

A photograph of a wooden staircase leading up a hill in a forest. The scene is bathed in warm, golden light, suggesting late afternoon or early morning. The trees are tall and thin, with some leaves showing autumn colors. The overall mood is serene and peaceful.

Here & Far

CORE

WRETCHED & ALONE

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Here & Far was written by Brian Hazzard and was created for Solo Journaling RPG Jam 2022.

What?

Here & Far is a solo GM-less journaling game about being with another person, but unable to communicate with them. The game includes four very different scenarios to play through that each brings a new context to the prompts, changing the game completely.

Before play, you will choose one of the scenarios, and answer some questions to create your setting and main characters. During play you will roll dice, draw cards from the deck, and read their associated events, pull blocks from the jingo tower, place or remove tokens from cards, and write/record monologues about your experiences in character.

In every scenario, failure is the most likely outcome of the game. The specific conditions for winning and losing are defined in each of the scenarios that follow.

How?

To play Here & Far, you will need:

- A standard deck of cards with the jokers removed
- A 6-sided dice
- 20 tokens
- A tumbling block tower (like Jenga)
- A way to record your reflections (notebook, phone, camera)

Before choosing a scenario, first setup your play space. Set up your tumbling block tower (or replacement). Roll 1d6 and pull that many blocks from the tower. Shuffle the deck of cards and place it within reach. Set aside your tokens.

Choose one of the scenarios contained in this book, and follow the instructions therein to begin play.

Here & Far Cards

Interpret each prompt in the context of it's suit, as defined in the specific scenario you are playing. You will always be referred to as "You". The other main character will always be referred to as "They" or "Them".

2

You cause a noise that startles them. Was it on purpose, or an accident? Do they seem to suspect you are here?

Pull a block from the tower.

3

You are absolutely silent together. Why do you find the silence peaceful?

Draw a card from the deck. Look at it and choose to *Experience* it, or shuffle it back into the deck.

4

They have something large with them. Can you tell what it is? Why are you interested in it?

5

You overhear a conversation. What shocking truth is revealed?

Pull a block from the tower.

6

They are alone with you. How does this present an opportunity?

Draw a card from the deck. Look at it and choose to *Experience* it, or shuffle it back into the deck.

Here & Far Cards cont.

7

They sleep peacefully while your mind races. What are you thinking about?

8

Someone is here with them. Why does this particular person being here fill you with a powerful emotion?

Pull a block from the tower.

9

They speak aloud to themselves. What do they say? Do you imagine being able to talk to them? What would you say?

Draw a card from the deck. Look at it and choose to *Experience it*, or shuffle it back into the deck.

10

They suddenly say something related to the thoughts you were just having. Do you think they can hear your thoughts?

J

They have an emotional outburst. What does it make you feel?

Pull a block from the tower.

Q

They show a moment of vulnerability. How does it make you feel connected with them?

Draw a card from the deck. Look at it and choose to *Experience it*, or shuffle it back into the deck.

Here & Far:

Acknowledgements

Here & Far prompts cover photo is a heavily effected version of a photo by Sébastien Goldberg on Unsplash