

The ceremony

Topic 1 / Nudge. Read only as far as you need. Each level has its own page and bookmark.

Nudge

Two instructions use the word immediately. Keep those neighbours together before worrying about the clock.

Stop here and return to your casebook. The next page may reveal more. No penalty for asking the desk for help.

The ceremony

Topic 1 / Connection. Read only as far as you need. Each level has its own page and bookmark.

Connection

TEA-SPEECH-SUNSHINE is a three-card block. BELL must come after SUNSHINE. Start at 17:40 and add the durations of the items before the light.

Stop here and return to your casebook. The next page may reveal more. No penalty for asking the desk for help.

The ceremony

Topic 1 / Answer - spoilers. Read only as far as you need. Each level has its own page and bookmark.

Answer - spoilers

TEA 17:40-17:43; SPEECH 17:43-17:47; SUNSHINE 17:47-17:54; BELL 17:54-17:56. The required sunshine interval is 17:47-17:54.

Stop here and return to your casebook. The next page may reveal more. No penalty for asking the desk for help.

The parcel

Topic 2 / Nudge. Read only as far as you need. Each level has its own page and bookmark.

Nudge

Compare all three requirements. A seven-minute window is not necessarily seven minutes of weather.

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The parcel

Topic 2 / Connection. Read only as far as you need. Each level has its own page and bookmark.

Connection

The parcel must contain SUNSHINE for exactly 7 minutes, and its receiver must accept the entire interval from your E1 answer. Check the opening time as well as the closing time.

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The parcel

Topic 2 / Answer - spoilers. Read only as far as you need. Each level has its own page and bookmark.

Answer - spoilers

Choose P18. P32 contains MOONLIGHT. P21 contains only 6 minutes. P44 does not open until 17:48, one minute after the required start. P18 is open from 17:47 to 17:54 and contains the full seven minutes. Its ticket is N / E / E / S.

Stop here and return to your casebook. The next page may reveal more. No penalty for asking the desk for help.

The receiver

Topic 3 / Nudge. Read only as far as you need. Each level has its own page and bookmark.

Nudge

The board always begins at C1. Use the selected parcel's letters as moves, not as row names.

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The receiver

Topic 3 / Connection. Read only as far as you need. Each level has its own page and bookmark.

Connection

For P18, the first N takes you from C1 to B1. Apply each of the remaining three moves separately. Only your final square names the destination.

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The receiver

Topic 3 / Answer - spoilers. Read only as far as you need. Each level has its own page and bookmark.

Answer - spoilers

C1 > B1 > B2 > B3 > C3. C3 is Glassroof waiting room, marked ACTIVE. Record it, then open M05. A person retiring does not retire a receiver.

Stop here and return to your casebook. The next page may reveal more. No penalty for asking the desk for help.