

CONCORDIA SOLITARIA



Contents

4 dice



Architect
die



Tribune/Colonist
die



Mercator
die



Senator/Consul
die

72 cards



27 Solitaria cards



38 Solitaria team cards



5 special cards



2 cards for
a variant

.....

This booklet contains the solo rules of Solitaria and a variant that simulates a 3-player game for only two players.

The rules for the cooperative team play are located in the other booklet.

.....

Idea of solo play

In *Solitaria*, you compete with the adversary Contrarius for the win. Play a card from your hand and carry out its action as with the usual rules of *Concordia*. Subsequently, Contrarius reacts to this with the reaction shown on the very same card. Turn by turn you play one card, until one of the usual conditions for ending the game of *Concordia* applies (15th house has been built or the last card has been bought). You can also combine multiple games to form a campaign with increasing difficulty.

Contrarius owns houses and colonists, as well as cards in its own card display. But it never plays cards. Its actions are only determined by the cards that you play yourself. During play, Contrarius can score victory points immediately by some of its reactions to your actions, mark these with its scoring marker on the victory point track. The houses, colonists and cards of Contrarius are scored in the usual way of *Concordia* at the end of the game. Contrarius does not own a storehouse nor goods, nor sestertii.

Required components

The following components of *Concordia* or *Concordia Venus* are required to play:

- 1 Game board, as well as the city tokens and bonus markers.
- 2 Sets of wooden pieces, each set includes 15 houses, 3 land and 3 sea colonists, as well as the scoring marker. Choose one color for Contrarius and one for yourself.
- 1 Storehouse in your chosen color.
- Goods and sestertii.

Out of *Solitaria* you need:

- The 4 dice
- The 27 Solitaria cards that have the winged Concordia on their back and the 5 special cards



Setup






Set the game board including the city tokens and bonus markers up as usual in *Concordia*. Prepare the goods and sestertii as a supply.

The Solitaria personality cards of stacks I and II are shuffled separately and then stack I is placed on top of stack II. This combined stack is placed next to the game board and the display area is filled with the 7 first cards of the stack. Place the Concordia card next to the stack.

Contrarius

The 5 Solitaria personality cards of Contrarius (scarlet red back) are placed as a face-up display next to the game board. Also take the first specialist personality card from the sale display area (seen from left to right, i.e., Mason, Farmer or Smith) and place it as the sixth card next to the other cards of Contrarius. Then refill the display area as usual. Prepare the 15 houses and 6 colonists of Contrarius next to its 6 personality cards. Place its scoring marker on the 0 of the victory point track.

Your setup

Place 2 colonists as usual on the game board and take the 6 goods (1x , 1x , 1x , 1x , and 2x ) and 4 remaining colonists to your storehouse. The 7 turquoise Solitaria personality cards are your hand cards. Also take 6 sestertii.

Setup and difficulty level

Choose a difficulty level and finish your setup as follows:

Standard


Contrarius places 1 land and 1 sea colonist into the capital. You start with 20 victory points. Place your scoring marker on the 20 of the victory point track.

Veteran

Contrarius places 1 house into the most valuable city adjacent to the capital (most of the time cloth or wine). It then places one colonist on the line between the capital and this city. If there is a blue and a brown line to the city, you decide which colonist it places. It places a second colonist into the next most valuable city it can reach.

You start with 10 victory points. Place your scoring marker on the 10 of the victory point track.

Expert

Contrarius places 1 land and 1 sea colonist into the capital. It also places 1 house on each of the following positions on the victory point track: 10, 20, 30, 40 and 50. Surplus houses remain in its supply. During the game Contrarius scores immediately through some of its reactions. When Contrarius moves its scoring marker on or over a house on the victory point track, it takes the house and builds it into a city on the game board (use the Mercator die ). If Contrarius must build a house and its supply is empty, it takes a house from the far end of the victory point track. To build the house follow the rules of "Where does Contrarius build?" on page 9.

You start with 0 victory points. Place your scoring marker on the 0 of the victory point track.



Game play

In each turn you play one personality card from your hand as usual in *Concordia* and carry out the action of the card. This is followed by the reaction of Contrarius. The reaction is in the light-colored box marked by a C (for Contrarius) on each personality card.

The game ends, when either you or Contrarius trigger the end of the game conditions (page 10).

Personality cards

The original rules of *Concordia* apply for the actions of the personality cards. The only addition is the new “Prefect with Praefectus Magnus” card.



PREFECT WITH PRAEFECTUS MAGNUS

Action

Same as the Prefect in *Concordia* however with a double goods bonus (2 instead of 1).

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) *produce*: Contrarius scores 1 victory point for each house in this province, however at least 2 victory points.

If b) *reactivate*: Contrarius scores 2 victory points.



You play the Prefect with P.M. and produce in Campania: Take 2 cloths, as this is the bonus good, and 1 tool, as you have a house there. Contrarius scores 2 victory points as its reaction - even though there is only 1 house in this province. This is due to the minimum of 2 victory points it scores.



In this second example, you take a total of 3 cloths and 1 tool. Contrarius scores 3 victory points, as there are 3 houses in this province.



