

ENDEAVOR

AGE OF SAIL



By Carl de Visser & Jarratt Gray
WORKING RULEBOOK

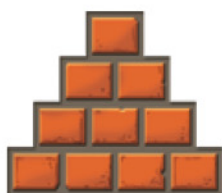
Ages 12+ • 2 - 5 players • 60-90 minutes



OBJECTIVE

Your goal in *Endeavor: Age of Sail* is to guide your empire to victory by amassing the most *Glory*. You will earn *Glory* by increasing your attributes (*Industry, Culture, Wealth, and Influence*), by occupying *Cities* and controlling the *links* between them, and by owning *Buildings* and *Asset cards* that award *Glory*.

At the beginning of the game only Europe is available for competition. As the game progresses, you will send ships to the various *closed* regions of the world; eventually the regions will *open up* for colonization and commerce. Your challenge will be to construct the *Buildings*, gather the resources, and control the trade routes that will lead to your empire being the most glorious when the Age of Sail draws to a close!



INDUSTRY



WEALTH



CULTURE



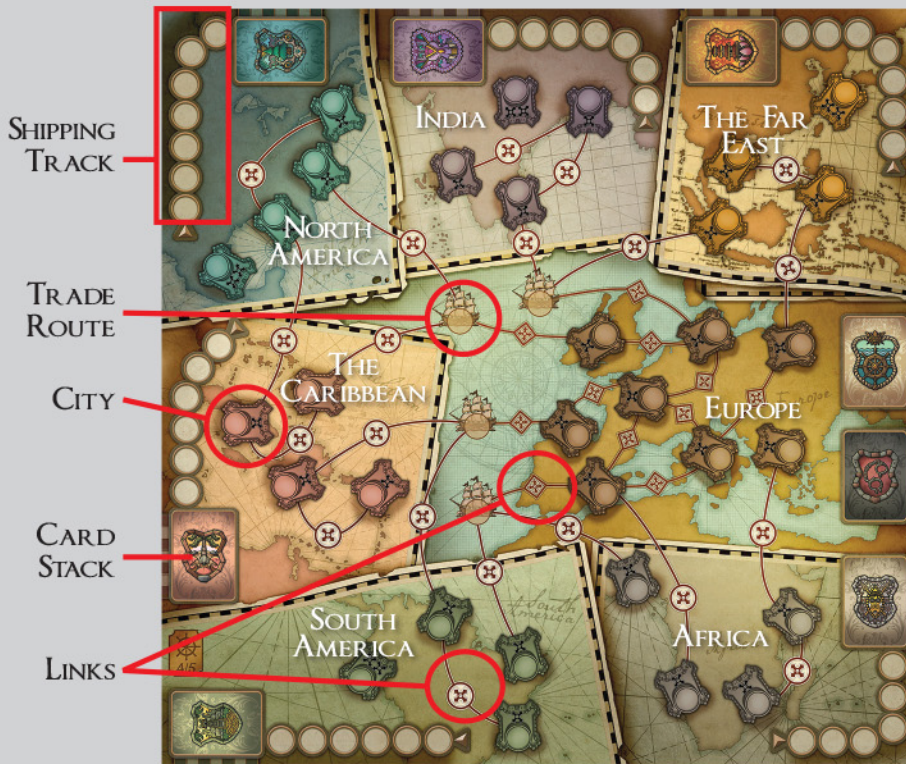
INFLUENCE



GLORY

COMPONENTS

1 Game Board



The game board has two sides.

- Side 1 is suitable for a tight 2-player game, a 3-player game, or a tight 4-player game.
- Side 2 is suitable for a loose 2-player game, a loose 4-player game, or a 5-player game.

