# A Solo Grail version 0.4

This is a simple solo story-telling game in which characters are represented by miniatures. The game is played on an initially empty Map (a large sheet of paper) organized as a 3x2 (or 2x3) grid. During play, Locations will be sketched in some of the 6 Areas. Characters can only enter an Area if it contains a Location.

# Set Up

Choose 3 Elements that define your setting. These should be powers that can drive or influence human action (e.g. love, gold, technology, magic, war, politics...).

Choose 3 miniatures that will represent the Main Characters: one will be the Protagonist, another the Beloved, the third the Antagonist. The Beloved is someone the Protagonist cares about. The Antagonist and the Protagonist have some kind of conflict, maybe involving the Beloved. Give names to the 3 characters and briefly describe the relationships between them. Write two conflicting goals for the Protagonist and the Antagonist.

Sketch 2 Locations (e.g. a palace and a graveyard) in any two Areas of the Map and name them. Place the Main Characters in the Locations.

# Playing the Game

The Game is played in Rounds. Each Round is made of 3 Turns, during which one of the Main Characters will be the Active Character. The Protagonist and the Antagonist will take actions aimed at reaching their goals.

During each Turn, you can do one or more of the following actions in this order:

- Draw a Norwegian Style Fate Card and interpret it on the basis of one of the Elements. Use the Card to define what happens to the Active Character during this Turn (you should use one or two Cards per session).
- Add a new Location in an empty Area (sketch and name the Location).
- Add a new Secondary Character in any Location (name her and maybe define her connection with one of the Elements).
- Move a group of characters from a Location to an adjacent Location (no diagonal movements).
- If the Active Character is not alone in his/her Location, you can play a scene. If the outcome of the scene is uncertain, use a Norwegian Style Resolution Card to answer the question: "Does the Active Character succeed?" (detail the question as appropriate).

Keep a count of the positive and negative outcomes of scenes involving the Protagonist.

## Ending the Game

When you have played two conflict scenes involving the Protagonist, you are ready to play the final Round. If the Protagonist won both previous conflicts, he has an advantage. If he lost both previous conflicts, the Antagonist has an an advantage. In the final conflict scene, the Protagonist will directly face the Antagonist (this might have happened before in the game). If one of the two sides has an advantage, draw two Resolution Cards and use the one most favorable to that side. The outcome of this final conflict defines which of the Protagonist or Antagonist reaches his goal; the other character fails and is defeated.

## Campaign Game

The following are ideas that can be used to play multiple linked games in a Campaign:
- You can use the same three Elements that broadly define your setting. In addition, you can add more Elements as you discover more aspects of the setting.
- One of the Main Characters can be one of the Main Characters from a previous game. For instance, you can have a series of games in which the Protagonist is always the same.
- A second Main Character can be a Secondary Character from a previous game.
- The third Main Character should always be newly created.
- You can connect the map to the map from a previous game, for instance by sketching in one of the corners a Location that appeared in a different corner in a previous game.

## Credits and References

This game is derived from *Archipelago III* by Matthijs Holter, *A Grail Epoch* by Rafael Chandler and *Storyleaves* by Jamie Fristrom. *Bivius* by Riccardo Fregi aka Pango Lino has also been an inspiration. The freely available *Archipelago III* pdf contains the "Norwegian Style" Resolution and Fate Cards.