



Solo Roleplaying!

RPG Solo assists you, the by-yourself-person, in solo roleplaying (also known as Solitaire RPG) by being your Virtual Game Master. With this tool one or more people can play any genre of roleplaying game without a GM, DM, or anyone being left out of the fun. If you are looking for a single player RPG tool then you have come to the right place. If you're ready to dive in then just click Play! Otherwise, read on.

<https://www.rpgsolo.com/index.php>

Guide created by: GaryR65

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Introduction

This document

This PDF was created by GaryR65 to provide a more easily accessible version of the RPGSolo.com documentation.

It was produced by copying text from the forum and adding some screenshots and text of my own. Note that when the text says 'I' then it is a direct quote from the forum and not from me.

RPGSolo.com is a great resource and I hope this makes it easier and more fun to use.

Best Wishes,

Gary (March 2017)

Note that the official documentation is on the forum here: [Documentation](#)

This is version 1.0 of this document.

How do I role-play solo?

There are two ways to start your solitaire RPG: 1. you already have your genre, theme, setting, and goal in mind or 2. you want these things provided for you.

If you already have these things then you are ready to play by asking questions and clicking the buttons in the "Get Answer" section.

If you want these things provided for you then there are two groups of buttons you can use to help generate your world and your goal. One button set is based on the "Instant Game" system and the other on the "Mythic" system. You can use one or both systems to help prompt your imagination to create a unique and exciting experience.

Once you have your world and purpose, whether you made them up yourself or had them generated, you will mostly do three things: ask a question, determine the odds, and then click the appropriate button.

There are two types of questions you can ask the RPG Solo Engine, simple yes/no questions or complex questions.

When asking your yes or no question you will get one of six possible answers as follows:

Yes, and...	The "and" indicates some kind of bonus.
Yes.	The answer is just yes.
Yes, but...	The "but" indicates some kind of penalty.
No, but...	The "but" indicates that it's not a total loss.
No.	The answer is just no.
No, and...	The "and" indicates it is even worse.

Based on FU: the Free, Universal Roleplaying Game

Here is an example:

I listen at the door. Do I hear anything? (I determine the odds are 50/50 so I click the "50/50" button in the Get Answer section and I get back the following.)

Yes, and...

(Now it's up to me to determine what that means. Since it says "and" that means I got some kind of bonus. So I am going to interpret that to mean that from the sounds I am hearing I have received some extra information. So I type or say to myself),

I hear one person in the room. (Now I ask my next question.) Is the door locked?

No, but...

(The answer is no but it's not a total loss. I interpret what that means then type the following),

The door seems weak enough that I can probably kick it open.

So that is the general idea on how to play. I will be adding some more examples.

Just a quick note on the interface. There are three sections. The large section on top is the log window. It is where you will see your answers and your story unfold. The section below that is your textbox where you can type your story and questions if you want. What you type will be added to the log whenever you click a button. And the bottom section contains all your buttons for getting your virtual game master to tell you stuff.

This site is still being updated and I will be adding more information later. However, at this point you can begin your solo role-playing game adventure.

How do I solo role-play?

In traditional role-playing there are the players and the person guiding the play. The person guiding the play is called either a Game Master (GM) or Dungeon Master (DM).

The GM would tell the players what they see, answer their questions, and tell them the results of their actions.

At RPGSolo.com the "RPG Solo Game Engine" becomes your "Virtual Game Master". It can tell you what you see, answer your questions, and tell you the results of your actions.

The difference is that while the human game master may use his imagination to describe something in detail to you, the virtual GM expects you to use *your* imagination to interpret what he tells you.

Interpreting an answer requires both logic and creativity -- it's an art.

While a human GM may have his own agenda which may cause you to feel that the game is too hard, too frustrating, or moving too slowly, the virtual GM allows you to make the game as difficult as you want, move as quickly or slowly as you want, and even go in the direction you want.

In a way, you are not only the player, but co-GM with the virtual GM.

For example, if you are playing and ask the virtual GM, "Does the elf seem happy to see me?" and it replies, "No, but..." now you have to use your logic and imagination to determine what that means. So you interpret this to mean,

"Although the elf is not happy to see me, he is not hostile. I think he is just wary of me. I tell him that I wish to join him. Does he react positively?"