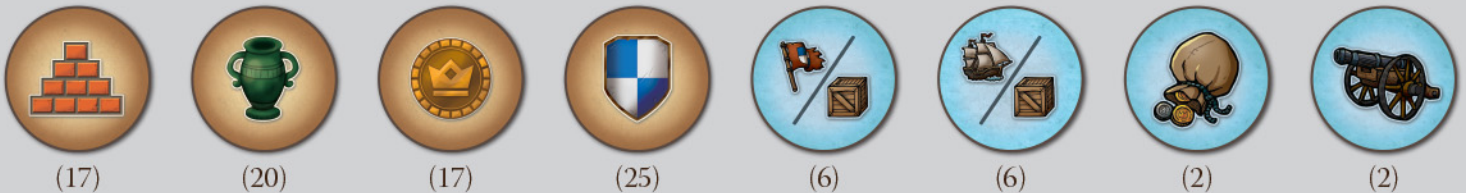
The game board is divided into 7 areas; Europe plus six **regions** (*Africa, South America, The Caribbean, North America, India, and the Far East*).

Each region has a number of *Cities* (and sometimes *Trade Routes*) joined by *links*, and a *shipping track* which leads to a *card deck*.

Europe is not technically a “region”. It is unique in that it has **two** card decks and **no** shipping track.

95 Trade tokens

There are eight different types of Trade token. **Brown** tokens award you an increase in the displayed attribute when you gain them. **Blue** tokens may be used to perform the displayed action during the game. All tokens have a Glory icon on the back.



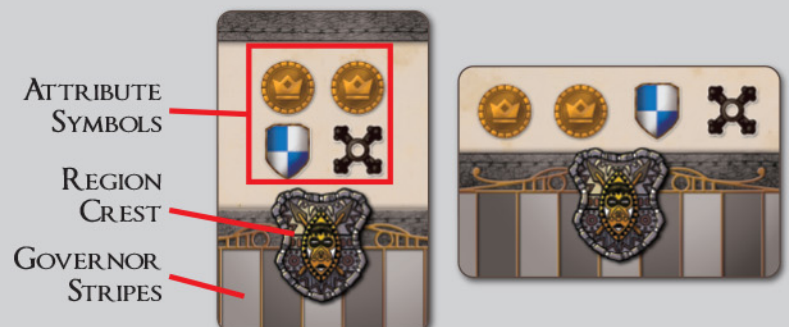
42 Asset Cards

There are eight different decks of Asset cards in the game; one for each region, and two for Europe (*The Europe and Slavery decks*). Each card has a Draw Value that shows how difficult it is to obtain. When you gain an Asset card, you improve in the attributes shown on the card. Some cards also show Glory points, which are scored at the end of the game.



6 Governor Cards

Each region also has a Governor card. A Governor card works like a normal Asset card except that it's obtained differently and obeys slightly different hand limits. Governor cards are recognizable by the prominent stripes, and they have a horizontal layout on the back side.



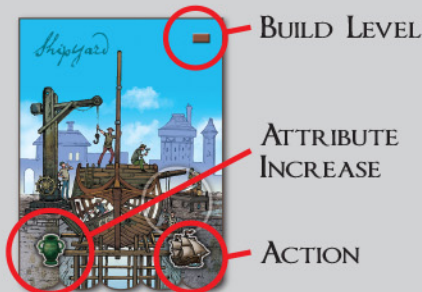
5 Player Mats

Your player mat allows you to track your status in the four attributes. You also construct buildings onto the Seaside of your mat, organize the cards you gain in the card slots, and store your Trade tokens and population markers here.



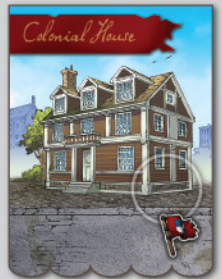
45 Building Tiles

There are 15 different Building tiles in the game. Each building displays its Build Level and informs you of the attribute increases it awards (if any) and the Actions it permits (if any).



5 Starting Building Tiles

There are 5 Starting Building tiles. These work like normal Buildings, but each player begins the game with one. The Starting Building has the Colonial House on one side and the Merchant Dock on the other. These tiles are recognizable by the red ribbon.



175 Population Discs

35 discs in each player color. You will use your discs to activate Buildings, occupy Cities, ship to Shipping Tracks and Trade Routes, and represent yourself in other ways.



20 Status Track Cubes

4 cubes in each player color. These markers allow you to track your empire's progress in the four attributes.



