

A photograph of a forest path with wooden stairs leading up through trees with autumn foliage. The scene is bathed in a warm, golden light, suggesting late afternoon or early morning. The path is made of wooden planks and leads up a slight incline. The trees are tall and thin, with some leaves turning yellow and orange. The overall mood is serene and contemplative.

Here & Far

A solo journaling rpg
4 distinct scenarios

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.

Scenario:

The Coma

The Coma: Safety

This scenario shines the spotlight on a main character with a dire medical condition who is in a comatose state. It features themes of lack of agency, danger, illness, death, fear, isolation, and despair.

Read and play with caution, keeping in mind that you can take a break or stop completely at any time. Your mental health is important, and this is just a game.

This game is designed to make success very difficult and very unlikely. It is meant to be challenging and harrowing and emotional. If that doesn't sound fun to you, that's absolutely fine.

Remember that you can change, ignore, rewrite or abandon any part of this scenario that you want.

Or skip it entirely, and try another scenario instead.

The Coma: Tower

The Tower should already be missing blocks if you've followed the instructions from *How?*

The Tower represents your loved one's hopefulness, and your will to continue.

Some cards will prompt you to pull from the tower due to either of these waning.

If the tower falls at anytime, your loved one loses hope, and you lose the will to continue. Both of you die. Reflect one last time on these events before turning to *The Coma: Epilogue*.

The Coma: Who?

You are a comatose hospital patient who is fully aware of the events happening around your hospital bed. A loved one waits by your bed most days. They give you hope, strength, and a purpose. But their dedication leaves you wracked with guilt for the ways you betrayed them before all this.

You are both safe here together, but a mortal danger awaits them if they leave your side, and you are unable to warn them unless you wake up. You need to regain control before they lose hope and leave your side, or the danger finds them.

Answer These Questions

What happened and why is your condition critical?

What loved one stays with you and what gives them hope? What is their name?

What danger are they in and how do you know?

Why do you need your loved one's forgiveness?

The Coma: Moments

The game is divided into rounds, and each round has two steps: Experience and Reflect.

Step One: Experience

At the beginning of each round roll 1d6, and draw as many cards from the deck as you rolled. Place the drawn cards face down without looking at them. Flip over the cards one at a time. If the flipped card is

- an Ace: interpret with **The Coma: Aces**
- a King: interpret with **The Coma: Kings**
- Anything else: interpret with **Here & Far Cards & The Coma: Suits**

Complete any task that the card tells you to do before flipping over the next card. Repeat until you have flipped them all over. Discard all cards unless a card tells you otherwise.

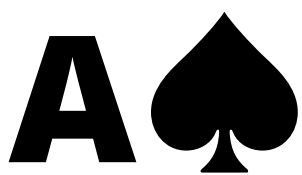
Step Two: Reflect

Record your experiences in a journal. Write about what has happened and what you feel, answering all the questions presented in the card prompts. If you like, you can use an alternative to a journal, such as making a voice or video recording, writing letters, narrating out loud, or simply imagining the scenario in your head.

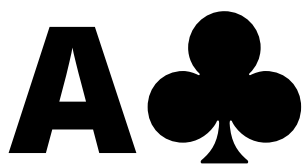


The Coma: Aces

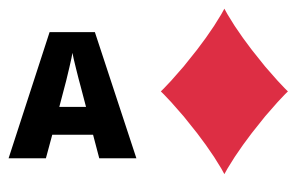
The Ace cards represent your progress towards overcoming the obstacles in front of you. They let you bring tokens into play, and discard them. You'll need to discard 15 out of 20 tokens to regain consciousness. Once you do, *Reflect* on what happens when you reawaken, then turn to The Coma: Epilogue.



You feel a physical sensation; consciousness is within your reach. Do not discard this card, place 5 tokens on top. Each round, if you roll a 6 during the Experience step, you may remove one token from all Aces in play. *Reflect* on what you felt.



Your loved one notices a sign of your burgeoning consciousness which bolsters their hope. Perhaps this will keep them by your side. Do not discard this card, place 5 tokens on top. Each round, if you roll a 5 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on what sign they noticed.



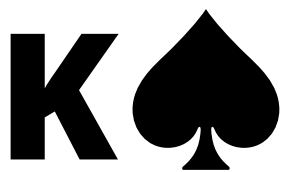
This coma gives you plenty of time to concoct a plan to deal with the danger that awaits your loved one. Do not discard this card, place 5 tokens on top. Each round, if you roll a 4 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on an element of the plan that you devised.



