CONCORDIA

BALEARICA CYPRVS

This expansion includes the double sided game board BALEARICA - CYPRVS, featuring the Balearic islands of Ibiza, Mallorca and Menorca on the one side and Cyprus and the eastern Mediterranean 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.

EXPANSION

Only playable with Concordia.

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Graphics and illustrations: Marina Fahrenbach,
Cover: Dominik Mayer
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Contents:
1 double-sided game board
35 fish markers
1 Præfectus Piscatus card
1 double-sided fish-market board
1 rulebook

2-5 | 90 min | 14+

Made in Europe

Concordia
Balearica Cyprus
RIO590

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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.

CYPRVS

Setup

Card display

Place the card display next to the game board. On its reverse side there is a variant with different additional costs, which is generally usable with all game boards of Concordia. When applied, the new display covers the printed one on the board.

Capital city

ANTIOCHIA is the capital city of CYPRVS and replaces ROMA on the personality cards TRIBUNE and COLONIST.

Bonus marker section

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. All players start with two sea colonists, one on each of the starting spaces between the islands. They place the remaining four colonists into their storehouse. If new land or sea colonists are placed (using either TRIBUNE, COLONIST or the fish-market), they start inside cities with their own houses.

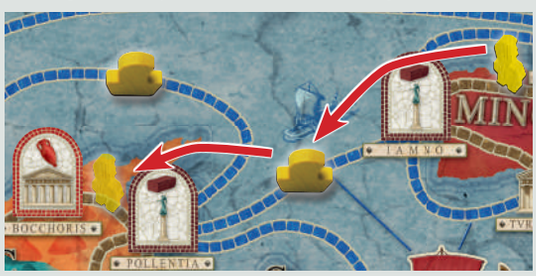
Movement of colonists

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 also need one movement step for each ship they use for 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. Now the remaining movement step could be used, among other options, to move one of the sea colonists.



Fish-market variant

Game material

35 fish markers

Front *Back*

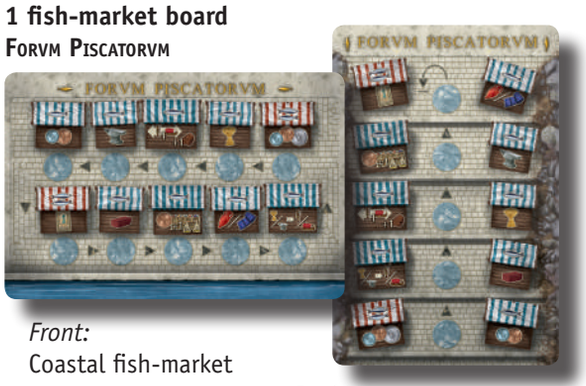
A fish marker represents either 1 fish (front) or 2 fish (back).

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

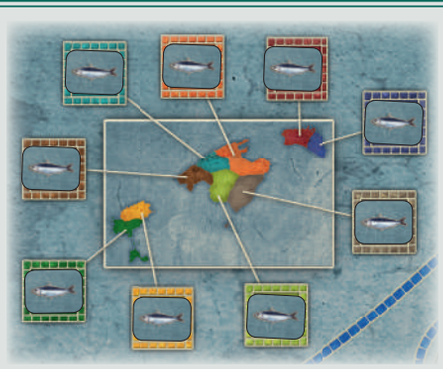
If a player uses a PREFECT to let a province produce, they get fish instead of the usual bonus goods. During the fish-market phase at the beginning of each players turn, fish may be used to carry out the actions available on the fish-market.

Setup

Instead of bonus markers place 1 fish on each of the bonus marker spots. The remaining fish markers serve as a common, unlimited supply.

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 a) let one province produce, or b) take the cash and goods bonus.

