

ENDEAVOR

AGE OF SAIL

EXPLOITS RULEBOOK



12+



2-5



75-100 mins.

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The Age of Sail (1571 - 1862) was an era of great upheaval and unprecedented connection between the distant regions of the world. Sailing ships connected ports from all around the globe. Conquest, commerce, allegiances, warfare, and ideology sped across the oceans at a rate never before known. These few centuries are full to bursting with events that changed the course of history for whole civilizations. With these Exploits you'll get a chance to weave some of these stories together in a way that preserves all of the gameplay of the original Endeavor, but brings the story of the era to life in a new immersive way.

WHAT ARE EXPLOITS?

Exploits are the most dramatic addition to *Endeavor: Age of Sail*. Each Exploit describes an event or enterprise that occurred during the historical Age of Sail, and is connected to two of the regions in the game. Each Exploit begins the game dormant, but when both of its regions are opened, the Exploit becomes active for players invested in those regions.

In each game you'll play with three random (or selected) Exploits; this variability creates amazing replayability, adds deep thematic flavor to the game, and drives player motivations in interesting ways that the game has never seen before.

This rulebook provides instructions on setup, gameplay and scoring for Exploits, and also provides detailed descriptions of each Exploit.

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Exploits are **not** recommended for your first game or two of *Endeavor: Age of Sail*. It is much better to be familiar with the game before trying them out, but once you play with them, you'll never go back!

EXPLOIT COMPONENTS

15 EXPLOIT TILES

Exploit Number  **IMPERIALISM**

Story The trading companies of the European nations became powerful military forces in their own right. With near-autonomy, they fought local wars with each other especially in India and the Far East over control of the burgeoning markets there, plunging those regions into chaos for decades.

Additional Setup At game start place 1 Blockade token on every link that leads to at least one city in India or the Far East. A Blockade prevents its link from being claimed, controlled, or used in any way.

Persistent Rule Attacking a city in India or the Far East does *not* cost the attacker a casualty if the attacker controls a city connected to the target city by an *unblockaded* link.

Actions

- Ship to the **open sea** of either the Far East or India, then immediately perform a normal  action in the same region.
- Claim a Blockade token  from a link, along with the link's Trade token.

Game End Scoring

- Score  for each link you control that leads to at least one city in India or the Far East.
- Score  for each Blockade token  you hold.

Region Crests 

Token Pad Stack the indicated number of Exploit-specific tokens here during Setup. 

Mini Map 

VENUS
his first voyage across the Pacific to cross the sun. Afterward, Cook of the legendary Terra Australis Australia's east coast on his journey.

Place a  token in a spot here to immediately claim its reward.

GAME END If Tahiti has been reached, and you have (or are tied for) the most  on this tile, gain 1  for each  token on this tile.

6 EXPLOIT KEYS

The Keys are used to indicate when an Exploit has been triggered due to both of its regions opening up.



15 EXPLOIT SHIELDS

Each player has 3 Shields. Players use their Shields to mark the Exploits that they are allowed to interact with and score from.



COMPONENTS FOR SPECIFIC EXPLOITS

6 IMPROVED CANNONS

Saltpeter Stockpiles



1 PIRATE SHIP

Republic of Pirates



9 BLOCKADE TOKENS

Imperialism



10 FORTIFICATIONS

Spanish Main & The Dutch East India Company



5 MISSIONARIES

Jesuit Missionaries



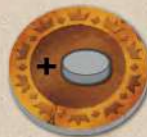
5 SHARE TOKENS

The South Sea Company



8 GALLEON TOKENS

Manila Galleons



5 FREEDOM TOKENS

The Underground Railroad



8 TRANSIT TOKENS

The Transit of Venus



EXPLOIT SETUP

Conduct all of the normal setup for the game as described in the Main Rulebook. You might want to perform the Exploit Setup immediately before players choose their start buildings, in case the Exploits influence their decision there.

1 Exploit Tiles. Shuffle the 15 Exploit tiles face down, and draw 3 random Exploits for this game. Alternately, you may choose the Exploits you wish to play with using any method you like. Place the three Exploits together near the game board, and return all of the unused ones to the box.

2 Exploit Setup. Check each Exploit to see if there are any additional setup criteria, and/or any components specific to that Exploit that you need to place on the Exploit or on the board.

3 Keys. Each Exploit displays two region crests. For each of the six crests, place one Key on (or near) the matching region's Governor card.

Some regions may end up with multiple Keys or no Keys; this is normal!

4 Shields. Each player's player tray has a spot in it for their 3 Shields. Players should keep them there for now, Shields only come into play later once Exploits are activated.



HOW EXPLOITS ACTIVATE

Exploits, like regions, are closed at the beginning of the game. During play, when a region is opened up and its Governor card is awarded, if there are any Keys on that Governor card, place them on the matching crests on the Exploit tiles.

When **both** of an Exploit's crests have Keys on them (*which means that both of the regions it is related to are open*), that Exploit is activated, and it becomes available for interaction!