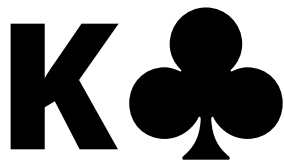
This coma gives you plenty of time to think about your past actions, and what you need to do to be worthy of forgiveness. Do not discard this card, place it to the side with 5 tokens on top. Each round, if you roll a 3 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on your commitment.

The Coma: Kings

The Kings represent the many obstacles working against you. Diminishing health, flagging hope, increasing danger, and wracking guilt. When you draw the fourth King, *Reflect* on the danger that claims you and your loved one, then turn to The Coma: Epilogue.



You can feel your condition worsening, as if you are sinking deeper into quicksand, your consciousness will soon be fully submerged. Do not discard this card. Each moment, if you roll a 1, make a pull from the tower for each king that is active, and discard the block from play. Narrate what you feel.



You've been like this for too long, and your loved one is losing hope. Do not discard this card. Each moment, if you roll a 2, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how you can tell your loved one is losing hope.



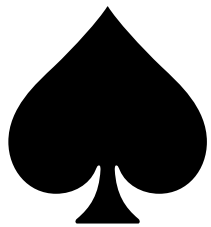
Somehow in this state, you can sense that the threat that lies in wait for your loved one has taken action to become even more dangerous. Each moment, if you roll a 3, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how the threat has developed.



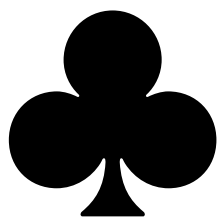
You have too much time on your hands to think about your past wrongs. You begin to worry you'll never be able to forgive yourself, let alone be forgiven. You can feel your will waning. Do not discard this card. Each moment, if you roll a 4, make a pull from the tower for each King that is active, and discard the blocks from play. Narrate why you feel like giving up.

The Coma: Suits

The Suits are defined to provide context that is specific to *The Coma* scenario to each of your card draws. When you draw any card that isn't Ace or King, interpret the prompt in the context of their corresponding Suit.



A material change in the status of your health condition.



A noticeable shift in the level of hopefulness of your loved one.



A reminder of the danger that faces your loved one if they leave here.



A change in perspective about the wrongs for which you seek forgiveness.

The Coma: Epilogue



Breathe in. It's time to step out of your character's shoes, and back into your own. Whatever happened to your character, you the player are alive. Breathe out.

Did you reawaken or lose the will to go on? Were you able to warn your loved one about the danger, or did they meet with tragedy?

What did your story mean to you?

The Coma:

Acknowledgements

The Coma scenario cover page background photo is a heavily effected version of a photo by Sharon McCutcheon found on unsplash.

Empty hospital hallway photo by Ante Samarzija on Unsplash

Empty hospital room photo from floor by Sami Salim on Unsplash

Hospital Building photo by Antonella Vilaro on Unsplash

Scenario:

The Afterlife

The Afterlife: Safety

This scenario shines the spotlight on a main character who has died with unfinished business. The themes that emerge will depend on your approach to the game, but could include death, grief, loss, anger, helplessness, revenge, etc.

Read and play with caution, keeping in mind that you can take a break or stop completely at any time. Your mental health is important, and this is just a game.

This game is designed to make success very difficult and very unlikely. It is meant to be challenging and harrowing and emotional. If that doesn't sound fun to you, that's absolutely fine.

Remember that you can change, ignore, rewrite or abandon any part of this scenario that you want.

Or skip it entirely, and try another scenario instead.

The Afterlife: Tower

The Tower should already be missing blocks if you've followed the instructions from *How?*.

The Tower represents your tenuous connection to the physical plane, and the relentless pull of the light of eternal cessation.

Some cards will prompt you to pull from the tower.

If the tower falls at anytime, you have let go of the physical plane and dissolved into the light without resolving your unfinished business. Reflect on what made you let go, before turning to *The Afterlife: Epilogue*.

The Afterlife: Who?

Your life has ended. It took time, but you understand now that you are dead, and there is no way back to life. The life you had is a blur, but you knew you couldn't move on until you found "them".

