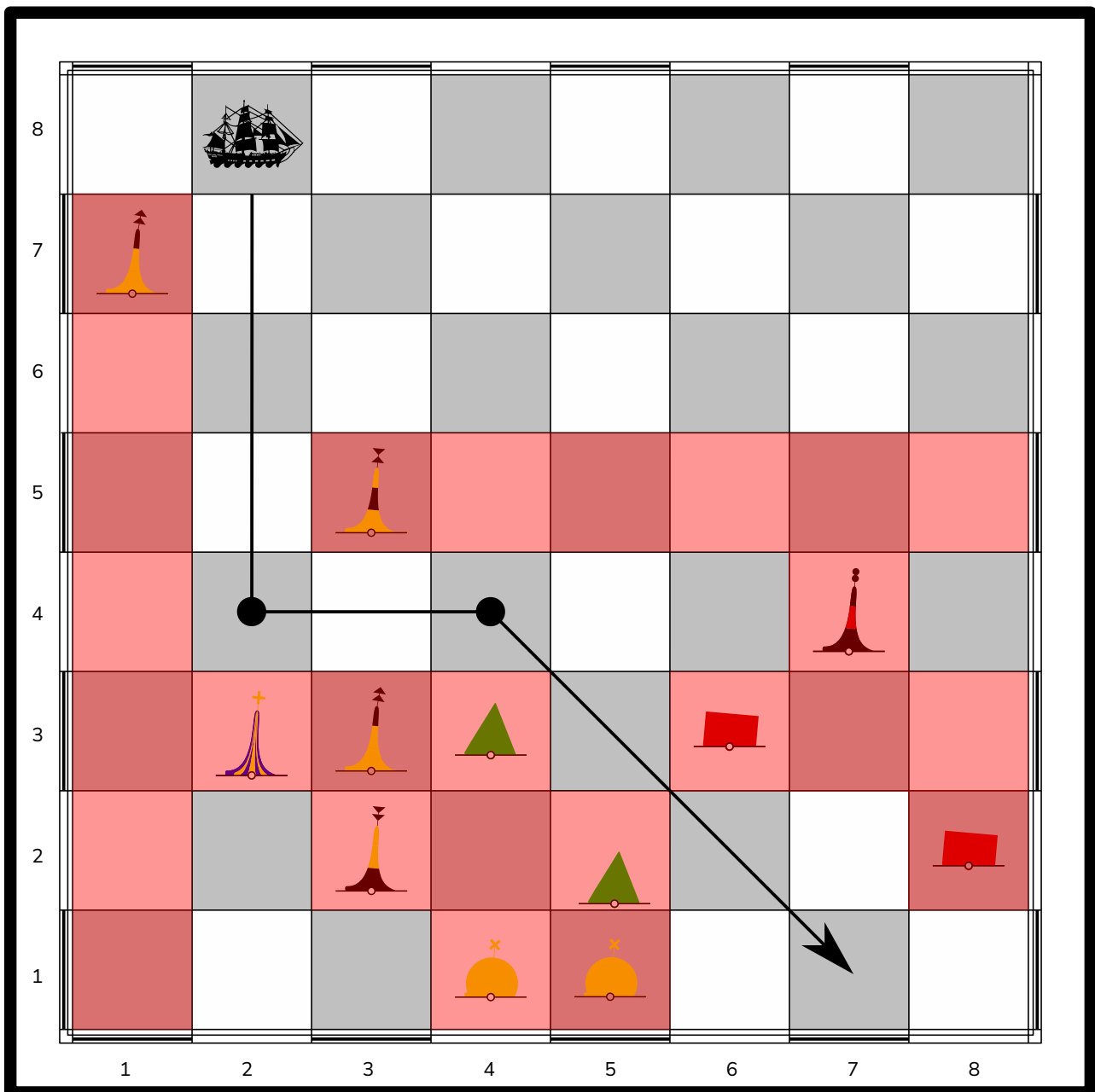