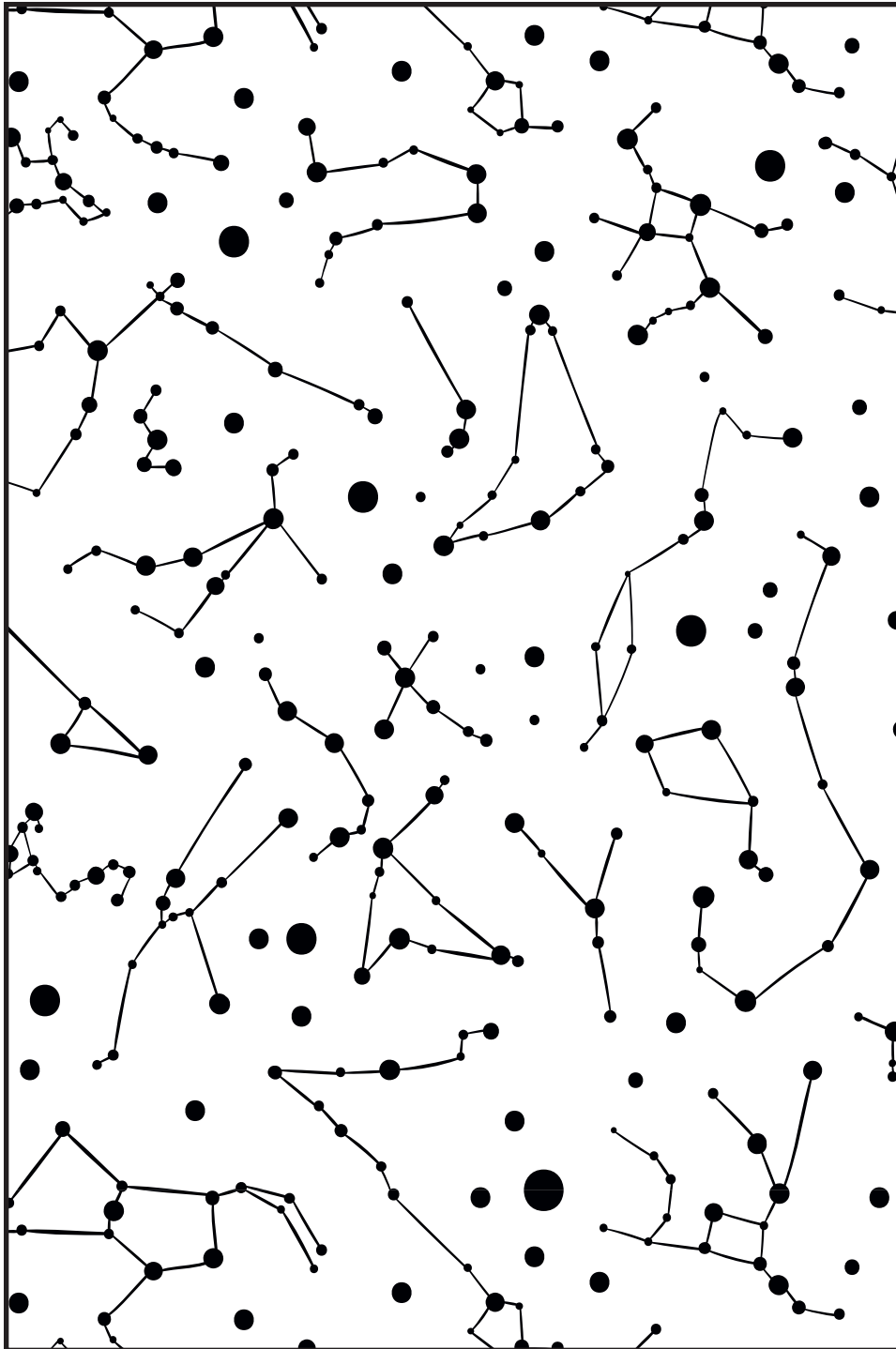




THE STARS WHISPER

A LARP FOR 8-12 PLAYERS & A FACILITATOR



The Stars Whisper is a live action role-playing game (LARP) where participants play the stars in a constellation, shining for millennia in the night sky. To play, it requires:

