# ENDEAVOR
AGE OF SAIL

MAIN RULEBOOK

12+ | 2-5 | 60 mins.

Carl de Visser & Jarratt Gray

The Age of Sail (1571 – 1862) was an era of unprecedented expansion across the oceans of the globe, where seagoing empires tied the continents together with mightly fleets. Set sail into a rich strategy game where you are a growing naval power attempting to connect with the distant regions of the world. From your foothold in Europe, you'll strive to make the wisest connections as the maps unfold. Compelling decisions abound; you'll grapple with efficiency, strategy, and even morality. The battles ahead will be fought with cunning as much as with cannons… when it's all over, will it be your empire that writes the history books?

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*) to certain thresholds; by controlling *cities* and *fleets* and 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 successful when the Age of Sail draws to a close!
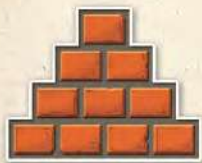
INDUSTRY
Each player will construct a new building every round. If you grow your Industry you will be able to build more efficient and effective buildings than your opponents.

CULTURE
As the game progresses, your empire will grow. A higher Culture will attract more people to your society, giving you the population you'll need to staff your buildings, sail your ships, and fight your battles.

WEALTH
Without money and upkeep your people would stop working. Raise your Wealth reserves to keep your workforce happily paid, which means you can use your buildings more often.

INFLUENCE
Influence reflects the ability to make deals and manage an empire. The more Influence you have, the more resources you'll be able to hold from your far-flung settlements.

GLORY
Glory is the measure of your empire's achievements. Everything you do in the game is with the goal of having the most Glory at the end of seven rounds.

WHAT'S NEW IN AGE OF SAIL?

If you're familiar with the original Endeavor and you'd just like to find out what is new or different in Age of Sail, you can find an overview on our website:

www.endeavorgame.com/updated-rules

EXPLOITS

The major addition to Endeavor: Age of Sail is the new *Exploits* aspect. Exploits are historical events and enterprises from the era that are connected to two of the regions in the game. When those regions open up, that Exploit becomes available for players to interact with and score from.

If you are new to Endeavor, we recommend that you play a game or two without Exploits before trying them. Learn how to add the Exploits to your game in the separate *Exploits Rulebook*.

COMPONENTS

1 DOUBLE-SIDED GAME BOARD

Shipping Track
City
Fleet
Open Sea
Card Deck
Player Count
Links
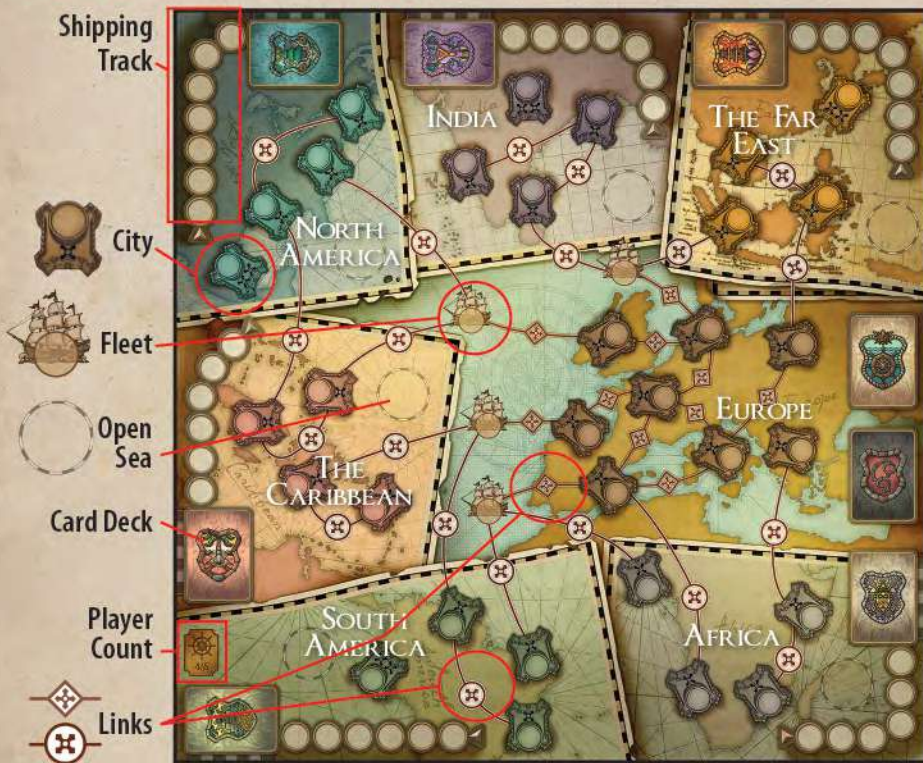
Each side is suitable for different player counts.

