

The Station of Three Mornings

GM reference | 120 minutes | Edition 2.0.0

At a glance

Each morning has five work beats, four in the short game. At two remaining beats the departure gate closes to new bridge work; passengers already boarded may depart. Learn the signal order and the bridge crew's clearance rule in the first round, then reset. The accessible route requires clearing parcels before assigning the bridge crew, then boarding and dispatching from the signal office. The local-transfer plan instead spends two transfer tickets and one beat booking seats, then one beat escorting people to the sheltered local platform. Tickets and all temporary crew work return each reset; the original schedule and clearance knowledge remain. After the third morning the prism stops repeating and everyone waits comfortably for a later service.

Truth

The timetable prism has three recorded mornings. A copied schedule swaps parcel and bridge slots. The signal office stores the original order: bridge, board, parcel. Timetable knowledge survives resets, but tickets, ramp clearance, crew assignments and the departure gate reset. Reordering the signal with both crews ready permits an accessible departure; transferring passengers to a later local service is slower but valid.

120-minute route

10m opening; Investigate the copied order and painted lane 30m; Record the first morning and reset 25m; Choose and complete a real connection 45m; 10m closure.

Earn both retained facts before reset. The local route uses both transfer tickets and two beats, trades arrival time for certainty, and need not consume all three recorded mornings.

People

Nemi: Restore one understandable departure order

Offers: The original schedule and prism reset.

Boundary: Three recorded mornings only.

Sol: Give every passenger an unhurried route aboard

Offers: A bridge crew if the painted lane is clear.

Boundary: Will not deploy after the gate closes.

Rusk: Offer a viable slower journey Offers: Two group tickets and a sheltered local route. Boundary: Booked seats still require an escort to the local platform.

Events

Station work beats at most 2: No new bridge deployment is allowed this morning. An open bridge may finish boarding, and local transfers remain possible.

Closures

A departure in the right order: Passengers boarded is true

Later, together: Passengers at local platform is true

One ordinary waiting room: Available

Recovery

If the gate closes before bridge deployment, reset while a face remains or book the local. If transfers have been spent on an abandoned attempt, reset restores them; without another face, the sheltered wait remains available. Never count an unescorted booking as a completed trip.