- ☆ A facilitator who is familiar with the rules
- ☆ A room where you can turn the lights out
- ☆ Printed character sheets and play resources (see p. 9)
- ☆ Flashlights (phone flashlights are fine)

There will be little movement in the game, and no touching is required, though your group may choose to incorporate touch if they see fit. The game deals with friendship, philosophy, time, aging, love, isolation, and loss. It is possible the game could call forth intense emotions in some players, including joy, fear, sadness, etc., but each player may respond differently.

I strongly suggest that you have a small speaker to play quiet ambient music during the game. I use the band Stars of the Lid, both because their music has the right vibe and their name is thematically appropriate, but much ambient music should work. Eluvium, Hammock, Windy & Carl, Labradford, Grouper, Zoe Keating, Max Richter, The American Dollar, Julia Kent, Dirty Three, The Wind-Up Bird, Jessica Moss, or many others would all help set the right tone.

The game takes about 90 to 120 minutes to play, with time divided up as follows:

- ☆ Safety discussion: 10-15 minutes
- ☆ Pre-game exercise: 10-15 minutes
- ☆ Gameplay: 40-60 minutes
- ☆ Debrief: 15-30 minutes

Below, I detail how to play the game, starting with a discussion of safety.

SAFETY AND ACCESSIBILITY

First, the facilitator will lead a discussion about safety before the game begins. This should involve setting guidelines for how physically close players should be to each other, as well as discussing what level of intimacy and contact players are comfortable with. Once again, no physical contact or intimacy is necessary if players do not want it, and all players should respect each other's boundaries and wishes.

The facilitator should make it clear that, in this game, you will sit or lie on the floor with others in a dark room. If there are players who wish to play but for reasons of accessibility cannot sit or lie on the floor, they should be allowed to participate in a position that is comfortable for them. The facilitator should arrange for any needs (such as a chair) for any player uncomfortable or unable to play sitting or lying on the floor.

Prior to play, the facilitator must lead a discussion of LARP safety tools, including cut and brake. Saying "cut" during the game is an indication that you want the game to stop entirely. This could mean you want to have a discussion before returning to play, or perhaps that you want to stop play altogether for some reason. Pumping your hands up and down, or saying "brake," means you want the pace or intensity of the game to slow down. This is useful if you want to not interrupt play, but also need a moment to process what is going on in the game.

Most importantly, since this is a game that is quiet and in the dark, the facilitator should develop, with the players, tools to make sure that the game can be stopped that do not rely on seeing the other players. I would suggest:

- ☆ Blinking your flashlight several times in the direction of the facilitator to indicate that you want to talk with them.
- ☆ Raising your voice, if you need to, so the whole group can hear you. During the game, you speak only in hushed whispers, so raising your voice should be an indication that you have a safety concern or need attention.

The facilitator should indicate that it is possible they may need to leave their spot on the floor to perform facilitation duties during the game, and players around them should continue to play in such an instance.

Finally, the facilitator should make sure that all participants know (1) where the exit in the room is, so that any player can leave if they need to, and (2) how to turn on the lights in the room, so that at any time any player can halt the game if necessary by turning on the lights.

Once you have discussed these safety tools, move on to the pre-game exercise.

PRE-GAME EXERCISE

The facilitator should read the following to the whole group:

"To prepare to be stars, we are going to conduct a few short exercises to get into character. First, I want everyone to close their eyes and sit in the quiet for a few moments."

The facilitator should let players do that, occasionally giving them prompts as they do:

"Listen to the sound of emptiness."

"Contemplate staring out into endless darkness."

"Think about the years. The hundreds of thousands of years you've spent, just like this."

