Endeavor

Players	3 - 5	Length	90 min.

Set-up	• Place the game board, divided into seven regions, on the table. • Sort the Asset Cards by the 8 different symbols and place them, in ascending order, on the board, with the Governor card, where present, on top. • Shuffle the 95 Trade tokens and randomly place them face-up on the board on every Shipping Track space, City, and Connection. • Separate the Building Tiles into 15 stacks organized by Build Level. • Each player takes a player board and pieces of one color. Place cubes on "0" of each Status. • Starting player is determined randomly and takes the First Player Marker (crown).

Rules	Each round has 4 phases, each executed in clockwise order from start player.
	Phase 1 – The Build Phase – each player builds one building, equal to or lower than the Build Level on Industry Status Track, adjusting Status levels immediately for icons.
	• may build duplicates of buildings, may only build one Level 5 building.
	Phase 2 – The Growth Phase – each player places Population markers from their supply to their harbor equal to the Growth Level on Culture Status Track.
	Phase 3 – The Salary Phase – each player may return Population Markers from occupied buildings back to the harbour equal to Salary Level on Finance Status Track.
	Phase 4 – The Action Phase – each player performs one action by activating unoccupied buildings or spending Trade Tokens. Continue until all players have passed.
	1) Ship – place one population from harbor on furthest unclaimed space from card stack on any Shipping Track, claiming the Trade Token.
	    • If this fills the Shipping Track, Region is now open and the Governor card is given to the player with the most Population Markers on the Region's Shipping Track (ties to the player with the marker closest to the deck of cards).
	    • Ship to a Region with a full Shipping Track by placing marker beside the Shipping Track.
	2) Occupy – move one population from harbour to an unoccupied city in an Open Region where the player has presence, claiming the Trade Token.
	    • If this creates a controlled connection, claim the Trade Token if present.
	3) Attack – replace a marker on any city, where the player has presence, occupied by an opponent with one from Harbor, paying one population as penalty to supply.
	4) Payments – move one population from an occupied building to the player's harbor.
	5) Draw – take the top card from an Asset Card stack in any open region
	    • Must have as many population markers in that Region as the card's value.
	    • Discard all slavery cards if the value "5" card in the starting region is drawn.
	6) Pass / Discard – once a player has passed, they discard down to Card Limit on Politics ST.
	    • Discarded cards return to their original card stack, arranged in increasing value.
	    • Discarded Slavery cards are turned face-down beside the player's board.
	    • Discarded Governor cards are removed from the game.
	End of Round – starting player token moves clockwise and the new round begins.

Game End	Game ends at the end of Round 7, based on the player's building spaces being full.
	End Points - Cities and Connections on the map (most worth 1, some worth 2)
	               - Status Tracks: points based on icon locations, markers move down.
	               - Buildings and Cards: 1 point for each Glory icon.
	               - Governor Space: 3 point if the "free Governor" space is unoccupied.
	               - Population: 1 point for every 3 population markers in a player's harbour.
	               - Slavery: lose 1 point for each slavery card discarded during the game.

Winner	Winner is the player with the most Glory points. No tie-breakers.