Trade and Expansion in the 18th Century

ENDEAVOR



It is a time when the maps of the world are still being filled in. Seagoing empires expand their frontiers by sending ships to the farthest reaches of the globe in search of new lands, new alliances, and new conquests. The wealth of the newly-discovered worlds abroad is a tempting prize for those with the strength and the cunning to seize it... and to hold it!

You represent a growing empire engaged in a glorious endeavor to expand your influence and status at home and across the great oceans of the world. Through exploration and shipping, colonization and war, you will struggle with the other great powers to control the resources and the regions that unfold before you. You must strike a balance between cultural, political, industrial and financial gains, making all of the right decisions to ensure your empire's eventual dominance. The paths you take, the battles you wage, and the choices you make will determine the ultimate shape of the new world...

Once the maps of the world are all filled in,
will it be your empire that rises above the rest?

Ages 12+ • 3-5 Players • 90 Minutes

OBJECTIVE

The goal in *Endeavor* is to earn the most glory for your empire. Players earn glory by increasing their scores in Industry, Culture, Finance, and Politics, as well as by occupying cities, controlling connections between cities, and by holding certain Asset Cards and Building Tiles. Short-term goals of constructing useful buildings, gathering Trade Tokens, and obtaining Asset Cards must be balanced with the overall goal of attaining glory as you compete for control over the various regions of the world. The game only lasts seven rounds, and when it is over you want to be the one who has earned the most Glory points!

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Z-MAN games

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or suggestions please contact
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COMPONENTS

1 Game Board

The main playing area is divided into seven *regions* which are distinguishable by their color and by the map borders that separate them; *Europe & the Mediterranean, the Far East, India, North America, the Caribbean, South America,* and *Africa.*

Each region has *cities* with *connections* to other cities, a *Shipping Track*, and a place for a stack of cards.

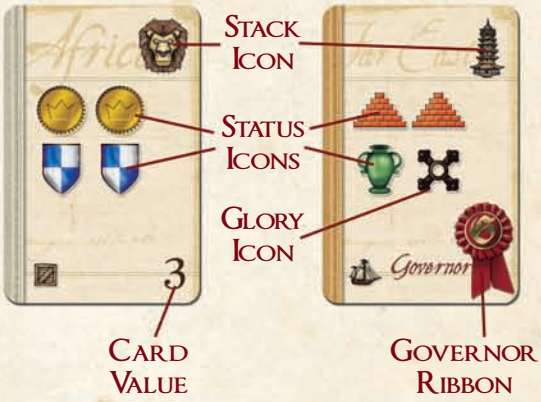
Europe & the Mediterranean is often referred to as the *starting region* of the game. It is unique in that it has **two** card stacks, and has **no** Shipping Track.



48 Asset Cards

There are eight different six-card decks of Asset Cards; one deck for each region plus a *Slavery* deck. Asset Cards will grant Status Track increases and/or Glory points to the player who holds them, corresponding to the icons displayed on the card. Each card has a stack icon to show which stack it belongs to.

Most decks contain a *Governor* card, which has special properties. Governor cards are obtained differently from the other cards, and are marked with a Governor ribbon to distinguish them.



95 Trade Tokens

There are eight different types of Trade Token. The tokens with brown backgrounds grant Status Track increases to the player who holds them. The tokens with blue backgrounds may be spent during the game to perform the featured action. All tokens have a ✠ Glory icon printed on the reverse. Tokens remain glory-side down until the game is over, at which point they are flipped glory-side up and used as scoring chips.



26 Large Scoring Chips

These are used to help count player scores at the end of the game. Each has a "10 Glory" side and a "50 Glory" side.



