CONCORDIA

Game Setup

1. Distribute city tokens

1. The 30 city tokens are shuffled well and displayed on the game board with their alphabetical characters face up. (the „D" city tokens are not used on the Italia board)
2. The city tokens are randomly assigned to the cities on the board according to their characters.
3. 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, 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 markers section on the top left corner of the game board.

In this example the provinces of Asia and Syria already have face up city tokens. As the most valuable good in Asia is tools, and in Syria cloth, both provinces receive the appropriate bonus marker of those types on the game board. The other 10 provinces are treated in the same manner as well.

3. Prepare the stack of cards

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

2. 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.

3. The top 7 cards from stack are displayed face up inside the display area on the top right corner of the game board. The remaining stack is put near the game board, along with the CONCORDIA card.

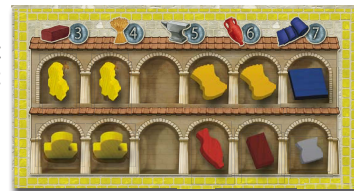**Display area**: 7 cards displayed face up

4. Player Setup

Each player (here: Yellow) places one land and one sea colonist into "Roma" and the scoring marker onto the scoring track at Zero. In addition all players place 2 land and 2 sea colonists each into their own 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 and their 7 starting cards into their hand.

The start player is determined randomly and receives 5 sestertii, the 2nd player 6 sestertii etc. as their starting money. The PRÆFECTUS MAGNUS is assigned to the last player in player order.

(The player setup is also shown on the back of the storehouses)

Provinces

Lybia is one of 12 provinces. Each province has 2 or 3 cities. (ITALIA has only 11 provinces)

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.

Pantheon

This summary shows how often these gods appear on the cards that enter the game, depending on the player count.

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