The facilitator may come up with their own prompts, if they can think of appropriate ones.

Once they have let players sit in quiet contemplation for a few moments, they should invite all players to open their eyes and pair off with another player. If there are an odd number of participants, the facilitator can sit out this part of the exercise. Then, the facilitator reads the following:

"Now that we've considered the silence of space, let's consider its vastness. Sit or stand at a distance from your partner, facing them. Without speaking, have a conversation across the distance. Use your face, your body, your gestures. Let them communicate with you, and you communicate with them, taking turns. Try to convey a single idea to them, as best you can, from a distance, wordlessly. I'll give you a few minutes to do this."

The facilitator will allow the group to interact with each other in this way for a few moments. Perhaps suggest they use their flashlight to communicate to the other player. Then call everyone back together to begin playing the game.

BEGINNING THE GAME

Once the pre-game exercise is complete, the facilitator passes out printed character sheets for the game. Each sheet has a topic at the top of it (“Emotions,” “Essence,” “Existence,” “Freedom,” “Friendship,” “Goodness,” or “Truth”), allowing players to select their character sheet based on a topic if there is one they are interested in. The topic on each sheet represents the central concept that that the star will contemplate over the course of the game. Note that there are fewer character sheet topics than there might be players, so multiple players can certainly play the same topic. You may choose to have players who are playing the same topic sit near each other or have them sit far from each other. It’s up to you, based on the conversations you imagine the game facilitating.

This is important: each star’s sheet will be folded over at the bottom so that the last paragraph on it is not visible to the player. This part should not be read by the player until instructed to do so by the facilitator. The facilitator should make this clear before handing out the character sheets and instructing the players to read everything before the fold.

The facilitator then reads the following to the players, pausing when necessary:

“You are a star, a shining beacon of light, luminous and resplendent, fire in the night sky, a precious gem in the void of space. You are ancient, exquisite millennia passing between shallow breaths.

What is your name? Something radiant, playful, glorious, magnificent, illustrious.

You may choose to tell the other stars what your name is, now, if you have one. You may also wait to decide on a name or to speak it to others until play begins. [Allow players to share their names, if they wish.]

You are all, together, part of a constellation of stars. You have been each other’s closest companions for these eons that you have collectively poured your light into the galaxy. The stars around you are your friends, your family, your kin, your crew, and your partners. They are all you know.

What is your place in the constellation? Are you the funny one? The wise one? The contemplative one? The kind one? Imagine how you fit into this great web. Allow it to guide your role-playing when we begin.

You have a favorite topic to contemplate, as you stare into the void of space. It is noted at the top of your character sheet. What is it? Tell the other stars your favorite topic. Make note of the favorite topics of the other stars. [Allow players to share their topics.]

Now it is time to begin playing.”

INSTRUCTIONS FOR PLAY, FOR ALL PLAYERS

Turn out the lights and have all the players sit or lie down on the floor in a wavy-snake like pattern across the room. This is the constellation. You can choose to decide the shape of the constellation first (perhaps drawing it on the ground with scotch tape) and then have players pick spots in it, or just let players pick a spot where they are comfortable and have whatever shape they assume be the constellation. Either way, the facilitator should be at the center of this line. In other words, if there are 11 participants altogether, there should be five players to the left and five players to the right of the facilitator. Additionally, each player should be close to a limited number of other players, most likely two.

Note that while players may lean or shift their weight where they are, they may not change where they are on the floor. Stars stay in one spot in the void of space and, as such, players may not move from their location once the game has started.

Each player takes their phone or another flashlight of some kind and turns it on. They point it on the floor below them, on the ceiling, on the wall, wherever is easier for them to shine it. They may move it whenever they want. This represents their light their they shine into the void of space. Look at the lights arranged across the room. These are the stars. This is the constellation.

