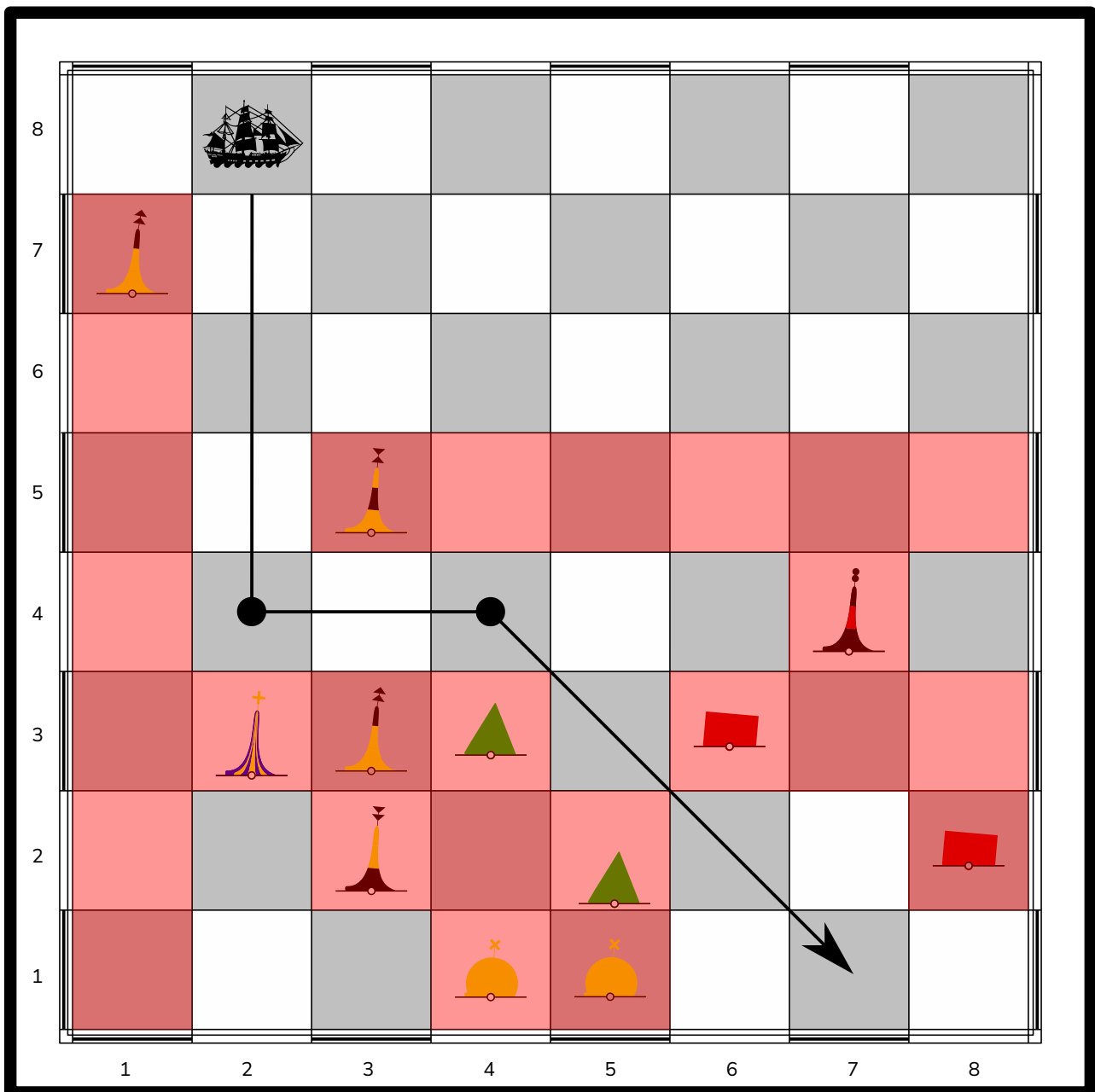


Team Black (1)

