ENDEAVOR DEEP SEA

BY CARL DE VISSER & JARRATT GRAY

ART BY MARUŠA GORJUP, FAHED ALRAJIL & JOSH CAPPEL

BURNT ISLAND GAMES

GRAND GAMERS GUILD

Draft rulebook. Gameplay, visuals, and tallies are subject to change.

YOUR MISSION

1-4 PLAYERS • 14+ • 80'

Your goal in ***Endeavor: Deep Sea*** is to have the most beneficial effect on the world's oceans, from the teeming shallows to the mysterious depths. In each of many **scenarios**, you'll score points by increasing your **attributes** (*Reputation, Inspiration, Coordination, and Ingenuity*),by taking a variety of actions that create positive **Impact**, by meeting the scenario's unique **Goals**, and by employing high-level **Specialists**.

At the beginning of the game, only a small area near the ocean surface is accessible. As the game progresses, your reach will extend wider and ever deeper into new zones, each with their own opportunities for discovery. Your challenge will be to recruit an effective team of Specialists, expand your fleet of sophisticated vessels, and develop the capabilities you'll need to stay at the leading edge of this endeavor. Your goal above all is for **your** team to make the biggest positive impact on the ocean that blankets our fragile planet.

WHAT YOU TAKE FROM THE SEA

This is a game of discovery, observation, understanding, and conservation. You won't be extracting **anything** material from the ocean; everything you draw from it is an intangible benefit that will make you better at what you do!

Gain **Reputation** to increase your ability to *recruit* team members: You will add a new Specialist to your team every round. Improving your Reputation means that you will attract more effective Specialists.

Gain **Inspiration** to increase the number of discs you gain each round: Discs represent the *effort* you expend activating your Specialists and carrying out actions.

Gain **Coordination** to increase your ability to *reassign* discs from your Specialists to your Staging Area: With greater Coordination your Specialists will be consistently be ready to perform new tasks.

Gain **Ingenuity** to increase your technical proficiency: Improved *technology* puts more vessels at your disposal, and allows you to pilot them further into the mysterious depths.

Gain **Impact** to place Impact markers on the scenario-specific Impact board: This is a representation of how your activities in the ocean impact the world. Gaining Impact provides a variety of bonuses throughout the game and is very important for final scoring.

Score **Points** to win the game.



PLAY AGAINST YOUR FRIENDS, OR WITH THEM, OR WITHOUT THEM

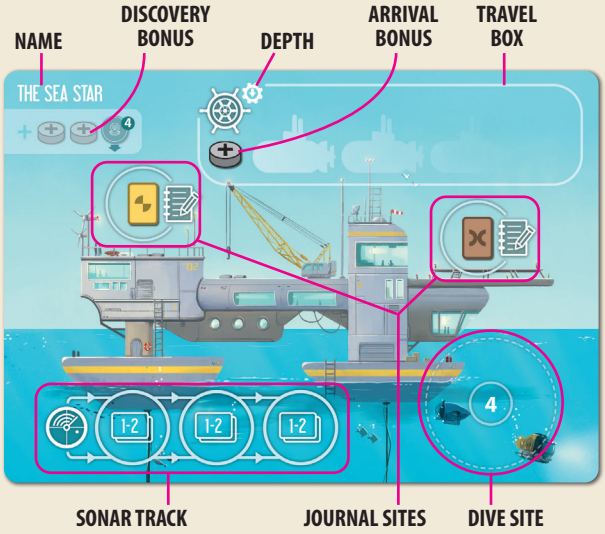
Endeavor: Deep Sea is a **scenario-driven** game. That means that each time you play, you'll choose a Scenario sheet that establishes the setup, special rules, scoring goals, and Impact board of your game.

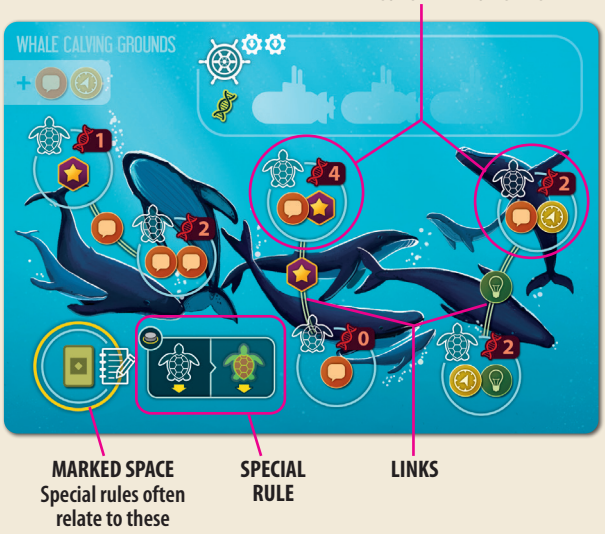
Every single scenario can be played in **competitive multiplayer** mode, **cooperative** mode, ***and*** **solo** mode. Read the rulebook to learn competitive play, and then check the Co-op/Solo section on page 16 to discover the few changes you implement to play in those modes.

COMPONENTS

32 OCEAN BOARDS

The Ocean boards create the play area during the game; once a board enters play, it is called a ***zone***. There are five different **depths** of zone, indicated by the symbols found on the front and back. Zones share many common features to interact with; some zones feature special rules and effects.

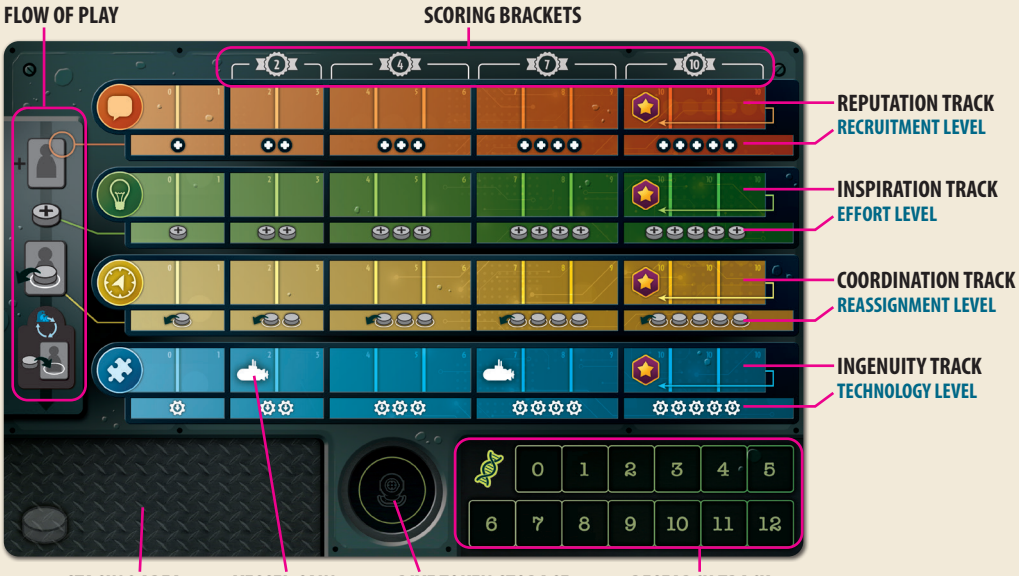






THE FIVE DIFFERENT BACKS

4 PLAYER MATS



30 DIVE TOKENS



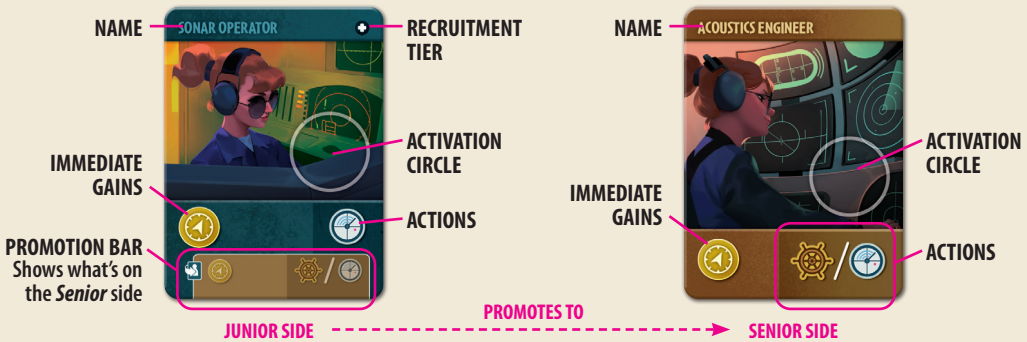
A NOTE ON JUNIORS AND SENIORS

__All__ of the Specialists (whether Junior or Senior) represent highly skilled and highly educated scientists, technicians, and experts in other fields.