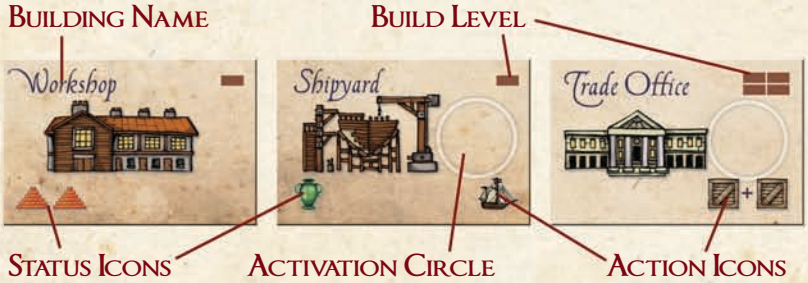
5 Player Boards

Each Player Board allows the players to track their status in Industry, Culture, Finance, and Politics. Players also build Buildings here and organize their Population Markers, Trade Tokens, and Asset Cards.



45 Building Tiles

There are fifteen different Building Tiles. Each building offers different status track bonuses and/or actions to the players who construct them. A building's Build Level indicates how difficult it is to construct.



150 Population Markers

Thirty discs in each player color. These markers are used to represent each player's shipping efforts to the various regions of the board, presence in cities, and activation of buildings.



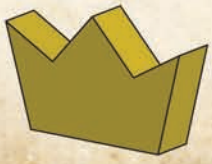
20 Status Track Markers

Four cubes in each player color. These markers are used on the Player Boards to track player Industry, Culture, Finance, and Politics scores.



1 First Player Marker

This crown-shaped marker indicates the current First Player.



Iconography

During the game you will encounter the following symbols many times. These symbols are the keys to making your empire great!



Industry

Each player will build a new building in every round. Those with greater Industry are able to build more efficient and effective buildings to greatly enhance the development of their empire.



Culture

As the game progresses, your empire will grow. Those with greater Culture attract more people to their society, gaining the population resources required to carry out their plans.



Finance

Without money and upkeep your people would stop working. Those with greater Finance will be able to ensure a happily paid workforce that will be eager for new tasks and assignments.



Politics

Politics reflects the ability to make deals and manage an empire. Those with greater Politics have greater resources and holdings, which in turn help to enhance every aspect of their expansion efforts.



Glory

Glory is gained through trade, conquest, and expansion. Those with the most Glory have truly shown the greatness of their empire!

PREPARATION

1. Place the game board in the middle of the table.

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

3. Separate the Asset Cards by type, and stack them face-up in their appropriate place on the board. Each stack should be ordered from the bottom up as follows: **5-4-3-2-1-Governor.** (or 5-4-3-2-1-0 in the case of the Slavery and Europe & The Mediterranean decks, which do not have Governor cards.)

4. Make stacks of identical Building Tiles. There should be:

   5 of each Level 1 Building
   (Market, Shipyard, 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)
   1 of each Level 5 Building
   (Exchange, Museum, and Parliament)

   Arrange the stacks in a stockpile near the board, keeping stacks of matching levels together. This will make it easier for players to choose which buildings they want to build during the game.

5. Give each player 1 Player Board, all 4 Status Markers and all 30 Population Markers of one color. Return unused Player Boards, Status Markers, and Population Markers to the box. Each player places their Player Board in front of them, places their Status Markers on the "0" spaces of the four Status Tracks on their Player Board, and creates a supply of Population Markers near their Player Board.

6. Randomly select a first player and give them the First Player Marker.

7. Set aside the large Scoring Chips for now; they will not be needed until the end of the game.



PLAYING THE GAME

The game lasts seven rounds, each consisting of four phases. The player with the First Player Marker goes first during each phase, with the other players following in clockwise order. During the first three phases each player gets to act only once, but during the Action Phase play continues around until all players have *passed*.

Phase 1: The Build Phase

Players build new buildings for themselves.

Phase 2: The Growth Phase

Players gain more Population Markers.

Phase 3: The Salary Phase

Population Markers that were used to activate buildings become available to be used again.

Phase 4: The Action Phase

Players take turns performing various actions by activating their buildings or by spending Trade Tokens. *Ship* to earn resources, establish presence in regions, and eventually open up regions for other actions. *Occupy* to gain control over empty cities. *Attack* to drive enemy forces from occupied cities. Make *Payments* to refresh your activated buildings and free up your population for new tasks. *Draw* to gather a region's resources and gain a big boost to Status Tracks.