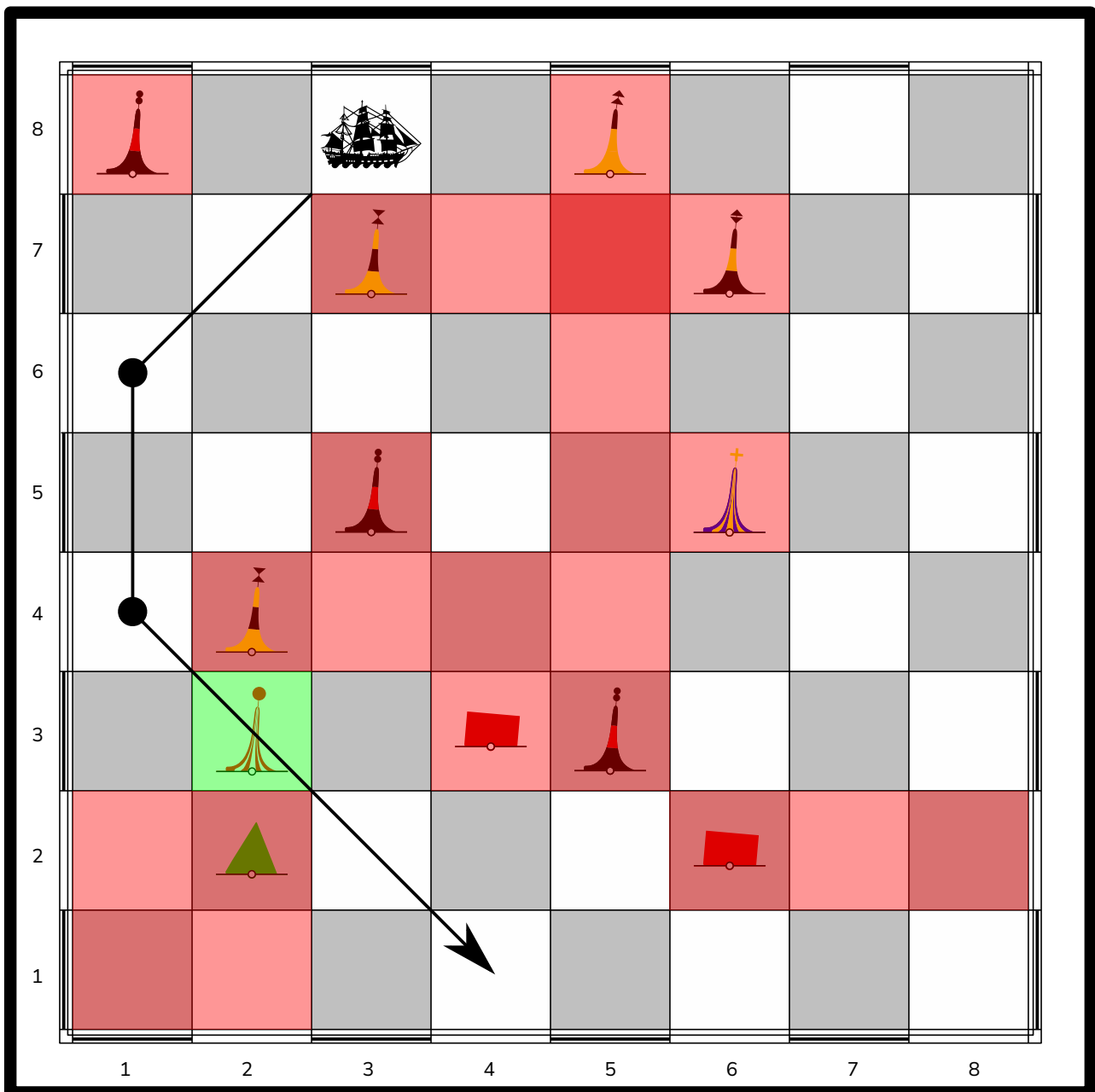


Guide the Queen of the Seas into port (Row 1)
 The Queen of the Seas moves like her eponymous chess piece.
 She must avoid dangerous waters.
 She must take exactly three moves.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

