

## THE GAME WITHOUT SALT

### BYZANTIUM / HISPANIA without salt

The two scenarios are also playable without salt cities. At first the game setup remains the same (with salt city tokens). The salt cities are than exchanged with city tokens from the unused letter group:

Salt city **A** becomes a **tool city**

Salt city **B** becomes a **wine city**

Salt city **C** becomes a **cloth city**

Salt city **D** becomes a **brick city**

### Forum without salt

Some forum cards bring salt into play. Nevertheless it is possible to play with the forum cards, but without the salt expansion. Therefor the word “salt” changes to “any good” and “salt city” to “any city”.

**Example 1:** “TITUS VALERIUS” Exchange 1 good with any (other) good.

**Example 2:** “MARCUS” Build 1 house in any city for only 1 tool.

## NOTES

### Additional game material:

The 5 bonus markers (1x cloth, 1x wine, 1x food and 2x brick) and the blank city are just additional material.

The Praefectus Magnus is a robust edition of the Praefectus Magnus card. The 2 salt cities player aids complement the old player aids.

The blank forum card is for your own ideas or it can cover the stack, if that is the wish of the players.

## THE DEVELOPMENT OF CONCORDIA SALSA

After the great success of the multiple award-winning Concordia, there had been requests to add some new cards to the game.

Moreover, it seemed a charming idea to give the players more flexibility with an additional wildcard resource.

Last but not least, after Italia, Britannia, and Germania, more regions under former control of the Roman Empire waited to be rewarded with a local map to play on.

The result of all these considerations now is CONCORDIA SALSA. There had been discussions about the name, but in the end it covers this expansion quite well:

First, the new commodity salt spices up the game. And second, the dance around the forum cards has become one of the most

important game elements.

My special thanks go to everyone who worked as a play tester, spin doctor, or creative agent, to make CONCORDIA SALSA as special as it is:

Ralph Anderson, Claudia Barmbold, Mark Bigney, Stephan Borowski, Maja Damkovac, Peter Dörsam, Marina Fahrenbach, Jens Külpmann, Rüdiger Kuntze, Frank Lamprecht, Yvonne Lange, Michael Lopez, Thomas Mumm, Maike Wagner, the playtesters from Stahleck castle, and many more who cannot all be named.

Without your help this amazing expansion would not exist!

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Mac Gerdt

## LIST OF CITIES

### BYZANTIUM

ALEXANDRIA	Alexandria
AMASTRIS	Amasra
ANCYRA	Ankara
ANTIOCHIA	Antakya
APOLLONIA	Sozopol
APPIA	Pınarcık/Kütahya
ATHENAE	Athens
ATTALIA	Antalya
BYZANTIUM	Istanbul
CAESAREA	Kayseri
CHERSONESUS	Cherson
CYRENE	Shahhat
DELPHI	Delphi
GAZA	Gaza
GORTYN	Agii Deka
ILIUM	Hisarlik
MILETUS	Milet
PANTICAPAION	Kerch

### PETRA

Petra
PHILIPPOPOLIS
Plovdiv
SALAMIS
Famagusta
SELEUCIA
Silifke
SINOPE
Sinop
SPARTA
Sparti
STOBI
Stobi
THESSALONICA
Thessaloniki
TOMIS
Constanta
TYRUS
Tyre
ZYGRIS
Marsa Baqqush

### HISPANIA

ALERIA	Aleria
BRACARA	Braga
BRIGANTIUM	A Coruna
CAESAREA	Cherchell
CAESENSA	Cesena
CARALES	Cagliari

### CARTHAGO

Carthago
CORDUBA
Cordoba
GENUA
Genoa
MASSILIA
Marseille
NARBO MARTIUS
Narbonne
NOVA CARTHAGO
Cartagena
OLISIPO
Lissabon
OSTIA
Ostia Antica
OSSONoba
Faro
PANORMUS
Palermo
POMPAELO
Pamplona
SALAMANTICA
Salamanca
SAGUNTUM
Sagunto
TARRACO
Tarragona
THAMUGADI
Timgad
TINGIS
Tangier
TOLETUM
Toledo
TOLOSA
Toulouse

# CONCORDIA SALSA: GAME RULES

## GAME MATERIAL

### Game board with two scenarios: BYZANTIUM and HISPANIA



### Forum tableau



### 1 game rulebook



12 salt

4 salt city tokens

2 salt cities player aids

27 forum cards (+1 blank)

Praefectus Magnus 5 bonus markers

## SUMMARY

**Concordia Salsa** (Latin for “salted”) spices the base game with three new elements:

1. Salt as a new good, produced in salt cities. Salt is a wildcard resource and can replace any other good.
2. The forum: 27 forum cards offer room for new strategies.
3. The game board with 2 new scenarios.