The stars may only speak in hushed whispers (actual whispers, stage whispers, or quiet talking are all fine). Stars are a great distance apart, and their soft voices can only carry to their nearest companions. Before play starts, either the group should collectively agree, or the facilitator should decide, what the rules for who each star can whisper to are. **The default rule is that you can only whisper to the one or two stars immediately next to you.** All stars will have a star on either side of them, except for the stars at the end, who will only have one. Everyone may only whisper to these stars. Conversely, you can select another mechanism for whispering. Some possible suggestions:

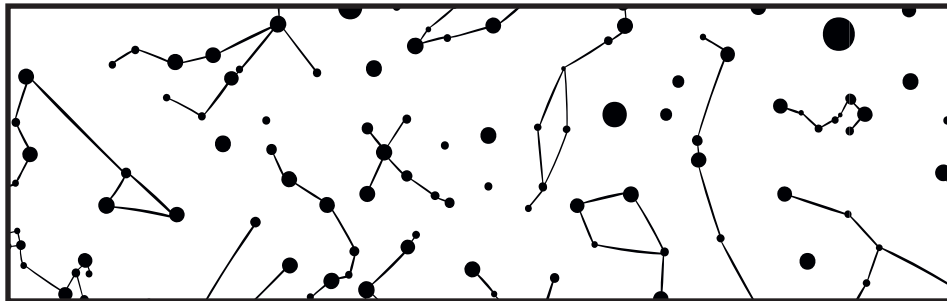
- ☆ If the constellation is somewhat bunched together and players are comfortable with this, perhaps you may whisper to anyone you can physically touch. This may mean that some stars have 3 or even 4 others they can whisper to.
- ☆ Conversely, you could just decide that whoever can hear a star's voice can hear them, and leave it at that.

These options may be useful if you're playing in a somewhat more enclosed space where players will inevitably be hearing each other whisper. Regardless of how you do it, take a moment to have each star establish who each their neighbors are.

However you decide to do it, the important thing is that the stars ability to communicate with others who are distant from them is constrained. Stars can absolutely communicate with distant stars wordlessly- waving, shining light towards them, smiling, etc. Additionally, stars can always send a message further down the constellation by telling one of the stars next to them to pass their words on. In fact, this is what the stars in the constellation have spent the ages doing. Finally, stars may use their light to communicate with each other, moving it around the room, trying to catch another's attention, etc. Do be careful to avoid shining your light into other players' eyes, though.

To begin play, the facilitator should say to the players: *“What do you talk about? What have you learned in all these years spent with your friends? What wisdom does an ancient star share with other stars? What sweet words does a star speak to bring joy in another star? You all have a series of questions on your character sheets. Contemplate them, either in silence, or collectively with your other stars. The moments in this game represent centuries of time passing for us celestial bodies as we ponder these questions, together. We begin playing now.”*

Once the facilitator has read this, play begins, and the stars contemplate their philosophical questions, and discuss them with the stars around them for the duration of the game.



INSTRUCTIONS FOR PLAY, FOR THE FACILITATOR

Note: This section should be read only by the facilitator of the game.

As mentioned, each character sheet has a line towards the bottom. Below that line is a paragraph that begins with YOU ARE DYING. This paragraph contains instructions for how each player will end the game. When you print the character sheets, fold the bottom of the page backwards at that line to **hide the final paragraph and make sure players know not to read it until prompted by you.**

It is up to you, as the facilitator, to decide how much you want to reveal to players beforehand about their ultimate fate. If you are running this game at a convention, for example, you may choose to (a) not tell the players anything in the game description, (b) tell players that the game deals with death, (c) tell them that character death is possible, or (d) go so far as to tell players that each character will die. **I have been told by players that the game is more powerful when the deaths are unexpected.** Therefore, I suggest keeping that part secret, but, for safety, note to players that the game deals with isolation and loss, and that it may bring up emotions related to these themes. You may choose to address safety concerns around this twist however you are most comfortable.

As the facilitator, you should start the game by modeling how the players should communicate. Whisper to the players next to you. Tell them to pass messages.

“Tell Solara that I’m thinking of her.”

