

Game by: Justin Joyce (@RadioAirHyper)

Cover Art: Icarus (@InkyJuiceBox)

# Geese at the Beach



# Geese At The Beach: Creatures Tasked With Collecting Things For The Feathery Overlord

By Justin Joyce

Geese At The Beach is a Powered By The Apocalypse game as part of the #YourMoveJam. This game is intended for one Goose Master (GM) and at least one player (goose/geese).

## The Goose King demands tribute.....

The true nature of the Goose King is not known to mortals. Evidence suggests that the Goose King does not abide by the laws of the natural world, that it is an entity that exists beyond space and time, an elder beast that cannot be understood. Other records suggest that the Goose King is a natural phenomenon, perhaps even a disaster, on par with hurricanes, typhoons, aurora borealis, tsunamis, or earthquakes, where it trots awe and destruction follow. Some hypothesize that the Goose King is the chosen form of some sort of ancient god, believed lost to antiquity, perhaps even a god that was worshipped by those that walked the Earth in prehistoric times, and has now decided to regularly make its presence known to the foolish creatures who believe themselves safe on this planet. Some even believe that the Goose King is just a very large goose that somehow found a crown and wears it around.

Regardless of fact, the Goose King has awoken. This is an annual event. As such, the Goose King demands to be appeased so that it might return to sleep without having to decimate all life. As such, the Goose King has summoned the most trusted geese that it knows to gather as many Shinies to it as possible. To do this, the geese must make their way to the most dangerous land, a land filled with the most Shinies. The Beach.

The Beach houses the most dangerous enemies of the Goose King and the mission to collect Shinies. Men, Sharks, Crabs, the Harsh Sand, the Hot Sun. And worst of all, the unstoppable Seagull Armada. Once the Goose King has been satisfied, the geese will receive a boon beyond their wildest dreams.

## Shinies And You.....

Shinies are the focal point of your mission throughout this game. The most important thing that you can do is to collect the Shinies for the Goose King. The Shinies are not simply decorations for the Goose King's hoard, however.

Shinies can be given over to the Goose King at any time. They can also be sacrificed at any time when in dire straits.

Shinies can be taken to the Goose King's Shiny Nest to:

- Automatically heal 1-Harm for 1-Shiny.
- Automatically received 2 Favor.

Shinies can be sacrificed (with no hope of retrieval) to:

- Automatically avoid taking 1-Harm
- Interrupt the GM's Action/Hard Move to make any action instead.

## Favor And Abilities.....

The power of the Goose King courses through the geese chosen as Shiny Collectors. In play, these are represented as Favor Tokens. Favor is a special currency meant to be spent or earned in conjunction with the Abilities listed on all of the Geese Books.

**Goose Abilities** represent a natural ability that comes with simply being the type of Goose you are.

**Beach Abilities** represent the natural stimuli that comes with being what nature deems you to be, and you will receive a Favor token for doing it.

**King Abilities** represent an exertion of your natural abilities, possibly empowered to you thanks to the Big Energy that radiates from the Goose King. You must spend a Favor Token to use these abilities.

All players start the game with 1 (one) Favor Token.

## Harm and Harming.....

Every Goose Book comes equipped with Five Harm Blocks. The main way that Harm can be taken is by rolling the Basic Move. When Harm comes to your character, mark it in one of your Harm Blocks. Every Goose Book has a way to avoid taking Harm, sometimes explicitly and sometimes you need to be creative, always flipping a Token to activate the appropriate King Ability.

It is up to the group to decide what it means to fill up all five Harm Blocks. This could mean dying in the service of the Goose King, being forced to retreat until your wounds are healed, or simply being knocked unconscious. If every member of the Goose squad reach full harm, with no way to heal themselves, then the Seagull Armada will sweep over the beach and claim every Shiny for themselves. The Goose King will fall into an eternal, permanent slumber.

### A Note on Harm

This game is about playing animals. As such, it is important that the GM and Players discuss what the nature of Harm and filling the Harm Blocks does. Animals receive injury against other animals (and perhaps even people) as part of the game and that runs the risk of a game including animal abuse. It is essential to learn how comfortable everyone is with this before running this game at the table.

## Being The Goose Master: Moves and Enemies

The Goose King is almost insatiable in his lust for Shinies for his hoard. But he is thankful for those who serve him well. He is also violent and prone to punish those he perceives as failing. When players fail Basic Move roll or have just activated their abilities, it is up to you to present more obstacles ahead of them. However, when the players specifically Please or Displease the Goose King, here is a collection of things that the Goose King is capable of doing:



## Basic Move:

When you **take something as an offering for the Goose King**, roll 2d8.

On a **hit**, you add another Shiny to your hoard.

On a **13+**, You get two Shinies and pick 2 from the lists.

On a **10-12**, pick 2 from the lists.

On a **7-9**, pick 1 from the list, the GM picks another 1 from the list.

On a **6-**, the GM decides where the Shiny ends up and picks 2 from the list.

### POSITIVES

- > An opportunity presents itself for you or your allies.
- > Inflict Harm upon your enemy.
- > You gain critical information.
- > You reshape an aspect of your environment in the process.
- > You can ask the GM any one question about the current situation.
- > Take 1 Favor.
- > The Goose King is pleased with your selection.

