

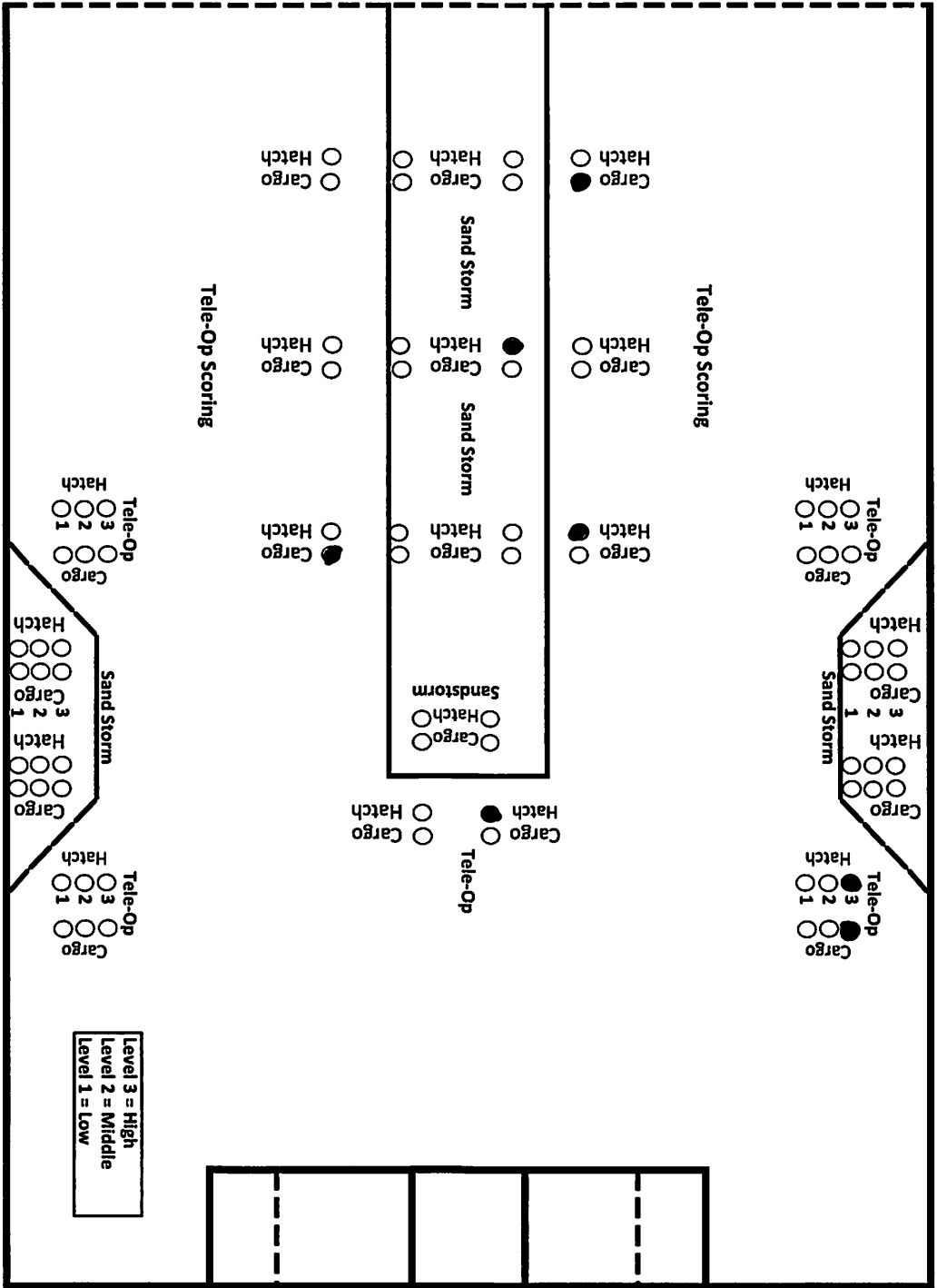
END GAME

- Multiple Climb
  - L2 Help Climb
  - L3 Help Climb

- Level Climb
  - Choose ONE
    - No Climb
    - Level 1
    - Level 2
    - Level 3
  - Climb w/ help

- Weak
  - Good
  - Great
- Defense
  - ○ ○ ○ ○
  - Cargo P/U
  - ○ ○ ○ ○
  - Speed

- Played Defense



Match #

0	1	2	3	4	5	6	7	8	9
●	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Team #

0	1	2	3	4	5	6	7	8	9
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

- Position
- Red 1
  - Red 2
  - Red 3
  - Blue 1
  - Blue 2
  - Blue 3

- Starting Level
- 1
  - 2
- Cross Hab Line
- YES
  - NO

**Position**  
☒ Red 1  
☐ Red 2  
☐ Red 3  
☐ Blue 1  
☐ Blue 2  
☐ Blue 3

**Starting Level**  
☒ 1 ☐ 2

**Cross Hab Line**  
☒ YES ☐ NO

The diagram illustrates a ship's deck layout for a game, oriented horizontally with the bow on the left and the stern on the right. The deck is divided into several sections, each containing groups of three circles representing different levels of a game.

