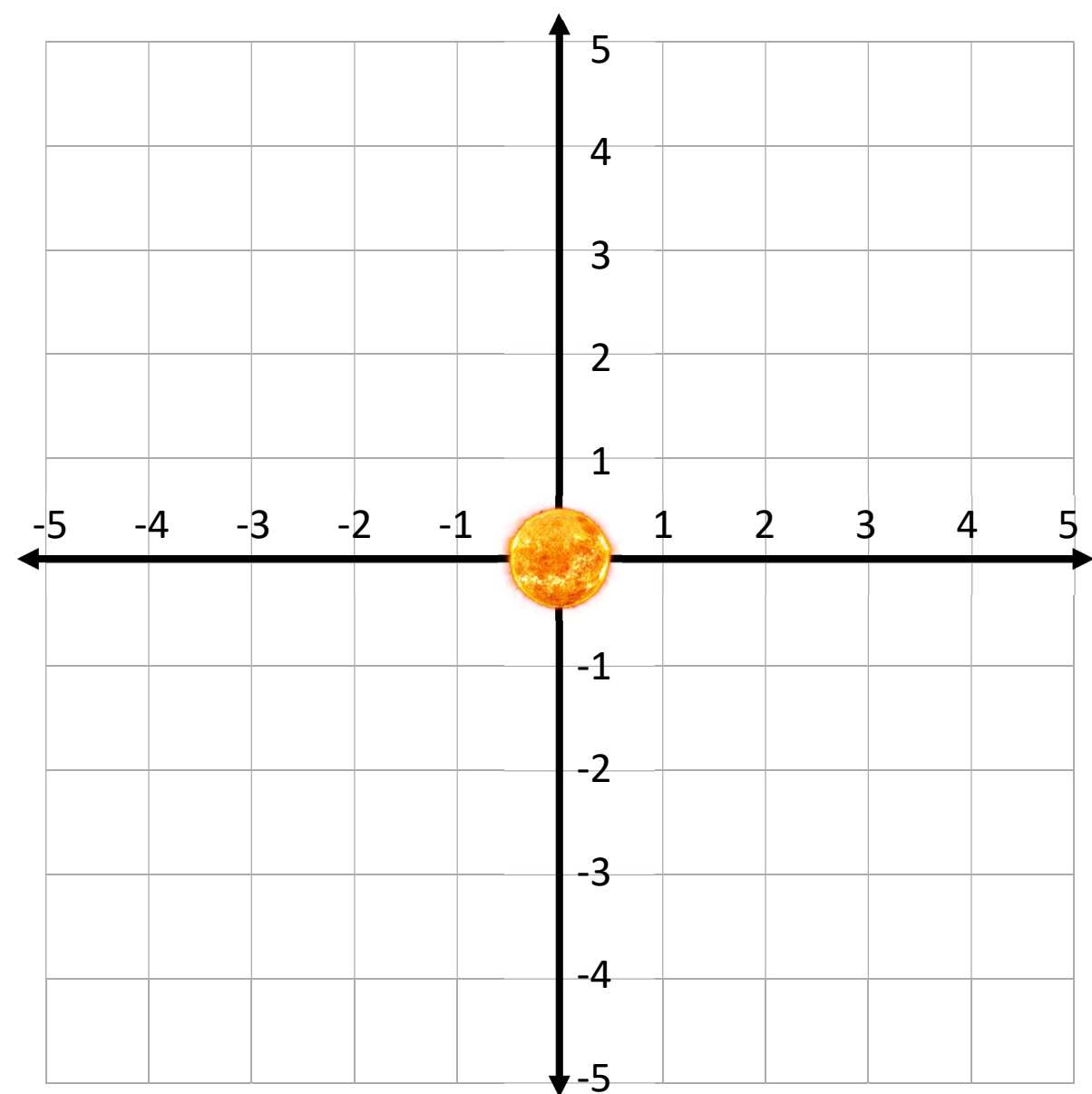


EXOPLANET EXPLORERS

Mark out 3 Planets (O) and 4 Moons (X) onto the coordinate grid where lines cross. Your opponent will do the same on their sheet. Take turns guessing where each others' planets are hidden. If your opponent successfully guesses one of your marked coordinates, you must tell them whether they have discovered a planet or a moon. The first player to discover all of their opponents' planets and moons is the winner!



