

# Jason-1: Voyage on the High Seas

## A Board Game for 2-4 Players

### Object:

Be the first to pilot your ocean research vessel from the Mediterranean Sea to Seattle, Washington, USA, while earning at least 150 Discovery Points.

### Preparing to play:

*Game Board:* Your playing field is a world map, with possible ocean routes you can take (one little step at a time).

*Cards:* The Discovery Cards and Quiz Cards you need to play the game are printed on separate sheets. Carefully cut the cards apart. Put Discovery Cards in one pile and Quiz Cards in another pile. Shuffle the cards before playing. Put them face down on the spaces indicated on the game board.

*Playing Pieces:* Carefully cut out the Research Vessel playing pieces. They are made to be folded in half and glued to a push pin so they will stand up.

*Spinner:* Before cutting around the outside of the spinner, glue the spinner piece onto heavy paper or card stock (like a piece of file folder). Then cut out the spinner, being sure to make a straight cut on each of its 12 sides. Precisely in the center of the spinner, insert a round wooden toothpick and slide the spinner about half-way down. (Note: Instead of the spinner, you can use two six-sided dice.)

*Equipment:* You will also need paper and pencil.

### How to play:

Each player picks a “Research Vessel” playing piece and places it near the *START* point in the Mediterranean Sea.

Each player, in turn, spins the spinner to determine who goes first. Highest number goes first, then play proceeds to that player’s right.

When it’s your turn, spin the spinner and move ahead the number of steps indicated. The following instructions apply to the step on which you land.

- *Red with white circle:* Follow the directions for the associated event or encounter that appears at the bottom of the game board. (Look for the matching cartoon.)

- *Red:* Draw a Discovery Card from the top of the Discovery Card pile and follow the directions. Place the used Discovery Card *face up* on the bottom of the pile. If you go through all the cards in one game, shuffle them and reuse.
- *Yellow:* Have your opponent (the one to your right, if 3 or 4 players) draw a Quiz Card and ask you the question on the card. The card will give the Discovery Point values for right and wrong (or no) answers. For example, if the card says “+10, -5” it means you earn 10 points for a right answer and lose 5 points for a wrong answer or no answer .
- *Blue:* Add or subtract the number (+ or -) on the step to/from the player’s points. Double-headed blue steps also indicate a route decision point.
- “x2” on a red or yellow step doubles the points you earn or lose for the card.

### Other instructions:

- If you must go back some steps, ignore the directions on the step where you end up. Your turn is over. However, if you are told to skip ahead some steps, *do* follow the instructions for that new landing spot.
- If you are within a few steps of reaching the *FINISH* point, you do not need to spin the exact number to land on the *FINISH* point.
- If you are the first to reach the *FINISH* and have at least 150 Discovery Points, congratulations! The game is over and you win!
- If you reach the *FINISH* but do not have at least 150 Discovery Points, you must go to the *McMurdo Research Station* in Antarctica, miss one turn, and then on the next turn start trying again to reach the *FINISH* while earning more points. If you are starting from McMurdo and are instructed to go back more steps than it would take to return to McMurdo, stop at McMurdo.
- The board has a few places where you can go one way or the other. The longer routes offer more opportunities to earn Discovery Points.

### Keeping Score:

One player has the job of writing down Discovery Points earned and lost for all players. If a player has not accumulated enough Discovery Points to “pay” for the more unfortunate events, the player may go into “debt,” with a negative Discovery Point balance.