

THE **BROKEN** **WINDOW**

*A **Golden Sky Stories** Replay*

By **Ewen Cluney** (© 2012)

Original Game Design by **Ryo Kamiya** (© 2006)

Layout by **Clay Gardner**

Art by **Susan Mewhiney** (www.sue-chan.com)

This is a replay of a Golden Sky Stories session I ran and recorded a while back so you could get a taste of what the game is like in play. A “replay” is an innovation from the Japanese tabletop RPG scene, a transcript of a full game session. They show up in game rulebooks as tutorials and in separate paperback books as something to read for fun. If you’re not familiar with the game, you can learn about the basics of how it works. I’ve included plenty of footnotes to explain things as they come up.

In Golden Sky Stories players take on the role of henge (pronounced “hen-gay,” two syllables), animals with just a bit of magical power, including the ability to temporarily take human form. They live in a small town in rural Japan, and when you play the game, you and a few friends tell a story about your henge helping out some ordinary people who have some kind of problem. It’s a heartwarming, non-violent game that transports you to a warm, idyllic place. The game session in this replay takes place in Hitotsuna Town, which is the default town detailed in the Golden Sky Stories rulebook.

If you’d like to know more about Golden Sky Stories, check out the Star Line Publishing website at WWW.STARLINEPUBLISHING.COM.

Thanks to Chris, Elton, and Tim for humoring me and joining me for what turned out to be a really fun game.

The Broken Window

Introductions

We join the action after I, as the Narrator, explained the basic rules and walked everyone through making their henge.

Ewen (Narrator): Okay, let's go around the table and introduce your characters so we know what we're dealing with, and you can decide on your connections to each other.

Elton (Tadakichi): Okay, I control Tadakichi. He's a dog henge and he can transform into a 12-year-old boy who has a baseball uniform, cap, and glove. He... Yes. Don't give me that look. He lives with a family in Hitotsuna Town and basically just likes to play catch, not just with his hosts, but also local families around the town, so he's likely to be wandering around thereabouts even at night. Oh, and he loves everybody.

Chris (Moro): My character is Moro. He's a cat of 15 years. He's essentially an alley cat who runs about pretty much everywhere in the whole town. He doesn't belong to anybody and he doesn't seem to care to, but he gets along with most everyone, so he lives off of the scraps that people feed him. His human form is a 10-year-old boy with kind of messy gray hair. He always wears a yukata¹ and a cat mask as if he was always attending a festival. Oh, and as a cat he's a gray cat, but his fur gets black on his paws and the tip of his tail, and he's got a big scar that starts on his forehead and goes down over one eye. In his human form the mask is on the same spot where the scar is.

Tadakichi: Neat!

Tim (Ichi): My character is Ichi. She's a 15-year-old tanuki.² She's a really tall beanpole tomboy who likes to wear a cap—a Naruto cap—and wears a baseball jersey and always wears a scarf for some reason. And she likes running around town playing tricks on people, but it's almost like everyone knows she's playing tricks; she really sucks at it, so everyone's in on the joke, but she thinks they don't know. And that's basically it.

Connections

Narrator: Okay, go ahead and decide on your connection contents³ to each other. Since there are three of you, you all get connections with a strength of 1 to each other.

Ichi: What's this connection with the town?

Narrator: Your connection to the town starts at 2 on both sides.

Tadakichi: Okay, I have a sense of Rivalry with Moro, if only because he's a cat. And I have a sense of Admiration for Ichi.

Ichi: Okay, I think with Tadakichi we're good buddies. What would be good? (looks at the list) Affection? I dunno.

Narrator: (reading from the description) "You like them, you're lonely when they're not around."

Ichi: "Like" could be good. What's trust?

Narrator: Trust: "You trust them. You come to them when you need help."

Ichi: Cool. I'll go with Trust then. So where does that go?

Narrator: On the side of the connection where it says "You" on the left.

Tadakichi: Yeah, you'll be writing what we have towards you on the right.

¹ A kind of cotton kimono often worn for festivals.

² Raccoon dogs, or tanuki, are a species of canines found in Japan and some other parts of Asia. They have markings like raccoons, but they're different. In Japanese folklore, tanuki often have magical powers, and in particular, they're adept at transforming themselves.

³ Henge have connections to and from each character in the current game, plus the town itself. A connection has a Strength on each side (a number indicating the magnitude of the social bond it represents) and a Contents, a label (such as Like, Love, Trust, Rivalry, etc.) that indicates the kind of bond the characters have.

Ichi: (to Moro) And you're the old one who... Are you grumpy?

Moro: Um... No, but he does tend to keep to himself a lot.

Ichi: Okay, I'll get "Respect" then. I don't mess with you. ...But I mess with everyone else. Okay then.

Moro: And I have Acceptance for Tadakichi.

Narrator: "Acceptance" is more for the town. "You give them a place to belong."

Moro: Ugh. Okay, well, I don't know what then. I mean, I'm affectionate towards the town. I like it, and it's kind of like "my town." And thusly, I like pretty much everyone in it, but at least as far as I'm seeing so far Tadakichi doesn't give me any reason to like him directly. So to me, that's Acceptance.

Narrator: Okay, that makes sense.

Moro: I just don't know what... It's not Respect, and I don't Trust him directly.

Narrator: Well, if you can think of something else to call it you can just make up a new Contents.

Ichi: Man-Love? Bro? Hahaha!

Narrator: ...That's more where you'd put "Like"...

Ichi: Bromance!

Narrator: ...No.

Moro: Well, Ichi amuses me, so...

Ichi: Just "Like" then?

Tadakichi: I could see that being Affection. Or it leads to Affection. Maybe we could be in the same family?