Your Solar System

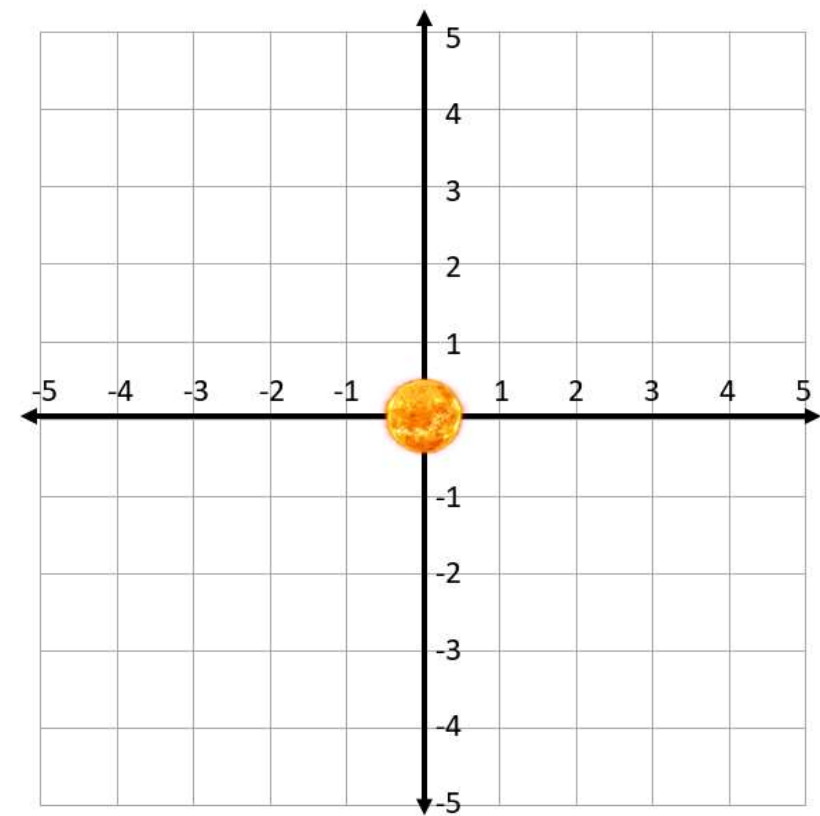
Planet = O

Moons must be placed directly next to a planet.

Example: A Planet is placed at (-2,4). Moons may be at any of the coordinates around it.

