

**HEART-WARMING ROLE-PLAYING**

# **GOLDEN SKY Stories**

**By Ryo Kamiya and Tsugihagi Honpo  
Tabletop Day 2013 Demo Version**

**Players:** 1 Narrator and 2-4 Players

**Play Time:** 1-2 hours

**Materials:** Paper, Pencils, Tokens

## **Japanese Version Credits**

**Original Japanese Version** ©2006 by Ryo Kamiya  
& Tsugihagi Honpo

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**Special Thanks:** Harry, Tukasa Hashima, IWAKO

## **English Demo Version Credits**

**English Translation:** ©2013 by Ewen Cluney

**Demo Version Written** by Ewen Cluney

**Editing:** Mike Stevens

**PDF Demo Layout:** Morgan McLamb





# About Golden Sky Stories

Originally released in Japan in 2006, Golden Sky Stories is a uniquely heartwarming, non-violent role-playing game by Ryo Kamiya. In it players take on the role of henge (pronounced “hen-gay,” like a happy chicken), animals that have just a bit of magical power, including the ability to temporarily take human form. I was enchanted with the game from the moment I started reading it, and I’m very happy to finally be able to share it with others in English.

This special demo of Golden Sky Stories is a condensed and simplified version of the game. The full version will offer more robust rules, more character types (raccoon dog and rabbit henge) with more diverse abilities (six base powers and six possible weaknesses per character type, with the ability to choose more abilities), example scenarios, advice, cultural notes, sample NPCs, a sample town, and more. This more compact version of the game provides everything you need to get a taste, and we hope you’ll consider giving the full game a try.

As of Tabletop Day 2013, we’re gearing up to launch a Kickstarter funding drive that we hope will fund the first print run of Golden Sky Stories. See our website at [www.starlinepublishing.com](http://www.starlinepublishing.com) for more details, and visit Golden Sky Stories on Facebook.

## The Setting of Golden Sky Stories

### A Small Town

Only a single rail line passes through it. A two-car train comes every hour, and no more. In front of the station are a row of shops not seen anywhere else. Many of the roads around the town are narrow, too small for cars to pass. Some of them are mere dirt paths, used by cats and rabbits more than people.

You can see open fields here and there. The rice paddies outnumber the houses. If you look into the distance, you’ll see only mountains and trees. Narrow rivers flow from mountains, from ponds, gathering into one big river. The water flows in, the water flows away.

There are temples and shrines, empty and quiet. Bamboo groves filled with whispering wind. There are endless fields of pampas grass, flower beds, fields of lotus flowers and clover. There are ponds with lotus flowers, footpaths with blooming amaryllis, and stone walls sprouting morning glories. The mountains retain their caps of white snow, even when spring comes to the town.

The sky seems endless. At night there are no streetlights. In this town the moon and the stars shine brightly on the town.

There are only a handful of traffic lights in the town. The tallest building is a three-story school.

The town is full of sounds. The sounds of leaping fish, of playing children, of the mailman’s motorcycle, of the print shop’s spinning machines. There are the sounds of dogs, cats, birds, and insects. There are sounds of flowing water, blowing wind, and falling rain.

Here, there are many things livelier than the people.

Here, the other living things outnumber the people.

This is the kind of town where you will create stories.





## Where Things Besides People Live

There are a fair number of people in this town, and many other living things. They have lived among the people since long ago. These living things that aren't people exchanged words with them. You an inhabitants of this town. However, you are not human. You're an animal. You are a henge. You are neither an adult nor a child, but an animal who guides the town. There are many things you can't do, but there are just a few things you can do that people can't.

You don't have the power to fight. You have just the tiniest bit of magical power. Well, sometimes it can't even be called magic; it's more like the ability to create a truly small opportunity. However, that tiny opportunity can change a person. And changing a person can save them.

People are strong creatures. They build towns, they make tools, they build houses to protect themselves and words to express their feelings. They're the only living things that make stories to remind themselves that there are henge like you.

Still, sometimes people become weak. Sometimes because of their words, sometimes because of their complicated hearts. People have the power to draw strength from within themselves, if only the opportunity presents itself. People can't create opportunities by themselves. You can help create that opportunity. You're not the only one who can help them, of course, but people can sometimes ensnare themselves. Since you're a henge and not a human, you can create the opportunities they need.

When someone is at an important point in their lives, when they stand on a crossroads, be there for them. It could become an important moment for you too.

In this town, neither animals nor people are living alone.

## The Henge

You are a henge. You are an animal with the power to take human form. You also have several powers that humans do not possess. Of course, since you are at your core an animal, you first and foremost live as one. You have no family registry, no house, no money, and no cell phone. You are ultimately an animal, even if you are one that can take on human form. You get your food as an animal, and since you appear fully clothed when you take on human form, you needn't worry about such things.

Of course, sometimes you might steal food while in human form, or display the weaknesses or predispositions of your species. The older people of the town usually know that there are henge who take human form living there. It's not a big deal. Even if you show up with your tail and ears showing, they'll be nice enough to pretend they didn't see. Granted, there are people who don't know, and they might be a bit shocked if they saw you. It's important to act like your animal type, but you don't need to look it up in National Geographic.

The merits and shortcomings that need to figure into your behavior are mostly laid out in the rules. Furthermore, the animals who can become henge do not all have the same traits. There are cats who are good at swimming, and foxes who are immune to the lure of fried tofu.

Henge can take on human form. Naturally, they can understand human speech even as animals. But what's a little... actually very surprising to people is that they can also talk like humans while in animal form. They can of course talk with animals of the same type too (but please make do with human speech when talking to other kind of animals).

Just why is it that henge can change? In the case of foxes it might be because they live so long. However, for other kinds of henge age has nothing to do with it. To the henge themselves, the ability to take on human form and other strange powers are something that just happens. It may be that all animals can change and have strange powers, and they occasionally decide to use them to appear human are thus are called henge. Whatever the reason, henge don't trouble themselves over it. They are the mystery, and they never give any thought to why they can change.