**Central Deck Section:**

- Top Section (Tele-Op Scoring):** Contains three groups of three circles each, labeled "Cargo", "Hatch", and "Cargo".
- Middle Section (Sand Storm):** Contains three groups of three circles each, labeled "Cargo", "Hatch", and "Cargo".
- Bottom Section (Sand Storm):** Contains three groups of three circles each, labeled "Cargo", "Hatch", and "Cargo".

**Bow Section (Left):**

- Contains three groups of three circles each, labeled "Cargo", "Hatch", and "Cargo".

**Stern Section (Right):**

- Contains three groups of three circles each, labeled "Cargo", "Hatch", and "Cargo".

**Legend:**

- Level 3 = High
- Level 2 = Middle
- Level 1 = Low

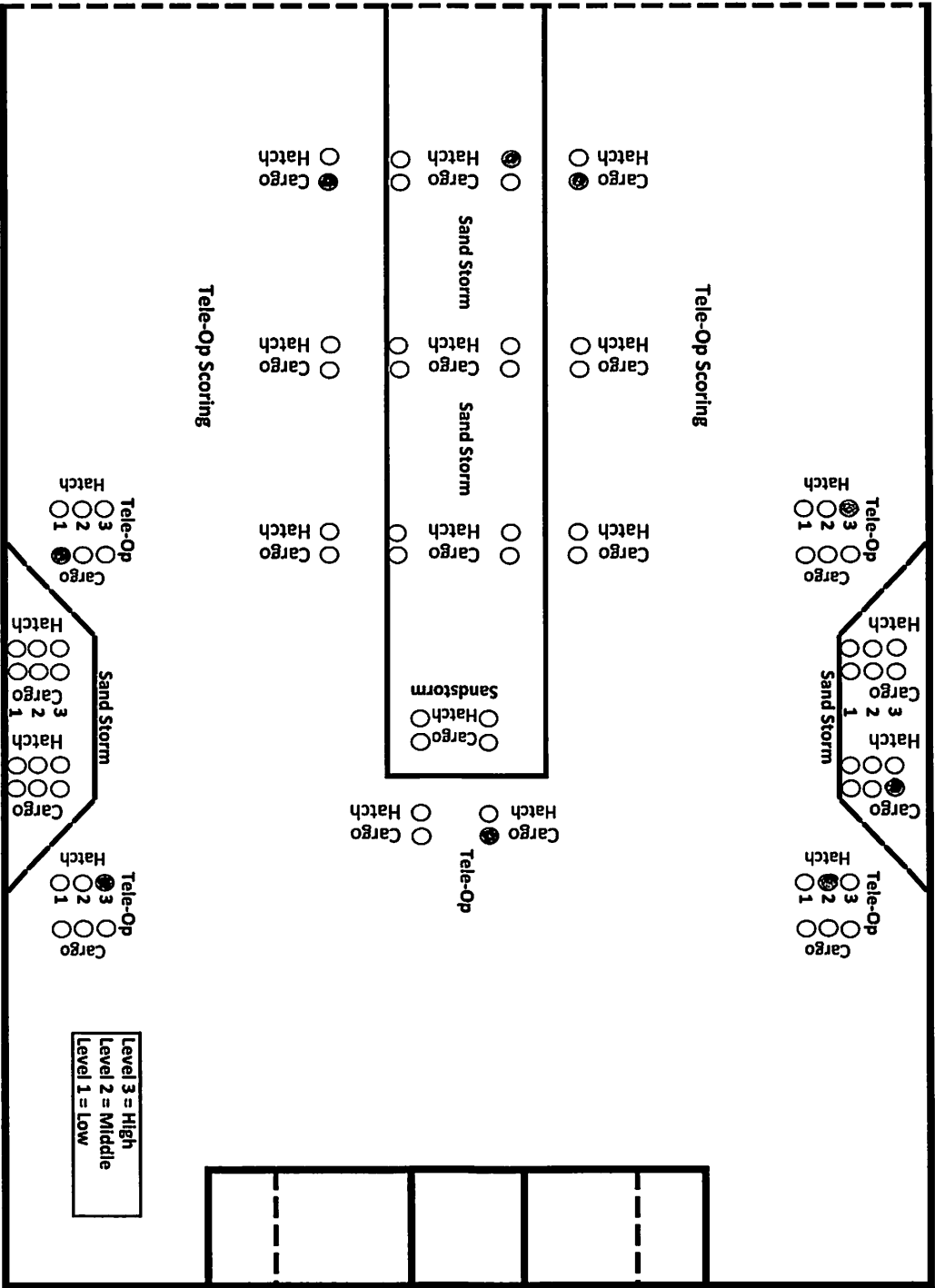
- END GAME
- Multiple Climb
  - L2 Help Climb
  - L3 Help Climb
- Level Climb
  - Choose ONE
    - No Climb
    - Level 1
    - Level 2
    - Level 3
    - Climb w/ help
- Great
  - Weak
  - Good
  - Defense
  - Cargo P/U
  - Hatch P/U
  - Speed
- Played Defense