Junior/Senior status is __not__ descriptive of the profession itself; it refers to that Specialist's experience participating as a member of __your team__.

46 SPECIALIST TILES

There are 16 different Specialists. Each one has a **Junior** (*blue*) and a **Senior** (*gold*) side.



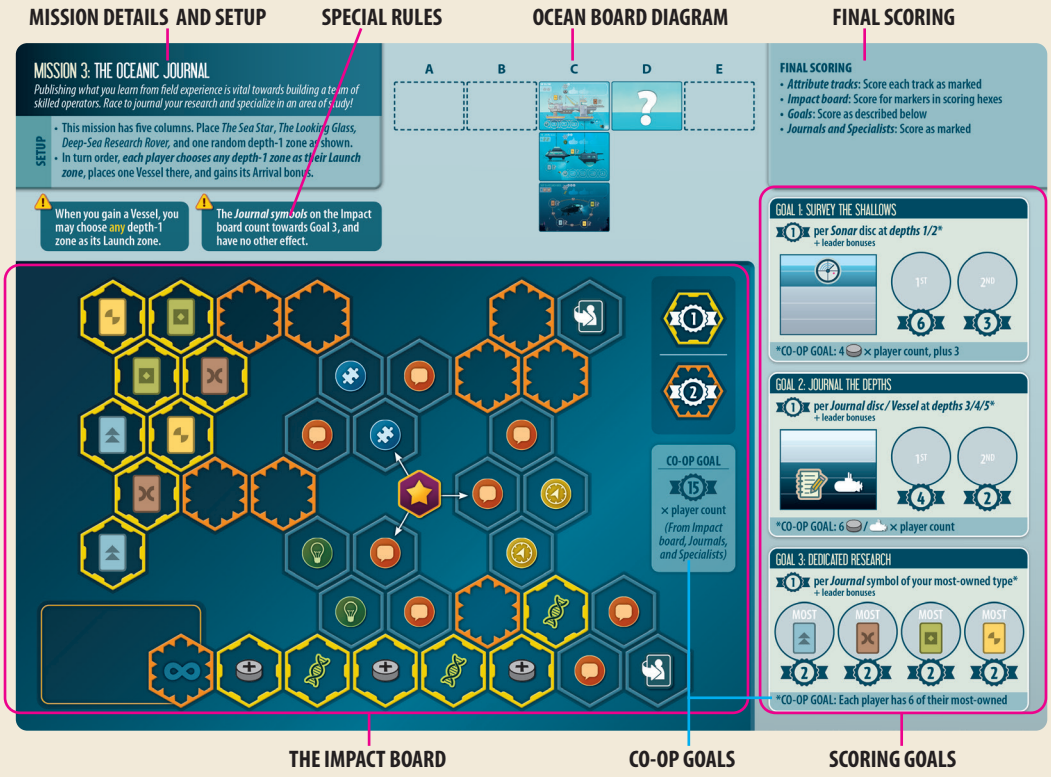
4 TEAM LEADER TILES

Your starting tiles. They start as Seniors.



4 DOUBLE-SIDED SCENARIO SHEETS

Each one describes the **setup** and any **special rules** of its mission. It displays unique **goals** that will be a big part of your final score, and an **Impact board** where you'll direct the impact you gain towards your strategic goals. Each one also displays **Co-op goals**.

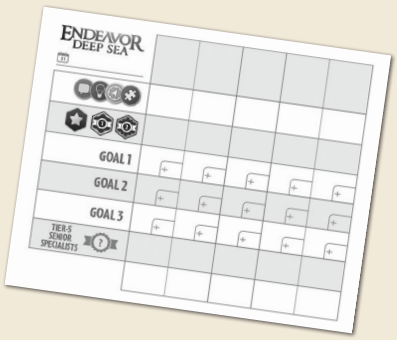


6 CO-OP GOAL CARDS

Extra goals for when you are playing in Co-op or Solo mode.

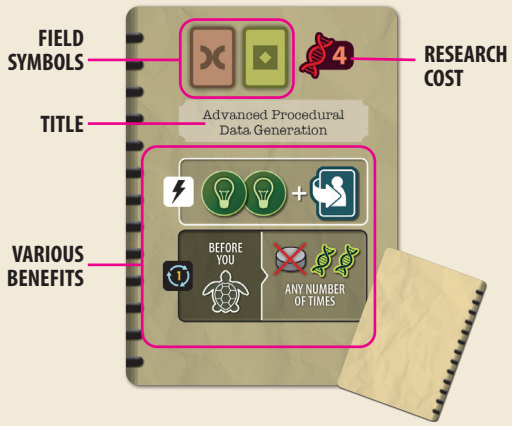


1 SCORE PAD



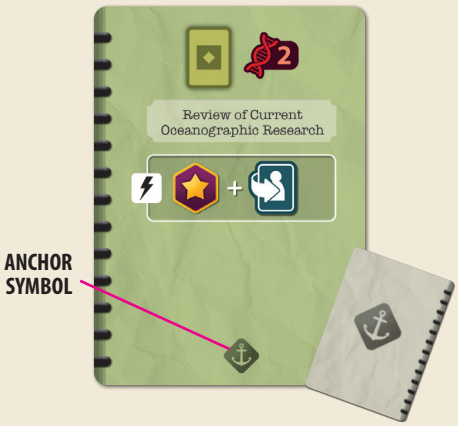
23 JOURNALS

Each one tells you what Fields it belongs to, its Research cost, and the benefits it gives upon being published.



7 ANCHOR JOURNALS

These are just like regular Journals but are designed to start the game.



1 WAVE MARKER



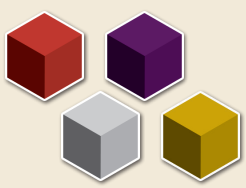
120 DISCS

30 FOR EACH PLAYER



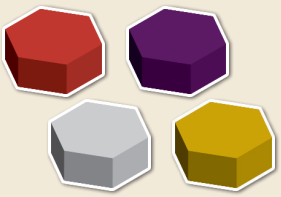
20 TRACK CUBES

5 FOR EACH PLAYER



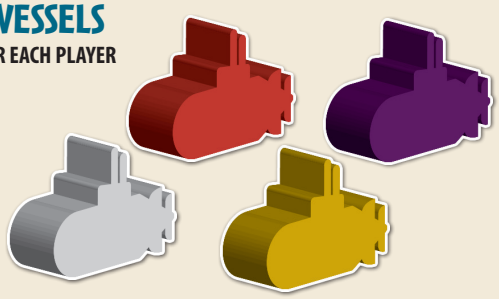
80 IMPACT MARKERS

20 FOR EACH PLAYER



12 VESSELS

3 FOR EACH PLAYER



SETUP

1. **Scenario Sheet.** Select a Scenario sheet and place it on the table. It has setup, scoring information and (*sometimes*) special rules that everyone should be aware of.

