



MR. WILLIAM GILLETTE AS "SHERLOCK HOLMES."



"His Terror was Gumpfader, Aching"

ABS12 FLEXIBLE SOLO GAME ENGINE



WITH MY BACK AGAINST A GOLDEN THRONE, I FOUGHT ONCE AGAIN FOR DEIAH THORIS.



ABS12 FLEXIBLE SOLO GAME ENGINE

2nd Edition

By Ken Wickham

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All illustrations used are in the USA Public Domain from classic fantasy, science fiction, mystery, and adventure stories.

Prior Versions

8/10/2016 1st Edition PDF version

6/28/2016 ABS Solo Game Engine - flexible version 1.0 <https://worldofthefifthsun.blogspot.com/2016/06/abs-solo-gaming-engine-flexible-version.html>

5/27/2016 ABS12 Game Engine System Synonyms <https://worldofthefifthsun.blogspot.com/2016/05/abs12-synonyms-for-writing-using-abs12.html>

5/23/2016 Original ABS12 Solo Game Engine: Additional, Branching, & Conditionals

<https://worldofthefifthsun.blogspot.com/2016/05/abs12-solo-game-engine-additionals.html>



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Forward

Influence of ABS12

The original game engine that I created was for the ABS12 system that I created on my blog online several years ago, initially begun on 4/29/16. While the system never was published except on my blog, it remains online as my first experimented project, several pieces of that system have been published. And those pieces have directly resulted in creating my entire solo RPG products line. **ABS12**
https://worldofthefifthsun.blogspot.com/p/blog-page_29.html

The spirit of the first system and tools was build something “a very rough shell of mechanics“ and that purpose was “because this is so simple, small, and abstract I can change portions of the shell quickly and easily.” That spirit has led to the different generators from the original *Fact Generator* and several of my early blog posts have become other products.

The *Fact Generator* was created 3 days after the *Solo Game Engine*.

Part of my early blog posts became the *Social and Mental Trait Generator* based on a few Fudge Trait posts back then.

Character Generator came from my Story vs RPG series study on personality back then. And this became my Dialogue and Behavior Engines.

The *Motivation Generator* came from my morality, personality, and needs study back then.

The 144 *Plot Generator* came from my initial 23 plots in the ABS12 Story Engine.

On 5/31/16 I created a post on Story and Game Structure: Storylines which is the ancestor of the *Flash RPG* product.

While progress has happened to many of my early ideas, the *Solo Game Engine* has not changed, and not because I didn't want it to change. It hasn't changed because I couldn't think of anything major to do with it. I've actively tried to think up new ideas almost a dozen times the last two and a half years up until a few days ago. Only minor changes have resulted in those sessions, not enough to spur me to write up Solo Engine 2.0.

And then in the morning of 12/11/18, I finally wrote about my recent experience. “Inspiration sometimes comes at the least expected times. One of mine came to me this morning walking up stairs. A possible answer for a design question that I've been pondering for nearly two years. Inspiration timing sucks sometimes.”

This *Solo Game Engine 2.0* is the result of that morning walk upstairs, after two and a half years of constant questioning. The initial idea came on the 2nd step up when I thought, “maybe I can make a two-step engine like the solo engine.” And then I wondered, what if I took that game engine and created a stair climbing from 2 results, 3 results, 4 results, on up to the original 8 result chart and what I could do with such system. I could even mix in true and false tables. I could even mix in steps, stages, and directions.

I hope this new version, which obviously includes the old version, is more helpful, *well at least until 3.0*.

Ken Wickham

My current blog which will change in focus and topic.
<https://worldofthefifthsun.blogspot.com/>

If you want to join my MeWe which is where I have changed most of my social media game updates and thoughts from the soon to be gone G+. mewe.com/i/kenwickham

To join my current MeWe group which will begin with *One-Roll Fudge RPG* focus initially.
https://mewe.com/join/world_of_the_fifth_sun

ABS Solo Game Engine Probability										
	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
	16.67	12.5	1.235	10	16.67	8.34	16.2	15	15.89	10
	16.67	12.5	17.28	20	16.67	19.44	9.72	15	17.67	15
	16.67	12.5	19.75	10	8.33	13.89	11.57	10	10.8	15
		12.5	23.45	10	8.33	16.67	12.5	10	11.27	10
	16.67	12.5	19.75	10	8.33	13.89	12.5	10	10.8	10
		12.5		10	8.33	11.11	11.57	10	9.65	15
	16.67	12.5	17.28	20	16.67	8.33	9.72	15	14.19	15
	16.67	12.5	1.235	10	16.67	8.34	16.2	15	9.72	10
	100	100	99.98	100	100	100.01	99.98	100	99.99	100

Introduction

What is a roleplaying game?