Moon = X

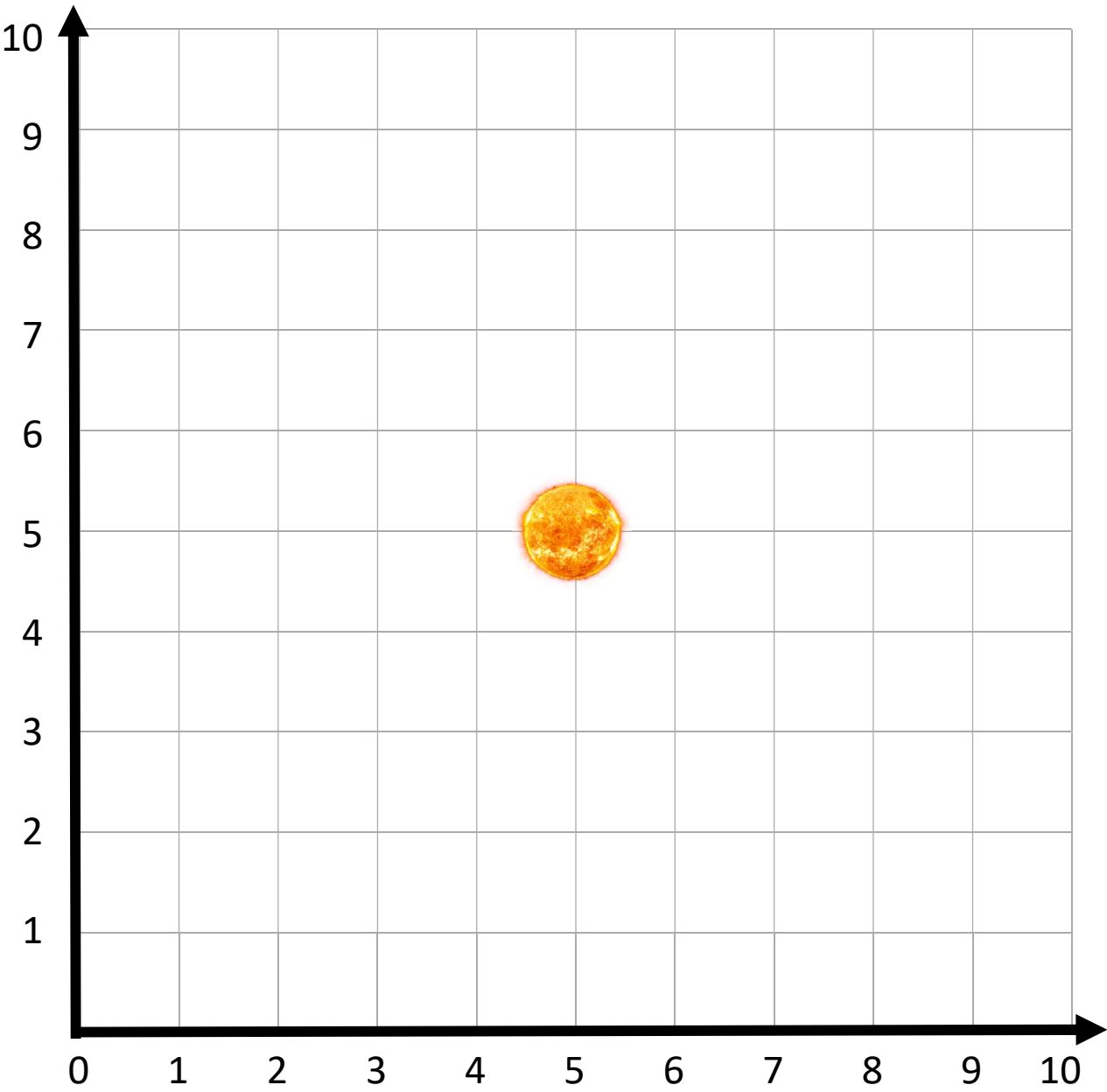
The diagram shows a 3x3 grid of points centered at (-2,4). The center point is marked with a blue circle containing a white 'O'. The eight surrounding points are marked with blue 'X's. An orange arrow points from the text '(-2,4)' to the center point.



Use this grid to keep track of your guesses. Make a note of where your opponent's planets and moons are as you go!

EXOPLANET EXPLORERS

Mark out 3 Planets (O) and 4 Moons (X) onto the coordinate grid where lines cross. Your opponent will do the same on their sheet. Take turns guessing where each others' planets are hidden. If your opponent successfully guesses one of your marked coordinates, you must tell them whether they have discovered a planet or a moon. The first player to discover all of their opponents' planets and moons is the winner!