Moro: No, I don't belong to a family.

Tadakichi: Oh, that's right!

Moro: I belong to the town.

Ichi: You're a stray.

Moro: Um, Respect?

Narrator: Um, Respect: "You think they're amazing. You think they're great."

Moro: Nope.

Narrator: I think "Like" would be best.

Moro: Okay, I'll just put Like.

Narrator: Just remember you'll have to

change it if you raise the connection above 2. Okay, is that everyone?

Moro: Yeah.

Ichi: Yup.

Scene 1

Narrator: Okay, then we can begin the first scene. Go ahead and mark down how many points of Wonder and Feelings you get. You get Wonder equal to the sum of the total strengths of your connections to others, and Feelings equal to the total strengths of your connections from others, so right now that should be four of each, except for Tadakichi, who should get 7 Wonder.¹

Tadakichi: Oh, that's right.

Narrator: And with that done we can get started. We start with the three of you for whatever reason taking a walk around town. You're walking along a path covered by trees, and there are sunbeams coming through the leaves and branches.

Moro: "There's nothing like a nice sunny day."²

Tadakichi: Since dogs can't sweat, you know, I'm panting.

Moro: Are we assuming it's hot out?

Narrator: Um, if you want it to be that's fine with me.

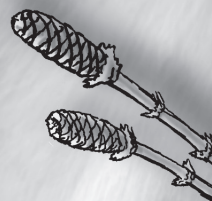
Moro: "Tadakichi, you should join us more. It's good to get exercise, and this town is so beautiful."

Tadakichi: I walk up to a tree that has some birds in it and like put my paws against it and look straight up.

(At this point, the Narrator hands Tadakichi's player one of the hanafuda cards we're using to represent Dreams. While playing the game you can give a Dream to someone any time they do something neat or that helped someone in some way. You can only give one Dream for one thing that happens in the game, but everyone participating can give one if they

¹ Tadakichi took an optional power called "I Love Everyone" that gives him a strength 3 connection to "Everyone," but not a connection back. In exchange he has the Weakness of being Naïve.

² Henge are capable of human speech, even in animal form. Humans who are unfamiliar with henge tend to get a little freaked out by the sight of a talking animal, though.



want. Between scenes, you can spend Dreams to strengthen your connections. Since I made this replay from an audio recording I don't actually have a record of when exactly people awarded Dreams, but this happened regularly during the game. As is often the case, as the Narrator, I had to lead by example, and it took the players a little while to get into it.)

Moro: I'll wander over to where there's some grass and start sniffing the grass and chewing on it a bit.

Ichi: I'm going to walk up to the tree where Tadakichi is looking up.

Tadakichi: I'm starting to scratch my back against it.

Ichi: I'll go around the other side and climb up the tree, then I'm gonna stalk the birds. Wait, I need a branch. I break off a branch and start stalking a bird.

Tadakichi: I'll just watch him.

Moro: I look and just shake my head. Then I walk over and sit down and look, first at Ichi, and then over at Tadakichi.

Narrator: *Just* as you're creeping up on the bird...

Everyone: Hahahaha!

Narrator: There's a sound of a window breaking! And the bird gets startled and flies away.

Ichi: And I freak and basically I like tip over and fall down so I'm hanging on the branch.

Tadakichi: I turn in three circles and then race off to where I heard the sound from.

Narrator: Okay. Tadakichi takes off at a run. In the distance you hear the sound of an old man yelling. "Hey you kids! What d'you think you're doing?! Get outta here!"

Tadakichi: I sit there and look. Do I know the house?

Narrator: Well, you haven't really been on this side of town before.

Moro: I'm gonna head over there. "Ichi! Come here! This'll be interesting!"

Ichi: Are you dragging me? (laughs)

Narrator: She does have the "Cowering" weakness, so she'd freeze up.

Ichi: "Eep!"

Moro: I paw at the ground and find like a pebble or something and toss it right at your head.

Ichi: (laughs) I fall off the branch and land right in front of you.

Tadakichi: Nice.

Moro: I walk over, and you know how cats carry their young?

Ichi: You can just grab my scarf.

Tadakichi: I thought you were in tanuki form?

Narrator: You always start in animal form.¹

Ichi: Oh, okay.

Moro: So I grab like your tail or something. "Come on!"

Ichi: "Aaah! What happened?!"

Tadakichi: Right now I'm looking in the direction of the house and wagging my tail.

Ichi: "Where's Tada?!"

Moro: "He went over that way."

Narrator: As you're heading in that direction you see six or seven boys kind of fleeing in terror in the opposite direction. One of them cries, "Oh no! He's mad again!"

Tadakichi: And they're coming in my direction?

Narrator: Yes. They're coming down the path.

Tadakichi: When I see them coming I back away a little bit, and then when they pass I start running with them.

Narrator: As you're running alongside them you see that one of them has a baseball bat and two or three of them have baseball gloves on them.

Tadakichi: I'll let them get ahead of me and then change into my boy form.

Narrator: Okay, then go ahead and mark off the points. You can spend any

¹ Henge are still basically animals, and they're in animal form unless the player spends points to transform.

combination of Wonder and/or Feelings as long as it totals up to enough points. It's daytime, so are you going for full human form?

Tadakichi: I am, yeah.

Narrator: So that's going to be 8 points.¹

Tadakichi: Okay, so I'll spend 6 Wonder and 2 Feelings.

Ichi: So where are we?

Narrator: You two are a bit further back on the path, and the boys are coming towards you now.

Ichi: (to Tadakichi) So you're here now?

Tadakichi: Yes. I like being in human form because I can actually sweat.

Moro: I'm going to... Wait a minute. I'm gonna go and sit alongside the path and watch them go by. How do you use the base powers?