Match #	0	1	2	3	4	5	6	7	8	9

Team #	0	1	2	3	4	5	6	7	8	9

- Position
- ☐ Red 1
  - ☐ Red 2
  - ☐ Red 3
  - ☐ Blue 1
  - ☐ Blue 2
  - ☐ Blue 3

- Starting Level
- ☐ 1
  - ☐ 2
- Cross Hab Line
- ☐ YES
  - ☐ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
  - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
  - ☐ Level 1
  - ☐ Level 2
  - ☐ Level 3
  - ☐ Climb w/ help

- Weak
- ☐ Good
  - ☐ Great
- Defense
- ☐ Cargo P/U
  - ☐ Hatch P/U
  - ☐ Speed

- ☐ Played Defense

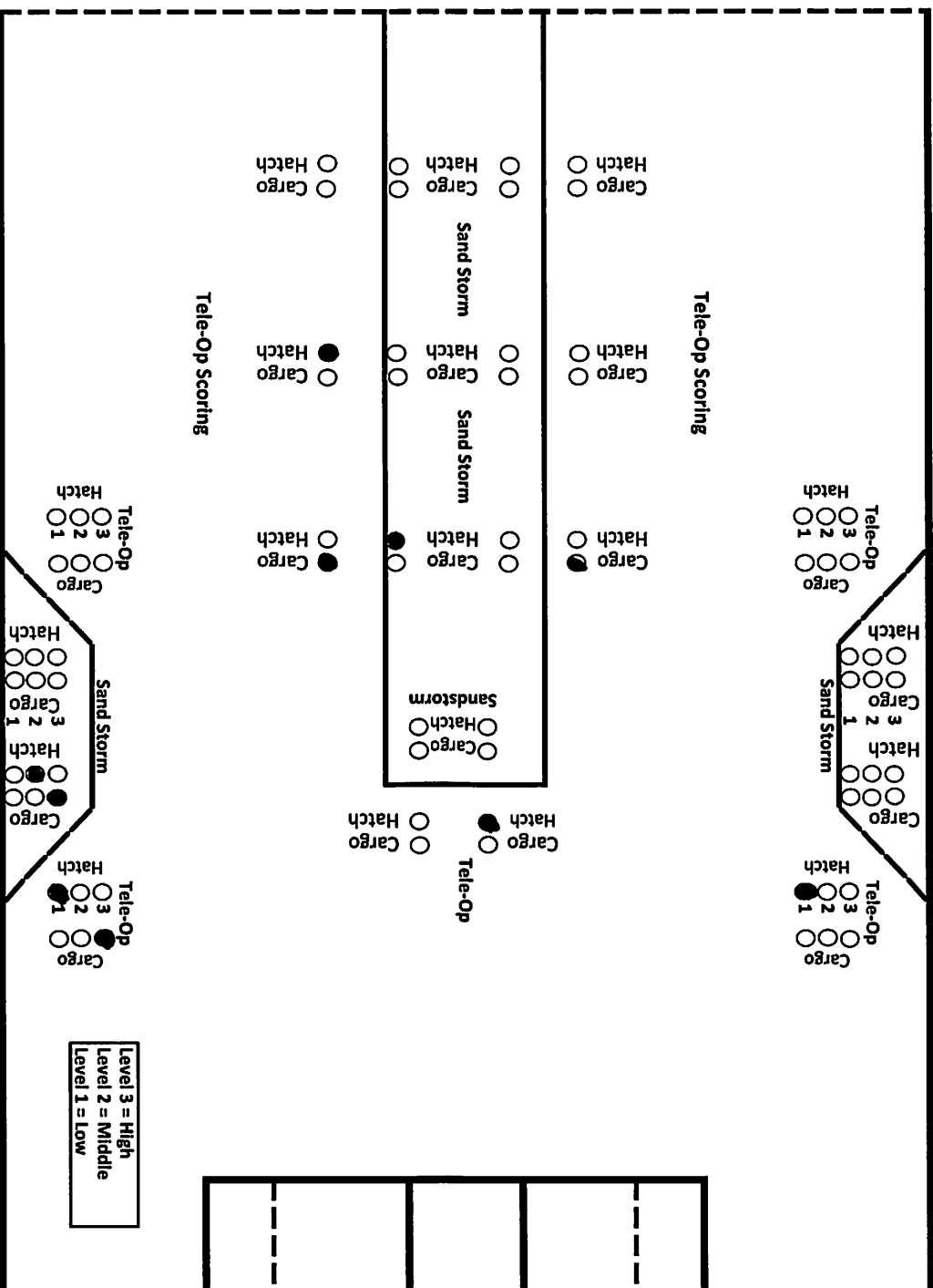
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Team #	0	1	2	3	4	5	6	7	8	9
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- Position
- ☐ Red 1
  - ☐ Red 2
  - ☐ Red 3
  - ☒ Blue 1
  - ☐ Blue 2
  - ☐ Blue 3

Starting Level  
☐ 1    ☒ 2

Cross Hab Line  
☒ YES    ☐ NO



# END GAME

- Multiple Climb  
☐ L2 Help Climb  
☒ L3 Help Climb

- Level Climb  
 Choose ONE  
☐ No Climb  
☐ Level 1  
☐ Level 2  
☒ Level 3  
☐ Climb w/ help

