Tactical Sailing offers:

Overview of features

14 *sailboats* in several colors for playing, learning and regatta sailing:
Opti, Laser, Finn, 420s, 470s, Korsar, Kiel and center board Zugvogel, H-boat, 29er, 49er, J/70, Fareast 31F and TP 52-Yacht with 1 set of sails, depending on the boat type with main and foresail, spinnaker or gennaker in boat color.

Sailing simulator for setting to hoist, unrig, sheet out and sheet in, polar diagrams for best speeds in the 360° spectrum.
Wind simulator with 64 wind regions, gusts, lulls, shifting and oscillating winds with simulation of the wind ladder.

Play against the wind
21 tactical tips from start to finish, animated by computer simulation presented in audio-visual form. Tracking Line System, sailed path line chart from start to finish, sparring partner with same boat (game against the wind).

Play Boat against Boat
16 Tips Right of Way Rules - World Sailing (ISAF) Rules: Right to the wind from opposite side, from the same side, with/without overlap, give mark room. With jury control options, early start control at the start line (OCS), buoy contact, boat contact, protest account with penalty counter 1 "hit-me" automatic recognition for protest message.

Slalom sailing is fun without end. Parallel slalom sailing. As with the traditional slalom in winter sports, it is also about speed to reach the goal as quickly as possible.

Genre mix of sport, strategy and simulation
"This genre of game refers to quality characteristics, and such games deliver higher game value. Genre Mix refers to constant or at least possible change between various genres. This means that several basic game ideas are interconnected. Players are required to act at a number of different levels. These differ in terms of game perspective, tasks, complexity, objective and difficulty. The diversity of this mixed genre means that it includes games from all age rating categories". See: www.usk.de/pruefverfahren/genres

Approved without age restriction USK 0 (PEGI OK) in accordance with Section 14 of the Youth Protection Act (JuSchG Germany). See: www.usk.de

Updates free
Service for Updates free of charge in the Tactical Sailors Lounge. ***Sign in to the lounge,*** where you will always receive information about the performance of the updates and upgrades.

List of features

First steps for beginners:
> Steering a boat
> Sail against the wind - Tack and Jibe
> Speed up your boat - Bear away and Luff up
> Go on a first course around buoys
The Tracking Line System draws the way you go and visualizes all your maneuvers.

4 Exercises for beginners
1 Tack and Jibe
1 Luff up and Bear away
1 Sail upwind
1 Sail downwind

10 Game scenarios against the wind:
3 wind 1x1, 2x2, 3x3 (easy)
2 wind 4x4, 5x5 (medium)
2 wind 6x6, 7x7 (difficult)
1 chessboard wind 8x8 (complex)
1 squall and calm 8x8 (complex)
1 turbulent wind 8x8 (very complex)

2 Training scenarios play the Wind
1 Wind 1x1 manual setting
1 Wind 3x3 manual setting

6 Racing areas with classic courses:
1 Up-and-Down
1 Triangle
1 Trapeze
1 Coast line
2 Round the island

4 Racing courses to pass the buoys
1 Fleet Race
1 Match Race
1 Olympic courses
1 Long distance course

14 sail boats to play, practice, and sail regattas with:
Opti, Laser, Finn, 420er, 470er, Korsar, Kiel- and Centerboard-Zugvogel, H-boat, 29er, 49er, J/70, Fareast 31F and TP 52-yacht;
   all outfitted with:
1 Set of sail, depending upon which type of boat:
   mainsail, foresail, spinnaker or gennaker.

1 Sail Simulator for setting to hoist, unrig, sheet out and sheet in

1 Set of polar diagrams, curves for the best velocity in a 360° spectrum
1 control console for one sailor / boat with 1-click
   tacking, jibbing, luffing, and bearing away (Against the Wind)

1 control console for two sailors / boats with 1-click
   luffing up and bearing away (Boat Against Boat)

1 fine control 360° circle
1 autopilot; operating in different modes of navigation (Against the Wind)
1 compass (analog and digital) to show the direction you are sailing
1 speed log for boat velocity (Knots)
1 display for "velocity made good" [VMG] (Boat Against Boat)
1 anemometer (direction and strength of the wind)

Display options at boat
1 magic wind indicator (Gauge - Windex)
1 bearings line to buoy
2 lay lines to the wind
2 overlap lines at the rear, variable lengths

