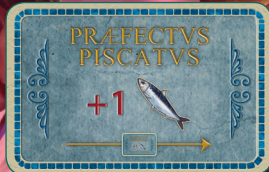



CONCORDIA

VENUS

BALEARICA

ITALIA



 This expansion includes the double sided game board **BALEARICA - ITALIA**, featuring the Balearic islands of Ibiza, Mallorca and Menorca on the one side and Italia the center of Roman power on the other.

This expansion contains in particular the **FORVM PISCATORVM** (Latin for fish-market) variant that can be combined with any other version of Concordia. The fish-market adds new layers of strategy to the game for veteran players.

EXPANSION

Only playable with Concordia Venus.

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Graphics and illustrations: Marina Fahrenbach,
Cover: Dominik Mayer
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 2-5 90 min 14+

Concordia Balearica Italia
 RIO588



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All the standard rules of Concordia apply unless specified below.
The fish-market may also be used with each other game board/expansion of Concordia.

Italia

Setup

The city tokens with a D are returned to the box.
The mini-map is the bonus marker section.

Balearica

Setup

The city tokens with a B are returned to the box.
The mini-map is the bonus marker section.

Capital city

There is no capital city to start from. The players start with one sea colonist on each of the starting spaces between the islands. Players place the remaining four colonists into the storehouse. If players place new land or sea colonists (using either TRIBUNE, COLONIST or the fish-market), they place them inside cities with their houses.



Movement of colonists

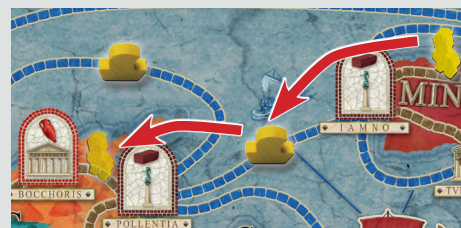
The first movement step of a starting sea colonist goes to one of the adjacent sea lines. These sea lines are connected by a thin blue line with the starting space.

Land colonists can move over sea lines that are occupied by sea colonists of the same player. But they cannot stop on a sea line. They use also one movement step for each ship they use as transport.

The green sea colonist may take their first movement step in one of the three lines depicted in the graphic to the right.



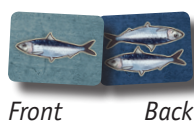
In the graphic below, yellow owns 2 sea and 1 land colonists. Thus yellow has 3 movement steps. The land colonist moves according to the red arrows over the ship to the other island. This takes 2 movement steps. The remaining movement step could be used amongst many other options, for example to move the sea colonist, that was used to transport the land colonist or even to move the same land colonist over the other sea colonist that is placed on the sea line next to Pollentia.



Fish-market

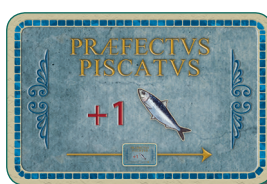
Game material

35 fish markers



The fish markers count as the number of fish they show (either 1 or 2 fish).

1 PRÆFECTVS PISCATVS



Front:
Replaces PRÆFECTVS MAGNVS



Back:
PREFECT summary

1 fish-market board
FORVM PISCATORVM



Front:
Coastal fish-market



Back:
Mountainside fish-market

Game-play overview

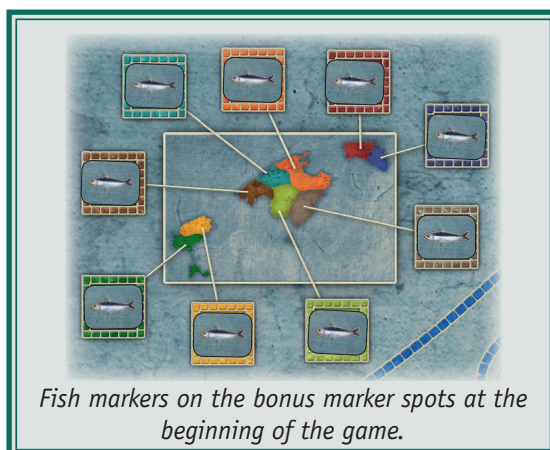
If players produce with a PREFECT in a province, they receive fish instead of bonus goods. During the fish-market phase at the beginning of each players turn, fish may be used to carry out the actions available on the fish-market.

Setup

Instead of bonus markers place 1 fish on each of the bonus marker spots. Place the remaining fish as a common supply next to the game board. The supply of fish is not limited.

The player that goes last gets the PRÆFECTVS PISCATVS instead of the PRÆFECTVS MAGNVS.

Place the fish-market board with the chosen side next to the game board.



Fish markers on the bonus marker spots at the beginning of the game.

Personality card PREFECT

These sections change the rules of the PREFECT personality card:

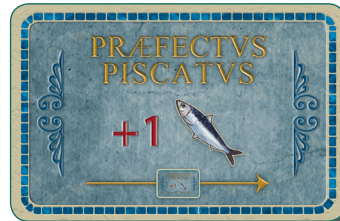
The player chooses either to produce in a province a) or they may take the cash and goods bonus b).

a) The player chooses a province where all the houses produce goods. But they can only choose an active province that still has 1 or 2 fish on their bonus marker spot. They take the fish marker that shows 1 or 2 fish and place it in their storehouse. In addition all houses inside the province each produce one unit of the good of their city as usual. If there are no houses in that province, the player only receives the fish.