### NEGATIVES

- > You lose another Shiny in the process.
- > You take a Harm.
- > You lose track of something important.
- > A bigger threat enters the scene.
- > The Seagull Armada is targeting you.
- > A sinkhole in the sand opens up by an unnatural force.
- > The Goose King is not pleased with your selection, and makes his displeasure known.

## THE GEESE BOOKS:

### The Buff Goose

NAME:

HARM BLOCKS- [ ] [ ] [ ] [ ] [ ] [ ]

Describe Your Look:

#### King Abilities (-1)

Spend a Favor to:

- **Antagonize** all the humans on the beach and send them running.
- **Obliterate** your current obstacle.
- **Cut** someone with your serrated tongue and beak.
- **Tank** a hit and take no Harm from it.
- **Use** the knife effectively.

#### Goose Abilities 0

You may always:

- **Remind** people that evolution has made you the apex predator.
- **Find** trash.
- **HONK.**
- **Flex** your natural superior fighting power.
- **Pick Up** the knife.

#### Beach Abilities (+1)

Gain a Favor when you:

- **Pick** a fight all evidence says you should lose.
- **Scare** an ignorant fool.
- **Take Flight** in the middle of a crowd, scattering all.
- **Affirm** the power of the Goose King.
- **Throw Yourself** into the danger.

## The Duck

NAME:

HARM BLOCKS- [ ][ ][ ][ ][ ][ ]

Describe Your Look

### King Abilities (-1)

Spend a Favor to:

- **Effortlessly Retreat** away from any danger.
- **Remain** unnoticed by a significant threat.
- **Navigate** into someplace you're not wanted.
- **Absolutely Ruin** something with the grace of a mallard.
- **Become** the richest duck in the world.

### Goose Abilities 0

You may always:

- **Find** bread.
- **Migrate** away from small danger.
- **Quack**.
- **Be** the master of land, air, and sea.
- **Pinpoint** an obvious weakness.

### Beach Abilities (+1)

Gain a Favor when you:

- **Demand** to be loved.
- **Remind** everyone why you're the brains of this operation.
- **Explain** the best way to approach something.
- **Convince** someone you are a rubber toy.
- **Manipulate** the humans into breaking the Don't Feed The Bird policy.

## The Pelican

NAME:

HARM BLOCKS- [ ][ ][ ][ ][ ][ ]

Describe Your Look:

### King Abilities (-1)

Spend a Favor to:

- **Swallow** something whole.
- **Scoop** up something everyone knows you shouldn't be able to.
- **Ride** a crocodile.
- **Mash** an opponent with your beak.
- **Reveal** a secret object you've had stashed in your beak.

### Goose Abilities 0

You may always:

- **Scoop** up something you realistically shouldn't.
- **Inflate** your air sacs.
- **Bark**.
- **React** overdramatically.
- **Endanger** everybody else's lives selfishly.

### Beach Abilities (+1)

Gain a Favor when you:

- **Be gross** with your weird giant beak.
- **Remind** everyone why pelicans are the most terrifying bird.
- **Joust** another bird.
- **Snatch** prey from another apex predator.
- **Get Distracted** by preening yourself

## The Cat

NAME:

HARM BLOCKS– [ ] [ ] [ ] [ ] [ ] [ ]

Describe Your Look:

### King Abilities (-1)

Spend a Favor to:

- **Sprint** across a great distance.
- **Gracefully** avoid Harm.
- **Parkour** over a great obstacle.
- **Squeeze** into an opening you shouldn't be able to, reminding everyone you're a liquid.
- **Become** a claw-filled death machine, trapping or Harming your target.

### Goose Abilities 0

You may always:

- **Land** on your feet.
- **Jump** to a better vantage point.
- **Scream**.
- **Appear** somewhere that you definitely weren't a second ago.
- **Sits** if you fits.

### Beach Abilities (+1)

Gain a Favor when you:

- **Ignore** everything and waste a turn on a nap.
- **Guilt** the humans into giving you food.
- **Interfere** with something that isn't your business.
- **Lash Out** against anyone trying to love you.
- **Complain** for literally, objectively, no reason.

## The Fish

NAME:

HARM BLOCKS– [ ] [ ] [ ] [ ] [ ] [ ]

Describe Your Look:

### King Abilities (-1)

Spend a Favor to:

- **Leap** to a new water source.
- **Pay Attention to** something for more than a minute.
- **Summon** your school to overwhelm the enemy.
- **Ram** straight through any hard barricade.
- **Heal** yourself or a friend with your calming oil secretions.

### Goose Abilities 0

You may always:

- **Inspire** your team with a twelve word speech.
- **Spit** water at someone.
- **Glub.**
- **Just** keep swimming.
- **Commune** with the starfish.

### Beach Abilities (+1)

Gain a Favor when you:

- **Forget** about your objective immediately and move to a new one.
- **Run Away.**
- **Swarm** the humans' feet.
- **Say** something someone else has already said, confident you it's your idea.
- **Get Stuck.**