- Great  
☐ Good  
☐ Weak  
☒ Defense  
☐ Cargo P/U  
☒ Hatch P/U  
☐ Speed

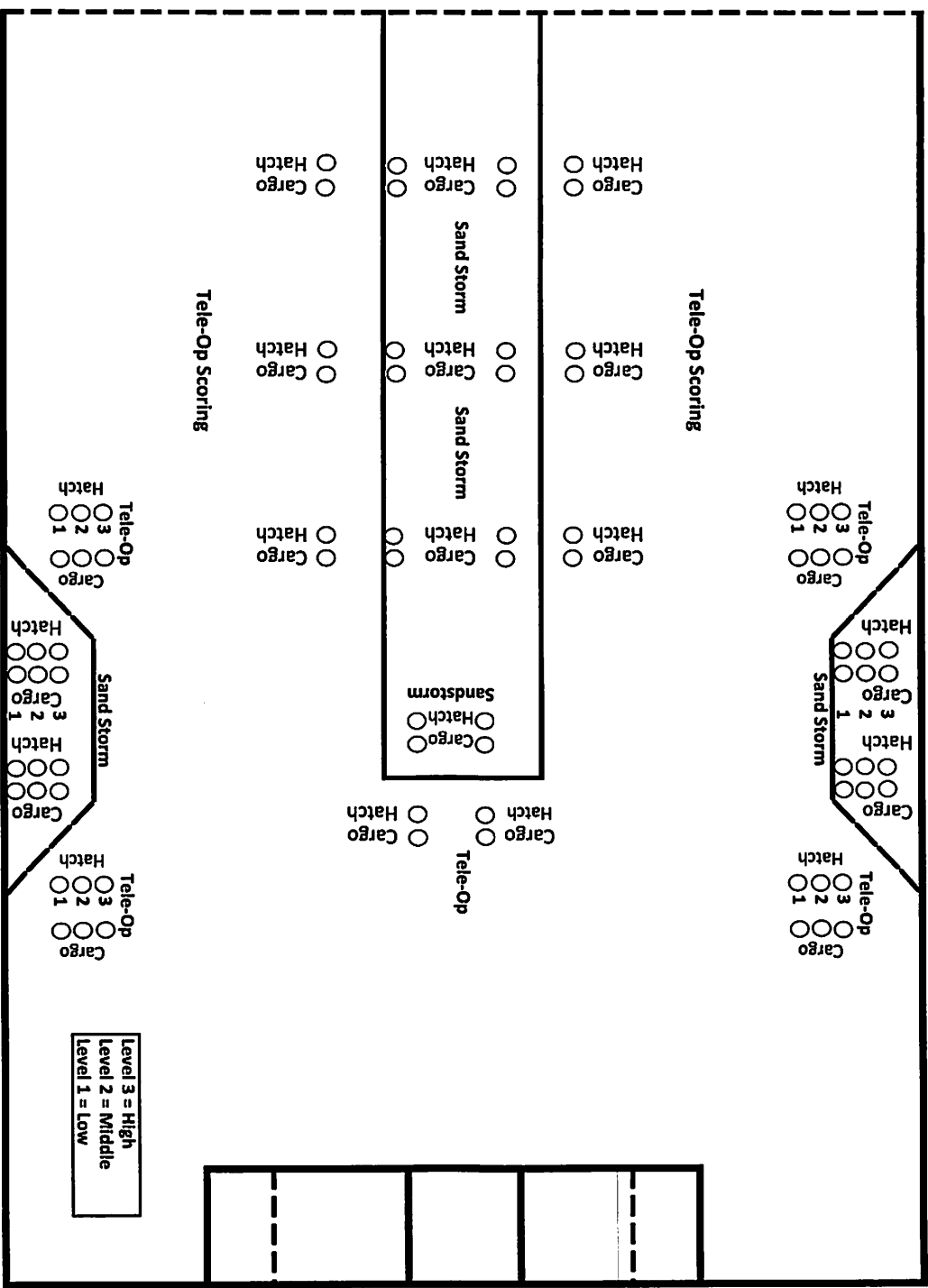
- ☐ Played Defense

Match #	0	1	2	3	4	5	6	7	8	9
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Team #	0	1	2	3	4	5	6	7	8	9
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Position	Red 1	Red 2	Red 3	Blue 1	Blue 2	Blue 3
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Starting Level	1	2
	<input type="radio"/>	<input type="radio"/>
Cross Hab Line	YES	NO
	<input type="radio"/>	<input type="radio"/>



END GAME

- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
- Level 1
- Level 2
- Level 3
- Climb w/ help

