

ENDEAVOR

SoloPlay™ Rules

(Original game design by Carl de Visser and Jarratt Gray, Z-man Games © 2009)

Additional rules 2009 SoloPlay™

Introduction: The game Endeavor was designed for 3-5 players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the original rules to be able to play this variant. The play-tested 2 and 3 player variants are included at the end of these SoloPlay rules.

Game Play Goal: Gain a greater number of Glory points than the game opposition by effectively choosing the right course of action to occupy/ship to regions of the world and better develop your empire.

Game Setup:

1. Retrieve the game board and 2 player boards.
2. Select a color and retrieve 4 status markers for your player board. Place all in the zero positions.
3. The player will play "against" all of the other "players collectively". Choose 4 development markers of 1 opposing color for the opposition player board. Place all in the zero positions.
4. Retrieve 1 of each building tile. Randomize the buildings and place on the player's aid or in a similar pattern as noted on the aid. Retrieve the 1st player marker (crown) and place on the leftmost build level 1 building. It will be referred to as the Building Selection Indicator (BSI).
5. Retrieve 2 population markers of each of the opposing colors.
 - a. Randomize and place, in order drawn, each marker into the turn order column as noted on the player's aid or similar.
6. Populate the game board with the trade tokens.
 - a. **Setup Note:** Pay particular attention to Europe when the setup is completed. There must be 1 of each type of trade token and at least 1 blue action chit on a European city. If there is a deficiency, rotate neighboring links until the setup meets the requirement.
7. Place the Asset cards into their positions.
8. Retrieve 3 population markers of each of the opposing colors.
 - a. Beginning in Africa and proceeding clockwise around the board place a randomly chosen population token onto each shipping track in the farthest position from the asset cards. Place the trade token onto the opposing player's board in the appropriate positions, discarding any action chit collected.
 - i. **Setup Note:** It is important that at least 1 of each opposing color starts at least 1 shipping lane. Make adjustments as needed to ensure the proper setup.
 - b. Make a second pass of the shipping lanes with the remaining population markers. There is no restriction on the 2nd placement.
 - c. **Setup Review:** Completed shipping lane setup should have 2 positions on each shipping track populated by the opposing player's colors.



Setup example: with the shipping lanes populated with 12 opposing population disks, 3 of each opposing color. Note that each opposition color starts at least 1 shipping lane and that the European cities have at least 1 industry, culture, finance, politics and action token.

The letters denote the options for setup step 9 below.

The random draw sequence was red, green, purple and black. They will be placed in color sequence.

Step A: industry, red occupies the 2nd position in the Far East and thus takes the eastern industry city as the best occupation city since none of the other cities attach to a region that red occupies a space on a shipping lane.

Step B: culture, green occupies the only culture city.

Step C: finance, purple occupies the only finance city.

Step D: politics, black has 2 politic options that are equivalent since black occupies the 1st shipping position in the Far East and South America. The western option was chosen.

Step E: action chit, there are 2 in central Europe. The western option was taken; token is flipped to note choice and will be discarded.

All shipping and European trade tokens are placed onto the opposition status board.

9. Retrieve 1 population marker of each of the opposing colors.
 - a. In order of industry, culture, finance, politics and action chit, Europe is occupied by the opposing player colors.
 - i. Randomly draw 1 opposing player population marker and place on a city of industry. If there is more than 1 city of the type, use the following logic:
 1. Place in a city that connects to a city in the region where the opposing color is in the 1st shipping position.
 2. Place in a city that connects to a city in the region where the opposing color is in the 2nd shipping position.
 3. Any industry city in Europe of the active player's choosing.
 4. Place trade token on the opposing player's board.
 - ii. Process is repeated for each status using a different color in hand until all are placed.
 - iii. Remove an action chit of any type from 1 of the European cities and discard it. The city will remain empty at the end of startup.
10. Adjust the opposing player's status markers as needed.
11. Place 1 discarded draw token "glory side up" onto the 3rd opposition turn disk. This token will be referred to as the Draw/End Turn Indicator. (D/ETI)
12. The game setup is complete.

a. **Diagram:** Note the position of the "glory" marker. This will mean that, at the least, the opposition will get 2 actions in the 1st turn, 1 for green and 1 for red in that order. If the player chooses a draw action during the turn, black, currently below the D/ETI, will have a bonus draw action.



