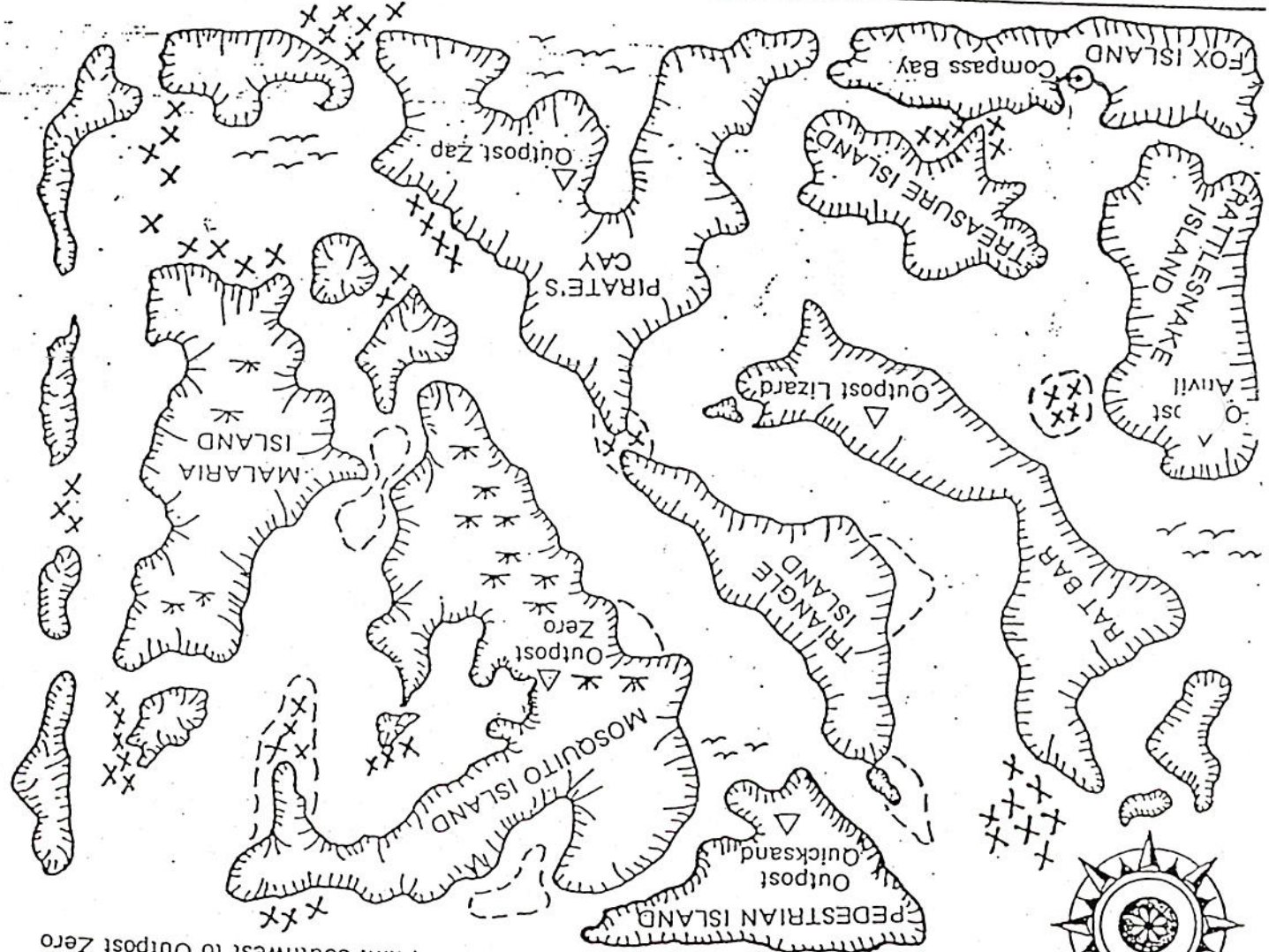


# OUTPOST ZERO

Your task is to guide a ship through shark-infested, hazardous waters from Compass Bay to Outpost Zero. The course you must follow is shown below. Use the compass rose shown at the left and a metric ruler to plot course 1 with a line; from the point where this line ends, plot course 2 and so on. When you've finished (if everything is correct) you should be safely at Outpost Zero. Good Luck!

1. From Compass Bay, 4 km. due north
2. From this point, 1 1/2 km. due east
3. Then 3 km. east southeast
4. 3 1/2 km. north northeast
5. 5 km. west northwest
6. 5 km. due north
7. 13 km. southeast
8. 4 km. due east
9. 10 km. due north
10. 6 km. southwest
11. 4 km. due north
12. 4 km. southwest to Outpost Zero



**LEGEND**

- △ Temporary Camp
- X Swamp
- XXX Submerged Rocks
- Village
- Sand or Mud Bar

Scale in Kilometers  
 (km. is the Abbreviation for Kilometers)