Narrator: You just say you're going to use the power and mark off the number of

points of Wonder it has in parentheses.

Ichi: Wonder only?

Narrator: Yes. Wonder is for powers, Feelings are for attribute checks, and certain things let you use either/or.

Ichi: Okay. Then I'm gonna transform to my semi-human form with ears and tail.

Narrator: Okay. So you mark off 4 points from either Wonder or Feelings.

Ichi: I'll spend 2 of each.

Moro: I'm just going to sit there and use my Kitty base power² and let them go by.

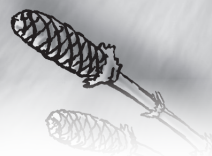
Narrator: Okay. You're just a cat sitting by the road and they don't pay you any mind.

Moro: I swish my tail too.

Narrator: And they kind of have other things on their mind. They just keep running; they're pretty scared.

¹ It costs fewer points for a henge to transform at night or in the evening, and also fewer if they leave their ears and/or tail (or wings in the case of bird henge) visible. This lasts until the end of the scene or until the henge decides to change back.

² Cat henge have a zero-cost base power called "Kitty" that basically means that you look like a normal cat, so people won't be especially perturbed when they see you. Some other kinds of henge have similar Base Powers.



Tadakichi: I'm pretty scared too, actually.

Moro: Where are they going anyway?

Narrator: This path just leads back into town.

Moro: Okay, so they're not running off into the woods or anything. Alright. I'm going to hop up on a fence and walk along them towards where the sound came from.

Narrator: And while all that's happening you hear the sound of a door slamming, too.

Moro: Where did that sound come from?

Narrator: The same place as the window breaking sound.

Ichi: "Where's Tada? Tada! Tada-chan! Where are you?"

Tadakichi: I wanted to know where those boys were heading and maybe play catch... but when I hear Ichi calling I turn around.

Narrator: Okay. We'll end the scene and kind of split things there.

Ichi: Already?

Narrator: Yeah, the scenes are really short in this game. Does anyone have 5 Dreams?

Tadakichi: Um... Nope.

Moro: I have four.

Narrator: Okay. Well, if you have 5 or more you can use them to increase the strengths of your connections at the end of the scene. But let's move on.

Scene 2A

Narrator: So I'm doing the thing where we split you guys into two separate scenes. We'll start with Moro. So Moro, you get to gain Wonder and Feelings.

Moro: Wait, how does this work again?

Narrator: You total up your connections to others and you gain that many points of Wonder, which you add to what you already have. Then you do the same with your connections from others for Feelings. Since you have

a total of 4 ranks of connections on both sides and you didn't spend any points in the last scene, you'll gain 4 of each, and now have 8 points each of Wonder and Feelings.

Moro: Okay, got it.

Narrator: Anyway, moving along, you come to a clearing where there's an old house, which has a rather conspicuously broken window on it.

Ichi: Newly broken?

Narrator: Yes. And secondly there's a girl there who's standing there staring at the house and just fuming.

Moro: I peer down at her from the roof of the house to get a better look. What does she look like?

Narrator: She's definitely a tomboy, but still kind of cute.

Moro: But is she new in town, or have I seen her before?

Narrator: You've seen her around town. You don't really know her well though. And her hair goes a few inches past the nape of her neck. She's got pretty eyes, and she's wearing like a T-shirt and brown shorts, and she's just sitting there fuming to herself about the stupid old man.

Moro: Okay. I'm going to hop down from the roof onto the fence, and then hop down to the street, and just walk right up to her.

Narrator: Okay. Do you want to make an Impression Check¹ to set up a connection?

Moro: Um... How do you do that?

Narrator: Basically you pick which attribute you're going to use, and since this is an attribute check, you can spend Feelings to boost your attribute up for that check. If you want to start with a rank 1 connection you need a total of 4, and if you want to start with a rank 2 connection you need a total of 8.

Ichi: So is that like the die you roll?

Narrator: No, there's no dice in this game at all.

¹ When henge meet new characters they can make a check using one of their attributes to cause that person to have a connection to them. If you don't make an Impression Check you can still build up a connection by spending Dreams, though.

Ichi: Oh, I see. You just add to it.

Narrator: So like if Ichi was trying to use her Henge attribute to form a connection, then you would start with 3 and spend however many points of Feelings to add to that.

Moro: Okay, I guess I'd use Animal?

Narrator: Okay, that makes sense.

Moro: Well, I just want to approach her as an actual animal.

Narrator: For some reason people playing cats always seem to do that...

Moro: Okay, so that's 2, so I spend another 2 from my Feelings?

Narrator: If you want a rank 1 connection, then yes. Or you could spend 6 to get rank 2.

Moro: I'm gonna spend 2, so I get up to rank 1.

Narrator: Okay. Her name is Natsumi, so go ahead and write that on your sheet, and write whatever contents you want. And I get to look up her attributes... (flips through the book)¹

Moro: Okay, so I boldly walk up to her and sit at attention and look up at her. I turn my head quizzically.

Narrator: She looks at you for a moment. At first she gives you this look like "What're you doing. Leave me alone," but then she kinds of relents for a second—

Moro: And when she does, I'm going to rub up against her. I'm gonna use my Fuzzy power. It says it "removes the fetters of their heart," and makes their Adult drop to zero while I stay close to them. So I spend 4 Wonder.

Narrator: Moro rubs against her, and—

Moro: And I curl my tail around her.

Narrator: You're probably experienced with this being a cat, so you see the moment when her defenses break down and she bends down and starts petting you. So she makes a Child check with a result of 4, so you can note down your connection to her with a strength of 1. She's bent down,

petting you, scratching behind your ears.