PHASE 1: THE BUILD PHASE

In turn order, each player builds one building.

During the Build Phase, each player **must** choose one Building Tile from those available in the stockpile, and add it to an empty building space on their Player Board. Each player's **Industry** score determines their *Build Level*. Each building belongs to one of the five Build Levels, indicated by an icon on its tile. Players may only choose a building if it is from a Build Level **equal to or lower than** their current Build Level. *(If no such building remains, players may choose a building that is from the next Build Level up.)*



Example: Green has 5 Industry, so she may choose any building from Build Level 3 or lower. Green chooses the Theater, and places it into an empty building space on her Player Board.



- Players **may** build duplicates of buildings that they already have.
- Players may **not** choose any building from Build Level 5 if they have already built a Level 5 building.
- Some buildings feature one or more Industry, Culture, Finance, and Politics icons. When buildings featuring such icons are built, the player increases their score in the corresponding track by pushing the Status Marker on that track up by the amount of icons shown.



Example: Green's new Theater features two Culture icons. Green pushes her Culture Status Marker up two spaces.

Once each player has built one building, go to the next phase. *Note that if the building spaces on the Player Boards became full this round, this is the seventh and final round of the game!*

Status Rewards

Increasing your scores on Status Tracks will earn you the bonuses detailed in the charts below.

Industry

Minimum Industry Required	Build Level: Indicates which buildings may be built
0	1
2	2
4	3
7	4
10	5

Culture

Minimum Culture Required	Growth Level: Number of markers added to harbor
0	+2
2	+3
4	+4
7	+5
10	+6

Finance

Minimum Finance Required	Salary Level: Number of payment actions permitted
0	1
2	2
4	3
7	4
10	5

Politics

Minimum Politics Required	Card Limit: Number of cards you may hold after passing
0	+5
2	+6
4	+7
7	+8
10	10

PHASE 2: THE GROWTH PHASE

In turn order, each player gains Population Markers.

During the Growth Phase, each player adds Population Markers from their supply to their Harbor. Each player's **Culture** score determines their *Growth Level*. Each Growth Level shows the number of Population Markers that are added from the supply.

- If a player does not have enough Population Markers in their supply, they add as many as they can.

Once all players have added their Population Markers, go to the next phase.



Example: Purple has a Culture score of 2, which gives him a Growth Level of 3. Purple takes 3 Population Markers from his supply and adds them to his harbor.



PHASE 3: THE SALARY PHASE

In turn order, each player performs Payments.

During the Salary Phase, each player performs a number of Payments. (A player performs a Payment by returning a Population Marker from one of their buildings back to their Harbor.) Each player's **Finance** score determines their *Salary Level*. Each Salary Level shows the number of Payments that it permits.

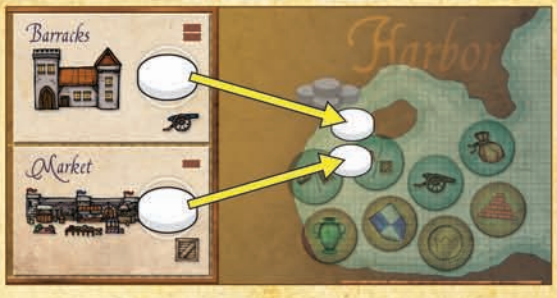
- If a player has more Population Markers on Buildings than permitted Payments, they may **choose** which of the Population Markers will return to the Harbor, and which will remain on buildings.
- If a player has more permitted Payments than Population Markers on Buildings, **all** Population Markers are returned and the excess Payments are lost.

Paying salaries and returning markers in this way will allow buildings to be activated in the Action Phase, since a building with a Population Marker on it cannot be activated.

**Note: During the first round of the game, no players will have any Population Markers on their buildings, so this phase will have no effect in that round.*



Example: White has a Finance score of 3, which gives her a Salary Level that permits 2 Payment Actions. White returns 2 Population Markers from her occupied buildings to her Harbor.



