

ENDEAVOR: DEEP SEA STRATEGY GUIDE

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Is Endeavor Deep Sea worth buying?

Buy it for a six-round engine puzzle with competitive, cooperative, and solo play. Skip it if your group wants combat or a story campaign.

2

Start with The Call of the Ocean

Use The Call of the Ocean as the first scenario. It teaches the action economy without asking new players to decode every objective at once.

3

The six-round engine: prepare, then activate

Prepare actions increase future capacity; activate actions spend it. Early restraint creates the stronger final rounds.

4

Travel, Sonar, Dive, Conserve and Journal

Travel opens position, Sonar reveals choices, Dive claims opportunities, Conserve improves the shared sea, and Journal converts discovery into progress.

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The four attributes are a capacity plan

Reputation, Inspiration, Coordination, and Ingenuity are capacity limits. Raise the attribute that unlocks the actions your plan will actually use.

6

Competitive strategy: timing beats territorial vanity

In competitive play, timing matters more than owning a pretty patch of ocean. Arrive when an action creates points or blocks a rival efficiently.

7

Cooperative and solo strategy

Cooperative and solo games reward shared sequencing. Name the urgent objective first, then assign actions so the team does not duplicate expensive work.

8

The honest verdict, useful accessories and stopping point

The base game is a complete stopping point. Add trays, sleeves, or table aids only when they solve a setup or handling problem your group has observed.