Your Solar System

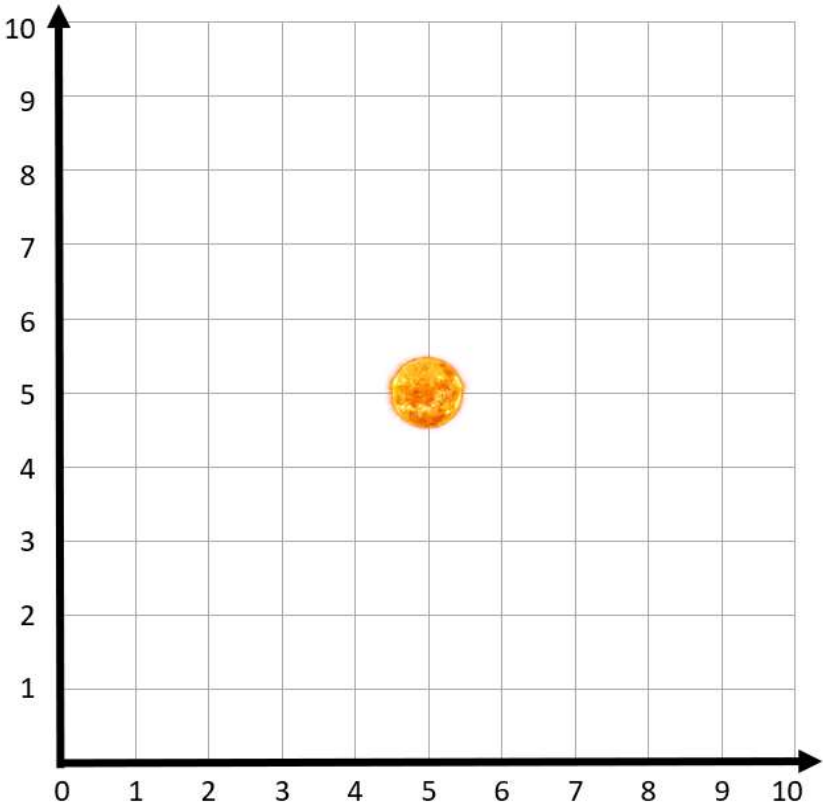
Planet = O

Moons must be placed directly next to a planet.

Example: A Planet is placed at (8,8). Moons may be at any of the coordinates around it.