A roleplaying game (RPG) is a game where you create to play a fictional main character in a pretend situation where you decide what the main character does and how the character behaves. After events create tension, the character will likely form a character goal based on the need to do something by becoming involved in a story plot. In return, your character may grow and develop by increasing resources, abilities, or strengths. The rules of the game help to create the outcome of the game.

Purpose

Why use a solo game engine

Is there a game out there that you want to try playing without needing a group to play?

You may be a GM wanting to try out new rules or house-rules before playing with a group.

What is a solo game engine?

This is a solo game engine. But what is a solo game engine?

Solo?

It can be used to solo-play through a story experience. In a traditional tabletop game, a gamemaster or storyteller tells you what is happening in the imaginary world. Group-play is like reading a book, where normally the author tells you what is happening in the story. When you group-play, you-the-player tells this person what your character decides and how the character acts. In turn, the storyteller tells you what happens sometimes after you or they roll dice.

For solo gameplay, this book acts as a storyteller to help answer important story questions that a player may have about the story world, character decisions, or character actions.

Game?

This is a game. It is not meant to be used for making real-life decisions.

This roleplaying game used for is meant for entertainment to challenge a person to immerse into a character in a story world, from a realistic to dramatic to cinematic settings, and with the goal to either win or just have a fun time escaping from the doldrums of everyday life. Instead of just reading a book or watching a movie, with this book—you become an integral part of the story.

Engine?

The *engine* takes in information and creates a usable flow of words, decisions, suggestions, or guidelines.

The information used may be either entirely random or may be related to a situation, attribute, skill or other modifiers that have a degree of influence the results of the engine. The roll of dice also influences the outcome of the engine which may represent a random nature of life and situations. In this engine, the degree that the modifiers can influence a rolled outcome is significant, normally from 10% to 50% of the maximum amount that is possibly rolled.

A Solo Game Engine

This book gives you an information flow tool that uses random and influential numbers to help create words, decisions, suggestions, and guidelines to help you immerse into a character and story world for creativity, enjoyment or fun challenging entertainment.



A NEW TERROR.

ABS Solo Game Engine - flexible version 2.0

What does ABS mean?

ABS just means *A Basic System*, which is the name I've used for the 1d12 version of the game I called ABS12.

Where does the 2nd Edition come from?

This series of charts is the 2nd flexible version based off of my original ABS12 solo game engine version which can be found within the eight result table. These charts can be used for most gaming systems.

This edition game engine has six charts that create results for different types of questions or information.

How do you use the engine?

In this game, the player in a game creates a story called the *gamestory*. You do this by asking questions about the story, rolling, and getting an answer. Use the gray and white shading to find the result for the dice you are using. The main type of question for a game engine is a Yes or No questions.

You, the player, create the entire structure of the gamestory by weaving together all of the answers of the questions.

Types of Questions and Answers

The type of question that you ask will determine which table and column you consult.

Yes or No - Simple yes or no questions can be asked. Complex answer, with degrees of yes or no answers, may also be asked.

Number count - This gives you a number from 1 up to 8. This interprets the number as a countable quantity.

Order - This interprets the number as a cardinal number: first, second, third, etc. This can also be used for ordered lists.

Option - This gives you a letter which can be used to pick unordered lists. Unordered lists are options listed in no particular order. You just write down a few alternatives.

Direction or Movement - These tell you which way something is located or is moving.

Truth - The truth is whether or not something is true or false. A *partly true* answer means that the character believes that not all of the answer is true although some portion of the answer may be true.

Responding to Change - This is how someone or something responds to a changing event or situation.

Gestalt - Gestalt principles explain how people can perceive multiple sensory information primarily from sight, sound and scent based on patterns and dimensions. Touch and taste sense can be also perceived to add greater depth.

Importance or Urgency - You may want to know if a detail is important or urgent randomly.

Planning Stages - Sometimes in the gamestory, you will want to know randomly what stage in a planning cycle something is at currently.

Stages of Grief - You may encounter someone that is recovering from a traumatic experience or loss. This may tell you randomly which stage they are at in recovery.

Problem Solving - What stage in problem-solving is someone at in the gamestory?

Scientific Method - In a methodical situation, what step is someone at in the gamestory for testing a hypothesis?

Non-Count Nouns - This gives you a random word to describe the quantity of a non-count noun word.

Countable Nouns - This gives you a random word to describe the quantity a countable noun word.

All of the answers are interpreted depending on the context of the gamestory.

Interpretation

You interpret the result in light of the context of the gamestory.

Example: You ask a Yes or No questions, "Is there something behind the door?" then the answer "No, however" would suggest you notice something. That 'something' will depend on your appropriate setting, logical props, and genre stuff.

Good Questions

For any good question asked the information sought should be 1) knowable, 2) important, 3) relevant, and 4) timely to the character and game story. Whenever you ask a question, the possible answers from that question becomes knowable, important, relevant, and timely within the game story. The questions and answers actually alter the flow and intensity of the entire game. What are knowable, important, relevant, and timely questions—these so-called good questions?

