When the Cosmos Speaks: Deliberations at Norrvakten

(4I/EDDA-version)

Playing time: ~60 min (flex)

Players: 5-10 + 1 Gamemaster (GM)

Props: Laptop + SignalConsole v1.6.3 (offline) + laptop speaker, paper + pens

Premise

A faint, recurring beep at **1420 MHz** now follows the same window as the interstellar body **4I/EDDA**. Several stations have independently confirmed the correlation.

The game is about **how you relate to this**—and what **decision** you make for Norrvakten.

Running the game

Set up the SignalConsole by opening the file "SignalConsole v1.6.3" on a computer/tablet. It should be available to all participants during the larp.

(If SignalConsole v1.6.3 isn't available, you can still run the larp—just clarify to players that the sound is a regular beep, exactly once per second.)

Arrange the room. During play there should be a central large table to sit around, or a circle of chairs. Players may move freely during the larp. Ensure there are extra chairs elsewhere so roles can circulate and several parallel conversations can happen.

Hand out the role cards.

Give participants time to read their role cards (2 minutes).

Remind them the roles are only a base—they are free to play them as they wish.

Warm-up

Each player says their character's name and who they are (**30 seconds each**): "I am ... and in the village I am ...".

Walk through the room layout.

Show the operators how to use the console (Play/Stop/Loop/Static). They operate it during the larp.

Read the Mood Text.

Inform players that all characters know what was said in the Mood Text—they were briefed at the start of the meeting.

Remind the group of the goal: decide what Norrvakten should do with the information about the signal (the signal is just the beep itself; it contains no other information).

Explain that when the larp starts, we are dropping in early in the meeting held at Norrvakten.

Start the larp by counting down from 5.

As GM, announce when 5 minutes remain.

Ensure there are 5–10 minutes after play to talk about the larp.

Closing

- **Check-in** What did everyone think about the larp?
- **Closing** (debrief as needed)

Roes

Roles are distributed from the top down; e.g., if there are 8 players, roles 9 and 10 are not used.

- 1. Radio Operator (Primary), LYSS-17 console/telemetry
- 2. Radio Operator (Secondary), LYSS-17 console/telemetry
- 3. Journalist, P4 Local Radio
- 4. Priest in the nearby village, Church of Sweden
- 5. Representative for Coastal Fishers (professional fisher)
- 6. Pub Owner, Harbour Pub "Fyren"
- 7. Astrobiologist, Uppsala University
- 8. Site Manager, Listening Station LYSS-17
- 9. Crisis Psychologist
- 10. Librarian, Stora Sagan Library

Mood text

Listening Station LYSS-17 — aka "Norrvakten" Shift log, night

The Norrvakten crew returned from the village two days ago and hasn't left the station since. Coffee became meals. Cables were replaced, ground points re-measured, the generator ran hot. They compared with their other telescopes to the north, south, and far to the west: no local source of interference; no cataloged satellite fits. What remains is the beep itself.

On the screen: a clear, stubborn pulse at **1420 MHz**. At first it was numbers refusing to behave; now it carries a name on the network: **4I/Edda**. 4I/Edda was discovered a few weeks ago, logged as an interstellar asteroid—another passing stranger. But over the last days it has become clear the beep **tracks Edda's path**. After two days of attempted explanations, the pattern holds. Is Edda just stone? Or a vessel transmitting to establish contact? *Is that possible?*

The network has switched to Rio scale: 10.

For the record: the **Rio scale** (0–10) weighs credibility against consequence for interstellar radio signals. **10** means: a **confirmed artificial signal** with immediate, worldwide ramifications.

Norrvakten's **preparedness list** is activated: fishers, the press contact, the local priest, and others are called to a meeting at Norrvakten. Protocol requires **civilian witnesses**, but the decision is formed **together**: station staff and those called from the community, same table, same responsibility. They are here to weigh the **implications**—risk, ethics, consequences—not to "solve the riddle."

If this is true—what changes for us, here? For humanity? Tonight the conversation itself is the instrument. The decision you shape will be **Norrvakten's voice**.

