

ENDEAVOR DEEP SEA



UNCHARTED WATERS

BY CARL DE VISSER & JARRATT GRAY

UW Note: All *Uncharted Waters* components that are meant to be mixed in with their base-game counterparts have been labeled with this symbol so that you can find and separate them if you need to. *Ocean boards, normal Journal cards, Dive tokens, and Specialist tiles (Junior side).*

A CONTENT EXPANSION FOR ENDEAVOR: DEEP SEA

Uncharted Waters is a **content expansion**. That means no big new rulebooks to read, no new systems to learn, just more of what you already love... simply mix in the new elements and play!

FEATURES

19 NEW OCEAN BOARDS

Eleven of the new Ocean boards have the familiar back sides from the base game; just mix them into your stacks. The other eight boards are special zones that only come into play when certain Scenarios (or other Ocean boards) say so; each one explains on its back side how it is brought into play. Keep the special zones separate from your stacks.



FAMILIAR BACKS



SPECIAL ZONE BACKS

Note: The *Blue Hole Opening* depth-2 board can be quite disruptive to normal play, making some scenarios more challenging. You may want to omit it at first, but we encourage including it when you feel ready. *Mission 12: The Blue Hole* gives you a good introduction to it.



BLUE HOLE OPENING
OCEAN BOARD

2 NEW DOUBLE-SIDED SCENARIO SHEETS

These introduce four new missions for you to explore. Some of these new missions involve specialized components.

1 TECTONIC SPLIT TILE

This tile is unique to *Mission 11: Divided Waters*.

1 BLUE HOLE BOTTOM TILE

This tile (along with the six Blue Hole Ocean boards) is part of *Mission 12: The Blue Hole*, but it isn't strictly unique to that scenario.

4 TRENCH BOTTOM TILES

These tiles are unique to *Mission 13: In the Trenches*.

8 FOG TILES

These tiles are unique to *Mission 14: The Fog*.



SCENARIO SHEETS



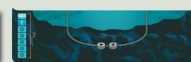
FOG TILE FRONTS



FOG TILE BACKS



TECTONIC SPLIT



BLUE HOLE BOTTOM



TRENCH BOTTOM

7 NEW JOURNAL CARDS

Four of the new cards have the familiar backs from the base game; shuffle them into your Journal deck. The other three have different backs, and will only enter play when certain Ocean boards say so; keep them separate from the deck.



FAMILIAR
BACKS



DIFFERENT
BACKS

12 NEW DIVE TOKENS

Mix them in with your Dive token supply from the base game.



NEW DIVE TOKEN EFFECTS



You gain 5 Research; all others gain 2 Research.



Spend 2 Research to gain 2 discs.



You gain 2 discs; all others gain 1 disc.



You gain 2 of the indicated attribute; all others gain 1 of the indicated attribute.

FEATURES (continued)

6 NEW TIER-5 SPECIALISTS

During setup of your Specialist tray, shuffle **all** of your Tier-5 Specialists together Junior-side up, and fill each Tier-5 pocket in the Specialist tray with three random ones; leave excess ones nearby (*the new **Deepwater Telemetry Buoy** Ocean board could potentially bring them into play*).

See *Specialist Clarifications* on the back page for details about each one.



SPECIALISTS

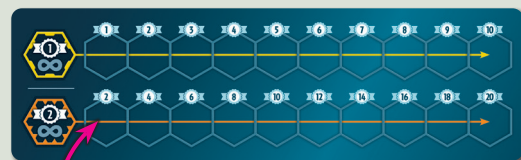
5 DESCENDER MARKERS

These only enter play if the **Mariana Trench** depth-5 Ocean board is added to the ocean. There is one in each player color (*including teal, for players who have the fifth-player expansion*).



NEW SCORING TRACK

During play, keep this new **Scoring track** next to your Scenario sheet. It will help keep your Impact board from becoming over-cluttered with Impact markers, and will help you easily tally points from the Impact board at the end of the game.



HOW THE SCORING TRACK WORKS

When you are about to place a  in a  space of the Impact board, **instead of placing it there, leave the  space empty** and place your marker on the first space of the appropriate Scoring track. *If you already have a  on the track, **advance** it on the track instead of placing a new one.* If your  is already at the **end** of the track, leave it there and start a new one in the first space of the track.

This will prevent a mess building up around the  spaces on your Impact board, a common occurrence in the base game!