Side A is suitable for a 2-player game, a 3-player game, or a high-conflict 4-player game.

Side B is suitable for a lower-conflict 4-player game, or a 5-player game.

• The *Silent Fleet* 2-player variant, which adds a few rules, can be played on **either** side of the board, and feels like a 4-player game. See page 12 for details.

The game board is divided into 7 **areas** (*the dashed lines of the map edges indicate the borders between 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 fleets*) joined by *links*, an *open sea* zone, and a *shipping track* which leads to a *card deck*.

Europe does not count as a *region*. It has **two** card decks and **no** shipping track or open sea zone.

95 TRADE TOKENS

There are eight types of Trade token. Brown **Attribute** tokens award an increase in the displayed attribute. Blue **Action** tokens are spent to perform the displayed action during the game. All tokens are identical on the back.

(17) (20) (17) (25)
(6) (6) (2) (2)

49 BUILDING TILES

There are 19 different types of building. Each building displays its Build Level, the attribute increases it awards (*if any*) and the Actions it permits (*if any*).

Build Level
Activation Circle
Action (bottom right of buildings)
Attribute Increase (bottom left of buildings)
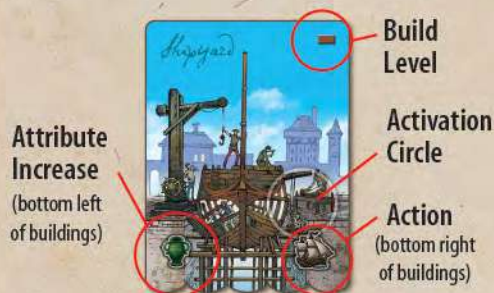
5 START BUILDING TILES

There are 5 start building tiles. Each player begins the game with one. These double-sided tiles are recognizable by their red ribbon.
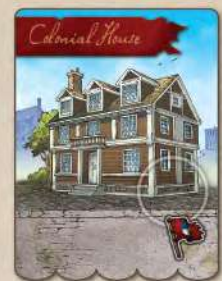
42 ASSET CARDS

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 have Glory symbols, which are scored at the end of the game.