## The Game

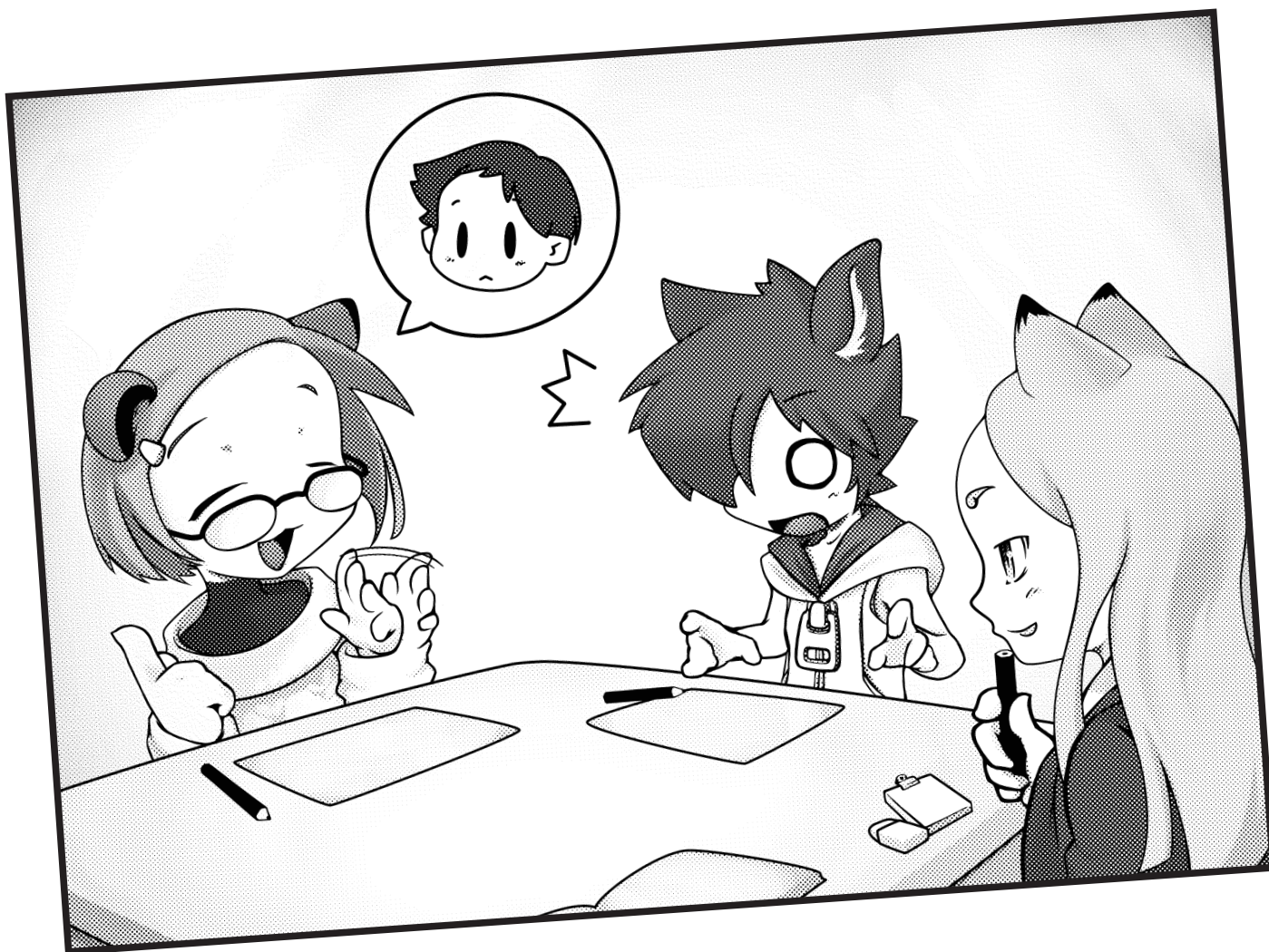
This is a game, and yet it isn't. It isn't a game where you fight with others. It isn't a game where you compete with others. It's a game where everyone works together to create a story. If you can tell a good story, everyone wins, and if the story is boring, then everyone loses. That's the kind of game this is.

The henge do not fight with weapons or magic. They don't seek out or expose great secrets. They don't save the world. They don't earn money. Stories about henge are simpler, but every bit as important. They save people not through money or food, but with their hearts. Such stories are waiting for you in this town.

Small quarrels might happen during these stories from time to time. Someone might even get a little bit hurt. But that doesn't resolve the story. Please, try to forget about other games, just a little, and play this one. Henge are special creatures, and yet they're not. They have the ability to be of some small help to ordinary people.

You can create a unique tale for this world. Try to make it a story that's warm and full of your own feelings.

There's one more thing you need to remember. The most important thing is to take an active role in the stories you participate in. Be active. Don't just think; try things out. When you get used to something, try out something new. Your stories will grow and become something wonderful.







## The Narrator

In the explanation of the rules that follow, the word “narrator” is used a lot. The narrator is a person who becomes the axis of the story’s progress. Think of being the narrator as like being “it” in tag or hide and seek. Running or hiding can be fun, but isn’t it also fun to be the one doing the chasing?

The narrator’s role is very different from that of his or her friends. However, just as you can’t play tag without someone being “it,” this role is vital to bringing the story together. Many parts of it are difficult, but even without participating as a henge, there’s still fun to be had.

Still, don’t just leave the narrator role to one person all the time; take the initiative and become one yourself every once in a while. You’ll no doubt come to understand things you didn’t before.

Now, the narrator doesn’t get to participate in the story as a henge. However, he or she does set up the larger framework of whole story. The narrator decides—in a general way—the story’s setting and contents, and the characters that will appear. The other participants don’t really get to decide on the overall contents of the story. It’s something only the narrator can decide. Some people will find it fun to make these decisions, while others will think it’s a bother.

Since you have this book in your hands and you’re reading it, why not try being the narrator for your friends? Try it if, rather than always participating in someone else’s story, you might want to have others participate in yours. Please read on a little bit.



## Things You’ll Need:

Before you play this game, there are a few things you’ll need to get ready.

### Narrator and Friends

Golden Sky Stories is a role-playing game, a game you play by talking and imagining with other people. You’ll need one person to be the narrator, who guides the story and presents the town and its inhabitants, and two to four other participants who will each play a henge.

If you’re going to be the Narrator, you should familiarize yourself with the rules and with the scenario at the end of this PDF. If you’re not going to be the Narrator, you shouldn’t read the scenario, but it wouldn’t hurt to read the rest. If you are having difficulty understanding the game, we recommend you try reading through “The Broken Window,” a replay we’ve made available for free on the Star Line Publishing website.



### A Time and Place

In order to play you’ll need to get everyone together in the same place for a few hours. This could be at someone’s house, at a game store that has game tables for you to use, or most anywhere else. Instead of a “place” per se it could even be in an online chatroom.

### Henge Record Sheets

On pages 8-15 of this PDF is a set of four henge record sheets; you’ll need to print these out for the players to use.

### Pencils

Everyone will need a pencil in order to write some things down on their henge record sheet.

### Tokens

You’ll need some kind of tokens that can represent Dreams (see p. 18). Glass beads, playing cards, or poker chips are ideal. They should be in the center of the table where everyone can easily pick one up and pass it to someone else.



## Creating Your Henge:

Before you can play, each player needs to create a henge that will be their other self as they play the game.

### 1. What's Your True Form?

First, choose one of the four available animals to be your henge's true form. Each animal has different abilities, but it's more important that you pick one that fits the kind of henge you want. Below are some basic explanations of what the different kinds of animals are like:



- **Fox (Kitsune):** Among the animals, foxes are the ones with authority closest to the gods. Even within the town, they stand the above other animals.



- **Cat (Neko):** Cats are whimsical and selfish animals. They can do many different things, but they have trouble making friends.



- **Dog (Inu):** Dogs are the animals who get along with humans best. They are especially good at making themselves useful to people.



- **Bird (Tori):** Birds are among the most mysterious of animals, and the furthest removed from humans. They can do all sorts of things with the sky and the wind.

Once you've picked your henge's true form, get the sheet for the henge type you selected.

