goods type of the city the house is built in. Contrarius adheres to the rules of "Where does Contrarius build?" on page 12 to determine the exact city.

PRAETOR





PROCONSUL

Action

You may buy 1 personality card from the sales display without additional costs and take it into your hand, as with the Consul. After that, your partner plays another personality card from their own hand and carries out its actions, but only for themselves. However, your partner cannot play a Legatus.

The sales display area is only refilled in the usual way, after both players have completed their actions.

Note that the general turn order is not affected by playing a Proconsul.

Reaction of Contrarius

Contrarius builds 1 house: Use the white Senator/Consul die to determine the goods type of the city the house is built in. Contrarius adheres to the rules of "Where does Contrarius build?" on page 12 to determine the exact city. Contrarius does not react to the card of your partner.

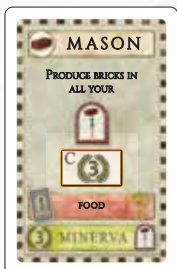


SPECIALISTS

Action as in *Concordia*

Reaction of Contrarius

Contrarius scores 3 victory points.





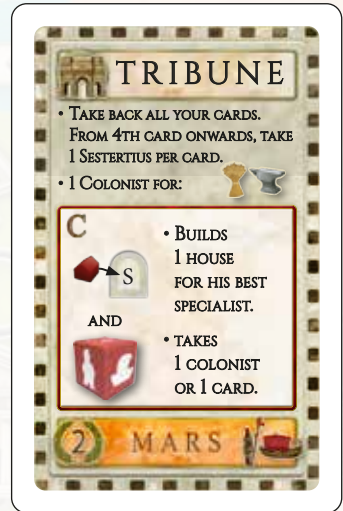
TRIBUNE

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts twofold:

1. Contrarius builds 1 house in a city with the goods type that matches its best specialist (Weaver > Vintner > Smith > Farmer > Mason). Contrarius adheres to the rules of "Where does Contrarius build?" on page 12 to determine the exact city.
2. Roll the red Tribune/Colonist die to determine, whether Contrarius places 1 new colonist or it takes the card from position 1 of the card display area. If it builds a sea or land colonist, place it in the capital. If it takes the card, place it face up in the card display of Contrarius.



DOUBLE CHOICE CARDS

Action

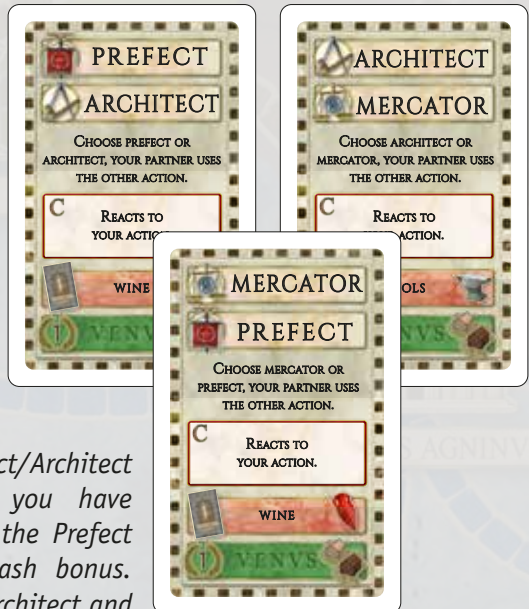
You choose one of the personalities on the card and carry out their action. Then your partner chooses the other personality and carries out their action.

Reaction of Contrarius

Contrarius reacts to your chosen personality and your action. Contrarius does not react to your partner's personality nor action.

Example:

You play the double choice card Prefect/Architect and choose the Architect. After you have built, your partner can only choose the Prefect and reactivates, thus taking the cash bonus. Afterwards, Contrarius reacts to the Architect and takes a card.



Supplementary rules to the reactions of Contrarius

It is possible that Contrarius cannot react according to the die result. In these cases, adhere to the following:

- **Building houses:** If Contrarius is not at all able to build a house, it places a colonist instead. (Determine which colonist by rolling the red Tribune/Colonist die.)
- **Placing a colonist:** If Contrarius doesn't have a land colonist in its supply, it places a sea colonist and vice versa. If Contrarius has already placed all six colonists, it takes the card in first position of the display area.
- **Take a card:** If the die result shows a card position that has no card available anymore, Contrarius takes the card in first position. If there are no cards available at all (very rare), Contrarius builds a house with the white Senator/Consul die.

End of game

Whoever takes the last personality card from the display area or builds their last house initiates the end of the game and also takes the Concordia card that is worth 7 victory points. If Contrarius initiates the end of the game, you play one final personality card and carry out your team's actions without the reaction of Contrarius. If either of you initiates the end of the game, it is possible that your partner also follows through with their action. The game then ends with the last reaction of Contrarius.

Final scoring

Final scoring follows the same rules as in *Concordia*. Some personality cards have 2 gods, they count as 2x Saturnus or 2x Jupiter respectively.

VENUS goddess

For each province in which you and your partner have each at least 1 house, you score 1 victory point. (Maximum number of points = number of provinces.) Contrarius scores 1 victory point for each province in which it and one of you has a house.

First, you tally up individually. Your team score is established by taking the middle of your individual scores. *Example: Individually you scored 100 and 110 points, thus your team score is 105.*

Contrarius scores all the gods on all its cards (face up and face down) following the usual rules.

In case of a tie, owning the Concordia card wins you the game.

Where does Contrarius build?

- Roll the white Senator/Colonist die or the black Mercator die depending on the card played. The die result determines the goods type of the city that Contrarius wants to build in. If the result is "S", the goods type matches the best specialist that Contrarius owns (Weaver > Vintner > Smith > Farmer > Mason).
- To determine the exact city of this goods type that Contrarius builds in, follow these rules
 1. Contrarius can only build in cities, that it is able to **reach** with its colonists and that it has not yet built a house in. The number of possible movement steps is as usual the number of colonists and the reachable line to the city must be empty.
 2. If multiple cities are still available Contrarius chooses, if possible, an **empty city** (without houses). Only if no empty city is reachable, Contrarius builds a house where there is already a house.
 3. If multiple cities are still available Contrarius chooses, if possible, a **new province** (new for Contrarius). Only if no new province is reachable, Contrarius builds in a province where it already owns houses in other cities.
 4. If the city still is not determined exactly, Contrarius builds in alphabetical order based on city names (i.e., **AQUILEIA** > **SYRACUS**).
- Contrarius moves a colonist on the shortest way next to the city it has built in. If there are multiple possible lines, you choose whichever colonist moves on which adjacent line.
- If there is no city of the determined goods type available, Contrarius tries to build a city of the next lower goods type (cloth > wine > tool > food > brick). If no brick city is available, Contrarius builds in a cloth city.

Example: Contrarius builds 1 house

Contrarius builds in a food city. The 5 circled cities are available on the game board. City A is out of reach (see 1) and not available to build in, as Contrarius has only 2 colonists which can only reach up to 2 movement steps. According to 2) Contrarius prefers empty cities, therefore it does not build in city B. According to 3) Contrarius prefers new provinces. As Contrarius already owns a house in the province of city C and there are other alternatives, Contrarius does not build there. According to 4) Contrarius chooses city E "Aleria", as it precedes city D "Genua" in alphabetical order.

Additionally, Contrarius moves its sea colonist on one of the two reachable lines adjacent to city E "Aleria".