1 Start Player Crown

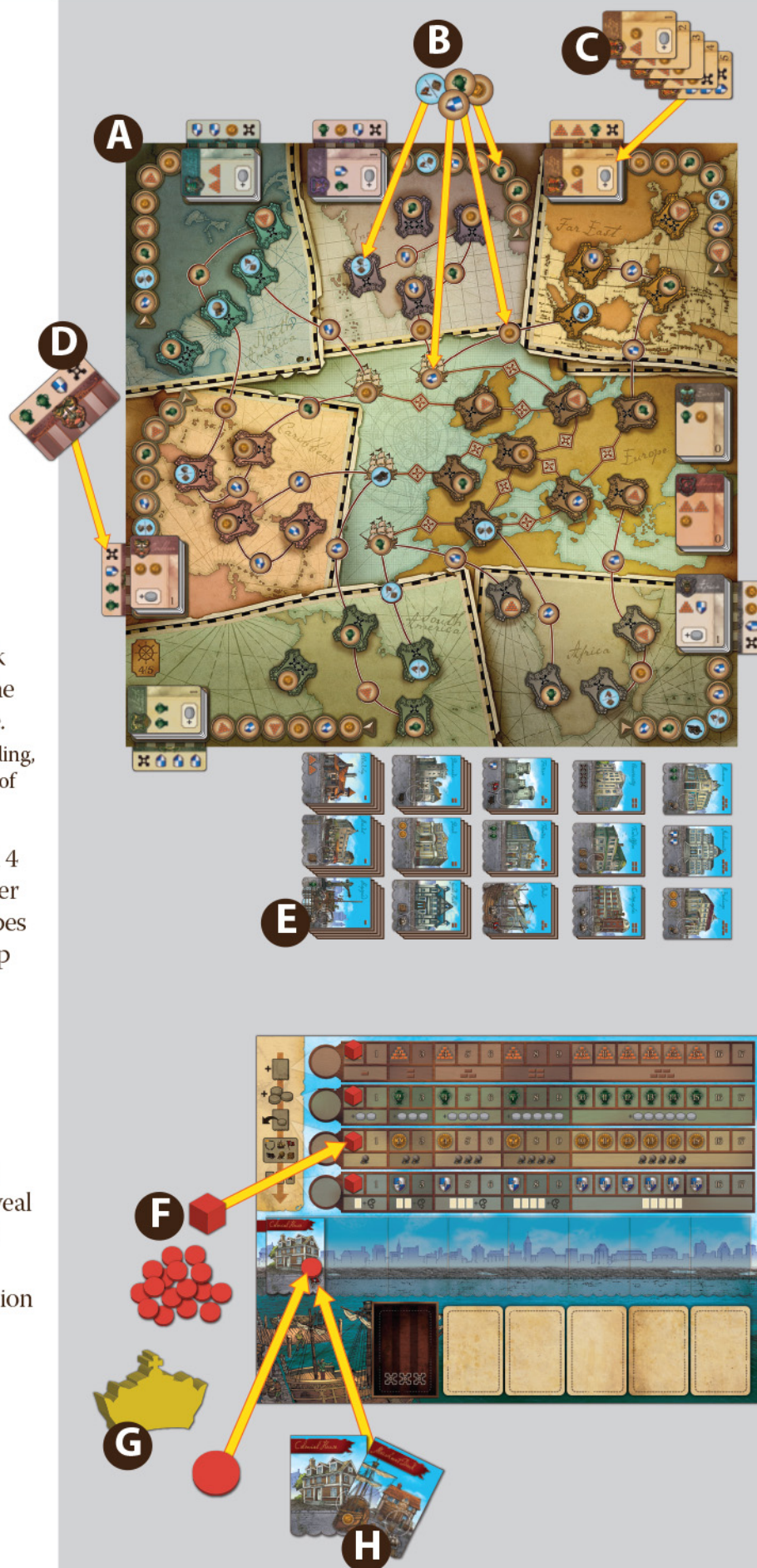
This indicates the round's current Start player.