“Please pass a message down your side of the constellation for me. Liella wants to know how many of us there are. I am the 6th. You are the 7th. Please have each star count themselves, then send the number back for Liella.”

“Could you pass on to your neighbor that I’ve been thinking about the meaning of existence, like we were discussing earlier, and I think that it is to spend your days in quiet contemplation and your nights providing light for those who need you?”

Allow the constellation to chat for a bit. Let players develop relationships and give them time to discuss and contemplate their questions. Help to spread ideas, gossip, jokes, and wisdom as seems appropriate. Most importantly, start conversations with the stars around you about your topic. Also, give them chances to talk to you about theirs.

Ask them questions about what they're thinking about. Offer to pass their questions onto the star next to you to find their answer. Look for interesting points of commonality between your topic and the topics of stars around you.

Once some time has passed, maybe 20 to 40 minutes or so, depending on how large the group is and how the game is going, it's time to begin the reveals. After you have developed relationships with the stars around you, and after you've given the stars some time to contemplate and discuss their questions, turn to each of the stars next to you, in turn, and whisper to them "I am feeling unwell..." Then tell each of them how you feel about them. That you love them. That you think of them. That they have meant something or another to you. That they have made you think deeply about something. Perhaps give them a message to send to another star further down the line. Tell them you will miss them. Tell them you hope they live well without you.

Then turn your light off and leave the constellation.

The players are now two groups that cannot communicate with each other. They can see each other, but their whispers do not carry. If the two stars who were on either side of you don't realize this, you may go up to them and gently whisper to them that they cannot hear each other across the newly empty space.

Wait a bit, watching from across the room, and let the stars think and talk about their new reality. Give them four or five minutes to adjust and discuss. Then pick another star. Go up to them and tell them to unfold the bottom part of their character sheet, the section that was hidden from view until now. They should read it and follow the instruction there. Then, when they are ready, they should turn off their light and join you out of the constellation. The same as above applies: if the stars next to them don't understand that they can no longer communicate across the gap, gently whisper to them that they cannot hear each other.

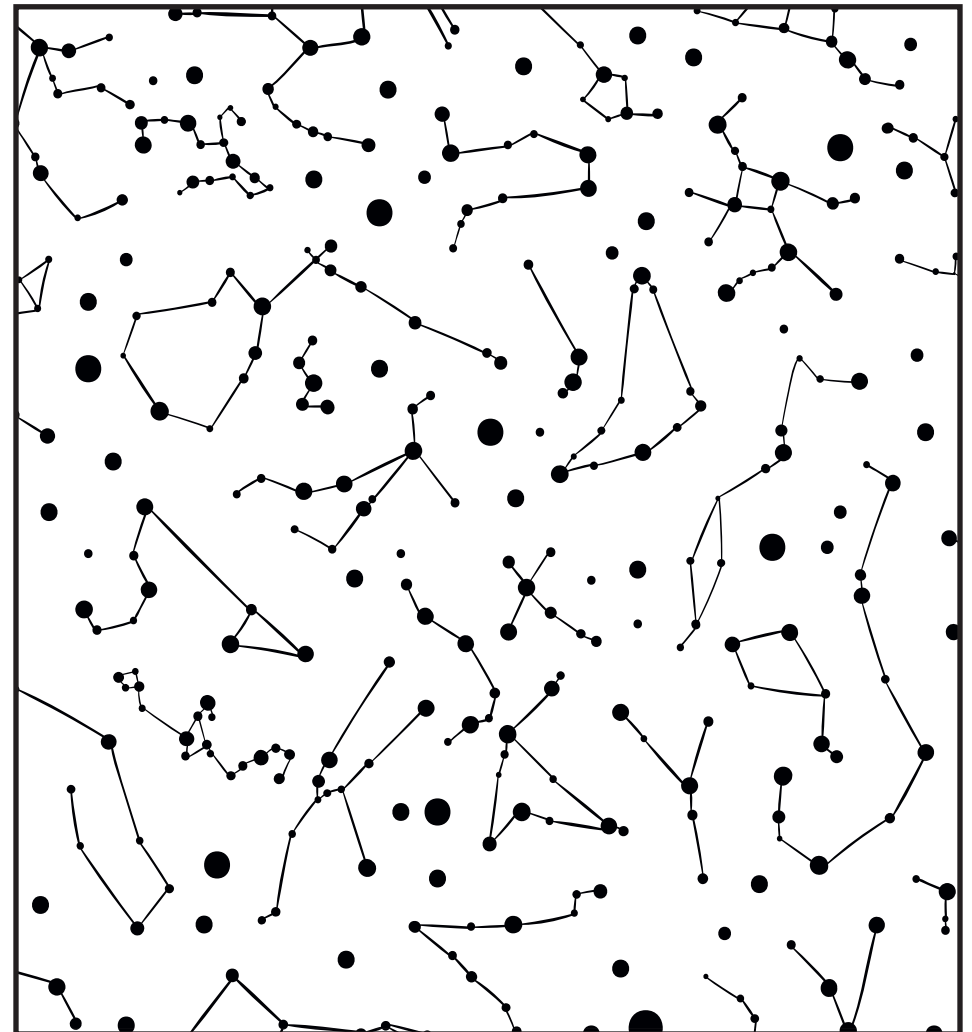
You and the other dead star may whisper quietly with each other to strategize who will be the next to burn out. If the new dead star is comfortable with this, let them be the one to tell the next star to read the hidden paragraph on their character sheet. Give a few minutes for a new reality to develop between each star dying. Speed the process up as there are fewer stars. Try to make sure that, at least for a while, most stars have at least one person to communicate with. Eventually, begin isolating stars. You may consider making sure there are at least 2 stars next to each other until the final 3, or you may leave three isolated stars