PREFECT

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) produce: Contrarius scores 1 victory point for each house in this province, however at least 1 victory point.

If b) reactivate: Contrarius scores 2 victory points.



DIPLOMAT

Action

Copy the action of one face-up card of Contrarius' card display. Flip the card face down afterwards. Thus, you can copy each card of Contrarius only once during the game.

Reaction of Contrarius

Contrarius reacts according to the reaction on the card you have copied.



Example:

You copy the face-up Prefect from the display of Contrarius. You reactivate the provinces with its action and collect the cash bonus. Contrarius reacts to this in scoring 2 victory points. Afterwards you flip the used Prefect card face down. You cannot copy this card again.



MERCATOR

Action as in *Concordia*

Reaction of Contrarius

Contrarius builds 1 house: Roll the black Mercator die to determine the goods type of the city the house is built in. Contrarius adheres to the rules of “Where does Contrarius build?” on page 9 to determine the exact city.

Afterwards the province the house is built in is activated for production. You receive goods there if you have houses there. Contrarius never receives goods for its houses. If the province has already produced - instead all bonus markers are reactivated again - however, only when there are at least 3 bonus markers with their coins side flipped up. Otherwise, nothing happens.



ARCHITECT

Action as in *Concordia*

Reaction of Contrarius

Roll the blue Architect die to determine which of the 5 first personality cards in the display area Contrarius takes face-up to its card display. Then refill the display area as usual. If there are not enough cards in the display area, Contrarius takes the first card instead of the die result.

Example:

You roll a 3. Take the personality card from position 3 of the display area on the game board and place it face-up to the card display of Contrarius. Refill the display area on the game board as usual.





SENATOR and CONSUL



Action as in *Concordia*

Reaction of Contrarius

Contrarius builds 1 house: Roll the white Senator/Consul die to determine the goods type of the city the house is built in. Contrarius adheres to the rules of “Where does Contrarius build?” on page 9 to determine the exact city.



TRIBUNES

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts twofold:

1. Contrarius builds 1 house in a city with the goods type that matches its best specialist (Weaver > Vintner > Smith > Farmer > Mason). Contrarius adheres to the rules of “Where does Contrarius build?” on page 9 to determine the exact city.
2. Roll the red Tribune/Colonist die to determine, whether Contrarius places 1 new colonist or it takes the card from position 1 of the card display area. If it builds a sea or land colonist, place it in the capital. If it takes the card, place it face up in the card display of Contrarius.





COLONIST

Action as in *Concordia*

Reaction of Contrarius

Contrarius reacts depending on which action you have chosen:

If a) place colonists: Roll the red Tribune/Colonist die to determine, whether Contrarius places 1 new colonist or it takes the card from position 1 of the card display area. If it builds a sea or land colonist, place it in the capital. If it takes the card, place it face up in the card display of Contrarius.

If b) earn money: Contrarius scores 2 victory points.



SPECIALISTS

Action as in *Concordia*

Reaction of Contrarius

Contrarius scores 3 victory points.



Where does Contrarius build?

- Roll the white Senator/Colonist die or the black Mercator die depending on the card played. The die result determines the goods type of the city that Contrarius wants to build in. If the result is “S”, the goods type matches the best specialist that Contrarius owns (Weaver > Vintner > Smith > Farmer > Mason).
- To determine the exact city of this goods type that Contrarius builds in, follow these rules
 1. Contrarius can only build in cities, that it is able to **reach** with its colonists and that it has not yet built a house in. The number of possible movement steps is as usual the number of colonists and the reachable line to the city must be empty.
 2. If multiple cities are still available Contrarius chooses, if possible, an **empty city** (without houses). Only if no empty city is reachable, Contrarius builds a house where there is already a house.
 3. If multiple cities are still available Contrarius chooses, if possible, a **new province** (new for Contrarius). Only if no new province is reachable, Contrarius builds in a province where it already owns houses in other cities.
 4. If the city still is not determined exactly, Contrarius builds in alphabetical order based on city names (i.e., **AQUILEIA** > **SYRACUS**).
- Contrarius moves a colonist on the shortest way next to the city it has built in. If there are multiple possible lines, you choose whichever colonist moves on which adjacent line.
- If there is no city of the determined goods type available, Contrarius tries to build a city of the next lower goods type (cloth > wine > tool > food > brick). If no brick city is available, Contrarius builds in a cloth city.

Example: Contrarius builds 1 house

Contrarius builds in a food city. The 5 circled cities are available on the game board. City A is out of reach (see 1) and not available to build in, as Contrarius has only 2 colonists which can only reach up to 2 movement steps. According to 2) Contrarius prefers empty cities, therefore it does not build in city B. According to 3) Contrarius prefers new provinces. As Contrarius already owns a house in the province of city C and there are other alternatives, Contrarius does not build there. According to 4) Contrarius chooses city E “Aleria”, as it precedes city D “Genua” in alphabetical order.

Additionally, Contrarius moves its sea colonist on one of the two reachable lines adjacent to city E “Aleria”.