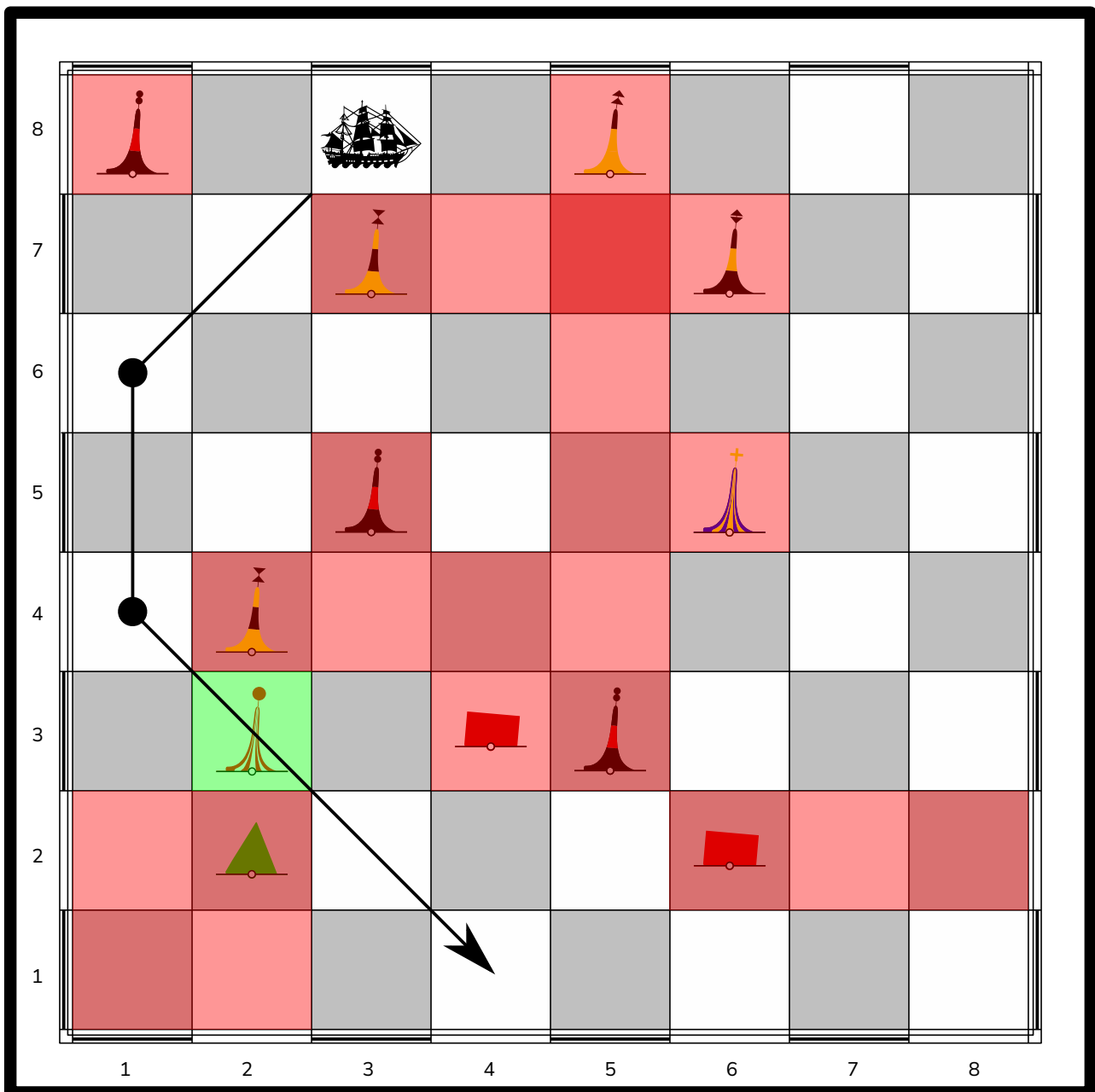# Team Black (1)