PHASE 4: THE ACTION PHASE

Each player performs one action at a time, starting with the First Player and continuing clockwise around the table until all players have passed (because they are not willing or are not able to perform any more actions).

Basic Rules Of The Action Phase

- During the Action Phase, players may acquire Asset Cards and Trade Tokens featuring Industry, Culture, Finance, and Politics icons. When tokens or cards featuring such icons are collected, the player immediately increases their score in the corresponding tracks by pushing the Status Marker on those tracks up by the number of icons shown.

Example: Red has acquired the Far East Governor Card, which shows 2 Industry Icons, 1 Culture icon, and 1 Glory icon. Red increases his Industry score by 2, his Culture score by 1, and will earn 1 Glory if he still holds the card when the game ends.



Example: Red has acquired a Trade Token featuring a Politics icon. Red increases his Politics score by 1.



- Players may **never** trade or give cards or tokens to other players.
- Players may **not** discard cards or tokens at will. (However players may be **forced** to discard cards once they have passed, as described below.)
- Once a player passes, they may take **no** further actions this phase; the turn order continues as normal, skipping that player.
- Once **all** players have passed, the phase–and the round–is over. Go to the *End Of The Round* section.

TAKING ACTIONS

There are two methods by which a player may take an action.

Method A: Activate A Building

The most common way to take an action is for a player to activate one of their buildings. To activate a building, a player moves one of their Population Markers from their Harbor to the empty Activation Space of a Building Tile. (A building can not be activated if it already has a Population Marker in its Activation Circle, or if it does not have an Activation Circle.) They may then perform the action(s) featured on that Building Tile.

Example: Black moves an available Population Marker from his Harbor to the empty Activation Space of his Shipyard. This will permit him to perform the Ship action featured on the Shipyard tile. Note that he could not have activated his Bank because it does not have an Activation Circle



Method B: Spend A Trade Token

Some Trade Tokens (the ones with blue backgrounds) feature Action icons instead of Track icons. A player may spend such a token from their Harbor to perform the featured action. The Trade Token is discarded once spent.



Example: Black has a token in his Harbor with an Attack action icon on it. He discards the token and performs the Attack action.



THE ACTIONS

Ship • Occupy • Attack • Payment
Draw • Pass / Discard

SHIP

The player moves a Population Marker from their Harbor to the Shipping Track of a Region, taking the unclaimed space on the track that is **farthest** from the stack of cards. The player gets the Trade Token that was in that space as a reward, which they place face up in their Harbor.



Example: White performs a Ship action by moving a marker from her Harbor to the third space on the Far East's Shipping Track. (The first and second spaces on the track have already been claimed by Black and White respectively.) White receives the Politics Trade Token from the space as a reward.

- A player may still Ship to a Region even if the Shipping Track there is full – the Population Marker is placed **beside** the Shipping Track and no Trade Token is rewarded.
- The central starting area of Europe & the Mediterranean **cannot** be Shipped to; the two card stacks in that region do not have Shipping Tracks.

Basic vs. Mixed

Buildings and Trade Tokens will allow you to perform a number of different actions. The Basic Actions each have their own section in the rules, but there are also a number of Mixed Actions which have a few simple additional rules. All Basic and Mixed Actions are listed below.

Basic Actions

Ship
See the rules in the Ship section.

Occupy
See the rules in the Occupy section.

Attack
See the rules in the Attack section.

Payment
See the rules in the Payment section.

Draw
See the rules in the Draw section.

Mixed Actions

Ship/Draw
The player chooses which of the two actions to take.

Occupy/Draw
The player chooses which of the two actions to take.

Occupy/Attack
The player chooses which of the two actions to take.

Occupy & Ship
The player may take one or both of the two actions, in either order. Both actions must occur in the same region.

Ship & Ship
The player may Ship once or twice; if twice, both actions must occur in the same region.

Draw & Draw
The player may Draw once or twice; if twice, both cards must come from the same card stack.