**Concordia Salsa** is combinable in various ways: All three elements can be used together or separately.

### General and game setup:

The rulebook of the base game **Concordia** forms the basis for the game rules and the game setup of **Concordia Salsa**. The differences for the game setup are described

on the back side of the forum tableau.

### Specifics of the game board:

Start city for BYZANTIUM is **Byzantium**, Start city for HISPANIA is **Saguntum**.

These two start cities similarly replace “Roma” in the text of the personality cards **Tribune** and **Colonist**.

## SALT AND SALT CITIES

### 1. Salt as a good

Salt is, like any other good, stored in the storehouse. Salt is a wildcard, which means you can exchange salt with any other good at any time. But you can never buy or sell salt for sestertii. You get salt when your salt cities produce or through some of the forum cards.

### 2. Building of salt cities

A salt city costs 1 tool + 1 wine + 5 sestertii (+ 5 additional sestertii for every house which is already in the city).

### 3. Victory points for salt cities

Salt cities count for JUPITER (temple cities) and for SATURNUS (provinces) as usual. For MINERVA (specialists) every salt city counts for exactly one type of good.

**Attention:** Salt cities do not count for MERCURIUS (different types of goods).

## Examples

**To 1.:** A player plays the Tribune. They own 1 food and 1 salt, but no tool. The player exchanges the salt for 1 tool, hands the 2 goods over and places a new colonist on the game board.

**To 3.:** At the end of the game a player possesses 2 MINERVA cards, Vintner and Mason, and the following cities:



The Vintner yields 4 victory points for every wine city. The player therefore counts their salt cities as wine cities. They get 3x4 = 12 victory points for the Vintner and 2x3 = 6 victory points for the Mason.



## FORUM CARDS + FORUM TABLEAU

### Summary

The 27 forum cards divide into 13 patricians (blue) and 14 citizens (green). The blue patricians are permanent cards, which means they stay the whole game at the owner's side. Conversely, the green citizens offer a one-time advantage. After their use you must discard them.

### Acquisition of forum cards

The players start the game with one patrician (see game setup on the back of the forum tableau).

When a player plays the **Tribune**, they can take exactly one of the 4 displayed forum cards for free. But they need a minimum number of already played personality cards (including the Tribune). The necessary number of played personality cards is shown on the forum directly under the cards.

**With 10 or more played personality cards the player has the choice between all four cards. With 8 or 9 personality cards they can choose between the first three forum cards and with 6 or 7 between the first two forum cards. With 4 or 5 personality cards they can only take the first card.**

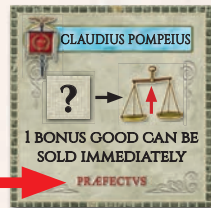
Afterwards the remaining forum cards move to the left; the free place on the right is filled from the stock. If the stock is empty, the discarded forum cards are shuffled again.

### Use of the forum cards

Fundamentally a player can use and combine as many forum cards in their move as they like. However the following points have to be respected:

- Many forum cards can only be used in combination with the appropriate personality card.