Understanding Turn Sequence: (who goes 1st)

1. For the 1st 2 rounds the active player will be the 1st to take actions. After this point the 1st to act in the action phase is dependent on the following:
 - a. **Can an occupy action be made?** If so, the opposition will act 1st in the action phase performing all of its actions after the active player completes the build, growth and salary phases.
 - b. If only shipping, attacking or drawing are possible then the active player will be the 1st to take **all** actions.
2. **Strategy Point:** It is important that the player does not let the game play 2nd in a shipping turn only to open up a region and then go 1st in the following turn. This can potentially be a devastating event.

Playing the game:

1. The turn sequence follows the same pattern for the active player as in the normal game with a build, growth, salary and action phase happening in that order.
 - a. The opposition actions will be limited.
 - i. No build, population or salary phases will be taken.
 - ii. All actions in the action phase will not be limited by status/game position except the drawing of cards which are most often drawn at the end of the turn.
2. **Build Phase:** Building selection is not restricted but does affect the number of actions the opposing player will take, potentially giving the opposition 1 or 2 more additional turns.
 - a. Building selection grid: (player's aid)
 - i. The player's aid separates the buildings in columns and rows for selection.
 - ii. The 1st player marker is referred to as the Building Selection Indicator (**BSI**). At the game start the **BSI** is on the leftmost build level 1 building.
 - iii. Choosing a building:
 1. If the player chooses to build any building in the column occupied by the **BSI** then the opposition will be restricted to the base number of turns depending on the round (2, 3 or 4).
 2. If the player chooses the building to the immediate right/left of the **BSI**, the opposition will get 1 more action. Move the D/ETI up 1 disk exposing 1 more opposition turn disk. In the diagram above, this means that green, red **and black** will perform actions in the next action phase.
 3. If the player chooses a building 2 column distant from the indicator (column 1 to 3 or 3 to 1) this will give the opposition 2 additional turn actions. Move the D/ETI up 2 disks exposing 2 more opposition turn disks. In the diagram above, this means that green, red, black and a 2nd green will perform actions in the next action phase.
 4. **Note:** The building grid does **not** wrap meaning column 1 is not "next to" column 3.
 - b. If the active player is 1st to act (**Example:** The game is in the 1st 2 rounds or no occupying actions can be performed to start the round) then play proceeds normally through the remainder of the active player's turn activating buildings and performing actions.
 - c. The player can still affect how many actions the opposition will get if any number of draw actions is taken. The opposition will get 1 "free" draw action. If this is the case, turn the **D/ETI** over to reveal the action side. This will be a reminder that the opposing color beneath the indicator will have a draw action at the end of its turn.

3. **Opposition Takes Action:** A logic pattern is required to provide the necessary competition for the player. The active player will use the following pattern for the action color order noted on the opposition turn track. **Note:** Do not remove/play the action turn markers. These will rotate in the same sequence on the turn track all game. Draw additional population markers from the game stock to take the actions in sequence. **Play Limitation:** The opposition cannot be forced to take a position/token that does not score (goes beyond 15) unless it is the only option available.
 - a. **Colonize, creating a link** (same color), if possible and if he has presence,
 - i. **Similar Options:** If there are 1 or more similar options in these or any of the following actions, consider the trade token or action chit that will be taken.
 1. Actions chits on cities and in connections will grant an additional action to the all players. See **Opposition Bonus Actions**. Action chits on the shipping lanes are **discarded** and can be chosen 1st above another trade token for the opposition.
 2. Otherwise the city, not link, which provides a trade token for the track least developed is chosen. (**Example:** industry = 2, culture = 4, finance = 3 and politics is 5.) If culture and finance are the options then the finance city is taken. If the cities are still the same, it is the active player's choice. The empty city in Europe would therefore be chosen last in occupation.
 3. Place the gained token on the opposition board advancing the status marker.
 - b. **Colonize**, if has presence, occupying the 2 glory city 1st, if applicable.
 - c. **Complete a shipping track** but **only** if the opposition will become the Governor. Resolve the Governor card by normal rules.
 - d. **Ship to a track;** (in order)
 - i. That has the same color marker in the 1st position.
 - ii. That has the same color marker in the 2nd (3rd, 4th etc. in order) position.
 - iii. Where a region is open and can be occupied. Place the marker by the shipping track.
 - e. **Make a draw action**, if no other option is available. The color whose turn it is will perform the draw action beginning in the area where it has the most presence.
 - i. The card gained should advance the opposition's board forward the farthest and, if possible, advances the least developed track.
 4. Repeat the process for all opposition turn markers until all turns have been taken before the Draw/End Turn Indicator (D/ETI).

