



Endeavor: Age of Sail (2018)

2-5 Players

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Duration: 7 rounds. 60-90 minutes.



Setup

- Pick a board side: Side A for **2p/3p** or high-conflict **4p**. Side B for low-conflict **4p** or **5p**.
- Randomly distribute the 95 **trade tokens** on all **circular** board spaces face-up
- Separate the 8 **Asset card** decks, order with 5 on bottom and 1 [or 0] on top, put on board spots
- Slip the **Governor card** for each region under edge of the board by the deck for each region
- Separate the **buildings** into stacks by type, then place by level into the 5 columns of the building tray. For level 5, shuffle & place 4 buildings face-down in lower right space, rest face-up [1 on top].
- Each player gets: **player mat** , **tray** , 35 **discs** and 4 **cubes** in chosen color. Cubes go on 0 track spaces. Players also get 1 **start building tile** .
- Shuffle **Exploit tiles** , draw 3. Check for additional components needed. For each region on the exploits, place a **key** marker by Governor card. Give players 3 **shield tokens** for their tray.
- Pick start player, award **Crown** . In turn order, choose which side of the **start building tile** to use: *Colonial House* or *Merchant Dock*. Place the tile face-up in left spot with 1 disc in **activation circle**. If *Merchant Dock* is chosen, also increase Wealth track cube from 0 to 1.
- Play begins clockwise each round from the player with the Crown . Play each phase through in turn order before starting next round. After a few plays, 1st 3 phases can be combined per player.

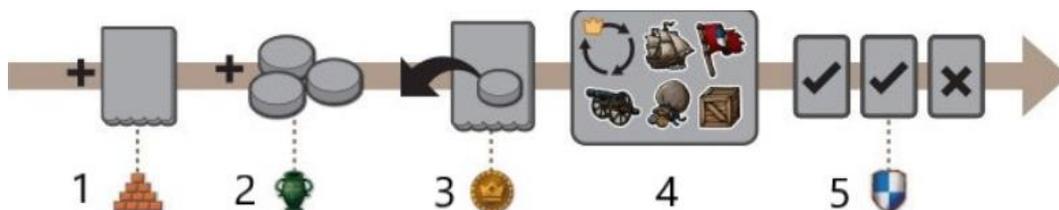
End Game & Scoring

- After 7 rounds, the game ends.
- **Exploits**: check for player shields on Exploits and score per the Exploit scoring criteria.
- **Attribute Tracks** : slide markers to left [if needed] to the symbol on each attribute track section. Add up positions of 4 markers.
- **Cities & Links** : add up **glory symbols** on **cities** you control, plus glory for **links** you control [some cities worth 2 glory].
- Add glory symbols on **buildings**, **asset cards** [including Governors] & **free Governor** [if not covered]
- +1 glory for every 3 discs remaining in your **Harbor** =
- -1 glory for every **Slavery** card that was set aside by player board [whether or not Abolished]
- Most glory [VP] wins. Tie: no tiebreaker

Exploits

- Exploits are **closed** at the beginning of game. When a region marked on an Exploit is opened up, move the key from the region to the Exploit. When both keys present, the Exploit can be used.
- Players with **presence** in both regions place a shield on the Exploit tile [and remove it if presence lost]. The shield indicates the player has access to ability and end game scoring.
- If Exploit calls for player to discard token it must be actual token on player board.

The Game Phases



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Game Play

Phase 1: Construction. Choose 1 building with a Build Level  ≤ your current Build Level. If no such buildings remain, may choose from next level up. Record any attribute symbols on tracks.

- You may construct duplicates of existing buildings.

Phase 2: Growth. Add discs from supply to Harbor = # indicated on Culture attribute 

- If supply runs out, add as many as possible and forfeit the rest.

Phase 3: Salary. Move discs from your buildings of choice to Harbor. Max # to move = Salary Level on Wealth attribute .

Phase 4: Action. On your turn either **take 1 action** [move disc to Building/spend Action token] **or pass**. If you pass, cannot take action again this round. Continue clockwise until all players pass. As cards/tokens are acquired, immediately increase on attribute track – if you exceed 15, place a Track Extender  on track. Stack Attributes  at left of matching track & Action tokens  in Harbor.

Buildings with + sign allow one or both actions in any order, with / symbol can take 1 of the actions.

- Ship** : to ship to a **Shipping Track**, move 1 disc from Harbor to the furthest unoccupied space of any closed region. Do not need presence there first. When the last space on track is occupied, the Governor card is awarded to the player with most  in track. Tie goes to  who placed last. Place Governor card in open card slot on player mat or Free Governor slot. The region is now **Open**. To ship to a **Fleet Space**  move 1 disc from Harbor to unoccupied Fleet in Europe or **Open** region. To ship to an **Open Sea Zone**  move disc from Harbor to zone [to gain presence]. Any # of discs belonging to any players can occupy the open sea zone of a region at once.
- Occupy** : move 1 disc from Harbor to an unoccupied city  in Europe or **Open** region where you have **presence** [at least 1 disc there]. *All players have presence in Europe*. If you control the cities at both ends of a link , immediately claim and mark attributes for any token there.
- Attack** : 1st discard 1 disc from Harbor to supply. Then replace opponent's disc from a city or fleet in an **Open** region where you have **presence** with 1 of yours. Claim any links now owned.
- Payment** : move 1 disc from a building of choice [unless it has  symbol] back to your Harbor.
- Draw** : take *top* Asset card from stack of choice where your presence ≥ card's draw value and add it to slots on player mat [or beside it if no room]. Region does **not** need to be **Open**. In Europe can draw from Europe deck, Slavery deck, or discard pile [can look through pile]. If card has  symbol, take immediately to Harbor.
- Abolition of Slavery** : when any player gains the value 5 card from Europe, **all** players must immediately set aside all Slavery cards they own, **reducing** attributes. Flip cards over and set by player board – do not count against card limit. Remove any remaining Slavery cards from Europe.

Phase 5: Discard: You may freely rearrange cards, then discard down to limit determined by Influence score  [max 5]. **Reduce** attribute track(s) for any removed cards.

- The *Free Governor slot*  does not count towards limit and can only hold Governor cards. Governor cards in normal slots do count.
- Discarded Slavery cards are flipped and placed by player board [-1 VP each]. Discarded Governor cards are removed from game. Any other Asset discarded goes in face-up discard pile by Europe and can be drawn from by any player using Draw action .
- Verify attribute score positions, pass  to the left and start a new round.

Special Buildings

- Memorial:**  whenever you take a casualty from attacking/being attacked, place token on any attribute track and move counter
- City Hall:**  at game end, +1 glory for every Draw symbol  on your buildings [including this one]