Tracking a Shipwreck

QUICK PLAY · 3D KIT

Set up: Shuffle the 15 tiles. Drop them in the tray **sonar side up**. **Start** tile in A1, AUV on Start. Battery: all **12 cells** in. No star pegs yet.

1 **See.** Look at the squares next to the AUV. Skip squares you already visited.



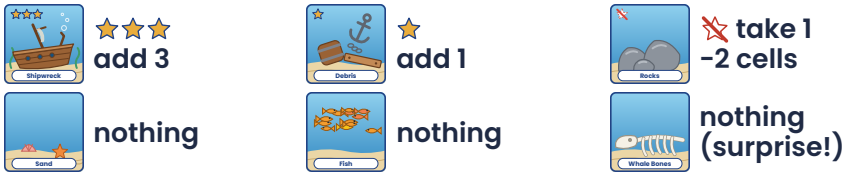
2 **Choose.** Go to the picture with the **most stars** on the AI's Brain. **Tie?** Roll the die. Go toward the edge with the **same shape**. ○ = roll again.



3 **Move & peek.** Move 1 square. **Pull out 1 battery cell.** Lift the tile, flip it, look, put it back.



4 **Reward.** Push a **star peg** in, or pull one out, on that sonar row:



5 **Record.** **Recorder:** write the step and draw what you found on the Mission Log.

Wreck found or battery empty? Fill in the **Score Sheet**. Shuffle a new map. **Keep the star pegs!**
Final Test: new map, **no new stars.**

Jobs: **Pilot** moves · **Map Keeper** flips · **AI Trainer** stars · **Recorder** writes.
Switch jobs each mission.

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4 **Reward.** Push a **star peg** in, or pull one out, on that sonar row:

Shipwreck add 3 · Debris add 1 · Rocks take 1 −2 cells
Sand nothing · Fish nothing · Whale Bones nothing (surprise!)

5 **Record.** **Recorder:** write the step and draw what you found on the Mission Log.

Wreck found or battery empty? Fill in the **Score Sheet**. Shuffle a new map. **Keep the star pegs!**
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