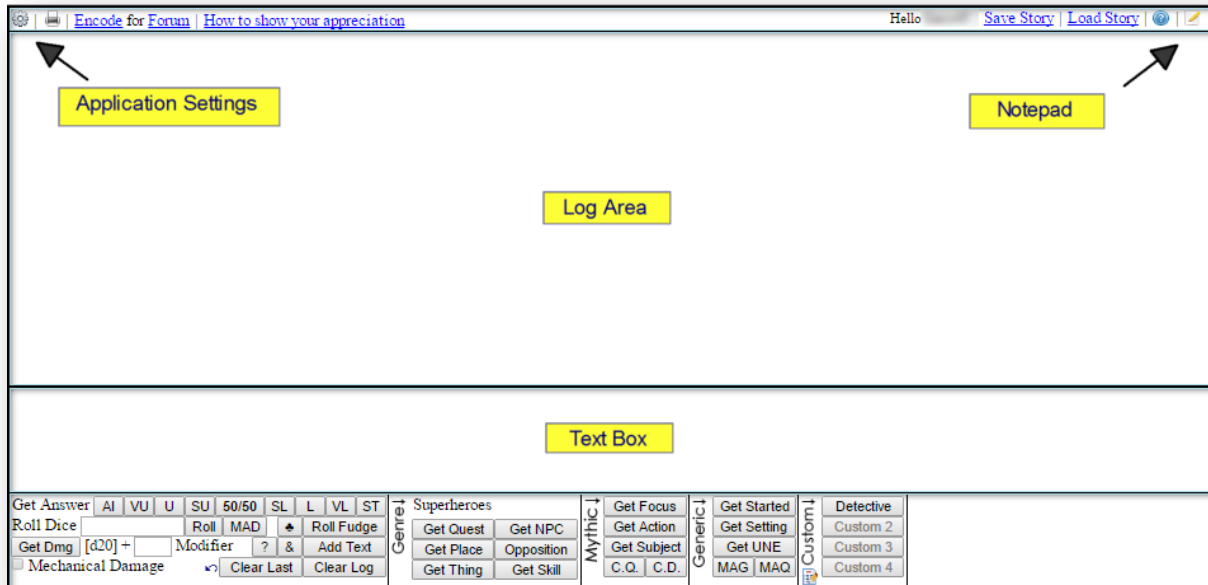
Then you let the virtual GM provide you with another answer. Now you are solo-role playing.

This is really all you need in order to play but there are more advance things you can do. If you wish to learn more check out the other posts in the documentation section of this forum.

I hope you have a fun time!

Overview of the interface

The interface can seem somewhat overwhelming and confusing at first, but you only really need to use a portion of the buttons to have fun -- even just using one button can provide limitless entertainment.



Log Area

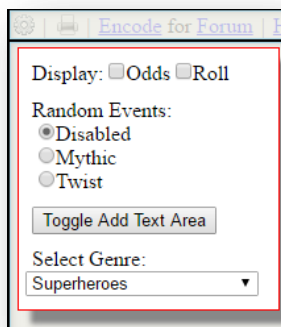
The big area at the top, taking up most of the screen, is the log area. That is where the virtual game master will tell you things and also you can see a history of the things you type.

Text Box

Just below the big area is your text box where you can type. Typing is optional; you can keep your side of the conversation in your head. However, it's more fun when you type out your story and questions and share it others.

If you cannot see your text box then:

In the upper left corner is a gear. Click that then click, "Toggle Add Text Area".



Buttons

At the bottom are the buttons that provide your answers. All you really need to use at first are the Get Answer buttons that answer your yes and no questions. There is a section later in this document that shows their use.



So, for example, in your text area you type:

"Can I see anyone?"

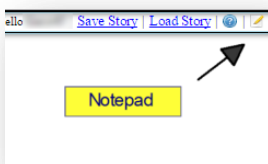
Then, for example, you click the "**50/50**" button.

After you click the button both your text and your answer will appear in the log area.



It's that simple.

Notepad



There is a notepad that is available by clicking the button in the top-right. You can expand and retract the notepad as required.

This gives you a place to put notes about your current story.

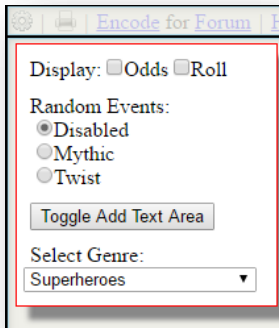
The notepad saves with the story so you store characters, story reminders etc.

There is no specific 'Clear' button. To clear the notepad put the cursor in there, do Ctrl+A, then hit the delete key.

Note that the contents of the notepad can be read by the site owner. If that is an issue then store your notes locally on your device.

Application settings

In the upper left hand corner of the Play screen is an icon that looks like a gear. This allows you to set some settings for the application.



Display odds and roll

The Display odds and roll check-boxes affect the output when you click the "Get Answer" buttons. When they are unchecked you simple get your yes/no answers.

If you check the "odds" check-box then it will prefix your answer with the button you pressed. For example

(50/50) No, but...

(Very Likely) Yes, and...

(Unlikely) No.

The "roll" button prefixes your answer with the outcome of the dice roll. For example:

(2_[d10]) No.

(9_[d10]) Yes.

(1_[d10]) No, and...

And, optionally, you can have them both enabled:

(50/50 | 5_[d10]) No, but...

(Very Likely | 7_[d10]) Yes.

(Unlikely | 6_[d10]) Yes, but...

Random Events

The Random Events setting allows one of three options: Disabled, Mythic, and Twist.

Selecting Mythic or Twist enables the chance of something random happening whenever you ask a yes/no question. The two options provide different types of events. Try them and see which one you like better.

Different ways to start and adventure

Here are some ideas for how to get started:

Use your imagination.

Just make the starting scene up in your head. Whatever you can think of -- any place, any time, any circumstance. Here are four different examples:

-- *"My ship is low on energy and both lasers are busted. I use the radio and to call for help. Does anyone hear me?"*

-- *"I've been crouched down behind this trash bin for hours hiding and waiting -- waiting for a chance to make a run to the shelter. But I know they're still out there -- looking for me. I don't know if it is safe yet but at least it's getting dark. I poke my head around the side of the trash bin. Do I see anything?"*

-- *"I yell into the cave as I check the rounds in my revolver. 'Black Bart, I know your hiding in there. I'd really like to get home for some dinner and I'm about ready to just throw this stick of dynamite in there and call it a day.' Does Black Bart reply?"*

-- *"I put my hand on my sword and tell the hobbit to return my silver. Does he admit to stealing it from me?"*

The possibilities are limitless.