Opposition Bonus Actions

1. There are times when the opposition gains action chits during the action phase by occupying cities and shipping.
 - a. Action chits gained while shipping are set out of play and will not provide its action regardless of what it is.
 - b. However, action chits gained from cities and connections are executed **immediately** upon gaining them and by the color who gained the chit.
 - i. Ship/Draw, ship only if it will open a region in the opponents favor, otherwise draw.
 - ii. Occupy/Draw, occupy if possible, and creating a connection if able, otherwise draw.
 1. Draw: The opposition draws from the region where the chit was gained 1st, if possible, and then from another region, if able. It may be possible that the opposition color is not able to complete a draw action legally in which case the draw action is forfeited. See **Opposition Bonus Draw** for more details.
 - iii. Attack chit allows the opposition to attack the active player (this is the only way the opposition can perform this action). The attack targets the largest point differential

possible between the players. (Example: If the active player has a string of 3 cities the opposing player should attack the middle one costing the active player 3 points and gaining the opposition 1 point. This is a 4 point swing.) Trade tokens gained are not considered only the differential.

- iv. Payment chit permits the opposition to **take a trade token** from the active player's board matching the least developed status on the opposition's board. The payment token is then discarded. This can cause the active player to suffer a hand limit restriction.

2. Opposition Bonus Draw

- a. If the active player chose to perform 1 or more draw actions, the opposition is permitted a "free" draw action.
 - i. For the color indicated on the turn track (action chit turned face side up) look at the available draw stacks for that color.
 - 1. Choose the card that advances the opposition status tracks the most.
 - a. 1st consider the one that advances the least developed track the furthest.
 - b. Cards that would have the opposition move a status marker beyond 15 should be considered last unless it advances the tracks overall more than any other card.
 - ii. The opposition is still limited by board position and its political status. It is important to try and use this limit as often as possible to improve your position.
 - b. **Strategy note:** It may be more efficient to draw more cards in 1 turn than fewer over more turns because it may limit the # of free actions to your opposition.

Ending a Round:

1. Check hand limits, discarding as needed. Be sure to perform this immediately after taking actions.
 - a. It is important that the player choose the best option for the opposition. If the opposition has that many cards that you are frequently discarding, you are giving up too many free actions.
 - i. **Important note:** The opposition will **keep all** governor cards that are discarded from the game for the glory points. The cards will not affect the opposition's status board.
2. Slide the building in the **BSI** building row to the left to fill in the empty position, if necessary/possible. The indicator will now be on top of a different building.
3. Fill the rightmost building position with the same building picked up earlier in the turn, if available, unless the **BSI** crown marker is in column 3. In this case the building is **not** filled until the **BSI** crown marker is moved to another location.
 - a. **Building Limitation:** The player cannot build consecutive buildings from the same row from column 3. The player can still have multiples of any building but only 1 from level 5.
4. Rotate the opposition play order track moving all tokens that have taken an action including the one beneath the **D/ETI** token if a draw action was considered (successful or not). Move all other discs down the track and place all "played" discs above in the same order played last turn. Flip the **D/ETI**, if necessary, to the glory side. Place on the 3rd disk for rounds 1-3, 4th disk for rounds 4-5 and 5th disk for rounds 6-7.
 - a. **Note:** Adding your buildings from the left to right by row will help to indicate the changes in the # of opposing actions.

