

Matrix Automaton Solo Game:

- Use entity template outlined here:
<https://ankleshot-woes.blogspot.com/2022/10/matrix-automatons.html>
- Add the following to each entity profile:
 - [Turn #: Attempted action / Result of attempted action]
- Need to outline how long the “turn” is before resolving the turn (day/week/etc).
- Create profiles for each entity (Setting, Location, Characters, Organisations, Environmental Elements, etc).
- Play out turns, proposing and resolving attempted actions for all entities.
- Resolve attempted action using referee's estimation of the situation plus 2d6, high = good, low = bad.
- Add to/remove from each entity's dynamic problem list as required.
- Play out as many turns as you find entertaining!
- Note: Some entities may be more “in the background” than others (for example the forest that the game is set in, or the ruling imperial organisation may be in the background, but specific individual characters would be in the “foreground”)
- Sci fi stuff generated using:
<https://www.drivethrurpg.com/product/304127/Star-Dogs--Referees-Handbook>

Sci fi game suggested entity list:

- Location (Planet/spaceship/outpost/or combination thereof)
- Individuals
- Alien species (if needed).
- Groups

Entity Template:

[Category]. [Name].

[Description].

[Dynamic Problem List: [[Name] exhibits [property] because [reason]. 1, 2...n.]

[Turn #: Attempted action / Result of attempted action]

Game: “A week in Seap”.

Entities:

Planet. Gerox.

A rocky, barren place of endless winds, stone hills and black ravines.

1. Gerox exhibits gale force winds because it is hollow and the expansion/shrinking of its surface due to day night cycle causes much air pressure to expulse from its bowels through the ravines on its surface.



- Turn 1: Summon gale force winds / The winds of Gerox were blew strongly and consistently today.
- Turn 2: Summon gale force winds / The winds of Gerox were blew weaker than yesterday
- Turn 3: Summon gale force winds / The winds of Gerox blew even stronger than 2 days ago, the wall of Seap is damaged!
- Turn 4: Summon gale force winds / The winds abate, no further damage to the walls of Seap!
- Turn 5: Summon gale force winds / The winds of Gerox pick up the crack grows!
- Turn 6: Summon gale force winds / The winds abate...the walls of gerox do not collapse today...

Ruling Planetary Imperial Organisation. Imperial Construction Corp.

An imperial sanctioned construction company that has been granted Gerox as fief by the emperor, its architecture, equipment and security forces are fond of heavy petal platings topped with spikes.

- 1, Construction Corp. closely monitors all data plane transmissions on Gerox because it refuses to let a single credit of taxation slip its notice.
2. Construction Corp. has covered Gerox in huge, empty, wind reinforced buildings because its imperial construction agreements make it profitable to do so.
3. Construction Corp is incredibly secretive and opaque because it has illegal mining operations beneath Gerox's surface.
4. Construction Corp has a very well armed and paid security force because its illegal mining operation make it rich with unregistered credits.



- Turn 1: Export shipment of illegally mined ore / The ore from beneath was exported off world to a non imperial faction in exchange for a transfer of untraceable credits.
- Turn 2: Monitors for any unusual datagrid activity, specifically Banker Targot's transfer / Transfer noted - a message sent to Targot notifying him of his need to pay tax on the transfer.

- Turn 3: Investigate the cracks beneath Seap and the officers who discovered them, liquidate the officers if there is any hint they have discovered the mining operations beneath the surface / strong investigation
- Turn 4: Assassinate any SF agents associated with the investigation of the sub mansion cracks / some, but not all of the agents disappear - weakening the Seap SF!
- Turn 5: Continue to assassinate any SF agents associated with the investigation of the sub mansion cracks / most of them disappeared in the evening, Jok will be targeted tomorrow night!
- Turn 6: Try to track down and kill agent Jok / Unable to find any trace of her, catch wind of a rumor that she has been frequenting the bazaar of late.

Alien Species (Gerox Native). Shadow Lizards.

Mineral carapaced crustaceans, the size and shape of a komodo dragon, long fangs and talons of onyx. Near invisible in any environment that isn't brightly and fully lit.

