

CONCORDIA VENUS

GAME SETUP

1. Distribute city tokens

- The 30 city tokens are shuffled well and displayed on the game board with their alphabetical characters face up. (As HELLAS does not contain cities with the character "D", that city tokens are taken out of the game.)
- The city tokens are randomly assigned to the cities on the board according to their characters.
- The tokens are flipped so that their type of goods becomes visible.

2. Assign bonus markers

For every province the most valuable type of goods is identified. The value of cloth is 7 sestertii, of wine 6, of tools 5, of food 4, and of bricks 3. A bonus marker of that type is assigned to the respective province inside the bonus marker section (small map in the corner of the game board).

In this example the provinces of Euboea and Sporades already have face up city tokens. As the most valuable good in Euboea is tools, and in Sporades cloth, both provinces receive the appropriate bonus marker of those two types. The other provinces are treated in the same manner as well.

3. Prepare the stack of cards

- Two variants: The individual game (2 to 5 players) requires the 30 cards marked on their back with a column, whereas the team play (4 or 6 players) requires the 30 cards marked on their back by the double circle.



Column: Double Circle:
individual team play game

- The 30 cards for sale are arranged according to their Roman numeral on the back (I-V).



- Cards with a numeral bigger than the number of players are taken out of the game (for instance, with 3 players take out cards with IV and V). The other cards are sorted by numeral and shuffled well. Finally the cards form one complete face down stack: the I cards on top, beneath them the II cards, etc.



- The top 7 cards from stack are displayed face up inside the display area. The remaining stack is put near the card display area, along with the Concordia Card.

Card Display Area



4. Start Player

The start player is determined randomly. The Praefectus Magnus is assigned to the last player in player order.

5. Only for the team play variant

All establish teams of 2 players each and take their seats opposite to each other. The start player receives the orange marker for the turn order.

In the following example for 6 players, players 1 and 4 are the first team, players 2 and 5 the second team, and players 3 and 6 are the third team.



6. Player Setup

Each player (here: yellow) places their scoring marker onto the scoring track at Zero and one land and one sea colonist into the capital city. If the **team play variant** is played, the second partner of each team places their starting colonists in a city free of choice, but not directly adjacent to the capital city. (In case the chosen city is only connected by land or sea lines, both starting colonists match that situation, here displayed for the red player).

In addition, all players place their other 4 colonists each into 4 storage spaces inside their **storehouses** as well as 6 units of goods:

2 food, 1 cloth, 1 wine, 1 brick, and



1 tool. Now 10 of the 12 storage spaces are occupied.

They take the 15 wooden houses of their color into their supply along with a player aid.

If the **individual game** variant is played, they take their **8 starting cards** into their



Line

Lines connect all cities: brown lines for land colonists, and blue lines for sea colonists. Each line can be occupied by only one colonist at a time.

Provinces

Cyclades is one of 10 provinces. Each province has 2 or 3 cities. (Other boards contain up to 12 provinces)

Game Flow

A player's turn consists of playing 1 card from their hand and executing the related actions.

hand, which are marked on the back by a column. The start player receives 5 sestertii, the 2nd player 6 sestertii etc. as their starting money.

If the **team play** variant is played, they take the 7 starting cards marked by the double circle respectively, but put one of them back to the box so that each player starts only with **6 cards**: The 1st partner inside a team ditches the Diplomat, and the 2nd partner ditches the Architect. Both partners of the 1st team start with 5 sestertii each, both partners of the 2nd team start with 6 sestertii each, and if there is a 3rd team, those partners start with 7 sestertii each.



On the development of Concordia Venus

The idea of playing Concordia in teams of two partners each came originally from Frank Lamprecht after the Essen fair in 2017. Venus, the goddess of love and intimacy, requires that you not only think of yourself, but also for the needs of your partner. In this way Concordia gains a very special depth and dynamic. During our playtesting sessions it was often the case that our partner surprisingly presented new opportunities which hadn't been considered so far. The constant interaction between partners creates joy and emotion. It is very important to pursue the same ideas, and collective harmony between partners often is the key for success. In addition, Venus allows for a 6th player, keeping downtime within reason because each card played is significant for 2 players at the same time.

The other variant of Concordia Venus, where each player plays individually, offers new opportunities and challenges as well. The MAGISTER allows for new combinations of turns, whereas the goddess VENUS opens up new strategies to follow. New geographic scenarios round out the game. It is important to note that IONIUM is a flexible board, which works excellently with 2 or 3 players if its 3 Italian provinces are omitted.

Concordia Venus was tested very intensively by, among others, Stephan Borowski, Thomas Mumm, Rüdiger Kuntze, Frank Lamprecht, Claudia Barmbold, and Peter Dörsam. Other important playtesters were Heike and Michael Lopez, Nick Case from England, and Pietro Cremona from Italy. The prototype was also warmly welcomed at the events of Spielkultur Hamburg, Olafs Spieletreff in Wedel, Hamburger Fest der Spiele, Hamburger Spieletage, BRETT Hamburg in Rahlstedt, Bremer Spieletage, LeiriaCon in Portugal, and PlayModena in Italy. Mark Bigney readily helped swiftly as ever with English translations. Dominik Mayer illustrated the cover, and Marina Fahrenbach drew the new game boards. Without those many helpers, which cannot be all mentioned, Concordia Venus would not have come alive. That was great team play, thank you all so much for this!

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Mac Gerdt

TEAM PLAY AND CONCORDIA SALSA / GALLIA

Team Play and Concordia Salsa

If the Forum cards from Concordia Salsa are used by teams within a game of Venus, the following is important:

1. Forum cards can only be used by their respective owner, not by their partner.
2. If one is short of sestertii to use a Forum card properly, the partner's cash is available as well.
3. When the Tribune card is played, both partners may take a new Forum card. They sum up the number of cards taken back into both hands, and then may freely allocate that shared number to both of them.

The Forum is only replenished after the team has completed its turns.

Team Play and Concordia Gallia

The second partner within each team is the one who chooses their starting city freely, but not directly adjacent to the capital city. As usual in a game of Gallia, only the land colonist is placed, but the sea colonist has to wait for duty in the Mediterranean Sea.

Example: Both partners take back 5 cards each. Together they now can spend a sum of up to 10 to acquire new Forum cards. They now have 3 options:

- a) Both partners take one of the first 2 cards from the Forum (spending 4+6=10).
- b) Only one partner takes a Forum card. (If the partner takes the 3rd or 4th Forum card, spending 8 or 10, the other partner cannot take any Forum card, because that would require a shared number of more than 10.)
- c) Neither player takes a Forum card.

CONCORDIA BASE GAME

The personality cards of Concordia Venus may also be used to play a game of "Concordia". The necessary cards are included and have to be arranged as follows:

1. First, include all the cards marked with a column.
2. Next, replace all 4 cards for sale that feature the goddess "Venus" by the cards which do not show either a column or a double circle.
3. The Mason is shuffled inside stack I instead of stack II.
4. No player uses their Magister card – put it back in the game box.



OVERVIEW OF VENUS STARTING CARDS

Individual Play



1st partner



Team Play



2nd partner

