LAST TRAIN TO BLACKTHORN

Player A - enquiry desk

A1 / COMPARTMENT REGISTER

There are exactly four compartments, numbered 1, 2, 3, 4 from left to right. Evelyn, Felix, Grace and Hugh each had exactly one different compartment. Nobody changed compartments before their stop. There are no other possibilities.

A2 / ATTENDANT NOTES

Evelyn had a lower-numbered compartment than Felix.
Grace was immediately to the left of Hugh: their compartment numbers differed by exactly one.

A3 / STATION SYMBOL KEY

Each travel slip on Player B's sheet uses this key.
TRIANGLE = Ashcombe
CIRCLE = Bellwater
SQUARE = Dunford
STAR = Westmere
The symbols are labels, not a code to draw.

A4 / TELEGRAM MACHINE NOTICE

A fault reverses the letters inside EACH word. The order of the words is unchanged. Full stops stay at the ends. Example: GOOD NIGHT. prints as DOOG THGIN. Apply the same repair to every word on the telegram.

A5 / RAILWAY FACILITIES GUIDE

Ashcombe, Bellwater, Dunford and Westmere share the same station design. At each, the telegraph office and East Room are across a footbridge from the train platform. The footbridge is the only route back to the platform. If it closes, passengers must wait in the East Room for staff assistance. The room name alone cannot identify the station.

SHARE WHAT YOU KNOW

Ask your partner for the remaining compartment notes, travel slips and telegram. Together identify Evelyn's compartment, follow her slip, and repair her message. No railway knowledge is needed.