   *First game? Use **Mission 1: The Call of the Ocean**.*

2. **Ocean Boards.** Your Scenario Sheet tells you which boards to put into play, and the diagram shows their configuration. Find the right boards and arrange them as shown. Make sure to leave enough room around them for this mission's grid of boards to develop. *The diagram on the sheet shows you how wide the grid may go; the maximum **depth** is five unless otherwise indicated.* Once an Ocean board is in play, it is referred to as a ***zone***.

3. **Ocean Stacks:** Shuffle all of the remaining boards into **five separate** face down stacks based on their **depth**.

4. **Dive tokens:** Shuffle the Dive tokens into a face-down supply. Draw tokens to make a face-down stack of the indicated amount on every zone that has a **Dive site**.

   *For example, **The Sea Star** has a Dive site that starts with **four** Dive tokens.*

5. **Journals:** Shuffle the *Anchor Journal* and *Journal* decks separately. Lay out **four** random **Anchor** Journals face-up in a display; return the rest to the box. Keep the shuffled **Journal** deck face down near the display.

6. **Specialists:** Place the prepared **Specialist tray** nearby. *Tiers 1-4 should remain properly organized from your last play.* For Tier 5s, shuffle them (*blue Junior-side up*), and distribute them as evenly as possibly in the pockets of the rightmost column.

7. **The Wave:** Randomly choose a start player, and give them the Wave start marker.

8. **Player Materials:** Choose your player color. Take a **Player mat**, a **Team Leader** tile, and the component set in your color: **30 discs**, **5 track cubes**, **20 Impact markers**, and **3 Vessels**.

   Ⓐ Place your five **track cubes** on the 0 spaces of your **Attribute** and **Research** tracks.

   Ⓑ Place your **Team Leader** near your mat, and **one** of your **discs** on its activation circle.

   Ⓒ Keep the remainder of your discs in a supply pile **not near your Staging area**. *Discs in your **supply** are **not** available to you; they must enter play before you can use them, so it's wise to keep them notably distant.*

   Ⓓ Keep your **Impact markers** near the Impact board.

   Ⓔ Deploy your starting **Vessel** to the **launch zone** as described by the scenario, and gain its Arrival bonus (*see **Arrival Bonus** pg. 11*); keep your other **Vessels** near your player mat.

   *In **Mission 1,** place your Vessel at **The Sea Star**, and gain its Arrival bonus of one disc to your Staging Area.*

OCEAN BOARD DIAGRAM







Short on table space for your stacks? Try this stacking method: Criss-cross the stacks with shallowest on top and deepest on the bottom.

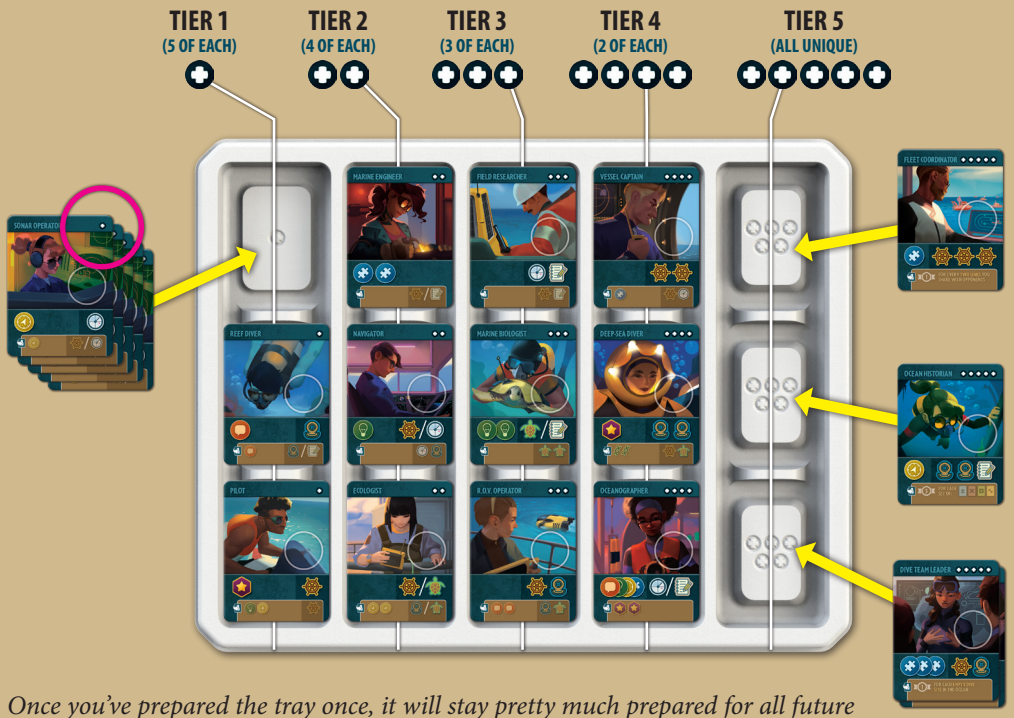




6 PREPARING THE SPECIALIST TRAY

Tier 1-4 Specialists: Flip them all Junior (*blue*) side up, and separate them into stacks by title. Place the three **tier-1** stacks in the first (*leftmost*) column's pockets, the **tier-2** stacks in the second column's pockets, and so on.

Tier-5 Specialists: Make a shuffled stack, Junior-side up. Distribute the tiles as evenly as you can in the pockets of the rightmost column.



Once you've prepared the tray once, it will stay pretty much prepared for all future games; when you clean up, just put the Specialists back in their proper pockets. The only thing you need to do for each new game is re-randomize your Tier-5s!



GAMEPLAY

The game is played over six rounds. Each round consists of two phases. The player with the Wave goes first in each phase, with the other players following in a clockwise order*.

PHASE 1: PREPARATION • Each player conducts the following three steps:

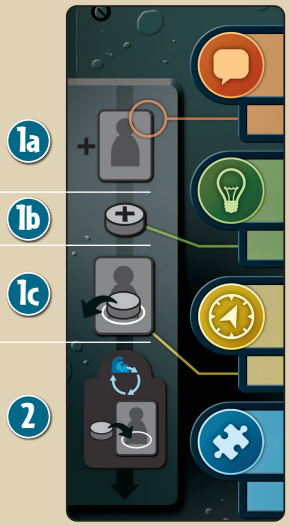
1a) RECRUITMENT • Recruit one Specialist

1b) EFFORT • Gain discs from your supply to your Staging Area

1c) REASSIGNMENT • Reclaim discs from your Specialists to your Staging Area

PHASE 2: STAGING • Players take turns activating Specialists to perform actions, continuing clockwise until everyone has passed

Your player mat includes a "flow of play" diagram to remind you of the phase order. Faint lines indicate the attribute track that affects each phase.