**Example:** CLAUDIUS POMPEIUS can only be used with the Prefect.



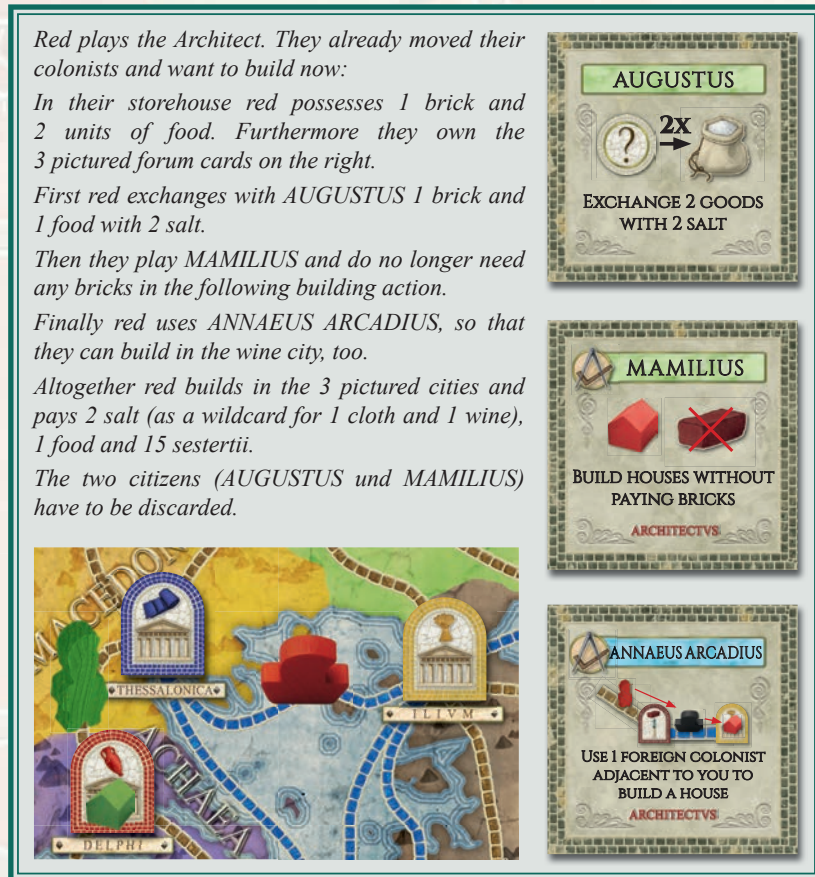
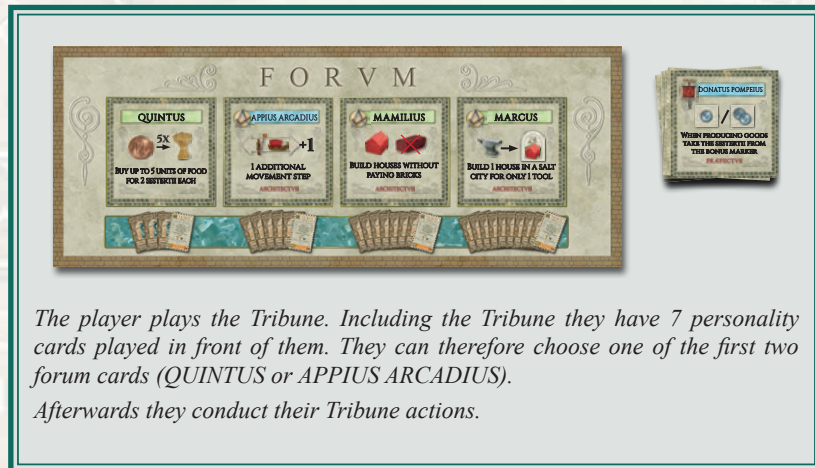
- Patricians (blue) remain with the players, citizens (green) have to be discarded after use.
- If you get goods by playing a forum card, you have to store these goods in your storehouse. After that you can immediately use the new goods.
- The building action of the Architect cannot be interrupted by the play of a forum card. That means: "Moving - Forum card - Building" is allowed, but "Building - Forum card - Building" is forbidden.
- Newly obtained forum cards may be used in the same move.

### Expert rule for the forum cards:

To make the best out of the different forum cards and starting with a forum card that you do not particularly like is one of the many challenges in Concordia Salsa.

If you prefer a more balanced start, you can distribute the forum cards with the following auction variant:

Display "number of players +1" blue forum cards. The starting player bids at least 0 victory points for one of the cards. All players can then in order bid higher or pass, until everyone has passed. The winner of the auction gets the forum card and spends the victory points that were bid by going backwards on the victory point track. Players who already own a forum card cannot participate in further auctions. The auctions continue until everybody has a forum card. (If the starting player is not present, the second player starts the bidding and so on.) The last player without a forum card takes one of the last two cards for 0 victory points and discards the other.