2x4=8 -> 8
 4x4=16 -> 6
 7x1=7 -> 7
 Code=867

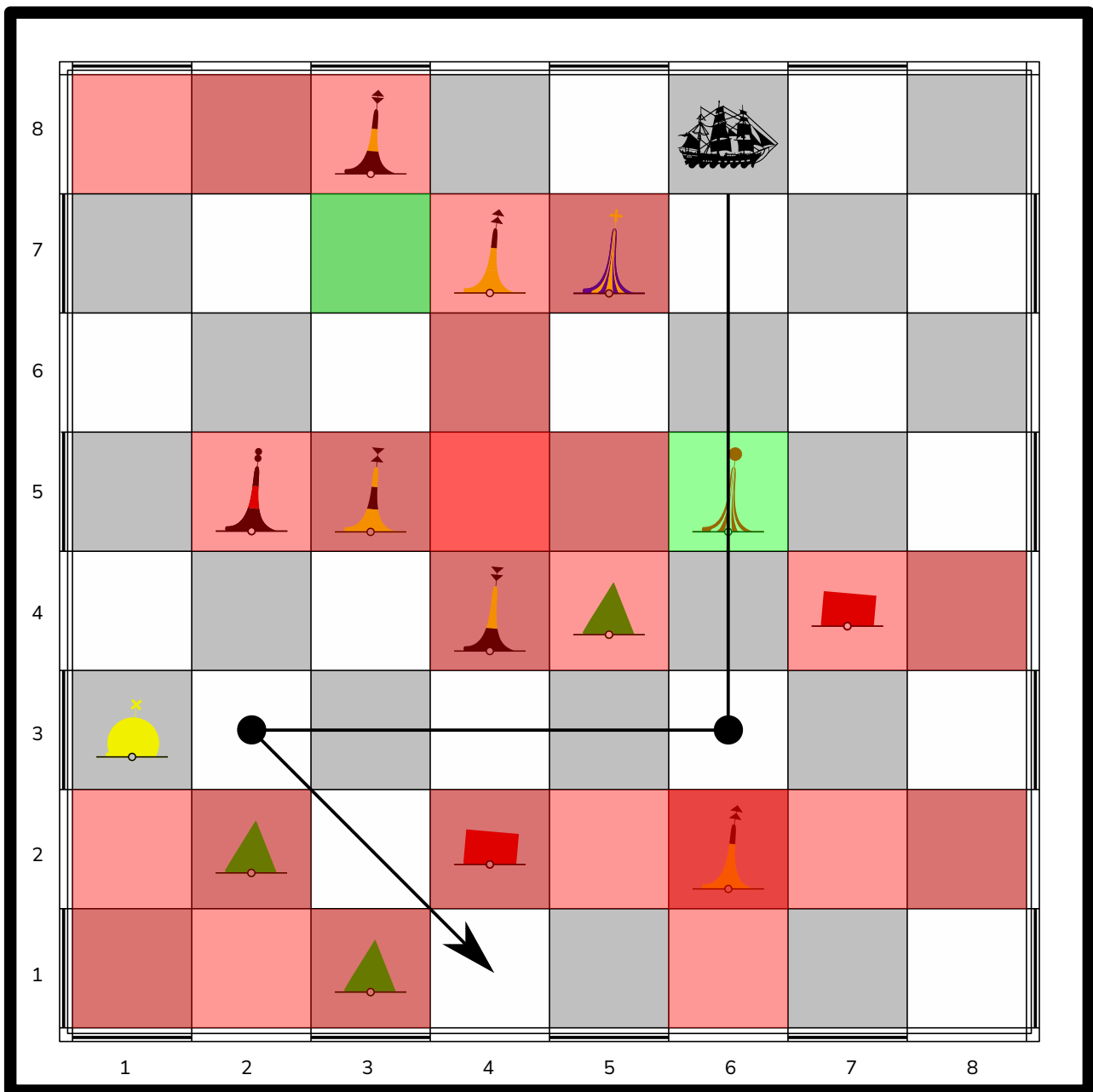
Team Yellow (2)



Guide the Queen of the Seas into port (Row 1)
The Queen of the Seas moves like her eponymous chess piece.
She must avoid dangerous waters.
She must take exactly three moves.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

$1 \times 6 = 6 \Rightarrow 6$
 $1 \times 4 = 4 \Rightarrow 4$
 $4 \times 1 = 4 \Rightarrow 4$
Code=644