as the game draws to a close.

Eventually, there will be 2. Maybe next to each other, maybe not. Then there will be 1. The facilitator whispers to the final star that they should read the hidden paragraph on their character sheet, follow its instructions, and then turn out their light, at their leisure, whenever they wish to end the game.

When the final star turns off their light, sit briefly in the darkness. Then turn the lights on.

The game is over.



A black and white constellation chart featuring various star patterns connected by thin lines. The stars are represented by black circles of varying sizes. A central white rectangular box with a thin black border contains a quote. The background is filled with these star patterns, creating a dense field of constellations.

For small creatures such as we the vastness is bearable only through love.

Carl Sagan

DEBRIEF

When the game ends, the facilitator should invite everyone back together to debrief. To start the process, the facilitator should help players exit their roles by asking everyone in the room to say something they like about a good friend of theirs or, conversely, to say something that they feel makes them a good friend. Players do not have to answer if they do not want. Once players have gone around in a circle and been given a chance to do this, the facilitator should ask the other players if they have anything they wish to discuss, get off their chest, or any problems they wish to bring up. During the debrief, the facilitator's job should be to make sure all the players have a chance to speak, if they so desire. Possible questions for the facilitator to ask include:

- ☆ What emotions did the game summon up for you?
- ☆ Did the game make you think of anything in your real life you want to discuss?
- ☆ Does anyone have any questions they'd like to ask?

Once everyone has gotten a chance to say all they want to say during the debrief, the facilitator should thank the players and end the encounter.

CREDITS AND ACKNOWLEDGEMENTS

Released by Wheel Tree Press
Layout/design by Adam Robichaud. He did great, right?
Editing by Suzanne Schenewerk. She is radiant and brilliant.
Words by Todd Nicholas.

Thank you to the amazing playtesters at Be-Con 2019 for useful suggestions and a great time, especially Jakob Weisblat and Quinn D Ishiding.

This game was greatly influenced by the wonderful and creative LARP Still Life by Wendy Gorman, David Hertz, and Heather Silsbee. Go play that if you haven't yet. It rocks.