1. Lizards are crawling out of Gerox's ravines and attacking human outposts because Construction Corp mining is disrupting their nests.
2. Lizard populations are growing at an explosive rate across Gerox due to the stimulating effect of consuming human flesh/blood has on their reproductive cycle.
3. Lizards act and attack in terrifying silent unison because they all share a singular telepathic hivemind.



- Turn 1: Writhe through the streets of Seap consuming many humans / A slaughter took place throughout the streets of Seap, hundreds dead, and after an evening cavern orgy many hundreds of lizard eggs were laid.
- Turn 2: Attack again, it worked well yesterday / An even more ferocious attack than yesterday! More dead! More eggs laid!
- Turn 3: The humans seemed prepared for the attack yesterday, find new cracks to attack from / kill civilians!
- Turn 4: The bloodbath from the last few days has resulted in many eggs and the ranks of the lizards swelling, they attack the mining operations directly / the mining operations continue - but some miners killed.
- Turn 5: Attack the mines again / more casualties, lots of noise! Shut downs
- Turn 6: Destroy the mining operations beneath seap! / Massive destruction! The operation beneath Seap shut down - ICC Executive alerted!

Imperial Outpost. Seap City.

A massively walled imperial city filled with streets of grand, empty, reinforced concrete mansions. Owned and operated by Imperial Construction Corp.

1. Seap's external wall has begun to crack because of the endless gales of Gerox.
2. Seap's streets are filled with half eaten corpses because of the frequent Lizard attacks.
3. Seap's streets are blindingly bright because Imperial Construction Corp. views it as a low cost way of appeasing the population in regards to recent Lizard attacks.
4. Lizards are easily able to emerge on the streets of the city because of the many cracks beneath the abandoned mansion towers of the city.
5. The Seap Security Force is low on agents because the ICC Executive is "disappearing" agents who investigated the cracks beneath the abandoned mansions.



- Turn 1: Construction Corp. Security forces attempt to discover how the Lizards are getting past the protective wall of the city / The security were preoccupied with lizard attack of the day and made no headway in discovering the aliens point of entry.
- Turn 2: Construction Corp. Security forces prepare for another attack securing key points around the city / Points secured - the lizards attack from the same points as yesterday. The lizards ripped apart many security officers but the officers tracked the lizards as they retreated to cracks beneath abandoned concrete mansions leading to caverns beneath the earth.

- Turn 3: ICC SF are sent with ICC engineers to close the cracks beneath the empty concrete mansions / unable to investigate as the lizards attack from different locations, notice that the ICC being dodgy and there is something beneath the surface
- Turn 4: ICC SF oversee the commencement of ICC Executive Engineering sealing of the sub mansion cracks / the cracks go much deeper than believed! Only a single mansion is backfilled! Many cracks are still open for the lizards!
- Turn 5: ICC SF continue to assist with ICC Executive Engineering sealing of the sub mansion cracks / several mansions filled in
- Turn 6: ICC SF continue to assist with ICC Executive Engineering sealing of the sub mansion cracks / All mansions sealed! The traveling party is now stuck beneath the ground!

Resident of Seap. Banker Targot.

A thin, sweating man in a gauze like robe. An imperial banking data plane operator.

1. Is delirious and doom filled because of some alien wasting disease he has contracted from a Shadow Lizard bite.
2. Is secretive and shuns human contact because the discovery of his disease would result in "quarantine".
3. Is doggedly chasing up old debts because the drugs that appear to be keeping him alive are expensive.
4. Is doggedly chasing up old debts because experimental treatments for his sickness are also expensive.



- Turn 1: Chase up an old debt / the debt was transferred from off world into Targot's account.
- Turn 2: Acquire a treatment for shadow sickness with money acquired yesterday, avoid detection / only able to purchase the drugs keeping them alive - no treatment! Unsettled by taxation message.
- Turn 3: Will head to space port to find some one to help them with offworld cures / finds something, a contact
- Turn 4: Searches the datagrid for a cure, attempting to cover their digital tracks / No cure! But does discover rumours that the lizards are emerging from beneath the city from cracks in the earth.
- Turn 5: Goes to bazaar to investigate spelunking / meets up with Pallobot and Jok
- Turn 6: Investigate sub mansion cracks / begins to feel much better around the shadow ore!

Resident of Seap. Engineer Pallobot.