SETUP

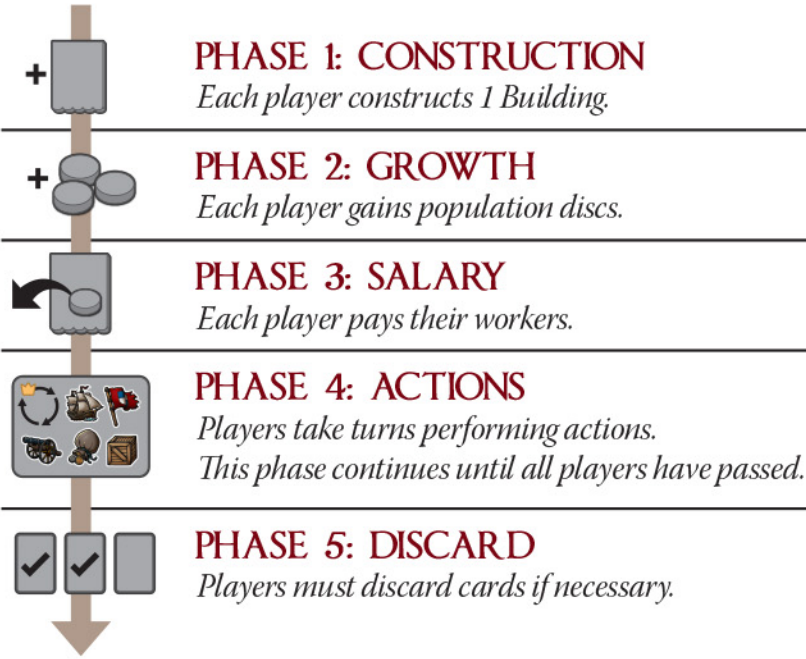
- A** Choose which side of the game board you wish to use, and place it centrally.
- B** Randomly distribute the 95 Trade tokens face up to the gameboard. Every circular space gets one (*shipping tracks, cities, trade routes, and circular links*). Square links do not get tokens. This setup task goes quickly if a few players help out.
- C** Separate the eight Asset decks, and place each deck face up on the matching spot on the gameboard. Each deck should be ordered from the bottom up as follows: 5-4-3-2-1. (*The Europe and Slavery decks also have a value-0 card which goes on top.*)
- D** Slip the Governor card for each region under the edge of the gameboard by its card stack so that the horizontal row of symbols remains visible.
- E** Make a supply of Buildings beside the board; stack matching buildings together, and keep stacks of the same Build Level near each other for convenience. (There are 5 of each Level 1 Building, 4 of each Level 2 Building, 3 of each Level 3 Building, 2 of each Level 4 Building, and 1 of each Level 5 Building.)
- F** Give each player a Player mat, and all 35 discs and 4 cubes in their color. Return unused mats and player colors to the box. Each player should put their cubes on the 0 spaces of their 4 attribute tracks, and keep their discs in a supply near their mat.
- G** Randomly choose a Starting player; give that player the Crown.
- H** Each player takes one Starting Building tile and secretly decides which building they want to start the game with; when all players are ready, they reveal their choice and place the building in the leftmost spot on their Seaside. Each player then places 1 population disc from their supply onto the activation circle of their Starting Building.

You are ready to begin!



GAMEPLAY

The game last seven rounds. Each round consists of five phases. The player with the Crown goes first in each phase, with other players following in clockwise order.



PHASE 1: CONSTRUCTION

On your turn, choose 1 Building from the supply and add it to your Seaside in the leftmost available space. The Building you choose must have a Build Level **equal to or lower than your current Build Level**, which is determined by your **Industry** attribute. (If no such Building remains in the supply, you may choose one from the next Build Level up.)

- If the Building you construct displays any attribute symbols in the bottom left, immediately record that increase on the related track by moving your cube.
- You **may** construct duplicates of Buildings you built earlier.
- You may construct **at most** one building from Build Level 5 during the game.



Red has 5 Industry, so she can construct any building from Build Level 3 or lower. She chooses a Theater from the supply and adds it to her Seaside.

Since the Theatre has 2 Culture symbols on it, Red immediately increases her Culture score by 2



PHASE 2: GROWTH

On your turn, gain population discs from your supply and add them to your Harbor. **The number of discs you gain is indicated by your Growth Level**, which is determined by your **Culture** attribute.