## THE FORUM CARDS

<b>CLAUDIA AGRIPPINA</b>  You get 4 extra storage spaces and 1 brick immediately.	<b>ANNAEUS ARCADIVS</b>  USE 1 FOREIGN COLONIST ADJACENT TO YOU TO BUILD A HOUSE ARCHITECTVS	<b>APPIUS ARCADIVS</b>  +1 1 ADDITIONAL MOVEMENT STEP ARCHITECTVS	<b>Example:</b> A player with 2 colonists has 3 movement steps.
<b>AULUS ARCADIVS</b>  EVERY HOUSE COSTS 1 SESTERTIUS LESS ARCHITECTVS	<b>Note:</b> In cities with several houses you nonetheless save only 1 sestertius.	<b>LUCIUS FLAVIUS</b>  COPY ONE OF THE PERSONALITY CARDS ON SALE EXCEPTION: A CONSUL CANNOT BUY HIMSELF DIPLOMAT	<b>Note:</b> If there are 2 Consuls on sale, you can copy one and buy the other.
<b>GAIUS MARCELLUS</b>  GET 1 ADDITIONAL SESTERTIUS FOR EVERY GOOD YOU SELL MERCATOR	<b>Example:</b> The player sells 1 cloth and 3 bricks for 16 sestertii and gets 4 sestertii extra (for 4 sold goods).	<b>SERVITIUS MARCELLUS</b>  TRADE 3 TYPES OF GOODS MERCATOR	<b>The player may trade 3 types of goods instead of 2.</b>
<b>DONATUS POMPEIUS</b>  WHEN PRODUCING GOODS TAKE THE SESTERTIUS FROM THE BONUS MARKER PRAEFECTVS	The player gets 1 sestertius if they produce in a cloth province, otherwise 2 sestertii.	<b>SEXTUS POMPEIUS</b>  A PRAEFECT MAY BE USED AS A DIPLOMAT PRAEFECTVS	<b>The player chooses the prefect and copies a face-up personality card of another player.</b>
<b>TITUS VALERIUS</b>  EXCHANGE 1 GOOD WITH 1 SALT TRIBUNVS	<b>Example:</b> The player exchanges 1 brick with 1 salt.	<b>AUGUSTUS</b>  EXCHANGE 2 GOODS WITH 2 SALT	<b>Example:</b> The player exchanges 1 brick and 1 tool with 2 salt.
<b>JULIUS</b>  MOVE YOUR OWN COLONISTS	The player moves their colonists. They have as many movement steps as they would normally get during an Architect action.	<b>LAURENTIUS</b>  TAKE 1 BRICK AND 1 FOOD	<b>The player gets 1 brick and 1 food.</b>
<b>MAMILIUS</b>  BUILD HOUSES WITHOUT PAYING BRICKS ARCHITECTVS	The player does not have to pay bricks for any houses you build in this move.	<b>MARCUS</b>  BUILD 1 HOUSE IN A SALT CITY FOR ONLY 1 TOOL ARCHITECTVS	<b>The player builds 1 house in 1 salt city for just 1 tool. They save 1 wine and the sestertii.</b>
<b>ANNAEUS ARCADIVS</b>  USE 1 FOREIGN COLONIST ADJACENT TO YOU TO BUILD A HOUSE ARCHITECTVS	<b>Example:</b> The player owns houses in 5 provinces. They get 10 sestertii.	<b>PUBLIUS</b>  PLACE 1 COLONIST FOR 5 SESTERTII	<b>Note:</b> The player may place the colonist either in the start city or in a city with one of their houses.
<b>SPURIUS</b>  TAKE 1 SALT	The player gets 1 salt.	<b>TIBERIUS</b>  TAKE THE BONUS GOOD FROM ANY ACTIVE PROVINCE	<b>Example:</b> At least one cloth province has not produced yet. The player decides to take 1 cloth.
<b>COMMODUS</b>  TAKE 1 TOOL PER EVERY 3 PROVINCES COLONIZED BY YOURSELF	<b>Example:</b> The player owns houses in 8 provinces. They get 2 tools.	<b>MAMERCUS</b>  BUILD 1 HOUSE WITHOUT PAYING SESTERTII ARCHITECTVS	<b>Example:</b> The player builds a house in a cloth city. There are already 2 other houses, therefore they save 15 sestertii.
<b>NOVIUS</b>  BUILD 1 HOUSE IN 1 BRICK CITY FOR FREE (EVEN WITHOUT A COLONIST)	The house is free, you do not need an adjacent colonist and you do not have to play the Architect.	<b>QUINTUS</b>  BUY UP TO 5 UNITS OF FOOD FOR 2 SESTERTII EACH	<b>Example:</b> The player buys 4 food for 8 sestertii.
<b>VICTORIA</b>  5	The player gets 5 victory points at the end of the game.		