

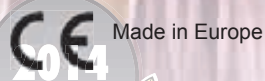
# CONCORDIA

## ÆGYPTUS ET CRETA



### ERWEITERUNG / EXPANSION

Nur mit Concordia spielbar. / Only playable with Concordia.



**Autoren:** Mac Gerdts, Frank Lamprecht  
**Grafik:** Marina Fahrenbach  
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Concordia Aegyptus / Creta



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## Display area

This is placed next to the game board. On the reverse side there is a variant with different additional costs, which is also usable with all other game boards.



## Starting cities

KNOSSOS is the starting city on CRETA, for AEGYPTUS is MEMPHIS the starting city. The two new cities also replace „ROMA“ on the personality cards TRIBUNE and COLONIST.

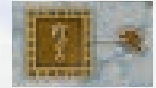
## Game setup

# CRETA

a) The city tokens with a "C" are returned to the box. The remaining 20 city tokens are assigned as usual.

b) The small map to the top right of the game board shows the bonus marker section.

Leave the brown bonus marker square with the "?" blank.



c) Each player starts with 1 land colonist and 1 sea colonist in KNOSSOS.

## Personality card PREFECT

a) The isle of GAVDOS is a province with only 1 city and a variable province bonus. Whoever produces in GAVDOS takes a bonus good of their choice and places a corresponding bonus marker coin side up on the bonus square with the "?". This bonus marker is taken from the game board if someone collects the cash bonus.

b) A player who collects the cash bonus gets 2 additional sestertii like shown on the board.



## Game setup

# AEGYPTUS

a) The city tokens with a "B" are returned to the box. The remaining 22 city tokens are assigned as usual.

b) The small map at the bottom right of the game board shows the bonus marker section.

c) A bonus marker "food" is placed into the province KUSH.



d) Each player starts with 1 land colonist and 1 sea colonist in MEMPHIS.

## Personality card ARCHITECT

a) Each blue sea line may be occupied by several sea colonists at the same time. The Nile sections are also sea lines. The Red Sea is not connected to the Nile. In order to place sea colonists into the Red Sea, the personality card COLONIST has to be used.

b) There is a special square for the trade in frankincense - connected via 3 sea lines in the Red Sea - and a square for the trade in gold - connected via the small Nile section underneath MEROE. A player with a sea colonist on one of the connecting lines must place their sea colonist on the special square at the end of their ARCHITECT action. At the end of the game, each sea colonist on these special squares is worth 7 victory points (Example 1). Only 1 sea colonist per player per special square is allowed. Sea colonists on a special square may neither move nor be used to build.

## Personality card PREFECT

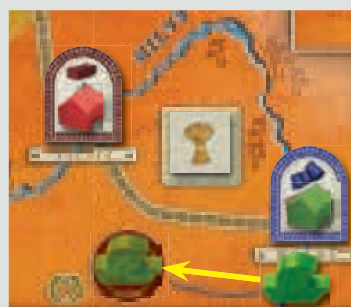
a) The yearly Nile flood makes the 5 Nile provinces KUSH - NUBIA - AEGYPTUS SUPERIOR - ARCADIA and AEGYPTUS INFERIOR especially fruitful. The players get 1 extra food, if they produce in a province with the "food" bonus marker (which begins the game in KUSH). After production, the bonus marker is placed 1 province Nile downstream (Example 2). Is it located in AEGYPTUS INFERIOR and someone produces there, the "food" bonus marker is placed in KUSH again, etc.

b) Players, who trade in frankincense - and thus have a sea colonist on the special square in the Red Sea - get 5 sestertii each time any player produces in one of the provinces with a harbor at the Red Sea. These are SINAI, ARABIA and LITUS (Example 3). All 3 provinces are marked with a frankincense symbol on the small map.

*Example 1: Green plays the ARCHITEKT. After movement green builds in the cloth city. At the end of the move green places the sea colonist onto the gold square.*

*Therefore green gets 7 victory points at the end of the game.*

*Example 2: Red produces in KUSH. Red gets 1 brick, 1 cloth and 1 extra food. Green gets 1 cloth. The "food" bonus marker is placed into NUBIA!*



*Example 3: Red produces in LITUS. Red gets 1 food and 1 Wine. Yellow and red both own 1 sea colonist on the frankincense square, therefore they get 5 sestertii each.*

*In addition yellow and red will get 7 victory points at the end of the game.*

