Player A · Signal Tower · Make contact · Stage 1

The Harbor Signal

Raise the flags

Give one booklet to each player. Keep it private and talk freely. Use a pencil. Keep later pages face down and turn together. Keep the separate hint sheet face down.

Read the flags aloud from left to right. Ferry has the receiver key.



Shell



Kite



Leaf

Word received

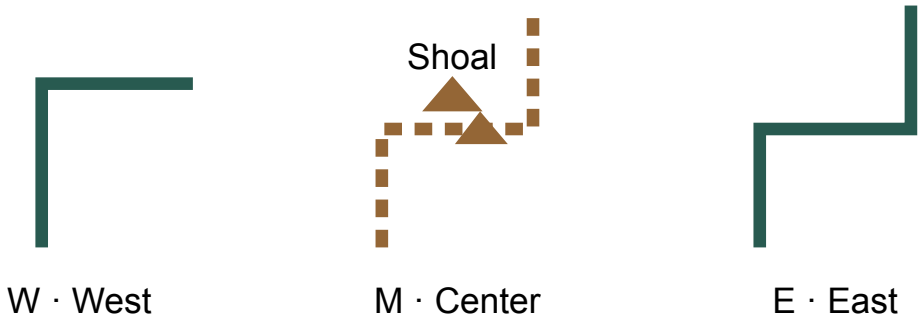
Check only after writing your answer. If the word is TIDE, tell Ferry the receiver is tuned. Otherwise, ask them to recheck the order.

Both turn the page.

Player A · Signal Tower · Make contact · Stage 2

Set the approach marker

Ask Ferry for the tide report. Trace each approach from bottom to top, circle the safe one, and radio its marker word. Wait for Ferry to confirm.



Approach	Marker word
W	BUOY
M	REEF
E	PIER

Approach

Marker word

The ferry reaches the outer harbor. You have completed the free opening. The complete game continues across the shallows.