Use the "Get Started" button.

The "Get Started" button provides you several things to put your character in a place with a goal. However, you don't need to take the generated words literally if you don't want to. Use the words symbolically or metaphorically. If one part makes no sense to you in the beginning then ignore it. It might make more sense later as your world and your character grow.

Use the "Get Place" button.

-- *"I wake up and look around. Where am I?" (...click "Get Place")*

-- *"I step through the portal and look around. Where am I?"*

-- *"I crawl out of the wreckage. Where am I?"*

Use the "Get NPC" button.

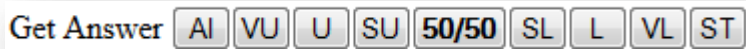
-- *"They told me to wait here for further instructions; that someone would contact me. Finally, someone sits down at my table. Who is it?" (...click "Get NPC")*

-- *"Who could be knocking at this time of night? I rub my eyes to try and force them to focus while pulling on my robe. I look through the peephole. Who do I see?"*

Use Mark's Adventure Questions.

Using the Get Answer buttons

The "Get Answer" buttons are the heart of solo role-playing.



See below for what the acronyms stand for. If you forget what an acronym stands for just hover your mouse over the button for a second.

AI	Almost Impossible
VU	Very Unlikely
U	Unlikely
SU	Somewhat Unlikely
50/50	50/50
SL	Somewhat Likely
L	Likely
VL	Very Likely
ST	Sure Thing

Using the buttons consist of three steps:

- 1) Ask your yes/no question (either writing it in the text box or just in your head.)
- 2) Come up with the likelihood of the results.
- 3) Click the appropriate button.

Most of the time you will probably be using the "50/50" button. However, if you think the odds of the event being "yes" are slightly better than 50/50, then click the "SL" (Somewhat Likely) button.

Even if you think an event is a sure thing there is always the chance, however small, that something crazy will happen and there will be failure. For example:

-- *"I ask my wife if she knows who I am."* (click the "Get Answer" button "ST" for sure thing. The results return...)

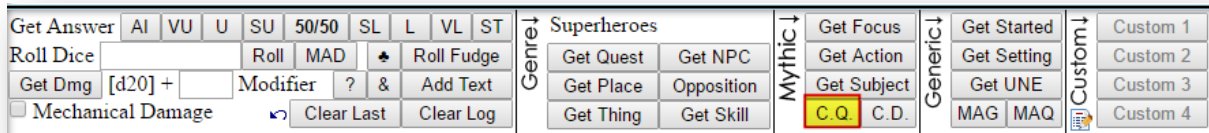
No, and...

-- *"She replies, 'I'm sorry, I've never seen you before in my life.' I realize that the strange thing that just happened might have been a stroke."*

How to ask complex questions

Throughout most of the game you will ask yes/no question. In fact you could go a whole game with asking nothing more than yes/no questions. However, there are times when you would like something more; some further information. Here is where the Mythic system's complex question button comes into play.

In the interface the button is in the Mythic section and is named "C.Q." for Complex Question. To the right of that is "C.D" for Complex Description.



I recommend reading Mythic's great ebook [Variations](#) to better understand asking and using complex questions. But here are some examples they give:

Sample complex questions:

"The figure, looming out of the mist, what does it look like?"

EVENT MEANING RESULTS: "Waste of home."

INTERPRETATION: "Lumbering from the mists is the emaciated form of a man, a peasant from the look of him. However, his flesh and limbs are completely wasted, his eyes white, vacant and undead."

"I pick a random book off the wizard's shelf. What is it about?"

EVENT MEANING RESULTS: "Return of travel."

INTERPRETATION: "It seems to be nothing more than a travel guide to getting around various parts of the kingdom."

"We step through the portal and into another world. What does it look like?"

EVENT MEANING RESULTS: "Judge of leadership."

INTERPRETATION: "You seem to be standing in the street of a great city, the tall spires of buildings as far as you can see. It all seems very orderly and uniform."

"I take the mysterious envelope lying on the table and open it. What is inside?"

EVENT MEANING RESULTS: "Refuse death."

INTERPRETATION: "It's a letter from Baron Zemeko. You know, that supervillain you thought you had killed last month."

Here is one of my own:

"I threaten the prisoner and command him to tell me the location of the rebel base."

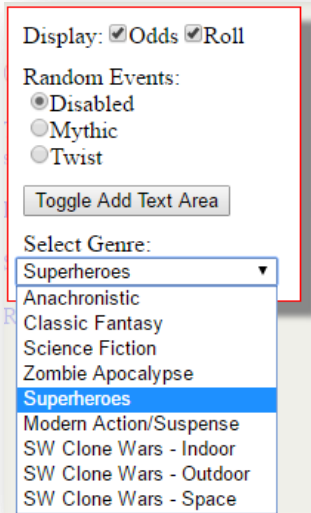
EVENT MEANING RESULTS: "Trick Opulance"

INTERPRETATION: "That fancy restaurant downtown was just a front. The rebels have been using it to launch their operations."

Genres

You must have a forum account and be logged in to use the genre feature.

