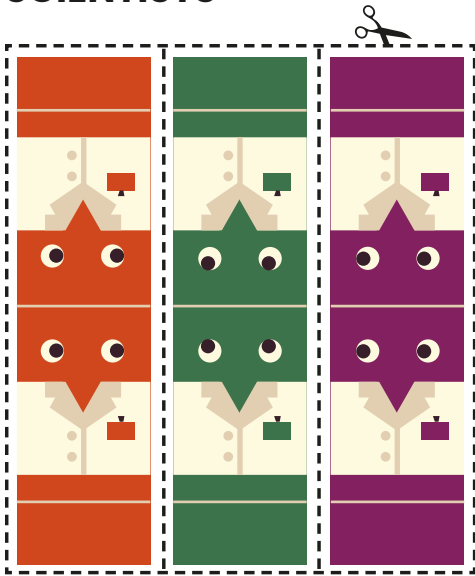


GAME PIECES - CUT ON DOTTED LINES

SCIENTISTS



Fold cut-out scientists on the lines to stand like this:



SUN TOKEN



CREATURE CARDS

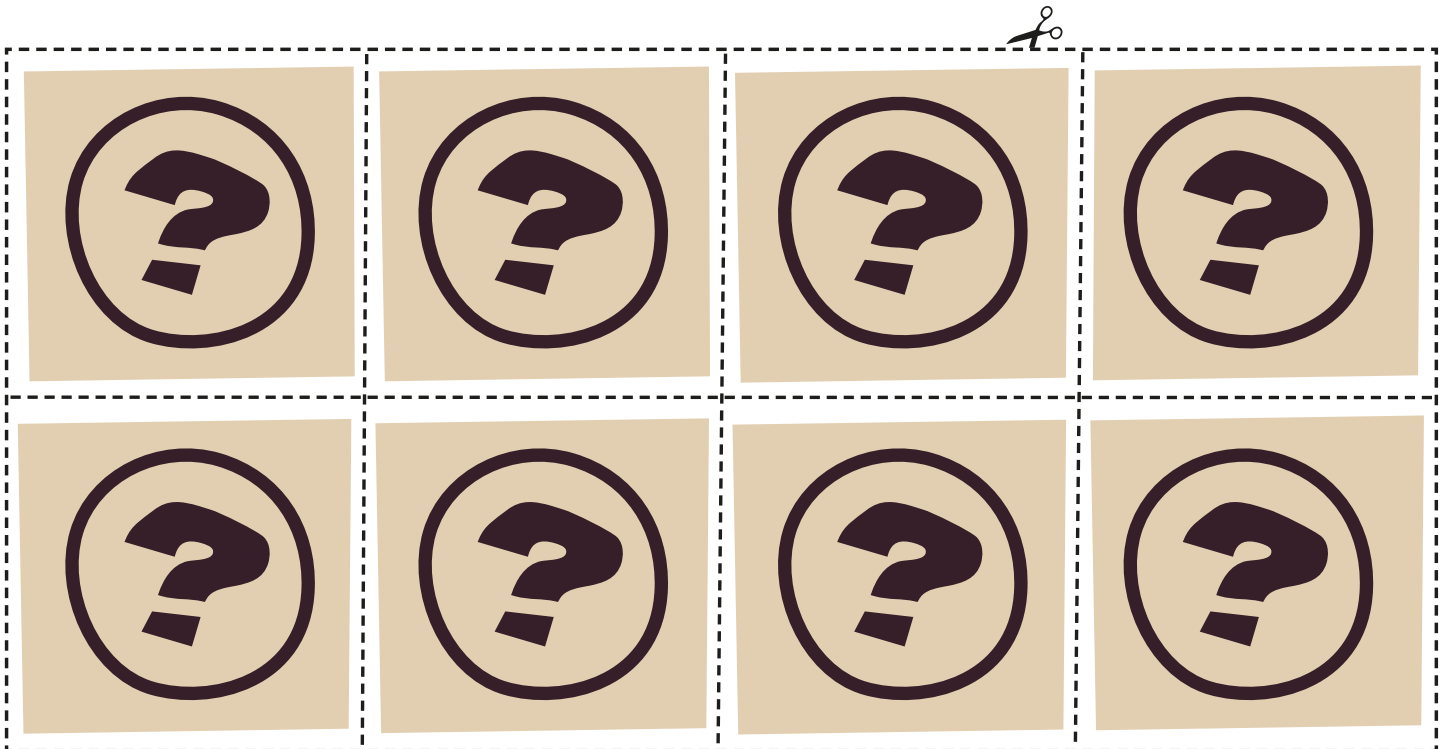
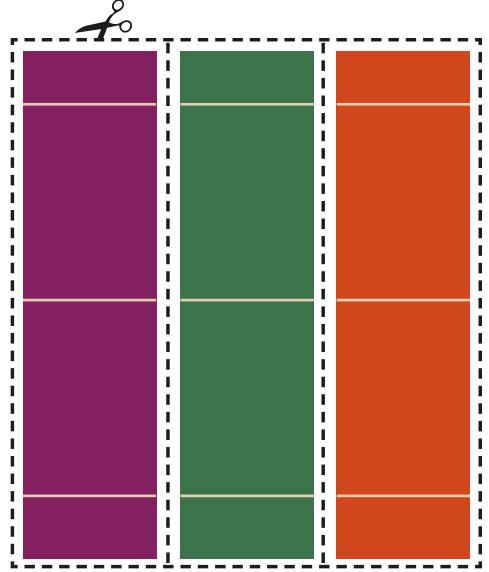