### 2. What Are Your Weaknesses?

Animals have various weaknesses. All animals have them, so there's no such thing as an animal without any. These weaknesses mean there are more things they can't do, and that they'll fail at things you might not expect.

Please select one of the weaknesses from your animal type to be your henge's weakness and check the box next to it. However, in exchange for that weakness your henge gets the corresponding power next to it. Please be sure to read the descriptions carefully before you choose.

### 3. What Are Your Attributes?

Please divide 8 points between the four attributes. Each one has to be at least 1, but no more than 4. As a rule of thumb, 2 is average, 1 is low, and 3 or more is exceptional. Adult is the only attribute that can be 0.

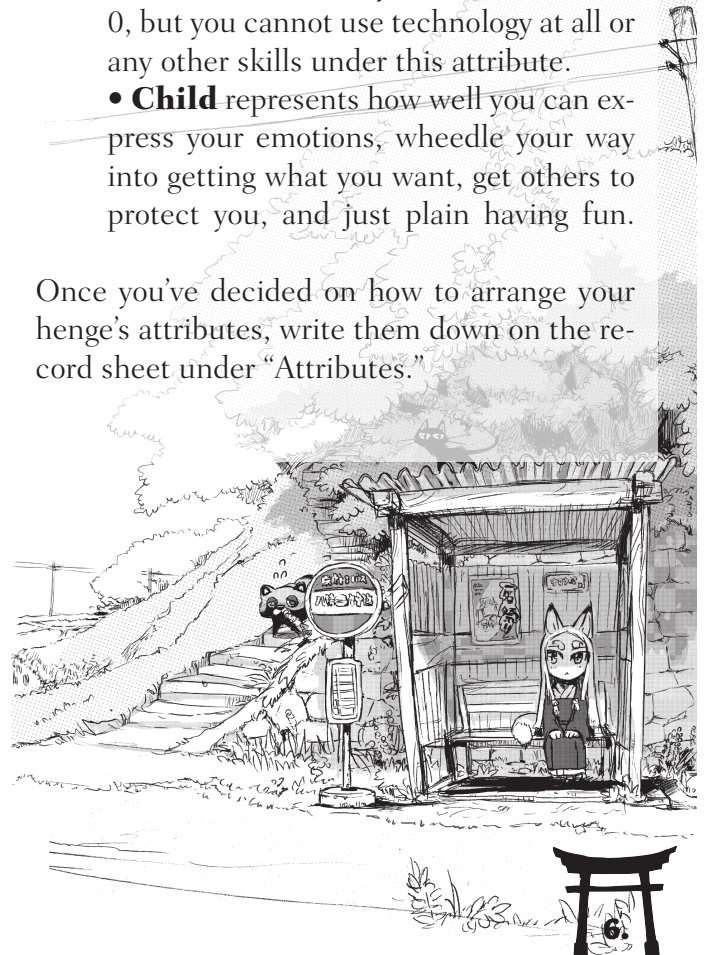
- **Henge** represents the strength of your henge's special powers, and his or her knowledge of the gods and the other henge of the town. It also indicates your status among your henge friends.

- **Animal** measures your henge's strength, stamina, agility, senses, etc. It is everything to do with physical strength and animalistic power.

- **Adult** is how well you can hide your feelings, read the feelings of others, use machines, act with finesse, and so forth. This is very high for human adults. You can choose to make your Adult attribute 0, but you cannot use technology at all or any other skills under this attribute.

- **Child** represents how well you can express your emotions, wheedle your way into getting what you want, get others to protect you, and just plain having fun.

Once you've decided on how to arrange your henge's attributes, write them down on the record sheet under "Attributes."





## 4. What Kind of Human Do You Become?

Next, it's time to decide the human form your henge can take. Unless they use a special power, a henge can only take one specific human form. You'll need to decide the age, manner of dress, and overall appearance of that human form.

A henge's gender always stays the same when he or she takes human form, but there is no such limit on age. A dog might be very old in dog years, yet change into a high school or college age human, while a fox that has lived for centuries could look like a small child. However, in order to easily deal with humans, it's best for henge to look like they're between the ages of 8 and 18. If you want your henge's human form to fall outside that age range, you should ask the narrator for permission.

Unless a henge has a weakness that makes demands on his or her clothing style, he or she will wear clothes that fit the current era, or at least clothes that won't cause undue fuss when walking around the town. (Though henge can change clothes after transforming...) Also, if the narrator allows, henge can wear stuff besides clothes and shoes. This could be a cap, accessories, or a simple prop. Once you know what you want, write it down on the record sheet under "Human Form." However, if you write too much, you could have a hard time keeping track of it. Pick what to write so that it's what you need to convey to the narrator and your other friends.

## 5. Finishing Up

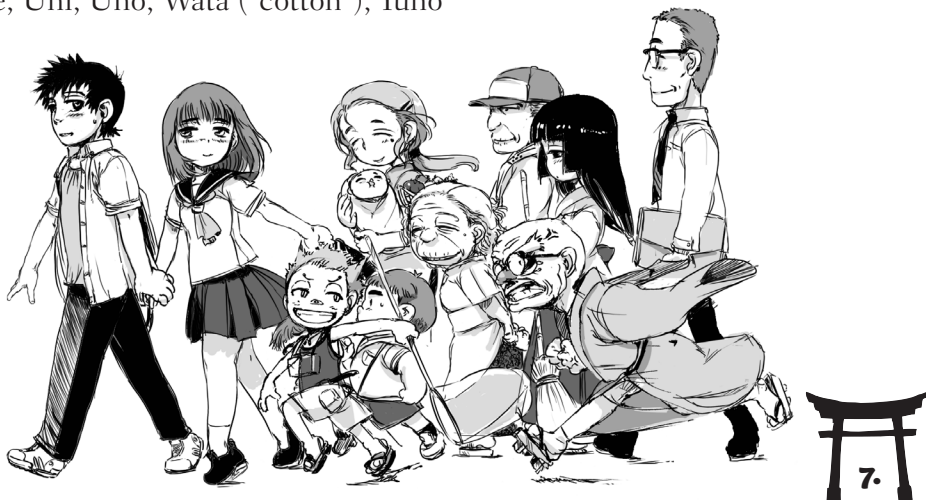
Now it's time to decide your name, gender, and age. You'll most likely have figured out your character's gender along with his or her human form, and have a good idea as to his or her age, but there are some guidelines for names, noted below.

### Henge Names

As henge are basically animals, they have simple names. In Japanese these should be names written in katakana or hiragana. Here are several examples. Some have notes on what they mean in parentheses. If you're stuck, you can just pick one from the list, or make up something similar. Of course, it's your story so if you want to play as a cat named "Patches", that's just fine.