1 Tracking Line System, sailed path
   Line diagrams from start to finish

1 spotlight
1 sparring partner with the same boat (play against the wind)
1 stop watch / start watch with countdown timer

1 Wind Simulator with:
64 wind regions and various scenarios:
   squalls, calms, turning, shifting, and oscillating winds
12 wind buoys on the playing and regatta field,
   additional wind buoys can be added
1 wind regions on/off
1 wind ladder adjustable rotation and contrast

Display options at racing field
1 zone marker per buoy
2 lay lines per buoy, depending upon the wind and simulated on the starboard and port

Features of Games & Tips

Game Against the Wind:

21 Tactical tips from starting to finish line, animated through computer simulation
and presented in audio-visual form (Against the Wind):

1 starting line
5 upwind courses
5 downwind courses
7 wind shifts
1 fleet tactic
1 finish line
1 Speed

Game Boat Against Boat:

5 Jury Control options
1 On Course Side - control at starting line
1 Touching a buoy
1 Touching the other boat
1 Protest accounting with penalty counter
1 "Hit-me" and Miss-use of Rules - Action of sailors

7 Race officer control options
1 Information about the course to sail
1 Preparation signal, - time
1 Count Down Timer
1 Start time control (Timer)
1 Course control of sequence of buoys from start to finish
1 Control of passing the correct side of buoys on star board or port
1 Crossing the finish line and time stamp (Timer per boat)

16 tips - World Sailing Rules - Right of Way
1 Right of Way Boat
7 Wind on opposite tacks
4 Wind on same tack, overlapped - not overlapped
1 While tacking
1 Avoiding contact
Right of Way at Marks
1 Giving Mark-Room
1 Reaching the Zone

Help function with instruction online, including registration in the Tactical Sailor's Lounge

Slalom Sailing - Endless Fun
Parallel-Slalom Sailing**.** Like the traditional Slalom in winter sport, the aim here is to reach the finish line first and win with the fastest time. What is unique as well as unusual about our " Slalom Sailing " on the PC is that you play with the wind, but the wind plays against you. This wind is the horror! It is unpredictable, can shift from second to second, oscillate or suddenly blow a gale. To begin our "Slalom Sailing", you will need to start with a course of 8 buoys. After that you can increase the difficulty level of the "slope" by making a course with

16, 24 or even 32 buoys at the start. You can have fun and sail "Slalom Sailing" alone against the computer, your fictitious sparring partner. You can also choose to sail against another boat. Here you can make a direct comparison to a sailing friend in a second boat. This enables you to check who is ahead in our "Parallel-Slalom" and have endless fun together!

Genre Mix: Sport, Strategy and Simulation
"This genre of game refers to quality characteristics, and such games deliver higher game value. Genre Mix refers to constant or at least possible change between various genres. This means that several basic game ideas are interconnected. Players are required to act at a number of different levels. These differ in terms of game perspective, tasks, complexity, objective and difficulty. The diversity of this mixed genre means that it includes games from all age rating categories." See also: www.usk.de/en/classification/genres

Approved without age restriction USK 0 (PEGI OK)

Approved "without age restriction" (USK 0) in accordance with Art. 14 German Children and Young Persons Protection Act (JuSchG). Games without age restriction are games that are directly aimed at children and **young persons** as well as at an **adult** buyer group. USK 0 is equivalent to the European PEGI OK classification. USK is the German abbreviation for the Entertainment Software Self-Regulation Body, an organization which has been voluntarily established by the computer games industry. It is responsible for the classification of computer games in Germany. At the end of a joint classification procedure, the relevant state representatives issue age rating symbols. This system ensures that computer games are only sold to children and young persons if the contents of the games have been approved as suitable. The categories used are based on the German Children and Young Persons Act. See also: www.usk.de/en/