Knowable

1) A **knowable** question means that the character should be able to observe, have prior knowledge, can think about the question, or know the answer through some means. The answer sought is discovered, understood, or ascertained. Asking an unknowable question may lead to playing a too omniscient game or story where the player learns things that the character shouldn't know. Just by asking the question, the information becomes knowable somehow.

Synonyms: aware, perceive directly, cognizable, comprehensible, grasp in the mind.

Antonyms: unknowable, impossible to know, can't know, beyond experience or comprehension.

Example: Is there something behind the door? [Asked when the character can see a door or knows a certain room has a door.]

Important

2) An **important** question is interesting, significant, drive the story, and/or urgent. Just by asking the question, the question detail becomes important to the story. Trivial and insignificant questions may lead to a boring game and lifeless story.

1. Interesting - Full of, or burdened by, import; charged with great interests; restless; anxious; have tension.
2. Significant - Carrying or possessing weight or consequence; of valuable content or bearing; significant; weighty.
3. Drive the story - Bearing on; forcible; driving the plot; impact on the story experience.
4. Urgent - Importunate; pressing; urgent.

Synonyms: Weighty; momentous; significant; essential; necessary; considerable; influential; serious.

Antonyms: Trivial, unimportant, insignificant, non-crucial.

Example: Is there something behind the door? [Asked when the character has a reason to believe that something behind the door is important to the current story. For a regular unimportant door, this question shouldn't be asked. Just by asking the question, the door becomes important within the game story.]

Relevant

3) A **relevant** question is appropriate for the current situation and makes sense at that particular time. The answer to the question has to bear upon, or apply to, the case in hand. Asking a question when the character has no reason to focus on and ask that question means it's an irrelevant question.

Synonyms: related, pertinent; applicable, crucial, at issue, in dispute, germane, under consideration.

Example: Is there something behind the door? [Asked when the character can focus on the door, actually want to open the door, or actually open the door.]

Timely

4) A **timely** question means the question is or occurs in good, opportune, and appropriate time. Chronologically these questions answer observable or knowable information happening at the current time or ask about character knowable information about the past. Asking a question at the wrong time can lead to untimely answers, such as finishing the story too early.

Synonyms: apropos, opportune, well timed, suitable time, proper time

Example: Is there something behind the door? [asked when there is a closed door that the character is opening]

The ABS12 Solo Game Engine Tables

A) Solo Decision

ABS Solo Decision

#	Option	Yes or No	Direction	Truth	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
1	A	Yes	Front	True	6	8	4 [^]	10	11-12	11-12	14-18	18-20	14-20	91-100
					5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
					4	6	1	7	8	8	12	13-14	11	61-75
5	0	6	7	7		11	11-12	10	51-60					
2	B	No	Back	False	3	4	0	5	6	6	10	9-10	9	41-50
						3		-1	4	5	5	9	7-8	8
					2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
						1	1	-4 ^v	1	1-2	2-3	3-7	1-3	1-5

B) Solo Option

ABS Solo Option

#	Option	Yes or No	Truth	Response to Change	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
1	A	Yes	True	Continue, Ignore, or don't change	6	8	4 [^]	10	11-12	11-12	14-18	18-20	14-20	91-100
					5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
2	B	Maybe	Partially True	Change	4	6	1	7	8	8	12	13-14	11	61-75
						5	0	6	7	7	11	11-12	10	51-60
					3	4	0	5	6	6	10	9-10	9	41-50
3	-1	4	5	5		9		7-8	8	26-40				
3	C	No	False	Reverse or Stop	2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
						1	1	-4 ^v	1	1-2	2-3	3-7	1-3	1-5

C) Solo Priority & Direction

ABS Solo Priority & Direction

Yes or No	#	Option	Gestalt	Direction & Movement	Importance or Urgency	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
Yes, also	1	A	Parts > Whole	North Forward	Important & Urgent	6	8	4 [^]	10	11-12	11-12	14-18	18-20	14-20	91-100
						5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
Yes	2	B	Proximity > Relate	South Backward	Important, but not urgent	4	6	1	7	8	8	12	13-14	11	61-75
							5	0	6	7	7	11	11-12	10	51-60
No	3	C	Symmetry > Balanced	East Right	Not important, but urgent	3	4	0	5	6	6	10	9-10	9	41-50
							3		-1	4	5	5	9	7-8	8
No, also	4	D	Past > Continuity	West Left	Not important and not urgent	2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
							1	1	-4 ^v	1	1-2	2-3	3-7	1-3	1-5