Ami, Buchi, Buu, Cha, Gin ("silver"), Grey, Haa, Hachi, Hachiko (famous dog), Hanabi ("fireworks"), Hina, Hiro, Hoshi ("star"), Ichigo ("strawberry"), Jiro, Koro, Kuma ("bear"), Kuro ("black"), Kuu, Maki, Mao, Maru ("round"), Mayaa ("cat" in Okinawan), Mii, Mikan ("tangerine"), Mike (mee-kay; "Calico"), Mona, Moro, Naru, Nene, Nono, Nori, Nya ("meow"), Piyo ("tweet"), Pucchan, Pochi (cliché dog name), Poyo, Riru, Runrun, Ruu, Sakura ("cherry blossom"), Shippu, Shiro ("white"), Shirokuro (Checkers/Black and White), Shuu, Sora ("sky"), Taiga, Tama (cliché cat name), Taro, Tora ("tiger"), Ume, Uni, Uno, Wata ("cotton"), Yuno

With that, your other self is complete. Listen to the narrator, and enjoy your stories.







# Fox

Of the animals, foxes are the closest to the gods, and in the town they occupy a position higher than any of the other animals. As a result, foxes are the most skilled at influencing other henge, but they're lacking when it comes to moving about themselves. They are not the best choice for those who wish to be proactive. Many foxes think much of themselves, wear strange clothing, and because of the many secrets they hold, keep their distance from people.

However, as fox henge have much to do, can be decades or centuries old, and tend to run all over the place, they tend to be important as leaders. It is their place to calmly think things through, and sometimes to give everyone an adult opinion on matters.

## Base Powers

### Oracle (6)

You can make someone sleeping nearby have whatever kind of dream you like, and they'll think it was their own dream. If your Henge attribute is higher than the person's Adult attribute, you can make them hold back on doing something they were planning, or go ahead with something they were holding back on. However, to use this power you must precisely explain the contents of the dream to the narrator. If the narrator finds the dream problematic or contradictory, he can ignore its intended effect.

### Fox Fire (6)

This makes it appear as though there's a ball of fire on the tip of your tail. However, you can only use this power in the evening or at night, and only while your tail is out. For the rest of the scene you can use it to make people who see it flee in fear or draw closer out of curiosity. If they can make an Adult check that beats your Henge attribute, they can react however they like, but if you win, you can make them run away or draw closer as you please.

### Invisibility (8)

You can make your body transparent. Others can only see the fox if they can beat her Henge attribute plus 3 with a Henge check. This lasts until you decide to turn it off or the scene ends.

### Fairy Rain (12)

You can cause a light rain to fall in the immediate area. This rain will come down regardless of whether there are any clouds, and it can come day or night. While in this rain, henge can take human form at no cost and they can use Wonder and Feelings interchangeably (i.e. they can use Feelings for powers and Wonder for checks) This lasts until the end of the scene.



## Weaknesses

### Strange .....

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much, you can't really hide, and if you try to walk around town in human form, you'll draw everyone's attention.

### Bluff .....

You are always exaggerating your abilities. You must spend 2 points of Feelings just to be able to spend Feelings to raise your attributes in a check.

## Additional Powers

### ↔ Float (4)

You can float through the sky at a leisurely pace. You can move through the air at about the speed a person can walk, and getting up that high gives you a +2 bonus to checks for searching for things. The effect lasts until the end of the scene.

### ↔ Present (8)

You can give a human an object with a special power in it. Pick any one power of yours or from one of your friends to put into the object. If they use it properly, they can use that power (using their Wonder and/or Feelings). You can decide what form the present takes and how it's used, but it shouldn't be too big or be useful for anything else.



HEART-WARMING ROLE-PLAYING

## GOLDEN SKY Stories

### PORTRAIT

### HUMAN FORM :

### NAME :

TRUE FORM : **Fox**

### AGE :

( BOY / GIRL )

### POWERS

Oracle (6) Invisibility (8)

Fox Fire (6) Fairy Rain (12)

### WEAKNESS

### ADDITIONAL POWER

● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )

**HENGE** ( ) Mysterious Powers

**ANIMAL** ( ) Run, Feel, Hide

**ADULT** ( ) Use Machines, Knowledge, Hide Feelings

**CHILD** ( ) Play, Wheedle, Get Protected

**FRIENDSHIP** \_\_\_\_\_

**WONDER** \_\_\_\_\_

**FEELINGS** \_\_\_\_\_



### DREAMS

### TRUE FORM



# Cat

Cats are whimsical, selfish animals. They're quick to act, with little regard for words or for danger. They can sneak in quietly, read people's hearts, quickly hide themselves, and so on. They're talented at acting alone and finding things and thoughts that are hidden.

On the other hand, cats aren't very good at making friends. They're poor at forming bonds with people. They tend to pretend not to notice people, unless they're really in trouble, in which case they'll help... Such is the role of cats.

## Base Powers

### Kitty (0)

You are an ordinary cat, the kind people see everywhere. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

### Fuzzy (4)

By taking a friendly attitude and rubbing against someone, you can remove the fetters of a person's heart. While you stay close to someone during a scene, that person's Adult attribute drops to zero.

### Peek Into Hearts (6)

You can read the heart of another. This mainly lets you hear what someone is saying in their head, not what they're feeling or what's true. Still, it lets you find out what someone's real intentions are from their heart rather than their mouth.

### Cat Paths (10)

You can use paths that only cats can see to appear and disappear unexpectedly. This lets you enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.





## Weaknesses

### Cat Tongue .....

There are a lot of things you can't eat. You can't have hot (temperature-wise) things, citrus fruits, squid, or raw onions. If you eat any of these things by mistake, you're automatically affected by a level 7 Surprise.

### Can't Swim .....

You're one of those cats who can't swim and hates water. If you enter a bathtub, pool, or a large body of water, you're automatically affected by a level 7 Surprise.

## Additional Powers

### ↔ Feigned Innocence (4)

This lets you hide your true character and put on an excellent act. Declare that you're using this power before you make the check. When you use it, you can use whichever attribute you like for a check, rather than one designated by the narrator or the rules.

### ↔ Acrobatics (4)

You can move as though you're practically flying. When it comes to athletic stuff, as if you made a successful Animal check, you can pull off things that seem impossible. (Except, of course, for swimming).



PORTRAIT

HEART-WARMING ROLE-PLAYING

**GOLDEN SKY Stories**

HUMAN FORM :

NAME :

TRUE FORM : **Cat**

AGE :

( BOY / GIRL )

POWERS

Kitty ( 0 ) Peek Into Hearts ( 6 )

Fuzzy ( 4 ) Cat Paths ( 10 )

WEAKNESS

ADDITIONAL POWER

● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )

HENGE ( ) Mysterious Powers

ANIMAL ( ) Run, Feel, Hide

ADULT ( ) Use Machines, Knowledge, Hide Feelings

CHILD ( ) Play, Wheedle, Get Protected

FRIENDSHIP \_\_\_\_\_

WONDER \_\_\_\_\_

FEELINGS \_\_\_\_\_



DREAMS

TRUE FORM



# Dog

Dogs are the best at getting along with humans. More than any other kind of henge, they think like people.

Dog henge can do all sorts of things. A dog's special abilities are for protecting people close to them. They can take someone's place, put a friend at ease, and howl to drive off a stranger, all to protect someone important to them. Of course, for a dog, the most important thing is finding that special person.

A dog's role is to be a bridge between the other animals and people. Your other friends can't help but think like animals, so try to help them understand what people think and feel.