A space dock worker fond of facial jewelry. Skilled in spacecraft repair and modification.

1. Closely monitors space dock traffic because he sells counterfeit parts illegally to docked crew and it's dangerous to sell to the wrong people.
2. Is overly protective of workshop because it contains a secret storage area filled with counterfeit spacecraft parts (and other contraband).
3. Is eager to acquire self defense item because he is terrified of the shadow lizard attacks.



- Turn 1: Closely monitor space dock traffic for potential new customers / notices nothing unusual - is too distracted by the nearby lizard slaughter.
- Turn 2: Arm self against potential lizard attack, armour, guns, anything / Guns found , purchased from Jok.
- Turn 3: Feeling safer, back to monitoring and attempting to find a job for Jok / notices the shipment to the pirates
- Turn 4: Investigates the secret shipment using the datagrid and contacts at the bazaar/space port / Mostly discovers empty space and dead ends, the ICC is responsible for the shipment, but what it i was is a mystery.
- Turn 5: Investigates rumours at the bazaar / Nothing, agrees to go with Jok and Targot beneath the ground
- Turn 6: Investigate sub mansion cracks / notices the shipping crates used in the mines are the same as the type used in the unmarked freighter, it was a shipment of shadow ore

Resident of Seap. Security Agent Jok.

A military grade officer in Construction Corp. Security. Tattoo covered body reveals an offworld past/upbringing.

1. Drinks heavily because is tortured by a past of violence, trauma and bloodshed.
2. Is friendlier than most Security Agents because she has a desperate desire for human companionship.
3. Is willing to put up with Gerox's shortcomings because compared to her past it is both a refuge and a future.
4. Hates her job because it puts her into direct contact with death and violence.
5. Is suspicious of the ICC because she went on an investigation of the tunnels beneath Seap.



- Turn 1: Get out of lizard hunting duty for the day, instead taking on duties that involve social interactions with other humans / Is sent out to defend the streets when the lizard attack takes place, her commander chastising her for trying to shirke duty, the day is stressful and traumatic.
- Turn 2: Avoid work, call in sick, recover from hangover and nightmares from yesterday's bloodbath / calls in sick, commander allows it, goes to the bar and sells some of her old weapons to Pallobot
- Turn 3: Call in sick, drink in the bazaar again, find new job / not allowed, called into work and sent beneath the mansions, noticed icc being dodgy and that there is something industrial beneath the ground

- Turn 4: Abandons post and heads to the sub mansion cracks to investigate / Fends off lizards but is unable to get deep, overhears the mining attacks taking deeper within the earth, there are things here!
- Turn 5: Goes to bazaar to recruit a crew to investigate cracks / meets up with target who gives her a bunch of money to employ a whole crew of people to explore - Returns late at night to find house broken into.
- Turn 6: Investigate sub mansion cracks / her investigation gets trapped beneath the earth

Game Turns:

Turn 1 - 1 Day: A strong wind blew across the planet, but was not felt behind the huge walls of Seap. Instead the talons of Shadow Lizards were felt, the beasts squirming into the city seemingly out of thin air, appearing in dark places to tear and rend the flesh of city residents and half-eaten bodies - leaving behind remains to rot in the street. Imperial Construction Corp. Security Officers were mobilized across the streets of Seap, fighting back the alien lizards. The lizards retreated at sunset, leaving behind hundreds of dead civilians and a handful of dead security officers.

Banker Targot, shivering in their apartment, racked with pain from shadow sickness, chased up offworld debts, managing to acquire several transfers by the end of the day. They collapsed for the evening near sunset.

Engineer Pallebot, disturbed by how close the lizard attacks were to their workshop, was unable to concentrate and achieved very little all day.

Security Agent Jok, drunk herself into oblivion at sunset, the day filled with the slaughter of civilians and lizards bringing back too haunting memories.

Far above the planet, a generic and unmarked industrial freighter ferried a load of illegally mined Gerox shadow ore, transferring the shipment from Imperial Construction Corp. to a consortium of space pirates.

Turn 2 - 1 Day: Outside the walls of Seap, the winds blew a little softer. Inside, the security forces of Imperial Construction Corp. (ICC) were prepared for the attack from the shadow lizards. While civilian loss of life was less than yesterday's onslaught, tens of security officers were killed defending against the lizards. The officers of the ICC Security Forces (SF) managed to track the lizards back to their point of entry as they retreated at sundown - dark shadowy cracks beneath the empty and abandoned concrete mansions of the city.