D) Stages

ABS Stages

#	Option	Yes or No	Planning Stages	Stages of Grief	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
1	A	Yes, also	Goal, Objective, & Risk	Deny	6	8	4 [^]	10	11-12	11-12	14-18	18-20	14-20	91-100
					5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
2	B	Yes	Assess	Anger	4	6	1	7	8	8	12	13-14	11	61-75
3	C	Maybe, if and only if	Options & Strategy	Deal		5	0	6	7	7	11	11-12	10	51-60
4	D	No	Action	Give up	3	4	0	5	6	6	10	9-10	9	41-50
						3		-1	4	5	5	9	7-8	8
5	E	No, also	Result & Review	Accept	2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
						1	1	-4 ^v	1	1-2	2-3	3-7	1-3	1-5

E) Solo Six

ABS Solo Six

#	Option	Problem Solving	Scientific Method	Yes or No	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
1	A	Problem	Ask Question	Yes, also	6	8	4^	10	11-12	11-12	14-18	18-20	14-20	91-100
2	B	Cause	Research	Yes	5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
3	C	Develop Alternatives	Hypothesis	Yes, however (branching)	4	6	1	7	8	8	12	13-14	11	61-75
					5	5	0	6	7	7	11	11-12	10	51-60
4	D	Select Solution	Experiment	No, however	3	4		5	6	6	10	9-10	9	41-50
					3	3	-1	4	5	5	9	7-8	8	26-40
5	E	Implement	Analyze	No	2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
6	F	Evaluate	Accept/Reject	No, also	1	1	-4v	1	1-2	2-3	3-7	1-3	1-5	01-10

F) Solo Game Engine

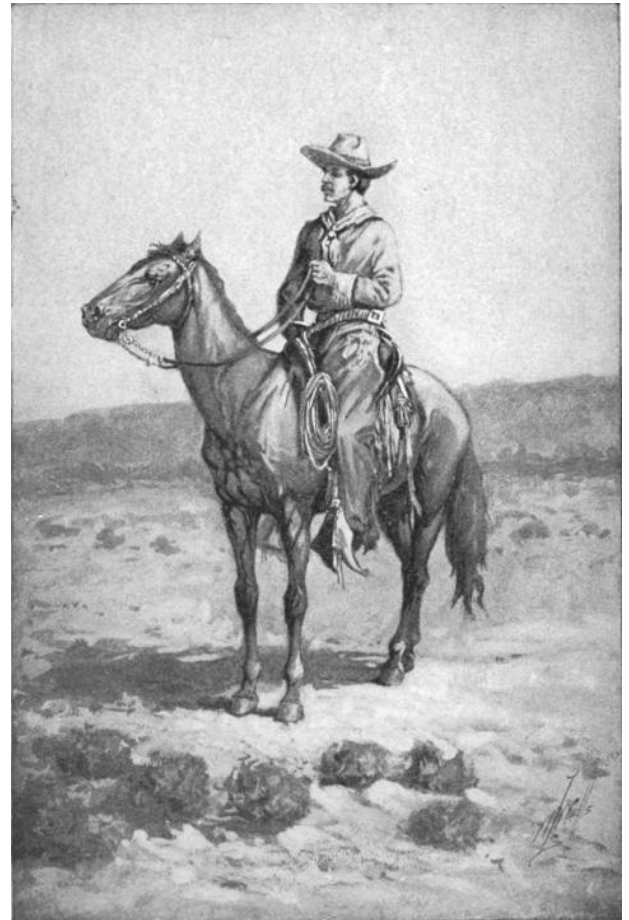
ABS Solo Game Engine

Direction	#	Option	Non-Count Nouns	Countable Nouns	Yes or No	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
North	1	A	None	One	Yes, also	6	8	4^	10	11-12	11-12	14-18	18-20	14-20	91-100
Northeast	2	B	Any	Couple	Yes	5	7	2-3	8-9	9-10	9-10	13	15-17	12-13	76-90
East	3	C	Little	Few	Yes, however (branching)	4	6	1	7	8	8	12	13-14	11	61-75
Southeast	4	D	Some	Some	Maybe, if and only if		5	0	6	7	7	11	11-12	10	51-60
South	5	E	Half	Several	No, unless	3	4		5	6	6	10	9-10	9	41-50
Southwest	6	F	Much	Many	No, however		3	-1	4	5	5	9	7-8	8	26-40
West	7	G	More	Most	No	2	2	-2-3	2-3	3-4	4	8	4-6	6-7	11-25
Northwest	8	H	Most	All	No, also	1	1	-4v	1	1-2	2-3	3-7	1-3	1-5	01-10

Skill Level	Difficulty Level	Modifiers	1d6	1d8	Fate Fudge	1d10	1d12	2d6	3d6	1d20	4d6 JAGS	1d100
Expert	Nothing	Totally Possible	+3	+4	+3	+5	+6	+3	+4	+10	+5	+50
Pro	Very Easy	Very Possible	+2	+3	+2	+3	+4	+2	+3	+7	+3	+35
Competent	Easy	Somewhat Possible	+1	+1	+1	+2	+2	+1	+1	+3	+2	+15
Novice	Average	Half and Half	0	0	0	0	0	0	0	0	0	0
	Hard	Somewhat Unlikely	-1	-1	-1	-2	-2	-1	-1	-3	-2	-15
Untrained	Very Hard	Very Unlikely	-2	-3	-2	-3	-4	-2	-3	-7	-3	-35
	Heroic	Totally Unlikely	-3	-4	-3	-5	-6	-3	-4	-10	-5	-50



"Both jaws, like enormous shears, bit the craft completely in twain."