- Great
- Good
- Weak
- Defense
- Cargo P/U
- Hatch P/U
- Speed

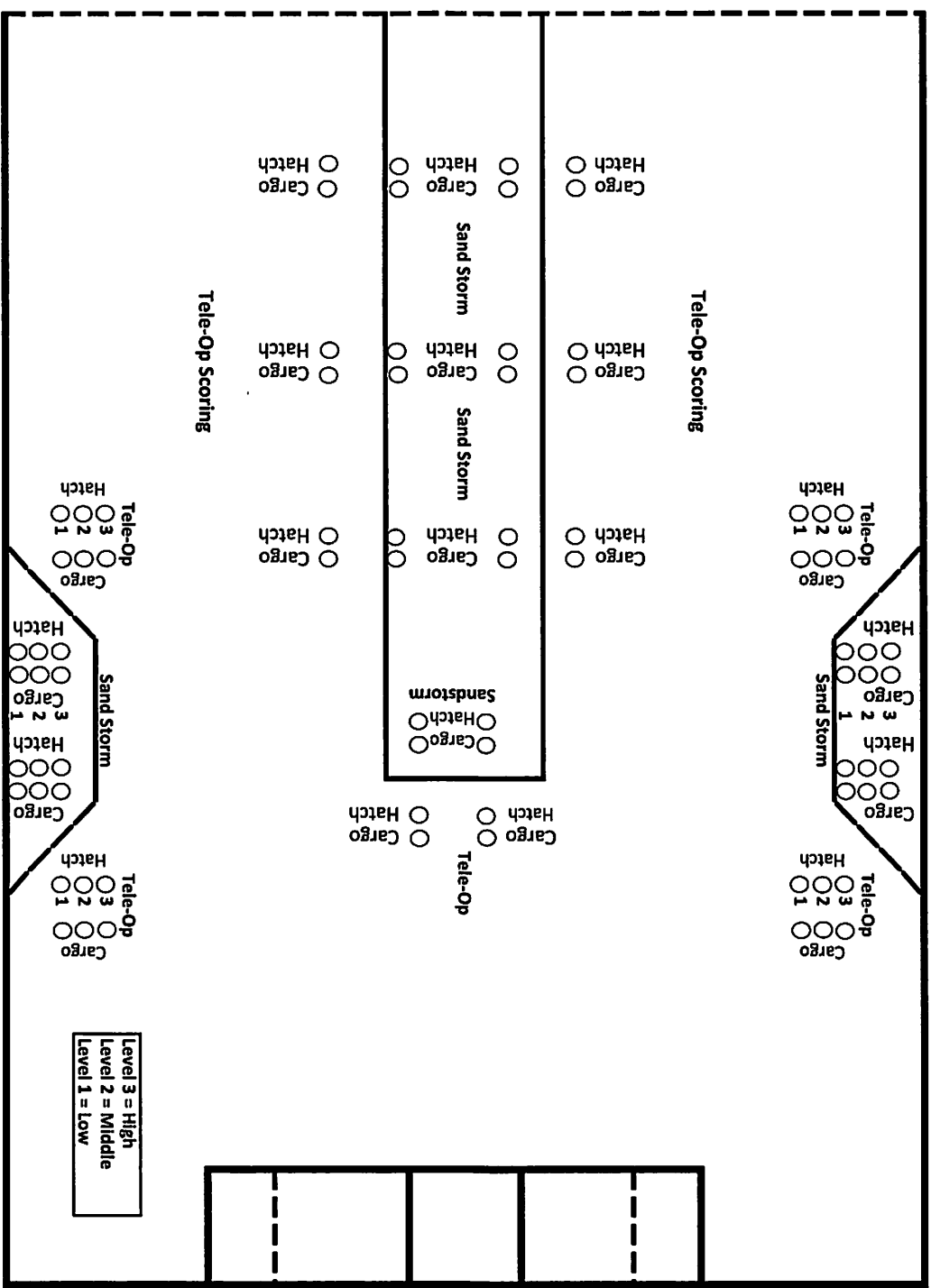
- Played Defense

Match #	0	1	2	3	4	5	6	7	8	9
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Team #	0	1	2	3	4	5	6	7	8	9
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- Position
- ☐ Red 1
  - ☐ Red 2
  - ☐ Red 3
  - ☐ Blue 1
  - ☐ Blue 2
  - ☐ Blue 3

- Starting Level
- ☐ 1
  - ☐ 2
- Cross Hab Line
- ☐ YES
  - ☐ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
  - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
  - ☐ Level 1
  - ☐ Level 2
  - ☐ Level 3
  - ☐ Climb w/ help