Now here they are. They can't hear or see you, and you can't touch them. Now as you are pulled towards the consuming light of eternal cessation, you willfully linger here, determined to make them feel something.

Answer These Questions

How did you die and what unfinished business did it leave you with?

Who are you with? Why do you choose to linger with them?

*What powerful emotion do you want them to feel?
Why are you driven to make them feel it?*

What calls to you beyond the light of eternal cessation?

The Afterlife: Moments

The game is divided into rounds, and each round has two steps: Experience and Reflect.

Step One: Experience

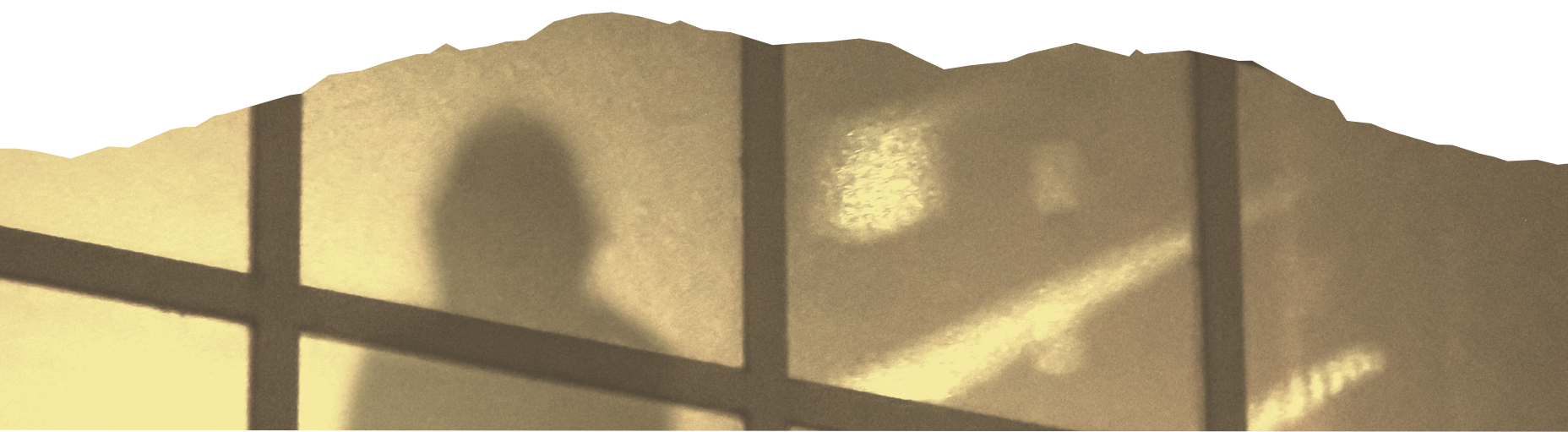
At the beginning of each round roll 1d6, and draw as many cards from the deck as you rolled. Place the drawn cards face down without looking at them. Flip over the cards one at a time. If the flipped card is

- an Ace: interpret with **The Afterlife: Aces**
- a King: interpret with **The Afterlife: Kings**
- Anything else: interpret with **Here & Far Cards & The Afterlife: Suits**

Complete any task that the card tells you to do before flipping over the next card. Repeat until you have flipped them all over. Discard all cards unless a card tells you otherwise.

Step Two: Reflect

Record your experiences in a journal. Write about what has happened and what you feel, answering all the questions presented in the card prompts. If you like, you can use an alternative to a journal, such as making a voice or video recording, writing letters, narrating out loud, or simply imagining the scenario in your head.

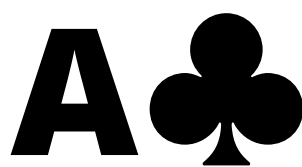


The Afterlife: Aces

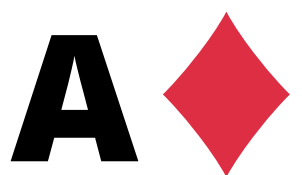
The Ace cards represent your ability to influence the physical plane. Aces let you bring tokens into play, and discard them. You'll need to discard 15 out of 20 tokens. Once you do, *Reflect* on how you make them feel what you need them to feel, then let the light take you and turn to The Afterlife: Epilogue.



A powerful memory gives you the will to cause a change in the physical world. Do not discard this card, place 5 tokens on top. Each round, if you roll a 6 during the Experience step, you may remove one token from all Aces in play. *Reflect* on what you affected.