Each player with presence in **both** of the Exploit's regions should place one of their Shields from their supply onto the Exploit. This indicates that the player is entitled to interact with the Exploit's abilities, and is eligible to score from the Exploit's endgame scoring criteria.

If a player later on gains presence in both of those regions for the first time, that player should add one of their Shields to the Exploit. Likewise if a player somehow loses all presence in an Exploit's region, they lose access to that Exploit and must remove their Shield.

- A** For example, when North America opens up, any Keys on its Governor card are placed on any Exploit that displays a North America Crest; in this case, *The Spanish Main* gets the one Key.
- B** Later on when South America opens up, any Keys on its Governor card are distributed; in this case, *The Transit of Venus* gets one, and *The Spanish Main* gets one. Since both of *The Spanish Main*'s crests now have Keys on them, the *Spanish Main* now becomes active!
- C** Each player with presence in **both** North America and South America places one of their Shields on the Exploit, indicating that they can use it; in this case, Red and Yellow each place a Shield.



INTERACTING WITH EXPLOITS

Any player with a Shield on the Exploit may now use their normal actions (*by activating buildings or spending Action tokens*) to interact with the Exploit's unique mechanisms. Every Exploit provides new and different opportunities which are described on the tile itself.

Each Exploit shows which action types will activate its described abilities. When you use an action (*whether from a building or from a blue token*) to activate an Exploit ability, you do **not perform the usual process** normally associated with that action, but **instead perform the ability** described on the tile. Every ability is fully explained on the tile.



Some Exploit abilities permit you to *spend* specific Trade tokens. To *spend a token*, you must actually **have** the physical token on your player mat. (*It must be an actual Trade token of the correct type, not some other proxy such as a Transit token, Freedom token, or disc acting as a token.*) then you must discard it from the game and adjust the related attribute track accordingly.



Some Exploit abilities permit you to gain discs from your supply to your Harbor. If you run out of discs in your supply, you may not gain any.

Each Exploit has an end-of-game Scoring opportunity as well as in-game abilities. During Scoring, Exploits should be scored first, before any other scoring is tallied. **Only players with a Shield on an Exploit may be involved in the special scoring criteria for that Exploit.**

The first three rows on the Score pad are for the Exploits. Score each Exploit separately and write in the name of the Exploit you are scoring.



For example, Red and Yellow may now use their actions to activate the abilities on *The Spanish Main Exploit*.

The Spanish Main's first ability is activated by an Attack action. Red could activate it on her turn by activating a building or spending an Action token with an Attack action.



When she does so, she may choose (instead of taking a normal Attack action), to trigger the Attack-activated ability on the Exploit, and follow its instructions.



At the end of the game, each Exploit is evaluated for its scoring criteria. In the case of *The Spanish Main*, Red and Yellow will each earn extra Glory for each city they've fortified in North and South America.

EXPLOIT DETAILS AND CLARIFICATIONS

SALTPETER STOCKPILES



Endgame Scoring: Gain 1 Glory for each Improved Cannon you own. If you have at least 1 Improved Cannon, gain 1 Glory for each Attack symbol on your buildings and on any leftover Action tokens.

Regions to Unlock: North America and India

Setup: Place the six Improved Cannon markers on the Exploit's token pad.

Ability 1 (Attack action): Perform an Attack action according to all of the normal rules. If you **don't** already have a disc on this Exploit tile, you may place your casualty from the Attack on it. If you **do** already have one on the tile, you may discard that disc as your casualty.

Ability 2 (Draw action): Spend an Industry Trade token from your player mat to take one Improved Cannon marker from this tile (*if any remain*), and keep it in your Harbor until you use it. You may gain multiple Improved Cannons over the course of the game.



Treat an Improved Cannon like a disc that may only activate a building featuring an Attack action; place it on the building you wish to activate.

- If the activated building permits you a choice of action other than Attack, you may choose the other action type instead of the Attack.
- Resolve the activated building **exactly** as if it had been activated with a normal disc; Improved Cannons can trigger normal actions and Exploit abilities.
- Improved Cannons **automatically** return to your Harbor during the Salary phase without using any Payments. They may never be refreshed by any other means.

2 THE REPUBLIC OF PIRATES

THE REPUBLIC OF PIRATES
After Nassau in the Bahamas was taken over by privateers turned pirates, it became the heart of the "Republic of Pirates." Nassau endured several attacks over the years but it wasn't until Woodes Rogers arrived offering pardons that Nassau returned under the control of the British.



Claim Nassau with a  to move the  from its current location to any **unfortified** city in North America or the Caribbean. Then destroy all  and/or tokens in that city. If there was already a  in Nassau (of any player's) move it to occupy the 's previous city.

Discard a Governor card you hold to claim Nassau and the Nassau Governor space with one  each. Remove the  from the game; **this Exploit may not be used further in this game.** If there was already a  in Nassau (of any player's) move it to occupy the 's previous city.

GAME END If you occupy Nassau, gain .
 If you are Nassau's Governor, gain    .