SHIP (CONTINUED)

Opening A Region

When the **last** unclaimed space on a Shipping Track is taken in a Region, the Region becomes *open*.

The top card of the Asset Card stack, called the *Governor,* is awarded to the player that placed the **most** Population Markers on the Region's Shipping Track. *(If two or more players are **tied** for most, then the Governor is awarded to the tied player with the marker **closest** to the deck of cards—thus the most recently placed marker).* This is the **only** way a player can receive one of the 6 Governor Cards.

When a player is awarded a Governor card, it is placed in either the "free Governor" slot **or** in one of the normal card slots on their Player Board (*or nearby if no slot is available*) and the player immediately receives the Status Track increases granted by the card's icons.

Once a Region is open, Occupy, Draw, and Attack actions may take place there. The starting area of Europe & the Mediterranean is considered open from the start of the game.



Example: Black has just claimed the last space of Africa's Shipping Track via a Ship action. This opens the region, so the Governor card is awarded. Usually it would go to the player with the most markers on the Shipping Track, but Red and White are tied for most with 2 apiece. The tie is broken by "most-recently placed marker", which in this case is Red's. Red receives the Governor card, and will raise his Finance score by 2 and his Politics score by 1 thanks to the icons on that card.

OCCUPY

The player moves a Population Marker from their Harbor to an unoccupied city. The player collects the Trade Token that was in that city as a reward, which they place face up in their Harbor.

- **Only cities in *open* Regions may be Occupied.**
- To Occupy a city, the player must already have *presence* in that Region. This means they need to have at least one Population Marker **already** in the Region. (In other cities or on/beside the Shipping Track.) All players are considered to have presence in Europe & the Mediterranean regardless of whether they have any markers there or not.



Example: Africa is an open region thanks to Black's move in the previous example. Purple performs an Occupy action and moves a Population Marker from his Harbor to the unoccupied city indicated. (He could have Occupied the other city if he wanted to instead.) Purple receives the Politics Trade Token as a reward.

Controlling Connections

Many of the cities in the game are connected to other cities. When a player has Population Markers in **both** cities at either end of a connection (via Occupy and/or Attack actions), they are considered to be *controlling* that connection.

All connections begin the game with a random Trade Token placed on them; the **first** player to control a given connection during the game immediately collects its token as a reward and places it face up in their Harbor.

**Note: Even after its token has been claimed, control of the connection remains valuable because it will be worth a Glory point at the end of the game.*



*Example: A bit later, Purple has Population Markers in both of the African cities pictured, so he is **in control** of the connection between them. (Note that he could have gotten the markers into either city by using Occupy actions, Attack actions, or both; it makes no difference.) Since he is the first player in the game to control that specific connection, he collects the Industry token there as a reward.*

ATTACK

This action costs 2 Population Markers. The player first removes a Population Marker from their Harbor and places it in their supply. Then the player selects a city that is already occupied by an opponent's Population Marker, and replaces the opponent's marker with a second Population Marker from their Harbor. (The displaced marker is returned to the opponent's supply.) At the end of the Attack action, the attacked city is considered to be *occupied* by the attacker.



Example: White performs an Attack action. She first moves a Population Marker from her Harbor to her supply. Then she moves a second Population Marker from her Harbor and displaces Purple's Population Marker from the city it currently occupies. Purple's marker is returned to his supply, and White's marker stays in the city, occupying it.

- **Only *occupied* cities can be claimed with the Attack action.**

- To Attack a city, a player must already have *presence* in that Region. This means they need to have at least one Population Marker **already** in the Region. (In other cities or on/beside the Shipping Track.) All players are considered to have presence in Europe & the Mediterranean regardless of whether they have any markers there or not.

Controlling Connections

Connections can come under a player's control due to the Attack action. See the *Controlling Connections* rules in the Occupy section for details.

PAYMENT

The player moves one Population Marker from the Activation Space of one of their buildings back to their Harbor. This frees both the building and the Population Marker to be used again later.

- A building can **not** use its own Payment action on itself.

