

YACHT RACE

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SALEM, MASSACHUSETTS • DES MOINES, IOWA
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MADE IN U.S.A.

A Game of Strategy and Skill for 2 to 6 Players

INTRODUCTION

Realism and strategy take the place of chance in this fascinating game of YACHT RACE. Players assume the role of skippers of large racing yachts or any of the one-design boats which are sailed on all the coastlines and inland waters of the world.

Few sports lend themselves so well to realistic play on a game board. All of the basic tactics and strategies of sailing and racing are incorporated in this game. There is a somewhat predictable and ever-changing wind which allows each player some control over the conditions under which the yachts must sail. This same unique feature provides the necessity for challenging decisions on each move.

Prior to publication this game has been tested and played by many experienced yachtsmen and sailing enthusiasts and found to be completely authentic and realistic. When played by novices, the game has proved to be fun, educational, and thoroughly absorbing. Novices can rapidly acquire the skills necessary to compete with highly experienced sailors.

WELCOME ABOARD !

EQUIPMENT

THE BOARD — In the form of an ocean chart. The entire race is run on the water area of this chart.

SIX YACHTS — Of different colors. (One for each player.)

EIGHTEEN SPINNAKER CARDS — Three to each player at the start of the race.

SEVENTY-TWO WIND CHANGE CARDS — Twelve to each player at the start of the race.

WIND INDICATOR — To be placed on Wind Island as shown in Instructions.

SAILORS' LUCK CARDS — Entire pack to be placed face down on Sailors' Luck Island at the start of the race.

INSTRUCTIONS FOR PLAY

OBJECT OF GAME

The ultimate goal of the players is to be the **FIRST SKIPPER** to navigate the prescribed course around the marks (A, B, AND C) and over the **FINISH LINE**. Second and third place winners will follow and the race may continue until the last boat crosses the finish line.

PRESCRIBED COURSE

The course begins at the red starting block in the harbor. All yachts will proceed toward and round the markers A, B and C, passing all marks to **PORT** (left) and then to the finish block in the harbor.

THE START

The **NUMBERED BLOCKS 1-6** at the yacht club are to be allocated at random to the players at the start of the race, after each has selected one of the yachts to be skippered throughout the race.

The WIND INDICATOR is then placed upon the SHIP'S WHEEL on WIND ISLAND, indicating a Northwesterly Wind Direction for the beginning of the race. The indicator should rest on the handle of the wheel corresponding to the direction FROM which the wind is blowing, with the arrow pointing toward the center or hub of the wheel. Although the race begins with a predetermined NORTHWESTERLY WIND, the direction of the wind will shift repeatedly throughout the race and this indicator, properly placed, will always show the direction FROM which the wind is blowing at any given time.

PLAY BEGINS

The player occupying the highest numbered square will be the first to move, and the play then continues among the skippers in a CLOCK-WISE manner. All yachts in their turn will then attempt to cross the STARTING BLOCK prior to navigating the course. The single red STARTING BLOCK must be crossed from a NORTHEASTERLY, EASTERLY, or SOUTHEASTERLY direction as indicated by the arrows on the board.

If a player is somehow forced around the STARTING BLOCK without having properly passed through it, he must in subsequent moves return and cross it.

BASIC MOVES

The basic moves in YACHT RACE are so similar to the actual handling of a sailboat that fundamental principals of sailing should be understood. i.e., a sailboat WILL NOT SAIL DIRECTLY INTO THE WIND. Consequently, when making moves on the board, players CANNOT MOVE DIRECTLY UPWIND. Skippers at all times, (when surrounding blocks are unobstructed), have a choice of seven different courses If, for example, the wind is blowing from the NORTH, players may move in the following directions: NORTHEAST, EAST, SOUTHEAST, SOUTH, SOUTHWEST, WEST, AND NORTHWEST.

1.) BEATING

A boat will sail and make some forward headway when headed up to about 45° into the wind. This is called BEATING. When beating in this game, a skipper will move his yacht ONE BLOCK ONLY on that course.