Endgame Scoring: Gain 1 Glory if you occupy the Nassau space on this Exploit. Gain an additional 3 Glory if you also occupy the Nassau Governor space on this Exploit.

Regions to Unlock: The Caribbean and North America

Setup: Place the Pirate standee on the Exploit's Nassau space.

Ability 1 (Ship action): Claim the Nassau space on this Exploit by placing a disc from your Harbor there; if there is already another disc (*of any player's*) in Nassau, move it into the Pirate's current city. Then move the Pirate from its current location to any unfortified city in North America or the Caribbean; any disc in that city is returned to its owners' supply, and any token in that city is discarded.

Ability 2 (Attack action): Discard a Governor card from your player mat. Place one disc from your Harbor in the Nassau space; if there is already another disc (*of any player's*) in Nassau, move it into the Pirate's current city, and remove the Pirate from the game. Then place one disc from your Harbor in the Nassau Governor space.

Once the Nassau Governor space is claimed, this Exploit may not be used any more in this game (except for endgame scoring).

3 IMPERIALISM

IMPERIALISM
The trading companies of the European nations became powerful military forces in their own right. With near-autonomy, they fought local wars with each other especially in India and the Far East over control of the burgeoning markets there, plunging those regions into chaos for decades.



At game start place 1 Blockade token on every link that leads to at least one city in India or the Far East. A Blockade prevents its link from being claimed, controlled, or used in any way.

- Attacking a city in India or the Far East does **not** cost the attacker a casualty if the attacker controls a city connected to the target city by an **unblocked** link.

Ship to the **open sea** of either the Far East or India, then immediately perform a normal  action in the same region.

Claim a Blockade token  from a link, along with the link's Trade token.

GAME END Score  for each link you control that leads to at least one city in India or the Far East.
 Score  for each Blockade token  you hold.

Endgame Scoring: Gain 1 Glory for each link you control that leads to at least one city in India and/or the Far East. Gain 1 Glory for each Blockade token in your Harbor.

Regions to Unlock: The Far East and India.

Setup: Place one Blockade token on each link that leads to at least one city in the Far East and/or India, covering the Trade token on the link. (*Players may freely peek at the covered tokens during play.*)



While a Blockade is on a link, that link (*and the Trade token on it*) may not be claimed, gained, controlled, or used in any way, including by the effects of other Exploits.

Persistent Rule: Once this Exploit is active, Attacking a city in India or the Far East does **not** cost the attacker a casualty if the attacker controls a city connected to the targeted city by a link with **no Blockade** token on it.

Ability 1 (Ship action): Ship to the **open sea** of either the Far East or India, then immediately perform a **normal** Attack action in the same region.

Ability 2 (Attack action): Claim one Blockade token from a link, and keep it in your Harbor. If there is a Trade token beneath it, also gain that token. You may gain multiple Blockades over the course of the game.

4 THE SPANISH MAIN

THE SPANISH MAIN
The Spanish Main was the large mainland crescent of South, Central and North America controlled by the Spanish where vast wealth was accumulated and sent back to Spain. The Spanish built powerful fortresses along the coast to defend their interests.



Fortify a city you control in North America or South America.

Take 1 immediate  action for each **fortified** city you control in North America or South America. (Each player may do this once per round maximum.)

For each **fortified** city you control in North America or South America, score that city's  value.



GAME END

Endgame Scoring: For each fortified city that you control in North America or South America, score 1 Glory for each Glory symbol displayed on the city (*either 1 or 2 Glory*).

Regions to Unlock: North America and South America.

Setup: Place 8 Fortification tokens on the Exploit's token pad.

Ability 1 (Attack action): Fortify one city that you already control in either North America or South America.



When you Fortify a city, place a Fortification token from the Exploit underneath your disc in that city. Anyone performing an Attack against your fortified city must suffer 2 casualties instead of the usual 1. When a fortified city is Attacked, return the Fortification to the Exploit tile.

Ability 2 (Ship action): Perform one immediate Payment action for each fortified city you currently control in North America and/or South America. Each player may trigger this ability a maximum of once per round.

5 THE DUTCH EAST INDIA COMPANY

THE DUTCH EAST INDIA COMPANY
The Dutch East India company is considered the first true multi-national corporation. It had the power to wage war, make treaties, establish colonies and strike its own currency. Its colony in Cape Town made the long sea journey to Batavia's spice markets extraordinarily lucrative.



Return 1 of your **unoccupied** buildings to build a new one up to 1 level higher than the returned building. You may spend a  token to build up to 2 levels higher instead.

Occupy **Batavia** or **Cape Town**.

Attack or Fortify **Batavia** or **Cape Town**.

Score normally at game end.


If you control fortified **Cape Town**, gain  for every 4  on your buildings.

If you control fortified **Batavia**, gain  for every  on your buildings/leftover Action tokens.




