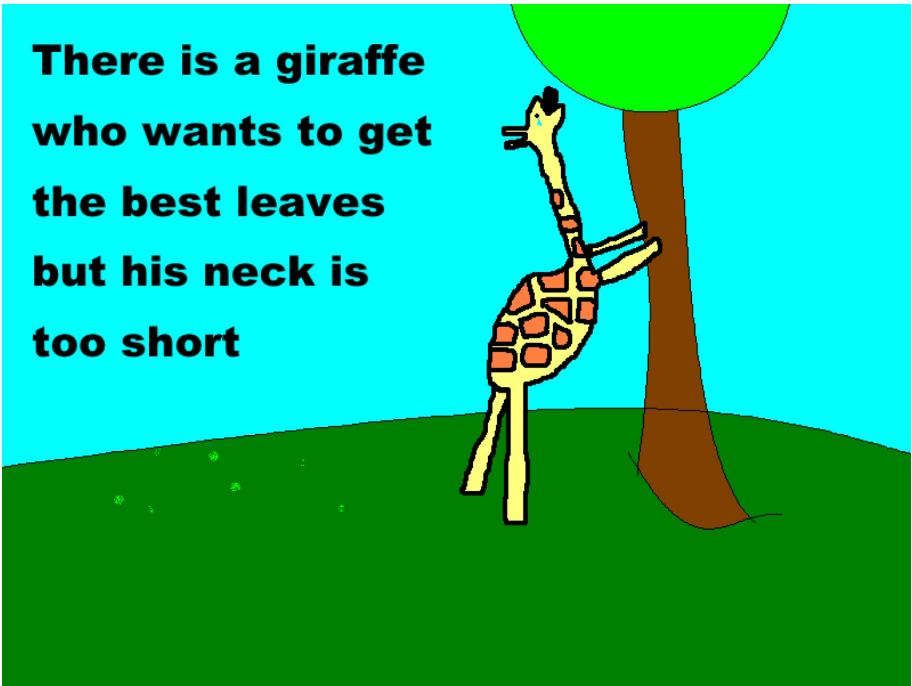


**There is a giraffe
who wants to get
the best leaves
but his neck is
too short**



About

This is a roleplaying game. Here's what you need to know:

1. You are a giraffe
2. You want to get the best leaves
3. They are so high up the tree
4. Your neck is too short and you cannot reach them.
5. Sorrow! Hunger! Yearning!

Create a Giraffe

1. Name your giraffe
2. Choose one **ADJECTIVE** (mental, personality, physical, etc) to describe your giraffe. (It'll come in handy later!)
3. You have one stat called **GIRAFFE**. It starts at 3.

Doing Stuff

Here's the basic procedure for doing stuff:

1. Describe the situation
2. Describe what you want to do.
3. You do it.
4. Describe the outcome.

Doing Stuff (With Dice!)

If an action is risky or the outcome is uncertain, start with the procedure above (describe the situation and describe what you want to do), but then roll a 6-sided die.

If you are attempting to do something giraffe-like, bestial, or animal-like, you must roll *under* GIRAFFE.

If you are attempting to do something that is more human-like, that relies on cunning, deception, detailed planning, or abstract reasoning, roll *over* GIRAFFE.

If you can apply your **ADJECTIVE** to the situation, roll twice and take the best result.

Results

If you succeed in your roll, describe the positive outcome. If you fail, describe your failure. Alternatively, describe a partial success, or a success at cost.



Special Rolls

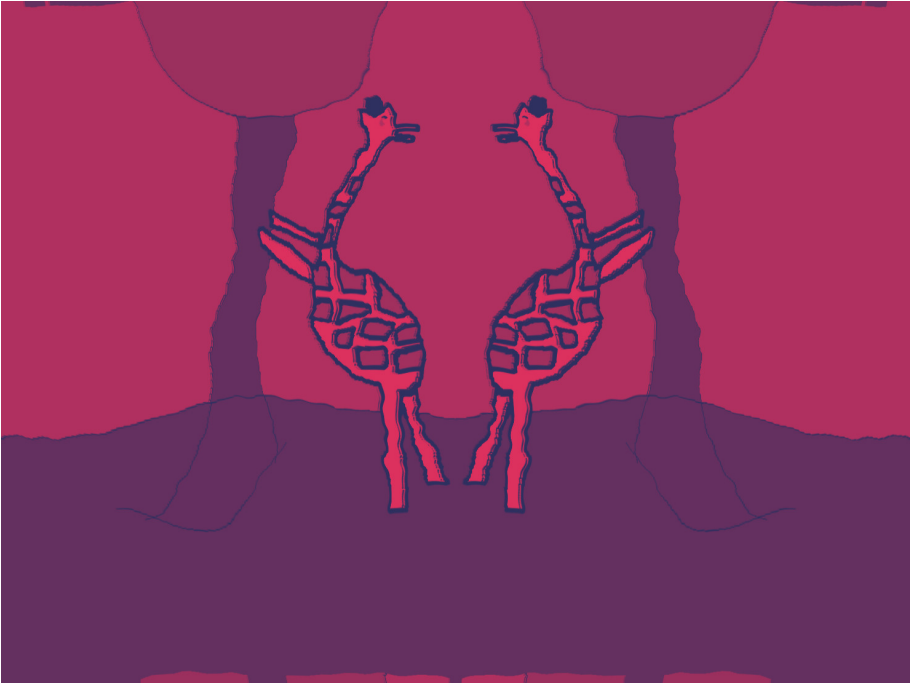
1. GIRAFFE?!: If you roll your **GIRAFFE** number exactly, you have a profound epiphany. A moment of insight into the ways of the universe. You learn one secret or one thing you wouldn't ordinarily be able to know.

2. EXCEPTIONAL ROLLS: When highs are high, and lows are low:

- If you're trying to roll low and roll a 1, or if you're trying to roll high and roll a 6, that's an exceptional success! Things go great and you get a bonus.
- Same is true for failures: If you are trying to roll low and roll a 6, or if you are trying to roll high and roll a 1, that is an exceptional failure. Things don't go as planned, plus there is an unforeseen consequence, and/or you gain a lingering condition such as *confused or *sprainedankle.

3. EVOLVING: Whenever you have an Exceptional Roll, your **GIRAFFE** number changes.

- If you exceptionally succeed while attempting to do something giraffe-like, add one to **GIRAFFE**. If you exceptionally fail while attempting something giraffe-like, subtract one from **GIRAFFE**.
- Do the opposite for attempting human-like stuff: exceptional success = subtract one; exceptional failure = add one.



End

If your **GIRAFFE** number reaches 6, you evolve into the platonic ideal of a giraffe. Your neck is so long. You can easily reach all the best leaves.

If **GIRAFFE** reaches 1, you devolve into a miserable human. You never get the best leaves. Instead you have to go get a job and work for the rest of your life.

Acknowledgements

Lasers and Feelings

The tilde.town #towngame gang