The cowboy.

Types of Questions

Yes or No (Maybe)

Yes or No questions are the main core-questions of any game engine. These are questions that affect the details and action of the gamestory. Simple yes or no questions can be asked. Complex answer, with degrees of yes or no answers, may also be asked. For ability-type questions, your character's characteristics, attributes, or skills of the character may modify the outcome of the question. *See the chapter on How to Use the Solo Game Engine for further details.*

Charts: A, B, C, D, E, F

Simple quick questions, use A. For a level of gray answers, use B (Simple with gray middle), C (simple with more), or D (simple with both gray middle and more). For complex questions, use D or E.

#

This column may be used either to find the *number count* or *order* of something. This gives you a number from 1 up to 8. This interprets the number as a countable quantity. Why would you use these instead of just rolling an X-sided die? These perform mainly as a conversion system for the different game primary die or dice. So if you are playing with just a d20 or whatever, you can roll these under 10 quantity results without changing dice. Since the chart is already being used, it can be used for those results as well. You pick the out-of-# which is the *maximum count amount* possible by selecting one of the charts. If you don't know that number, you may get a ballpark amount by rolling a countable noun word to describe the countable amount, then decide what that word means depending on the circumstance.

Number Count

The number can be used whenever you want to find how many out of a possible number of *X* exist. *How many?*
How many enemies are attacking?

Order

This interprets the number as a cardinal number: first, second, third, etc. This can also be used for ordered lists.
Which step or specific detail are we experiencing in the game?

1 = first, 2 = second, 3 = third, 4 = fourth, 5 = fifth, 6 = sixth, 7 = seventh, 8 = eighth.

Charts: A, B, C, D, E, F

Options A, B, etc.

Options may be used whenever there are several alternative choices. This gives you a letter which can be used to pick unordered lists. Unordered lists are options listed in no particular order. You just write down a few alternatives. An *Option* is the power of choosing; the right of choice or election; an alternative. *See the # question paragraph above explanation for why you might use these results rather than dice and how to pick the maximum # of options.*

Charts: A, B, C, D, E, F

Direction & Movement

These tell you which way something is located or is moving—the direction. *Where is the item?* Roll. *Right.*

✧ Forward & Backward, Chart A.

✧ North, South, East, West or Forward, Backward, Left, or Right, Chart C.

✧ Eight Compass Directions, Chart F.

Charts: A, C, F

Truth

The truth is whether or not something is true or false. A *partly true* answer means that the character believes that not all of the answer is true although some of the answer may be true. Just true or false, Chart A. For times when partial answers are helpful, chart B adds partial truths.

Charts: A, B

Responding to Change

This is how someone or something responds to a changing event or situation. Do they continue, change, or oppose by reversing or trying to stop change.

Chart: B

Gestalt

Gestalt principles explain how people can perceive multiple sensory information by using the sense of sight, however even sound and scent based on patterns may be organized similarly to the laws of Gestalt.

Touch and taste sense can be also perceived to add greater depth.

Chart: C

Parts > Whole

Law of Similarity—The law of similarity states that elements within a mixture of objects are perceptually classified together if they are similar to each other.

Law of Closure—The law of closure states that individuals see objects as being whole when they are not complete.

Law of Good Gestalt—The law of good gestalt says that elements of objects normally are mentally grouped together if they form a pattern that is regular, simple, and orderly.

Proximity > Relate

Law of Proximity—The law of proximity states that when an individual perceives a mixture of objects, they perceive objects that are near to each other as forming a group.

Symmetry > Balanced

Law of Symmetry—The law of symmetry states that the mind perceives objects as being symmetrical and forming around a center point. It is perceptually pleasing to divide objects into an even number of symmetrical parts.

Past > Continuity

Law of Common Fate—The law of common fate states that objects are perceived as lines that move along the smoothest path.

Law of Continuity—The law of continuity states that elements of objects tend to be grouped together, and therefore unified into perceptual wholes if they are aligned within an object.

Law of Past Experience—The law of past experience implies that under some conditions visual stimuli are classified according to prior experience.



Importance or Urgency

You may want to know if a detail is important or urgent randomly.

An **important** detail is interesting, significant, drives the story, and/or urgent.

An **urgent** detail is pressing, calling for immediate attention, and instantly important.

Chart: C

Planning Stages

Sometimes in the gamestory, you will want to know randomly what stage in a planning cycle something is at currently.