GAME END

Endgame Scoring: If you control Cape Town and it is fortified, gain 1 Glory for every 4 Build Level symbols on your buildings. (For example a Theatre has 3 Build Level symbols on it.) If you control Batavia and it is fortified, gain 1 Glory for every Ship symbol on your buildings and on any leftover Action tokens.

 Earn Glory as displayed on spaces you occupy on the map. Earn 1 Glory if you occupy both spaces on either end of a link with a Glory symbol.

Regions to Unlock: The Far East and Africa.

Setup: Place two Fortification tokens on the Exploit's token pad.

Ability 1 (Draw action): Return one unoccupied building from your player mat back to the supply, then choose a building from the supply to replace it. The new building may be from any Build Level up to one level higher than the returned building. You may spend an Industry Trade token from your mat to increase that limit to two levels higher than the returned building.

Ability 2 (Occupy action): Occupy Batavia or Cape Town on the Exploit tile by placing a disc from your Harbor there. The city you are occupying must be currently unoccupied.

Batavia counts as a normal city in the Far East and Cape Town counts as a normal city in Africa for all game purposes, including other Exploits.

Ability 3 (Attack action): Perform a normal Attack on Batavia or Cape Town if it is occupied by an opponent, or Fortify Batavia or Cape Town if you control it.



When you Fortify a city, place a Fortification token from the Exploit underneath your disc in that city. Anyone performing an Attack against your fortified city must suffer 2 casualties instead of the usual 1. When a fortified city is Attacked, return the Fortification to the Exploit tile.

JESUIT MISSIONARIES

JESUIT MISSIONARIES
The Society of Jesus played an important role in bringing Christianity and western civilisation to the rest of the world. Jesuits would endure any conditions in the pursuit of administering the faith and their efforts were often seen to be at odds with the colonialism of the western powers.



Spending 1 Influence Trade token to move a Missionary token from here to any unoccupied city (even in a region that has not been opened or where you have no presence). Then immediately Occupy it with a disc from your Harbor.

Move any Missionary token from its current location (anywhere including this tile) to any city you control. Then you may spend a Culture Trade token to gain 2 discs.

Gain 1 disc for each city you control that has a Missionary.

GAME END



A city with a Missionary in it may not be Attacked.

Endgame Scoring: Gain 1 Glory for each city you control that has a Missionary in it.

Regions to Unlock: South America and India.

Setup: Place the five Missionary tokens on the Exploit's token pad.

Ability 1 (Ship action): Spend 1 Influence Trade token from your player mat to move a Missionary token from this Exploit tile (if any remain) to any unoccupied city (even in a region that has not been opened or in which you have no presence). Then immediately Occupy that city with a disc from your Harbor, (even if that region has not been opened or if you have no presence there), gaining the token from there.

Once all five Missionary tokens from this tile are on the board, this ability may no longer be activated.

Ability 2 (Occupy action): Move any Missionary token from its current location (anywhere including on this Exploit) to any city you control.

Then you may spend a Culture Trade token from your player mat to gain 2 discs from your supply into your Harbor.



A city with a Missionary in it may never be Attacked. When moving a Missionary "to" a city, place it close enough that there is no confusion about which city the Missionary is "in".

THE SOUTH SEA COMPANY

THE SOUTH SEA COMPANY
The South Sea Co. was a British joint-stock company granted a monopoly on British trade with South America and the Caribbean. In reality there was no realistic path to profits due to bitter rival Spain controlling the region. Share prices skyrocketed before the bubble finally burst, leaving investors in ruin.



Place 1 disc in the next empty spot here. If indicated, the player in the spot directly to the left chooses a Share token. That player may discard the Share from the game to immediately gain the top bonus, or may keep it for the ongoing bottom bonus. (This choice is permanent.)

If the final spot is filled, the bubble bursts! All discs on this tile return to their owners' supply. All Shares are discarded from the game. This Exploit may no longer be interacted with.



Gain 1 disc from your supply to your Harbor.

GAME END Gain 2 discs for each disc of yours on this tile.

Endgame Scoring: Gain 2 Glory for every disc of yours on this Exploit tile.

Regions to Unlock: South America and the Caribbean.

Setup: Place the five Share tokens on the Exploit's token pad.

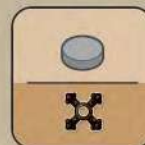
Ability 1 (Ship action): Beginning at the START and proceeding along the path, place 1 disc from your Harbor in the next space on the Investment Track. If there is a Share symbol in the space, the player owning the disc in the space indicated by the arrow takes the Share token of their choice from this Exploit. (The player may look through the remaining tokens to find the one they want.)

When you gain a Share, you may immediately discard it from the game to gain the bonus on the top half of the token, or you may keep it to benefit from the ongoing advantage on the bottom half of the token. (Once you decide to keep a Share for its bottom advantage you may not later discard it for its top bonus.)

If the final space on the Investment Track is ever filled, "the bubble bursts". All discs on the Exploit are returned to their owners' supply. All Share tokens held by players are discarded from the game and those players lose the advantages granted by the tokens.

