

# CONCORDIA VENUS

Send your agents travelling across the Roman Empire, establishing trading houses and acquiring goods to sell and trade. Use your profits to hire help and drive further expansion, building a trading business that stretches across the Empire.

## GAME FLOW

Each turn choose one card from your hand, play it face-up to your discard and then do its action. The next player clockwise then takes their turn.

**The game ends** when either: all the cards have been purchased; or when one player has built all their houses. The player who triggered the end finishes their turn, takes the Concordia card and each other player plays one more turn.

**Personality Card:** The cards in your starting hand or purchased from the display.

**Colonist:** either a boat (sea) or a person (land).

**Praefectus Magnus:** a card that doubles the bonus of the Prefect's ability, it begins with the last player and is passed *counterclockwise* when used.

**Bonus Token:** the small goods token associated with each province.

**Storehouse:** Each space in the storehouse stores one colonist or one good. Stored goods cannot be discarded. Received goods must always be stored, and stored **immediately**, unless a player receives more goods than they have space for. In this case they store as many goods as possible, choosing which of the incoming goods to discard.

## STARTING CARDS

### ARCHITECT - Move then Build - JUPITER



You may move your colonists. Sea colonists travel on the blue lines; land colonists, brown. Moving to an adjacent line counts as one step. Total number of steps you may distribute amongst your colonists = the total number of colonists you have on the map. A colonist can't end its movement on a line that already has a colonist. **After all movement**, you may build in any city adjacent to one of your colonists and that you have not already built in. Pay the cost shown on the reference card. If there are already houses in the city: *Multiply the money (not goods) cost by (one + number of houses).*

### PREFECT - Produce Resources or sestertii - SATURN



**Either (a)** choose a province that has a face-up bonus token, collect one of that good and flip the token. *If you have the Praefectus Magnus card you must take two of the good.* At the same time each house in that province produces one good of its city for its owner.

**Or (b)** flip every flipped bonus token back to its goods side and collect the money shown on the back of each token you flipped. *(PM card is not used, nor passed on.)*

### MERCATOR - Buy and Sell Goods - MERCURIUS



Receive 3 sestertii (5 if using a purchased Mercator card). Then, choose two types of good. You may buy or sell any number of these goods at the prices listed on your player board.

### DIPLOMAT - Copy card - VARIOUS



Choose any card that is currently face-up **on top** of an opponent's discard pile. Do that card's action as if you had played that card. *Cannot be used on another player's Diplomat.*

### MAGISTER - Repeat card - VENUS



Do the action of the card that is currently face-up on top of your own discard pile, as if you had just played that card. *Cannot be used on Senator.*

### SENATOR - Get cards for actions and scoring - VESTA



Purchase **1 or 2** cards from the card display and put them directly into your hand. The base cost of each card is indicated on the card in red; the additional cost (if any) is indicated below the card (question mark means pay using *any* good). Move remaining cards left and refill display **at the end of your turn.**

### TRIBUNE - Take back discarded cards - MARS



Count the cards in your discard pile, including Tribune, subtract 3. You receive that much sestertii, then return your discard pile to your hand.

You **may** then, once only, pay one grain + one tool to place one colonist from your storehouse in the **capital city.**

Further **ARCHITECT**, **PREFECT**, **DIPLOMAT** and **MERCATOR** cards will be available to purchase from the display. There are no further **SENATOR**, **MAGISTER** and **TRIBUNE** cards available.

## OTHER CARDS AVAILABLE FOR PURCHASE

### SPECIALISTS - Produce one type of good - MINERVA



Mason/Farmer/Smith/Vintner/Weaver reward you for specialising in producing particular goods. For any of them, when played, you (**and only you**) produce that good in all the cities of the matching type where you have houses.

### DOUBLE CHOICE CARD - VENUS



Choose one of the personalities on the card and carry out its action as normal.

### CONSUL - Recruit at lower cost - JUPITER



Same as Senator, except you Purchase 1, **and only 1**, personality card and only pay its base red cost, ignoring the additional cost indicated below the card.

### COLONIST - More colonists or money - MARS



**Either (a)** Place a colonist from your storehouse in the capital *or* in any city where you have a house. You may do this more than once, in more than one city, paying 1 grain + 1 tools for each colonist you place.

**OR (b)** Take 5 sestertii, plus an additional 1 for each colonist you have on the map.

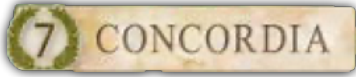
# END GAME SCORING

Players score based on a specific achievement that each god rewards, *multiplied* by the number of cards of that god that they have. The number of cards of each god available to purchase at different player counts is shown on the Pantheon Tile.

After every player has taken their final turn:

1. Each player calculates the value of the remaining goods in their storehouse.
2. Each player arranges their cards according to their different gods.
3. Using the scoring track, score each god in turn for each player.

First to finish



7 if you have the Concordia Card.

Wealth



$((\text{Amount of Sestertii}) + (\text{Value of remaining goods})) \div 10$ , Rounded down

Cities



(No. of **non-Brick Cities** with a house)  $\times$  (No. of Jupiter Cards)

Provinces



(No. of provinces you have built in)  $\times$  (No. of Saturnus Cards)

Density



(No. of provinces with 2 houses or more)  $\times$  (No. of Venus Cards)  $\times(2)$

Diversity of Goods



(No. of types of good you can produce)  $\times$  (No. of Mercurius Cards)  $\times(2)$

Colonists



(No. of Colonists on the board)  $\times$  (No. of Mars Cards)  $\times(2)$

Specialisation



Minerva Points (See below)



**Mason:** (No. of Brick Cities with a house)  $\times(3)$



**Farmer:** (No. of Food Cities with a house)  $\times(3)$



**Smith:** (No. of Tools Cities with a house)  $\times(3)$



**Vintner:** (No. of Wine Cities with a house)  $\times(4)$



**Weaver:** (No. of Cloth Cities with a house)  $\times(5)$

## THE PLAYER WITH THE MOST POINTS WINS

A tie is won by the player with the PM, or by whichever of the tied players would receive it next.