Goal, Objective, & Risk - First a goal or objective is set when the character is in an interesting risky situation.

Assess Options & Strategy - Alternatives, options, and potential strategies are weighed until one path is decided.

Action - The decision is made and the character acts. Perform the necessary tasks.

Result & Review - This action creates immediate and long-term results that can be both positive and negative. The characters may assess the actions and results as well during this stage.

Chart: D

Stages of Grief

You may encounter someone that is recovering from a traumatic experience or loss. This may tell you randomly which stage they are at in recovery.

- 1) **Deny** - To declare not to be true; to disclaim connection with, responsibility for, and the like; to refuse to acknowledge; to disown; to abjure; to disavow.
- 2) **Anger** - Touched with anger; under the emotion of anger; feeling resentment; enraged.
Synonyms: Passionate; resentful; irritated; irascible; indignant; provoked; enraged; incensed; exasperated; irate; hot; raging; furious; wrathful; wrath; choleric; inflamed; infuriated.
- 3) **Deal** - An agreement between parties creating an obligation by which one party binds himself to another.
Synonyms: agreement, bargain, negotiation, coming to terms.
- 4) **Give Up** - To abandon; to lose hope; to be depressed; to surrender.
- 5) **Accept** - To receive or admit and agree to; to assent to.

Chart: D

Problem Solving

What stage in problem-solving is someone at in the gamestory?

- 1) State the **Problem** - To receive or admit and agree to; to assent to. A question proposed for solution; a matter stated for examination or proof; hence, a matter difficult of solution or settlement; a doubtful case; a question involving doubt.
- 2) Determine the **Cause** - That which produces or effects a result; that from which anything proceeds, and without which it would not exist.
- 3) Develop **Alternatives** - A choice between more than two things; one of several things offered to choose among.
- 4) Select **Solution** - The act of solving, or the state of being solved; the disentanglement of any intricate problem or difficult question; explanation; clearing up.
- 5) **Implement** - To accomplish; to fulfill. That which fulfills or supplies a want or use.
- 6) **Evaluate** - To fix the value of; to rate; to appraise.

Chart: E

Scientific Method

In a methodical situation, what step is someone at in the gamestory for testing a hypothesis?

From observation ask a **Question** -

Research the topic -

Predict the outcome with a **Hypothesis** -

Develop a procedure and test with an **Experiment** -

Collect and **Analyze** test results -

Accept/Reject the hypothesis based on the test results

Chart: E

Non-Count Nouns

This gives you a random word to describe the quantity of a non-count noun word.

None - No one bit; not any; not anything

Any - One indifferently, out of an indefinite number; one indefinitely, whosoever or whatsoever it may be.

Little - Small in quantity or amount; not much.

Some - Consisting of a greater or less portion or sum; composed of a quantity or number which is not stated; — used to express an indefinite quantity or number

Half - Consisting of some indefinite portion resembling a half; approximately a half, whether more or less; partial; imperfect.

Much - A great quantity; a great deal; also, an indefinite quantity.

More - In a greater quantity; in or to a greater extent or degree.

Most - Consisting of the greatest number or quantity; greater in number or quantity than all the rest; nearly all.

Chart: F

Countable Nouns

This gives you a random word to describe the quantity a countable noun word.

One - A single person or thing; being a single unit, or entire being or thing, and no more; not multifold; single; individual.

Couple - Two of the same kind connected or considered together; a pair; a brace.

Few - Not many; small, limited, or confined in number; —indicating a small portion of units or individuals constituting a whole; often, by ellipsis of a noun, a few people.

Some - Consisting of a greater or less portion or sum; composed of a quantity or number which is not stated; -- used to express an indefinite quantity or number.

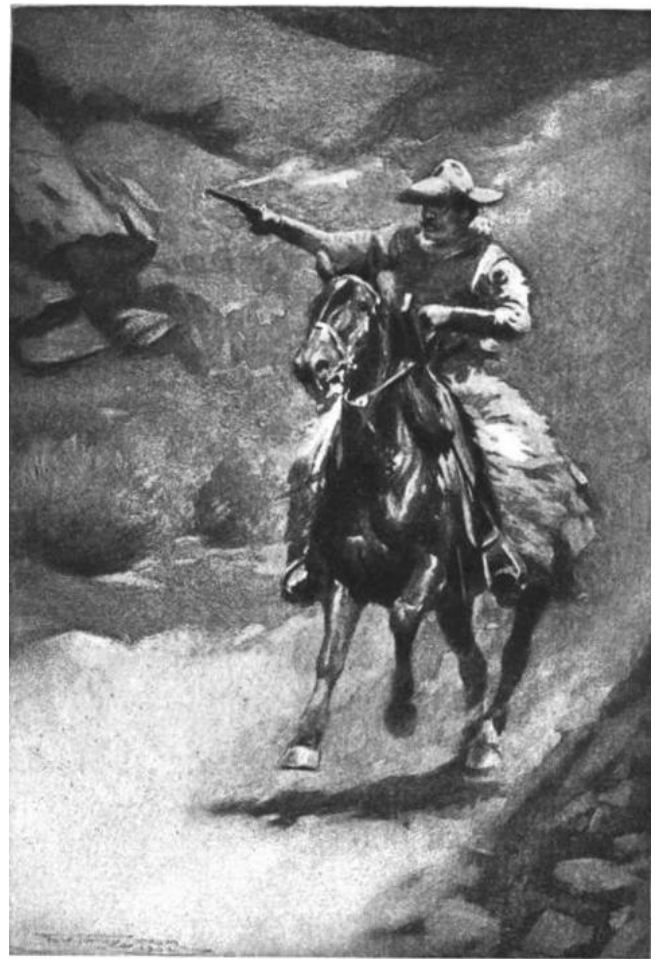
Several - Consisting of a number more than two, but not very many; divers; sundry