A genre may be selected by clicking the gear icon in the upper left hand corner. There you will see "Select Genre".



The selection in the "Select Genre" drop-down box affects the kinds of words displayed when clicking the buttons in the "Genre" section located at the bottom of the Play screen.

This allows you to focus on a certain genre without the possibility of anachronistic words displaying. For example, if your setting is Medieval Fantasy and you select NPC, you won't get an astronaut. The "Anachronistic" option will pull from random genres and therefore displays anachronistic results.

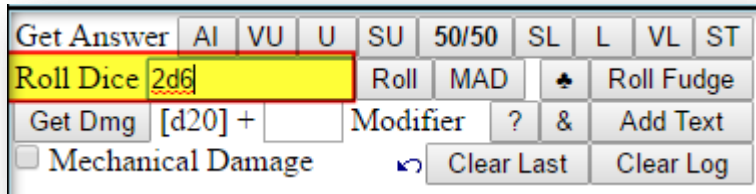
Classic Fantasy is for a medieval, Tolkien and D&D style of play.

SW Clone Wars is android focused science fiction.

Using the Roll Dice button

Sometimes you need a number. The "Roll Dice" button can roll virtually any combination and number of dice that you need.

The way it works is by typing in the number of dice, the letter d, the number of sides on the dice, and then any modifiers.



For example, if you want to roll two, six sided dice then you would type:

2d6

Then you can hit the enter key or click the "Roll" button.

Let's say, for example, that you get a +3 bonus to your roll due to a skill or the circumstance. Modifiers (both positive and negative) are simply added to the end of your text. For example:

2d6+3

That will add 3 to your results.

You can even add another dice roll as a modifier. Here we are going to subtract another dice roll of one, eight-sided dice:

2d6+3-1d8

What are some uses for dice rolls? Here are some examples:

-- *"After I slay the orc I search his body. How much gold does he have?"*

-- *"I ask the man how much it will cost to take me and my companions to Alderaan. How much does he say it will cost?"*

-- *"Even though I don't know how many zombies are in the room, I chamber a round in my shotgun and kick the door open. How many do I see?"*

Use whatever amount and combinations seem logical for the situation. If, in the above zombie example, you are entering a small room, maybe 1d4+2 would be appropriate. This would result in a minimum of 3 zombies with a maximum of 6.

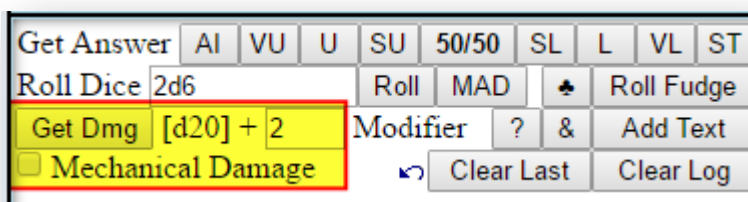
If you were busting into a football stadium then maybe 1d50+25 would be more appropriate. But that wouldn't make sense if you were busting into a bedroom.

Using the Get Damage button

The "Get Damage" button indicates the severity of the damage done. To determine *if* damage is done you must first find out some other way. This can be done either with the "Get Answer" buttons or by whatever system you are using.

By default the button will let you know the injury level for a living creature. However, just below the "Get Damage" button is a check box named "Mechanical Damage" that, when selected, will tell you the severity done to an object.

To the right of the "Get Damage" button is a text box where you can enter a modifier to the results. So if you are an elven archer and you feel that you should get a bonus for your skill level, you can put a number there that gets added to the results. So you might put a 1 or a 2.



However, if you are a space engineer who has never fired a weapon and you must shoot the laser rifle, you might put a -3.

The results are determined with a roll of [1d20]. Injury levels are as follows:

- 6 or less = Negligible injury or damage.
- 7-11 = Minor injury or damage.
- 12-15 = Moderate injury or damage.
- 16-18 = Severe injury or damage.
- 19-20 = Critical injury or damage.
- 21 or greater = Killed or destroyed.

Note: The only way to possibly get a result of killed or destroyed is by adding a modifier of 1 or greater.

You determine what these results mean in your game. For example:

"I make it up to the roof with my sniper rifle and see the spy's car down the street. I shoot at the engine to try and disable the vehicle. Do I damage their car?"

I would normally put +3 for my sniper skills, but the vehicle is farther away than I am used to so I only give myself a +1 in the modifier field.

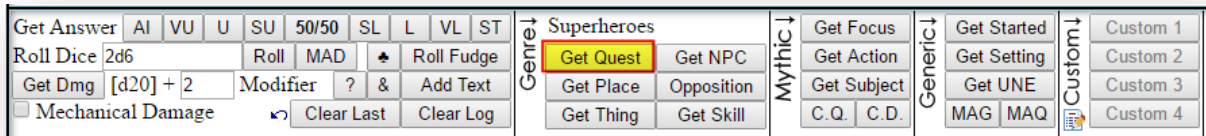
I select the Mechanical Damage check box and then click Get Damage. I get the results of, "Severe Damage"! I then interpret the results using logic and my imagination:

"Steam is now pouring out from around the hood. If they do try to dive away they won't get far. I turn to get off the roof and chase after them."

You can make up your own rules as to what equates to death. Perhaps a roll of a 20 with modifiers. Or two rolls of 18 or greater. Whatever works best for your system.