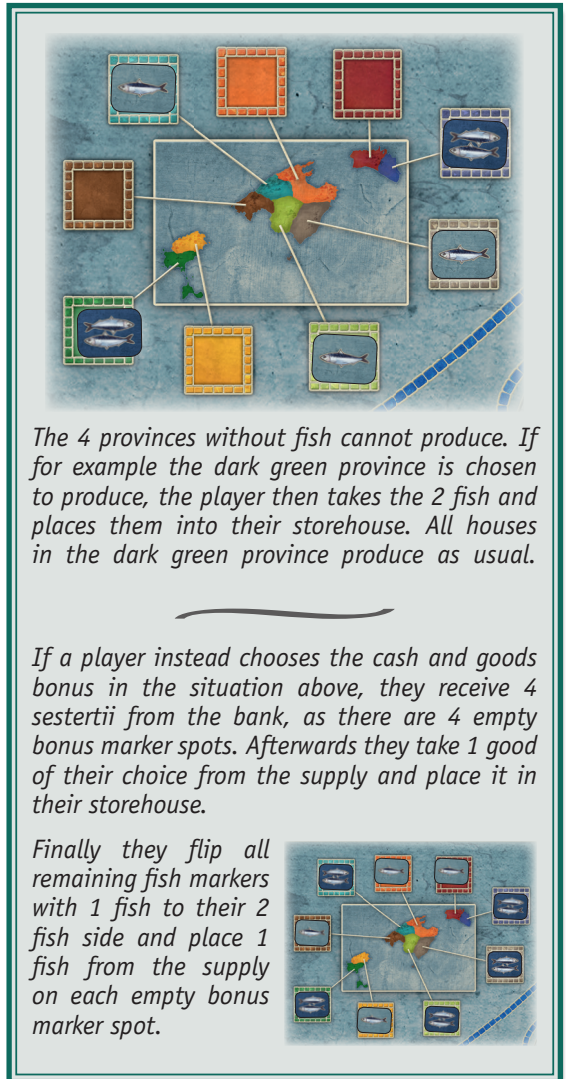
OR

b) The player receives one sestertius from the bank for each province that is inactive, i. e. it has no fish on its bonus marker spot. Additionally, they take 1 good of their choice (either brick, food, tool, wine or cloth) from the supply and place it in their storehouse. Afterwards they flip each remaining marker that shows 1 fish to the side that shows 2 fish. Finally they place 1 fish from the supply on each empty bonus marker spot.

The player that has the **PRÆFECTVS PISCATVS** gets 1 additional fish from the supply, when they produce with the personality card PREFECT (a). Afterwards they give the **PRÆFECTVS PISCATVS** card to the player on their right. If the player chooses b) they keep the **PRÆFECTVS PISCATVS** card and receive no extra fish.



PREFECT player's aid: on the back of the PRÆFECTVS PISCATVS is a player's aid for the PREFECT.



The 4 provinces without fish cannot produce. If for example the dark green province is chosen to produce, the player then takes the 2 fish and places them into their storehouse. All houses in the dark green province produce as usual.

If a player instead chooses the cash and goods bonus in the situation above, they receive 4 sestertii from the bank, as there are 4 empty bonus marker spots. Afterwards they take 1 good of their choice from the supply and place it in their storehouse.

Finally they flip all remaining fish markers with 1 fish to their 2 fish side and place 1 fish from the supply on each empty bonus marker spot.

Fish in the storehouse

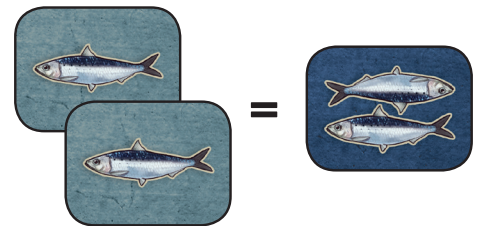
Fish is stored in the storehouse as the other goods are. Each empty storehouse spot may contain one fish marker either as 1 or 2 fish. Two single fish markers may be combined to one 2 fish marker and vice versa at all time.

If a player earns fish that they may

not store, they have to discard them immediately. If a storehouse spot is only occupied by a single fish it may store another fish if necessary by simply flipping it to its 2 fish side.

Scoring fish

During final scoring each fish in the storehouse counts as 3 sestertii (for scoring the goddess VESTA).



Fish-market phase

A player may only use the fish-market at the beginning of their turn, i.e. before playing their personality card.

When a player uses the fish-market for the first time during a game, they may start at a market spot of their choice. They place their scoring marker on that market spot, pay the number of fish to the supply and use the action of that market stand.