Moro: I soak in the attention for a while and walk through her legs.

Narrator: She tries to pick you up.

Moro: Okay, I let her.

Narrator: As she holds you she looks at the house and mutters about the old man.

Moro: While I'm in her arms I'm going to... not quite kick out, but stand up. You know what I mean?

Narrator: Yes. My cats do that all the time.

Moro: And I'll jump to the fence in front of the house and strut along the fence before I jump through the broken window.

Narrator: Hmm... Okay, I want you to make an Animal check with, let's say a target number of 5.

Moro: Okay. So I spend 3 Feelings in order to get a 5.

Narrator: You land lightly in the living room of this old man's house.

Moro: I start parading around.

Narrator: Okay. What you find is that this place is actually full of very old toys.

Moro: Interesting...

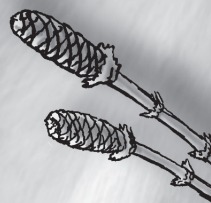
Narrator: There are all different kinds too. There are very nice dolls made for girls, there are these cool robots made out of tin, wind-up toys, tanks, and planes, and all different kinds of things. And then sort of casually tossed on the couch is a baseball, which is presumably what Natsumi is looking for. While you're looking around an old man with gray hair and glasses wearing a white dress shirt and slacks trudges into the room. He looks at you, looks at the window, looks at you again, and says, "What're you doing here?" and starts stomping towards you.

Moro: I'm not going to back away. I'm going to stand wherever I am and just stare at him and meow.

Narrator: He says "Get out of here!" and pokes his foot at you.

Moro: I'm gonna lick my paw and clean myself.

¹ The Golden Sky Stories book has stats for several generic characters, along with "story fragments" to give you ideas on possible ways to use them in the game. For Natsumi, I used the "Princess" character.



Narrator: He bends down and picks you up...

Moro: I'm not resisting or anything.

Narrator: He picks you up just by your front so that your bottom half hangs down—

Ichi: Longcat is long?¹

Tadakichi: (laughs)

Moro: Can I make a connection with him?

Narrator: Sure. How do you want to do it?

Moro: I want to act cute to him. Would that be Child?

Narrator: Yup. And I have attributes for him because he's the Crotchety Old Man from the book... Actually, his attributes are kind of low. Hmm... Okay, I'm going to say since you're trying to be cute, he's going to resist and you'll need a result of 7.

Moro: Well, I totally can't do that. I guess he's just too crotchety.

Narrator: So he opens the door, tosses you out, and then slams the door behind you.

Moro: I lightly land on my feet, turn and look, and stick my tail up in the air.

Narrator: Okay, so we'll end that scene there, and come back to you two. (Motions to Tadakichi and Ichi.)

Scene 2B

Narrator: Tadakichi and Ichi can go ahead and gain Wonder and Feelings. You guys are further along the path trying to figure out what you're doing.

Tadakichi: I'm going to walk back to where the chase started, because now there's nobody to play with.

Ichi: "Where's Moro? Wait, last I saw of him, he was on the fence..." I'll follow the fence. "Hello!"

Narrator: Are you actually calling out in human speech? Remember it's a new scene, so unless you want to spend more points, you revert back to your animal form.

Tadakichi: I'll stay in dog form then.

Ichi: I'll be in human form. "Moro! Where are you?"

Narrator: So you guys are coming along the path when you spot a girl, the tom-boy I was talking about earlier, who is standing there looking at this house that has a broken window. When she hears you calling "Moro!" she turns around and looks, and sees the two of you.

Ichi: I stop on the fence. "H-H-Hello?"

Tadakichi: I wag my tail.

Ichi: "This is my... friend... Tada... chan. I'm looking for Moro?"

Narrator: "Who's... Moro?"

Ichi: "He's a scar-y..."

Narrator: "Oh, the cat?"

Ichi: "Yes."

Narrator: "He... went into that house. Who're you? I haven't seen you around before, and you... have ears."

Ichi: "Doesn't everyone have ears...?"

Narrator: She kind of takes a step back. "Uh..."

Ichi: "What? I'm normal!"

Narrator: So your Henge is 3... Let me look up the Surprise¹ rules... Okay, since her Adult is equal to your Henge, she doesn't freak out, but she's still a little weirded out by all of this.

Moro: Did she get her Adult attribute back after I made it zero with my power?

Narrator: Oh, yes. The scene changed after all.

Ichi: Do I know her?

Narrator: You've seen her around town before, but you don't actually know her. Oh, and by the way, you guys can make Impression Checks if you want to.

Ichi: I'm gonna use my knowledge and see what I know about her family and stuff.

Narrator: ...Okay. She comes from a rich family that moved into town not too long ago, but you don't really know that much about her. You've just seen

¹ When ordinary people confront strange, magical things, they can be affected by "Surprise." They have to make a check or they'll freak out a bit. When a henge causes the Surprise, the difficulty is equal to the henge's Henge attribute.

her around, and you noticed that her dad has an expensive car and drives far away to go to work. That's about it.

Tadakichi: This is common knowledge.

Narrator: ...Sure.

Ichi: I walk up to her. "Hello! My name is Ichi!" I kinda hold out my hand.

Narrator: "I'm, uh, Natsumi." She looks at you extending your hand haltingly. So do you want to make a check?

Ichi: Yeah, I'm gonna force my affection on her! (laughs)

Narrator: So what attribute are you going to use?

Ichi: Since it's wheedling and playful I'll go with Child. I'll get up to a 4 as I put my arms around her. "You're warm!"

(Everyone laughs.)

Ichi: "So since we're best buddies now, where's Moro?"

Moro: No points for you! (laughs)

Tadakichi: In the meantime, I start sniffing around to see what scents I can pick up.