Player Building Section

CH	Rd 1	Rd 2	Rd 3
Rd 4	Rd 5	Rd 6	Rd 7

End Game Condition: (7 rounds have been completed)

Scoring the Game: (the opposition's positions on the game board all count toward the total but only connections that have the same color on each end count in scoring a connection)

1. The active player scores all tracks, cards, cities, connections, the university and any left over population markers left in the harbor (every 3 = 1 glory point)
2. The opposition scores their board, cards and all cities and connections.

Rating Game Results: (only score differential matters)

1. **Scoring less than the opposition player is a game loss**
2. **Minor victory** for scoring 0–2 points more than the opposition
3. **Game victory** for scoring 3–4 points more
4. **Major victory** for scoring 5–6 points more
5. **Complete victory** for scoring 7–8 points more
6. **Master victory** for scoring 9+ points more
 1. **Bonus Status:** Achieving a victory condition that includes the acquisition of a 5 level building will add "style" to your victory. Thus the highest victory condition would be a Master victory with style. A Game victory with style would fall between a Game victory and a Major victory.

Strategy Session:

1. Take note of the trade tokens available in Europe and the connections that the opposition can make in the early game. Preventing the connections from being made can save actions in the long run.
2. The building selection area will hold the key to your success. The player needs to balance the need for a particular building with the additional action(s) rewarded to the opposition.
3. Attack timing to limit the oppositions drawing abilities can make an impact in the mid-game so that the player can take additional draw actions without giving up draws to the opposition.
4. It is important that the player looks ahead at the turn order for the following round to determine if an action can be safely delayed to the player's advantage. The shipping tracks can advance quickly if the opposition starts with 2 tokens on a track and has both action turns in the early rounds.
5. 3–4 areas minimum should open during play. If more than 1 region opens on a turn it can give the game to the opposition for a go 2nd then 1st back to back turn.
6. **Easier Game:** Discard all action chits the opposition collects regardless of where they come from.
7. **Harder Game:** All shipping action chits will give the opposition an additional action instead of being discarded. Achieving even a minor victory will be quite a challenge.

ENDEAVOR (2-Player Variant)

Setup:

1. Game is setup using normal setup rules with a couple of changes:
 - a. Remove 1 of each build level 1-4 building from the game
 - b. Each player retrieves 3 "neutral" tokens of the same color and places them near the players' boards. They will enter the game when a specific condition exists.
 - c. Remove 1 token from the end of each shipping track. Set the tokens out of play.
 - d. Beginning with the start player, the players will remove 6 more disks from the end of the shipping lanes of their choice but not to exceed 3 disks removed from any one track. Set the tokens out of play.

Playing the game:

1. Normal rules apply except when it comes to the neutral tokens:
 - a. If, after the salary phase, a player has less population markers in their harbor, both players include any neutrals from previous rounds, than the lesser player takes 1 neutral token from their supply adding it to the their harbor.
 - i. If all neutral tokens have been collected, no more can be "earned".
 - b. **Playing a neutral token:**
 - i. A neutral token can only be played immediately as an additional shipping/occupy action in the same region that the player played their last population marker. That is to say in the same turn but **not before or in the middle** of the player taking an action(s) in the case of the Docks for example.
 1. **Example turn:** Activate docks, ship to complete South America track and occupy a South American city with own population markers and then place a neutral marker on another city in South America. Always complete your own action(s) and then activate the neutral.
 - ii. **Exception:** The player can choose to perform a draw action and then make a shipping action to any region or occupy action to any **open** region with a neutral.
 - iii. **Important Note:** Neutral tokens cannot be used in combination with the acting player's population markers to occupy, attack, ship or draw a card.
 1. **Example:** You can not place a neutral on your building to perform its action(s). Neutrals are only played to the main game board.
 - c. Neutrals will count towards earning majorities on the shipping tracks. They do not combine with any other player's markers.
 - i. If a neutral gains a majority, discard the Governor card.

Scoring the Game:

1. An additional scoring opportunity is added, concerning neutral tokens remaining in the player's supply.
 - a. Each player scores 1 point for each remaining neutral in the player's supply, **not** harbor.

