



TERRA CONCORDIA

CIVILIZATIONS IN HARMONY



QUICK REFERENCE GUIDE

Phases, actions, limits and scoring at a glance

VERSION 2.0 · WINDOWS · LINUX · STEAMOS



THE ROUND AND THE ACTIONS

Goal: have the most victory points (VP) at the end of the last round. If **global sustainability** reaches 0, everyone loses. If **your civilization's sustainability** reaches 0, you lose.

➡ THE 4 PHASES OF THE ROUND

1 • Planning	Each player draws 1 building card + 2 from the mixed deck. An event is revealed. Income from played cards comes in. Workers become free again.
2 • Actions	In turn order, one main action at a time, until everyone has passed. Playing cards from hand is a free action. The first to pass gains +1 gold and starts the next round.
3 • Production	Hexes with a worker produce. +1 prestige per building. Global ≥ 5 : +1 food for everyone; ≥ 7 : +1 prestige. Civilization ≥ 7 : +1 prestige.
4 • Maintenance	Wood, water or food at 0: -1 civilization sustainability. Tax of 1 gold for every 3 buildings. Global sustainability drops by 1.

🔨 ACTIONS

ACTION	COST	PER ROUND	EFFECT
 Gather	1 worker	—	Assigns the worker to one of your hexes or a free neighboring one: gain its production now and again in the Production phase.
 Explore	1 worker	—	Reveals and controls a neighboring hex. The 1st of the round draws 1 exploration card. Ruins: +1 VP.
 Build	1 worker + cost + 1 gold	2	Builds a building or wonder on one of your hexes with a matching terrain.
 Research	card cost	2	Acquires an available technology and unlocks the next level's. Level 4 is exclusive (★).
 Trade	—	1 (Aurifera 2)	Up to 3 trades: 3 of one resource = 1 gold; between resources 1 : 1.
 Influence	1 influence + 1 worker	1	Takes a hex with no wonder, no worker and at most 1 building (not another player's starting hex).
 Restore	1 wood + 1 water + 1 worker	1	+1 global sustainability, +1 civilization and +1 VP. Verdantis: no worker, +2 and +2 VP.
 Recruit	2 gold	1	+1 worker (up to 3 per match, maximum of 8).
 Sail	1 food	2	Moves a boat to a neighboring ocean, lake or island, controls the hex and gains +2 gold.
 Play card	card cost	2 cards	Free action: doesn't use your turn. Buildings, wonders and technologies don't count toward the limit.
 Pass	—	—	Ends your actions for the round. Discard down to 5 cards in hand.

LIMITS AND SCORING



LIMITS PER PLAYER

- 9 buildings (including wonders) and 4 per hex.
- 3 wonders (4 in Epic).
- 8 workers (you start with 5).
- 9 cards in hand; when passing, keep 5.
- No resource goes below 0, except gold.



SUSTAINABILITY

- Global (0 to 10, shared): drops 1 per round; at 0, everyone loses.
- Civilization (0 to 10): at 0, you lose.
- Wood, water or food at 0: -1 civilization right away.
- Restore and many cards raise both.



CIVILIZATIONS

Solaris

Buildings and wonders cost 2 fewer resources (the most expensive ones).

Mariteia

Explores ocean and island with no worker; the 1st of the round reveals +1 hex.

Verdantis

Restore uses no worker and yields double.

Aurifera

2 trade actions; each resource is worth 2 gold, and +1 gold per action.



FINAL SCORING

During the game VP from played cards, explored ruins, Restore and immediate effects.

Exploration 1 VP per controlled hex.

Influence 1 VP for every 2 influence.

Gold and prestige 1 VP for every 3 gold + accumulated prestige.

Public objectives VP by placement (1st, 2nd and 3rd).

Secret objective VP if the condition is met.

Civilization sustainability ≥ 5 : +2 VP · ≥ 8 : +5 VP · 10: +8 VP.

Card bonuses End-of-game effects of played cards.

Tiebreaker: most civilization sustainability, then most wonders, most influence and most technologies.



VARIANTS

Quick 6 rounds · 3 wonders

Standard 9 rounds · 5 wonders

Epic 12 rounds · 8 wonders · double events

Beginners 8 rounds · no negative events

Diplomacy 8 rounds · alliances (+3 gold)

Handy keys: **F1** guide · **C** advisor · **T** top view · **Esc** back. On the controller: **X** / **□** guide, **RB** / **R1** advisor, **Y** / **△** hand.