

JOIDES Resolution the game (Exp 356 Edition)

To win: You must have the 4 required Data Cards to complete the expedition. To win the game you must have the most amounts of Data Cards amongst your colleagues.

To begin:

Choose a field:

1. Geochemistry
 - a. Must collect 4 "important" measurements (important measurements are marked with a yellow star)
2. Paleomagnetist
 - a. Must collect 1 cards from each time period (Matuyama, Gauss, Gilbert, Bruhnes)
3. Paleontologist
 - a. Must collect 4 planktic foraminifera cards.
4. Physical Properties
 - a. Must collect 4 "important" measurements (important measurements are marked with a yellow star)
5. Sedimentology
 - a. Must collect 4 **consecutive** lithology
6. Stratigraphic Correlation
 - a. Must collect 4 splice graphs

Start your turn by picking up 2 Data Cards.

- You can put back as many "data" cards as you wish on your turn, but keep in mind that might increase the chances of another playing winning.
- You can trade cards with another player if you wish, but only on your turn. You can only hold a maximum of 15 cards in your hands.

After collecting your data, pick up an **Evening Updates Card**.

- Complete the action written on the Evening Updates Card.
 - Cookie Break: It's not necessary to name your favorite cookie to complete the action. (But highly suggested)
 - Movie Night: It's not necessary to name 3 ocean/ship related movies to complete the action. (But highly suggested)
 - Check Methane/Ethane Levels: Roll the dice to see if you can continue your turn.
 - If red stop sign: move 2 spaces forward.
 - If green go circle: pick up an extra data card.
- Move the number of spaces indicated on the corner of the Evening Updates Card
 - Number varies from 1-5 in bold

Game Board

Yellow Star:

- Yellow star on the board indicates the start of a new site. From the yellow circle you can freely choose to go to the planned holes (green circles) or the alternate holes (blue circles)

Green Circle vs. Blue Circle:

- You can choose your route from the Yellow Star.
- If you wish, you may switch over to the planned or alternate site any time by giving up 5 Data Cards.

Downhole Logging Squares:

- You can choose to downhole Log
 - If you wish to downhole log, roll the Downhole Logging dice to see if you succeed or fail at downhole logging
 - Success! - Indicates success in downhole logging. Pick up an extra Data card.
 - Whale - Indicates fail in downhole logging. Roll the dice and complete your turn.
 - If you choose not to, DO NOT pick up any Data cards. Pick up an evening updates card, complete the action, and move to the next indicated spot.