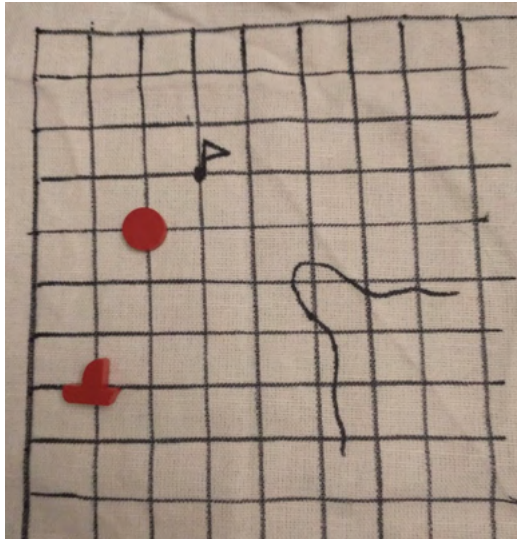


## Challenge of the Swift Sea

Each player will control one boat. Each player will get a boat marker of a colour and a marker of the same colour. The marker is used to show the momentum of the boat and determines where the boat can move to next turn.

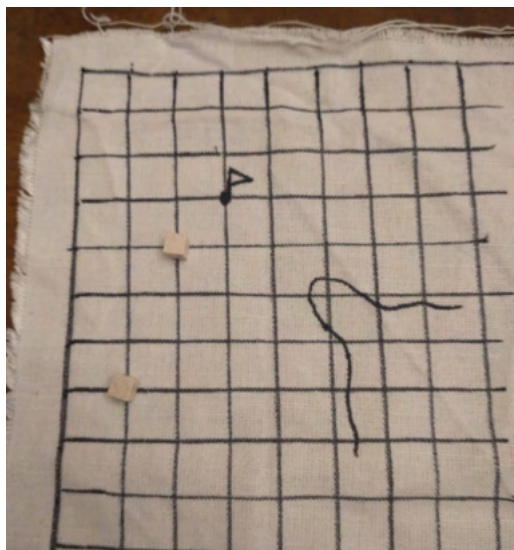
The objective is to be the fastest to touch the 6 checkpoints in order and then cross the finish line first. Players end a turn within the 3x3 area of each checkpoint to count as having touched it. The first half of players to cross the finish line will be considered victorious in the challenge.

Boats and markers are always placed on intersections of lines.

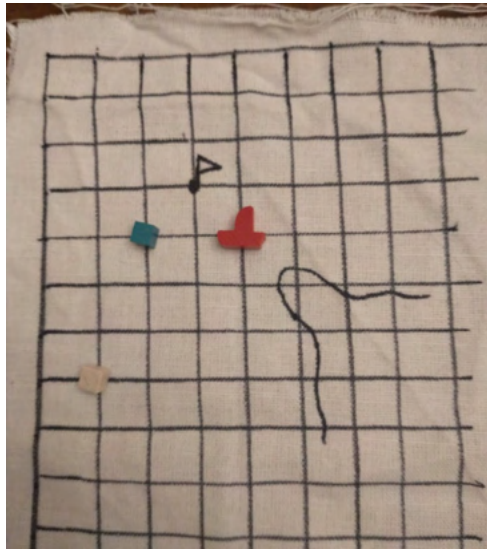


Turns progress in order of boat position. Each sector between checkpoints contains a red arrow showing the direction of movement – this should be used to determine track order. If two boats are level the one travelling faster is considered to be ahead and moves first.

A sand timer may be used to limit the time taken on turns. If the move is not complete by the end of the sand timer, the boat is moved to its marker and the marker replaced normally.

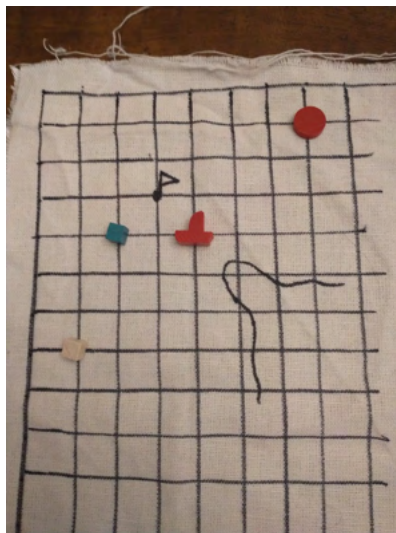


A turn consists of replacing the boat and marker with cubes, placing the boat in its new position (check its speed now), placing the marker in its new position and then removing the cubes. Once the marker is placed in its new position on the board, the move is considered binding.



