

CONCORDIA VENUS

OBJECTIVE

Build a trading empire until all Personality cards have been purchased or one player has built all of their houses. Calculate scoring, and the player with the most Victory Points wins.

SETUP

1. Facedown, randomly shuffle and distribute the **city tokens** across the map, corresponding to letters. Then flip them.
2. For each province's square around the minimap, place a **bonus token** corresponding to the most valuable good produced in that province.
3. Shuffle the **Personality cards** by Roman numerals sub-decks, using only the cards with a **column** on the back. Take the decks numbered 1 to the number of players, stacking them in order with 1 on top.
4. Choose a **Personality card display**, then draw from the top of the deck, filling the display.
5. Determine the first player. The last player gets the **Praefectus Magnus** card.
6. Player setup:
 - Choose a color. Take tokens, and your colored Personality cards which are marked with a **column** on the back.
 - Place 2 sea and 2 land **colonists** in your **storehouse**, then 1 sea and 1 land on the map, in the capital.
 - Place 2 food and 1 of each other good in your storehouse.
 - The first player gets 5 **sestersii**, second gets 6, third 7, etc.

URNS

Choose a card from your hand of Personality cards, and play it, following the text.

GAME END

When one player either:

- Buys the final Personality card from the display.
- Buys their final house.

They take the **Concordia card**, and each other player gets one more turn. Tally up scores as described in the Scoring section.

PERSONALITY CARDS

ARCHITECT

Move your colonists, then build in cities.

MOVEMENT

Gain move points equal to your number of colonists on the map. Distribute them among your colonists as you see fit.

- Colonists travel and stop on routes (not cities).
- They may not stop on an occupied route, but may pass through it.
- Land colonists only travel on brown land routes. Sea colonists travel only on blue sea routes.
- Dotted brown routes mean a land colonist may cross the sea, but not stop there.
- A colonist starting in a city must spend 1 move point to exit the city into any of the connected routes.

BUILDING

After all movement is complete, you may build houses in **any** city adjacent to one of your colonists.

- You may only have one house in any given city.
- Reference cards show the cost of each house type.
- For each opponent's house in a city, multiply the **sestersii** cost by 1 + # of houses.

PREFECT

Either:

- a) Choose an **active** province (token showing a good). Take **one** of the resource on the bonus token, and flip it to **inactive** side (token showing **sestersii**). Each house in the province then produces goods.
- b) Flip **all inactive** (**sestersii**-sided) province bonus tokens to their active side. Take the depicted amount of **sestersii**.

PRAEFECTUS MAGNUS

If taking option **a)**, you **must** take **two** of the resource on the bonus token. Then pass the Praefectus Magnus card in the direction of the arrow.

MERCATOR

Take 3 **sestersii**. Choose two types of goods. Buy and/or sell any number of goods of those two types.

DIPLOMAT

Choose any personality card on top of an opponent's discard pile, except another Diplomat. Play that card's action.

MAGISTER

Play the card action of the personality card on top of your discard pile, except if it is the Senator.

SENATOR

Purchase one or two cards from the card display, paying the cost on the card as well as on the display slot. At the end of your turn, move the remaining cards all the way left and refill the display.

TRIBUNE

Add the Tribune to your discard. Count the size of the discard pile - 3. Receive that many **sestersii**, then return your entire discard pile to your hand.

You may then pay 1 food and one tool to place one colonist in the capital city.

PURCHASED CARDS

- **Specialists:** Produce goods for you and only you.
- **Double Choice:** Choose **one** of the two actions to take.
- **Consul:** Purchase 1 and only 1 personality card, ignoring the additional cost in the display slot.
- **Colonist:** Either:
 - a) **Any number** of times, pay 1 food and one tool to place one colonist in **any** city where you have a house.
 - b) Take 5 + # of your colonists on the map in **sestersii**.

SCORING

Total up all victory points based on the following card criteria. The player with the most victory points wins.

If tied, victory goes to the tied player with the Praefectus Magnus card, or whichever tied player would receive it next.

CONCORDIA

7 points if you triggered the end game and have the Concordia card.

VESTA

(Total remaining **sestersii** + total remaining goods value) ÷ 10, rounded down

JUPITER

non-brick houses you built × # Jupiter cards

SATURN

provinces you built in × # Saturn cards

VENUS

2 × # provinces w/ 2+ houses × # Venus cards

MERCURY

2 × # good types you produce × # Mercury cards

MARS

2 × # colonists × # Mars cards

MINERVA

Each Minerva card scores its own criteria:

- **Mason:** 3 × # brick houses
- **Farmer:** 3 × # food houses
- **Smith:** 3 × # tool houses
- **Vintner:** 3 × # wine houses
- **Weaver:** 3 × # cloth houses