

◆ CIVILIZATIONS IN HARMONY ◆

TERRA CONCORDIA

Civilizations in Harmony

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"In lands renewed after the Great Change, four civilizations emerge to rebuild the world. Each brings its own vision of what it means to live in harmony."

1. Overview

Terra Concordia is a strategic eurogame for 1 to 4 players (90–180 min). Players lead civilizations on a newly renewed continent, competing to build the most prosperous society in harmony with nature.

Victory Points (VP) come from buildings, technologies, wonders, exploration, influence, public/secret objectives, sustainability, and card bonuses.

2. Round Phases

Each round has 4 fixed-order phases:

- 📄 Planning — deal 1 construction card + 1 from the MIXED pool; reveal 1 event.
- ✂ Actions — each player takes ONE action at a time until everyone passes.
- ⚙ Production — hexes with workers produce resources automatically.
- 🔍 Maintenance — upkeep + (tax -1/resource REMOVED in v1.0.28) + discard down to 5 cards.

3. Main Actions

Each action consumes your turn (except playing a hand card = FREE ACTION, costs 2 extra gold).

- 🌿 Collect — 1 worker; gather hex resources and claim the hex.
- 🏗 Build — spend resources; erect a building on a controlled hex (max 9/player).
- 🔬 Research — spend resources; acquire technology (max 2/round).
- 🗺 Explore — 1 worker; reveal an adjacent hex and automatically claim it.
- ⚓ Navigate — 1 food; move a worker in water to an adjacent revealed water hex (does not exhaust).
- 💰 Trade — exchange resources in the market (max 3/round; up to 3 trades per action; 2 non-gold = 1 gold).
- 🏰 Influence — 1 influence + 1 worker; claim a revealed hex and STEAL VP if it has buildings.
- 🌱 Restore — 1 wood + 1 water; +1 global sust. and +1 VP (max 2/round).
- 👤 Recruit — 3 gold; +1 permanent worker (max 8/player).
- ⏪ Pass — end your turn; first to pass gets +1 gold.




4. Global Sustainability

A 0–10 track shared by ALL players:

- = 5 — everyone gains +1 production.
- = 7 — everyone gains +1 extra bonus (food/influence).
- = 0 — GLOBAL ECOLOGICAL COLLAPSE: everyone loses.
- Any player with sust ≤ 1 → INDIVIDUAL COLLAPSE: everyone loses.

5. Final Scoring (VP)

At the end of the final round, sum:

- VP from buildings, technologies, wonders (up to 3 per player), exploration (1 per controlled hex).
- Public objectives ( /  / ) + secret objective if achieved.
- Sustainability: +2 VP (=5), +5 (=8), +8 (=10).
- Card bonuses (legacies, projects) + 1 VP per 3 accumulated gold.
- Tiebreakers: sustainability ? wonders ? influence ? technologies.

6. Game Variants

Choose at setup:

- Quick (6 rounds) — for beginners or short games.
- Standard (9 rounds) — recommended mode.
- Epic (12 rounds) — with extra events at rounds 2, 3, 5, and 7.
- Beginners (8 rounds) — no events.
- Diplomacy (8 rounds, 4 humans) — formal alliances between players.
- Solo (6 scenarios) — single-player vs Automa (AI).