You gain some acceptance over your death, and it creates a space for you to resist the pull of the light. Do not discard this card, place 5 tokens on top. Each round, if you roll a 5 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on what aspect of your death you were able to accept.



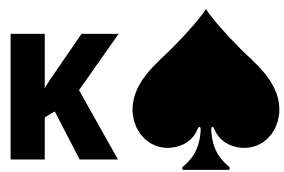
You discover a way to shield yourself from the blinding light of the eternal. Do not discard this card, place 5 tokens on top. Each round, if you roll a 4 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on how you are resisting the pull of the light.



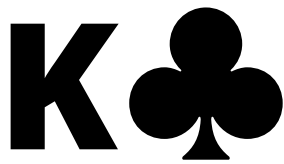
Your new nature lets you understand the machinations of the physical world, providing an insight into how you can manipulate it. Do not discard this card, place it to the side with 5 tokens on top. Each round, if you roll a 3 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on your insight.

The Afterlife: Kings

The Kings represent the relentless pull on your spirit by the light of eternal cessation. Each King makes your connection with the physical plane more tenuous. If the tower falls at anytime, Reflect on what made you let go, before turning to The Afterlife: Epilogue.



The draw of the light is getting stronger. You can hear something from beyond calling for you. What is it? Do not discard this card. Each moment, if you roll a 1, make a pull from the tower for each king that is active, and discard the block from play. Narrate what you hear.



You are not meant for the physical plane, and your spirit is slowly dissolving. Do not discard this card. Each moment, if you roll a 2, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how it feels to lose a bit of your very soul.



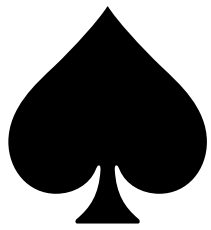
The draw of the light is getting stronger. It is reaching out for you in some way. Each moment, if you roll a 3, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how it is reaching out for you.



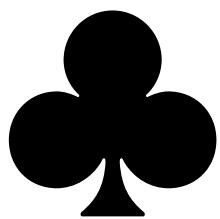
They have sensed a presence here and are practicing rituals to exorcise it. Do not discard this card. Each moment, if you roll a 4, make a pull from the tower for each King that is active, and discard the blocks from play. Narrate the impact of their exorcism efforts.

The Afterlife: Suits

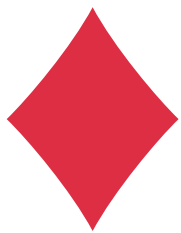
The Suits are defined to provide context that is specific to *The Afterlife* scenario to each of your card draws. When you draw any card that isn't Ace or King, interpret the prompt in the context of their corresponding Suit.



Something that evokes a clear memory of a mundane moment from your life.



Something that evokes a dramatic and painful memory your death.



A material change in your ability to hold on against the light that pulls you towards the eternal.



A material change in your feelings towards the living being you are with.

The Afterlife: Epilogue



Breathe in. It's time to step out of your character's shoes, and back into your own. You the player are alive. Breathe out.

Did you make them feel what you needed them to feel? Or did the pull of the light consume you before you were able?

What did your story mean to you?

The Afterlife:

Acknowledgements

The Afterlife cover photo is a heavily effected version of a photo by Nathan Wright on Unsplash.

The Gravestone photo is an edited version of a photo by Matt Botsford on Unsplash

The Shadow in the Window photo is a cropped version of a photo by Omid Armin on Unsplash

The Light image is a photo by Casey Horner on Unsplash

Scenario:

The Creep

The Creep: Coming Soon

The Creep scenario applies the theme of watching an unaware subject. Are you a stalker? Maybe you've hacked the security cameras of your next burglary target?

I plan to write and add up to 3 scenarios (for a total of 4 scenarios). The Creep will be one of those scenarios. I'll write another for every 5 sales of the game.

If you would like to help me promote the game and reach these goals, there are several ways you can help:

- Rate the game 5 stars on itch
- Comment on the games itch page
- Tweet the game's itch page with the #ttrpg hashtag
- Buy a copy as a gift for a friend
- Post a video of the game on Youtube.(play or discussion)

The Creep cover photo is a heavily effected version of a photo by Bermix Studio on Unsplash.

Scenario:

????

All Scenarios:
Here & Far

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

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