Region name & Crest
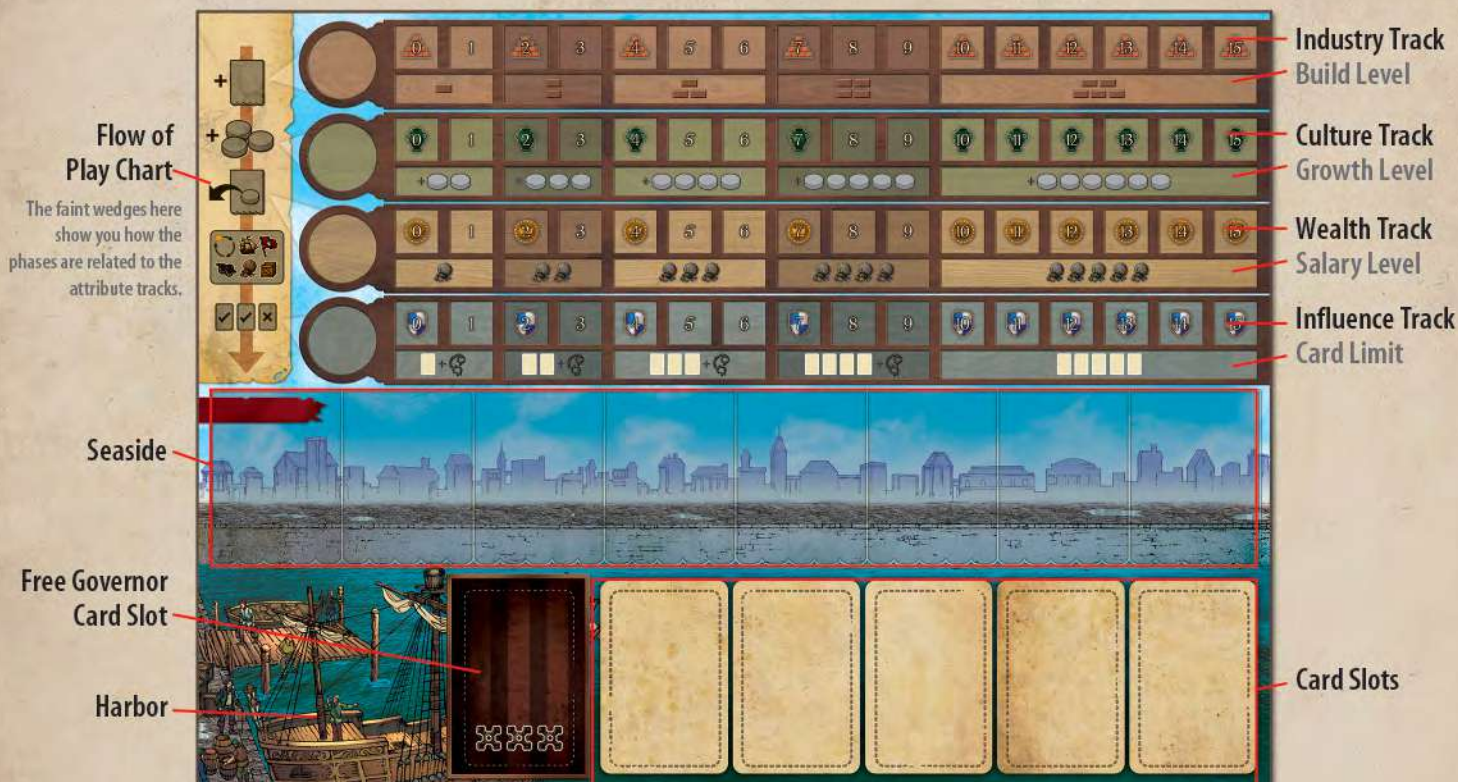**Attribute Symbols**
Draw Value
Glory Symbols

6 GOVERNOR CARDS

Each region also has a *Governor card*. A Governor card works like a normal Asset card except that it is 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.

Attribute Symbols
Region Crest
Governor Stripes

5 PLAYER MATS

Your player mat has four attribute tracks (*Industry, Culture, Wealth,* and *Influence*) where you record your attribute scores. You will construct buildings onto the *seaside* of your mat, organize the cards you gain in the card slots, and store your Trade tokens and population discs here.

Flow of Play Chart

The faint wedges here show you how the phases are related to the attribute tracks.

Industry Track — Build Level

Culture Track — Growth Level

Wealth Track — Salary Level

Influence Track — Card Limit

Seaside

Free Governor Card Slot

Harbor

Card Slots

175 POPULATION DISCS

35 discs in each player color. You will use your discs to activate buildings, occupy cities, ship to shipping tracks and fleets, and represent yourself in other ways. They are simply called "discs" in the rules.

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 CROWN

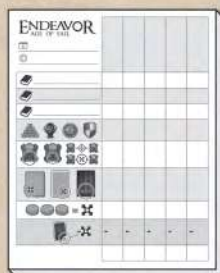This indicates the current start player.

1 CARD GLOSSARY

This displays all of the card values so that you don't have to search through the decks for information.

	0	1	2	3	4	5

1 SCORE PAD

For calculating scores at game end.

4 TRACK EXTENDERS

These are used only if you go above 15 on any of your attribute tracks.

16	17	18

EXPLOIT COMPONENTS

There are a number of other components in the box that are not explained here. All of those are used only if you are using **Exploits** in your game. Please see the *Exploits Rulebook* for a full description of those components and how they're used.

SETUP

These Setup rules do not cover any of the components or steps for setting up Exploits. Please see the Exploits rulebook for that information.

A **Game board.** Choose which side you wish to use, and place it centrally.