- Weak
- Good
- Great
- ☐ Defense
  - ☐ Cargo P/U
  - ☐ Hatch P/U
  - ☐ Speed

- ☐ Played Defense



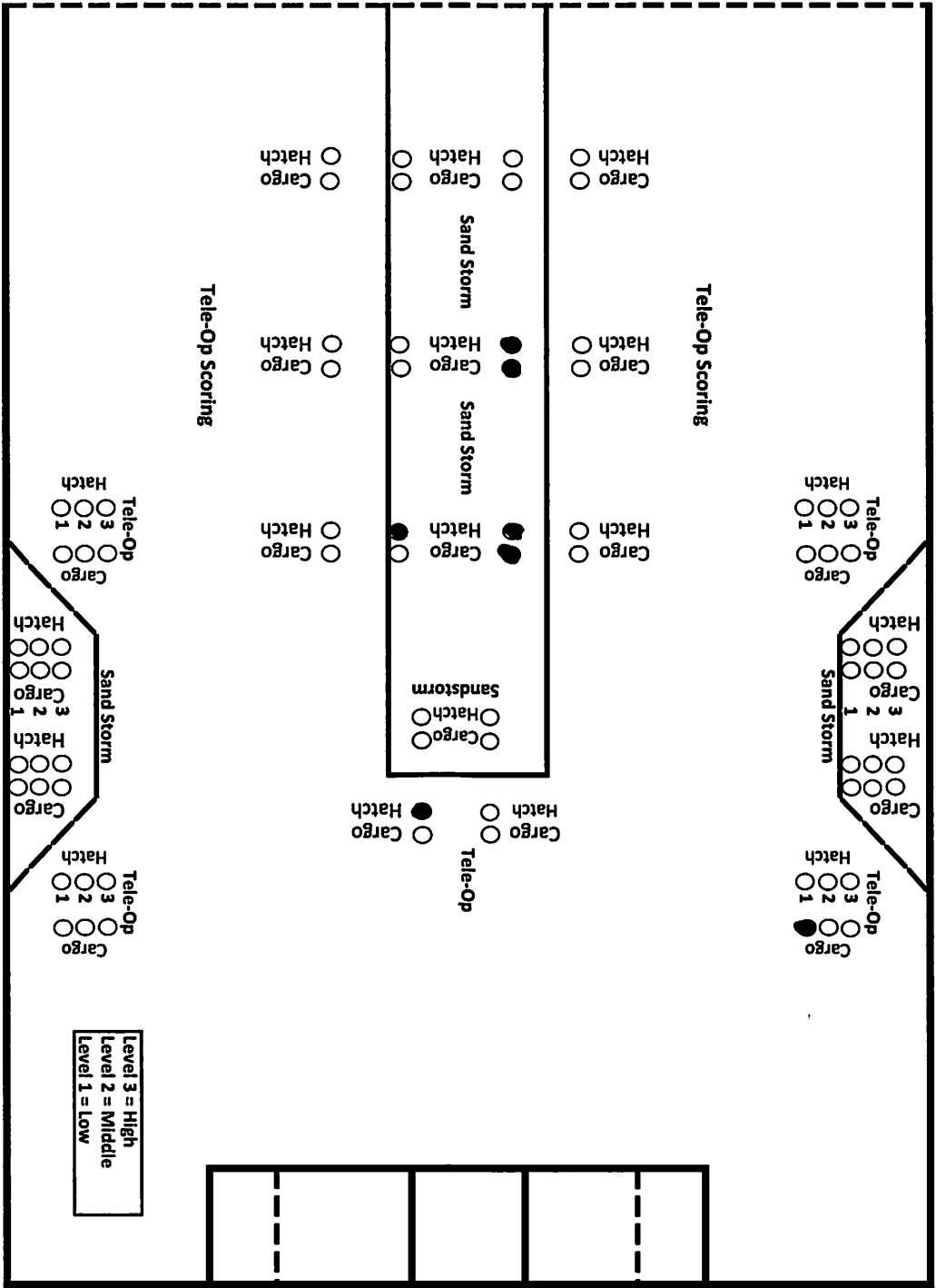
END GAME

- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
- Level 1
- Level 2
- Level 3
- Climb w/ help

- Weak
- Good
- Great
- Defense
- Cargo P/U
- Hatch P/U
- Speed

- Played Defense



Level 3 = High  
Level 2 = Middle  
Level 1 = Low

Match #

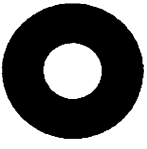
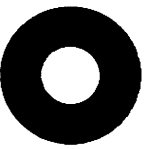
0	1	2	3	4	5	6	7	8	9
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○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

Team #

0	1	2	3	4	5	6	7	8	9
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○
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○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

- Position
- Red 1
  - Red 2
  - Red 3
  - Blue 1
  - Blue 2
  - Blue 3

- Starting Level
- 1
  - 2
- Cross Hab Line
- YES
  - NO



- Position**
- ☐ Red 1
- ☐ Red 2
- ☒ Red 3
- ☐ Blue 1
- ☐ Blue 2
- ☐ Blue 3

- Starting Level  
○ 1    ② 2

- Cross Hab Line**  
☒ YES ☐ NO

The diagram shows a ship's deck layout with various stations and hatches. On the left side, there is a 'Tele-Op' station (03) and a 'Cargo' hatch (01). In the center, there is a 'Hatch' (03), a 'Cargo' hatch (02), and a 'Sand Storm' area (1). On the right side, there is a 'Tele-Op' station (03) and a 'Cargo' hatch (01). The layout is symmetrical around a central vertical axis.

[illegible]

☐ Cargo ☐ Hatch

☐ Cargo ☐ Hatch

☐ Cargo ☐ Hatch

Diagram illustrating a sand storm event. The central box is labeled "Sand Storm". It is connected to two identical groups of nodes on either side. Each group consists of a "Tele-Op" node (03), a "Cargo" node (02), and a "Hatch" node (01). The "Tele-Op" nodes are connected to the "Cargo" nodes, which are connected to the "Hatch" nodes. The "Hatch" nodes are also connected to the "Sand Storm" box.