EXAMPLE: The wind is from the East and the player wishes to move Northeast or Southeast. He will move his yacht ONE BLOCK ONLY in either direction.

2.) REACHING

An actual boat will make considerably better speed with the wind coming over her BEAM, or side. This is called REACHING. In reaching, a player will move his yacht TWO BLOCKS on that course.

EXAMPLE: If the wind is from the East and a player wishes to sail North or South, he will move his yacht TWO BLOCKS in either direction.

3.) BROAD REACH

Most sailing yachts attain their maximum hull speeds when on a BROAD REACH, with the wind blowing over the stern quarter of the craft at about a 45° angle. When attempting a BROAD REACH on the board, a player will move his yacht THREE BLOCKS on that course.

EXAMPLE: If the wind is from the East and a player wishes to sail Northwest or Southwest, he will move his yacht THREE BLOCKS in either direction.

4.) RUNNING BEFORE THE WIND

A sailboat running directly downwind will also attain considerable speed. This is called RUNNING BEFORE THE WIND. In RUNNING, a player will move his yacht THREE BLOCKS.

EXAMPLE: If the wind is blowing from the East, a player will move his yacht THREE BLOCKS to the West.

SUMMARY OF BASIC MOVES

A player (in unobstructed water) has a choice of SEVEN COURSES available when it is his turn to move his yacht. On two of these courses his yacht may BEAT ONE BLOCK ONLY; on two other courses he may REACH TWO BLOCKS ONLY. On the remaining three courses he may BROAD REACH or RUN THREE BLOCKS ONLY.

* ALL MOVES MUST BE COMPLETE *

If the prescribed number of blocks cannot be completed because of obstacles such as another yacht, land area, edge of chart, etc., then THAT MOVE CAN NOT BE MADE IN THAT DIRECTION. The player must then choose another course consistent with wind direction. A player MUST MOVE when it is his turn to do so, even if only one undesirable course is open to him. In the event that NO COURSE is open to him, the player will FORFEIT THAT TURN and wait for a subsequent turn to move. Yachts may enter only COMPLETE BLOCKS. The partial blocks adjoining land areas CANNOT BE PASSED THROUGH OR LANDED UPON.

NOTE

The three shades of blue water are on the chart for the sole purpose of DECORATION and are to be completely disregarded by the players when making moves.

WIND CHANGE CARDS

Each skipper receives twelve of these cards at the start of the race. These are kept in front of him until all have been expended. They are used in the following manner:

A player at the time of his turn may elect to CHANGE THE WIND DIRECTION, BEFORE MAKING HIS MOVE. He may do this by giving up one or more of these cards to the box. With each card thus spent the player may change the direction from which the wind is blowing by 45 degrees. The wind may only shift in a CLOCKWISE manner, but the player may expend as many cards as he wishes in any one move to put the wind in a favorable direction.

EXAMPLE: If the existing wind is from the North, a player may shift it to the Northeast by expending one card. Two cards would therefore shift it to the East, three cards to the Southeast, and so on. The wind will then REMAIN in that direction until it is again changed by any player in a subsequent move or by instruction of a Sailors' Luck Card. CAUTION: THERE ARE ONLY TWELVE CARDS FOR EACH PLAYER FOR THE ENTIRE RACE. It is likely that most moves will be made by players under the wind direction which exists at the time of their move. Proper use of cards will be part of each skipper's strategy for the race.

SPINNAKER CARDS

A spinnaker is a large parachute-type sail which is carried forward of the mast on a sailboat. Like a parachute, it will not stay full unless the open, or after, section of it is exposed to the wind. Consequently, a spinnaker can only be carried on a BROAD REACH or when RUNNING BEFORE THE WIND. Proper use of the spinnaker will allow a boat to attain considerably greater speed on either of these two courses.