## Base Powers

### Doggie (0)

You are an ordinary dog, the kind people see everywhere. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

### Sticking Close (4)

When you come to like someone, you can help them calm down. When you use this power, one character will receive Feelings equal to the strength of your Friendship attribute -1.

### Petting (6)

Being petted makes you happy. When someone is in the same scene as you and pets you, you can gain Feelings equal to the strength of your Friendship attribute. You can't just decide to use this power; you need someone participating in the scene to actually pet you.

### Substitution (8)

When it looks like someone is in danger, you can take their place. If you use this power, you can enter a scene even if you weren't participating in it before and put yourself in the line of fire. If it does turn out to be something dangerous, the narrator may have you get hurt and receive thanks for this act of sacrifice.



## Weaknesses

### Honest ~~~~~

You're a very honest dog who just can't lie. Throughout every story, you can't tell lies at all, not even lies that would be kind.

### Clumsy~ ~~~~~

You're not very good at doing things efficiently or taking care of yourself. Your Adult attribute has to be zero, and you can only use 1 point of Feelings on a given Adult check.

## Additional Powers

### ↔ Sorry(8)

You're such a good kid that for the most part, if you apologize, you'll be forgiven. If you use this power, people will forgive you for pretty much any non-fatal mistake as long as you apologize, but your words and attitude must be properly apologetic.

### ↔ Perververance (4)

You have the ability to persevere through pretty much anything. If you use this, you can ignore Surprise. (You must declare that you are persevering.) Also, you can use this power to persevere through your own Weaknesses.



HEART-WARMING ROLE-PLAYING

## GOLDEN SKY Stories

PORTRAIT

HUMAN FORM :

NAME :

TRUE FORM : **Dog**

AGE :

( BOY / GIRL )

### POWERS

Doggie ( 0 ) Petting ( 6 )

Sticking Close ( 4 ) Substitution ( 8 )

WEAKNESS

ADDITIONAL POWER

● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )

HENGE ( ) Mysterious Powers

ANIMAL ( ) Run, Feel, Hide

ADULT ( ) Use Machines, Knowledge,  
Hide Feelings

CHILD ( ) Play, Wheedle, Get  
Protected

FRIENDSHIP \_\_\_\_\_

WONDER \_\_\_\_\_

FEELINGS \_\_\_\_\_



DREAMS

TRUE FORM





# Bird

Surveying the land below from high in the sky, birds are the most mysterious of henge, and the most distant from humans. Their outlook is a little different even from other henge, and they have their own peculiar way of thinking. Birds can fly through the air with ease, and they can make others fly..

Despite these abilities, they have many weaknesses. They're very forgetful, they have difficulty walking, and they have more trouble understanding people than most.

When a bird flies through the air, it makes people take notice, even if the bird had no such intention. That is the role of the birds.

## Base Powers

### Little Bird (0)

You're an ordinary little bird, the kind of animal that people see all the time. Even when you are in your animal form, you will not Surprise people who see you, and they will not find your presence strange.

### Wings (2)

You have wings that let you freely fly through the sky. You can also carry things that are smaller than yourself. Furthermore, when you are running away or searching for things, add 2 to your attribute. However, you cannot use this power when you are in full human form. This effect lasts until the end of the scene

### Wind Song (4)

You can call on the wind to blow how you wish. If you use this power, you can make the wind blow in an unnatural direction, such as making a piece of paper in the air move how you want. You can cause sudden, powerful gusts too, but not so strongly as to damage things like a typhoon.

### Gift of Wings (8)

You can make it so that a human or another henge can fly. You can only use this on people and henge with whom you have a connection. Whoever you use this, one can effectively use a bird's "Wings" basic power by spending 2 Wonder or Feelings until the end of the scene.



## Weaknesses

### **Bird Brain** .....

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your bird henge will forget.

### **Chatter** .....

You are quick to tell people what you know. At the conclusion of each story, you must tell everyone with whom you have a connection what you've found out (except the town, of course).

## Additional Powers

### ↔ **Trust the Wind(4)**

You go into action putting your trust into luck, and come out on top. When you use this, you gain 3 points of Feelings.

### ↔ **Listen Up (4)**

You can inform your friends of things you've realized or seen even when they're far away. When you use this, you can relay information even to people who are not appearing in the same scene. You can also use this to cheer up people who are in another scene from far away.



HEART-WARMING ROLE-PLAYING

## **GOLDEN SKY Stories**

**PORTRAIT**

**HUMAN FORM :**

**NAME :**

**TRUE FORM :** **Bird**

**AGE :**

( *Boy / Girl* )

### **POWERS**

Little Bird ( 0 ) Wind Song ( 4 )

Wings ( 2 ) Gift of Wings ( 8 )

**WEAKNESS**      **ADDITIONAL POWER**

● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ (   )

**HENGE** (   ) *Mysterious Powers*

**ANIMAL** (   ) *Run, Feel, Hide*

**ADULT** (   ) *Use Machines, Knowledge, Hide Feelings*

**CHILD** (   ) *Play, Wheedle, Get Protected*

**FRIENDSHIP** \_\_\_\_\_

**WONDER** \_\_\_\_\_

**FEELINGS** \_\_\_\_\_



**DREAMS**

**TRUE FORM**



## How to Enjoy Your Stories

*Golden Sky Stories* is a game for short, simple stories. Where some role-playing games are made for epics spanning dozens of 6-hour game sessions, in this game we come together to experience short, sweet and personal stories that last an hour or two.