REWARD SYMBOLS

Often during the game you will gain rewards in various ways; *methods include recruitment or promotion of Specialists, various aspects of the Ocean zones, the Impact Board, Journals, and more*. Here are some of the common rewards and other symbols:

- Advance your **Reputation** track marker one step
- Advance your **Inspiration** track marker one step
- Advance your **Coordination** track marker one step
- Advance your **Ingenuity** track marker one step
- Advance an attribute marker of your choice one step
- Advance your **lowest** attribute marker one step (*your choice if tied*)
- Advance your **Research** track marker one step
- Place one marker on the Impact Board (*see **The Impact Board** pg.14*)
- Gain one disc from your supply to your Staging Area
- Promote a Specialist (*see **Promotions** pg.13*)
- Perform a Sonar action
- Perform a Sonar action **in this zone**
- Discard a disc from your Staging Area to your supply
- Spend 2 Research

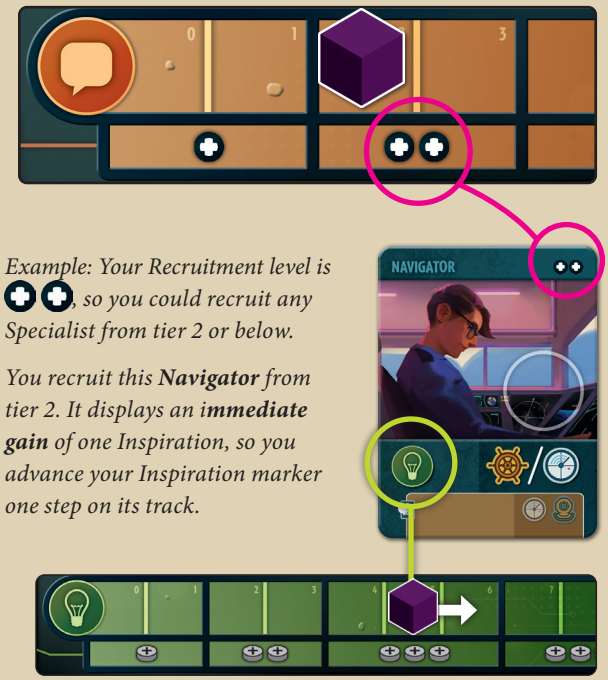


PHASE 1a: RECRUITMENT

On your turn, choose one Specialist from the tray and add it to your own tableau. Your **Reputation track's** advancement determines the highest tier from which you can recruit; your *Recruitment level* on the lower row of the track is displayed in symbols.

Each Junior Specialist displays a number of symbols in the top corner indicating its tier; to recruit a particular Specialist, your Recruitment level must match (*or exceed*) the tier.

- Your recruited Specialist always enters play on its **Junior** side.
- You **may** recruit duplicates of Specialists you already have.
- If your new Specialist displays any **immediate gains**, resolve them before proceeding to the next step.
- Any or that you gain during this step **does** affect the following two steps; *this may factor into your recruitment decision!*
- If you recruit the last tier-5 Specialist from a pocket, redistribute the remaining tier-5s (if possible) so that there is at least one in each pocket.



Example: Your Recruitment level is , so you could recruit any Specialist from tier 2 or below.

*You recruit this **Navigator** from tier 2. It displays an **immediate gain** of one Inspiration, so you advance your Inspiration marker one step on its track.*

PHASE 1b: EFFORT

Gain new discs from your supply to the **Staging Area** of your Player mat. Your **Inspiration track's** advancement determines the number of discs you gain; your *Effort level* on the lower row of the track is displayed in symbols. Gain one disc per symbol.

- If your supply runs out of discs, gain what you can and forfeit the rest.



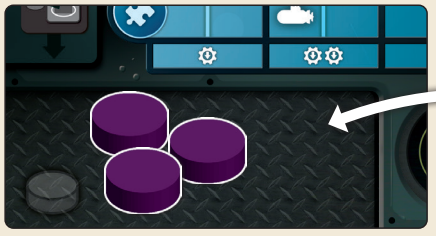
Example: Your Effort level is , so you gain three discs from your Supply to your Staging area.

PHASE 1c: REASSIGNMENT

On your turn, "reassign your Specialists" by reclaiming discs from your Specialists to your **Staging Area**; this frees up both the disc **and** the Specialist for future use. Your **Coordination track's** advancement determines the number of discs you may reclaim; your *Reassignment level* on the lower row of the track is displayed in symbols. Reclaim one disc per symbol.

- If you don't have enough Coordination to reassign **all** of your Specialists, **choose** which ones to reassign and leave the excess discs in place.

In the first round, you will have a single disc on your Team Leader, and the capability to reassign one Specialist… so you will be able to reclaim that disc back to your Staging Area.





*Example: Your Reassignment level is , so you will only be able to reclaim **one** disc. Since you have **two** Specialists with discs on them, you'll have to choose. You go with your **Team Leader**, since it's more versatile than your **Pilot**.*



PHASE 2: STAGING

Players take turns beginning with whoever has the Wave, and proceeding clockwise. On your turn you must either **take a turn** or **pass**. Once you have passed, you may take no further turns in this phase, and the turn order continues clockwise, skipping you. Play proceeds in this manner, with still-active players continuing in turn order until **all** players have passed (*see **End of the Round**, pg. 14*).

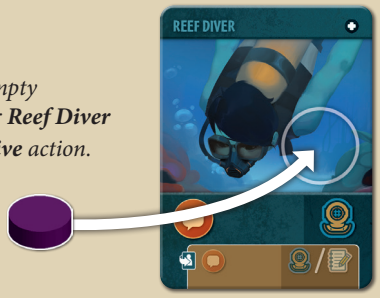
TAKING TURNS

You take a turn by **activating a Specialist**. To activate a Specialist, place a disc **from your Staging Area** on a Specialist in your tableau that has an empty *activation circle* (*not every Specialist has one*). Then you may perform the Specialist's action(s).

The disc you place on the Specialist simply permits you to take its actions. Some action types will then require you to use an **additional disc** from your Staging area (***not** your supply*) to actually carry out the action. *If you don't have a second disc in your Staging Area to carry out an action that needs one, it is usually a waste of a disc to activate the Specialist.*

- Some Specialists display multiple action symbols with a "/" symbol between them; in this case you must **choose one** of the actions to perform.
- Some Specialists display **multiple** action symbols **without** a "/" symbol between them. You may perform any or all of the actions, in any order you choose. Performing multiple actions from one Specialist still counts as one turn. The actions **may** be performed in different zones. Resolve each action fully before beginning the next.
- You **may** activate a Specialist and then **not** perform its action(s).

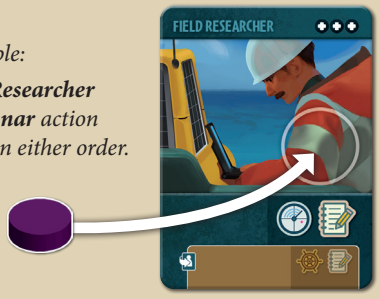
Single-action Example:
*Placing a disc on the empty activation circle of your **Reef Diver** would let you take a **Dive** action.*



Choice-of-Action Example:
*Activating your **Ecologist** would let you take either a **Travel** action **or** a **Conservation** action.*

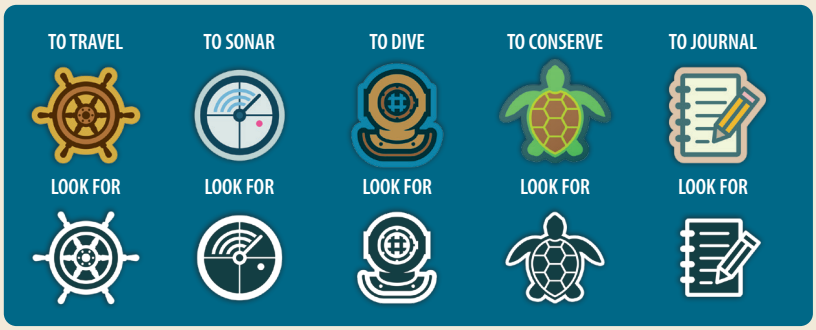


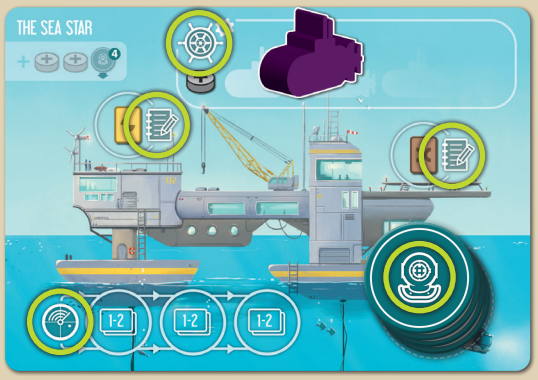
Multiple-Action Example:
*Activating your **Field Researcher** would let you take a **Sonar** action **and** a **Journal** action, in either order.*



GENERAL RULES OF THE STAGING PHASE

- To perform an action in a zone, **you must have a Vessel in that zone**.
- The places in each zone where you can perform the different actions are clearly signposted with an outlined version of the relevant action symbol.