- If your supply runs out of discs, add as many as you can and forfeit the rest.



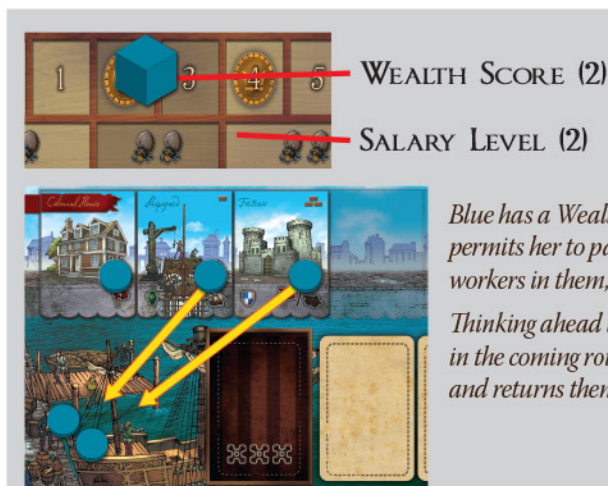
Red has a Culture Score of 3, which translates to a Growth Level that gains 3 Population discs. Red moves 3 discs from her supply to her Harbor.

PHASE 3: SALARY

On your turn, “pay workers” by moving discs from your Buildings back to your Harbor. The **maximum number of discs you may move** is indicated by your **Salary Level**, which is determined by your **Wealth** attribute.

“Paying a worker” frees up both the disc and the Building to be used later.

- If you have more discs on Buildings than you are allowed to move, **you choose** which ones to move.



Blue has a Wealth score of 2, which means her Salary Level permits her to pay 2 workers. She has 3 Buildings with workers in them, so this means she can't pay them all.

Thinking ahead to what she wants to be able to accomplish in the coming round, she chooses 2 discs from her Buildings and returns them to her Harbor.

PHASE 4: ACTIONS

The Action Phase is slightly different from the other phases; beginning with the First Player and proceeding clockwise, each player either **performs an action** (*if they are able to and wish to*), or **passes**. Once a player passes, they may take no further actions in this phase, and the turn order continues clockwise, skipping that player. Play keeps traveling clockwise in this manner with still-active players performing single actions in turn order until all players have passed.

GENERAL RULES OF THE ACTION PHASE

During this phase, you may acquire cards or tokens featuring attribute symbols. When you collect such cards or tokens, immediately increase the indicated attributes on your Status tracks by the amount shown.

- When you claim a **brown** Trade token, keep it in the space at the base of the matching Status track.
- When you claim a **blue** Trade token, keep it in your Harbor.
- You may never trade or give cards or tokens to other players.
- You may not discard cards or tokens at will (*however you may be forced to discard cards in the **Discard** phase as described below*).
- Some Buildings (*for example the Docks*) permit more than one Action; this still only counts as one turn.

TAKING ACTIONS

There are two ways to perform an action on your turn; either **Activate a Building**, or **Spend a Trade token**.

ACTIVATE A BUILDING

To activate a building, move a disc from your Harbor to an unstaffed Building in your Seaside that has an **activation circle**. (*An unstaffed Building is one that doesn't already have a disc on its activation circle.*) Then perform the Action(s) allowed by the Building.

SPEND A TRADE TOKEN

To spend a Trade Token, discard a blue Trade Token from your Harbor and perform the action it permits. Trade tokens are discarded from the game once spent.

SHIP

There are three ways to Ship. You can Ship to
a) a Shipping Track
b) a Trade Route, or
c) the Open Sea.

TO A SHIPPING TRACK

Move a disc from your Harbor to the Shipping Track of any **closed** region, claiming the unoccupied space that is **furthest** from the card stack and gaining the Trade token from there.

OPENING A REGION

When the final unoccupied space of a region's shipping track is claimed, the region becomes **open**.

The region's Governor card is immediately awarded; it goes to the player who has the **most discs on the region's Shipping Track**. If there is a tie for most, it goes to the tied player whose disc is **closest to the card deck** on the region's Shipping Track. This is the only way to earn a Governor card.

