

TRANSAT

Welcome aboard the APPLE II for a Transatlantic yacht race.

If you have already done some sailing you can start as soon as the programme is loaded. If you are a beginner, on the other hand, read the following instructions and you will soon understand that the fastest route is not always the shortest..

GAME SPECIFICATIONS

The object of the game is to cross the Atlantic Ocean from LA ROCHELLE in France (46°N, 1°W) to HALIFAX in Canada (43°N, 63°W).

To accomplish this you have to equip and steer your yacht across the ocean...

LEVELS OF DIFFICULTY

There are 3 levels of difficulty, from beginner (ship's boy) to experienced sailor (skipper).

For the levels "Ship's boy" and "First Mate" some details are provided: navigation rules, inventory of supplies and compass-card.

For the level "Skipper" only the meteorological report is available.

In case of an accident (beaching, shortage of goods) the consequences will be more or less serious according to the level chosen.

In return, the boat is a little faster according to the level chosen.

Indicate your choice by moving the cursor with the arrows → and ← , then validate your choice with RETURN.

PREPARATION BEFORE STARTING

It takes approximately 30 days to cross the Atlantic. You can thus decide on the supplies necessary for this length of time. You can then choose the type and number of sails you expect to use.

Sails available are:

Fore sails:

Spinnaker (coefficient 6)

Genoa (coefficient 4)

Jib (coefficient 2)

Stormjib (coefficient 1)

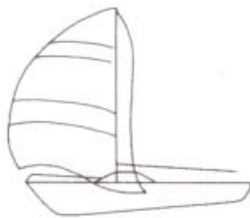
Aft sails:

Mainsail (coefficient 6)

Mainsail reduced (coefficient 2)

Mainsail very reduced (coefficient 1).

FORE SAILS



SPINNAKER
coef. 6



GENOA
coef. 4



JIB
coef. 2



STORMJIB
coef. 1

AFT SAILS



MAINSAIL
coef. 6



MAIN REDUCED
coef. 2



MAIN MUCH REDUCED
coef. 1

ALL COMBINATIONS MAY BE CHOSEN FORE AND AFT BUT BEWARE OF THE WIND STRENGTH.

Indicate the number of sails you wish to take aboard, then validate with RETURN. Remember, the smaller the sail used, the smaller the coefficient used to calculate the speed. To start with, we suggest that you choose 2 or 3 sails for each high coefficient type (4 or 6) and 1 or 2 for the others.

Moreover, the more the yacht is loaded with sails and supplies, the slower it will be. However, it's no joke to be stuck in the middle of the Atlantic with no resources at all...

CROSSING

Weather

You will steer the yacht according to meteorological conditions generated by an atmospheric depression.

This depression moves with time. To help you, a weather report is published every day for each player before his turn. This report gives the observations taken the previous day and the forecast for the day.

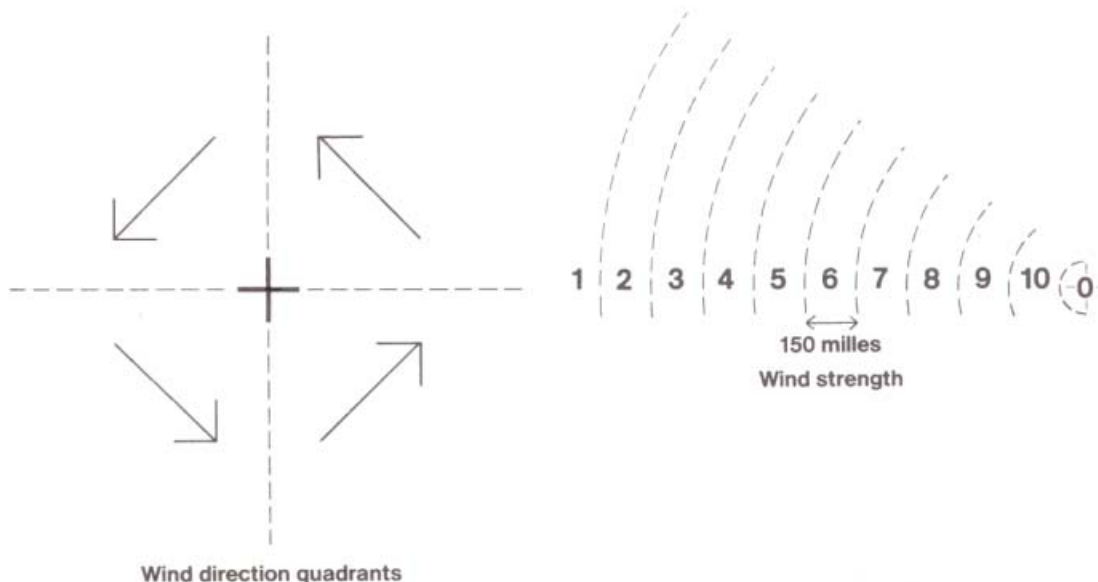
The wind direction indicating where the wind is coming from is given in degrees from the North. Its strength is given in reference to the BEAUFORT scale, ranging from "calm" (strength 0) to "whole gale" (strength 10). These parameters depend on the position of the yacht relative to the centre of the depression. The closer the yacht to the centre, the stronger the wind becomes (up to force 10). The strength drops to 0 in the centre of the depression. (See Fig. 2).