*For example, with a Vessel at **The Sea Star**, you could Travel, Sonar, Dive (symbol is on the Dive tokens), and Journal (in two places).*

- If you ever reach the Impact symbol near the end of **any** attribute track, gain one Impact (*see the **Impact Board** pg. 14*). If you ever advance **beyond** the end of a track, retreat the cube back to the Impact symbol and gain it again, as indicated by the arrow.



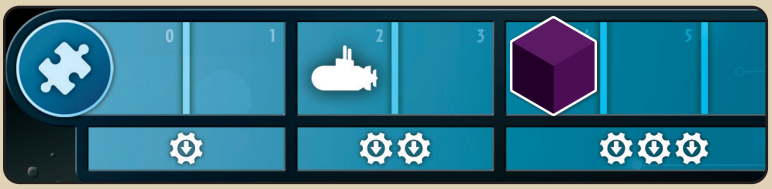
- The **Ingenuity track** unlocks **additional Vessels** for you. As soon as your marker reaches a spot with a Vessel icon, place the new Vessel at the Mission's **Launch zone** (*indicated on the Scenario sheet*) and gain its Arrival bonus (*see **Arrival Bonus** pg. 9*).



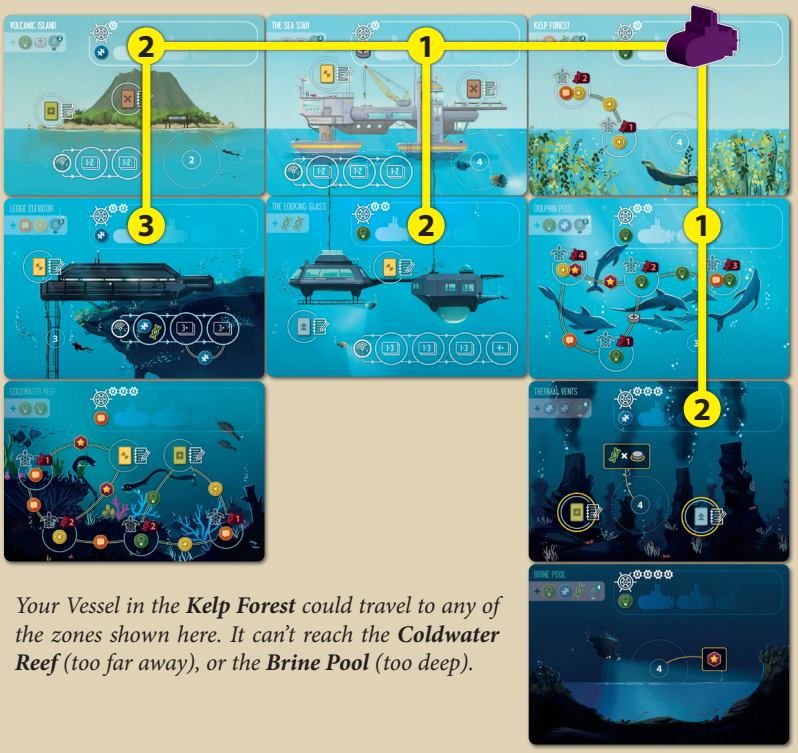
TRAVEL Move a Vessel to a different zone, to gain its arrival bonus and enable you to take other actions there.

Move **one** of your **Vessels** from its current zone to a different one. Your Vessel movement capabilities are limited by your **Ingenuity track's** advancement; your *Technology level* on the lower row of the track is displayed in ⚙ symbols.

- The maximum **depth** you may move your Vessel to is equal to your Technology level.
- The maximum **distance** (*measured in zones*) that your Vessel may move from its current zone is **also** equal to your Technology level. A Vessel moves horizontally or vertically from zone to zone, one zone at a time.
- Keep your Vessels in the *Travel box* of their current zone.



*For example, your Technology level is three, represented as ⚙⚙⚙. That means that your Vessel could go as deep as **depth-3**, and it could move up to **three** zones away from its current location.*

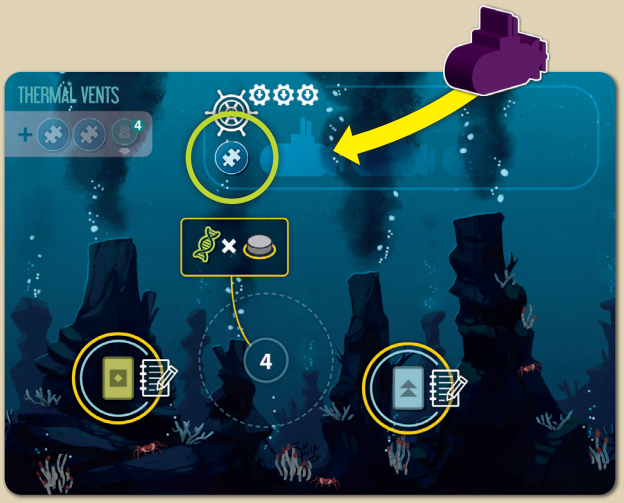


*Your Vessel in the **Kelp Forest** could travel to any of the zones shown here. It can't reach the **Coldwater Reef** (too far away), or the **Brine Pool** (too deep).*

ARRIVAL BONUS

After moving a Vessel to a zone, immediately gain the **Arrival bonus** for that zone (*only the final destination zone, **not** the zones passed through along the way*). The Arrival bonus is displayed below the Travel symbol in each zone.

- You **do** get the Arrival bonus when place a new Vessel in its launch zone, including your starting Vessel at game start. *Your Scenario sheet's Setup describes the launch zone(s) for this Mission.*



*You decide to go to the **Thermal Vents**. Upon arrival, you gain the **Arrival bonus**... which is an Ingenuity gain! Now you're a step closer to being able to go deeper and further!*

SONAR (Requires a second disc) Add a disc to a Sonar track, to gain rewards and discover new ocean zones.

Place a disc from your Staging Area on the "earliest" unoccupied space of a **Sonar track** in a zone where you have a Vessel. *Sonar tracks show you which spots are earlier and which are later; follow the arrows.*

- If the zone features **multiple** tracks, you may **choose** which track to place upon.
- Placing the disc may complete a *link* (*see **Completing Links**, pg. 13*)

Some Sonar track spaces display common rewards; claim them as usual. **Most** Sonar track spaces indicate that you may **Discover** a new zone to add to the growing ocean.



*For example, if you Sonar while you have a Vessel on Calm Seas, you could place your disc on either of its two Sonar tracks. If you choose the **left** one, you will gain . If you choose the **right** one (notice that Yellow placed on the track earlier, so you have to place in a later space), you will **Discover** a new zone.*

DISCOVER

STEP 1: CHOOSE YOUR BOARD

Draw **two** Ocean boards. Each Discover symbol indicates the **depths** of the stacks you could draw from.