Example: Black takes a Payment action. He chooses the Population Marker currently sitting on his Cartographer building, and returns it to his Harbor. (If he had wanted to, he could have chosen the marker on his Market instead.)



Token Storage

Your Harbor may grow crowded as you collect Trade Tokens; you may find it useful to stack your brown Trade Tokens on their Status Tracks instead. This will clear room in your Harbor and help you to quickly count your scores, especially if you keep the stacks on the number that matches the height of the stack.



Example: Black has 4 Finance tokens and 3 Politics tokens. He stores them in stacks on the 4 and 3 spots on the tokens' corresponding tracks.

Phase Order

A different method for Phase Order could be for each player to individually complete the first three phases (Build, Growth, and Salary) in order before passing to the next player in turn order. You may find that this method assists in individual planning, or that it speeds up the game.

Track Limit

*The maximum score on any Status Track is 15; in the event that a score rises above 15, the marker stays at 15. Note however that if you **lose** icons while you have greater than 15 in a given score, make sure that your marker is positioned to reflect your **actual total** of held icons.*



Example: White's Culture score is 16, so that track's marker sits on 15. As it turns out, she must discard a card to satisfy her Card Limit; she discards the India "1" card. Her Politics marker moves down 1 as normal, but if she moves her Culture marker down 1, it will be incorrectly positioned on 14. She leaves that marker on 15 instead of moving it.

DRAW

The player takes the **top** card from an Asset Card stack in an **open** region and places it face-up in one of the card slots on their Player Board. *(If there are no slots available, the card is placed nearby for now.)* The player immediately adjusts their Status Tracks to reflect the icons on the acquired card.

- Each region has a stack of cards. To draw a card from a region's stack, a player must have a number of Population Markers in the region greater than or equal to the value of the card. These Population Markers may be in the region's cities, or on/beside the region's Shipping Track.

- There are **two** card stacks (*Slavery* and *Europe & the Mediterranean*) in the starting region of Europe & the Mediterranean, each numbered 0-5. Note that because there is no Shipping Track in this region, only the Population Markers in cities can be counted toward the ability to draw cards. All of the cities in the region can be counted for either deck. The '0' value cards in this region require **no** Population Markers to draw.

- When drawing cards during the Action Phase there is **no** restriction on how many cards a player may hold, and cards may be freely moved into and out of slots. Only when a player **passes** will they have to discard down to their *Card Limit*, which is determined by their Politics score. *(Card Limit is discussed in detail in the Pass / Discard section.)*



Example: Green takes a Draw action. North America is an open region, and the value "3" card is on top of the card stack there. Green needs to have at least three Population Markers in the region in order to be allowed to draw the card. She has five. (3 on the Shipping Track plus 2 in cities) So permitted, she takes the card and places it in a card slot on her Player Board. She immediately raises her scores for Industry and Culture by 2 apiece thanks to the icons on the card.

Abolition Of Slavery



The value "5" card in the Europe & the Mediterranean deck is special; it features a label that announces the Abolition Of Slavery. The **first** time this card is drawn by **any** player, **all** players must immediately set aside **all** Slavery cards they hold, reducing their Status Track scores as appropriate to reflect the lost icons. The set-aside Slavery cards are turned face down and kept near the player's Player Board as a reminder that the player will lose 1 Glory **per card** at the end of the game for resorting to Slavery. These set-aside Slavery cards do **not** count toward the player's Card Limit. Any Slavery cards that remain on the main board are immediately removed from the game; it will not be possible for players to draw from the Slavery deck for the remainder of the game.



Example: Someone has drawn the "Abolition Of Slavery" card; it does not matter who. The Purple player happens to hold two Slavery cards. She turns them both face down and places them beside her Player Board. She reduces her Industry score by 4 and her Finance score by 2 to reflect the lost icons on those cards. All other players holding Slavery cards undergo the same process, and the remaining Slavery card on the main board is removed from the game.

PASS / DISCARD

Once a player has passed, they may take no further Actions this phase.