Many - A large or considerable number; numerous.

Most - Consisting of the greatest number or quantity; greater in number or quantity than all the rest; nearly all.

All - The whole quantity, extent, duration, amount, quality, or degree of; the whole; the whole number of; any whatever; every.

Chart: F



How to Use the Solo Game Engine

This is meant to help emulate a gamemaster—a person that helps facilitate a story game—when playing alone using the system. A question is asked about the scene, situation, or facts about the current game. It's as if asking the storyteller about what is happening. The appropriate die for the system is then rolled. The chart is consulted and then interpreted.

Ex. *Does the character see anything around?* Roll. *Yes, your character sees something.*

It may also be used to ask about the truth of a situation. *This is the place where it all happened.* Roll. *True.*

Purpose for Inclusion

Very early in developing *A Basic System 12 (ABS12)* I wanted to include a solo gaming engine. That way, the system could develop with such system already included. With the flexible version, it may now be used with any system.

Inspiration

My original version began with a version influenced by roryb bracebuckle's *epic d6* found at <http://noonetoplay.blogspot.co.uk/2013/11/epic-playtest-bird-of-wisdom-part-2.html>. I also considered differing from Zach Best's *CRGE* by focusing on the *kinds of decisions* a player makes rather than the results of situations that have 'unexpectedly' results.

Intention

I wanted to try adding another layer of action into the engine. One particular area that I thought of is making the middle area more influential. And to somehow adding a *Maybe*-type section. One possibility is making the 'Yes, but' and 'No, but' into two distinct types of 'buts'. One that is branching out - creating new options, and one that depends upon a condition.

Conditionals are like a gamemaster saying, *maybe yes, if and only if this other thing is done, occurs, or is satisfied*. Or its like saying, *no, unless you happen to be able to do this thing*.

For **branching** it's like saying, *yes you perform the task well, in addition, you notice this other situation that may not be good*. Or *no, you failed, however, you notice this other situation that may be good*.

If trying to answer a description question, these answers might hinge on other possible descriptions.

Description examples.

Q. *"Is that blue?"* A. *"Maybe it's blue if you're seeing it correctly. The light might be throwing off the color a bit. Try looking at it from another angle."*

Q. *"Is she my mother."* A. *"She might be but you're not quite sure. She doesn't talk about your early childhood. You'll have to ask her further about your childhood."*

Branching - Splitting, New Factors

The *however* would indicate the presence of a **new concerning factor** that may present **further opportunities**. What you do with those presented factors, is entirely up to you. It can be a new fact, something noticed, or just 'something isn't right'. The *however* may not necessarily cause another action check - they create additional descriptions and facts that could be considered either neutral or slightly opposite in polarity. They can create **branches** - additional options. The character can continue to go the way, see, or realize something they intended, or they can consider this newly discovered factor. They can represent forks in a road. It is presenting facts for at least two or more options.

Conditional

The *if and only if* and *'unless'* are meant to differ in that they are **conditional elements**. The answer is directly tied to some sort of **conditional action or requirement**. Some other issue must be satisfied. These are meant to cause another

test or roll. These are sharp turns in a road. These are made to prolong the tension and result of the prior roll. It's basically a roll again, which must be explained in the story just why another roll must be made.

One good way to find a testable statement is to use "Perhaps..." and then fill in a statement or situation action.

"Perhaps your not seeing things correctly." And then test it.

"Perhaps you need to check to see if you somersault wisely to avoid that rolling boulder." And then roll.

"Perhaps your a little distracted to fight properly." And roll a focus roll.

It works similar to "Unless... ."

"Unless you're seeing things correctly." And then test it.

"Unless you somersault wisely to avoid that rolling boulder." And then test it.

"Unless you're focused to fight properly." And then test it.

Additional

The and statements mean that the answer is doubled, either double good with an additional good result - a bonus. Or it's double negative. *Not only 'no', but it's also more negative because...*



“Nobody can pursue you, for the horse goes as fast as the wind.”