Once the bubble bursts, this Exploit may no longer be interacted with. Scoring at Game End will be zero, since all discs were removed from the tile.

Gain 1 disc from your supply to your Harbor.



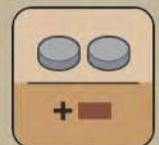
During Scoring, gain 1 Glory.

Immediately perform 1 Payment action.



During Scoring, gain 1 Glory.

Gain 2 discs from your supply to your Harbor.



During the Build phase, add 1 to your Build Level.

8 MANILA GALLEONS

MANILA GALLEONS
In 1536 Andrés de Urdaneta completed the second world circumnavigation after he discovered and plotted a critical eastward route across the Pacific from Manila to Acapulco. The Manila Galleons sailed this route for 250 years, bringing a variety of trade goods and riches across the oceans.

At game start place 1 from each player's supply in Manila.

Move one of your from **Manila** or from open sea in any region to open sea in any other open region.

If you moved from the Far East (or *Manila*) to North America, gain 1 Galleon Token .

If you moved from North America (or *Manila*) to the Far East, swap up to 2 Trade tokens from your player mat with that many Trade tokens anywhere on the game board.

In Payment phase, flip to the side you wish to activate.

Each Galleon token you hold is worth .

Endgame Scoring: Gain 2 Glory for each Galleon token you hold.

Regions to Unlock: The Far East and North America

Setup: Place 1 disc from each player's supply into *Manila* on this Exploit, and place the 8 Galleon tokens on this Exploit's token pad.

Ability 1 (Ship action): Move 1 of your discs from Manila or from the open sea in any region to the open sea of any other open region.



If you moved from the Far East (or *Manila*) to North America, gain 1 Galleon token from this tile (if any remain) to your Harbor. You may gain multiple Galleon tokens over the course of the game.



If you moved from North America (or *Manila*) to the Far East, you may swap up to 2 Trade tokens of any type from your player mat with the same number of Trade tokens from anywhere on the game board (even regions that are not open or where you have no presence).

During the Salary phase (after you have paid your workers based on your Salary Level), you may flip each of your Galleon tokens to the side of your choice and take the action each token permits.



Pay 1 worker following normal Payment rules.



Gain 1 disc from your supply to your Harbor.

A Galleon token is not consumed when you use it; it will activate in every Salary phase after you've gained it.

9 THE UNDERGROUND RAILROAD

THE UNDERGROUND RAILROAD
From the mid 1700s to the mid 1800s, a secret network of safehouses and "conductors" provided escaped slaves in America with a pathway to freedom in the northern states and Canada. Tens of thousands of people made it to safety with the aid of abolitionists and sympathisers.

Discard the top card from the Slavery deck from the game. Gain from your supply.

Place on the next space on the Underground Railroad map, then choose and take a Freedom token for its benefit. You may only do this if you meet the displayed threshold of the space. When the last space is filled, Slavery is abolished.

Score normally at game end.

If Slavery was abolished and you have at least 1 on this tile, gain for each on your buildings and/or Harbor.

Endgame Scoring: If Slavery was abolished (by any method during the game) and you have at least 1 disc on the Underground Railroad map, gain 1 Glory for every 2 discs on your buildings and in your Harbor combined. (For example if you have 5 discs, gain 2 Glory.)

Earn Glory as displayed on spaces you occupy on the map. Earn 1 Glory if you occupy both spaces on either end of a link with a Glory symbol.

Regions to Unlock: Africa and North America.

Setup: Place the five Freedom tokens on the Exploit's token pad.

Ability 1 (Draw action): Discard the top card of the Slavery deck from the game (the Draw Value of the discarded card is irrelevant). Then gain 2 discs from your supply to your Harbor. *If there are no cards on the Slavery deck, this ability may no longer be activated.*

Ability 2 (Occupy action): Beginning at the START and proceeding along the path, place 1 disc from your Harbor on the next space of the Underground Railroad map, then take the Freedom token of your choice from this Exploit and gain its benefit. (You may look through the remaining tokens to find the one you want.)

You may only use this ability if you meet the attribute threshold displayed on the space your disc goes into. (For example you must have an Industry score of 7 or more to go in the first space of the Underground Railroad.)



Freedom tokens are like Attribute Trade tokens; when you gain one, place it at the base of the relevant track and gain 1 in that attribute score.

Immediately when the final space on the Underground Railroad is filled, Slavery is Abolished (if it hasn't already been by other means), following all the normal rules described in the rulebook.

THE TRANSIT OF VENUS

THE TRANSIT OF VENUS
 In 1768 Captain James Cook set out on his first voyage across the Pacific to observe and record the Transit of Venus across the sun. Afterward, Cook proceeded to search the South Pacific for the legendary Terra Australis Incognita, charting New Zealand and Australia's east coast on his journey.

Place a in the next unoccupied spot here, then choose and take a for its benefit.

Score normally at game end.

Place a token in a spot here to immediately claim its reward.

If Tahiti has been reached, and you have (or are tied for) the most on this tile, gain 1 for each token on this tile.