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.

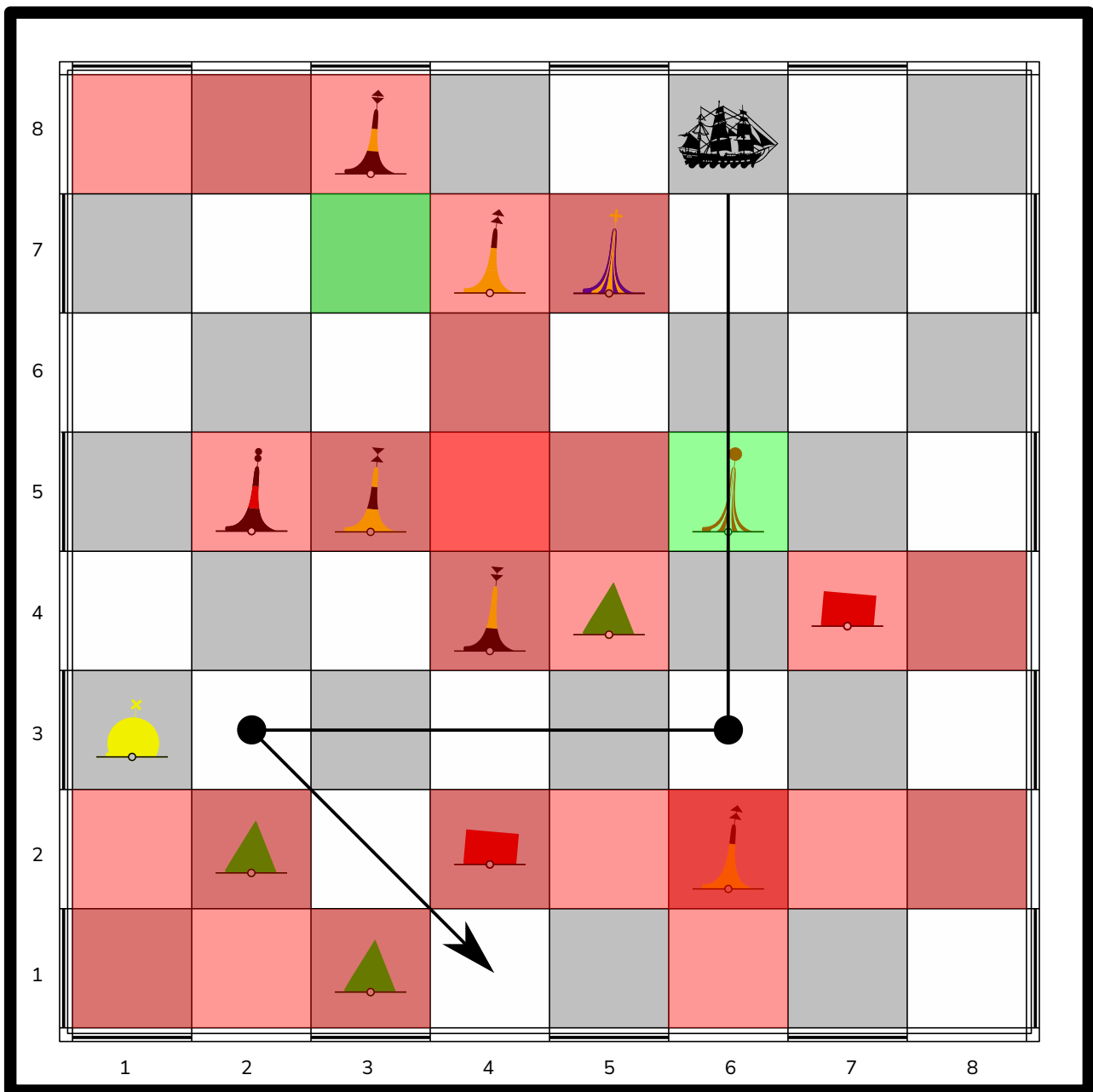2x4=8 -> 8
4x4=16 -> 6
7x1=7 -> 7
Code=867