Narrator: Okay, you're sniffing around, and your nose leads you over to the door to the house. Natsumi pushes Ichi away a little bit so she's not being quite so smothered and says, "Uh, that's great." She makes an Impression Check using Adult, kind of appealing to you with her maturity, spending 1 point of Feelings to get up to 4.

Moro: Next scene break, I'm going to change my connection to Ichi to "Protection."¹

Narrator: Yeah, she looks like she needs it. (laughs)

Moro: Who runs this town? Moro runs this town!

(And several *Beyond Thunderdome* references follow before we get back on track...)

Narrator: Okay, so... Tadakichi is sniffing towards the door where you think Moro is, when the door suddenly opens and there's this old man there who's holding Moro in his hands. He just

tosses Moro out the door, glares at you guys, then turns around, walks back inside, and slams the door behind him.

Ichi: I'm gonna catch him!

Narrator: ...You're going to have to make an Animal check to catch him, let's say a difficulty 3, so that you can actually do it if you want to spend the points.

Ichi: Okay. I don't spend the points. I baseball slide! *Shoom!*

Moro: And I land right on her head.

Ichi: "Are you okay?"

Moro: I walk down her back and go back to Natsumi.

Narrator: She looks at you guys, just speechless. And so we're going to end the scene here. So if you want to spend the Dreams you've accumulated, you can now. And I want to remind you guys that you can give me Dreams too. That's how NPCs raise their connections to you guys.

Moro: Can we do it retroactively?

Narrator: Uh, sure.

(They give the narrator a total of 4 Dreams.)

Ichi: I'm going to raise my connections to both Moro and Tada by 1 each.

Narrator: Okay, that means you guys each need to fill in another box on the right side of your connection with Ichi.

Tadakichi: I'll raise my Admiration for Ichi by 1.

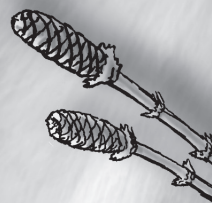
Moro: And I'll raise my Protection connection to Ichi by 1 too.

Scene 3

Narrator: Now we'll start a new scene with everyone, so you all gain Wonder and Feelings again, based on your newly upgraded connections. So we come back to you guys standing outside the old man's house, and it's getting into the afternoon (but it's still daytime as far as the rules are concerned). Ichi, are you going to stay in human form?

Ichi: Yeah.

¹ Players can opt to change their connection contents to something reasonable between scenes. When you do this, you just write in the new contents.





Narrator: Okay, then go ahead and mark off the points.

Ichi: ...I'm totally planning something stupid. (laughs)

Tadakichi: Now that Natsumi is right there I'm going to do something I've seen a friend's dogs do. I'm going to jump, not at her, but up on her legs, like I'm expecting her to pet me. So I want to make an Impression Check with, I guess Animal?

Ichi: Animal or Child.

Tadakichi: I'm kind of trying to wheedle and be cute, but then, I have 2 in both.

Narrator: Okay, how much do you want to spend?

Tadakichi: I'll spend 2 to get a result of 4, so that's a strength 1 connection to start with.

Narrator: So, you jump up on her, and at first, she stares at you.

Ichi: She just keeps having these animals and people going up to her at random. (laughs)

Narrator: She looks at you, then looks at Ichi and Moro, and says, "Good dog," and rubs your ears and such.

Tadakichi: Oh, yeah. That's the stuff.

Narrator: She makes an Impression Check on you with an Adult result of 4, so mark that down. Her name is Natsumi, and the contents is going to be Affection for now. She keeps petting Tadakichi for a little bit, and then looks back at the broken window in the house. She frowns and mutters, "He's got my baseball, and I don't have money for a new one." Then she starts walking over to the house and turns to Ichi and says, "Hey you, give me a boost."

Ichi: Okay, I hold out my hands.

Moro: I jump up on the fence, right where she's about to climb, and sit down.

Narrator: Natsumi looks at you and then moves to the side. "Come on."

Moro: And I walk over to where she is.

Narrator: "Come on, cat."

Moro: "Meow."

Narrator: "What?!"

Ichi: I'm going to climb up too.

Narrator: Okay, you're going to have to make an Animal check, what with you being a big, clumsy tanuki girl.

Moro: Hmm... I think that it's not a good idea for her to go inside his house without permission, but I'm trying to decide how to go about this without letting on.

Narrator: Well, Ichi is going to need an Animal result of 4.

Ichi: I'm going to back up and try to do a running jump.

Moro: You're going to jump at the fence?

Ichi: Yup! I'm going to jump at the fence! I won't spend any points, and I just kind of end up on top of the fence and I stop.

Narrator: And it knocks the wind out of you.

Moro: When she hits the fence, I wait until the old man comes out the door and jump inside again.

Ichi: "Aaah! Help!"

Narrator: Natsumi runs up to you. "What're you doing? Are you okay?!"

Ichi: "Push me over! Push me over!"

Narrator: "What were you thinking?!"

Ichi: "Hurry! Push me over!"

Narrator: "No! You're gonna hit your head!"

Ichi: "Grab my tail!"

Narrator: "Tail? Tail?!" Your tail is hitting her in the face!

(Everyone laughs)

Narrator: She tumbles backwards and falls on her butt!

Ichi: Where's the doggie?

Tadakichi: I'm just watching you guys.

Ichi: "He'llllp!"

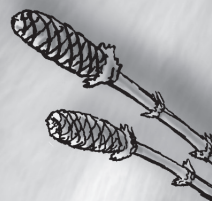
Narrator: You hear the door open, loudly.

Moro: So I hop in.

Narrator: Right. You're going to have to spend a few points of Feelings to pull that off. I think it was 5 last time, and with Animal.