GAME END

Endgame Scoring: If Tahiti has been reached (by any player), and you have (or are tied for) the most discs on the South Pacific map, gain 1 Glory for each Wealth token on the Financier track.

Earn Glory as displayed on spaces you occupy on the map. Earn 1 Glory if you occupy both spaces on either end of a link with a Glory symbol.

Regions to Unlock: South America and the Far East.

Setup: Place the eight Transit tokens on the Exploit's token pad.

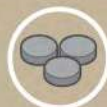
Ability 1 (Ship or Occupy action as indicated on the map): Beginning at START and continuing along the path, place a disc from your Harbor in the next unoccupied space on the South Pacific map, then take the Transit token of your choice from this Exploit and gain its benefit. (You may look through the remaining tokens to find the one you want.) The triggering action (Ship or Occupy) is based on the symbol in the space your disc goes into.

The path branches after Tahiti; once Tahiti has been reached you may choose to go to New Zealand or towards Australia in whatever order you like.



Transit tokens displaying attributes are like Attribute Trade tokens; when you gain one, place it at the base of the relevant track and gain 1 in that attribute score. Transit tokens displaying Glory are kept in your Harbor and score 1 Glory each at the end of the game.

Ability 2 (Draw action): Place a Wealth Trade token from your player mat in an unclaimed spot of your choice on the Financier track. Immediately gain the benefit shown in that spot.



Gain 3 discs from your supply to your Harbor.



Gain 2 discs from your supply to your Harbor.



Immediately perform 2 Payment actions.

THE SUN NEVER SETS

THE SUN NEVER SETS
 During the height of the Spanish Empire in the 16th and 17th Century, their territories were so extensive that it was always day in at least one part of the empire. By the 18th century the British had managed to forge their own globe-spanning empire with India as the jewel of the East and the islands of the Caribbean powering profit from the West.

Place a here, then you may immediately perform a action in any open region or perform a action in any region.

- Each of your on this tile counts as 1 presence in any region towards drawing cards only.

If you have at least one on this tile, score based on the number of regions where you control at least 1 city.

REGIONS	2	3	4	5	6
	1	2	4	6	8

GAME END

Endgame Scoring: If you have at least one disc on this Exploit tile, Score Glory based on the number of different regions (not Europe) where you control at least one city. The chart shows how much Glory to gain, for example if you control cities from 3 different regions, you would gain 2 Glory.

Regions to Unlock: India and the Caribbean.

Setup: n/a

Ability 1 (Ship action): Place one disc from your Harbor on the Exploit's map, then you may immediately perform an Occupy action in any open region (even if you don't have presence there), or perform a Ship action in any region.

Each of your discs on this Exploit count as 1 additional presence in any region towards drawing cards only.

THE SPICE TRADE

THE SPICE TRADE

The Spice Gardens of Asia offered unmatched potential riches, and the spice trade dominated global commerce for centuries. Wishing to avoid taxes levied by the Ottoman Empire for passing through their territory, Portuguese explorer Vasco da Gama forged a new route to the Far East via India by sailing around Africa, connecting the West with the Orient by sea for the first time in history.



Place a  in the **open sea** of Africa, India, or the Far East, then immediately draw the top card from that region, if you meet the Draw Value of that card.

Remove any number of your own  from the **open sea** of Africa, India, or the Far East, and place them on your  and/or  tracks (distributed as you wish) as if they were tokens of that type.

If you have at least 1  in the **open sea** of Africa, score  for each of your own  on Africa's shipping track.

• Follow the same scoring process for India and for the Far East.

GAME END

Endgame Scoring: If you have at least one disc in the open sea zone of Africa, gain 1 Glory for each of your own discs on Africa's shipping track. Follow the same scoring process for India and for the Far East.

Regions to Unlock: Africa and India.

Setup: n/a

Ability 1 (Ship action): Place a disc from your Harbor into the open sea of Africa, India, or the Far East, then immediately draw the top card from that region's deck, if you meet the Draw Value of that card.

Ability 2 (Ship action): Remove any number of your own discs from the open sea zones of Africa, India and/or the Far East, and place those discs at the base of your Finance and/or Influence tracks (distributed however you like) as if they were Attribute tokens of that type.

Each disc you place at the base of a track increases that track's score by 1.

GLOBALISATION

GLOBALISATION

During the Age of Sail, the world became more connected through an increased level of trade and cultural exchange. The expansionism of the most powerful nations and merchant companies meant that commerce, politics, and warfare caused ripple effects that could be felt across the globe.



Perform an Attack as normal in a region, then immediately draw the top card from that region, if you meet the Draw Value of that card.

Swap a card you hold with a card of the same Draw Value (or lower) in any region deck.

- You may spend a  token to swap for a card 1 number higher instead.

Score based on the number of **different regions** from which you hold Asset cards (including Governors).