For example, the **first** time you go to place an Impact marker in this  space, you place it in the first spot on the 2-point Scoring track **instead**. Every following time, you'd **advance** on that track instead.

At the end of the game, convert **all** of your points on the Impact board into progress on the Scoring tracks (*by removing all  occupying scoring spaces, and reflecting their value by advancing on the appropriate Scoring tracks*).

You can convert values other than 1 or 2, by advancing markers multiple times (*for example to convert a 3, advance on both the 1 and 2 tracks*).

Tally your Impact board score neatly and easily by adding up the value of the track spaces your markers occupy.



For example, at the end of the game you (yellow) take your **three** 1-point and **one** 2-point markers **off** the Impact board, and “convert” them into advances on the 1-point and 2-point tracks.

Since you didn't have a marker on the 1-point track yet, you add a marker and advance it to reflect your three 1-point gains. You already had a marker on the 4th space of the 2-point track (from placing in the  space four times during the game), so you advance it to reflect your one 2-point gain.

ENHANCED SOLO AND CO-OP MODE

Due to enthusiastic demand, we have created an **enhanced version** of the Solo and Co-op mode found in the base game; see the separate *Enhanced Solo & Co-op Rules Sheet* for details!



8 MODE CARDS



15 BONUS GOAL CARDS



19 SETBACK CARDS



OCEAN ROAMER TILE

UNCHARTED WATERS OCEAN BOARD SPECIAL RULE CLARIFICATIONS

SARGASSO SEA



Although this zone is depth-1, your Vessels may not **end movement** here unless your Technology level is at least 3. *You may pass through this zone with level 2 Technology.*



When either of these links are completed, the involved players (*active player first*) may take a Travel action away from this zone.

THERMOHALINE CIRCULATION



When placed: Discover a depth-2 zone and place it directly beneath this one. *If there is already a zone in that spot, gain 1 Impact instead.*



On Arrival: Move your Vessel to the zone below (*even if this exceeds your current Technology level*); you **do** gain the arrival bonus of that zone.

BLUE HOLE OPENING



When placed: Shuffle the *Blue Hole* Ocean boards into a face down stack, and keep the *Blue Hole Bottom* tile nearby.



The Dive sites here must be completed from left to right; all tokens must be gone from one before proceeding to the next.



When a Dive site here is **completed**, you **must** discover a zone from the *Blue Hole* stack (draw 2, choose 1), and place it at the bottom of this column (*this is okay even though all Blue Hole zones count as depth-2, and it may exceed the usual deepest row of your scenario*).

If a non-Blue Hole zone already exists in its column somewhere below the Blue Hole Opening when it is placed, new Blue Hole zones may not be discovered below that interrupting zone; gain 1 Impact instead.



When this Dive site is completed (*after the new zone is placed*), place the *Blue Hole Bottom* tile below that zone.



Only a *Blue Hole* zone may be placed beneath this zone.

ALL BLUE HOLE ZONES



May never be entered from the sides. *Blue Hole* zones may only be entered from above or below.



Only a *Blue Hole* zone may be placed beneath this zone.



Links may run off the edges and continue onto the zone above or below. Links are not **complete** until discs are present at both ends of the connection.



All *Blue Hole* zones count as depth-2 (for all purposes, including Goal scoring), no matter what row they are in.

ANOXIC ENVIRONMENT



When you Journal at any of these sites, you **must** either move a Vessel from here to the depth-1 zone in this column (*you do gain its arrival bonus*) or spend 2 Research.

CORAL GARDEN



If you have a disc in the marked spot when you Journal in this zone, you may immediately Journal again in this zone.

DEBRIS-FILLED CAVES



While a Dive token remains covering a Sonar Track, you may not Sonar on that track.

While the Dive token remains on the Dive site in the bottom middle of this zone, Vessels may not leave this zone in that direction.

UNDERSEA VOLCANO



When you Journal at any of these sites, you **must** add two Dive tokens from the supply to the dive site here, and all Vessels here (*from the active player clockwise*) **must** Travel away from this zone.



If you have at least one disc in a marked spot when you claim a token from this Dive site, gain one Ingenuity.

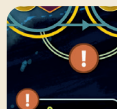
SUBDUCTION TRENCH



When placed: You **must** add both *Subduction Trench* Journals to the (*temporarily expanded*) display.



When you Journal in either of these sites, you may only publish a *Subduction Trench* Journal. *When either one is published, do not replace it in the display.*



When any of these links are completed, the involved players each gain 1 Research for each disc they have in a marked spot in this zone.