Banker Targot, supplies low, searched the planetary dark datagrid for clues of a supplier of a treatment of shadow sickness - none were found, they resolve to ask in person, tomorrow at the space port (where off grid and law ignoring individuals can be found). Targot was severely panicked by the message they received from ICC regarding their recent off world credit transfer. He paid the demanded tribute but collapsed in worry whether the ICC could link the transfer to his worsening sickness....

Engineer Pallebot spent the day at "The Bazaar" the bar come market that filled the top storey of the spaceport building. Here is where the vast majority of Seap's illicit trading took place, operating in the gray zone afforded by Imperial interplanetary trading and custom laws superseding any local planetary fiefdom rulings. Agent Jok also spent the day at The Bazaar, after calling in sick to work - a perfect place to ease a hangover.

Pallebot and Jok meet, drink together and discuss planetary events. A friendship begins, Jok trades Pallebot one of her old - now unregistered ICC SF firearms in exchange for Pallebot finding Jok a non-violent position of work in some capacity at the spaceport. Pallebot has protection from the lizards and Jok has hope for a happier future.

Turn 3 - 1 Day: A great crack was heard all across Seap today! The furious winds of Gerox have caused the protective wall of Seap to begin to tear. The city was filled with an atmosphere of doom and horror when a third day of shadow lizard attacks transpired - the beasts slithering forth from holes and cracks the ICC SF were not positioned at, leading to the deaths of hundreds of civilians. More blood and corpses in the streets.

A handful of Elite Executive ICC Engineers accompanied the Seap ICC SF in their investigation of the cracks beneath the abandoned mansions of the city. The executive engineers ruled that the cracks would be filled in. The ICC SF got the impression that ICC executives were adverse to any beneath the ground investigations - the executive engineers specifically forbidding it several times. On return to ICC executive officers the engineers reported that it was possible some of the SF agents had ventured beneath the ground and may need liquidation.

Banker Targot ventured, shakily to the bazaar, securing themselves more narcotics to fuel their shadow sickness addled body. Their dealer had vague promises of a cure, but Targot became suspicious when they begun asking his personal details, fearful of a scam or some one who would report his illness to the ICC. He staggered home without a cure.

Feeling secure, Engineer Pallebot spent the day monitoring space port traffic over the last few days, interested to find work for Jok or customers for himself - he noticed several inconsistencies regarding the unmarked industrial freighter that had transported shadow ore several days ago and was able to trace the craft back directly to ICC.

Jok was refused another day's leave by her commander, and accompanied the crews investigating the sub mansion shadow lizard cracks. She became very suspicious of the Executive engineers behavior and resolved to investigate the cracks, personally, before they were sealed.

Pallebot and Jok spent the evening in the bazaar drinking, trading the information they had uncovered during the day. The pair watched the gaunt and sickly Targot shuffle away from the bizarre early in the night.

Turn 4 - 1 Day: The winds of Gerox abated, no further damage to the walls of Seap. No lizard attacks either, the streets empty of screams, black scales and new blood. Instead an industrial rumbling as ICC Executive Engineers began the infill project - filling the cracked and hollow earth beneath the abandoned mansion towers of Seap with concrete. The cracks were deep though, and only the earth beneath a single tower was filled (leaving countless entries to the city for the shadow lizards). The project will continue! The commander of Seap Security Forces was most disconcerted due to a rash of disappeared officers not reporting for duty in the morning -

all officers were those associated with the investigation of the sub mansion lizard cracks early in the week. That alcoholic, Agent Jok, is among the missing. The commander all but knows ICC executive branch has taken the agents, but there is nothing he can do other than hope he has enough people to keep the city from being overrun by lizards.

Feeling nearly human from an almighty dose of yesterday's narcotics, Banker Targot scours the data plan in search of a cure for shadow sickness. Nothing is found...but rumors that the lizards are emerging from beneath the very ground of the city are found by Targot, rumors of specific abandoned mansion towers where one could gain access to the caverns of the shadow lizards...would there be any point to such a spelunking? Surely a death sentence in Targot's current state. Tomorrow Targot will inquire about such rumours at the bazaar.