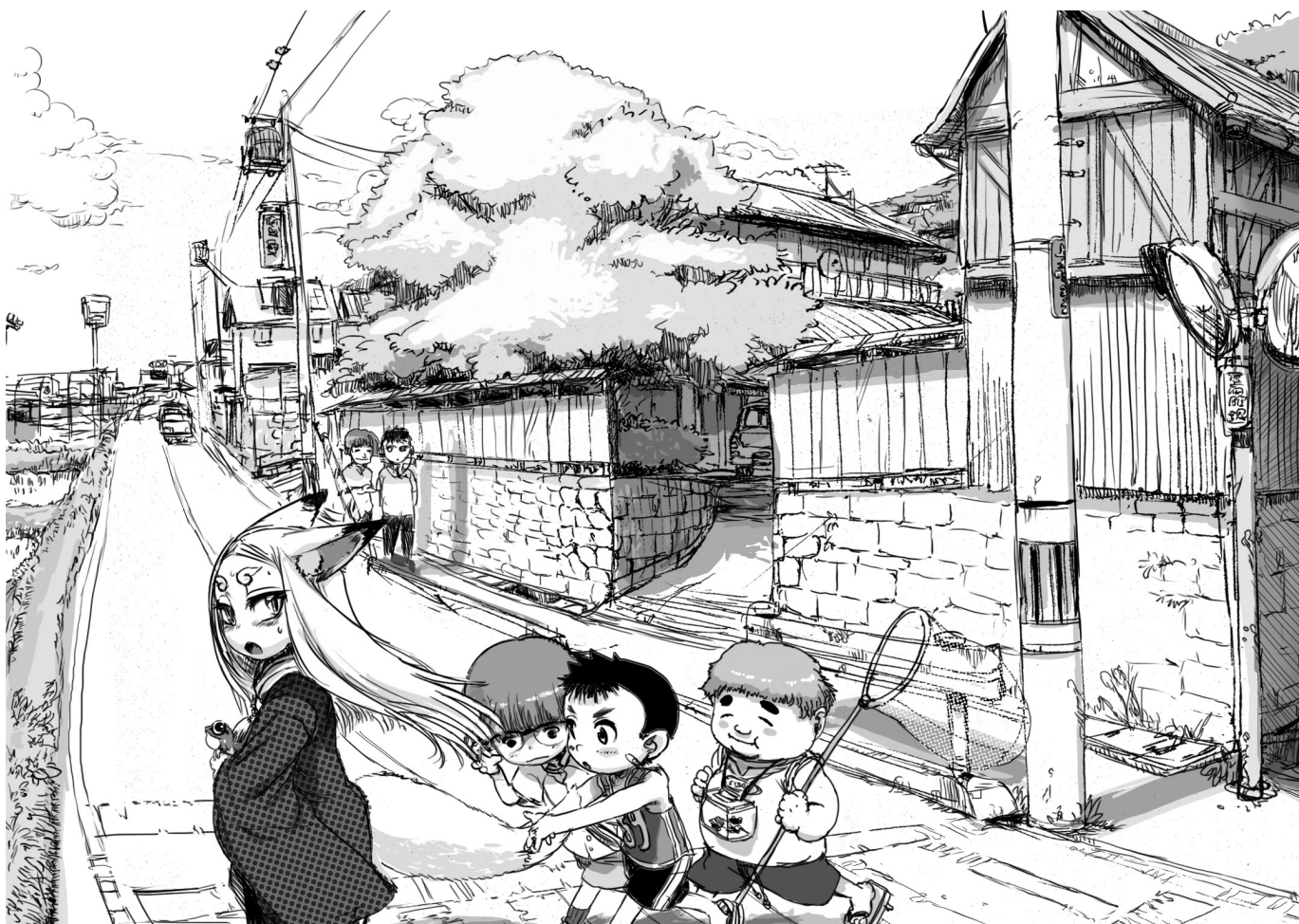
### Stories and Scenes

A story is organized into several “scenes,” and by progressing through scenes, the story begins, develops, and comes to an end. Only the narrator knows how many scenes are prepared for a given story. Try to do the very best you can in each scene.

When the time or place changes, the narrator can bring a scene to a close and move on to the next. Only the narrator can end a scene, but before the narrator creates a new scene you can say, “Before that I’d like to have a scene about such-and-such.”

If everyone splits up to search for something, or otherwise acts separately, there will of course be scenes where you don’t get to appear. That doesn’t mean there’s nothing for you to do however; you still get to award Dreams to other players.

In this game stories are essentially about helping out someone who is in trouble (though the narrator may present other kinds of stories at times). You meet someone with a problem. You learn of their difficulties or worries, and you find some way to resolve them. Henge have powers that can help them solve problems that might arise during a story, and sometimes these powers can even help them to be loved.







## Things You Can Do During Scenes

A story starts with its first scene. When this first scene begins, the narrator sets out when and where it takes place, and will probably name which henge can appear in the scene. (Usually all of them can appear.) From there you do can any of the following seven things in each scene:

### 1. Get Wonder and Feelings

At the start of the story each henge has a Friendship rating of 4, and they'll get to increase it later. At the start of each scene henge gain points of Wonder and Feelings equal to their Friendship. In subsequent scenes you keep any unspent Wonder and Feelings and add them to the additional points you get. For example if a henge has 6 Wonder and 10 Feelings and has Friendship of 7, at the start of the next scene they'll go up to 13 Wonder and 17 Feelings.

However, when the story's final scene ends (the narrator will tell you when the final scene is starting), you can't save any of your Wonder or Feelings for the next story. Because of that, you shouldn't be stingy with these points; try to use them as many points of Wonder and Feelings as you can before the story ends.

### The Narrator's Wonder and Feelings

The Narrator and the characters they control do not have a Friendship rating, so you may be wondering how they get points to spend. The answer is simple: the Narrator has a budget of Wonder and Feeling for each scene. They get 10 Wonder and Feelings if their characters are human, and 20 if their characters include henge or other beings with special powers. Unlike the players' henge, the Narrator does not keep left-over Wonder or Feelings from one scene to the next.

### 2. Talking and Taking Actions

These are the most important things you can do during scenes. You are participating not as yourself, and you need to speak and act as an animal, as a henge. Stories progress through the speech and actions during scenes. In order to resolve problems and worries, it's important to talk to and work to heal the people involved.

Henge are not called merely for power in a fight or briefly looking cool. They must use sympathetic affection and kindness for mutual understanding through talk and suggestions. Try to speak and act kindly and affectionately so that other participants, including the narrator, will be pleased. Remember, even if a henge is acting or speaking for his or her own sake, he or she can still help and heal others. Also, rather than acting on your own, you should actively talk to the people the narrator presents and your friends' henge.

However, speaking of things one can normally do, henge do have Weaknesses. Participants need to keep their henge's Weaknesses in mind as they act and speak. The description of each Weakness explains how it affects the rules, but there are many that add things you can show through words and actions.



### 3. Award Dreams

You can do this regardless of whether or not you're participating in a scene. You can give "Dreams" to the henge of other participants based on their actions and dialogue. "Dreams" let you show your appreciation to others when they do or say things you find appealing. Receiving Dreams lets participants boost their Friendship score, which lets them get a good supply of Wonder and Feelings. Without that, it may become difficult to satisfactorily finish the story.

All of the participants can award Dreams, except for the one doing the thing in question. Watch what the other participants do and say, and whenever they do or say something you think is neat, you can give them a Dream. For one bit of speech or action you can give only one point of Dreams. Since each person can give one point of Dreams for one thing that happens, you can potentially get one point of Dreams each from everyone else. Admittedly, it can be difficult to know what's "neat" enough to give Dreams. You can award Dreams according to your own sensibilities, but please keep the following two points in mind:

- You thought something said or done was cute.
- You thought something said or done helped or healed someone.

Furthermore, it's up to each participant to figure out how he or she will perceive speech and actions. Even if everyone else is giving Dreams for something, you can still refrain. Likewise, even if no one else awards Dreams for something, you can still award one if you feel you should. Don't follow what everyone else is doing, and don't give or withhold Dreams just because someone has a lot of Dreams or only a little. In other words, you should give Dreams based on your own feelings.

Keeping track of all of the Dreams being given and received by writing down numbers would be troublesome, and sometimes it'd be too easy to forget. As noted in the section on initial preparation, you can use some kind of tokens or cards to keep track of Dreams.