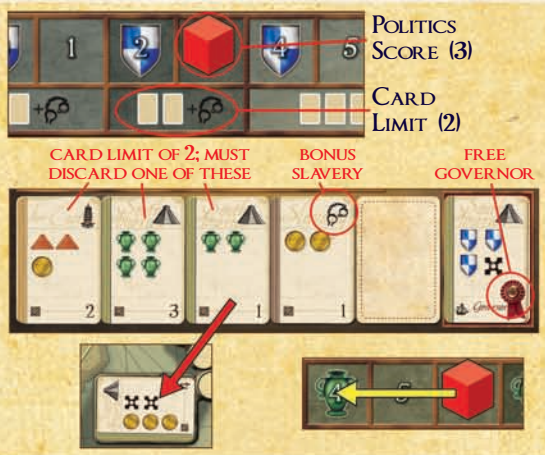
Each player has a *Card Limit*, which is determined by their Politics score. A player's Card Limit determines how many Asset Cards the player is permitted to keep after passing. The absolute maximum will be 5 cards, one card per normal card slot.

- Additionally, a player may keep one bonus Slavery card beyond their Card Limit, not to exceed the 5-card maximum. (More than one Slavery card may be kept, but only **one** Slavery card per player gets this special bonus.)
- There is also a special space on each Player Board where each player may keep one "free" Governor card. This free Governor card does **not** count towards the player's Card Limit, or towards the maximum of 5 total cards. (Players are **not** limited to one Governor card overall, and they are **not** forced to keep a held Governor card in their "free Governor" slot even if that slot is empty. Governor cards in normal card slots **do** count towards the card limit and the 5-card maximum.)

When a player passes, they must discard cards down to their Card Limit if necessary. Discarding cards will result in the loss of the featured icons, therefore the Status Markers on the corresponding tracks must be pushed down accordingly.

**Note: Loss of Politics icons in particular may result in a player's Card Limit being lowered. In such a case the player must continue to discard cards until their Card Limit is satisfied.*

Example: Red has passed, so now must check to see if he needs to discard anything. Red's Politics score is 3, which gives a Card Limit of 2. Red can keep 2 cards, plus one Slavery card, plus one Governor card in the "free Governor" slot. Red happens to be one card over his Card Limit; he chooses to discard his South America value "1" card, and returns it to its card stack. Red loses 2 from his Culture score to reflect the lost icons on the discarded card.



- Discarded cards are returned to the card stack that they came from. Cards are always arranged in increasing value order from the top down, with the lowest-value card on the top of the stack.
- When Slavery cards are discarded they are **not** returned to the Slavery stack. Instead they are turned face down and kept near that player's Player Board as a reminder that the player will lose 1 Glory per card at the end of the game for resorting to Slavery. These set-aside Slavery cards do **not** count toward the player's Card Limit.
- When Governors are discarded, they are removed from the game.
- Players may reposition their cards into whatever slots they wish during the Discard process, as long as their Card Limit is obeyed when they are done.

END OF THE ROUND

Once all players have passed, the round is over. This is a good time for players to recalculate their Status Tracks to make sure that they are accurate. Once discards are complete, the player simply counts up the total number of icons held (counting icons on held Asset Cards, Trade Tokens, and Buildings) in a given category, then positions the Status Marker correctly on the Status Track if it is incorrect.

Once everyone's Status Tracks are confirmed correct, the First Player Marker is passed to the left, and the next round begins. **If it was the seventh round that was just completed, the game is immediately over!** ***(This is easily checked: If all building spaces on the Player Boards are full, the seventh round has just ended.)***



BUILDINGS BY LEVEL



*You begin the game with the **Colonial House**, which will help you start your campaign to control local cities.*



*The **Market** is the basic card-drawing building in the game, and will be useful from beginning to end.*



*A **Shipyard** built early in the game will allow you to start shipping to other regions while providing a cultural boost.*



*The **Workshop** gives your empire a strong early boost in its industrial ability, opening up new building options.*



*Building a **Bank** will boost your financial score and help your workforce to rotate smoothly.*