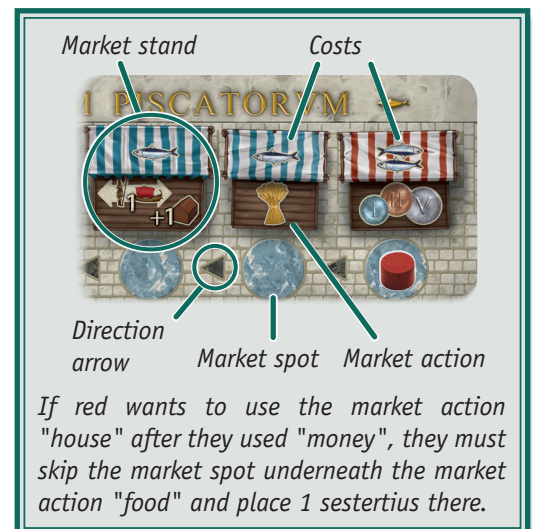
Afterwards the scoring marker may only move in the direction of the arrows. Players may skip market spots, but they must place 1 of their sestertii on each market spot they skip. Entering and skipping is not hindered

by the presence of scoring markers of other players.

During the fish-market phase, players may move to and enter multiple market spots. But they must stop if they reach the market spot again that they began on this turn. They may only use the corresponding market action of the market spot they began on, if they encircle the fish-market completely.

If a player enters a market spot with their scoring marker that already contains sestertii, they take them, pay the costs in fish and carry out the market action of this market stand.

In general each market action of a market spot that is entered must be



If red wants to use the market action "house" after they used "money", they must skip the market spot underneath the market action "food" and place 1 sestertius there.

played and carried out. And players must place 1 sestertii on each market spot that they skip. If a player has not enough fish or not enough money to pay the costs, they may not move their scoring marker.

Each market action may only be used **once**, when the market spot is entered.

A player must have enough room in their storehouse for their goods, even if they are later used up by the playing of their personality card.

Specific rules of the mountainside market

During one fish-market phase only one new market spot may be entered in the direction of the arrows.

But players have access to two market stands from one market spot and both may be carried out in any order when entering it.



From the topmost spot players must jump back to the lowest step.

Red only has a few resources and coins at the moment, but wants to build 2 houses with the personality card ARCHITECT and therefore uses the fish-market cleverly:

Red moves from the bricks market stand to the wine/cloth-market stand. Red thus places 1 sestertii on the market spot they skipped.

Red enters the market stand, pays 1 fish and then takes 1 cloth to their storehouse. Red then moves to the money-market stand. Red therefore places 1 sestertii on the skipped spot, pays 2 fish and receives 8 sestertii from the bank.

Red then continues their turn as they wished by playing an ARCHITECT personality card from their hand and builds 2 houses.

Market actions *The player pays 1 or 2 fish and then:*



They place 1 unit of the good into their storehouse.



They take 1 movement step with 1 colonist and build 1 house according to the usual rules of the personality card ARCHITECT.



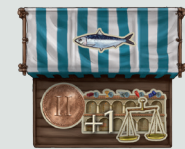
They take 3 respectively 8 sestertii from the bank.



They pay 1 food or 1 tool to place 1 new land or sea colonist into the capital city (for example ROMA or on BALEARICA next to one of their houses).



They buy 1 personality card according to the usual SENATOR personality card rules and pay any additional costs as usual.



They take 2 sestertii from the bank and then trade in 1 good according to the usual rules of the personality card MERCATOR.

Playing the fish-market with the other Concordia expansions

The fish-market variant may be played with each other game board of Concordia. We recommend playing the fish-market with the forum cards of Concordia Salsa and the team play of Concordia Venus only for veteran Concordia players. Due to the high complexity it might result in much longer play times.

Concordia Venus team-play variant

The team partners first place their chosen personality card(s) on the table. Firstly, the active player uses the fish-market and carries out the played personality card(s). Only afterwards the partner also uses the fish-market and carries out the card(s).

Forum cards of Concordia Salsa and the mini expansion

Fish can never be exchanged for salt.

Concerning all forum cards that are only used in combination with the personality card ARCHITECT: These forum cards may also be used when moving 1 movement step and building 1 house with the corresponding market action.

Faustus, Gaius, Vitus Marcellus or Sextus:

These forum cards may also be used with the trading market action.

Servius Marcellus:

This forum card may also be used with the MERCATOR market action, but players may only either buy 2 types of goods or sell 2 types of goods.

Cornelius Scipio:

This forum card may also be used with the SENATOR market action.

Emeritus Scipio:

This forum card may also be used with the

SENATOR market action, but players must pay 3 instead of 2 fish to carry it out.

Claudius Pompeius:

The player may sell the fish marker just taken from the bonus marker spot immediately for 3 or 8 sestertii accordingly.

Donatus Pompeius:

The player receives either 1 or 2 sestertii additionally, depending on whether they took 1 or 2 fish from the bonus marker spot.

Linus Pompeius:

If Linus Pompeius is used, the player discards the fish marker from the bonus marker spot to the supply and takes a good as usual instead for that province.

Tiberius

The player takes the fish marker from the supply instead of the bonus marker spot.