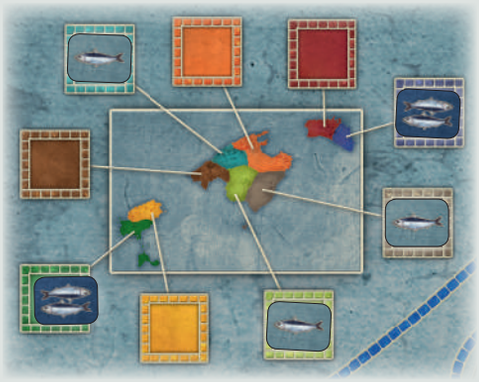
a) The player chooses a province that still has 1 or 2 fish on its bonus marker spot. They take the fish marker that shows 1 or 2 fish and place it into a free space inside their storehouse. In addition all houses inside the province produce one unit of their type for their owner as usual. If there are no houses in that province, the player only takes the fish.

OR

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

If the player that has the **Præfectvs Piscatvs** card plays the personality card PREFECT and chooses (a), they take 1 additional fish from the supply and then pass the Præfectvs Piscatvs card to the next player to the right. If they choose (b) instead, 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.

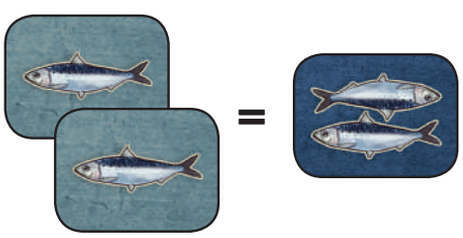
Fish in the storehouse

Fish is stored in the storehouse like any other type of goods. Each empty space inside the storehouse can take one single fish marker (either as 1 or 2 fish). Two markers with 1 fish each may be combined to one single marker with 2 fish at any time.

If a player earns fish that they may not store, they must 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.

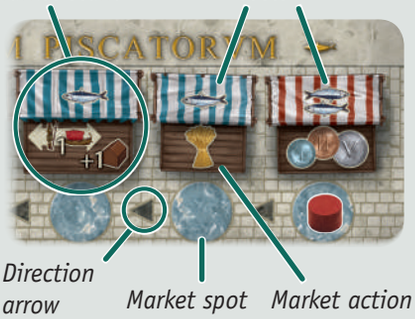
When a player uses the fish-market for the first time during a game, they may start at a market spot of their choice. They place their scoring marker (from the Concordia base game) on that market spot, pay the number of fish to the supply and use the action of that market stand.

Afterwards the scoring marker moves in the direction indicated by 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.

payed and carried out. And players must place 1 sestertius 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.

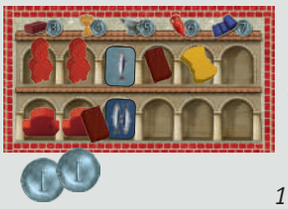
A player must have enough room in their storehouse for their goods, even if they are later used up by the playing of their personality card.

Specific rules of the mountainside market

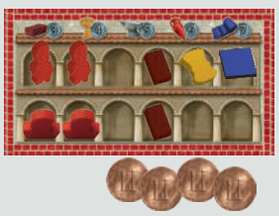
During one fish-market phase only one new market spot may be entered.

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 goods 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 sestertius 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 sestertius on the skipped spot, pays 2 fish and receives 8 sestertii from the bank.



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

Market actions

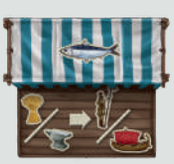
The player pays 1 or 2 fish to the bank and then:

They place 1 unit of the good into their storehouse.

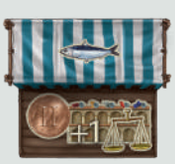
They take 3 or 8 sestertii respectively from the bank.

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

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



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



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

Combining the fish-market with the other Concordia expansions

The fish-market variant may be combined with any other game board of Concordia. Using the fish-market together with the forum cards of Concordia Salsa and/or the team play of Concordia Venus is recommended only for veteran Concordia players. The higher degree of complexity usually results in 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.

All forum cards that are only used in combination with the personality card ARCHITECT, may also be used when moving 1 movement step and building 1 house with the corresponding stand on the fish-market.

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 respectively.

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.