<u>OLD</u> ITEMS THAT STILL HAVEN'T BEEN FIXED

POINTS OF SAIL
<u>Learn</u>
- Spreader is visible through sail - very noticeable on RUN - just remove spreaders all together.

APPARENT WIND
- Vector Math is wrong (easy to spot on a run/beam reach) - we provided tables.
- Wind arrows still slide away

TACKING
- Should start with sail eased, boat is already sailing when game starts.

DOCKING
- Sail should start EASED, still doesn't reset between attempts.

GO SAILING
- Sailing on Port/Starboard is still inconsistent
- What happened to adding some GLIIIIDE, boat still stops instantly :(

<u>NEW</u> ITEMS THAT WERE INTRODUCED IN LATEST VERSION

POINTS OF SAIL
<u>Learn</u>
- In Irons is incorrectly labeled "Run"

APPARENT WIND
- "How To Play" extraneous newline in text

TACKING
- Can now sail "through" the white/orange marks, it used to sink you…
- Can sail off the edge of the world…

RIGHT OF WAY
There is a powerboat present as well a 2nd sailboat? Isn't that confusing? I feel like in the older versions the powerboat was there but positioned more discreetly.
<u>Instructions</u>
- Page 1 & 2 are identical AND contain an extraneous newline in text
- Page 3 - "React Early and Obviously" is cropped - "Obviously" is missing
- Page 3-7 - extraneous newlines in text
<u>Situation One (starboard/port)</u>
- Solution is cropped
<u>Situation Two (port / starboard)</u>
- Solution is cropped
- I can hit the other boat and get a "Great Job"!
<u>Situation Three (windward / leeward)</u>
- Situation AND Solution are cropped
<u>Situation Four (leeward / windward)</u>
- Situation AND Solution are cropped
<u>Situation Four (leeward / windward)</u>
- Situation AND Solution are cropped
<u>Situation Five (powerboat)</u>
- Situation AND Solution are wrong.

DOCKING
- Where is GLIIIDDEEE?

GO SAILING
- Unable to get boat to move on Close Hauled Port Tack
- Can now sail "through" the white/orange marks, it used to sink you…