For example if it says **"1-2"**, *you could draw two boards from depth-1, or two from depth-2, or one from each.*

- You **may** draw and place a board that is too deep for you to currently travel to.
- Your Scenario sheet shows the limits of your Mission's play area, indicating where new depth-1 zones may be placed to create columns.
- With the exception of depth-1, there **must** be a zone of the shallower depth to place it below. (*For example, you may not place a depth-4 board unless there is a depth-3 zone with an empty space below it.*)
- If your Discovery is impossible to resolve (*for example if the icon says "1-2" and both of those depths are already full*), you must draw from the **shallowest** possible depth with a legal placement spot, and continue as normal.

STEP 2: PLACE THE NEW ZONE

Look at both boards, and choose one to place (*return the other to the bottom of its stack*). Place your chosen board in any legal spot you wish at the correct depth; now that the board is in play, it is referred to as a **zone**.

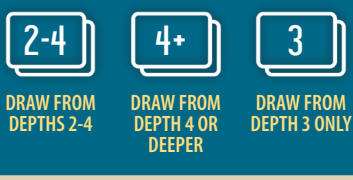
- If the zone has a Dive site in it, place the indicated number of Dive tokens face down in the Dive site.



STEP 3: DISCOVERY BONUS

Claim the new zone's **Discovery bonus**. Discovery bonuses are one-time rewards displayed faintly on the top left corner.

The *Discover* symbol shows two boards (*to remind you that you always draw two to choose from*), and it has a number or a number range in it to indicate which *depths* you may draw from.



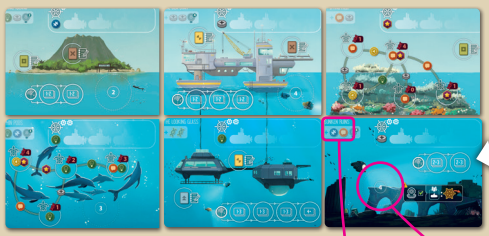




*For example, your Discovery symbol indicates depths 1-2. According to your Scenario, there are two spots you could place a depth-1, and there **is** a legal depth-2 spot below the **Dying Reef**. You decide to draw one board from each stack.*

*You get the **Atoll** (depth 1), and the **Sunken Ruins** (depth 2). You consider them both (taking into account how their various features might help you succeed), and choose the **Sunken Ruins**. You return the **Atoll** to the bottom of its stack.*







*You place the **Sunken Ruins** in the one legal depth-2 spot, and add the five Dive tokens to its Dive site as indicated.*

Finally, you collect its Discovery Bonus of .



DIVE Draw the top token from a Dive site; tokens have varied uses and are an important source of valuable Research.

Choose a zone (*where you have a Vessel*) that has a **Dive site** with one or more **Dive tokens** remaining. Draw the top token from the Dive site, and reveal it.

DIVE TOKENS

Dive tokens display some amount of **Research** (*which you require for **Conserve** and **Journal** actions, see below*). Most tokens also display an **extra action** or other benefit.

During your turn, you may spend any number of Dive tokens. When you spend a token, you must **choose** between its Research value (*reflect the gain on your Research track*), **or** its action/benefit.

Discard spent tokens into a discard pile. *If the Dive token supply ever runs out, shuffle the discards into a new supply.*

- You **may** spend a Dive token on the same turn that you obtain it.
- A spent token's extra action may be performed **before or after** your Specialist's action, or **between** its actions if it is a multiple-action Specialist.
- You may **not** spend a Dive token for its extra action as a standalone **turn**; taking a turn **always** requires a Specialist to be activated.
- You **may** activate a Specialist, decline to perform **any** of its actions, and still spend a Dive token for **its** action.

At the end of your turn, you may store a maximum of **one** Dive token if you wish (*there is a spot on your player mat for it*); you **must** spend excess tokens before ending your turn.



*For example, you Dive while you have a Vessel at the **Ledge Elevator**. You take the top token from the stack and reveal it; it is a choice between 3 Research and a Travel action. You may spend it for either aspect, or store it on your mat for a later turn.*

THE DIVE TOKENS

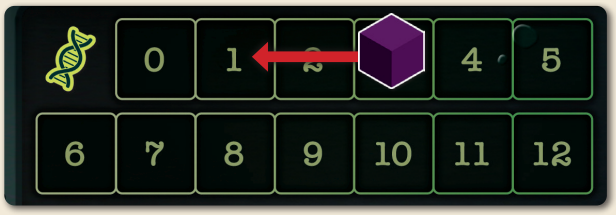


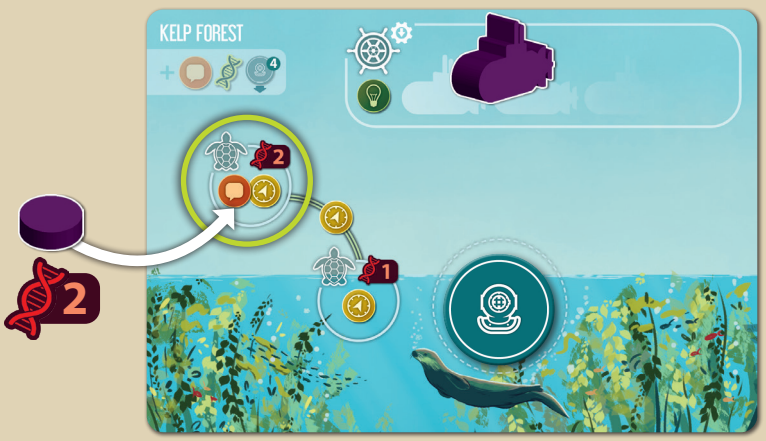
CONSERVE (Requires a second disc) Spend Research and place a disc in a Conservation site to gain rewards (often Impact).

Choose an available **Conservation site** in a zone where you have a Vessel. Pay the displayed **Research cost** of the site, and gain any indicated rewards. Place a disc from your Staging Area in the site; this may complete a link (*see **Completing Links**, pg. 13*).

PAYING RESEARCH COSTS

Actions with a Research cost show this symbol, with a number indicating the cost. Spend that amount of Research from the **Research track** on your player mat (*reflect the change by moving your cube*). Remember that you may also spend Dive tokens for their displayed Research value at any time.





*For example, you Conserve while you have a Vessel at the **Kelp Forest**. You have 3 Research, so you could afford either Conservation site here. You pay 2 Research for the upper site, place a disc there, and gain the indicated .*

JOURNAL (Requires a second disc) Spend Research to publish a Journal, which grants Promotions and other benefits.

In a zone where you have a Vessel, choose an unoccupied **Journal site** with a *Field Symbol* that is **also** featured on a Journal in the display that you wish to publish (*it is okay if there are also* ***other*** *Field symbols on that Journal*).

- If **no** Journals in the display feature the site's Field symbol, you may not currently Journal at that site.

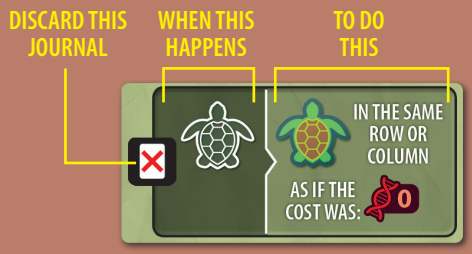
Spend the **Research Cost** indicated on the Journal, and place a disc from your Staging Area in the site. This may complete a link (*see* ***Completing Links****, pg. 13*).

Claim your published Journal. They display a variety of benefits, in four categories:

Instant: These benefits are immediately gained by **you**. One extremely common Instant effect is Promotion (*See* ***Promotion****, pg.13*).

Others: These benefits are immediately gained by **all other players** (*not you*).