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.
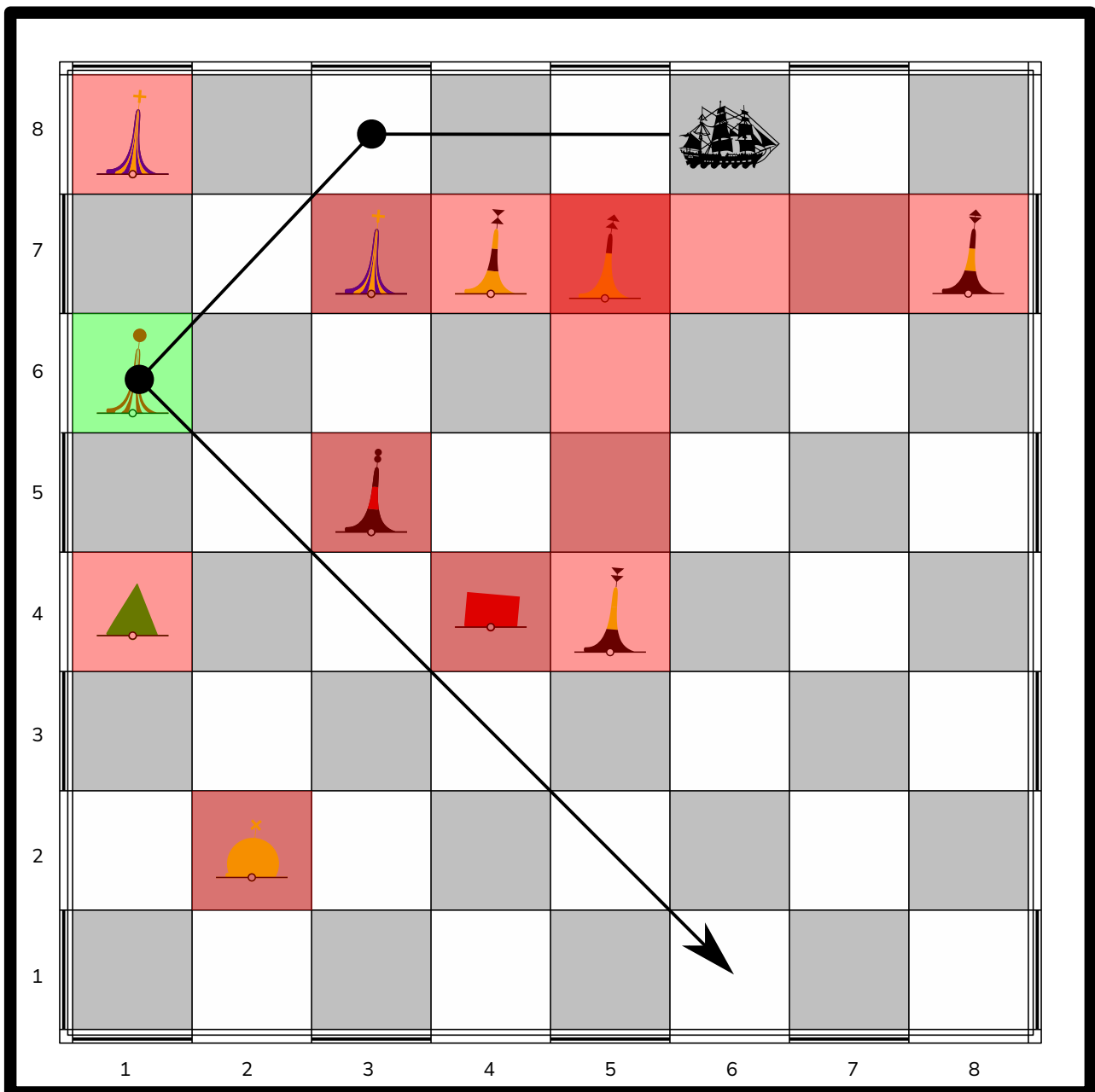
1x6=6=>6
1x4=4=>4
4x1=1=>4
Code=644