When you earn a Governor, place it in one of the card slots on your player mat (or beside your mat if no slots are available), then gain the attributes granted by the card.

Once a region is open, players may Ship to the region's Trade Routes, and Occupy and Attack actions may take place there. Europe is considered to be open from the start of the game.

TO A TRADE ROUTE

Move a disc from your Harbor to an unoccupied Trade Route in Europe or any **open** region, gaining the Trade token there.

TO THE OPEN SEA

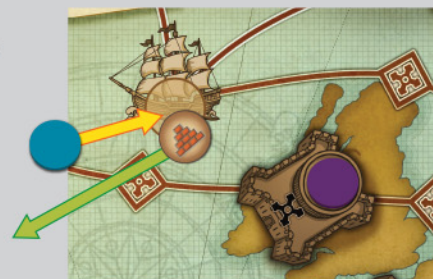
Move a disc from your Harbor beside the Shipping Track of any **open** region (not Europe). This is useful for when you want to gain presence in a region and have no other options.

Purple takes a Ship action by moving a disc from his Harbor to the third space of the shipping track in the Far East region. (The first and second spaces were claimed earlier by Yellow and Blue.) Purple receives the Wealth token from the space as a reward.



Later, Purple Ships to the region again, taking the final space in the shipping track and the Wealth token there. The Far East is now open and the Governor is awarded. Since there is a tie for most discs on the shipping track, it goes to the tied player whose disc is closest to the card deck... Purple earns the valuable Governor card!

Blue Ships a disc from her Harbor to an unoccupied Trade Route in Europe, gaining the Industry Trade token there.



Red wants to get some presence in the Far East, but the Shipping Track is already full... she Ships a disc to the Open Sea beside the Shipping Track there.



OCCUPY

Move a disc from your Harbor to an **unoccupied** City in Europe or in an **open** region, and claim the Trade token from the City.

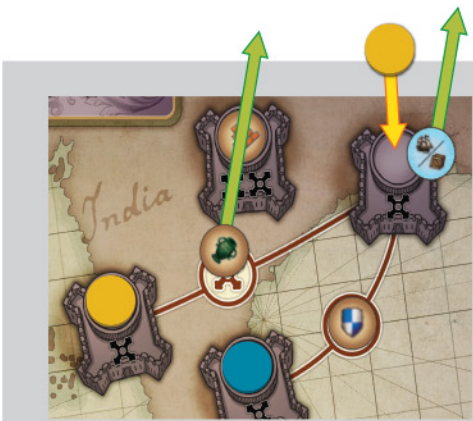
To Occupy in a region, you must have **presence** in the region. This means that you need to have at least one disc already in the region (*either in Cities, Trade Routes, the Shipping Track, or the Open Sea.*) All players are considered to always have presence in **Europe** whether they have discs there or not.

CONTROLLING LINKS

Many of the Cities and Trade Routes are joined to each other by lines called links. If you have a disc in the City/Trade Route at both ends of a link, you are considered to be controlling that link.

Many links begin the game with a Trade token on them. If you are the first player to control such a link, you immediately claim the token.

Note: Controlling a link remains important even once its Trade token has been claimed, since it is worth Glory at the end of the game.



Yellow takes an Occupy action and moves a disc from his Harbor to a City in India, gaining the blue Trade token from there.

This also results in the link with the Culture token on it being controlled for the first time, (since Yellow occupies both ends of the link) so he gains that token too!

ATTACK

First **discard** a disc from your Harbor back to your supply. This disc is your **casualty**; war is costly! Then discard an opponent's disc from a City or Trade Route back to their supply, and occupy the vacated space with a **second** disc from your Harbor.

- You may only Attack **occupied** Cities or Trade Routes in Europe or an **open** region.
- You must have **presence** in a region in order to Attack there. This means that you need to have at least one disc already in the region (*either in Cities, Trade Routes, the Shipping Track, or the Open Sea.*) All players are considered to always have presence in **Europe** whether they have discs there or not.
- As the result of an Attack, you might be the first to control a link with a Trade token on it; in that case you'd claim the token.



Seeing an opportunity, Blue takes an Attack action. She discards 1 disc from her Harbor then uses a second disc to knock Yellow out of the city he just Occupied.

