**Player B · Ferry Cabin · Make contact · Stage 1**

# The Harbor Signal

## Tune the receiver

> 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.

Ask Tower which flags are flying and in what order. Convert each to a contact number, then find the three-digit sequence in your receiver log. Radio the word from that row.

| Flag | Contact |
|---|---|
| Shell | 2 |
| Kite | 4 |
| Leaf | 1 |
| Star | 3 |

| Log | Word |
|---|---|
| 142 | FOAM |
| 214 | GALE |
| 241 | TIDE |
| 243 | WAKE |
| 421 | SALT |

Contact sequence

Wait for Tower to confirm the receiver is tuned.

Both turn the page.

**Player B · Ferry Cabin · Make contact · Stage 2**

# Read the tide report

The safe approach bends exactly twice and never crosses a shoal. A bend is a change of direction.

Radio both conditions to Tower. They have the chart.

Word received

**Check only after writing your answer.** If the word is PIER, tell Tower the approach is set. Otherwise, ask them to trace their routes again.

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