

Another game aid

by Universal Head



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Game: **ENDEAVOR**

Publisher: **Z-Man Games (2009)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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ENDEAVOR

Setup

Randomly distribute the **Trade tokens** across the board, placing one token *glory side down* on every **Shipping Track** space, **City**, and **Connection**.

Separate the **Asset cards** by type, and stack them faceup (from the bottom up: 5-4-3-2-1-Governor, or 5-4-3-2-1-0 for the *Slavery* and the *Europe & The Mediterranean* cards) on the appropriate spaces on the board.

Stack the building tiles by level: 5 of each **level 1 building** (*Market*, *Shipyards* and *Workshop*); 4 of each **level 2 building** (*Bank*, *Barracks* and *Guild Hall*); 3 of each **level 3 building** (*Docks*, *Fortress* and *Theater*); 2 of each **level 4 building** (*Cartographer*, *Trade Office* and *University*); and 1 of each **level 5 building** (*Exchange*, *Museum* and *Parliament*).

Each player chooses a color and takes 1 **player board**, plus 4 **Status markers** and 30 **Population markers** of their color. Each player places their Status markers on the 0 spaces of their Status tracks.

A random first player takes the **First Player marker**.

Turn Sequence

The game consists of 7 rounds, each 4 phases in length. The player with the First Player marker goes first, followed by the other players in clockwise order.

During the first 3 phases each player can act only once, but during the Action phase play continues around until all have *passed*.

1. Build

In turn order, each player must build 1 building.

Choose 1 building tile from those in the stockpile, and add it to an empty building space on your player board.

Your **Industry** score determines your **Build Level** (as indicated on your player board). You may only choose a building from a Build Level *equal to or lower* than your current Build Level. If no such building remains, you may choose a building from the next highest Build Level).

You may build duplicates of building you already have. You may not choose any Build Level 5 building if you have already built a Level 5 building.

If you build a building featuring icons (**Industry**, **Culture**, **Finance**, **Politics**), increase your score on the matching tracks on your player board.

2. Growth

In turn order, each player gains Population markers.

Add **Population markers** from your supply to your Harbor.

Your **Culture** score determines your **Growth Level** (as indicated on your player board). Each level shows the number of Population markers added.

If you do not have enough Population markers in your supply, add as many as you can.

3. Salary

In turn order, each player performs payments.

You perform a payment by returning a Population marker from one of your buildings back to your Harbor.

Your **Finance** score determines your **Salary Level** (as indicated on your player board). Each level shows the number of payments that it permits.

If you have more Population markers on buildings than permitted payments, you may *choose* which of the Population markers will return to the Harbor, and which will remain on buildings.

If you have more permitted payments than Population markers on buildings, *all* Population markers are returned and the excess payments are lost.

4. Action

Starting with the first player and going clockwise, each player performs 1 action at a time, until all players have passed.

When you acquire **Asset cards** and **Trade tokens** with **icons** on them, immediately increase your score on the matching tracks on your player board.



You may never trade or give cards or tokens to other players. You may not discard cards or tokens at will.

Once you pass, you may take no further actions this phase; the turn order continues, but your turn is skipped.

Once all players have passed, the round is over.

Basic actions are indicated by single icons, and **mixed actions** by 2 icons separated by a / (choose which of the actions to take) or a + (take one or both of the actions in either order: in the same region; or if drawing, from the same deck).

There are 2 ways to take an action:

a. Activate a Building

Activate one of your buildings by moving one of your Population markers from your Harbor to the empty **Action circle** of a Building tile. Then perform the action(s) featured on that tile.

A building cannot be activated if it already has a Population marker in its Activation circle, or if it does not have an Activation circle.

b. Spend a Trade Token

Trade tokens with **blue backgrounds** feature Action icons. You may discard one from your harbor and perform the featured action.

The Actions



Ship

Move a Population marker from your Harbor to the Shipping track of a region, taking the unclaimed space on the track *farthest* from the deck.

Take the Trade token in that space as a reward and place it faceup in your Harbor.

You may still ship to a region even if the track there is full—place your marker beside the track and do not take a Trade token as a reward.

The *Europe & The Mediterranean* region cannot be shipped to.

Opening a Region

When the last unclaimed space on a region's Shipping track is taken, the region becomes **open**.

The top card of the Asset deck (the **Governor**) is given to the player that placed the *most* Population markers on the track. On a tie, the card is given to the player with the closest marker to the deck.