When placing the boat during a move, it must be placed no more than 2 squares in any direction from where the momentum marker previously was. It's not legal to place the boat on a land intersection, unless there is no other option, in which case the boat runs aground.

In the example here, the boat was placed 2 spaces to the right of where the momentum marker was at the start of the turn.



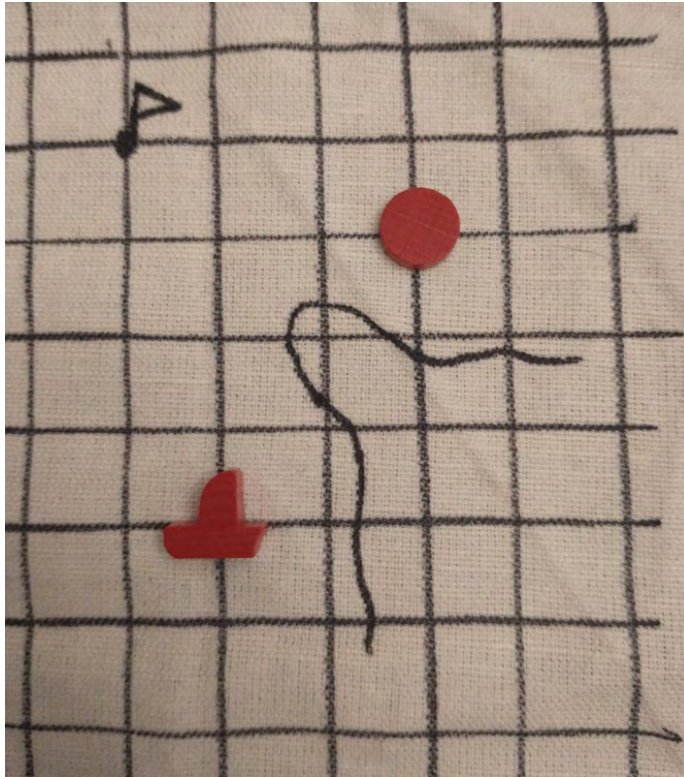
Maximum normal speed is 7. Speed is calculated by looking at the distance between the previous location of the boat and the new location of the boat. Each vertical or horizontal square of distance counts as 1 for speed, each diagonal counts as 1.5. Boats can't be placed on an intersection if it would exceed their allowed speed.

Once the boat is legally placed, the momentum marker will be placed as if the boat would make the same move it just made, based on the original position. In the example to the left, you can see the boat has moved diagonally up and right 3 spaces, and so the momentum marker is placed up and right 3 spaces from the boats new position.

It's legal for the momentum marker to end up placed off the board, but the boat can still only be placed on legal intersections on the board. If the momentum marker is far enough off the board that it's not possible to place the boat legally on the board, the boat will run around at the edge of the board (see below).

An illegal move noted as it occurs must be corrected; one noted later is allowed to stand.

No two boats may occupy the same intersection point.



A boat's trajectory is the line drawn from starting to arrival point. This cannot pass through land. Challengers may use a ruler during their own turns, and only for the current move.

In the example on the left, the boat would run aground if placed on the momentum marker. The boat would have to be placed to the left to avoid land.

Momentum markers may be placed on land, but if all possible movement points are on land or off the board you have run aground and must do the following:

- Choose a legal movement point and remove the marker
- On the first move after running aground you may move 1 point, and the marker is placed as normal.
- Subsequent turns proceed as normal.

The chamber is open for a total of two hours, so players are encouraged to play briskly. A 30s timer for each turn may be used if needed. If time is reached before half the boats have crossed the finish line (as determined by the heralds), victory will be determined by position on the board.

### **Magical Enchantments**

If a boat passes through a blue square on the map on its turn, the player may choose from an available enchantment. Players don't need to stop on the blue square intersections, just pass through them. A player can only have 1 enchantment at any time; if a player has one and picks up another, they need to discard the other one.

The possible magical enchantments will be seen in the chamber at the time of the game.