B **Trade tokens.** Randomly distribute the 95 Trade tokens face up to the gameboard. Every **circular** space gets one (*shipping tracks, cities, fleets, and circular links*). **Square** links do **not** get tokens. This setup task goes quickly if a few players help out.

C **Asset cards.** Separate the eight 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 **Governor cards.** Slip the Governor card for each region under the edge of the game board by its card deck so that the horizontal row of symbols remains visible.

E **Buildings.** Place the prepared **building tray** near the board.

To prepare the building tray, separate the buildings into stacks by building type (*So for example, all five Markets in one stack*). Place the Level 1 stacks face up in the Level 1 column's pockets, the Level 2 stacks face up in the Level 2 column's pockets, and so on.

Level 1 (5 of each)   **Level 2** (4 of each)   **Level 3** (3 of each)   **Level 4** (2 of each)   **Level 5** (1 of each)

Four Level 5 face down   Three Level 5 face up

For the Level 5 column, there are more building types than pockets. Shuffle the Level 5 buildings face down, then place **four of them face down** in the bottom right pocket. Then place the remaining three Level 5 buildings **face up** in the Level 5 pockets (*including one on top of the facedown tiles*). These three face-up buildings are the only Level 5 buildings available in this game.

F **Player materials.** Give each player a **mat**, and a **player tray** with all 35 **discs** and 4 **cubes** in their chosen color. (*Return unused mats and player colors to the box*). Put your cubes on the 0 spaces of your four attribute tracks, and keep your discs in the tray. (*Discs in the tray are your supply.*)

G **The Crown.** Randomly choose a start player; give that player the Crown.

H **Start buildings.** In turn order clockwise from the Crown, players choose which side of their **start building tile** they wish to use for this game: *Colonial House* or *Merchant Dock*. Place your tile with the chosen side face up in the leftmost spot of your seaside. Then **place 1 disc from your supply** onto your start building's **activation circle**.

You are ready to begin!

Choose board side.

A

Put 1 token on all circular spaces.

B

C Put sorted decks in place.

E Place prepared building tray nearby.

D Slip Governor cards under board by decks.

Players get mats and trays, cubes go on 0 space of tracks.

F

G Start player gets Crown.

H Each player chooses start building, puts a disc on it.

We advise beginners to choose the *Colonial House*. If you choose the more-advanced *Merchant Dock*, increase the cube on your Wealth track from 0 to 1 as indicated by the Wealth icon on the tile.

GAMEPLAY

The game is played over 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.

1: THE CONSTRUCTION PHASE
Each player constructs 1 building.

2: THE GROWTH PHASE
Each player gains population discs.

3: THE SALARY PHASE
Each player pays their workers.

4: THE ACTION PHASE
Players take turns performing actions.
This phase continues until all players have passed.

5: THE DISCARD PHASE
Players must discard cards if necessary.

THE FIRST THREE PHASES

When you first learn the game, run the phases as taught; everyone does Construction, then everyone does Growth, then everyone does Salary. This helps everyone learn.

Once you are comfortable, you might find it smoother to switch to: The start player does Construction, Growth, and Salary; then player 2 does Construction, Growth, and Salary, and so on through the player order. (*Any player may request a return to phase-by-phase order if they feel it is important when making a decision.*)

1: THE CONSTRUCTION PHASE

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 that you built on earlier turns.

Industry Score (5)

Build Level (3)

Red has 5 Industry, so he can construct any building from Build Level 3 or lower. He chooses a Theater from the supply and adds it to his seaside.

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

2: THE GROWTH PHASE

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.

Culture Score (3)

Growth Level (3)

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

3: THE SALARY PHASE

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.

→ **Wealth Score (2)**
→ **Salary Level (2)**

Blue has a Wealth score of 2, so 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. She chooses 2 discs from her buildings and returns them to her Harbor.

4: THE ACTION PHASE

The Action Phase is slightly different from the other phases; beginning with the start player and proceeding clockwise, each player either **performs an action** 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 attribute track(s) by the amount of symbols shown.

> If you ever exceed 15 on a track, place a Track Extender at the end of that attribute track to increase that track's length as needed.