Using the Get Quest button

In the great computer-based role-playing game Skyrim, you could go to an inn-keeper and get random quests so you would never run out of things to do. RPG Solo provides this too with the Get Quest button.



For example:

"I walk up to the inn-keeper and discretely slide a silver coin towards him and ask if he has heard of anything that might be of interest to an adventurer such as myself. The inn-keeper replies..."

"Duel the miniature castle."

Using my logic and imagination I interpret the results and write...

"I saw the small castle about a day's journey west of here but paid it no attention. The inn-keeper tells me that his daughter is constantly being harassed by the man who lives there. I am asked to make that man stop -- anyway I see fit."

Here is another example:

"I am at the mercy of the alien tribe leader. His planet is unfamiliar to me and I need some help to roll my ship back upright. I ask him what I can do for him in exchange for some help. The alien tribe leader replies..."

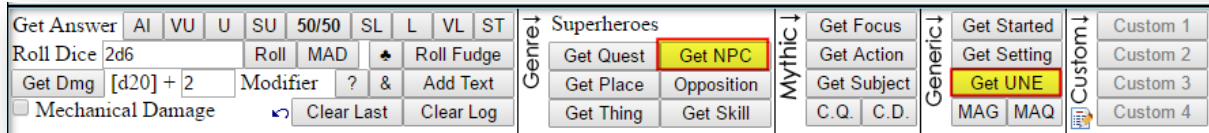
"Negotiate the deadly vehicle."

"A rival tribe has a flying machine that has shifted the power between the two tribes. I am asked to either destroy or capture the vehicle."

About NPCs and Opposition

An NPC is a Non-Player Character; a person in the story who is not you.

You can either make up NPCs yourself or ask the Virtual Game Master to provide one. There are two ways to get an NPC from the VGM: the "Get NPC" button, or the "Get UNE" button.



Get NPC

The "Get NPC" button will provide a short description of the NPC. The format is an adjective, the race, and the class or job of the NPC.

Example:

Impatient aristocrat

Vulgar Halfling trickster

Sadistic military leader

Get Une

While the "Get NPC" button is my own system, the "Get UNE" button is based on the "Universal NPC Emulator" system and will provide a longer description including the NPC's strength relative to yours, his motivation, demeanor, bearing, and focus.

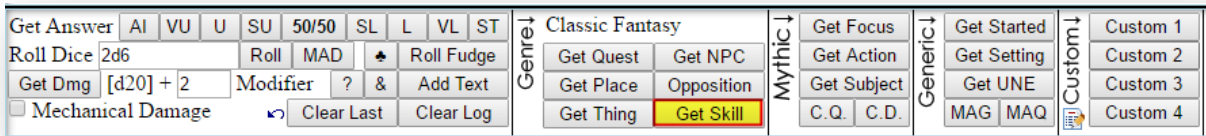
Example:

Hopeless fortune-hunter who is slightly stronger than you and whose motivation is to construct criminals, proclaim atrocities, and convey friends; who speaks of inquisitive capture and is focused on your relics.

Uncouth rogue who is as strong as you and whose motivation is to seek the government, aid force, and discover lust; who speaks of inquisitive discriminations and is focused on your power.

Get Skill

A supplement to the NPC buttons is the "Get Skill" button that can provide you with something the NPC is good at. This can produce an even more rounded out character.



Example:

Etiquette

Hunting

Get Opposition

The "Opposition" button generates a different kind of entity that may not necessarily be a person, human, or being. The opposition is something that is making it difficult for you to reach your goal.



While and NPC is someone you can meet, like an angry British lawyer, an opposition could be person but also an organization or an object.

Use the "Opposition" button when you ask a question like, "what is trying to stop me?"

Example:

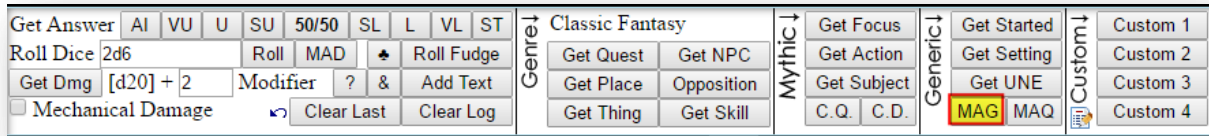
Blood thorn

Centaur

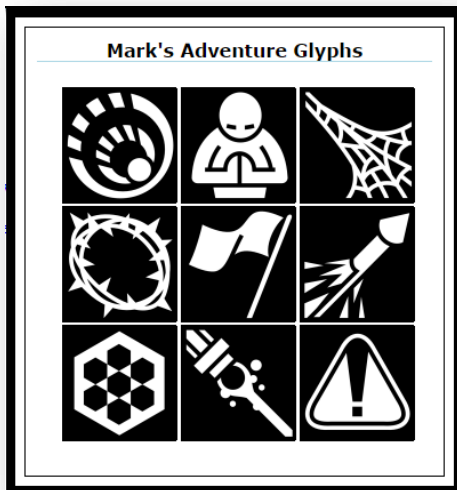
Cyclops

Mark's Adventure Glyphs

Mark's Adventure Glyphs is a tool to help you spawn adventure ideas. It is launched by clicking the "MAG" button.



When launched what you will see are a series of nine images. These images can be dragged around into any order you want.