CHANCE CARDS

<p>Lose a day! Advance sun by one day.</p>	<p>Any scientist can jump to any face-down creature card. Reveal/Rescue it if you can.</p>	<p>Move one scientist to any free space in a different area, except a creature card space.</p>	<p>Peek at a creature card and return it face down.</p>
<p>Spin or roll again and double the value of the number. Sun or 6's don't count.</p>	<p>Swap any two scientists.</p>	<p>Move a scientist to their nearest creature card. Reveal/Rescue it if you can. Repeat for a second scientist.</p>	<p>Every scientist goes back to Base.</p>



PRO TIP: Reinforce the game pieces by covering them with transparent tape!



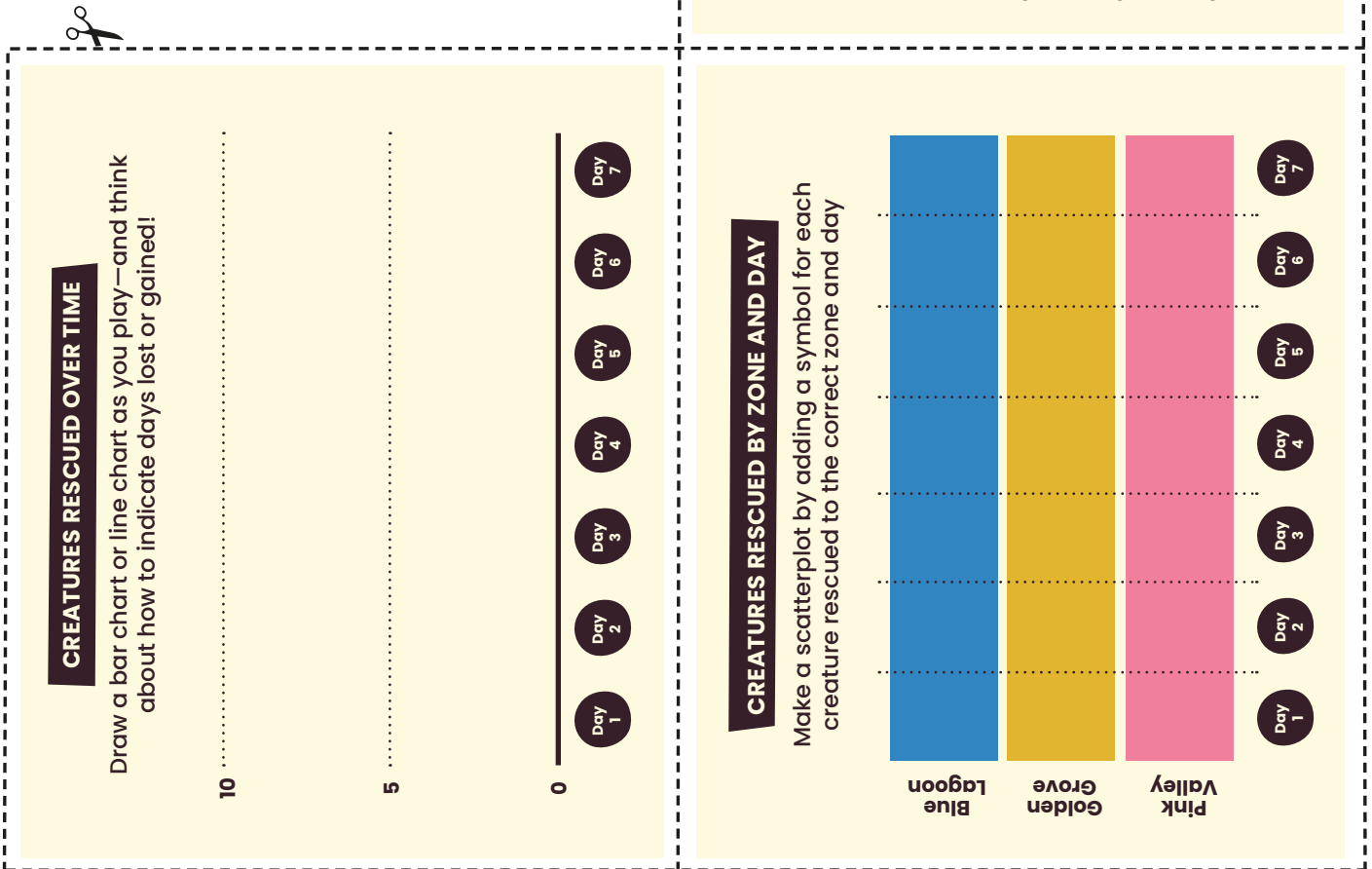
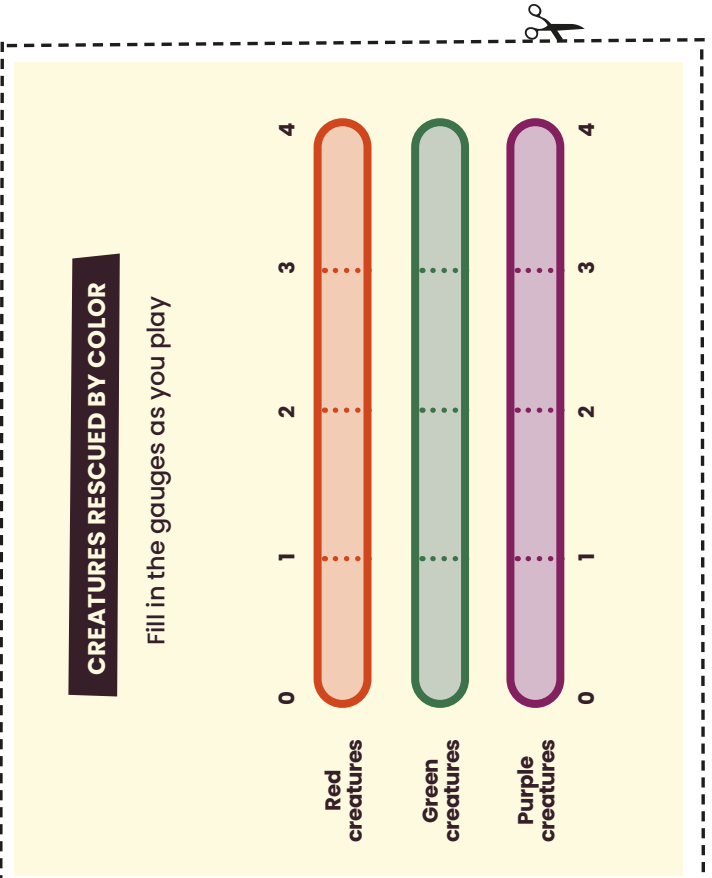
SPINNER If you don't have a die, use this spinner instead!