ABS12 Game Engine System Synonyms

Yes & No

maybe - perhaps, possibly, conceivably, it could be (that), it may be, it is possible (that), perchance, for all one knows, mayhap, there's a chance

if and only if - on (the) condition that, provided (that), presuming (that), supposing (that), assuming (that), expecting (that), as long as, given that, in the event that, believing (that), judging (that), speculating (that), thinking (that), surmising (that), guessing (that), imagining (that)

unless - except if, save, except on the condition that, except under the circumstance that

however - but, still, yet, though, although, even so, anyway, anyhow, nevertheless, nonetheless, despite that, that said, just the same, all the same, for all that, be that as it may, all the same, having said that, notwithstanding, still and all, regardless, in any case, at any rate, anyhow

also - and, together with, along with, with, as well as, in addition to, besides, furthermore, plus, too, additionally, further, moreover, on top (of that), over and above that, what's more, to boot, equally, and all, likewise, by the same token

yes - surely, certainly, absolutely, indeed, okay, Ok, of course, naturally, affirmative, unquestionably, assuredly, definitely, obviously, beyond/without question, by all means, without doubt, indubitably, undeniably, irrefutably, indisputably, undeniably, evidently, plainly, clearly, unmistakably, for sure, positively, unequivocally, really do

no - absolutely not, (most) certainly not, of course not, under no circumstance, by no means, not at all, negative, never, not really, nope, uh-uh, nah, not on your life, no chance in hell, no way, no way Jose, nay, not for the moment, on no account, nevermore, not in a million years, when pigs fly, when hell freezes over, on the contrary, denied

Truth

true -

- 1) Conformable to fact; in accordance with the actual state of things; correct; not false, erroneous, inaccurate, or the like; as, a true relation or narration; a true history; a declaration is true when it states the facts.
- 2) Right to precision; conformable to a rule or pattern; exact; accurate; as, a true copy; a true likeness of the original.
- 3) Actual; not counterfeit, adulterated, or pretended; genuine; pure; real.

false -

- 1) Uttering falsehood; untruthful; given to deceit; dishonest.
- 2) Not according to truth or reality; not true; fitted or likely to deceive or disappoint; as, a false statement.
- 3) Not genuine or real; assumed or designed to deceive; counterfeit; hypocritical.
- 4) Not well founded; not firm or trustworthy; erroneous.

partly true - A half-truth; something partly true is a misleading idea that includes some element of truth. The idea might be partly true, the statement may be totally true but only part of the whole truth or it may use some deceptive element, especially if the intent is to deceive, evade, blame or misrepresent the truth.

Direction

Forward - Toward a part or place before or in front; onward; in advance; progressively; to the front.

Backward - Toward a part or place to the back or rear; rearward; to the back.

Sideways - Toward the side; sidewise.

ABS12 FLEXIBLE SOLO GAME ENGINE

This is a flexible solo game engine that is meant to take the place of a Gamemaster (GM) for answering questions or finding the results of modified rolls. A chart with results for 1D6, 1d8, Fate, Fudge, 1D10, 1D12, 2D6, 3D6, 1D20, 4D6 JAGS, and 1D100 systems is included. It makes it a versatile game engine.

The type of question that you ask will determine which table and column you consult.

Yes or No - Simple yes or no questions can be asked. Complex answer, with degrees of yes or no answers, may also be asked.

Number count - This gives you a number from 1 up to 8. This interprets the number as a countable quantity.

Order - This interprets the number as a cardinal number: first, second, third, etc. This can also be used for ordered lists.

Option - This gives you a letter which can be used to pick unordered lists. Unordered lists are options listed in no particular order. You just write down a few alternatives.

Direction or Movement - These tell you which way something is located or is moving.

Truth - The truth is whether or not something is true or false. A *partly true* answer means that the character believes that not all of the answer is true although some portion of the answer may be true.

Responding to Change - This is how someone or something responds to a changing event or situation.

Gestalt - Gestalt principles explain how people can perceive multiple sensory information primarily from sight, sound and scent based on patterns and dimensions. Touch and taste sense can be also perceived to add greater depth.

Importance or Urgency - You may want to know if a detail is important or urgent randomly.

Planning Stages - Sometimes in the gamestory, you will want to know randomly what stage in a planning cycle something is at currently.

Stages of Grief - You may encounter someone that is recovering from a traumatic experience or loss. This may tell you randomly which stage they are at in recovery.

Problem Solving - What stage in problem-solving is someone at in the gamestory?

Scientific Method - In a methodical situation, what step is someone at in the gamestory for testing a hypothesis?

Non-Count Nouns - This gives you a random word to describe the quantity of a non-count noun word.

Countable Nouns - This gives you a random word to describe the quantity a countable noun word.

All of the answers are interpreted depending on the context of the gamestory.