

Sailing Race

THE IDEA...

Sailing Race is a realistic game, where the realities of competitive sailing are combined with fun of a board game. While playing, the participants learn, that a sailing boat does not always have an opportunity to move straight forward, but have to take into consideration tailwinds and headwinds, reefs and whirls to make its way to the Finish.

Player are all captains in the game, but everybody had to subdue to the winds the dice draw. The wind direction changes sometimes very rapidly, quicker that real life afford. But it is the game for fast. Dice can be used in the game but the draw can also be enforced with the Players' hand marks.

Game duration is 10-30 min depending on the number of Players. The first one to reach the Finish line is the winner.

A SHORT INTRODUCTION TO THE SAILING TECHNIQUES

The sailing boat's main source of power is wind. The easiest way to move ahead full forward is with the force of strong tailwind blowing into the sail parallel to the boat's course. Sailing is going more complicated, when the wind direction changes. The more the wind direction diverges from the course, the more skills the sailor needs. Sailing boat is designed to move forward with crosswind as well, as the shape of sails and affixing method allow the boat to progress in the unfavourable conditions. To keep the boat up straight a strong and heavy keel is invented.

When headwind blows, the boat has to go a zigzag to achieve the goal. This moving is called tacking.



Modern sail boats can move ahead with nearly headwind blowing. A boat is not able to make very sharp turns though rudder gives a lot of opportunity for manoeuvre.

STARTING THE GAME...

How to Begin

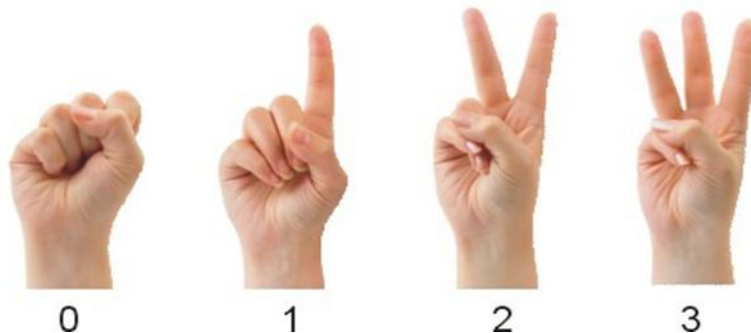
Roll open Lite Lion Games family friendly rollable Sailing Race - gaming mat. The Players choose a boat from four available colour. If there are only two players, each player can have a fleet of two boats. In this case approximate duration of one game prolongs.

Each Player places own boat to the Start. The beginner can be chosen randomly, with a coin draw and etc. In according, the other players have one extra turn in the end of the game, if the beginner finishes the first. So, the game can end as a drawn match.

When playing with hand marks, Players are advised to be the opposite side of the table, so the moves are less clear and predictable for the opponent.

THE TURNS...

How to Navigate:



The Players move ahead according to the numbers on the gaming mat. For each turn a random number should be drawn in between numbers 0-3. The best way is to use fingers. The number of the space to move to is indicated by amount counted on fingers of both players once shown. (The hand can be hidden behind the back or under the table and when released, the amount can be counted on fingers as shown). The gross number is the spot to navigate to, the closest one. The boat can go straight ahead or diagonally toward Finish. Backward movement is not allowed. Please look at the below navigation legend:

- the blue lines are those to lead to the Finish;
- the red lines, which are closed for traffic.

If both players draw zero, the boat does not move.

The Prize Spot or Finish can be reach only with drawing 1, 3 or 6. Other numbers do not allow to move to the Spot. Just as waiting for the right wind to navigate to the home harbour.

The Winner

The Winner is the first to get their boat/fleet to the Prize Spot. If there are only two players, it is possible to negotiate beforehand, if the win comes when one boat is in the Prize Spot or the whole fleet.

Duration of a Game

Depending on the number of players, approx. 10-30 min. 2-4 players

Gaming Set

Lite Lion Games rollable Sailing Race - gaming mat 48x126 cm

4 pcs coloured boat pawns

Instruction

Caring Instructions

- Always keep the gaming mat rolled the pictured side faced outside in the original tube.
- The mat stands light cleaning with wet cloth or paper.
- Do not rub or use strong detergents.
- Let the mat dry before rolling it up for storage.
- The gaming set contains small parts, which may be dangerous for children less than 3 years old.

Age preference 4+ supervised; 5+ independently

Game Classification: Leisure, Hobby, Fact