16	17	18

• When you claim a brown **Attribute** Trade token, stack it in the circular space at the base of the matching track. When you claim a blue **Action** Trade token, keep it in your Harbor.

• You may **never** trade or give cards or tokens to other players, nor discard cards or tokens at will (*however you may be forced to discard cards in the Discard phase as described below*).

Blue gains a Wealth token and places it at the base of the Wealth track. She increases her Wealth track by moving the cube up 1.

Blue gains a blue Action token and keeps it in her Harbor; she can use it later.

TAKING ACTIONS

There are two ways to perform an action on your turn: either **Activate a Building** or **Spend an Action token**. If you can not (*or do not wish to*) perform an action with either method, you must **pass**.

ACTIVATE A BUILDING

To activate a building, move a disc **from your Harbor** to an building in your seaside that has an empty **activation circle**. Then perform the action(s) allowed by the building.

The disc you place on the building simply triggers the action. Many of the actions (*Ship, Occupy, and Attack*) will then require you to use additional discs from your Harbor to actually **carry out** the action.

SPEND AN ACTION TOKEN

To spend a blue Action token from your Harbor, discard it **from the game** and perform the action it permits.

Some buildings permit you to perform **more than one action**, indicated by a "+" symbol between them; when you activate such a building, you may perform **one or both** of the actions, in any order you choose. Performing multiple actions from one building still counts as one turn. Resolve each action fully before beginning the next.

Some buildings and blue tokens permit you to **choose between multiple actions**, indicated by a "/" symbol between them; when you activate such a building or token, you may take only **one** of the actions.

SHIP

There are three ways to Ship. You may Ship to a **shipping track**, or to a **fleet** space, or to an **open sea** zone. You do **not** need to already have presence in a region in order to Ship there.

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.

Purple takes a Ship action by moving a disc from their 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.

OPENING A REGION

All regions (*but not Europe*) begin the game **closed**. 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, flip it to its vertical orientation and place it in one of the card slots or the Free Governor slot 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 fleets, and Occupy and Attack actions may take place there. Europe is considered open from the start of the game.

Later, Purple Ships to the region again, taking the final space in the shipping track and the Industry 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!

TO A FLEET SPACE

Move a disc **from your Harbor** to an unoccupied **fleet** space in Europe or in any **open** region, gaining the Trade token there.
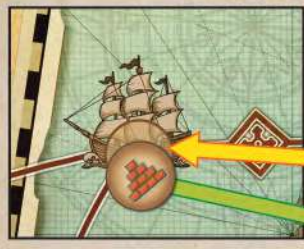
Blue Ships a disc from her Harbor to an unoccupied fleet in Europe, gaining its Industry Trade token.

TO AN OPEN SEA ZONE

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

- Any number of discs belonging to any number of players may occupy the open sea of a region at once.

Red wants to get some presence in the Far East, but the shipping track is already full... he Ships a disc to the open sea zone there.

⚑ OCCUPY

Move a disc from your Harbor to an **unoccupied** city in an **open** region or Europe, 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, fleets, the shipping track, or the open sea.*) All players are considered to always have presence in **Europe** whether they have discs there or not.

Yellow takes an Occupy action and moves a disc from their Harbor to a city in India, gaining the blue Action 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 Yellow gains that token too!

CONTROLLING LINKS

Many of the cities and fleets are joined to each other by lines called *links*. If you have a disc in the city/fleet at **both ends** of a link, you are considered to be **controlling** that link.

Circular 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**.

Yellow controls these links

Note: Controlling a link remains important even once its Trade token has been claimed; links are worth Glory at the end of the game.

🗲 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 fleet back to their supply (*this disc is their casualty*), and occupy the vacated space with a **second** disc from your Harbor.

- You may **only** Attack **occupied** cities or fleets in Europe or **open** regions.

- 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, fleets, 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 attacks! She discards 1 disc from her Harbor then uses a second disc to knock Yellow out of the city.

*Blue now controls the city and 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 Salary Phase, only it is during the Action Phase.*)

Some buildings feature the 🚫 symbol. Workers on these buildings may **not** be paid during the Action phase of a round (*ie with a Payment action from a building or token*); they may **only** be paid during the Salary phase.

