

# The Coma

A Scenario for Here & Far

# WRETCHED & ALONE

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

# 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.

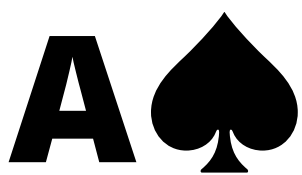
## Step Two: Reflect

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

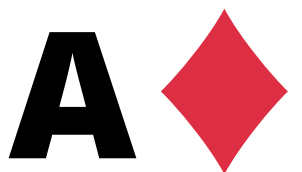
The Ace cards represent your progress towards overcoming the obstacles in front of you. They let you bring tokens into play, and discard them. You'll need to discard 15 out of 20 tokens to regain consciousness. Once you do, *Reflect* on what happens when you reawaken, then turn to The Coma: Epilogue.



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.



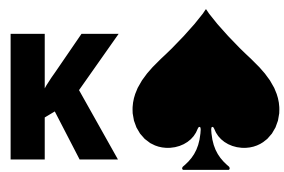
This coma gives you plenty of time to concoct a plan to deal with the danger that awaits your loved one. Do not discard this card, place 5 tokens on top. Each round, if you roll a 4 during the *Experience* step, you may remove one token from all Aces in play. *Reflect* on an element of the plan that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



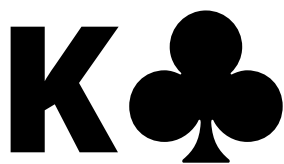
This coma gives you plenty of time to think about your past actions, and what you need to do to be worthy of forgiveness. Do not discard this card, place it to the side with 5 tokens on top. Each round, if you roll a 3 during the *Experience* step, you may remove one token from all Aces in play. *Reflect*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



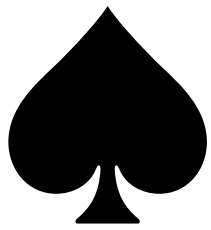
Somehow in this state, you can sense that the threat that lies in wait for your loved one has taken action to become even more dangerous. Each moment, if you roll a 3, make a pull from the tower for each king that is active, and discard the blocks from play. Narrate how the threat has developed.



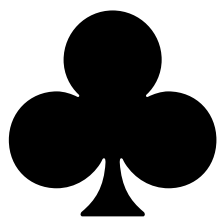
You have too much time on your hands to think about your past wrongs. You begin to worry you'll never be able to forgive yourself, let alone be forgiven. You can feel your will waning. Do not discard this card. Each moment, if you roll a 4, make a pull from the tower for each King that is active, and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

# The Coma: Suits

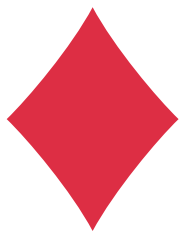
The Suits are defined to provide context that is specific to *The Coma* scenario to each of your card draws. When you draw any card that isn't Ace or King, interpret the prompt in the context of their corresponding Suit.



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.

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