Not only does Blue now control the City, but she denies Yellow the Glory from that link, and gains the nearby Influence token for being the first to control its link!

PAYMENT

Move one disc from a Building of your choice back to your Harbor. This frees both the Building and the disc for later use. (*This is identical to "paying a worker" during the Payment Phase, just during the Action Phase.*)

- You may **not** use the Payment action of a Building on any Building (*including itself*) that permits a Payment action.

Take the **top** Asset card from the card stack of your choice and add it to one of the slots on your player mat (or beside it if there's no room). Gain the attributes displayed on the card.

- Each card has a Draw Value. You may **only** draw a card if you have discs in the the card stack's region/Europe that **equal or exceed the card's Draw Value**.
- Regions **do not need to be open** in order for you to perform the Draw action there; you need only have enough discs **in the region** to draw the top card.
- There are **two** card stacks in Europe; the Europe deck and the Slavery deck. Your discs in Europe are counted towards your ability to draw from **either** deck.
- When **drawing** cards, there is no limit on how many cards you may hold. In the **Discard phase** you may have to discard cards if you have exceeded your card limit.
- The Value-1 cards in each region have a symbol on them. This indicates that when you draw such a card, you immediately gain 1 disc from your supply to your Harbor.



Red performs a Draw action and takes the top card from North America. Although North America isn't open yet, Red does have enough discs in the region to meet the Draw Value (3) of that card.

Red places the card in a slot on her mat, and immediately gains the 2 Industry and 2 Culture displayed on the card.



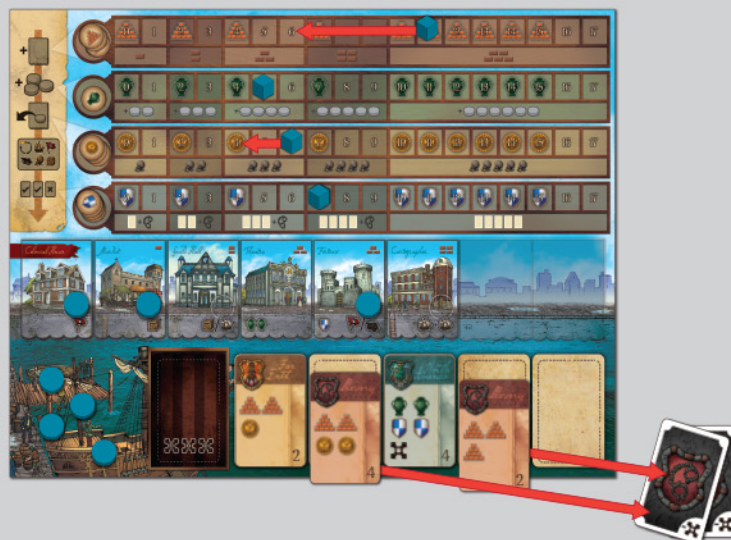
ABOLITION OF SLAVERY

The Value-5 card in the Europe deck is special; it has a label announcing the **Abolition of Slavery**. The first time that **any** player draws this card, **all** players must immediately set aside (but not discard) **all** Slavery cards they hold, reducing their attribute scores to reflect the lost symbols on the set-aside cards. Slavery cards are flipped over and kept near the owner's player mat as a reminder that the player will **lose 1 Glory per card** at the end of the game.



- Set-aside Slavery cards do not count towards your card limit.
- Any Slavery cards that remain on the board when Slavery is Abolished are immediately removed from the game.

Slavery has been abolished (it doesn't matter by whom). Blue happens to hold two Slavery cards on her mat. She is forced to set aside those cards, losing 5 points from her Industry score and 2 points from her Wealth score. She keeps the two Slavery cards face down as a reminder that she'll lose 2 Glory at the end of the game.



PHASE 5: DISCARD

In this Phase, each player must evaluate their cards and determine if they need to discard any. You may freely rearrange cards among your slots as allowed. If after rearrangement you exceed your limits, you must discard cards as necessary (*your choice which*) until you obey your limits. When you discard a card, you must reduce your Status Track by the amounts equal to the symbols on the discarded card.

