THE NAVIGATOR

v1.0

RULES

Welcome to the exciting game THE NAVIGATOR by Uncle Mark Games. A game for the whole family.
The game is a real 4-in-one game set: THE NAVIGATOR, THE COMMANDER, THE TEAM, and THE ARTIST.
The game is suitable for players from 5 to 100 years. For 1-10 players. A game round takes 10-20 minutes.

THE GAME INCLUDES

- 1 magnetic double-sided whiteboard
- 5 erasable ink pens suitable for whiteboards
- 14 lovely Caribbean and tropical magnetic islands
- 6 warships of 3 different types (you shall trim them to size due to production technical reasons)

THE NAVIGATOR

Perfect as a solo game and excellent for up to 5 players.
Place as many or as few islands you like on the whiteboard so that they form an archipelago. Mark with a pen a ca 1 cm long jetty as the starting and ending point at each end of the whiteboard on any of the island in use. Your game round starts with placing the pen by the starting jetty and closing your eyes. The idea is that you shall navigate with the ink pen from one jetty to the other without touching the islands or the edges of the gameboard. Your fellow players shout STOP when you hit an island or the edge of the gameboard. You will also feel it when you bump into something, so you cannot cheat. If you bump into something, the game round is transferred to the next player. When it is your turn again, put the pen where you last hit an island or the edge of the gameboard and continue your journey. Whoever first reaches the second jetty is the winner.

The game is quite easy if only a few islands are used or made very difficult if many islands are used so that narrow straits are formed between the islands. Each game round will be different!
To prevent cheating, you can have a newspaper in front of your eyes/face so you cannot cheat by just pretending to have your eyes closed.

THE COMMANDER

In The Commander version of the game, you have a fleet of 3 ships to command. Only 2 can play at a time. Place 3 of the ships on one short side of the gameboard and 3 on the other side of the gameboard.

Now you shall try to sink the opponent's ships. The 3 ships at your disposal are armed as follows:

- Torpedo boat: You put your pen in front of the ship, close your eyes and "shoot away" a torpedo by drawing a line from your ship towards one of the opponent's ships. If you hit, the opponent's ship sinks. You have an unlimited number of torpedoes at your disposal. The line must be straight. You cannot zigzag with the torpedo.
- Cruiser: You put your pen on the cannon turret and close your eyes. You take the pen into the air and take it down towards your opponent's ship just as if you had fired a cannon. If you hit, the opponent's ship sinks.
- Aircraft carrier: Here you fly with a bomber aircraft. Close your eyes and place your pen at the height of your chin. Take the pen in the air towards your opponent's ship and bring down the pen as if you dropped a bomb straight down. If you hit, the opponent's ship sinks.

Each player takes one shot at a time. If it turns out that it is difficult to hit, you can decide that after 3 shooting rounds you move your ships forward with the length of the ship. After that, you make the same move after each shooting round. The closer the ships are to each other, the easier it will be to hit them.

Note: You are going to shoot far off the gameboard - I know! Therefore, place a piece of paper as protection under the gameboard when playing. Not so popular with a table full of small dots!

THE TEAM

A fun option you can play with up to 10 players participating. You have 2 players in each team. One player has the pen on the gameboard and drives the boat with the eyes closed (the Captain) and the other (the Pilot), with his/her eyes open, gives orders on the direction in which the pen shall be moved in an archipelago full of islands. The players shall sit opposite of each other so that left and right gets mixed up. Very interesting! You try to reach the other side of the archipelago in the shortest time. You go all the way in one go. Use you stop-watch on your mobile phone to measure the time. Each collision with an island or with the edge of the gameboard gives a 5 second fine which you add to your total time when you have finished the tour.

THE ARTIST

Good for solo play or for many to participate. You can use the whiteboard for whatever you want! You can invent your own games or draw beautiful pictures. Here we have some ideas as inspiration:

- *Draw a pig with the eyes open (you have your eyes open – not the pig) and let each one in turn try to draw the pig's tail with the eyes closed. Whoever comes closest wins.*
- *Play tramp chess.*
- *Draw a target sheet (as in shooting competitions), with your eyes open, with 5 rings where the centre ring gives 5 points, and the outer ring gives 1 point. Pretend to "throw" arrows by bringing the pen with your hand, and with your eyes closed, towards the target. You have 3 "throws", and the player who receives the highest number of points wins. Not so easy at all!*
- *Draw a cow, or something else you come to think of, with your eyes closed. The funniest picture wins.*
- *Or just play a fantasy game with the beautiful Caribbean and tropical island.*