COLD UPWELL



When placed: You **must** find the *Deep Current Deflection* zone and place it into play immediately below this zone. *If there is already a zone in that spot, gain 1 Impact instead.*



When you Sonar on this track, perform a Dive action at the Dive site in the *Deep Current Deflection* zone. *The yellow lines here connect to that zone's instruction to do so.*

DEEP CURRENT DEFLECTION



On Arrival: Move your Vessel to the *Cold Upwell* zone above; you **do** gain its arrival bonus.



Any Vessel entering this zone **must** stop here. The arrival bonus (*described above*) will push your Vessel upward, but (*as with any reward*) you may decline it.

POLYMETALLIC NODULES



When placed: You **must** add the *Polymetallic Nodules* Journal to the (*temporarily expanded*) display.

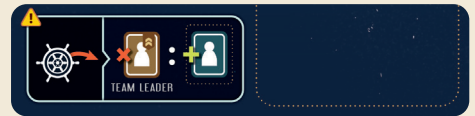


When you Journal in this site, you may only publish the *Polymetallic Nodules* Journal. *When it is published, do not replace it in the display.*

DEEPWATER TELEMETRY BUOY

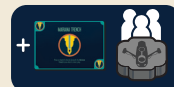


When placed: Add three tier-5 Specialists to this zone (*taken randomly from the supply of Specialists that are not in the Specialist tray*).



When you Travel away from this zone, you may discard your Team Leader (*from the game*) in order to recruit one of the three Specialists from this zone. *If there is a disc on your Team Leader when you discard it, return the disc to your supply.*

MARIANA TRENCH



When placed: You **must** find the *Mariana Trench Bottom* zone and add it below this one. All players add their Descender to this zone's Travel box.



The *Mariana Trench Bottom* is a depth-6 zone; it will require special game effects to get a Vessel there (*such as using a + Travel action while you have maximum technology*). Both *Mariana* zones feature these special rules:



When you claim a token from this Dive site, **descend** your Descender (*even if it's in the other Mariana zone*) along the arrow to the next level deeper, and refill the Dive site with one token from the supply.



To descend, you **must** pay the Research cost displayed on the arrow (*or else you may not descend*). Each slot on each level can hold **one** Descender; gain the displayed reward of the slot you move into (*if there is no empty slot on the level below you, you may not descend*).

UNCHARTED WATERS SCENARIO CLARIFICATIONS

MISSION 11: DIVIDED WATERS

The two seas: Columns A B C are considered to be the West Sea. Columns E F G are considered to be the East Sea. Column D has only a surface zone plus the *Tectonic Split* tile, and is not part of either sea. No zone may ever be placed in Column D during the game. During setup, if the random depth-1 zone in Column D requires another zone to be placed beneath it, discard that depth-1 zone and draw a replacement.

Gaining Impact: The Impact Grid is divided into two sections: The **East Sea grid** and the **West sea grid**. Impact must be placed in the grid matching the Sea where it was gained. Impact gained by any player as a consequence of an action occurring in a zone counts **that zone** as the source (for example if you *Journal* in a zone which causes a player to rise to 10 of an attribute, which awards an Impact). If Impact is ever gained where column D is the source, or if no zone is the source (for example *recruiting a Pilot*), the gaining player chooses which grid to place in.

The 3-point hex: When you place in this hex, place an Impact marker in the slot in the Goal 3 box matching the sea where the Impact was gained; this will influence Goal 3's scoring.

Goal 1: Count the zones in the West sea that have at least one of your discs or Vessels, then do the same in the East sea. The **lower** number is your score.

Goal 2: Count your discs in the West sea, then in the East sea. **Subtract** the lower number from the higher number to get your score.

Goal 2 Co-op: Count each player's score separately; only a certain number of players (based on player count) need to score 10 or more to achieve this Goal.

Goal 3: Add up your Journal discs and Vessels in the marked sea (which is marked when the 3-point spot is filled) to get your score. If no sea is marked, this Goal does not score.

MISSION 12: THE BLUE HOLE

The Blue Hole grid: One section of the Impact grid is the Blue Hole grid. Only Impact gained in a Blue Hole zone may be placed there, including Impact gained by any player as a consequence of an action occurring in a Blue Hole zone (for example if you *complete a link* in a Blue Hole zone which causes a player to rise to 10 of an attribute, which awards an Impact). You may choose the other grid when you are entitled to place in the Blue Hole grid.