Moon = X

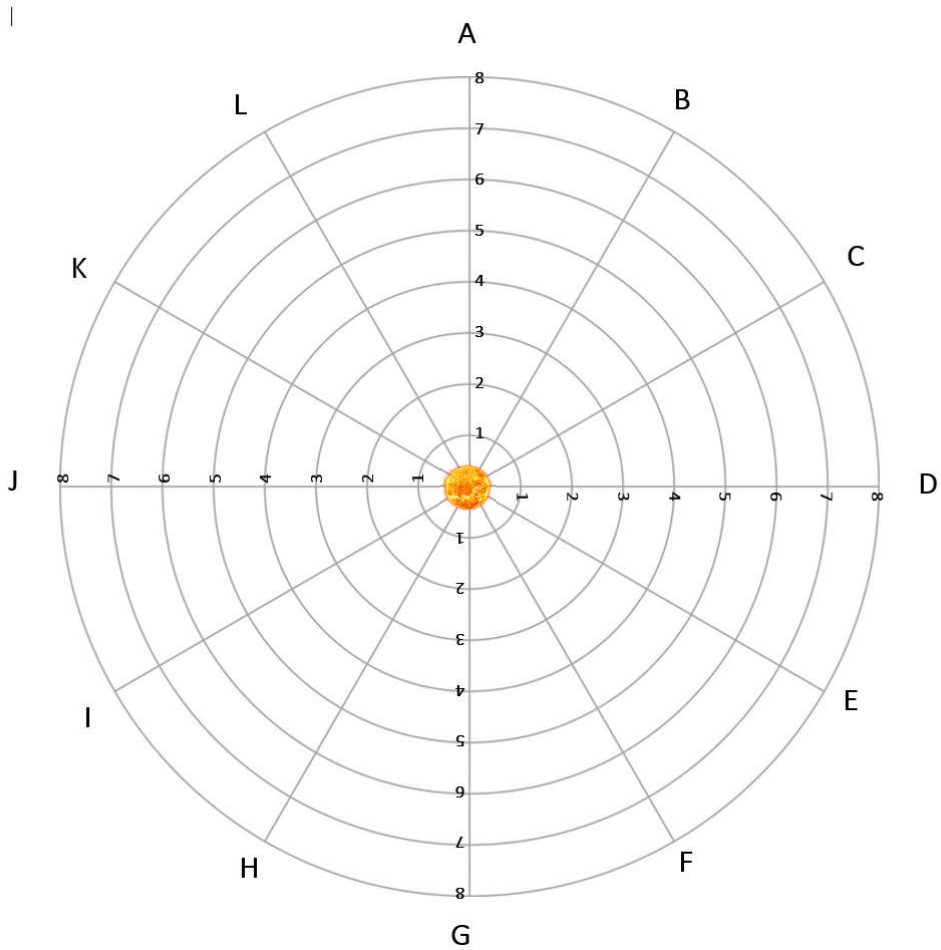
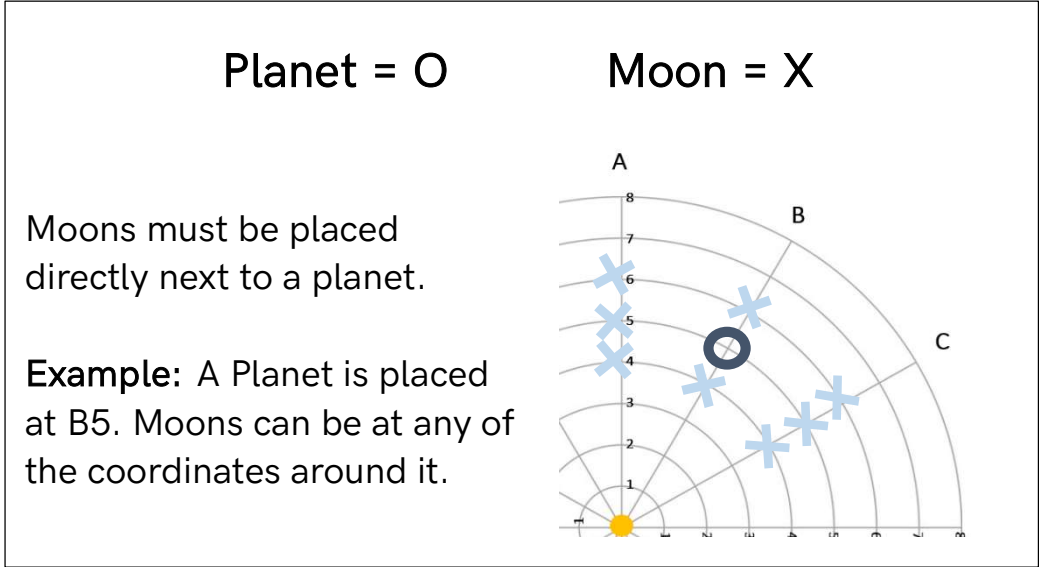
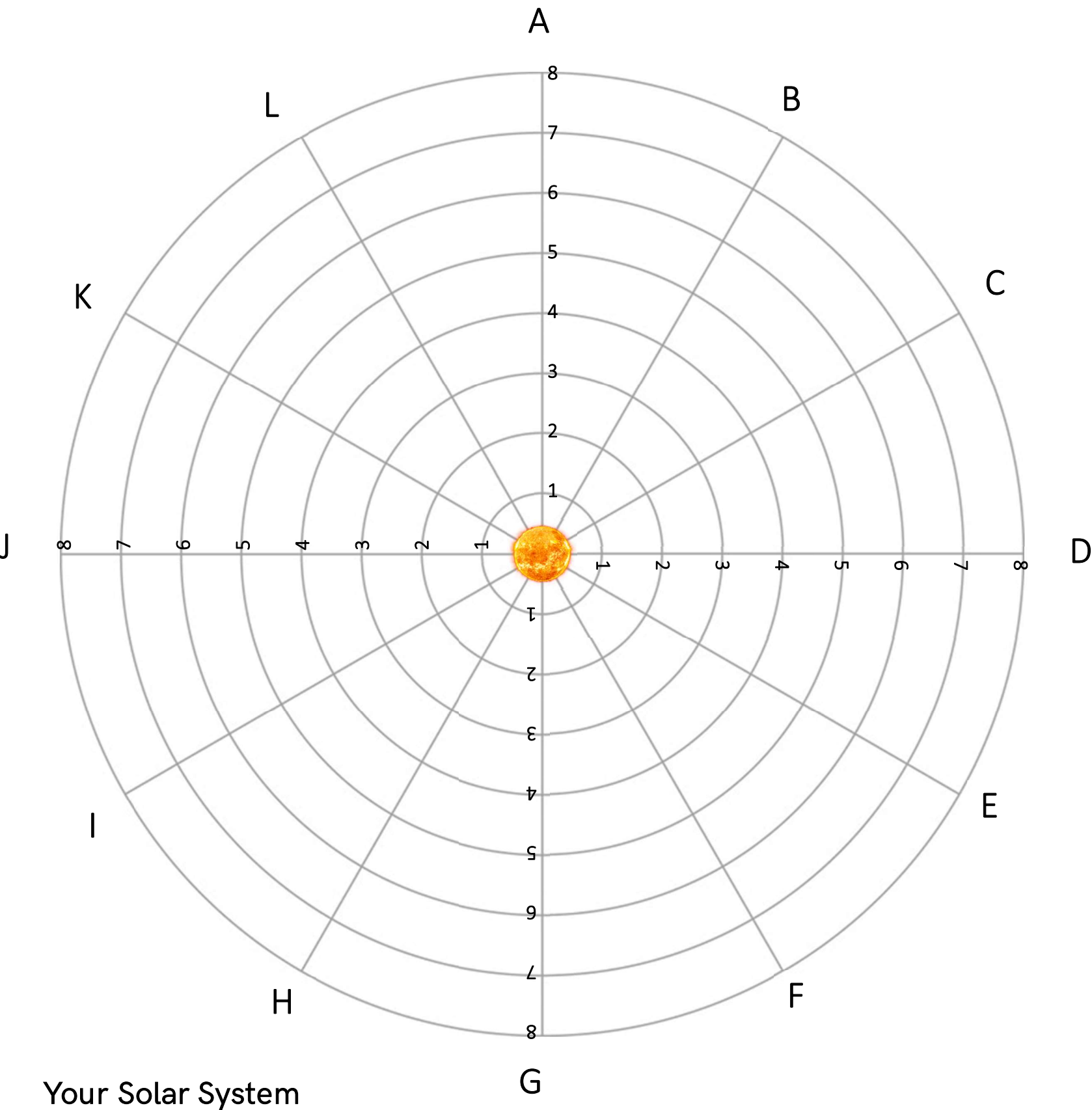
A diagram showing a planet (O) at coordinate (8,8). Eight possible moon positions (X) are marked at the adjacent coordinates: (7,8), (9,8), (8,7), (8,9), (7,9), (9,9), (7,7), and (9,7). An orange arrow points from the text "(8,8)" to the planet.



Use this grid to keep track of your guesses. Make a note of where your opponent's planets and moons are as you go!

EXOPLANET EXPLORERS

Mark out 3 Planets (O) and 4 Moons (X) onto the coordinate grid where lines cross. Your opponent will do the same on their sheet. Take turns guessing where each others' planets are hidden. If your opponent successfully guesses one of your marked coordinates, you must tell them whether they have discovered a planet or a moon. The first player to discover all of their opponents' planets and moons is the winner!



Use this grid to keep track of your guesses. Make a note of where your opponent's planets and moons are as you go!