

GOOSE YOUR OWN ADVENTURE - THIS IS THE RULES

Character's attributes

- **SKILLZ** reflects your swordsmanship, fighting and honking expertise, as well as other activities, such as sneaking, climbing, casting spells or dodging. The higher the better.
- **HEALTH** - the higher your HEALTH, the longer you will survive.
- **LUCK** - LUCK represents how lucky or unlucky you are during your adventure.

Fighting

When you are told to **fight an opponent**, you must **resolve a battle** as described below

First right down your opponent's SKILLZ and HEALTH on a piece of paper.

How to fight with weapons (attack round)

1. Roll the two dice for the opponent. Add its *SKILLZ*. This total is its *Attack Strength*.
2. Roll the two dice for yourself. Add your «current» *SKILLZ*. The total is YOUR *Attack Strength*.
3. If your *Attack Strength* is higher, you have hurt the opponent.
If the opponent's *Attack Strength* is higher, it has hurt you.
If both are equal, you have both missed, silly geeses, and must start the next *Attack Round* from step 1.
4. If you hurt the opponent, subtract two (2) points from its *HEALTH*. Some items or spell may do damage - they'll tell you this when you obtain them.
5. If the opponent wounded you, subtract two (2) points from your *HEALTH*.
6. Make the appropriate changes to either the opponent's or your own *HEALTH* begin the next *Attack Round* (Repeat steps 1-6).

This continues until the opponent's *STAMINA* or yours have been reduced to zero (death).

How to fight with magic (attack round)

If you are Florence the Goose Wizard, or you have an item that lets you cast spells, you can cast them once in your attack around, instead of making a weapon attack.

For all magic attacks, roll both dice. If you a roll a 6 on either dice, then your magic spell is successful, and you can apply the effects of the spell. If your spell miss, your opponent automatically damages you for 2 points of health.

For example, as Florence the Goose Wizard you choose to attack Donkey Man with your Honk Blast spell. The fight would go like this:

1. You cast Honk Blast. Roll two dice. You roll a 5 and a 3. Your spell is unsuccessful, and Donkey Man clobbers you for 2 points with his hideous hoofhand.
2. You can Honk Blast again. Roll two dice. You roll a 6 and 6. Double hit! Honk Blast gets him right between the eyes and you do 4 points of damage for each blast. That's 8 damage. Donkey Man is dead. Who will mourn him? No one.

Sometimes in the game, you'll be asked to test your LUCK.

1. Roll two (2) dice.
2. If the number rolled is *equal to* or *less than* your current *LUCK*, you have been *lucky*. If the number rolled is *higher than* your current *LUCK*, you have been *unlucky*.
3. The consequences of being *lucky* or *unlucky* will be found on the page.

Sometimes in the game, you'll be asked to test your SKILLZ.

As above, but swap out LUCK for SKILLZ.

Restoring HEALTH

Throughout the game that will restore your HEALTH. For example, a Bottle of Goose Juice that will restore your HEALTH fully. You can save these and use them at any time. They can only be used once.