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.
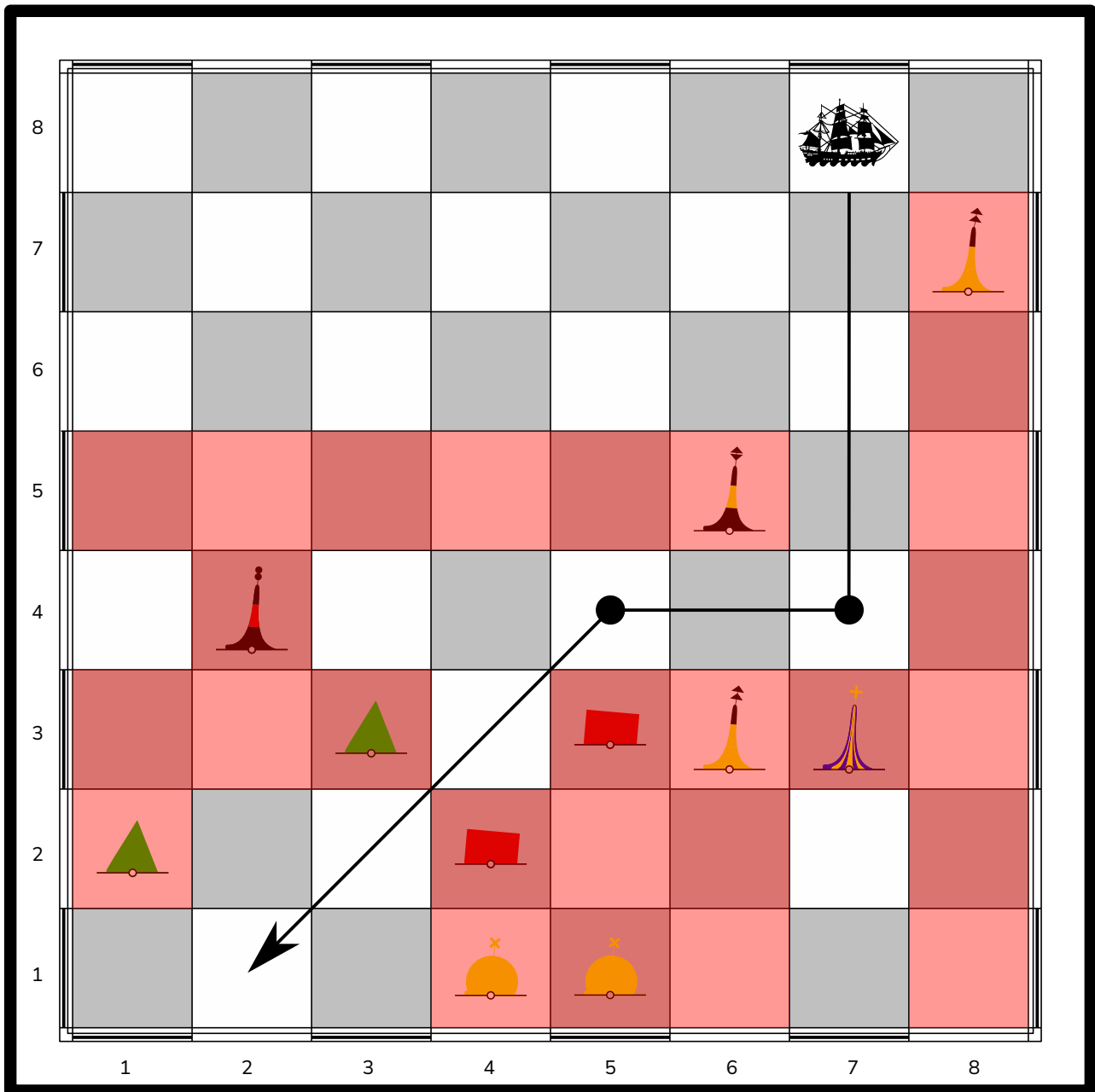
3x8=24 => 4
1x6=6 =>6
6x1=6 =>6
Code = 466

Team Purple (5)

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.

8x6=48 => 8
8x4=32 => 2
5x1=5 => 5
Code = 825

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.

7x4=28 => 8
5x4=20 => 0
2x1=2 => 2
Code = 802