You decide what the images mean, represent, or stand for. For example a broken sword could mean the end of a large war, the loss of a small battle, or the death of a great warrior. A scorpion's tail could represent the Scorpion gang, some small but dangerous threat, or a mutant, radioactive, and recently escaped laboratory experiment.

There is no right answer, and if you don't want to use one of the images just move it to the end of the series. If you just don't like any of them, hit the refresh button for a new set.

When you click the "MAG" button a second time, the glyph window will hide but when you open it again it will remember your series. However, if you close or refresh your browser then your series will be lost. But feel free to open and close it as many times as you want as you go through your adventure. In fact, you can even type and use other buttons with MAG screen open. If you really want to save your glyph series then you can always take a screenshot to refer to later.

So they're like Rory's Story Cubes

(Reply to question from the forum)

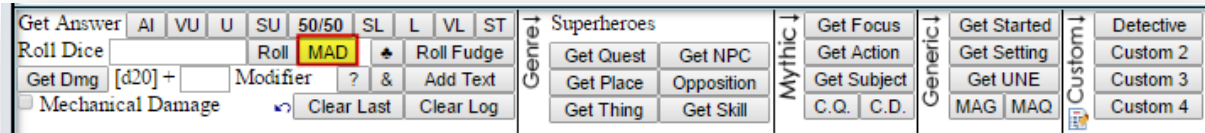
Kind of. Here are the differences:

- Rory's Story Cubes only provide a measly 10 million possible combinations.
- Mark's Adventure Glyphs currently provide ~~1,837,992,529,106,133,991,360~~ 2,276,499,710,888,011,759,150 combinations (calculated using the Combinations and Permutations formula for non-repeating entities.) And more are coming.
- Whenever one of the Rory's Story Cubes displays an image then the remaining 5 images on that cube are blocked.
- Mark's Adventure Glyphs provides access to all glyphs, all the time.
- Rory's Story Cubes require space, get lost, require you to have to get out of your chair and get them, and they make a lot of noise on the table at night when your kids and\or spouse are sleeping.
- Mark's Adventure Glyphs have none of those problems.
- Rory's Story Cubes cost money.
- Mark's Adventure Glyphs are free.
- And unless you fork out more money for all their expansion packs you are stuck with basic children images like a sheep, a bumble bee, a house, a flower, etc.
- Out of the box Mark's Adventure Glyphs are geared towards adults who are serious about their adventures.

But other than that, yes, they're kind of like Rory's Story Cubes.

Mark's Adventure Dice

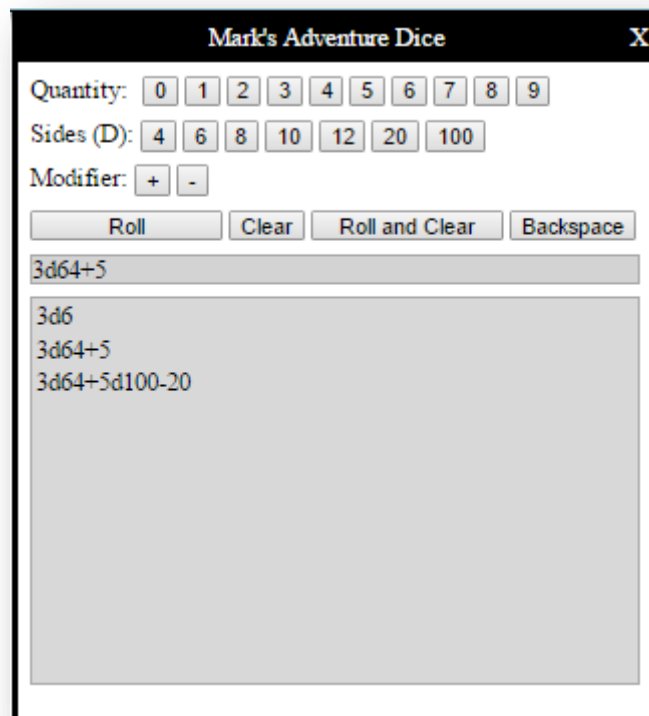
The button is named MAD (it's on the left by the dice stuff) for Mark's Adventure Dice. It makes dice rolling easier.



How it Works

Here's how it works in its simplest form:

- Click a Quantity button
- Click a Sides button
- Click Roll or Roll and Clear



The buttons help to quickly create a dice formula in the form of:

(number of dice)d(sides on the dice)

for example

2d6

Use the plus or minus sign to add modifiers or more dice. For example:

2d6+6

2d6+2d4

1d8-1

"Roll" and "Roll and Clear"

The difference between Roll and Roll and Clear is:

- Roll will perform the dice roll and keep the dice values in the formula field.
- Roll and Clear will perform the dice roll and clear the dice values from the formula field.

If you click either Roll or Roll and Clear when the formula field is empty then random dice are rolled.

Repeating a Roll

Just select record in the "Roll List" at the bottom of the box and click the roll button again. You can use this to repeat common rolls.

Mark's Adventure Questions

If you need some help composing an adventure idea, then Mark's Adventure Questions may help you out.

The thing that makes a story or adventure interesting is the main character having a purpose or a goal but another person, entity, or thing comes into conflict with that goal.

Click the "MAQ" button and answer as many or as few questions as you need to in order to flesh out your adventure idea.

