

The Town That Moved Overnight

GM reference | 120 minutes | Edition 2.0.0

At a glance

Use a seven-turn appointment clock and three signboards. Pulling HOLD costs one turn. A continuous clinic route costs two boards and a turn after HOLD. Restoring the anchors additionally requires studying the scratched arrows and spending the final board on a temporary closure notice. Keeping the new layout instead spends that board on the public address plan. An optional market route uses a board and a turn, so it demands salvaging a fourth board at the old signpost; salvage itself costs another turn. At one remaining turn the first appointment arrives and the complete opening plans close, leaving a manual escort service as the honest partial outcome. Tessa does all physical grid work under HOLD; players make the civic allocation and map decision.

Truth

Tessa transposed NORTH and EAST labels on a civic rearrangement grid. HOLD stops motion. Restoring the labels returns the old blocks, while a published new address plan can instead stabilize the altered layout. Either plan must make the clinic reachable first.

120-minute route

10m opening; Inspect the grid and hear changed journeys 30m; Allocate signs and make the clinic route 40m; Choose a permanent map and public oversight 30m; 10m closure.

The extra time can fund salvage and a market sign while retaining the new layout. Studying the original arrows as well uses the remaining spare turn and makes that combined plan too late; choose which civic benefit matters.

People

Ada: Get the first patient to the actual clinic Offers: Three boards and neighbors to hold them. Boundary: A map debate cannot erase the appointment.
Brin: Give people a steady point of reference Offers: One salvageable board and manual escorts. Boundary: Will not direct anyone through moving blocks.
Tessa: Stop motion and accept public control Offers: HOLD, anchor work and the grid key. Boundary: Changes happen only with the block held and the clinic route posted.
Niko: Match the scratched arrows with their original sockets Offers: The ridge-and-river comparison and a marked plan. Boundary: Will not change anchors before HOLD and the clinic route.

Events

Turns before clinic opening at most 1: The first patient reaches the old signpost. Finish with manual escorts if the complete opening plan is not ready.

Closures

Familiar doors, shared oversight: HOLD engaged is true and Clinic route posted is true and Original anchor orientation known is true

A town with new addresses: HOLD engaged is true and Clinic route posted is true

A person at each uncertain turn: Available

Recovery

A missing board or missed appointment leads to manual escorts under HOLD. The escort ending consumes volunteer time and leaves permanent addresses unresolved. If the direct square-anchors arc closes, reach anchors through the shed baseline.