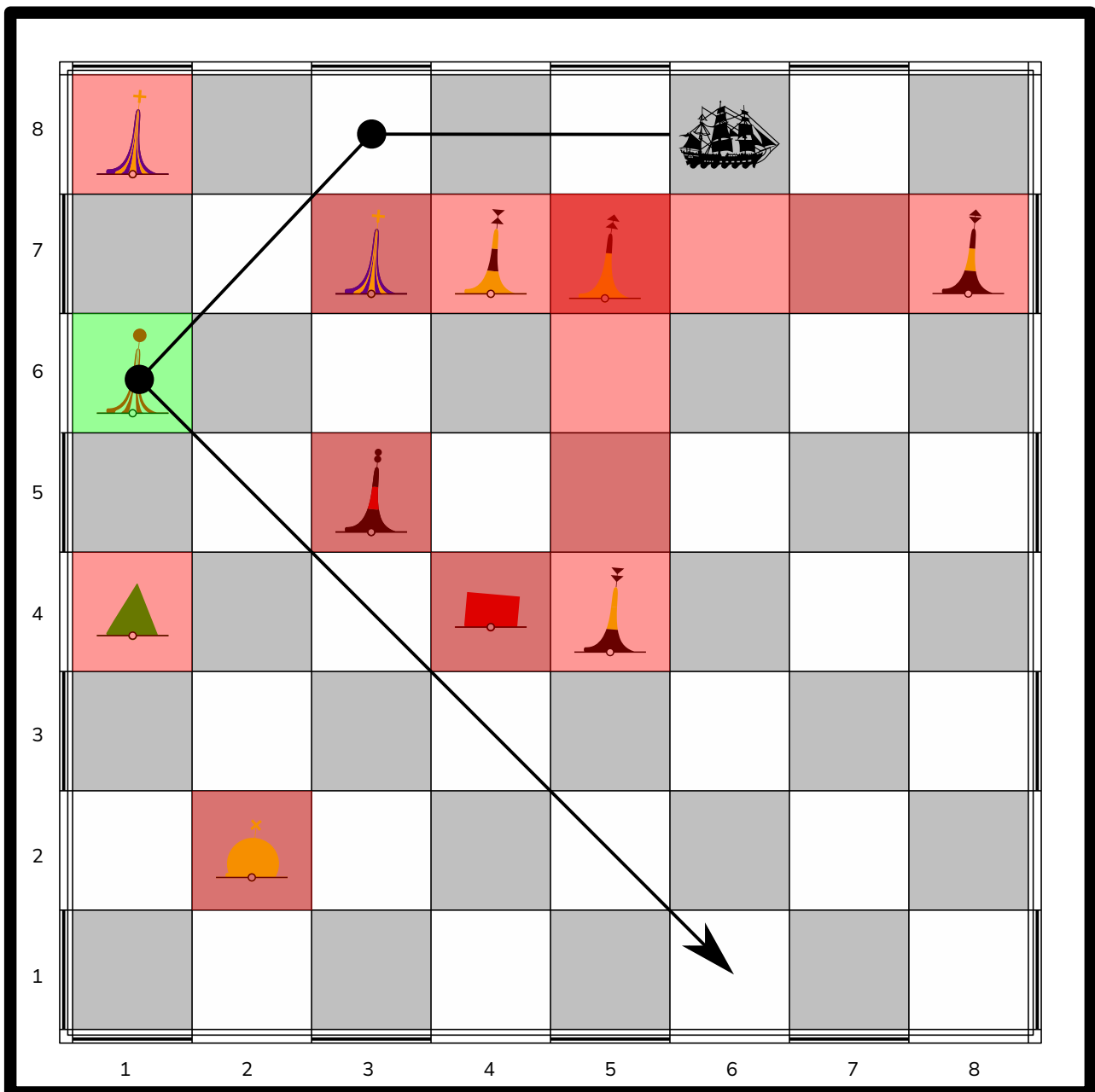


Guide the Queen of the Seas into port (Row 1)
 The Queen of the Seas moves like her eponymous chess piece.
 She must avoid dangerous waters.
 She must take exactly three moves.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

6x3=18 => 8
 2x3=6 => 6
 4x1=4 => 4
 Code=864

Team Blue (4)



Guide the Queen of the Seas into port (Row 1)
The Queen of the Seas moves like her eponymous chess piece.
She must avoid dangerous waters.
She must take exactly three moves.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