Moro: Okay, I'll do that.

Narrator: Right. So the old man walks out, looks at you guys—



Ichi: “What? What’s happening? What’s happening?!”

Narrator: And he says, “I told you to stay away!” Then he walks up to Ichi, looks at her, grabs you by the waist, and carefully sets you down. “You need to be careful. You’re gonna hurt yourself!”

Moro: Where was the ball that I saw in the house?

Narrator: It was kind of tossed on the couch, in the living room with all the toys on shelves.

Moro: Right. So once I’m inside I hop up on the couch and nudge the ball with my head, so that I push it off the couch and through the front door, right through his legs.

Ichi: (laughs)

Narrator: (laughs) Okay, you start working on that.

Tadakichi: Oh, wait. As soon as you start rolling the ball out the door and I see it, bing! My eyes light up and I run over, pick it up, and set it down in front of Natsumi.

Narrator: So for one thing the old man, whose name is Yamazaki, is going to make an Impression Check on Ichi. He’ll use an Adult result of 4. His contents towards you is going to be Protection.

Moro: I bet he gets that a lot.

Narrator: You can make an Impression Check back to him if you want to.

Ichi: Okay I’m going to... Oh, I know! I cling to his leg! “Thank you! You saved my life! I thought I’d never get off of there! Waaah!”

Narrator: Old man Yamazaki looks down at you—

Ichi: And I’m really tall too, and he’s not that tall, is he?

Narrator: No, he’s not all that tall. You’re about as tall as he is in fact. He goes, “Hey! What d’you think you’re doing there? Let go!”

Ichi: “You saved meeeee! You’re my friend now!”

Narrator: “You don’t have to get all... weird about it!”

Ichi: “Wh-What’s your name?”

Narrator: “Yamazaki.”

Moro: While they’re distracted I walk past a little ways down the path.

Tadakichi: I have the ball in my mouth. “Wanna play cath wif dif?”

Ichi: You’re actually going to say that?

Narrator: If you talk, you have to use human speech, since you don’t speak Cat.

Tadakichi: Oh. Okay, sure.

Narrator: By the way, when Natsumi saw Ichi’s tail, she was startled and fell backwards, and with all this commotion she hasn’t had a chance to get up, so she’s still sitting on the ground looking bewildered.

Tadakichi: I’ll bring the ball back to her.

Moro: You know what? I’m gonna jump on top of Tadakichi and ride him. (Everyone laughs.)

Tadakichi: I try to shake him off, so we end up in a ball, rolling around.

Moro: Katamari! I swat you on the ear with one paw.

Tadakichi: “I wah jusht...” You know what? I drop the ball.

Narrator: Yamazaki looks down at Natsumi and holds out his hand to her. She look at him kind of confused for a second, and then takes his hand and he helps her up to her feet.

Ichi: Then I’ll hug them both. (laughs) I have a wide enough wingspan. “Yay! We’re friends!” (Everyone laughs.)

Ichi: “Friends forever! ...What’s your name again?”

Narrator: “Yamazaki!”

Ichi: “Oh, Yama! Yama-chan!”

Moro: More like “Yama-jii.”

Ichi: Yama-jii?

Narrator: “Jii” would be like “old man.” He groans and says, “Come in.”

Ichi: “Hey guys! Come on!”

Moro: Does Natsumi notice the ball?

Narrator: Yeah, she bends down and picks it up, and then stands there for a moment and wipes it off on her shorts.

Moro: I'm gonna hop back up on the fence, swishing my tail behind me.

Narrator: And then she looks around trying to decide what to do. The old man says, "Well, are you coming in or not?"

Moro: And then I start to clean myself again.

Narrator: Okay. They walk into the house.

Tadakichi: I'm following them in.

Ichi: I pick Moro up.

Moro: I dodge away.

Narrator: And... end scene!

(Everyone laughs.)

Ichi: Darn it! I was gonna go all Master-Blaster!¹

(Somehow even more Beyond Thunderdome references follow...)

Narrator: Anyway, go ahead and spend whatever Dreams you want. The next scene is going to be the last one, so anything you want to do or spend stuff on you should go on ahead. (Confusing phrasing)

Ichi: I'm gonna raise my connection to Yamazaki by 1.

Moro: I think I'll raise my connection to Natsumi and change it to "Protection" too. That seems to be something Moro does a lot.

Tadakichi: Oh, that's right. You can change the contents.

Ichi: You sure can.

Narrator: As long as it's between scenes and you let me know and it's something reasonable, yeah.

Tadakichi: So I'll raise my connection to Natsumi by 1, and change it to "Protection."

Narrator: And I have just enough to raise one, so I'm going to increase Natsumi's connection to Moro by 1. Go ahead and mark that.

Tadakichi: Dreams also roll over to the next scene, right?

Narrator: Yes. They have been already in fact. And if you're all done we'll move on to the last scene.

Scene 4

Narrator: Now it's getting into the evening. Gain Wonder and Feelings like usual, and spend points if you want to stay transformed. Those of you who are in human form find yourselves sitting on sofas in Yamazaki's living room.

Moro: I come in through the window. I use "Stealthy Feet" so no one notices.

Narrator: Okay. Tadakichi, if you try to sit on the sofa, Yamazaki will shoo you off, but he won't mind you being on the floor.

Tadakichi: I'm fine on the floor.

Moro: I'm up in the shelves where the toys are.

Narrator: Okay.

Ichi: Would you fit on my lap?

Tadakichi: I'm not a big dog, but... Oh well. I trust you.

Narrator: So Yamazaki wanders off into the kitchen, and you hear sounds of glasses clinking against each other.

Tadakichi: Any bacon?