REGIONS	2	3	4	5	6
	1	2	4	6	8

GAME END


Endgame Scoring: Score Glory based on the number of different regions (not Europe or Slavery) from which you hold Asset cards. Governor cards do count. The chart shows how much Glory to gain, for example if you hold cards from 5 different regions, you would gain 6 Glory.

Regions to Unlock: The Far East and The Caribbean.

Setup: n/a

Ability 1 (Attack action): Perform a normal Attack in any open region where you have presence (not Europe), then immediately draw the top card from that region's deck, if you meet the Draw Value of that card.

Ability 2 (Ship action): Swap a card you hold with any card of the same Draw Value (or lower) in any region deck (not Europe or Slavery).

 During this swap you may spend an Influence Trade token to swap for a card of 1 higher Draw Value than the card you return.

Physically transpose the two cards. The card you place in the deck may later be drawn normally, using the presence of the region it is in to determine whether a player is able to draw it. The card still counts as its displayed region type even though it is in a different deck.

• Although you may not swap into the Europe or Slavery decks with this ability, the card you return into a region deck may be a Europe or Slavery card.

For example, you might swap your India 4 card with the Africa 3 card. You get the Africa 3 card, and your India 4 card goes into the Africa deck exactly where the Africa 3 card was. If that card eventually becomes exposed as the top card in the deck, a player may Draw it as normal based on their presence in Africa.

LETTERS OF MARQUE

LETTERS OF MARQUE
 With seagoing frontiers covering half the globe or more, national navies didn't have enough ships to defend their vast territories. Nations gave independent captains Letters of Marque which sanctioned them to attack ships from other nations. These privateers prowled the profitable coastlines of North Africa and South America, among many other rich targets.



Push an opponent's  **from any shipping track into the open sea of that region, and replace it with a**  **from your Harbor.**
 If the opponent you pushed out **has not yet passed in this round**, you may steal 1 **Attribute Trade** token of your choice from that player.

Return any number of your  **from the open sea (worldwide) to your Harbor.**

Score each shipping track separately:

- If you are the **only** player with markers on the track, gain: 
- If you are first-place player (but not alone on the track) gain: 
- If you are the second-place player, gain: 

GAME END

Endgame Scoring: Score all six shipping tracks separately; ties for first or second place are broken in favor of the tied player who has a disc on the shipping track closest to the deck. If you are the **only** player with discs on the track, gain 3 Glory. If you are the **first-place player (but there is at least one other player on the track)**, gain 2 Glory. If you are the **second-place player**, gain 1 Glory.

Regions to Unlock: South America and Africa.

Setup: n/a

Ability 1 (Attack action): Push an opponent's disc from any shipping track into the open sea of that region, and place a disc from your Harbor into the vacated space on the shipping track.

If the opponent you pushed out **has not yet passed in this round**, you may "steal" 1 **Attribute** token of your choice from that player's mat. (*That player must reduce their attribute score to account for the lost token; you keep the token as if you'd gained it normally and must raise your attribute score to account for the gained token.*)

Changes made to the discs on a shipping track after that region's Governor has been awarded do **not** affect the ownership of the Governor card.

Ability 2 (Ship action): Return any number of your discs from any open sea zones (*anywhere on the game board*) to your Harbor.

THE HAITIAN REVOLUTION

THE HAITIAN REVOLUTION
 The Haitian Revolution began in 1791 and ended in 1804 with the founding of the independent state of Haiti. The long and violent struggle freed the island of Saint-Domingue from French colonial reign and remains the only successful slave-led uprising in history leading to a sovereign nation ruled by non-white former slaves.



Take the top card off any deck and stack it here, then take an immediate  **action.**

Take any non-Slavery card from here.

The Haitian Republic is formed if there are at least 10 symbols on the cards stacked here, or if Slavery has been abolished.
 If the Haitian Republic has been formed:

- Each **Asset** card you hold from any **non-Slavery** deck earns you  **for each card of the same type stacked here.**
- Each **Slavery** card you hold **loses you**  **for each Slavery card stacked here.**



GAME END

Endgame Scoring: Scoring for this Exploit depends on whether "the Haitian Republic has been formed." The Haitian Republic has been formed if there are at least 10 symbols (*any combination of Industry, Culture, Wealth, influence, and Glory*) on the cards stacked on this Exploit, or if the *Abolition of Slavery* happened during the game. If the Haitian Republic has **not** been formed, this Exploit scores nothing. If the Haitian Republic has been formed, score as follows:

Each **Asset** card you hold from any **non-Slavery** deck earns you 1 **Glory** for each card of the same type stacked on this Exploit. (*For example, if you hold 2 India cards and there are 3 India cards stacked here, you earn 6 Glory.*)

Each **Slavery** card you hold loses you 1 **Glory** for each **Slavery** card stacked on this Exploit.

Regions to Unlock: Africa and the Caribbean

Setup: n/a

Ability 1 (Occupy action): Take the top card off any deck (*ignoring the Draw Value of the card and even if you have no presence in the region*) and stack it on this Exploit. Then take an immediate normal Draw action, following normal rules.