Your goal is to end the session with a clear course of action based on what you know. Examples of possible decisions:

- Wait & observe await further signals from 4I/Edda
- Escalate press allow the journalist to go public in the media
- **Escalate upward** inform the relevant authority
- Reply draft a brief message and transmit to 4I/Edda

You are **not** limited to these options; you decide what to do—and you may choose multiple actions. What matters is that you **own** your stance together.

Role cards

Radio Operator (Primary), LYSS-17 — console/telemetry

- Methodical and calm.
- Strongly **positive** that the signal is genuine; wants the whole world to access the data.
- Values a calm, orderly discussion.
- Operates the signal console
- Relationships: Has worked closely with the Site Manager for many years.
 Long-running bickering with the Journalist about "quotes taken out of context."
 Studied together with the Astrobiologist—mutual respect.

Radio Operator (Secondary), LYSS-17 — console/telemetry

- Practical, solution-oriented; loves listening to the signal.
- Curious optimist.
- Wants to be taken seriously by the locals.
- Operates the signal console
- **Relationships:** Cousin of the **Representative for Coastal Fishers**. Often has dinner at the **Fyren** pub.

Journalist, P4 Local Radio

- Fast; thinks in headlines.
- **Ambivalent:** wants to be first with the story (*preferably* without triggering panic). It would be good for the career.
- Seeks set lines: What do we know? What don't we know? What do we do now?
- Practicing Christian.
- Relationships: Often gets scoops from the Pub Owner. Pushes the Site Manager and Radio Operators for quotes. Knows the Crisis Psychologist well privately; they attend the same church.

Priest in the nearby village, Church of Sweden

- Down-to-earth pastoral carer; prefers to avoid doctrinal lock-ins.
- **Hopeful but careful:** opens space for meaning without stating conclusions.
- Wondering what this implies for Christian doctrine.
- Christian.
- Relationships: Has had several factual conversations with the Astrobiologist about meaning. Sometimes in friction with the Journalist. Mutual trust with the Librarian.

Representative for Coastal Fishers (professional fishers)

- Demands plain speaking.
- **Skeptic:** "What am I supposed to say in the harbor tomorrow?"
- Wants to know who carries the cost—believes it will fall on the village if this information spreads.
- **Relationships:** Backs the **Secondary Radio Operator** (cousin). On bad terms with the **Fyren** pub owner (due to reduced compensation for fish). Previously supported by the **Crisis Psychologist** after a colleague was lost at sea.

Pub Owner, Harbour Pub "Fyren"

- Rumor hub and everyday diplomat; helps keep the village together.
- Pragmatic humanist.
- Advocates a joint message when the decision is made.
- **Relationships:** Often feeds scoops to the **Journalist** (news brings people to the village, which is good for business). Trusted by the **Crisis Psychologist** and the **Librarian**.

Astrobiologist, Uppsala University

• Technically on vacation; happened to be at the **right place at the right time**. Was called in for perceived expertise related to aliens.

- **Cautiously positive:** often frames scenarios as "if X, then Y."
- Very excited about the situation but wants to remain professional.
- Gladly brakes speculation that isn't supported by facts.
- Relationships: Studied together with the Primary Radio Operator—mutual respect. Has had several factual conversations with the Priest about meaning.

Site Manager, Listening Station LYSS-17

- Bears responsibility upward.
- **Pragmatic caution:** "anchor before you promise."
- Wants to reach a decision that withstands scrutiny.
- **Relationships:** Trusts the **Primary Radio Operator** highly after years of work together. Asks the **Librarian** for advice on how to address the public. Unsure why the **Astrobiologist** happens to be in the village right now—something seems off.

Crisis Psychologist (human response)

- Steady, listening; sees people before narrative.
- **Neutral/care-focused:** concentrates on how the decision affects the village.
- Gathers the group when things heat up; tries to catch feelings.
- Practicing Christian.
- **Relationships:** Has supported the **Fishers' Representative** after a previous crisis. Knows the **Journalist** well privately; they attend the same church.

Librarian, "Stora Sagan" Library

- Popular educator; collects stories and sources.
- Curious bridge-builder between science and everyday language.
- Good at knowing how to speak to the general public.
- Practicing Christian.

• Relationships: Often collaborates with the Journalist . Mutual trust with the Priest .	

Credits & Permissions

When the Cosmos Speaks: Deliberations at Norrvakten is conceived and developed by Felix Hemström Trolin.

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