To make the spinner, straighten a paperclip and stick through the center of cut-out circle. Then fold paperclip in half, with one half of the paperclip on the front of the spinner and the other half on the back.



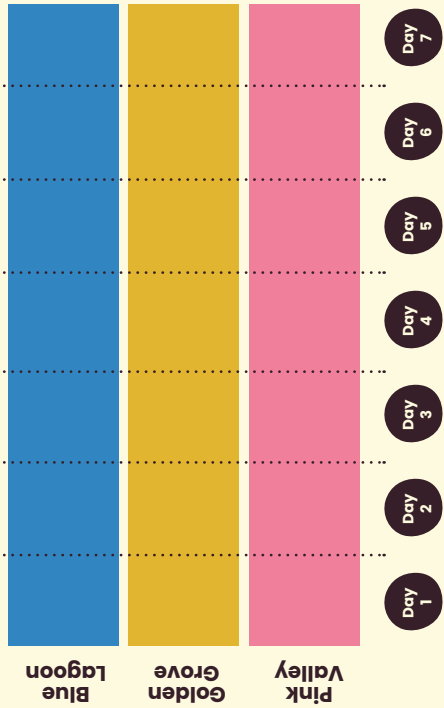
VIZ CARD TEMPLATES

Keep track of your rescue mission by completing the viz cards or making your own!!



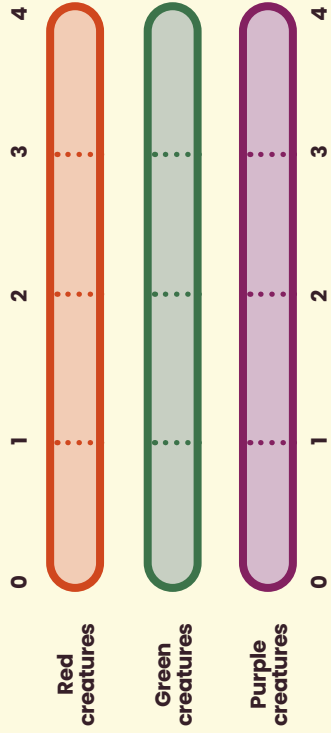
CREATURES RESCUED BY ZONE AND DAY

Make a scatterplot by adding a symbol for each creature rescued to the correct zone and day



CREATURES RESCUED BY COLOR

Fill in the gauges as you play



CREATURES RESCUED OVER TIME

Draw a bar chart or line chart as you play—and think about how to indicate days lost or gained!

10

5