- Placing the Value 5 Europe card here will **not** trigger *Abolition of Slavery*.
- Placing a Value 1 card here from a region will **not** earn you its bonus disc.

Ability 2 (Attack action): Take any non-Slavery card from this Exploit, ignoring its Draw Value.

- Taking the Value 5 Europe card from here will trigger *Abolition of Slavery*.
- Taking a Value 1 card here from a region will earn you its bonus disc.

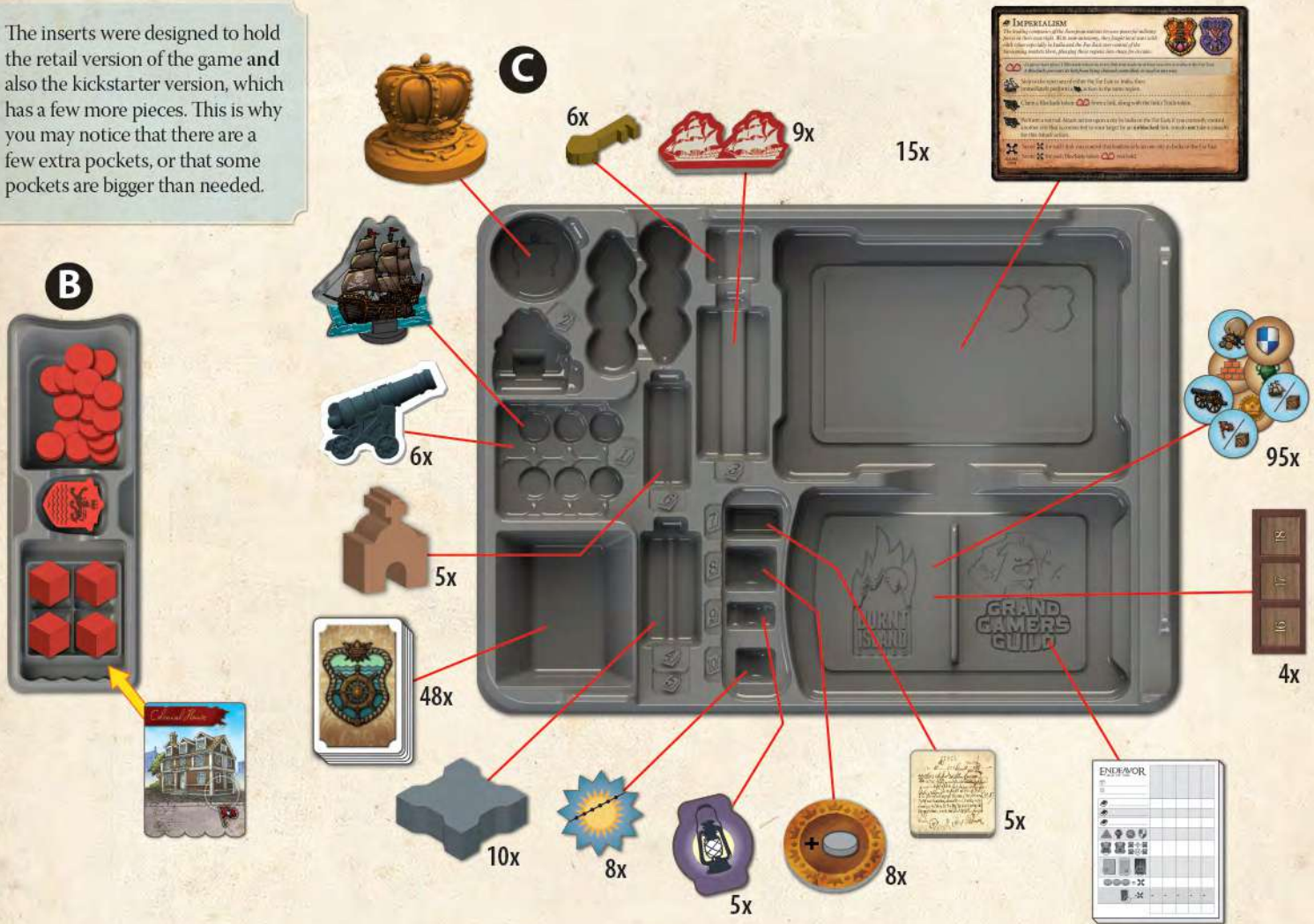
STORAGE

Endeavor: Age of Sail comes with amazing custom inserts that help organize the game when you're playing it, and when you're not.

- A** The building tray. All of the buildings stay neatly organized between games. Make sure to put them away in the correct slots and the tray will be ready to play next time you open the box!
- B** Player trays. Each of the five player trays holds the 35 discs, 3 Shields, 4 cubes, and start building tile for that player; everything a player needs in one place!
- C** The base tray. All of the components shown go into their respective slots.



The inserts were designed to hold the retail version of the game and also the kickstarter version, which has a few more pieces. This is why you may notice that there are a few extra pockets, or that some pockets are bigger than needed.



CREDITS

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