

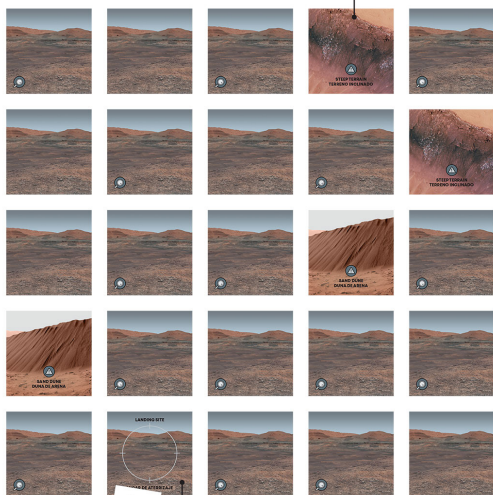
Quick Start Guide

Game Setup

- Set up the game tiles in a 5x5 square grid.
 - Make sure all tiles are surface side up.
 - To adjust the difficulty, swap out blank tiles with hazardous terrain tiles.
- Locate the Landing Site tile and place the rover pawn on it.
- Lay out the Programming Console and place data tokens nearby.
- Place the `</run>` Command card on the indicated start position.
- Shuffle the Command cards, deal out three to each player, then place the remaining deck on its placeholder on the Programming Console.
- Place the paperclip at the top of the Rover Functionality Indicator.
- Shuffle and place the Event cards next to the tile grid.
- Shuffle and deal a Collaborator card to each player.

GAME TILES

5x5 grid



ROVER PAWN
Place on Landing Site tile

HAZARDOUS TERRAIN TILES

Use 0–4 to adjust difficulty

EVENT CARD DECK

Place face down



DATA SAMPLE TOKENS

Place near Programming Console



COLLABORATOR CARDS
Deal one card to each player



COMMAND CARDS
Deal three to each player and place remainder here face down

</run> COMMAND CARD
Place here to start

PAPERCLIP
Place here to start

Script:

"Congratulations! You have been chosen as a team of experts at Mission Control here on Earth. You are charged with operating a rover on Mars. Collectively, your team must work to maneuver the rover without falling prey to the many hazards on Mars."

"A harsh environment awaits you. Can you program the rover to collect data and samples at four areas of interest and send data to the orbiter before the treacherous environment damages the rover beyond repair? If you fail to do so, the mission is over! However, if you are successful, the rover will collect crucial data, intriguing rock samples, and perhaps signs of ancient microbial life!"

"Your mission awaits!"

YOU CAN STOP HERE OR CONTINUE WITH THIS FUN ADDITION:

"Mission Control experts, the countdown for your rover's mission to Mars is underway."

"T-31 seconds and counting!"

"It takes a diverse group of experts working together from Earth to control a rover on Mars."

"T-16 seconds!"

"You and your team must watch out for treacherous terrain around every corner and ensure your rover isn't damaged by the harsh environment."

"T-10 seconds!"

"As a team of experts, you will program and communicate with the rover as you search for signs of ancient microbial life."

"T- 6.6 seconds!"

"Your rover needs to collect data and samples from four areas of interest and make it back to the landing site with your rover intact."

"T-0!"

"Solid rocket booster ignition and liftoff!"

Game Adaptations for Young Learners:

Is the core game a bit too advanced for your young learner? Try some of these adaptations, or make your own. As long as your child is having fun, there is no wrong way to play!

Simplified game board and rules

Altered grid: 4x4 grid of tiles. All tiles are search sites and one non-searchable site. No hazardous terrain tiles are in play. As younger children have a shorter attention span, this reduces the play time and simplifies the game.

Simplified mechanics

Omit the Collaborator cards. This could be a suggestion for learning the flow of the game for young learners. When they are ready for something more complex, they

can add in Collaborator cards. Otherwise there may be too many rules for them to learn at once.

Keep the Programming Console "locked" in place

The </run> card will stay in its place instead of moving throughout the game. This will remove the most abstract strategic element of the game. Depending on their age, young learners do better with simple and static rules, rather than rules they can change depending on their situation in the game.

Command cards

Players may turn the Command card arrows any direction rather than right side up. This simplifies the actions of creating the program that moves the rovers.