Mark's Adventure Questions

Who am I?
Click "Get NPC".

What am I good at?
Click "Get Skill" twice.

What do I have in my possession?
Click "Get Thing" twice.

Where am I?
Click "Get Place".

What is my goal?
Either click "MAG" and build a story with Mark's Adventure Glyphs using as many or as few glyphs as you want or click "Get Quest".

What is the purpose of my goal?
Either get from MAG or click "C.Q." and interpret.

Who or what is trying to stop me?
Either get from MAG or click "Opposition".

What is the first thing that I need to do or take care of?
Click "Get Action".

When answering the questions you have several options. You can just make up the answers in your mind, you can use another system's dice rolls and charts, you can use Mark's Adventure Glyphs, you can use the buttons suggested, or any other ways you can think of.

If you do use the suggested buttons, nothing has to be taken as an absolute and anything can be interpreted in any way you want. It's all about fun. However, if you want to take things just as they are "rolled" then that can be a fun challenge too.

The goal with this tool is to just give a framework to what your character may want to be doing with this time.

Tips:

-- When answering the question, "What is the purpose of my goal?" However and whatever you choose, make it important to your character. This is his driving force. This is why he must succeed. Always keep this in mind.

-- When answering the question, "Who or what is trying to stop me?" Make this tension real. Let this affect how you go about reaching your goal. Allow yourself to consider different ways of overcoming this obstacle. What can this obstacle take from you; your freedom, your wealth, your life?

It's the challenges in our adventures that make us grow.

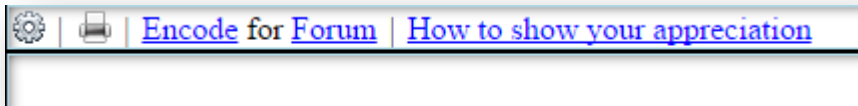
And, lastly, if at some point in your story you feel stuck, just click one of the Mythic buttons.

Enjoy!

Sharing your adventure

While it is fun to have a solo role-playing adventure, it is also fun to share your adventure stories with others. There is a sub-forum here dedicated to just such a thing. It is called the "Actual Play Reports" forum.

When you are ready to share your story, on the top of the "Play" screen you can find a link that says "Encode".



When you click this link your story's log window will show your story formatted with forum code. Forum code makes the forum show the same colors as you see in the "Play" screen.

In order to get the encoded story into the forum, click inside the window, hold down the Ctrl key and the press the A key. This will select all the text. Next, hold down the Ctrl key and press the C key. This will copy all the selected text into your clipboard.

To the right of the "Encode" link is a link that says "Forum". Once in the forum go to the "Actual Play Reports" sub-forum.

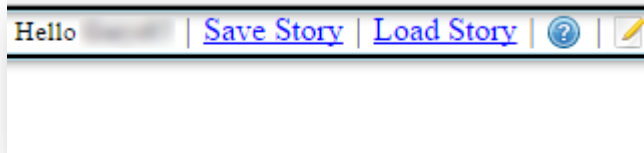
Then create a new topic and put the name of your story in the subject. Then click inside the body of the post, hold down Ctrl and press the V key. This will paste your story from the clipboard into the post.

You can add any comments you want to the top or bottom of your post and then when you are ready just click the "Post Thread" button.

We all look forward to reading about your adventure.

Saving your adventure

In order to save your adventure/story, you must have an account on this forum and you must be logged in.



If you started a story and want to save but forgot to log in, then do the following: Open a new window and log in to the forum. Go back to the "Play" screen and then click the refresh button to the right of the log in text. It should then display the Save and Load text.

Warning 1: DO NOT click the refresh button on your browser or you will lose all the current text. Be sure it's the button in the Play screen.

Warning 2: Clicking the Load text will overwrite the text currently on the screen.

Warning 3: You can only have one save. Clicking save will overwrite any existing save you already have.

If you want to run multiple stories you can always post them in the "Actual Play Report" forum and pick them back up anytime you want.

Custom Lists

If you have your own lists of words and/or phrases that you would like to use when solo role playing, there are four buttons available for your customization. You can find them in the lower part of the screen, on the far right, in the section named "Custom".

You must be logged in to the forum to use this feature.



To customize a button click on the list icon in the "Custom" section. This will open the "Custom List Manager". On this screen you can Create, Edit, Rename, and Delete your custom lists.



Whatever you name your list will display on a button. Multiple lists will display on the buttons in alphabetical order. A list name can be no longer than 10 characters but not all characters are guaranteed to display on the button depending on the width of the characters. For example, if your list name contains the letter W ten times, not all will display on the button because W is a wide letter.

In a list you can have 200 lines of words or phrases. If you have more than 200 then those items over 200 will be ignored when you save your list.

A line can be a maximum of 50 characters. If a line has more than 50 characters then those characters over 50 will be ignored when you save your list. The only characters that are allowed in your list's lines are letters, numbers, and dashes. Other characters will be deleted.

After adding, renaming, or deleting a list you must then refresh the play screen in order to update the buttons. But save your game text first as this will clear the log.

When your list name appears on a button and you click on that button then one random line will be selected from your list and added to the log.

Is that cool or what?

Enjoy!

Other buttons

[?] The question mark button

This is the Game Master Prompt.

Usually when you are role playing the game master says some stuff and then asks you what you want to do next.