UNUSUAL BUILDINGS

Most buildings' features are limited to attribute symbols, Glory icons, and the five standard actions. There are two buildings with special powers that need some clarification.

MEMORIAL

Once you have built the **Memorial**, whenever you suffer a casualty due to Attacking **or** being Attacked, you may place the casualty at the base of any attribute track and treat it as if it were a Trade token of that attribute.

CITY HALL

At the end of the game, **City Hall** is worth 1 Glory for every Draw symbol on your buildings (*including the one on this tile*).

DRAW

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 your presence in the area **equals or exceeds 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 presence **in the region** to draw the top card.

- There are **two** card stacks in Europe: the *Europe deck* and the *Slavery deck*. Your presence in Europe is 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 exceed your card limit.

  Your card limit is determined by your Influence score; see the Discard Phase on page 10 for details.

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 his mat, and immediately gains the 2 Industry and 2 Culture displayed on the card, adjusting his attribute tracks to reflect the gains.

The Value 1 cards in each **region** have a **+⚪** symbol on them. This indicates that when you gain such a card, you immediately gain 1 disc from your supply to your Harbor.

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 gains 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.

SLAVERY IN ENDEAVOR

Endeavor: Age of Sail is a historical game that spans the time period during which the slave trade reached its global peak, but also when the terrible practice was eventually met with abolishment and revolution; first steps in a journey towards justice that continues to this day. We considered removing it from the game for this edition, but ultimately decided that removing it would be like tearing a chapter from a history textbook because we were uncomfortable to confront it. Our goal is to acknowledge this grim segment of history with respect for its victims while presenting a rare moral choice to players. There is no simulation of slavery or movement of people in the game, but players can make the choice to have their society be one that engages in slavery by drawing from a particular deck of asset cards, or one that doesn't. Players may ignore the slavery deck, or even actively work towards abolishing slavery. We added two particular events to the Exploits system (*The Haitian Revolution and The Underground Railroad*) that shine some light on how pieces of this evil institution were broken near the end of this era. It's unusual for a board game to touch on such a charged subject; Endeavor has stirred up many conversations around our game table about slavery's impact on history, the morality of colonization-type games, the ethics of competition, and the role of games in exploring those themes. We hope that it does around yours as well.

To learn more about slavery's past and present, visit the **National Underground Railroad Freedom Centre in Cincinnati** or visit **www.freedomcenter.org.**

5: THE DISCARD PHASE

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 limit, you **must** discard cards as necessary (*your choice which*) until you obey your limit. When you discard a card, you must **reduce** your Attribute track(s) 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.
>
> *If there is no card in your Free Governor slot at the end of the game, the empty slot is worth 3 Glory.*

Influence Score (3)

Card Limit (2 +1 Slavery)

Purple's Influence score is 3, which means that they can keep 2 cards, plus 1 Slavery card, plus a free Governor in the Free Governor slot. Purple is one card over their limit, currenty holding 3 cards, plus 1 Slavery card, plus a free Governor.

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

- When a **Slavery card** is discarded, it is 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 a **Governor card** is discarded, it is removed **from the game.**

- When **any other Asset card** is discarded, it goes into a face-up discard pile off the game board near Europe. **Any card in this pile** is available to be drawn by any player using a Draw action; the player's presence in Europe must equal or exceed the drawn card's Draw Value.

  Value 1 cards drawn from this discard pile **do** award the new owner a bonus Population disc.

END OF THE ROUND

All players should make sure that their Attribute 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 Crown is passed to the left to denote a new start player, 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.*)

GAME END AND FINAL SCORING

After the seventh round, the game ends. Scores are counted in the following order and recorded on the Score pad for easy calculation:

📖 The first three rows on the score pad are for *Exploits*; ignore them if you aren't using Exploits.

A **Attribute Tracks.** Each Attribute track features spaces **with** symbols, and spaces **without** symbols. Markers on spaces with symbols stay where they are. Markers on spaces **without** symbols slide down until they reach the first space that **does** have one. Add up the final positions of your four markers and add this total to your score.

B Remember that **fleets** count as link endpoints too!

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 total to your score.