Engineer Pallebot feverishly researched the unmarked freighter on the datagrid all day, but was unable to turn over any additional information as to what the ICC was shipping and why they would do it so secretly. Tomorrow, he shall go to the bazaar in search of rumors in the real world.

Agent Jok, vowing to not return to her post as an ICC SF, broke into one of the many abandoned mansion towers and slipped beneath the earth through a large windy tunnel. She was unable to get far before she was beset by shadow lizards! After fighting them off she was exhausted and returned to the surface, not before hearing the sounds of gunfire and screaming and general conflict coming from deeper beneath ground. Something was there, deeper beneath the earth, tomorrow she would go to the bazaar and find others who may be interested in investigating the cracks. With such a purpose, tonight was the first night in a long time she did not drink herself to sleep.

Turn 5 - 1 Day: The winds of Gerox howl! Increasing in intensity! Another great crack thunders through Seap! How much more can the wall take before it falls? Inside the walls, no lizard attacks. The rumble of the infill project continues, ICC Executive Engineers fill the earth beneath a number of Seap's abandoned mansions. The commander of Seap's Security Forces finds none of the agents associated with the investigation of the cracks early in the week have arrived for duty. The security forces ability to defend against lizard attacks is now greatly diminished.

Beneath the earth, unknown to the residents of Seap, the shadow lizards attack the ICC illegal mining operations again, production is slowed. The caverns beneath Seap are filled with the sound of gunfire and screams.

Targot and Jok meet at the bazaar, united in a common curiosity regarding the cracks and caverns beneath Seap. Jok persuades Targot to financially support an expedition, Jok uses his money to employ a number of mercenaries to accompany them - tomorrow they will venture beneath the earth. Pallebot is unable to uncover any leads relating to the mysterious shipment.

Intrigued, he agrees to join his now friend and drinking buddy Jok in her expedition beneath the city.

Agent Jok returns to her apartment late in the night. It has clearly been broken into. She senses the danger to her person - not knowing where it is coming from, suspecting perhaps her defection from the ICC SF. She contacts Pallobot and spends the evening in his apartment instead.

Turn 5 - 1 Day:

Before the sun rises Targot, Pallobot and Jok (accompanied by 20 recently employed mercenary thugs) break into an abandoned mansion tower, one of the last to not have the earth beneath it filled in with concrete. The group descends beneath the earth and the following events took place:

- Banker Targot immediately felt well again once enclosed by the caverns of Gerox - the surrounding shadow ore calming, subduing and abating his sickness. He is near delirious with happiness as they explored the caverns.
- Agent Jok, hearing the noises of a shadow lizard attack on a mining operation, guides the group to the outskirts of a clandestine ICC shadow ore mining operation. The group oversees a shadow lizard attack, the lizards over running the operation and shutting down mining operations. The group remains hidden and war, watching as the miners evacuate to the surface.
- Engineer Pallobot notices that the shipping containers that the shadow ore is being loaded into matches the freight type of the unmarked freighter with the mysterious shipment. He linked the shipment to Shadow Ore and the ICC illegal mining operations.
- Agent Jok had her suspicions regarding the foul play of ICC confirmed. She led the group back to the surface but they discovered fresh, dry concrete. The ICC infill project has blocked the group's exit back to the city. The group rests and spends the evening near the recent infill, unsure of their next move.

On the surface, the winds abate and the walls of Seap did not collapse. The team of agents working for the ICC executive in charge of disappearing the SF agents who investigated the shadow lizard cracks earlier in the week search for Jok, their efforts leading them to the bazaar. The ICC executive agents uncover that Jok, Target and Pallobot have all been looking into things they shouldn't be.

Seeps infill project is complete - the cracks beneath the abandoned mansions all now filled in with concrete - lizard attacks should slow - if not stop. The ICC has a fresh problem on their hands as shadow lizards have overrun the Sub-Seap mining concern....

The End?!

Misc:**Target's Dealer:**

Expertise: Trade of illicit substances.

Modus Operandi: Motivated by an apocalyptic prophecy.

Appearance: Jewelled and/or elaborately designed immaculate boots.

Desire: Report to local law/security providers about a crime.