

THE SOLITAIRE FRAMEWORK

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Introduction: In the age of social distancing, I found the need to have some rules for solo play. While there are some great products already on the market, I wanted a simple set of rules that I could use with any game system, and which would fit on one page. Here it is. The **solitaire framework** is released under a Creative Commons Share-Alike License. Have at it.

OVERVIEW

The solitaire framework acts in the stead of the referee. You resolve every decision a referee might make through the framework of **events**. For each event (something that could happen), take the following steps:

- Frame the event as a yes/no question: Are there creatures here? Is the door locked? Is there anything of value? Are there stairs here? Do they descend?
- Decide on the **likelihood** of the event happening. Events can be *very unlikely*, *unlikely*, *possible*, *likely*, or *very likely*. When you cannot make up your mind, assume that an event is *possible*.
- Roll to see if the answer is **yes** or **no**. If the answer is **yes**, proceed logically, asking follow-up questions as needed. If the answer is **no**, ask a different question. Keep asking questions until you get a yes response, and you move forward. Don't cheat! No means no.

GIVEN CIRCUMSTANCES

The **given circumstances** are the things that are already true about the adventure, world, setting, or game. Every adventure begins with a set of given circumstances. You can write a brief narrative about the adventure ahead (I'm a human paladin going to explore an abandoned tomb) or create the given circumstances through the framework (I am going on a mission. Is it into the underground? If yes, is it to explore something? If yes, is it a tomb? If yes, do we believe it's abandoned?)

RULES OF THE FRAMEWORK

1. Apply logic to the situation. Ask questions that make sense based on the given circumstances.
2. Ask the most likely questions first.
3. Allow the dice to rule. They guide your progress: a yes is always yes; a no is always no. Solve creatively.

LIKELIHOODS (ROLL 1D6)

| Likelihood | Yes Result |
|----------------------------|-------------|
| <i>Very Unlikely</i> | Roll of 1 |
| <i>Unlikely</i> | Roll of 1-2 |
| <i>Possible (Possibly)</i> | Roll of 1-3 |
| <i>Likely</i> | Roll of 1-4 |
| <i>Very Likely</i> | Roll of 1-5 |

NOTES:

- On a roll of 1, the answer is always **yes**.
- On a roll of 6, the answer is always **no**.
- If an event was *very unlikely* or *unlikely* and you roll a 6, the result is **no, but**. Ask a follow-up question to see if the opposite happens. That follow-up question always has a likelihood of *possible*.
- If an event was *likely* or *very likely* and you roll a 1, the results is **yes, and**. Ask a follow-up question to see if something additional happens that in some way expands on, informs, or clarifies the yes. That follow-up question always has a likelihood of *possible*.

RANDOM ENCOUNTERS IN THE FRAMEWORK

Before beginning an adventure, it will be helpful to have some random encounter tables generated: these can be as simple as tables with 1d6 options. The final option on a random table is always **apply the framework**. While the most common encounters, objects, locations, and discoveries are on the table, the final option allows for any number of unusual, odd, or unexpected findings. Even though the tomb includes skeletons, spiders, shadows, zombies, and ghouls, the table also allows for the possibility of a group of other adventurers, a powerful ghost, or an undead hydra that was re-animated to guard an ancient treasure, because it could be anything!

RULE OF 1D6

When you aren't sure, it's 1d6. How many trolls? 1d6. How long is the passage? 1d6 squares. How long does it take? 1d6 increments of time.

USING A MAP

While you can generate a map on the fly by asking questions (Is there a gate? Stairs? Is the entrance at the bottom of a well? Is the room square?), I recommend a map. Many people produce exceptional free maps.

ADVENTURING IN THE FRAMEWORK

In addition to the given circumstances, each adventure should have one or more **objectives**. You decide before the adventure begins what the objective of the adventure is, and how you will know when it is accomplished.

OBJECTIVES (ROLL 1D6):

(1-2) Clear. Clear the whole map. If you are randomly generating a map, it must have at least 1d6 encounter **areas**; each area after that is *unlikely* to be the final encounter area.

(3-4) Destroy. Destroy one or more specific things or creatures. The target(s) will not be in the first 1d6 locations. Thereafter, the likelihood of the target(s) being in any location is always *very unlikely*. If you get to the end of the map and haven't found all targets, those targets default to the final area. (Alternately, if your objective is to destroy large numbers of things, 1d6-1 are in each area).

(5-6) Recover. Find one or more specific items. The item(s) will not be in the first 1d6 locations. Thereafter, the likelihood of the item(s) being in any location is always *very unlikely*. If you get to the end of the map and haven't found all items, those items default to the final area. For large numbers, see above.