Around the centre of the depression, the wind directions are anticyclonic, i.e. they move anticlockwise. (See Fig. 2). Thus each yacht is subject to different weather conditions which change from day to day.

Note: as these conditions depend on the position of the yacht relative to the centre of the depression, they will be different for each yacht.

Note: when the centre of the depression moves out of the frame, it may be regenerated at another point on the ocean.

METEOROLOGICAL CONDITIONS



THESE CONDITIONS DEPEND ON THE POSITION OF THE YACHT
RELATIVE TO THE CENTRE OF THE DEPRESSION (MARKED + ON CHART)

COURSE

It is important to emphasise the fact that the wind direction indicates WHERE the wind comes FROM, and the course indicates WHERE the boat is going TO.

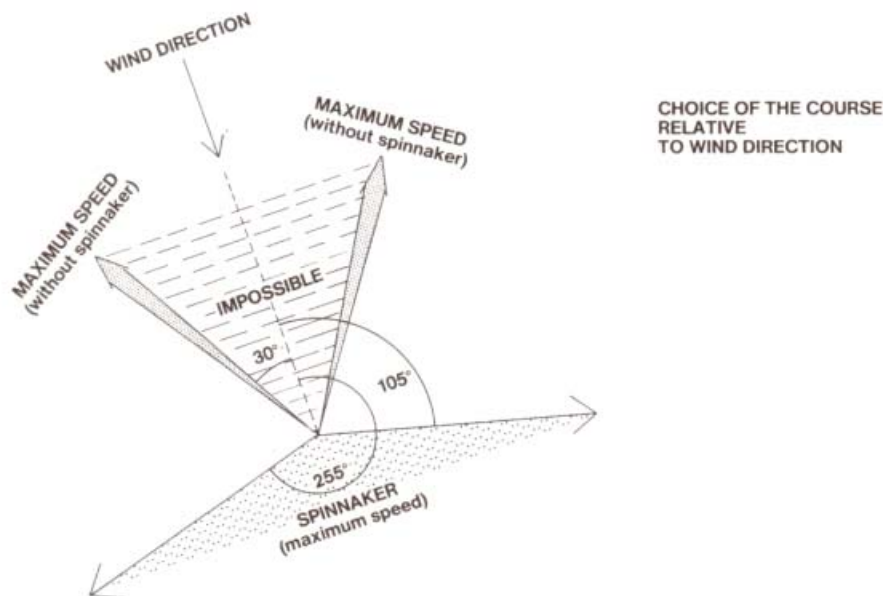
Every day, you select your course for the whole day. The wind direction will guide your choice.

If the wind comes from behind (between 45° and 135° = EAST quadrant) you can sail WEST directly (course 225° to 315°) and in some cases hoist the spinnaker.

If the wind comes from the WEST, the choice becomes more complicated because you cannot advance with a head wind.

There must be at least 30° between your course and the wind direction. This angle of 30° will give you your maximum speed. The more you deviate from this angle, the more you decrease your speed. (See Fig. No. 3).

Note: you should enter numbers only to indicate the course, e.g. 265.



CHOICE OF SAILS

The ideal is to choose the pair of sails (one fore and one aft) which will best suit the day's weather.

To indicate your choice, move the frame with the arrows \rightarrow and \leftarrow , then press RETURN to validate.

With a light breeze (less than force 5), we suggest you set the larger sails (with the highest coefficient). However, you should only set the spinnaker if the yacht sails before the wind.

As soon as the wind force reaches 5, there are problems because the sails will break if they are too large.

