

BIG IDEAS[®]

Jonah

a VeggieTales Movie™

The Overboard Adventure Game!

RULES

Ages 3 and Up, 2 to 4 Players

CONTENTS

1 Game Board • 4 Playing Pieces with Plastic Stands • 1 Spinner with Spinner Board • 24 Destination Cards: 4 each - Pirates, Khalil, Storm, Whale, Second Chance (*gospel singers*) and Nineveh • 12 "Fish" Cards.

SETUP

Carefully punch out playing pieces and place in stands. Assemble spinner and spinner board. Lay game board flat. Separate, shuffle and place the "Fish" cards ("*Spin again*" & "*Lose a turn*") face down on blue square area on game board. Destination Cards are sorted into six separate piles and placed destination side up along side of board, along with spinner.

OBJECT

To be the first player to reach Nineveh after having collected all 6 Destination Cards.

TO BEGIN

Each player selects a playing piece and places it on the Start space; youngest goes first. Other players follow in a clockwise direction. The player spins the spinner and advances to the first space of the corresponding color. Next player follows, etc. When a player spins and lands on a space with instruction (i.e., move ahead, lose a turn, etc.), he must do as the space indicates.

DESTINATION CARDS

When a player spins and advances either to (or possibly beyond) a Destination space, he must STOP! at the Destination Space. He is then able to collect a Destination Card and his turn ends here. If at any time during game play a player lands on a Destination space more than once, he does NOT collect a second Destination Card.

FISH SPACE (Stop! Draw a Fish Card)

This is not a Destination Space. However, a player must STOP! on this space. He then draws a card from the top of the "Fish" card deck located on board and follows the directions on the card. "Spin again" allows player another turn, while "Lose a turn" ends the round.

"SLIDE" SPACES

If a player lands on a "Slide" space, he must slide his playing piece back to the space indicated. (Swoosh! slide sends player back to Khalil Stop! space.)

ADDITIONAL PLAY

If a player lands on the same space as another player, with the exception of a Destination Space, he must send the "landed on" player *ahead 2 spaces*.

(Destination Spaces are considered "safe" spaces and can be occupied by more than one player).

WINNING THE GAME

The first player to cross the "Finish" space, collect a Nineveh card (the 6th card) WINS!

Note: To win the game, you must reach Nineveh (final destination) by either A) spinning dark purple to advance to Finish, or B) be bumped to the Finish by another player. When final card is collected, turn Destination Cards over to reveal an image from *Jonah - a VeggieTales Movie™*.



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