*A **Barracks** is the key to early dominance of cities, especially in the important starting region.*



*The **Guild Hall** offers interesting flexibility between shipping to regions and drawing from them.*



***Docks** are a good step up from a Shipyard, as they allow you to both Ship and Occupy in the same turn.*



*A **Fortress** will give you a small political gain, and lets you Occupy empty cities or Attack occupied ones.*



*Building a **Theater** will provide a great cultural increase to your empire that will attract population.*



*A **Cartographer** will provide you with the nautical knowledge to perform two Ship actions on one turn.*



*Building a **Trade Office** improves upon the Market by letting you Draw twice from a region in a single turn*



*A **University** contributes to the glory of your empire, scoring valuable points at the end of the game.*



*The **Exchange** improves your finances and also lets you perform Payments on other buildings.*



*Building a **Museum** will be a cultural boost for you, and will let you perform Payments on other buildings.*



*A strong **Parliament** grants good political power, and lets you perform Payments on other buildings.*

GAME END AND VICTORY

The game ends at the conclusion of the seventh round. The buildings act as a reminder of this; once the building spaces fill up during the Build Phase, it is the seventh and final round of the game. After the seventh round ends, the game ends and Glory points are tallied.

Players earn Glory points based on their levels of Industry, Culture, Finance, and Politics, as well as from city occupation, controlling connections, holding certain cards and buildings, and for having Population Markers in their Harbor. Some players will lose points as well, if they have Slavery discards by their Player Boards.

Remove any remaining Trade Tokens from the game board and the Player Boards. (*Be sure that all players' Status Tracks are correct before their Trade Tokens are removed!*) They will be used (glory-side up) along with previously discarded tokens to help count points. Each token represents 1 Glory point. Trade up to the larger Score Chips when you reach increments of 10 and 50.

A B **Cities and Connections.** One player at a time must do this, but other players can assist in order to speed up the process. On each city in which the player has a Population Marker, place Glory tokens to match the Glory icons printed on those cities. *(Most cities have 1 Glory icon... there are a few cities that have 2.)* Now place 1 Glory Token on each connection controlled by that player. That player then takes all of those Glory tokens. Repeat the process for each player.

C D E F **Status Tracks.** Each Status Track has spaces with icons, and spaces without icons. Status Markers on spaces **with** icons stay where they are. Status Markers on spaces **without** an icon now get pushed down to the first space they reach that does have an icon. These are the Glory point values for the Status Tracks. Each player adds up the points from their Status Tracks and takes that many Glory tokens.

G **Cards.** Many of the Asset Cards feature Glory icons. Each player adds up the Glory icons on their cards and takes that many Glory tokens.

H **Governor Space.** Any player **without** a Governor card in their "free Governor" space takes 3 Glory tokens.

I **Universities.** Any player with a University takes 3 Glory tokens per University.

J **Extra Population.** For every 3 Population Markers remaining in a player's Harbor, the player earns 1 Glory token.

K **Slavery Subtraction.** Any player with discarded Slavery cards by their Player Board loses 1 Glory token per card. *(Note that face-up Slavery cards on Player Boards (if any) do **not** incur this penalty.)*

Total Points and Victory

Each player adds up their Glory tokens, and the player with the most points wins! In the case of a tie, all tied players share victory.

Example: The game has ended... Red tallies his points:

A **16 points** *for occupied cities. (fourteen 1-point cities and one 2-point city.)*

B **9 points** *for controlled connections.*



C **10 points** *for his Industry score.*

D **7 points** *for his Culture score (which was pushed down from 8).*

E **7 points** *for his Finance score (which was pushed down from 9).*

F **12 points** *for his Politics score.*



G **5 points** *for Glory icons on cards.*

H **3 points** *for his empty "free Governor" space.*

I **3 points** *for his University.*

J **1 point** *for the three Population Markers in his Harbor.*

K **Minus 2 points** *for his two set-aside Slavery cards.*



Red earns a grand total of 71 Glory for his final score. With luck, the glory of his empire will be great enough to win the game!