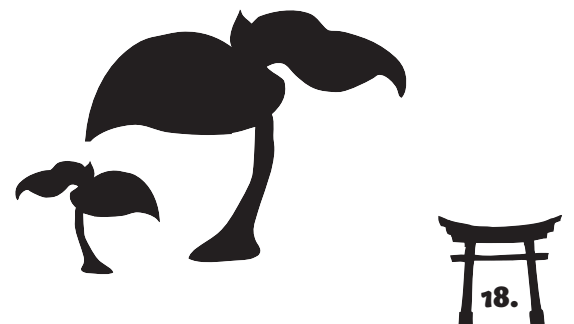
### 4. Action Checks

Although it goes without saying, despite being fictional characters in a story, your henge won't succeed at something just because you say they're going to do it. Of course, if it's something anyone can obviously do, or something that animal can obviously do, you can have your henge do it just by saying so. But there are things that aren't like that, right?

For example, if something happens far away, you don't know for sure whether a cat's ears or a dog's nose will help them notice it. In a situation where something unexpected happens, whether you can react calmly cannot be settled just by saying you did. Even a bird would have a hard time flying to where she wanted in a typhoon. When someone is trying to do the opposite of what you want to do, you can't just say "did it" without indicating who did it. The same goes for when you have a contest and need to determine a winner.

That's why you have attributes. We can determine whether or not you can accomplish something based on your attributes. This is called a "check." When the time comes for a check, the narrator announces which attribute it will use, and what total result is required. If your attribute is equal to or higher than the required number, you'll succeed. In other words, you'll accomplish what you wanted. Also, when you're competing against someone else, compare each other's numbers. If it's the same, it's a tie. Otherwise whoever has the higher result wins, even if it was only by 1 point.

However, there are lots of times when you can't succeed just with that, right? When you need to put in some extra effort, or when other people are there to cheer you on, you can do better than you might think. This is where Feelings are important. All kinds of Feelings can help you succeed where you might not otherwise.





If you spend Feelings equal to the amount you're short of the required number, you can increase your attribute for that check only. You can spend as many points of Feelings as you like on a single check, but you can only use as many as you currently have. Basically, you can't borrow points ahead of time, or get them from friends (unless a Power lets someone transfer or grant points of Feelings).

If both sides are using Feelings to compete, they keep raising their attributes until someone can't or won't use any more. Of course, if you're sure you can't win, you can just not spend any Feelings and accept defeat. Surprise checks can use any attribute to overcome.

### Action Check Guidelines Table

Required Number	Guideline
2 or Less	You probably don't need to do a check.
3-4	Well, I'm sure you can get by.
5-6	You can get by, if this is something you're good at.
7-8	Normally, this'll be impossible.
9+	No way!

Just remember, creating stories isn't about winning or losing, or even about having the story go how you want it to. Checks are an important rule, but if you worry too much about what they do, you might forget something more important.





## 5. Use Wonder

Henge possess mysterious powers that let them do things humans cannot. By using these powers, they can accomplish various things that humans can't.

In order to use these Powers, you need the energy of Wonder gained from your friendships with others. Think back to when you first created your henge and picked out an animal type and weaknesses. At that point you should have gotten Basic Powers, plus an Additional Power paired with your Weakness. The numbers in parentheses next to the names of the powers are how many points of Wonder you have to spend if you want to use them. Since some powers require a check too, be careful of how they work and how many points of Feelings you have when you use Wonder.

You can use as much Wonder as you like, but you can only use as much as you currently have. Basically, you can't borrow Wonder ahead of time, or get any from your friends (unless a Power lets someone transfer or grant points of Feelings).

## 6. Take Human Form

This is another mysterious power that all henge possess. Since henge are still animals, it's because they have this power that they can show themselves to humans. Henge can change instantly, so fast that the time it takes for someone to blink, or a little bit of cover is sufficient. If you think you need to change, do it whenever you think is right, without hesitation.

In order to change, you need to use Feelings or Wonder. You can use some of each, but regardless, the amount you need depends on the time of day and the form you want to take. Also, even if a scene takes place immediately after the one before it, you still need to pay the Feelings and Wonder for changing at the start of each scene. Be careful of the time of day and the situation in each scene.

Also, you can always use all of the Powers on your record sheet, regardless of what form you're in, except those that specifically say otherwise. The same goes for Weaknesses too, so please be careful.

Time of Day	Form (Except Birds)	Form (Birds)
Morning/Daytime +4	Completely Human +4	Completely Human +4
Evening +0	Tail +2	Small Wings +2
Night +2	Ears and Tail +0	Wings that Look Like They Can Be Used to Fly +0

The table above gives the cost of transforming. The cost is a combination of the time of day and the form you want to take. The time should be self-explanatory, but let's explain the form part.

Taking on a completely human form is rather expensive. However, you can reduce the cost by letting the tail or the tail and ears of your true form show through (and if you reveal your ears and tail in the evening, you can transform for free). Which form you will use probably depends on where you are and who you're dealing with. For example, if a fox were to go around in broad daylight with her tail showing (6 points), she'd likely stand out. On the other hand, if she's meeting a friend at dusk or on a road at night, showing her ears and tail shouldn't be a problem. However, please note that unlike other kinds of henge, birds can reveal their wings rather than their ears or tails when they change.

One more thing: If you've taken human form, you can revert to your animal form instantly. You don't have to use any Feelings or Wonder for this. If you're confronted with a situation that you can't deal with as a human, you might want to do this, assuming anyone around knows you well enough to know about your true form. Regardless, whenever you change into human form again, you'll have to use more Wonder or Feelings.





## Increasing Friendship

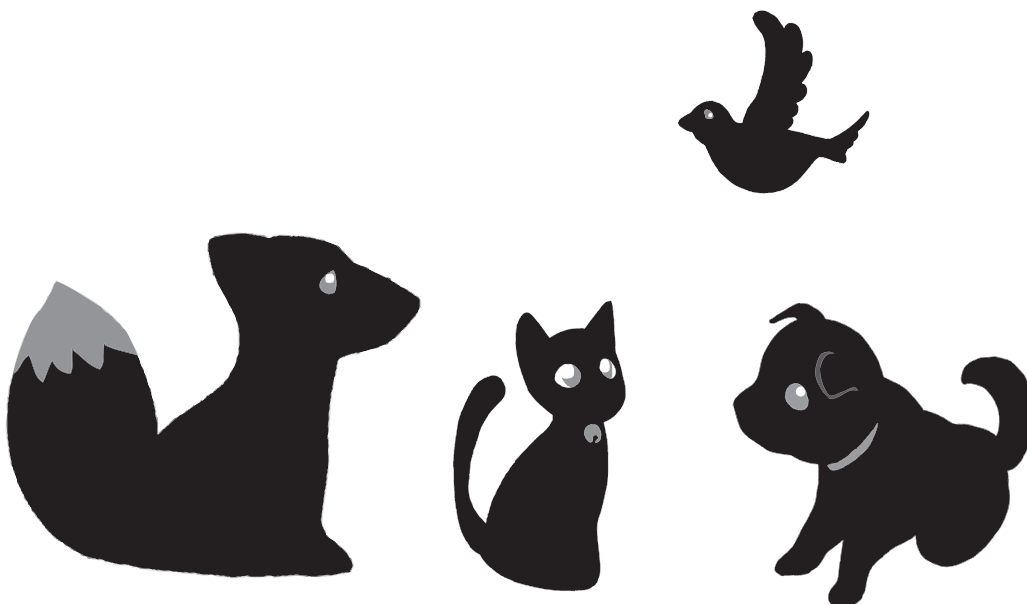
Between scenes each participant will have the opportunity to increase their henge's Friendship. Friendship automatically goes up by 1 at the end of each scene, and you can spend 10 Dreams to increase your Friendship by 1. Be sure to increase your Friendship as much as you can; the Dreams you get aren't good for anything else.