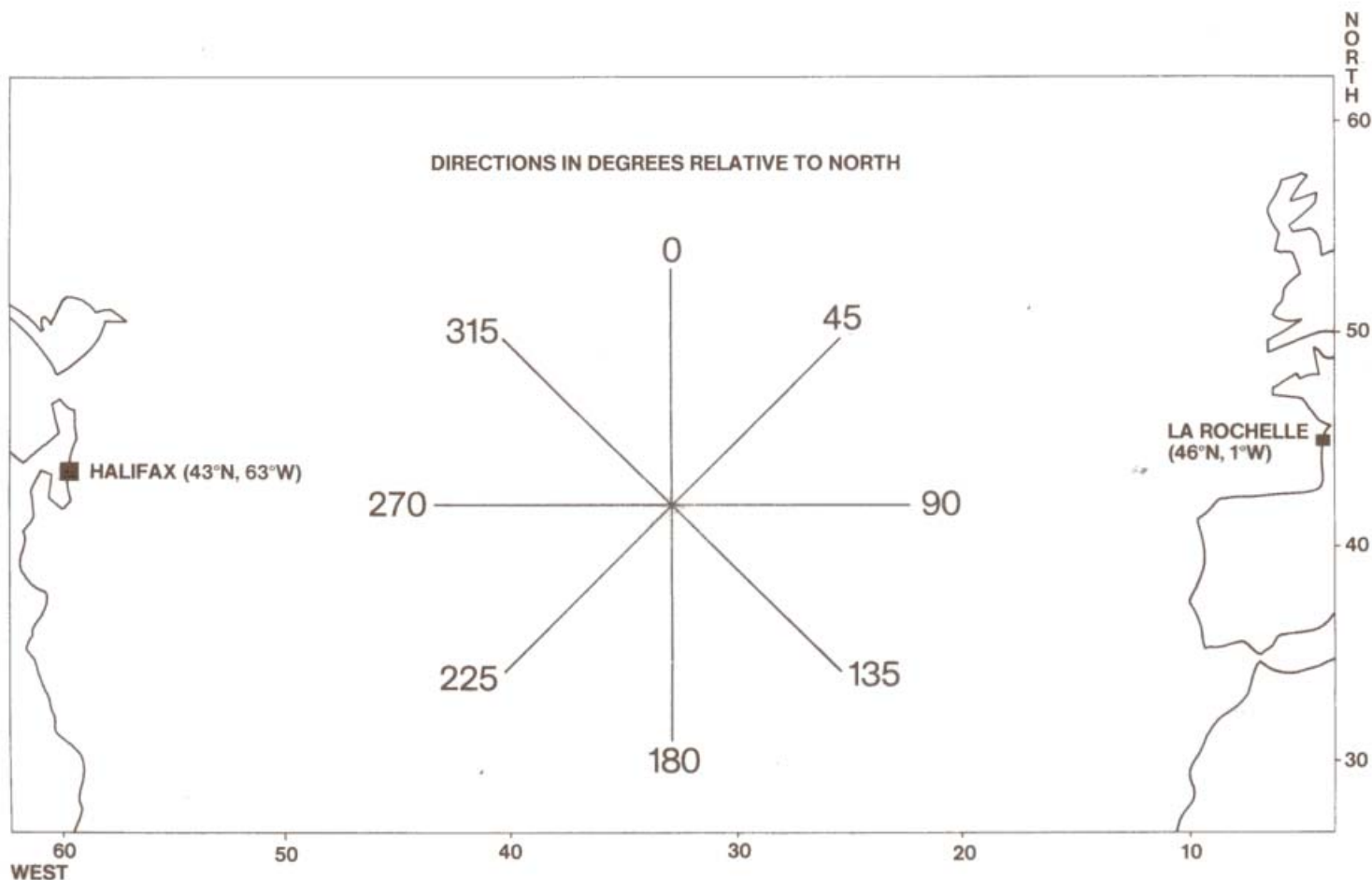
The following limits should be respected regarding the maximum coefficient of the sails fore and aft:

Beaufort scale

Strength 10	: coefficient	2
Strength 9	: coefficient	4
Strength 8	: coefficient	5
Strength 7	: coefficient	6
Strength 6	: coefficient	8
Strength 5	: coefficient	10

When your yacht has too many sails for the wind strength the sails hoisted are rendered useless for the entire crossing (it is therefore advisable to take on several sails at the beginning of the race). In addition, your progress for the day is cancelled (or sometimes even negative, because of drifting due to sea conditions).

Note: once you have chosen your sails, you cannot modify your selection nor can you obtain weather reports.



POSITION AT THE END OF THE DAY

At the end of each day, a satellite photo appears on the screen. It shows the European and American Atlantic coasts with port of clearance and port of call, position of yachts and the centre of the depression (marked +).

The yachts are shown in the playing order.

The distance sailed is given in nautical miles.

Just before this display, you will hear a loud "BEEP" for each player in the playing order which indicates the distance sailed: the deeper the sound, the better your progress.

Special noises correspond to various accidents which may occur.

RACE ARRIVAL

The position of HALIFAX is 43°N, 63°W. To have your arrival validated, your position must be set between 42° and 44°N.

Complementary instructions with drawings are presented at the beginning of the game.

ENJOY YOUR CROSSING !!

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