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PLEASE, STARS
SHINE BRIGHTLY WITH EACH OTHER
WHILE YOU CAN

YOUR TOPIC IS: EMOTIONS

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars.
For millennia, they have been your friends, family, and constant companions.
You are still, tethered to your spot in the void, unable to move.
You see the other stars in your constellation but the distance between you means that only those closest to you may hear you.
You marvel at each of them in their glory.

In the years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live.
And you have had time to think.
Think about who you are. Think about who others are.
Think about the nature of life, reality, love, being.
Think about your favorite topic: *emotions*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ Would you rather only love or be loved for the rest of your life? Why?
- ☆ Are emotionality and rationality opposites? Why or why not?
- ☆ What is love? Is it merely attraction? Deep respect? Are there different varieties of love? What separates it from other feelings of affection?
- ☆ What is happiness? Is happiness the ultimate point of existence? If not, what is? If so, what boundaries should there be on us achieving it?
- ☆ Can love exist without hate? Can happiness exist without sadness? Are sadness and hate thus necessary? Are they good?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim.
You have precious little time. Look around you and ask yourself:

- ☆ Which of these stars do you feel love for? How have you shown that?
- ☆ Which of these stars loves you? How do you know?
- ☆ Have you experienced joy? Did it make life worthwhile? Why or why not?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.



YOUR TOPIC IS: ESSENCE

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars.
For millennia, they have been your friends, family, and constant companions.
You are still, tethered to your spot in the void, unable to move.
You see the other stars in your constellation but the distance between you means that only those closest to you may hear you.
Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live.
And you have had time to think.
Think about who you are. Think about who others are.
Think about the nature of life, reality, love, being.
Think about your favorite topic: *essence*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What is the soul? Is it just a word we give to something that doesn't exist?
- ☆ What is your essence? What is at the center of you?
- ☆ What could be taken away from you and still have you be you? What would be taken away and make you stop being you?
- ☆ What is consciousness? How do you know you have it? Can mind exist without matter?
- ☆ Is your future self you? Was your past self you? Or are those different entities altogether? How do you know?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim.
You have precious little time. Look around you and ask yourself:

- ☆ Who among these stars knows my true essence?
- ☆ Whose essence have I truly seen?
- ☆ How can one communicate what is at the center of themselves to another?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.

YOUR TOPIC IS: EXISTENCE

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars.
For millennia, they have been your friends, family, and constant companions.
You are still, tethered to your spot in the void, unable to move.
You see the other stars in your constellation but the distance between you means that only those closest to you may hear you.
Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live.
And you have had time to think.
Think about who you are. Think about who others are.
Think about the nature of life, reality, love, being.
Think about your favorite topic: *existence*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What is reality? How do you know?
- ☆ What is a thought? A feeling? A dream? Are these things real?
- ☆ Does every event have a cause?
- ☆ Do numbers exist in nature? Does time exist in nature? Or do we impose these things on the natural world?
- ☆ What does it mean to live? Are living and existence the same?
- ☆ Do things without life “exist” in the same way that things with life do?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim.
You have precious little time. Look around you and ask yourself:

- ☆ How do I know these other stars exist?
- ☆ How do I know that I exist?
- ☆ Now that I am dying, what will become of my existence?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.



YOUR TOPIC IS: FREEDOM

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars.
For millennia, they have been your friends, family, and constant companions.
You are still, tethered to your spot in the void, unable to move.
You see the other stars in your constellation but the distance between you means that only those closest to you may hear you.
Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live.
And you have had time to think.
Think about who you are. Think about who others are.
Think about the nature of life, reality, love, being.
Think about your favorite topic: *freedom*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What is freedom? How does one know if they are free? How does one know if they are not free?
- ☆ Do you have free will? How can you know if you do or do not?
- ☆ How much control do we have over our fates? Are we at the mercy of forces beyond our control?
- ☆ Is there such a thing as destiny? If so, can one ever know their destiny?
- ☆ Is there such a thing as too much choice? Too much freedom? What is the line that determines that?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim.
You have precious little time. Look around you and ask yourself:

- ☆ Are we stars, spending our whole lives in one place, free?
- ☆ What does freedom require us to have?
- ☆ What does freedom demand of us?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.