When you receive a Governor card, place it in either the free Governor slot *or* in one of the normal card slots on your player board. Immediately take the appropriate Status track increases.

Once a region is open, **Occupy**, **Draw**, and **Attack** actions may take place there.

The *Europe & The Mediterranean* region is considered open from the start of the game.



Occupy

Move a Population marker from your Harbor to an unoccupied city, taking the Trade token there as a reward and placing it faceup in your Harbor.

Only cities in open regions may be Occupied.

To occupy a city you must have **presence** there: at least 1 Population marker already in the region (in other cities or on/beside the Shipping track). All players are always considered to have presence in the *Europe & The Mediterranean* region.

Controlling Connections

If you have Population markers in both cities at either end of a connection, you are **controlling** that connection. The first player to control a given connection takes its Trade token and places it faceup in their Harbor.



Attack

This action costs 2 Population markers. Remove a Population marker from your Harbor and place it in your supply. Then select a city already occupied by an opponent's Population marker (it returns to its owner's supply) and replace it with a second Population marker from your Harbor. You now **occupy** the city.

Only Occupied cities can be Attacked.

To attack a city you must have **presence** there: at least 1 Population marker already in the region (in other cities or on/beside the Shipping track). All players are always considered to have presence in the *Europe & The Mediterranean* region.

Controlling Connections

Connections can come under a player's control as a result of the Attack action.



Payment

Move a Population marker from the Activation space of one of your buildings back to your Harbor, freeing both the building and the Population marker for later use.

A building cannot use its own Payment action on itself.



Draw

Take the top Asset card in an **open** region and place it faceup in one of your player board slots (if there are none available, place it nearby). Take the appropriate Status track increases.

To draw a card from a region's stack, you must have a number of Population markers in the region (in cities or on/beside the Shipping track) equal to or greater than the value of the card.

You may hold as many cards as you wish, and they may be freely moved into and out of your player board slots.

In the *Europe & The Mediterranean* region there are 2 decks, each numbered 0-5 (the 0 value cards require no markers to draw). In this region only Population markers in cities count towards the ability to draw cards; all the cities in the region can count for either deck.

Abolition of Slavery

When this card in the *Europe & The Mediterranean* deck is *first drawn* by any player, all players must immediately set aside all **Slavery** cards they hold, reducing Status track markers to reflect the lost icons.

The Slavery cards are set facedown near the player's player board (they do not count towards a player's card limit) as a reminder that the player loses 1 Glory point per card at the end of the game.

Any Slavery cards left on the main board are immediately removed from the game.

Pass/Discard

Once you pass, you may take no further actions this phase. Your **Politics** score determines your **card limit**: you must discard cards down to this limit, reducing Status track markers to reflect the lost icons.

If your card limit is reduced due to the loss of **Politics** icons, you must continue to discard cards until your card limit is satisfied.

You may also keep **1 bonus Slavery card** beyond your card limit, not exceeding the 5 card maximum (more than one Slavery card may be kept, but only one card per player gets this bonus).

You may also keep 1 'free' Governor card on your player board, which does not count towards your card limit or the 5 card limit.

You are not limited to 1 Governor card, and you are not forced to keep a held Governor in the 'free' slot even if the slot is empty.

Governor cards in normal slots *do* count towards the card limit and the 5 card maximum.

Discarded cards are returned to their decks in the same order as they were set up.

Discarded **Slavery** cards are set facedown near the player's player board (they do not count towards a player's card limit) as a reminder that the player loses 1 Glory point per card at the end of the game.

Discarded Governors are removed from the game.

Cards may be repositioned into any slots desired.

End of the Round

Players recalculate their Status tracks to ensure they are correct, and fix any errors.

Pass the First Player marker to the left, and begin the next round. **If the seventh round was just completed** (the building spaces became full during this Build phase), **the game is immediately over**.

Game End and Victory

At the end of the seventh round, players tally their Glory points.

Remove any remaining Trade tokens from the board and the player boards. Use these (Glory side up) to help count points; each token represents 1 point. Use the larger score chips for 10 and 50 points.

1. On each city in which you have a Population marker, place a Glory token to match Glory icons on those cities. Place 1 Glory token on each connection you control. **Take all those Glory tokens.**
2. Status markers on spaces *without* icons are pushed down to the first space they reach that does have an icon. Add up the points from your Status tracks and **take that many Glory tokens.**
3. Add up the Glory icons on your cards and **take that many Glory tokens.**
4. If you *do not* have Governor card in your 'free' Governor space, **take 3 Glory tokens.**
5. For each *University* you have, **take 3 Glory tokens.**
6. For every 3 Population markers remaining in your Harbor, **take 1 Glory token.**
7. If you have discarded Slavery cards by your player board, **lose 1 Glory token per card.**

The winner is the player with the most Glory points.

