

# OPERATION: THE SIGNAL

CONTROL OFFICER PACK

MISSION TYPE	SHORT TACTICAL / DOMESTIC
CLEARANCE	CONTROL OFFICER ONLY
OPERATORS	TWO OR MORE
RUNTIME	20 TO 30 MINUTES
AGE RATING	12 AND ABOVE
EQUIPMENT	PRINTER · GROUP CHAT · REWARD

# BEFORE YOU DEPLOY

## THE RECOVERY REWARD

You decide the reward and hide it before the mission starts. It can be food, money, a small gift, screen time, or anything worth finding. Only you know where it is. Operators receive your coordinates only when they reach Stage 5.

## SETUP CHECKLIST

### PRINT AND PREPARE

- Print the clue cards from the final page of this pack.
- Cut them out along their borders.
- No printer? Write the two node URLs on folded paper and hide those instead.

### HIDE THE DEAD DROPS

- Hide Card 1 in your hallway. Behind a coat hook, under a shoe, inside a bag, or taped behind a mirror. Findable within two to three minutes of searching.
- Hide Card 2 in your kitchen. Inside a mug cupboard, behind oven mitts, in a drawer, or under the kettle. Make it slightly harder than the first.

### PLACE THE REWARD

- Choose a location anywhere in your home. This is the recovery point.
- Place the reward there now. Only you know where it is. Remember it.

### PREPARE YOUR TRANSMISSIONS

- Open your family group chat on your phone or laptop.
- Have this pack open with your transmission messages ready to send.
- Write your chosen recovery location into Stage 5 before you begin.

### VERIFY THE NETWORK

- Open [solstormsaga.com/signal-node-17](https://solstormsaga.com/signal-node-17) on your device. Confirm it loads.
- Open [solstormsaga.com/signal-node-42](https://solstormsaga.com/signal-node-42) on your device. Confirm it loads.
- Scan both QR codes with your phone to confirm they resolve correctly.
- If a code fails, the backup URL is printed on each clue card.

### LAUNCH CONDITIONS

- All operators are home and available.
- Remind operators: all field reports must come through the group chat only.
- Play the transmission video or drop the YouTube link in the group chat.
- Wait for all operators to reply READY. Then begin Stage 1.

# MISSION FLOW

Release each stage only when the trigger condition is met. Do not skip ahead.

## 01 | THE TRANSMISSION

TRIGGER: All operators reply READY in the group chat.

Play the transmission video or drop the YouTube link in the chat. Wait for all operators to confirm before sending.

### TRANSMIT TO GROUP CHAT

```
CONTROL CONFIRMS OPERATORS.  
PHASE 1 IS LIVE.  
Find the dead drop in the hallway.  
All operators present when you scan.  
All field reports via group chat only.
```

## 02 | THE DEAD DROP: HALLWAY

TRIGGER: Operators find and scan Clue Card 1.

Operators search the hallway and scan Node 17. The page shows hex-encoded text. Do not explain it. Do not rush. Wait.

## 03 | SIGNAL DECODE

TRIGGER: Operators report the decoded instruction via the group chat.

The decoded message directs them to the kitchen. When they report back, confirm and release them forward.

### TRANSMIT TO GROUP CHAT

```
DECODE CONFIRMED.  
SUPPLY CACHE IS LIVE.  
Proceed to the kitchen.
```

## 04 | THE DEAD DROP: KITCHEN

TRIGGER: Operators report in from Node 42 via the group chat.

Operators find Card 2 and scan Node 42. That page sends them back to you for final coordinates. Fill in your location below before the mission starts.

### TRANSMIT TO GROUP CHAT

```
FINAL RECOVERY COORDINATES:  
[YOUR CHOSEN LOCATION]  
Search the recovery point.
```

## 05 | RECOVERY

TRIGGER: Operators locate and confirm the reward.

### TRANSMIT TO GROUP CHAT

```
SIGNAL RESTORED.  
All operators verified.  
Mission complete.
```

## HINT LADDER

Give the lightest hint first. The mission lands best when operators feel they earned each step.

### Operators cannot find the hallway dead drop

**LIGHT**

Think entry point, not deep storage.

**STRONGER**

It is in the hallway, not beyond it.

### Operators scanned Node 17 and do not know what to do

**LIGHT**

This is machine-readable. Not random.

**STRONGER**

Try a computer. Or ask one.

### Operators ask whether they should use AI

**CONTROL**

Control does not restrict method. Only results.

### Operators cannot find the kitchen dead drop

**LIGHT**

Think storage, not food.

**STRONGER**

Check cupboards, drawers, or anywhere small objects hide.

### Operators are overthinking Node 42

**NOTE**

Node 42 is not a puzzle. It sends them back to you. If they stall, wait. They will re-read it.

### Operators are moving too fast

**PACING**

Wait 60 to 90 seconds before sending your next message. Silence is pacing.

### A QR code will not scan

**LIGHT**

Try a different phone, or move to better light.

**FALLBACK**

The backup URL is on each card. They can type it in. Do not let the technology become the story.

# PRINTABLE CLUE CARDS

Print this page. Cut along the dashed borders. Hide Card 1 in the hallway. Card 2 in the kitchen.

DEAD DROP · CARD 1 · HALLWAY

## NODE 17

SCAN TO RECOVER SIGNAL FRAGMENT

[solstormsaga.com/signal-node-17](https://solstormsaga.com/signal-node-17)



DEAD DROP · CARD 2 · KITCHEN

## NODE 42

SCAN TO RECOVER SIGNAL FRAGMENT

[solstormsaga.com/signal-node-42](https://solstormsaga.com/signal-node-42)

