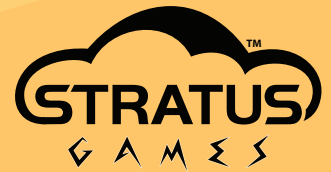


RECON MISSION

A Search and Write Game by Chris James
For 2 players, 30 minutes, ages 8 and up



YOUR MISSION

Be the first to complete a map of your enemy's base by searching for and locating all of their structures.

INSTRUCTIONS

- Both players draw all six structures onto their own base map in any orientation (with at least one blank square between them).
- Take turns, starting with the younger player. On your turn, choose an empty square on your enemy base map and call out the coordinates (for example, "Bravo 7"). In response, your opponent will reveal information about this square on their base, and you write it. There are three possible options:
 - "Confirmed"** - This square is part of a structure. Fill it in.
 - A number from 0 to 8** - This square is *not* part of a structure. Write the number, which is how many of the 8 surrounding squares contain part of a structure.
 - "Jammed"** - The signal is jammed. Write a question mark. This square cannot be called out again. (Limit 3 uses per player. Can be used on any square.)

"Confirmed"
Fill in the blank



"Three"
Write the number



"Jammed"
Your opponent doesn't want you to know!



Opponent crosses out

MISSION COMPLETE

Play continues until one player believes he or she has created a complete map of the enemy base. This player shouts "Mission Complete!" and the map is compared to the opponent's original base map. If the map matches exactly, the player who completed the mission wins! Otherwise, the opponent wins (even if their map is incomplete).

Note: You don't have to call out every structure square to win. The enemy base map can (and should) be completed logically using the information you have received.
Tip: it is helpful to mark or cross out any squares that you believe are empty.



MY BASE



ENEMY BASE

Fold Here
(to shield your sheet)

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												
I												
J												
K												
L												

	1	2	3	4	5	6	7	8	9	10	11	12	Phonetic
A													Alpha
B													Bravo
C													Charlie
D													Delta
E													Echo
F													Foxtrot
G													Golf
H													Hotel
I													India
J													Juliet
K													Kilo
L													Lima

JAMMER



TOWER BARRACKS HOSPITAL HANGAR COMMAND

RUNWAY



JAMMER

Runway: 7 squares
 Tower: 2x2 square
 Barracks: 2x2 square
 Hospital: 3x3 cross
 Hangar: 3x2 rectangle
 Command: 3x2 rectangle

MY BASE



Fold Here
(to shield your sheet)

ENEMY BASE



Fold Here
(to shield your sheet)



MY BASE

	1	2	3	4	5	6	7	8	9	10	11	12	
A													
B													
C													
D													
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JAMMER



Tower: 2x2 square
 Barracks: 2x2 square
 Hospital: 3x3 cross
 Hangar: 3x2 rectangle
 Command: 3x2 rectangle

Runway: 7 squares

ENEMY BASE



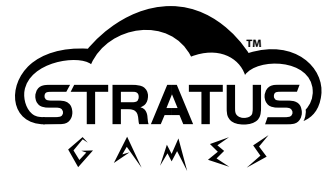
Fold Here
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	1	2	3	4	5	6	7	8	9	10	11	12	Phonetic
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For 2 players, 30 minutes, ages 8 and up

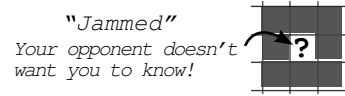
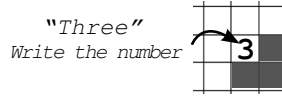
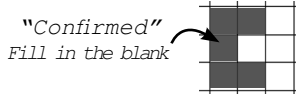


YOUR MISSION

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INSTRUCTIONS

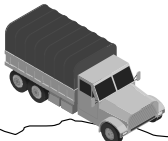
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MISSION COMPLETE

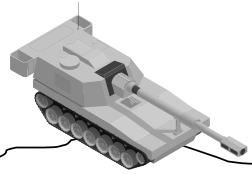
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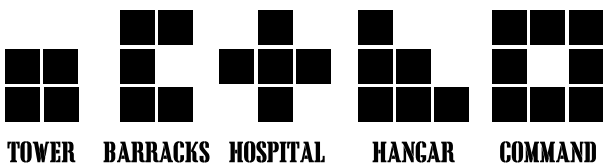


ENEMY BASE

	1	2	3	4	5	6	7	8	9	10	11	12	Phonetic
A													Alpha
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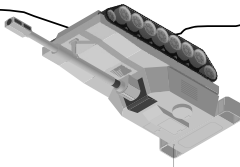
↑ **Fold Here**
(to shield your sheet)

JAMMER



ENEMY BASE

Fold Here
(to shield
your sheet)

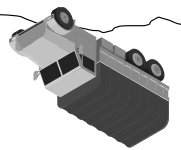


RUNWAY

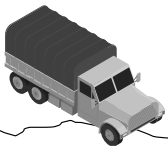
TOWER BARRACKS HOSPITAL HANGAR COMMAND

JAMMER

MY BASE



MY BASE

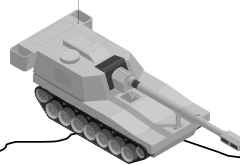


MY BASE

JAMMER

TOWER BARRACKS HOSPITAL HANGAR COMMAND

RUNWAY



ENEMY BASE

ENEMY BASE

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