On a tie, all tied player share the victory.

Other Notes

Token Storage: you may stack your brown Trade tokens on their Status tracks to save room; keep the stacks on the number that matches the height of the stack.

Phase Order: Alternatively, each player may individually complete the first 3 phases in order before passing to the next player in turn order. This assists in individual planning and speeds up the game.

Track Limit: If a score on a Status track rises above 15, the marker stays at 15. But if you lose icons, be sure that your marker is positioned to reflect your actual total of held icons.

1. Build

In turn order, each player must build 1 building.

Choose 1 building tile from the stockpile and add it to an empty building space on your board.

You may only choose a building from a Build Level *equal to or lower* than your current Build Level (Industry score). You may not choose any Level 5 building if you have already built one.

If you build a building with icons (Industry, Culture, Finance, Politics), increase your matching Status track score(s).

2. Growth

In turn order, each player gains Population markers.

Add them from your supply to your Harbor.

Your Growth Level (Culture score) shows the number of Population markers added.

3. Salary

In turn order, each player performs payments.

Return a Population marker from one of your buildings back to your Harbor.

Your Salary Level (Finance score) shows the number of payments permitted.

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4. Action

Starting with the first player and going clockwise, each player performs 1 action at a time. Once all players have passed, the round is over.

When you acquire **Asset cards** and **Trade tokens** with icons, immediately increase your matching score(s).



Industry Culture Finance Politics Glory

Basic actions are indicated by single icons.

Mixed actions are indicated by 2 icons separated by a / (choose which of the actions to take) or a + (take one or both of the actions in either order: in the same region; or if drawing, from the same deck).

There are 2 ways to take an action:

a. Activate a Building

Activate one of your buildings and perform its actions by moving one of your Population markers from your Harbor to the empty **Activation circle** of a Building tile.

b. Spend a Trade Token

You may discard 1 Trade token with a **blue background** and perform its featured action.

Game End and Victory

At the end of the seventh round, tally Glory points.

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Return a Population marker from one of your buildings back to your Harbor.

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The Actions



Ship

Move a Population marker from your Harbor to the Shipping track of a region, taking the unclaimed space on the track *farthest* from the deck. Place the Trade token there faceup in your Harbor.

When the last unclaimed space on a Shipping track is taken, the region is **open**. The player that placed the *most* Population markers takes the **Governor** card places it in his free Governor slot *or* one of his normal slots, and takes the matching Status track score(s).

Once a region is open, **Occupy**, **Draw**, and **Attack** actions may take place there. The *Europe & The Mediterranean* region cannot be shipped to, and is open from the start of the game.



Occupy

Move a Population marker from your Harbor to an unoccupied city **in an open region**, placing the Trade token there faceup in your Harbor.

You must have at least 1 Population marker already in the region. Players may always occupy the *Europe & The Mediterranean* region.

If you have Population markers in both cities at either end of a connection, you **control** it. The first player to do so places its Trade token faceup in their Harbor.



Attack

This action costs 2 Population markers. Remove a Population marker from your Harbor and place it in your supply. Select a city **already occupied** by an opponent's Population marker and replace it with a second Population marker from your Harbor. You now **occupy** the city.

To attack a city you must have at least 1 Population marker already in the region. All players always have presence in the *Europe & The Mediterranean* region.

Connections can come under a player's control as a result of the Attack action.



Payment

Move a Population marker from the Activation space of one of your buildings back to your Harbor.



Draw

Take the top Asset card in an **open** region and place it faceup in one of your slots. Take the matching Status track score(s). You must have a number of Population markers in the region equal to *or greater than* the value of the card.

In the *Europe & The Mediterranean* region only Population markers in cities count towards drawing cards; all the cities there can count for either deck.

When the **Abolition of Slavery** card in the *Europe & The Mediterranean* deck is *first* drawn by any player, *all* players immediately set aside all **Slavery** cards they hold, reducing matching Status track score(s). Any Slavery cards left on the main board are removed from the game.

Pass/Discard

Once you pass, you may take no further actions this phase. Discard cards down to your card limit (**Politics** score), reducing matching Status track score(s).

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