Your card limit is determined by your **Influence** score. You may keep the number of cards indicated by your card limit, up to a maximum of five cards.

Additionally, you may hold **1 Slavery card beyond your card limit**, not to exceed the 5-card maximum. (*You **may** hold more than one Slavery card, but only 1 of them is exempt from your card limit.*)

There is also a special Free Governor slot on your player mat. This slot can hold **1 Governor card only**. A card in this slot does **not** count towards your hand limit **or** your 5-card maximum.

You **may** hold more than one Governor card, and you do not **have** to keep a Governor card in the Free Governor slot even if that slot is empty. Governor cards in normal card slots **do** count towards your card limit and 5-card maximum.

- When most Asset cards are discarded, they go into a face-up discard pile off the board near Europe. Any card in this pile is available to be drawn by any player using a Draw action; the player's discs in Europe must equal or exceed the drawn card's Draw Value.
Value-1 cards drawn from this discard pile do **not** award the new owner a bonus Population disc.
- When Slavery cards are discarded, they are flipped over and kept near the owner's player mat as a reminder that the player will **lose 1 Glory per card** at the end of the game.
- When Governor cards are discarded, they are removed **from the game**.

END OF THE ROUND

All players should make sure that their Status track markers are in the correct spots; this is easily done by counting the attribute symbols on your Asset cards, Trade tokens, and Buildings. If you discover an error, reposition your cubes so that they are correct.

Then the First Player Crown is passed to the left, and a new round begins!

If the previous round was the seventh round of play, the game ends immediately; proceed to Final Scoring! (You'll know it was the seventh round if all players' Seasides are completely full of Buildings.)



INFLUENCE SCORE (2)

CARD LIMIT (2 +1 SLAVERY)

Purple's Influence score is 3, which means that he can keep 2 cards, plus 1 Slavery card, plus a free Governor. He is one card over his limit, currently holding 3 cards, plus 1 Slavery card, plus a free Governor.

He chooses to lose his South America Value-1 card, discarding it beside the board. He immediately loses the card's two Culture symbols from his Culture track.



GAME END AND FINAL SCORING

After the seventh round, the game ends and each player tallies their own score. Scores are counted in the following order:

- A** Status Tracks. Each Status track features spaces **with** symbols, and spaces **without** symbols. Markers on spaces with symbols stay where they are. Markers are spaces without symbols slide down until they reach the first space that does have one. The final position of your four markers are the Glory point totals you earn for this category.
- B** Extra population. For every 3 discs remaining in your Harbor, add 1 Glory to your score.
- C** Cards & Buildings. Many Asset cards (including Governors) and Buildings feature Glory symbols. Count the Glory symbols and add them to your score.
- D** Empty Governor slot. If there is no Governor card in your Governor slot, add 3 Glory to your score.
- E** Slavery subtraction. If you have any set-aside Slavery cards beside your mat (whether due to discarding or due to Abolition of Slavery), lose 1 Glory per card.
- F** Cities & Links. Count up all of the Glory symbols on Cities you control (Remember that some cities are worth 2 Glory) and all of the Glory symbols on Links you control (whether circular or square). Add this to your score.

An effective way to do this is to remove all of your discs from Shipping Tracks and Open Sea spaces, leaving only those on Cities, Links, and Trade Routes. Then place extra discs onto the links you control, and 1 extra disc onto any 2-Glory City you control. Finally remove your discs on Trade Routes. Count the discs remaining on the board to get your score.

The player with the highest score has built the most successful empire and rules the Age of Sail! In the event of a tie, the tied players share the victory.



- A** 10 Glory for Industry
7 Glory for Culture (pushed down from 8)
7 Glory for Wealth (pushed down from 9)
12 Glory for Influence
- B** 1 Glory for one group of 3 leftover population in his Harbor.
- C** 11 Glory for symbols on cards and Buildings.
- D** 3 Glory for empty Governor slot.
- E** -1 Glory for a set-aside Slavery card.
- F** 19 Glory for Cities and links

Red's final score is 69 points... with luck, this will be enough Glory to emerge victorious from the Age of Sail!