Recommended System requirements

Windows PC (XP, VISTA, Win 7, 8, 10, or 11), **Linux** OS or **Mac** OS X (Version 10.7 or higher; Lion, El Captain, Sierra, Catalina, but NOT Big Sur) with Java Standard Edition 6, Internet connection only required to activate the license key, then the program can be started without Internet. Screen size: 1024x768 Pixel (4:3 Format), Graphics card 512 MB, Sound-mp3, Pentium-4, 1GB RAM, 290 MB disc space, Keyboard - or Mouse, Mouse-wheel recommended, Game Pad with programmable keys suitable.
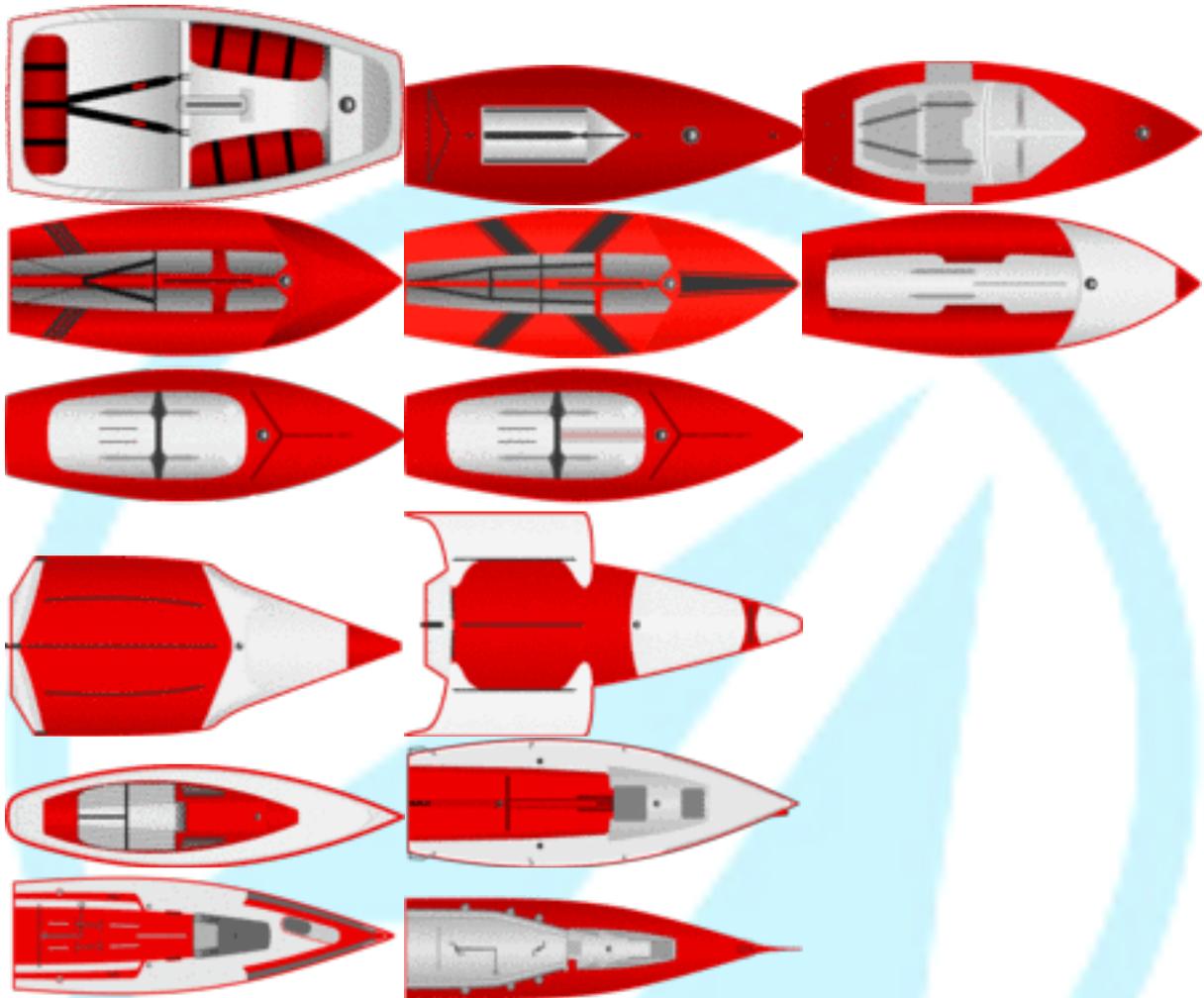
Updates
Free updates in the Tactical Sailors Lounge.
Log in to the Lounge and you will always receive information about the benefits of updates and upgrades.

Boats

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Screenshots