Tracking a Shipwreck

QUICK PLAY · PAPER KIT

Set up: Shuffle the 15 tiles. Lay them **sonar side up** on the map. **Start** tile on A1, AUV on Start. Battery: **12 bars**. Stars start empty.

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?** Flip an arrow card.



3 **Move & peek.** Move 1 square. **Cross off 1 battery bar.** Flip the tile, look, flip it back.



4 **Reward.** Add or take away **paper stars** on that sonar row:



★★★ **add 3**



★ **add 1**



take 1 −2 bars



nothing



nothing



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 stars!**
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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