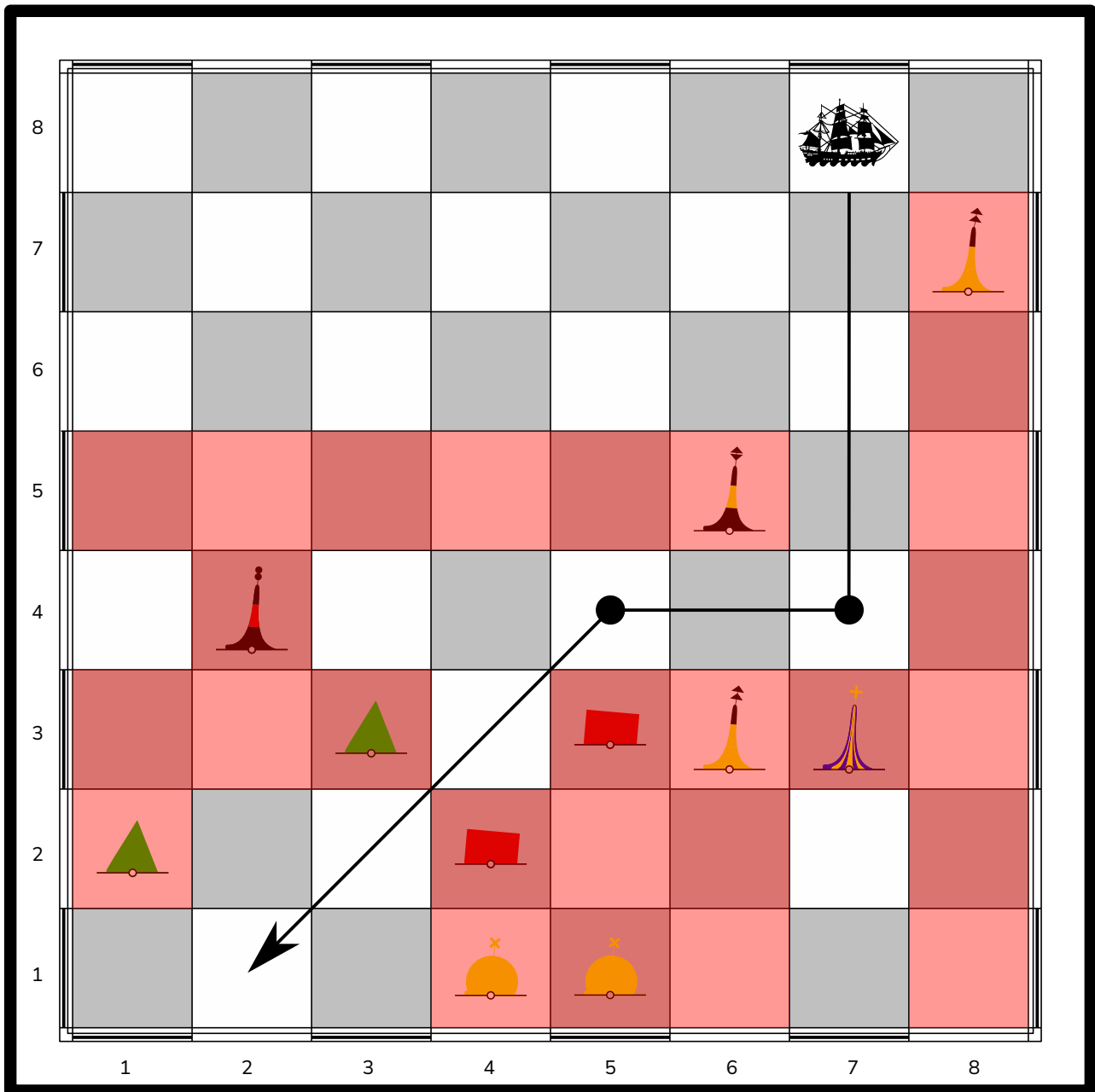
$3 \times 8 = 24 \Rightarrow 4$
 $1 \times 6 = 6 \Rightarrow 6$
 $6 \times 1 = 6 \Rightarrow 6$
 Code = 466

An 8x8 chessboard with various pieces and a path. The board has alternating light and dark squares. Pieces include a ship on f8, a yellow tower on d8, a red tower on h8, a yellow tower on c7, a red tower on f7, a purple tower on c5, a red tower on f5, a green tower on c3, a green triangle on e3, a green tower on g3, a red tower on g2, and a red triangle on h2. A path of black dots connects f6 to g4, with arrows pointing from f6 to e1 and from g4 to g3.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

10

Team Pink (6)



Guide the Queen of the Seas into port (Row 1)
 The Queen of the Seas moves like her eponymous chess piece.
 She must avoid dangerous waters.
 She must take exactly three moves.

Multiply the location of each move's 'Latitude' (rank) and 'Longitude' (file) together, discard any tens use only the units that will give you three numbers, one for each move.

$7 \times 4 = 28 \Rightarrow 8$
 $5 \times 4 = 20 \Rightarrow 0$
 $2 \times 1 = 2 \Rightarrow 2$
 Code = 802