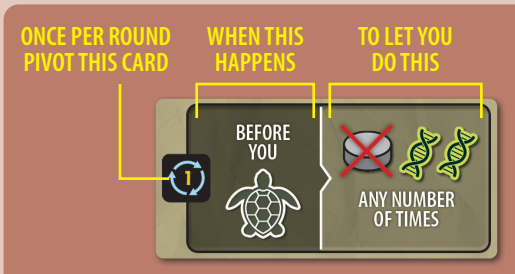
Discard: If you discard the Journal card (*from the game*) under the specified conditions, you can activate the described effect.



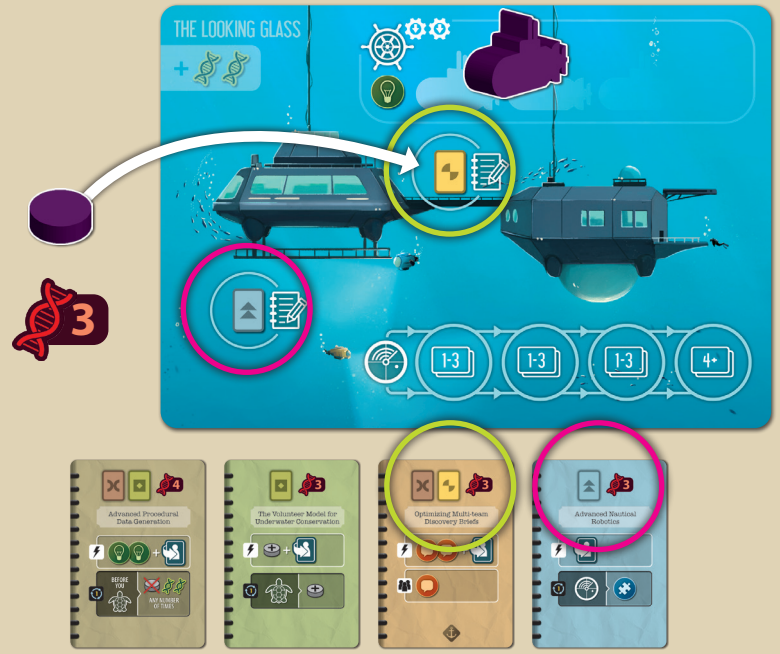
Discard this Journal when you Conserve, to Conserve again in the same row or column as if the Research Cost was zero.

Once per Round: Once per round under the specified conditions, you can use the card's described effect.

Pivot the card 90° to mark it as spent for the round; you'll reset your pivoted cards at the end of the round.



Once per round before Conserving, you may discard a disc from your Staging Area to gain 2 Research any number of times.



For example, you Journal while you have a Vessel at ***The Looking Glass****. There are two available Journal sites here; their Field symbols are present on two of the Journals in the display. You could afford either, and decide to publish the* ***Optimizing Multi-team Discovery Briefs*** *Journal.*

You spend the 3 Research, add a disc to the Journal site with the symbol, claim the card, and re-fill the display.



You immediately gain , and may Promote one of your Specialists.

Every other player immediately gains .



PROMOTION

Choose a **Junior** Specialist in your tableau, and flip it to its **Senior** side. Gain any attribute, Research, or Impact benefits as displayed.

Remember that the Promotion bar on the bottom of each Junior Specialist shows what is on the Senior side.

- You do **not lose** any attribute symbols that were on the Junior side.
- If there was a **disc** on the Junior's activation circle when you promoted it, discard the disc to your **supply**.



*For example, you Promote your **Pilot** into a **Skipper**. The disc that was on the **Pilot** is lost, and you gain the **Skipper's** indicated* .

COMPLETING LINKS

Some zone features are connected by lines called **links**. When **both** ends of a link are occupied by a disc, the link is **completed**.

At the moment of completion, both players with discs at either end of the link immediately gain the reward displayed on the link itself.

- If your own disc occupies **both** ends of the link, you do **not** get the reward twice.
- It is possible for multiple links to be completed at once.
- The active player gains their rewards first, then any other players in clockwise order.



*For example, placing your disc in this Conservation site would complete **three links** at once. In clockwise player order:*

- *You (purple) gain rewards from all three links:* .
- *Yellow gains* .
- *Red gains* .

THE IMPACT BOARD

The **Impact Board** on each Scenario sheet represents the positive impact that your efforts in the ocean are making on the world in general.

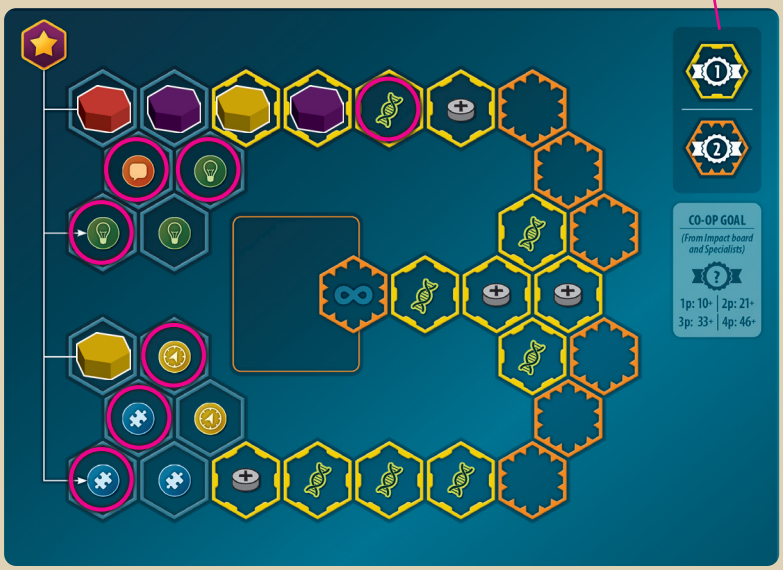
Impact boards in earlier Missions are fairly simple, but as you proceed through scenarios you will discover the wide variety of effects and opportunities that this aspect of the game introduces.

The board is a grid of hexes displaying various rewards and other benefits. When you gain Impact during the game by any means, place a marker from your supply in an empty hex, and gain any reward printed there.

You may only place in a hex with an **entry arrow** pointing to it, **or** in **a hex that touches any other occupied hex**.

- Occupying hexes of certain colors (*indicated in the scoring legend*) will score points at the end of the game.
- A hex with a ∞ symbol in it can hold any number of markers (*place them in the attached larger area if you need room*).

For example, you have gained an Impact, so you get to place a marker on the Impact board. All of the circled hexes are eligible spots, since they are either at an entry arrow or they are beside an occupied hex.





Remember that markers in certain hexes will score points at the end of the game!



Once the ∞ hex is filled, any number of markers can go in the attached area and earn the same score as the ∞ hex.

END OF THE ROUND

Once **all** players have **passed**, the round ends.

If that was the **sixth** round, the game ends immediately; proceed to final scoring. *You can tell if that was the sixth round, because each player will have seven Specialists in their tableau (including their Team Leader).*

If the game hasn't ended, all players reset their pivoted Once Per Round Journals. The Wave is passed clockwise to establish a new start player, and a new round begins.



