

## SUPPLEMENTARY INSTRUCTIONS FOR NAVIGATOR FOR A GAME OF SOLITAIRE



The game of solitaire for NAVIGATOR can appropriately be called HURRICANE, for the idea is to overcome the adverse conditions of extremely bad and variable winds, by getting as many boats as possible around the outside of the numbered buoys, and over the finish line into the safety of the harbor.

For this game you use all eight boats, and the complete deck of cards. Place the deck face down and turn one card at a time. Place one boat on any of the six red circles, and move this boat the direction and distance stated on the card which you have turned. If this card should force you to play off the edge of the playing field, this boat is wrecked and must be discarded from play. Turn over the next card, either starting another boat, or moving the boat which you have in the field. You have your choice on each play as to whether you wish to start another boat, or play one of the boats in the field. You must start all eight boats from one of the six red circles, and play every card you turn over.

In the course of play, if your boat is forced to pass over one of the buoys, play onto land, or go off the edge of the playing field, that particular boat is wrecked and eliminated from the game. Boats may pass over each other in their line of travel, but cannot stop on the same spot with another boat.

The boats must circle the triangular course in a counter clock-wise direction on the outside of the buoys in their numerical order.

Go through the deck as many times as necessary, shuffling each time before you place the deck face down for drawing. Of course any boat which has been eliminated or wrecked, cannot be started again. You will be surprised and thrilled by the skill necessary to navigate your fleet so that you may get one or more boats into the harbor before they are all eliminated.

### FOR TWO OR THREE PLAYERS Fleet Operation

Follow the regular instructions for play, but use two or more boats each. Hold four cards in your hand at all times, and draw one card each time it is your turn. Play or pass this card you have drawn. If you play this card you can move any one boat, but only one, and that the direction and distance stated on your discard. Each player gets only one draw each time it is his turn. To win it is necessary that all of your boats pass over the finish line before all of your opponent's boats.

Using a fleet of several boats, makes NAVIGATOR much more interesting for two or three players.

### FOR FOUR, SIX OR EIGHT PLAYERS — Partnership

Partnership play increases the skill and interest for four, six or eight players. To play, decide upon your partnership combinations, select a boat for each player, and start in the usual way. The only difference is that although each player gets his regular turn for drawing and play, he may move either boat of his partnership. To win it is necessary that the two boats of a partnership pass over the finish line before both boats of another combine have completed a race. After a partnership has navigated one boat across the finish line, they should both play in their regular turn on the remaining boat. Even though one boat of a combination may have beaten all of the others, the race is not won until the remaining boat of that combination wins over the second boat of all the other combinations.

When there are seven or eight players, only three cards should be held by each player, rather than four cards as is the usual case.