YOUR TOPIC IS: FRIENDSHIP

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars. For millennia, they have been your friends, family, and constant companions. You are still, tethered to your spot in the void, unable to move. You see the other stars in your constellation but the distance between you means that only those closest to you may hear you. Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live. And you have had time to think. Think about who you are. Think about who others are. Think about the nature of life, reality, love, being. Think about your favorite topic: *friendship*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What does it mean to be a friend to someone?
- ☆ How do you know when you are a friend?
- ☆ Under what circumstances can or should you feel justified in ending a friendship?
- ☆ What can others do to make us feel cared for? Seen? Heard?
- ☆ What is our duty to those we care about? What can and should they expect of us?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim. You have precious little time. Look around you and ask yourself:

- ☆ Who among these stars is my friend?
- ☆ Who have you been a friend to?
- ☆ How can you communicate what they have meant to you? How do you know what you have meant to them?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.



YOUR TOPIC IS: GOODNESS

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars. For millennia, they have been your friends, family, and constant companions. You are still, tethered to your spot in the void, unable to move. You see the other stars in your constellation but the distance between you means that only those closest to you may hear you. Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live. And you have had time to think. Think about who you are. Think about who others are. Think about the nature of life, reality, love, being. Think about your favorite topic: *goodness*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What does it mean to be good? To do good? Are they different? Is doing good being good?
- ☆ What is goodness? Is it a quality of individuals? Of words? Of actions?
- ☆ What is a good life?
- ☆ What is fairness? What is justice? Are they the same thing? Should we seek equality of outcome? Of opportunity? Or the leveling of hierarchies?
- ☆ Can goodness exist without evil? If not, is evil necessary? If so, how will we know goodness?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim. You have precious little time. Look around you and ask yourself:

- ☆ Who among these stars is good?
- ☆ Am I good? Have I done good in my time? How do I know?
- ☆ What has been gained through my goodness or the goodness of others?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.

YOUR TOPIC IS: TRUTH

You are a star, luminous in the vastness of space. Do you have a name?

You are part of a constellation of other stars.
For millennia, they have been your friends, family, and constant companions.
You are still, tethered to your spot in the void, unable to move.
You see the other stars in your constellation but the distance between you means that only those closest to you may hear you.
Yet, you can marvel at each of them, in their glory.

In years upon years that you have gazed out into space, you have had time to watch sentient beings all over the galaxy live their lives.

You observe what they do. How they live.
And you have had time to think.
Think about who you are. Think about who others are.
Think about the nature of life, reality, love, being.
Think about your favorite topic: *truth*.

Select some questions from this list. Contemplate them, and any questions they may lead you to, over the course of the game in quiet meditation. Discuss them with other stars. Arrive at answers to them, if you can.

- ☆ What is truth? Is truth relative?
- ☆ Are there many truths or only one? How many truths on a particular topic could there be? One? Several? As many as there are points of view on it?
- ☆ Can two beings ever really share a “truth?” Or will our perspectives mean that we inevitably see things differently, even if we don’t realize it?
- ☆ Is objectivity possible? Or is all reality subjective? Is objectivity worth striving for? Or is it an impossible dream?
- ☆ Can good exist without being anchored in truth?

YOU ARE DYING

Even now, you feel your light flickering and fading as you dim. You have precious little time. Look around you and ask yourself:

- ☆ Do you know the truths of any other stars? How do you know?
- ☆ Do you have your own truth that you are confident in?
- ☆ Is truth necessary for a good life? Or is it too illusory to comprehend?

Once you have come to satisfactory answers to these questions, either silently to yourself, or in conversation with other stars, turn your light off and leave the constellation.