[illegible]

**Level 3 = High**  
**Level 2 = Middle**  
**Level 1 = Low**

- Multiple Climb**
- ☐ L2 Help Climb
  - ☐ L3 Help Climb

- Level Climb**  
**Choose ONE**
- ☐ No Climb
  - ☐ Level 1
  - ☐ Level 2
  - ☒ Level 3
  - ☐ Climb w/ help

- Great  
Good  
Weak
- Defense  
Cargo P/U  
Hatch P/U  
Speed

- Ⓢ Played Defense**



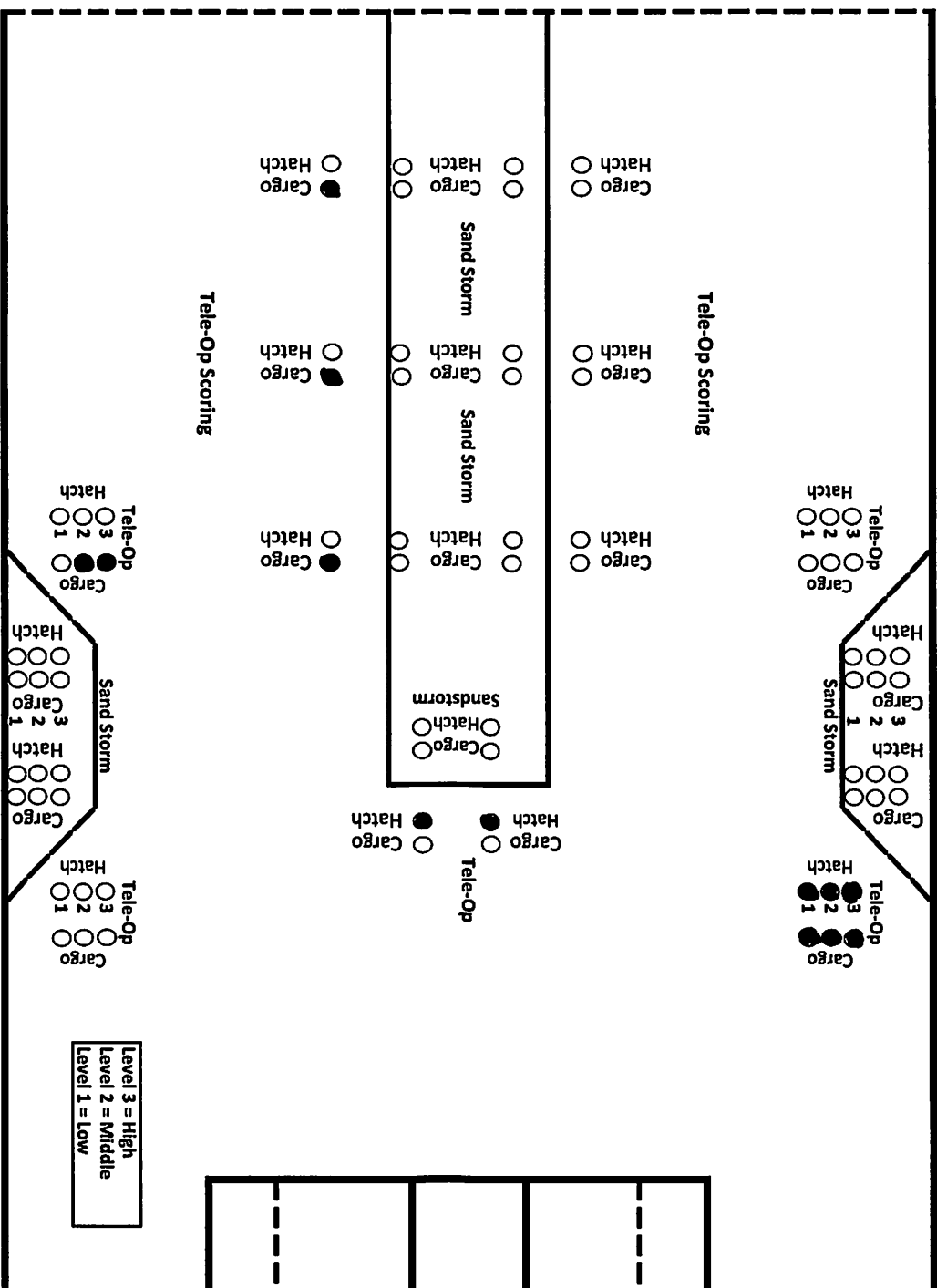
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Team #	0	1	2	3	4	5	6	7	8	9
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- Position
- ☐ Red 1
  - ☐ Red 2
  - ☐ Red 3
  - ☐ Blue 1
  - ☐ Blue 2
  - ☐ Blue 3