Multi-row depths: When placing a discovered zone, you may place it below a zone matching its own depth (for example below a depth-3 zone you may place either a depth-3 or a depth-4 zone). This means that your rows are likely to include zones of different depths. When Travelling, it is a zone's **depth rating** that matters, **not** the row it is in.

Seven-row max: At most, your ocean may have seven rows. In the rare case that a zone which introduces a zone below it (such as *Mariana Trench*) is placed in the seventh row, this limit can be exceeded in that specific spot.

The Blue Hole in Column C: Only Blue Hole zones may go in Column C; see the previous page for details on Blue Hole zones.

Goal 2: In zones with multiple Sonar tracks, each track's completeness is assessed independently.

MISSION 13: IN THE TRENCHES

Trench setup: During Setup, find all zones that have "Trench" in their title in the depth 3-4-, and 5- stacks. Randomly place them, one per column, at their appropriate depths (set up each zone with any additional components that are indicated on those zones). If you have any leftover Trench zones, remove them from the game (at this moment only four exist; in the future there may be more). Do your best to approximate the correct depth for each Trench; you can adjust later if needed. Place a Trench Bottom tile beneath each Trench zone (the *Mariana Trench* is composed of two zones, but is considered to be one Trench zone when assessing this Mission's Goals).

Trenches are the bottom: After setup, no zone may ever be placed below any Trench bottom in that column.

Goal 1: Tally each Trench zone separately: For each Trench, determine who has the most (or is tied for most) discs (or in the case of the *Mariana Trench*, who has descended the deepest). The player scores 1 point per zone in the Trench's column (including the Trench zone itself) where they have any discs.

Goal 1 Co-op: A completed Trench zone has no empty Sonar/Journal/Conservation spots for discs, and no Dive tokens in its dive sites. The *Mariana Trench* zone is **Fully Descended** if any player's Descender reached the deepest point possible on the lower board.

MISSION 14: THE FOG

Lost Vessels and extra Ingenuity: During Setup, each player allocates one of their Vessels to the depth-3 Ocean board stack, and one to the depth-4 stack; Vessels are **not** gained in the usual way. Each player begins the game with 2 Ingenuity.

Located Vessels: When you discover a depth-3 or depth-4 zone, choose a Lost Vessel allocated to that stack (if any remain), and place it upside down in the zone (to mark it as **Located**). If you Locate a Vessel that isn't yours, gain 1 in your lowest attribute. Located Vessels do not count as Vessels (even for scoring) until they have been Rescued.

Rescued Vessels: When you arrive in a zone with a Located Vessel, it is Rescued and becomes a normal Vessel in all respects (flip it right-side up; it does not gain the zone's arrival bonus). If you Rescue a Vessel that isn't yours, gain 1 in your lowest attribute.

Fog prevents Discovery: All columns begin the game with a face-down stack of two depth-1 zones, each with a face-down Fog tile on top. When a depth-1 zone is discovered, choose a stack **without** a Fog tile on it (see below), and choose one of those two zones to put into play in that spot. If all stacks have a fog tile, depth-1 zones may not be discovered.

Clearing Fog and building the Impact grid: When you place an Impact marker in a Sun hex on the Impact grid, choose a Fog tile from a depth-1 stack (if any remain), and add it face up to any empty slot on the Impact board (it must touch an existing tile); gain the bonus printed on the slot space. You may rotate the tile to place it in either orientation that fits the slot.

SPECIALIST CLARIFICATIONS



AQUANAUT

- These Dive actions allow you to claim a Dive token from a Dive site one zone away from your Vessel's zone, in any direction (not diagonal).



HYDROGRAPHIC SURVEYOR

- On recruit, discover one zone of any depth, and you may immediately move a Vessel there (even if it exceeds your Technology level), gaining its arrival bonus.
- On activation, gain a disc.



JOURNAL EDITOR

- On recruit, add two Journals to the display. This permanently increases the Journal display by two Journals.
- On activation, immediately gain 2 Research.



RESTORATION ECOLOGIST

- On recruit, gain two Dive tokens from the supply. Remember that it is only at the end of your own turn that the limit of one retained Dive token is enforced.
- On activation, immediately gain a disc.



SCHOLAR

- This Journal action allows you to publish two Journals by placing a single disc in a Journal site; both must feature the site's Field symbol and you must pay the cost of both Journals.



RENOUNED VISIONARY

- Immediately when you promote the Visionary, discard it from the game and recruit any available Specialist (up to your Reputation limit) from the tray.

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