Each skipper receives THREE SPINNAKER CARDS at the start of the race. These are placed (bag side up) in front of him. A player may put up a Spinnaker at any time during the race when it is his turn to move. On doing so he will turn over ONE CARD, and thus expose the picture of that spinnaker. In carrying a spinnaker a player MUST MOVE FIVE BLOCKS (instead of the normal three) on a BROAD REACH or when RUNNING BEFORE THE WIND. If, in subsequent play, a desired course or change in wind direction makes it impossible or impracticable for a player to keep his yacht on a BROAD REACH or a RUN, he must TAKE DOWN that spinnaker and return it to the box. Each of his three spinnaker cards may be used by the player in this manner at his own election. CAUTION: THERE ARE ONLY THREE SPINNAKER CARDS FOR EACH PLAYER FOR THE ENTIRE RACE. Strategic use of the spinnaker is most important to the outcome of the race, and it should only be used when it will give the maximum distance. A spinnaker will usually have to be taken down

when rounding a mark; however, wind changes and the course to the next mark are sometimes consistent with the boat remaining on a BROAD REACH or RUN, and in this case it can of course be retained.

IMPORTANT: DO NOT BEAT OR BEAM REACH WHILE USING A SPINNAKER.

SAILORS' LUCK CARDS

Sailors' Luck Cards are placed (instruction side down) on Sailors' Luck Island. When a player's yacht passes over or lands on any of the numerous anchor blocks marked Sailors' Luck, he must take the top card from the Island and immediately follow the stated instructions. Some of these cards affect only the player receiving it, and others affect all players. In following the instructions all moves are to be completed as far as possible; i.e., up to an EXISTING OBSTACLE, such as land, edge of board, etc.

FOG SETTLES — Skipper each yacht one move."

Upon drawing this particular card, the player receiving it must make ONE FULL MOVE with each opposing yacht. This move must be in keeping with the rules of YACHT RACE and is to be made under EXISTING wind conditions. DO NOT SPEND OTHER PLAYERS WIND CARDS SPINNAKERS of opposing yachts may be removed by putting the yacht on a BEAT or BEAM REACH.

When each yacht has been moved, play then resumes in the normal clockwise manner.

BLANKETING

In actual sailing it is at times possible for one boat to pass directly upwind of another, thus causing the downwind boat to lose headway and fall behind. In this realistic game of racing, blanketing is interpreted as follows:

When it is a player's turn to move, and he finds that an opposing yacht is occupying ONE OF THE EIGHT BLOCKS IMMEDIATELY SURROUNDING HIS AND IF THAT OTHER BOAT IS DIRECTLY UP WIND OF HIS, then the player who was about to move must consider his yacht BLANKETED and FORFEIT THAT TURN. When blanketed a player may NOT CHANGE THE WIND, but must wait until a subsequent move when the condition does not exist.

CROSSING THE FINISH LINE

After rounding Marker C in the proper manner, players will head for the FINISH LINE at the mouth of the harbor. The finish line is crossed in a manner similar to the starting block. Note that the arrows show THREE APPROACHES to the finish line.

IMPORTANT

A yacht shall not be considered over the finish line until it has actually crossed over and beyond the Red Block. This same rule applies to the start.

SUMMARY

As in actual Yacht Racing a good start is of great importance. Every boat is in the race until the very end. Favorable winds and careful strategy can do much to close the gap between the leading boat and the last in the fleet.

Smooth Sailing and Good Luck!

VARIETY OF COURSES AND SHORTER RACES

For variety, the entire prescribed course may be reversed by rounding the marks in the opposite direction, i.e., from the starting line to and around markers C, B, and A, passing all marks to starboard (right), and then to the finish line from Marker A.

A number of shorter courses can be devised. For example, from the starting line, clockwise around Wind Island, and back to the finish line. In a short race such as this, it is desirable to allocate only six Wind Change Cards and two Spinnaker Cards to each player at the start of the race. Many other courses and combinations can be made up at random.