Some players are comfortable counting this all up "freehand", but if you want to be sure you didn't miss anything, try this method: Remove all of your discs from shipping tracks and open sea spaces, leaving only those on cities and fleets. Then place extra discs onto the links you control, and 1 extra disc onto any 2-Glory cities you control. Finally **remove** your discs from fleets. **Count the discs remaining on the board to get your total.**
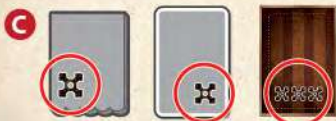
C **Buildings, Cards, and Free Governor slot.** Count up any visible Glory symbols on the **buildings** in your seaside, the **Asset cards** (*including Governors*) in your card slots, and the **Free Governor slot** (*if there is no Governor in that slot*). Add this number to your score.

D **Extra population.** For every 3 discs remaining in your Harbor, add 1 Glory to your score. Ignore remainders.

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.

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.

Red calculates his score. He scores:

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 *19 Glory for cities and links*

C *14 Glory for symbols on buildings, cards, and an empty Free Governor slot.*

D *1 Glory for one group of 3 leftover population in his Harbor.*

E *-1 Glory for a set-aside Slavery card.*

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

THE "SILENT FLEET" 2-PLAYER VARIANT

While *Endeavor: Age of Sail* can be played by 2 players on Side A of the board without any changes to setup or rules, the **Silent Fleet** 2-player variant provides interesting conflict through the use of "neutral" discs. With them you can attempt to starve your opponent of valuable Trade tokens, prevent their forming of link networks, and speed up the opening of regions. *Silent Fleet* can be played on either side of the board, and it will feel similar to a 4-player game on that side. This is a more aggressive play mode than normal, so it might not fit all play styles.

SETUP

Set up as for a normal 2-player game. In addition, choose an unused player color and set its player tray at one side of the board. The only components you will use from this tray are its discs. The discs **are** the Silent Fleet.

GAMEPLAY

The only phase of the game that is affected is the **Action phase**; all other phases remain the same. During the Action phase, the Action you take on your turn may provoke a **reaction from the Silent Fleet**. After you complete your turn fully, do the following based on which action you performed:

SHIP	OCCUPY	ATTACK	DRAW	PAYMENT
Add a Silent Fleet disc to the next available space on any one **shipping track**, or onto an unoccupied **fleet** space in any **open** region or Europe. (*If there is no available space, do nothing.*) Discard the space's Trade token from the game.	Add a Silent Fleet disc to any unoccupied city in Europe or in an open region where the Silent Fleet has **presence**. (*If there is no such city, do nothing.*) Discard the city's Trade token from the game.	Do nothing.	Discard (*from the game*) the top card from any one region deck where the Silent Fleet's presence **equals** or **exceeds** that card's Draw Value. (*If there is no such card, do nothing.*)	Do nothing.
The Silent Fleet **can** win a Governor card when a region is opened, following normal rules for determining the Governor. If this happens, discard that Governor card from the game.	The Silent Fleet can **not** control links, so even if the Silent Fleet occupies both end of a link, it will **not** collect the token on the link.	Cities and fleets occupied by the Silent Fleet **may** be attacked by players as normal.	If the *Abolition of Slavery* card is discarded by the Silent Fleet, the Abolition of Slavery **is** triggered.	

MULTI-ACTION BUILDINGS

If on your turn you had activated a building that allowed you to take more than one action, you **choose** one of the actions (*which you must have actually performed*) to trigger the Silent Fleet's reaction; the Silent Fleet only reacts **once** after each turn.

For example if you had used the Docks on your turn and performed both Ship and Occupy, you would choose one or the other for the Silent Fleet to react to after your turn.

Below are a few optional rules that you might enjoy for the Silent Fleet variant. (*Make sure to agree about which ones are active before you begin!*):

1. Limited Occupy. When reacting to Occupy, the Silent Fleet's disc may only be added to the **same area** where you Occupied.

2. No Reaction to Tokens. The Silent Fleet does **not** react when you play a blue Action token on your turn; **only** when you activate a building.

3. Building Scarcity. At the start of every round **before** the Construction phase, the player **without** the Crown discards one building from the supply. *The building may come from any level equal to or lower than that player's Build Level.*