Narrator: No, I'm sad to say there's no bacon.

Ichi: "So, Natsumi, what were you doing in front of the house?"

Narrator: "We were playing baseball, and—"

Ichi: "You play baseball?!"

Narrator: "You like baseball?"

Ichi: "Yes!"

Tadakichi: I transform into my human form! ...Just kidding.

Narrator: "We play baseball all the time. You should join us."

Ichi: "Really? Where?!"

Narrator: "Um... Not around here again, I think."

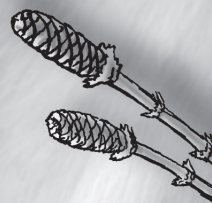
Ichi: "Aww..."

Narrator: "But we'll find somewhere else."

Tadakichi: I stare at Ichi trying to mentally tell her to invite me, but I can't.

Ichi: "Oh, yeah! My friend here likes baseball too! He has a bat!" Wait, do you have a bat?

¹ Mad Max: Beyond Thunderdome (1985) features a duo of a midget called Master who sits on top of a hulking brute named Blaster. Together they are Master-Blaster. Hopefully Moro-Ichi would fare better, though they wouldn't have to contend with Janet Jackson and her band of sexily deformed post-apocalyptic marauders.



Narrator: “Well, yeah, everyone here is a Tigers¹ fan.”

Ichi: “Oh, sweet! ...Who’re they?” I wouldn’t know. I just like watching people play.

Tadakichi: You have a huge stack of Dreams.

Ichi: “We’re gonna play baseball. Do you want to watch us? It’s really cool!”

Narrator: He says, “Alright. Just no more broken windows, okay?”

Ichi: “Sure! Wait, what? They broke your window?” (sings) *Who broke my window?*²

(Everyone laughs.)

Ichi: “Oh! So they broke the window!”

Narrator: Natsumi hides her face and says, “Sorry...”

Ichi: “Oh, it’s just a window.”

Tadakichi: I lick her hand.

Narrator: Natsumi rubs your head. Yamazaki looks at her and says, “Ah, don’t worry about it.”

Moro: I don’t say it, but I’m thinking, “I like this window.”

Narrator: Its brokenness appeals to me!

Tadakichi: Oh, but I’m using my It’s Alright power, so it calms her down.

Narrator: Alright, then Natsumi is comforted and relaxed. Anyway, that’s basically how it ends. You guys sit and talk for a while.

Tadakichi: ...And I never got to play catch.

Ichi: And later, I promise to fix the window, so I turn myself into a window and sit there.

(Everyone laughs.)

Ichi: Or I do the best I can.

Narrator: Okay... Apparently we end with Yamazaki and Natsumi failing their Surprise checks and freaking out.

Ichi: “I fixed it!”

Finishing Up

Narrator: Alright, since I’d like to play again at some point, there’s a little bit of paperwork type stuff to do at the end of a session. First of all, go ahead and spend your Dreams however you want. I have just enough to raise one connection, so I’ll raise Natsumi’s connection to Ichi by 1.

Tadakichi: I’ll increase my connection with Yamazaki by 1.³ He said he likes the Tigers, and I don’t know what that means, but if it has to do with baseball that’s good enough for me!

Moro: I think I’m going to raise my connection to the town.⁴ And I’ll make a connection to Yamazaki with the contents as Admiration too.

Ichi: And I’m going to raise my connection to Natsumi, since she invited me to baseball. She’s my bestest buddy now! I’ve got like four bestest buddies!

Narrator: Okay, so next we’re going to do Memories. Total up the strengths of all the connections you have to others and write that number down under Memories, except for the town.⁵ Next is Threads. You’re basically going to convert all of your connections except the one to the town into Threads. A thread is a link to a given person, and it has a contents like a connection, but not a rating. The next time we play and you form a connection to someone you have a Thread with, its strength goes up by 1. Then you erase all of your connections except the one to the town. And with that, we’re done. Thanks guys!



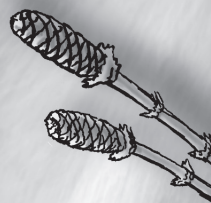
¹ The Hanshin Tigers are one of the major Japanese baseball teams, known for their fanatical following and a rivalry with the Yomiuri Giants from Tokyo.

² In the 80s, the Church of Latter-Day Saints did a musical commercial that played constantly about a kid whose baseball broke a man’s window, but the kid summoned up the integrity to tell the truth. It might have influenced the scenario I made for this game session.

³ Tadakichi didn’t do an Impression Check with Yamazaki, but you can start a connection with someone from scratch by spending Dreams.

⁴ The connection to the town is special in that it stays from session to session, so you don’t normally strengthen it, but I decided to allow it because of Moro’s special affection for the whole town.

⁵ Memories are points you can use in place of Wonder or Feelings in subsequent sessions. Once used, they’re gone, but you keep any you have left over, and you gain more at the end of every session.





GOLDEN SKY Stories

PORTRAIT



HUMAN FORM : A 12-year-old boy in a baseball uniform and cap, with a glove and ball.