### Connections

The "Friendship" mechanic is a simplification we made in order to keep this demo version as quick as possible while still preserving the awarding of Dreams. In the full version of the game henge have "connections" to and from other characters, which in turn determine how many points of Wonder and Feelings they gain per scene. Since henge have connections from other characters, including characters the narrator controls, in the full game you also give Dreams to the narrator whenever his or her characters make the game more enjoyable. That in turn lets the narrator increase characters' connections to the henge. Connections also tie intimately into the rules for Memories and Threads, which are useful tools for games that span multiple sessions.

### Ending A Story

At the end of the story your henge's Friendship goes back to 4, and they lose any unused Wonder, Feelings, and Dreams.





## Scenario: Cop Out of Water

This is an introductory scenario for you to try out *Golden Sky Stories* with. Only the Narrator should read past this point.

### Narrator Characters

- Mr. Kawamura, a Policeman on Vacation (Adult 4, Child 0, Animal 3, Henge 0)
- Mrs. Kawamura, his wife (Adult 3, Child 1, Animal 1, Henge 0)
- Kenta, a Mischievous Boy (Adult 1, Child 2, Animal 2, Henge 0)

### Time Needed

1-2 Hours

### Wonder and Feelings

For this story the Narrator has 10 Wonder and 10 Feelings per scene.



### Story Summary

Mr. Kawamura is a policeman from Tokyo. He's one of the very best police officers in the country, but he's so focused on upholding the law and controlling crime that he has a hard time switching off and relaxing. Even so, he got married recently, to a forensics expert he met through his job. By pulling some strings with the police chief, the new Mrs. Kawamura was able to force her husband to take a proper vacation, and they've come to her hometown for two weeks.

Not long after he arrived, he found a boy named Kenta out playing after what would be curfew back in Tokyo. Mr. Kawamura confiscated Kenta's soccer ball and left it at the local police station, but Kenta himself managed to slip away before Mr. Kawamura could haul him anywhere. Over the course of the story the henge will get involved and hopefully untangle this little mess.

### First Scene

**Location:** At the Park

**Time:** Evening

As always, when you start a scene the players' henge get points of Feelings and Wonder. For this demo version they get Feelings and Wonder equal to their Friendship rating.

Begin by reading the following to the players:

You've come to the park in town to play with your henge friends. The sun is setting, and the sky is a beautiful, blazing orange. You can hear the lazy call of cicadas in the distance.

Ask the players what forms their henge are taking. Since this scene takes place during the evening they can take a partially human form with their ears and tail showing for free, or spend 2 points of Wonder and/or Feelings to hide their ears, or 4 points to hide their ears and tail to look fully human. (See p. 20 for the full rules for transforming.)

Then ask the players what their henge are doing. Let them just role-play for a while, and get accustomed to pretending to be magical animals. When a player does something that makes the game more fun, give them a Dream, and remind the players to do the same. Most players will need a little encouragement to get started awarding Dreams.

Once the henge have had some time to play around a bit, it's time to bring Kenta into the story. He's up in a tree, sulking because Mr. Kawamura took his soccer ball. At first Kenta doesn't want to talk or come down. The tree is rather large, and has many sturdy branches; tell the players they can climb the tree if they get an Animal check result of 4. This means they can climb up if they have their Animal attribute at 4, or if they spend enough Feelings to make up the difference between their Animal attribute and the required result of 4. For example a henge with Animal at 2 could spend 2 Feelings to get up to 4 for this check. (See p. 18 for the full rules for making checks.) The players might be able to come up with another way to get up to where Kenta is; for example a bird henge could spend 2 Wonder to use their Wings power to fly up there.



In any case, he eventually relates how Mr. Kawamura came and took Kenta's soccer ball, and asks them for help getting it back. When they decide to go look for Mr. Kawamura you can end the scene and get ready to start the next one. Once you bring the scene to a close, each player gets to increase their henge's Friendship by 1. Anyone who has 10 Dreams can spend them to raise their Friendship by another point.

Depending on what the henge decide to do, the story may take a different course from what we've laid out here. That's fine! But you may have to improvise what scenes follow. Just remember that this is a game about people and henge who are basically good-natured, but sometimes have misunderstandings.

## Second Scene

**Location:** In Town

**Time:** Evening

Assuming the henge decide to confront Mr. Kawamura, they pretty easily find him walking around town, observing things and taking notes.

Mr. Kawamura is a policeman accustomed to following the exact letter of the law at all times, and using his exacting investigatory skills to get to the bottom of any mystery. That's why he took issue with Kenta being out after curfew (not realizing that in the countryside, they don't bother with curfews), and why, unless the henge are very careful, he'll get suspicious about why there are talking animals, children with tails, or just who these children are that are also out after curfew.

Of course, if the henge are anything at all like how they typically are, they'll leave more than enough clues about what they really are. Ironically once he gets past the shock of the existence of the supernatural, Mr. Kawamura is perfectly fine with that—as animals they are not breaking any laws—but he insists on being told the truth. Whether because they've persuaded him to give the soccer ball back or just because he thinks the henge are children who won't tell him where they live, he'll likely insist they go to the police station next.

## Third Scene

**Location:** Police Station

**Time:** Night



The town has a teeny tiny police station and only two police officers, who mostly just walk around and help people out. When the group arrives there it's empty, except for a note saying that if anyone wants some tea the water heater is full and there's a tin of tea on the bottom shelf of the cupboard.

Mr. Kawamura gives Kenta his soccer ball back, but insists on escorting him home. Unless the henge have admitted to being henge, (there's no rule henge must follow about keeping themselves a secret, but some might consider it a matter of pride or personal) he'll try to get them to tell him who their parents are, and doggedly follow them if they try to leave. They should sort things out eventually, so that everyone concerned goes home for the night.

Once the scene ends, tell the players that the next scene will be the last one, so they should feel free to spend their Wonder and Feelings, since they won't be able to keep those points for later.

## Final Scene

**Location:** At the Park

**Time:** Day

This last scene is a sort of an epilogue, a chance for the players to role-play a bit more with each other and the characters they've met over the course of the game. The next day Kenta joins the henge in the park to play (and he brings his soccer ball of course).

Mr. Kawamura shows up, along with his wife. Mrs. Kawamura grew up in this town, and she was friends with some henge when she was little (perhaps even one or two of the henge here if they're old enough, like perhaps the Fox). She apologizes to everyone for her husband being so crazy, and asks them to help him actually relax during his vacation.

Let everyone role-play a bit more as the henge try to figure how to help the Kawamuras enjoy themselves, until you're ready to bring this session to an end.