Supplementary rules to the reactions of Contrarius

It is possible that Contrarius cannot react according to the die result. In these cases, adhere to the following:

- **Building houses:** If Contrarius is not at all able to build a house, it places a colonist instead. (Determine which colonist by rolling the red Tribune/Colonist die.)
- **Placing a colonist:** If Contrarius doesn't have a land colonist in its supply, it places a sea colonist and vice versa. If Contrarius has already placed all six colonists, it takes the card in first position of the display area.
- **Take a card:** If the die result shows a card position that has no card available anymore, Contrarius takes the card in first position. If there are no cards available at all (very rare), Contrarius builds a house with the white Senator/Consul die.

End of game

Whoever takes the last personality card from the display area or builds their last house initiates the end of the game and also takes the Concordia card that is worth 7 victory points. If Contrarius initiates the end of the game, you play one final personality card and carry out its action without the reaction of Contrarius. If you initiate the end of the game, the game ends with this last reaction of Contrarius.

Final scoring

Final scoring follows the same rules as in *Concordia*. Contrarius scores all the gods on all its cards (face up and face down) following the usual rules. In case of a tie, owning the Concordia card wins you the game.

Campaign

A campaign of Solitaria is composed of a sequence of multiple games. Start with a game of standard difficulty and thus with 20 victory points (see page 3).

- If you win, reduce your starting victory points for the next game by a fifth of your advance over Contrarius (rounded down). *Example: If you win the first game with an advance of 10 victory points, you start the second game with $20 - 2 = 18$ victory points.*
- If you lose, play the next game with the same number of starting victory points.

Whenever you would start the next game with 0 or below victory points you have reached the end of the campaign and you are now ready for difficulty level veteran.

Concordia Salsa

Salt-cities: As a reaction to the Tribune Contrarius prefers building a house in a salt city instead of building for its best specialist. The same is true, when you have rolled an “S” with the Senator/Consul die.

Forum cards: Contrarius starts the game with one randomly drawn blue forum card. Whenever you take a forum card, Contrarius takes the first forum card. Contrarius never uses the forum cards as such. In final scoring it scores 3 victory points per blue forum card and 2 per green forum card. For Victoria Contrarius scores 5 points.

Fish market of the Balearica expansion

Whenever you pay with fish at the fish market, give those fish to Contrarius instead of returning them to the supply. Contrarius never uses the fish market as such, it scores 1 victory point per fish during final scoring. If Contrarius lets a province produce as a reaction to your Mercator, it also takes the bonus good fish.

Concordia Gallia

Contrarius prioritizes building a house in its first harbor city, even before checking point 2 of “Where does Contrarius build?” (p. 9).

Concordia Aegyptus

Contrarius prioritizes building a house in its first harbor city at the Red Sea, even before checking point 2 of “Where does Contrarius build?” (p. 9) and places a sea colonist there at the first occasion. In the same way it prioritizes following the Nile upstream. Surplus movement steps are used to reach the bonus spots.

Variant difficulty levels

The three basic difficulty levels standard, veteran and expert have been explained on page 3 during setup. Solitaria can vary in difficulty depending on which game board you use. In general: the smaller the map (number of cities), the higher the difficulty gets. Beginners of *Concordia* can also start to play the standard game with 40 victory points instead of 20, to make their first steps in *Solitaria*.

Higher difficulty: strong veteran

Contrarius starts the game with 2 houses, one in each of the cities adjacent to its colonists.

Higher difficulty: strong expert

Reduce the distance between the 5 houses on the victory point track: Place the houses on 9, 18, 27, 36 and 45 for example, or even on 8, 16, 24, 32 and 40.

Contrarius as a third player

Contrarius can also be used in a regular game with two players as a third dummy player. This leads to much increased competition for building spots on the game board and for the personality cards on sale in a two-player game.

You need a complete set of player components and the Praefectus Magnus card of *Concordia*. The Prefect with Praefectus Magnus cards of *Solitaria* will only be used as regular Prefect personality cards (meaning only 1 bonus good: a minimum of 1 victory point for Contrarius).

The starting player uses a regular set of player cards out of *Concordia* and begins the game with 6 Sestertii. The playing of a card by this player **does not lead to a reaction from Contrarius**, even when it is a card from the display area that shows a reaction. The other player begins the game with 7 sestertii, the Praefectus Magnus and the 7 turquoise starting cards of *Solitaria*. The Praefectus Magnus only circulates between these two players. The Diplomat follows the rules of regular *Concordia*, meaning that it copies a card of the other player and not of Contrarius.

For the display area, use stack I and II of *Solitaria* as well as a specifically composed stack III. The third stack is composed of the 6 personality cards that have a small *Concordia* on their back and are marked with a III: 2 cards only for this variant and 4 cards of the *Solitaria* cooperative team play. Choose and prepare your difficulty setting and then turn the setup overview cards on their back, so that you can use them as veto cards.

Alternate playing a personality card and carrying out its action. After the action of the second player Contrarius follows through with its reaction as it is on the card of the second player.



Veto-cards

You can use up your veto card exactly once, in order to re-roll an unwanted die result of Contrarius.

(Note: The veto cards are only used in this variant.)



Cards of stack III