

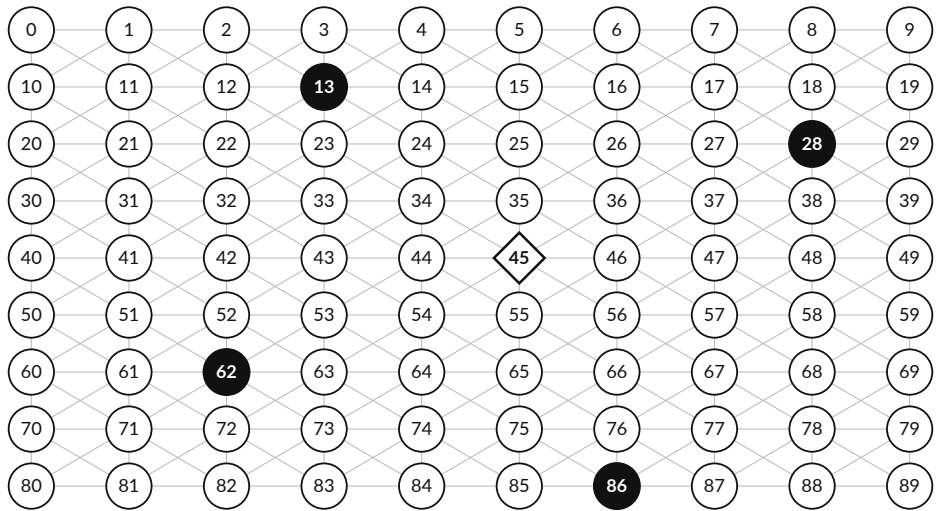
CASE 005 / MEDIUM-HARD

The Kingsbridge Transfer

A ticket stub at Kingsbridge Bank. Six moves. One destination.

HOW TO PLAY

Start at the diamond (45). Move to an adjacent node in any of 8 directions; diagonals count as one move. Make exactly 6 moves. Never revisit a node.
Use every clue to reach one of the four black-circle destinations.



DIAMOND = DÉPARTURE / BLACK CIRCLES = POSSIBLE DESTINATIONS

POSSIBLE DESTINATIONS 13 / 28 / 62 / 86

THE EVIDENCE

- 01 After move 1, the suspect was on an odd-numbered node.
- 02 Move 5 was vertical (N or S).
- 03 Move 4 was NW.
- 04 Moves 2 and 3 went in exactly the same direction.
- 05 The node after move 3 was higher-numbered than after move 1.

YOUR SIX-MOVE ROUTE

MOVE	1	2	3	4	5	6
DIRECTION						
NODE						