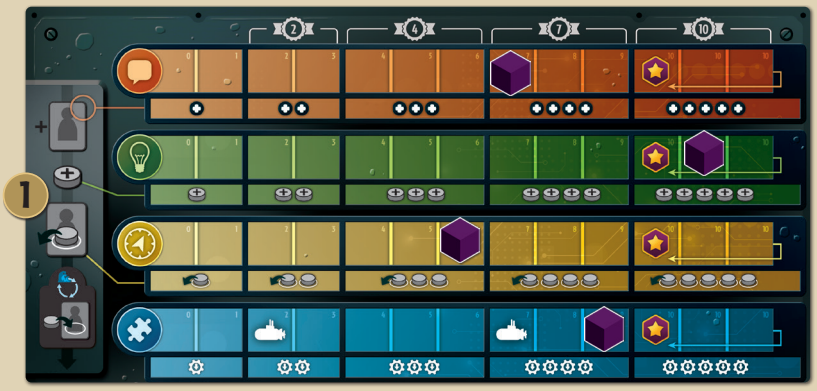
FINAL SCORING

Tally your scores in the following order. Use the provided Score pad to keep track.



1 ATTRIBUTE TRACKS

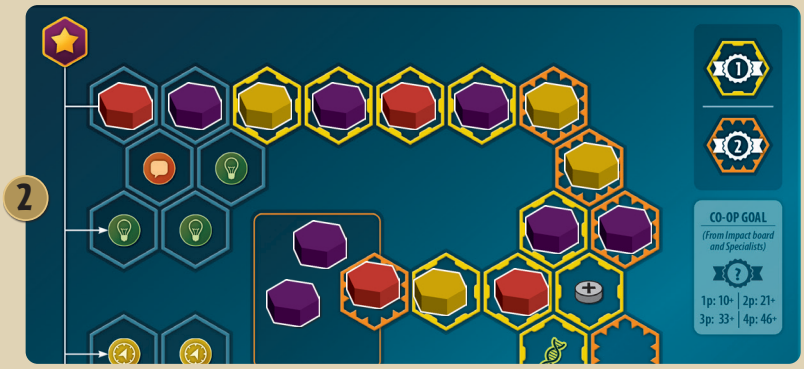
Scoring brackets run across the top of your player mat and apply to all four tracks. Each track marker scores the value of the scoring bracket it has reached.



From your attribute tracks, you score 7 + 10 + 4 +7, for a total of **28 points**.

2 IMPACT BOARD

Earn points for your markers in scoring hexes, as indicated by the Scoring Legend.



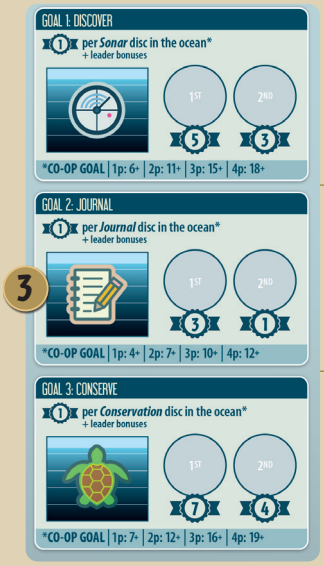
You (purple) have three markers in 1-point hexes, and three in 2-point hexes (including the two in the ∞ area). That totals to **9 points** *from the Impact board.*

3 MISSION GOALS

Each Mission has several goals, and each goal describes how it awards points.

Many Goals offer leader bonuses for having the **most** of something. Award those bonuses as described.

- If more than one player ties for 1st place, they **all** earn the 1st-place bonus and **no 2nd place** is awarded. If a single player earns 1st and there is a tie for 2nd place, all tied players earn the 2nd-place bonus.
- If you do not satisfy a Goal's criteria at all, you do not qualify for its leader bonus. *For example, with a Goal that awards points for Vessels in depth-5, if you have zero Vessels at that depth you can not score a "most" bonus.*



YOU (PURPLE)
YELLOW
RED

You have **six** *Sonar discs in the ocean, which wins 1st place. You score (6 + 5)* **11 points** *for this goal.*

YOU (PURPLE)
YELLOW
RED

You have **three** *Journal discs in the ocean, but since there was a tie for 1st, no 2nd-place bonus is awarded. You score* **3 points** *for this goal.*

YOU (PURPLE)
YELLOW
RED

You have **five** *Conservation discs in the ocean, which wins 2nd place. You score (5 + 4)* **9 points** *for this goal.*

4 TIER-5 SENIOR SPECIALISTS

Each tier-5 Senior Specialist describes endgame points that you can earn for satisfying its criteria.



You have presence in 11 different zones; that works out to **3 points** *from your* ***Legendary Adventurer*** *tier-5 Senior Specialist.*

The player with the highest final score wins!

In the event of a tie, the tied players share the victory.

Your final score is **63 points**... *is that enough for you to win the game?*

COOPERATIVE AND SOLO MODES

Every scenario can be played in Cooperative (*Co-op*) mode. Solo mode is no different from Co-op; it is effectively one-player Co-op.

There are almost no changes to the rules. The only difference is that in **Solo mode** you play **seven rounds** instead of six.

Instead of scoring points towards an individual score, you will be attempting (*as a group*) to meet certain **thresholds** for a series of goals. There will be **seven** goals in your game:

A THE IMPACT BOARD GOAL

B THREE MISSION GOALS

C THREE RANDOM GOALS

- Most Co-op Goals require you to reach a minimum amount of a particular criteria; this does **not** mean that **each player** must **individually** meet that goal; the team's *combined success as a whole* must reach or exceed it.



*For example, with this Impact board goal in a 3-player game, the goal is 33 points **in total**, from the described sources. **Not** literally 12 points each.*

Your team could hypothetically succeed (for example) with one player earning 20, one player earning 13, and one player earning 0.

Play the game as usual. At the end of the sixth round (*seventh in Solo*), assess your Goals to see how many you achieved, and find your team result on this chart:

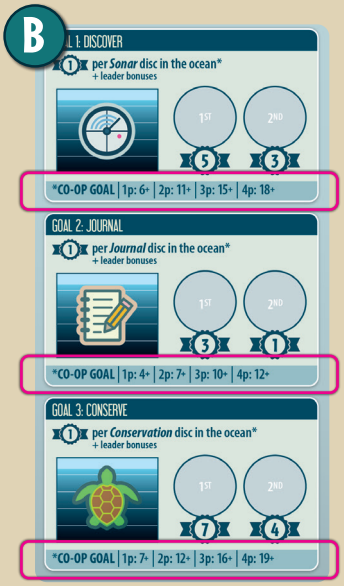
GOALS ACHIEVED	RESULT
THREE OR FEWER	FAILURE
FOUR	SEAT-OF-YOUR-PANTS SUCCESS
FIVE	IMPRESSIVE SUCCESS
SIX	RESOUNDING SUCCESS
SEVEN	ASTONISHING SUCCESS

A



*The Impact board has a Co-op Goal sign. It describes how many points your team must earn (from the **Impact board** and **Specialists** combined), to achieve the Co-op goal.*

B



Each Mission Goal has a Co-op Goal banner at the bottom. It describes the threshold your team must meet (related to the particular Mission goal it is attached to), to achieve the Co-op goal.

C



Shuffle the Co-op Goal cards (mix them front to back as well), and lay out a random display of three. If any of them indicate that they are not suitable for your player count, draw a replacement. When you have a viable set of three, return the rest to the box.

Each one describes the threshold your team must meet to achieve its goal.

CREDITS AND ACKNOWLEDGEMENTS

GAME DESIGN & DEVELOPMENT
Carl de Visser & Jarratt Gray

ILLUSTRATION
Maruša Gorjup & Fahed Alrajil

ART DIRECTION, GRAPHIC DESIGN, RULEBOOK
Josh Cappel

PROJECT MANAGEMENT
Helaina Cappel & Marc Specter

COMMUNICATIONS
Sean Jacquemain & Glenn Flaherty

INSERT DESIGN
Game Trayz

Published as a team by
Burnt Island Games
and Grand Gamers Guild
burntislandgames.com
grandgamersguild.com

©2023 All rights reserved