Strategy Session:

1. The game will be very tactical and provide many tough decisions especially with the neutrals.
2. Attacking is an important element that can not be overlooked.
3. It is likely that as few as 2 or as many as 5 regions will open up during the course of the game. This is dependent on the players' actions.
4. All tactics used in a 4 player game should be in affect in this reduced player variant.

ENDEAVOR (3-Player Variant)

Setup:

1. Game is setup using normal setup rules with a couple of changes:
 - a. Each player retrieves 2 "neutral" tokens of the same color placing them near the player boards. They will enter the game when a specific condition exists.
 - b. Beginning with the player to the left of the start player, the players will remove 8 disks from the end of the shipping lanes of their choice but not to exceed 2 disks removed from anyone track. Set the tokens out of play.

Playing the game:

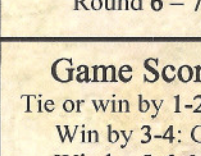
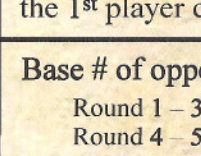
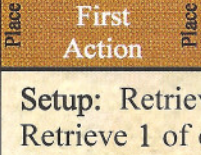
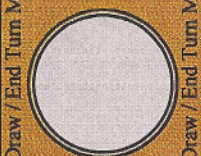
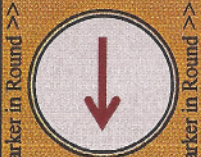
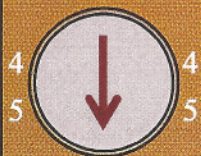
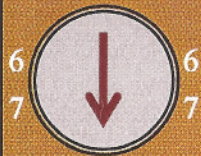
1. Normal rules apply except when it comes to the neutral tokens:
 - a. After the salary phase, **all** players not having the most tokens in their harbor, all players include any neutrals gained from a previous round; take 1 neutral token from their supply adding it to the player's harbor.
 - i. If all neutral tokens have been collected no more can be "earned".
 - b. **Playing a neutral token:**
 - i. This is executed like in the 2-player variant.

Scoring the Game:

1. An additional scoring opportunity is added, concerning neutral tokens remaining in the player's supply.
 - a. Each player scores 1 point for each remaining neutral in the player's supply, **not** harbor.

Endeavor SoloPlay Player's Aid

Opposition
Turn Disks



Place Draw / End Turn Marker in Round >>
Place Draw / End Turn Marker in Round >>

Column I

Column II

Column III

Column I

Column II

Do not fill if BSI present

Column III

Column I

Column II

Do not fill if BSI present

Column III

Column I

Column II

Do not fill if BSI present

Column III

Start Position for Building Selection Indicator (Crown)

Column I

Column II

Do not fill if BSI present

Column III

Intellectual Properties of SoloPlay Games 2009 (BGG user GameRulesforOne)

Setup: Retrieve 2 disks of each opposing color. Randomize and place in order drawn from 1st action up the line. Retrieve 1 of each building. Randomize and place in the corresponding building row to its build level. Retrieve the 1st player crown (Building Selection Indicator (BSI)) and place on top of the leftmost build level 1 building.

Base # of opposing actions:

- Round 1 – 3 (2 actions)
- Round 4 – 5 (3 actions)
- Round 6 – 7 (4 actions)

Performing the Building Selection Action

Using the building selection indicator as the starting point, the player can select any building on the grid. If the player selects a building in the same column as the indicator then the player will cause the opposing player to get the minimum # of actions in the coming action phase. However, each horizontal column different from the indicator adds 1-2 turns to the opposing player's actions.

Important Note: The selection grid does **not** wrap.

Game Score Ratings:

- Tie or win by 1-2: Minor Victory
- Win by 3-4: Game Victory
- Win by 5-6: Major Victory
- Win by 7-8: Complete Victory
- Win by 9+: Master Victory

Example (using the starting position Round 1): Suppose the player wants to build the level 1 column III building. The opposing player will get 2 + 2 or 4 action turns in the 1st round, plus an additional draw turn if the active player chose any # (1 or more) of draw actions during the action phase.

Strategy Note: Adapting to the selection board options without forcing a particular building strategy will help to reduce the number of actions the opposition will take ultimately helping the player to success. Be flexible.