- Starting Level
- ☐ 1
  - ☐ 2

- Cross Hab Line
- ☐ YES
  - ☐ NO



END GAME

- Multiple Climb
- ☐ L2 Help Climb
  - ☐ L3 Help Climb

- Level Climb
- Choose ONE
- ☐ No Climb
  - ☐ Level 1
  - ☐ Level 2
  - ☐ Level 3
  - ☐ Climb w/ help

- Great
- ☐ Good
  - ☐ Weak
  - ☐ Defense
  - ☐ Cargo P/U
  - ☐ Hatch P/U
  - ☐ Speed

- ☐ Played Defense

# END GAME

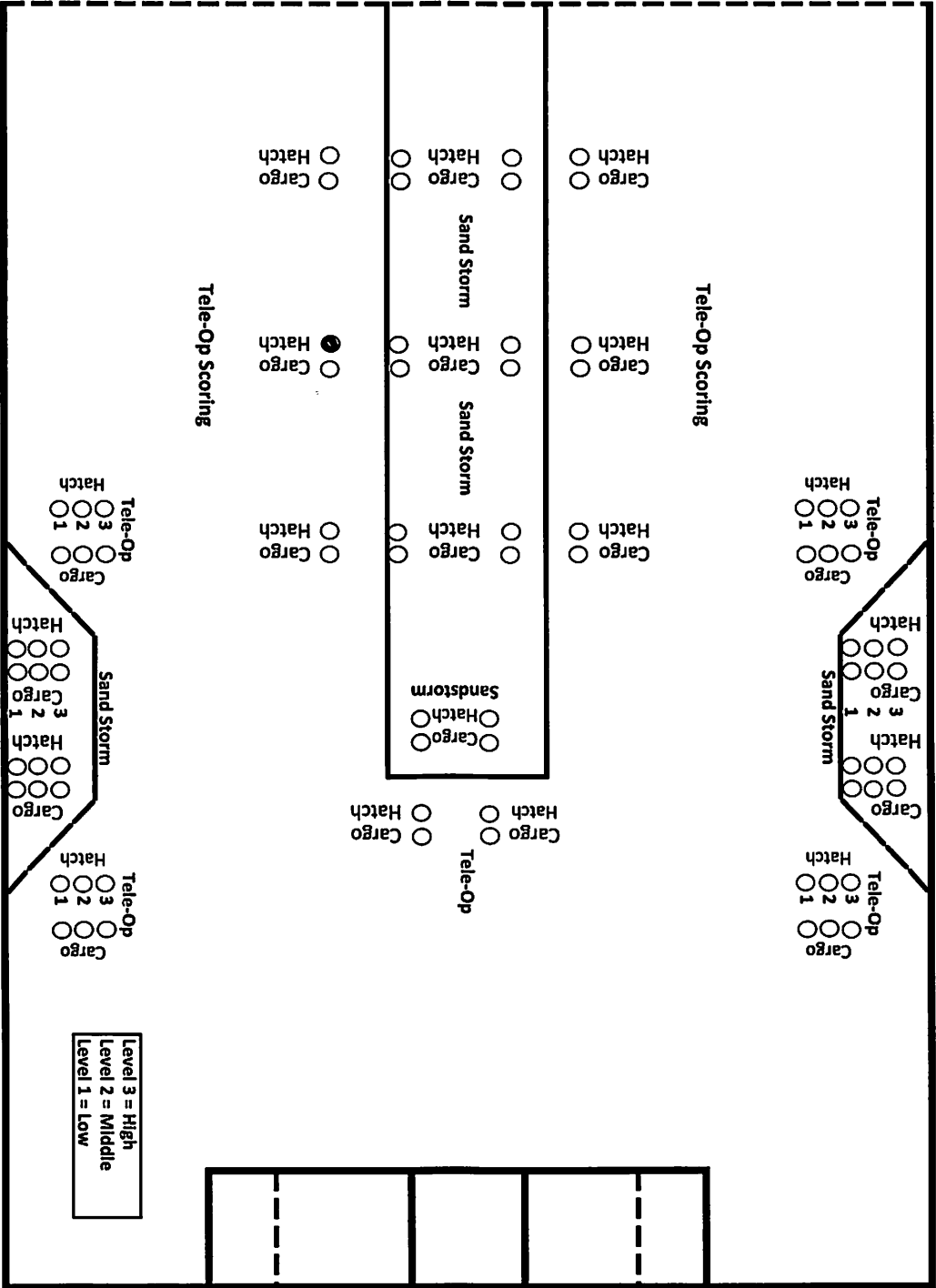
- Multiple Climb
- L2 Help Climb
- L3 Help Climb

- Level Climb
- Choose ONE
- No Climb
- Level 1
- Level 2
- Level 3
- Climb w/ help

- Weak
- Good
- Great
- Defense
- Cargo P/U
- Hatch P/U
- Speed

- Played Defense

Level 3 = High  
Level 2 = Middle  
Level 1 = Low



Match #	0	1	2	3	4	5	6	7	8	9

Team #	0	1	2	3	4	5	6	7	8	9

- Position
- Red 1
- Red 2
- Red 3
- Blue 1
- Blue 2
- Blue 3

- Starting Level
- 1
- 2
- Cross Hab Line
- YES
- NO