Since RPG Solo is kind of like a virtual game master I thought it appropriate that you have the option of getting some kind of game master prompt to make it feel more like playing with a real GM.

So, if you click the button with the question mark you'll get asked what you want to do next in different kinds of verbiage.

Yeah, kind of silly, but I thought it would be kind of cool too.

[&] The ampersand button

Conjunctions.

What's their function? Hooking up words and phrases and clauses like:

Example 1:

Move towards goal.

however <-- This is a conjunction.

Murder the gnome stable master at the abandoned hovel.

Example 2:

Confident female engineer.

though <-- This is a conjunction.

Spy.

There are a possible 167 conjunctive words and phrases in the list.

Mobile Versions

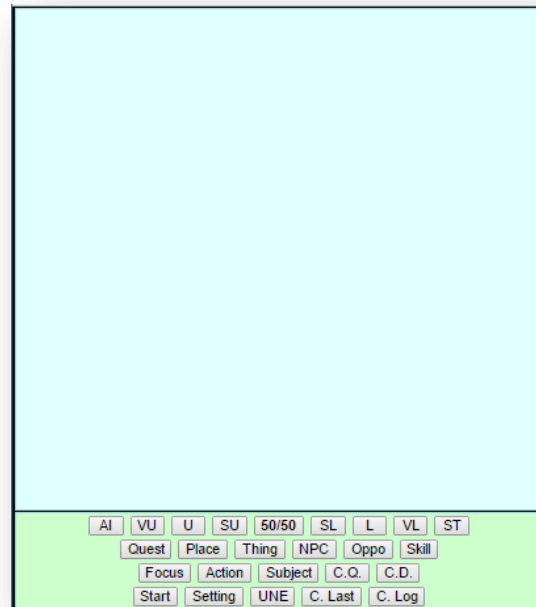
There are two mobile versions:

1) The Play screen:

<http://www.rpgsolo.com/m.php>

This is not a mobile app but a web page designed to fit in a hand held device's small screen.

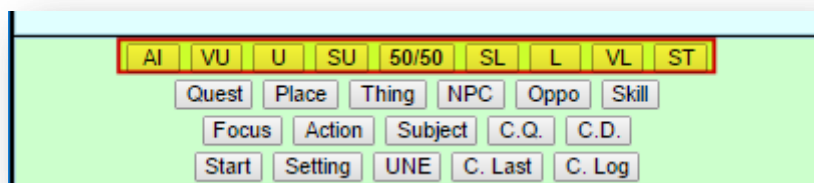
It contains a subset of the features found in the full Play tool.



There is no text box. I did not add the text box on purpose. The mobile version is just a subset of functionality. This is just for people to be able to, for example, sit at their doctor's office and play a quick/light game in their head.

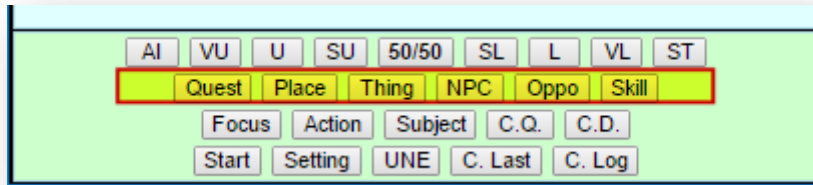
There is no text describing the button groups on the web page so it is recommended that you are familiar with the buttons on the full version.

Get Answers



These buttons provide the Get Answer features, same as the main RPGSolo.com page.

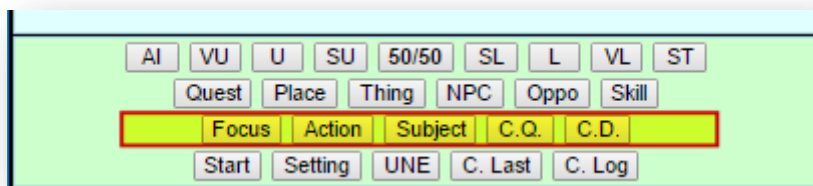
Genre



These buttons provide the Genre options.

The buttons that belong to the "Genre" group will use the genre that you selected in the website's full version.

Mythic

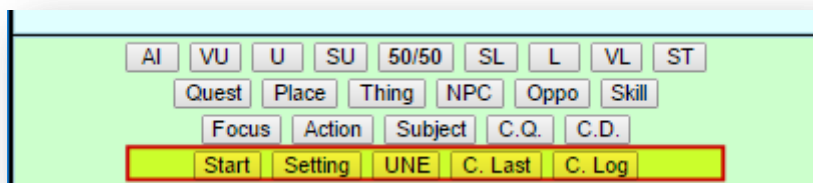


These buttons provide the Mythic options.

"C.Q." is Complex Question.

"C.D." is Complex Description.

General



These buttons provide a subset of generally useful options from the main page.

"Start" is the "Get Started" button from the "Generic Group".

"Setting" is the "Get Setting" button from the "Generic Group".

"UNE" is the "Get UNE" button from the "Generic Group".

"C. Last" clears the last log entry.

"C. Log" clears the whole log.

2) Mark's Adventure Glyphs:

This is a real mobile app that runs on Android devices:

Google Play: [Mark's Adventure Glyphs](#).

Amazon Appstore: [Mark's Adventure Glyphs](#).

End of Document

