

The platform assignments

Four trains—Birch, Ember, Lake and Moss—use platforms 1–4 once each. Each carries a different cargo: books, maps, clocks or seeds. Player A has the dispatch notes; Player B has the cargo record.

Platform	Tag digit	Train	Cargo
1	8	_____	_____
2	4	_____	_____
3	6	_____	_____
4	9	_____	_____

- Lake uses a lower-numbered platform than Birch.
- Moss uses neither platform 1 nor platform 2.
- Ember uses an odd-numbered platform.

Find Ember’s platform, then its tag digit. Record the tag digit as TICKET.

TICKET DIGIT: _____

Need a nudge? Use clue 1 in the separate hint guide. Asking for a hint is part of the game.

What's in the full game?

A missing parcel. A station that closes at midnight. Trade clues from two separate dossiers to find the right platform before the last train departs.

13-page game booklet, five-page hint guide, Letter and A4, offline hint checker and optional invitation/certificate.

Suggested ages 14+, Exactly 2 players, 15–30 minutes estimated. Not yet timed with representative groups.

Player B's sample evidence

CARGO RECORD: Lake carries books. Birch carries maps. Ember carries clocks. The platform carrying clocks is immediately before the platform carrying seeds. Every cargo appears once.

Sample solution

Ember cannot use 1: clocks in 1 force seeds in 2, so Lake/books and Birch/maps occupy 3 and 4; Moss would be in 2, forbidden. Thus Ember/clocks is 3 and seeds is 4. Lake is before Birch, giving Lake/books = 1, Birch/maps = 2, Moss/seeds = 4. Platform 3 tag is 6. TICKET = 6.

Printing

Print single-sided, actual size, on ordinary paper. Black and white works. No cutting, locks or props required. The full kit's start page lists the essential pages.