NAME : Tadakichi
TRUE FORM : Dog
AGE : 9
 (Boy / GIRL)

POWERS

Doggie (0) It's All Right (6)
Sticking Close (4) Substitution (8)
Petting (6) Howl (10)



- HENGE** (1) *Mysterious Powers*
- ANIMAL** (2) *Run, Feel, Hide*
- ADULT** (3) *Use Machines, Knowledge, Hide Feelings*
- CHILD** (2) *Play, Wheedle, Get Protected*

- WEAKNESS** **ADDITIONAL POWER**
- Naive ↔ ○ I ♥ Everyone (0)
 - Honest ↔ ○ I'm Sorry (8)
 - Collar ↔ ○ Home (0)

DREAMS

TRUE FORM

CONTENTS		CONNECTIONS		CONTENTS	PARTNER
YOU	(<i>Trust</i>)	■ ■ □ □ □	★ □ □ □ ■ ■	(<i>Acceptance</i>)	TOWN
YOU	()	□ □ □ □ □	★ □ □ □ □ □	()	_____
YOU	()	□ □ □ □ □	★ □ □ □ □ □	()	_____
YOU	()	□ □ □ □ □	★ □ □ □ □ □	()	_____
YOU	()	□ □ □ □ □	★ □ □ □ □ □	()	_____
YOU	()	□ □ □ □ □	★ □ □ □ □ □	()	_____

WONDER

FEELINGS

PARTNER	CONTENTS	THREADS
<u>Moro</u>	(<i>Rivalry</i>)	_____ ()
<u>Ichi</u>	(<i>Trust</i>)	_____ ()
<u>Natsumi</u>	(<i>Affection</i>)	_____ ()
<u>Yamazaki</u>	(<i>Admiration</i>)	_____ ()

MEMORIES : 8

TRANSFORMATION COST

Day : +4 Human : +4
 Evening : +0 Tail : +2
 Night : +2 Ears & Tail : +0

RAISING CONNECTIONS

1 : 5 Dreams* 4 : 8 Dreams
 2 : 5 Dreams* 5 : 12 Dreams
 3 : 5 Dreams * free with Impression Check

GOLDEN SKY Stories

PORTRAIT



HUMAN FORM : 10 year-old boy with messy gray hair, wearing a yukata and a matsuri mask.

NAME : Moro

TRUE FORM : Cat

AGE : 15

(Boy / GIRL)

POWERS

Kitty (0) It's All Right (6)

Fuzzy (4) Stealthy Feet (8)

Peek into Hearts (6) Cat Paths (10)



HENGE (2) Mysterious Powers

ANIMAL (2) Run, Feel, Hide

ADULT (3) Use Machines, Knowledge, Hide Feelings

CHILD (1) Play, Wheedle, Get Protected

WEAKNESS ADDITIONAL POWER

● Can't Swim ↔ ○ Acrobatics (4)

● Selfish ↔ ○ From Shadows (6)

● _____ ↔ ○ _____ ()

DREAMS

TRUE FORM

CONNECTIONS

CONTENTS

CONTENTS

PARTNER

YOU (Affection)	■ ■ ■ □ □ ☆ □ □ □ ■ ■	(Acceptance)	TOWN
YOU ()	□ □ □ □ □ ☆ □ □ □ □ □	()	_____
YOU ()	□ □ □ □ □ ☆ □ □ □ □ □	()	_____
YOU ()	□ □ □ □ □ ☆ □ □ □ □ □	()	_____
YOU ()	□ □ □ □ □ ☆ □ □ □ □ □	()	_____
YOU ()	□ □ □ □ □ ☆ □ □ □ □ □	()	_____

WONDER

FEELINGS

PARTNER CONTENTS

THREADS

<u>Ichi</u> (Protect)	_____ ()
<u>Tadakichi</u> (Like)	_____ ()
<u>Natsumi</u> (Protect)	_____ ()
<u>Yamazaki</u> (Respect)	_____ ()

MEMORIES : 8

TRANSFORMATION COST

Day : +4
Evening : +0
Night : +2

Human : +4
Tail : +2
Ears & Tail : +0

RAISING CONNECTIONS

1 : 5 Dreams*
2 : 5 Dreams*
3 : 5 Dreams

4 : 8 Dreams
5 : 12 Dreams

* free with Impression Check

GOLDEN SKY Stories

PORTRAIT



HUMAN FORM : 5'7", a beanpole and a tomboy. She wears a t-shirt and shorts, with a cap and scarf.

NAME : Ichi

TRUE FORM : Tanuki

AGE : 15

(Boy / GIRL)

POWERS

Money _____ (2) Copy _____ (10)

Bogey _____ (8) Drumming _____ (12)

Become Any _____ (8) Dream Vision _____ (16)



HENGE (1) Mysterious Powers

ANIMAL (2) Run, Feel, Hide

ADULT (3) Use Machines, Knowledge, Hide Feelings

CHILD (2) Play, Wheedle, Get Protected

WEAKNESS ADDITIONAL POWER

● Gullible ↔ ○ Careless _____ (6)

● Cowardly ↔ ○ Swell _____ (8)

● _____ ↔ ○ _____ ()

DREAMS

TRUE FORM

CONNECTIONS

CONTENTS

CONTENTS

PARTNER

YOU (Acceptance)	■ ■ □ □ □	★	□ □ □ ■ ■	(Acceptance)	TOWN
YOU ()	□ □ □ □ □	★	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	★	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	★	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	★	□ □ □ □ □	()	_____
YOU ()	□ □ □ □ □	★	□ □ □ □ □	()	_____

WONDER

FEELINGS

PARTNER CONTENTS

THREADS

Tadakichi	(Trust)	_____ ()
Moro	(Respect)	_____ ()
Natsumi	(Affection)	_____ ()
Yamazaki	(Affection)	_____ ()

MEMORIES : 10

TRANSFORMATION COST

Day : +4 Human : +4
 Evening : +0 Tail : +2
 Night : +2 Ears & Tail : +0

RAISING CONNECTIONS

1 : 5 Dreams* 4 : 8 Dreams
 2 : 5 Dreams* 5 : 12 Dreams
 3 : 5 Dreams * free with Impression Check

HEART-WARMING ROLE-PLAYING

GOLDEN SKY Stories



BY RYO KAMIYA & TSUGIHAGI HONPO

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