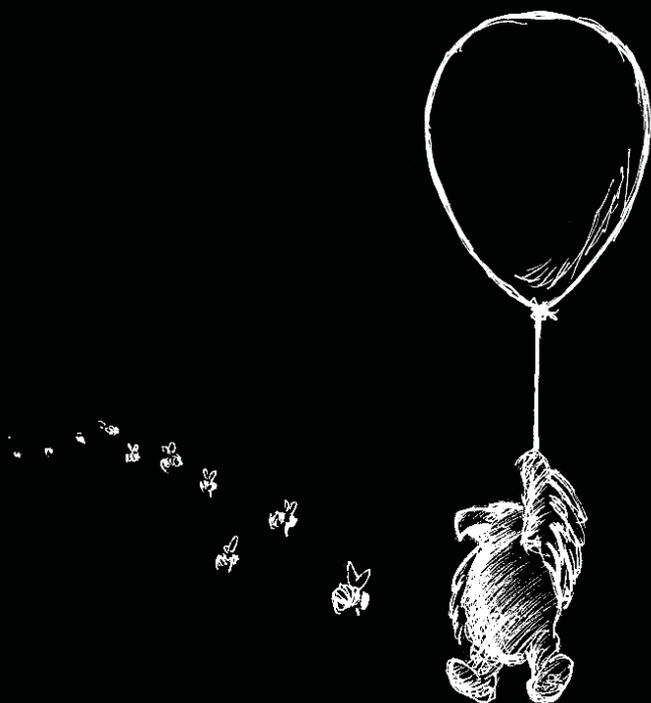


Winnie-the-Owl-Pooh

Adventures in d100 Acre Wood



by Thomas Deeny

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Introduction

“What’s this you’re writing?” asked Winnie-the-Owl-Pooh as he climbed up on the desk.

“It’s the Owl-Pooh game,” I replied.

“The *ow, pooh* game?” asked Owl-Pooh, tapping at my inkwell with his beak.

“No, the *Owl-Pooh* game,” I said. “It’s a game about Owl-Poohs like you.”

“Owl-Poohs like me?” he asked. The tip of his beak was covered in ink. “But I’m the only Owl-Pooh there is!”

“Yes, you are,” I said, cleaning his nose with my sleeve. “You’re definitely one of a kind.”

“Unique.”

“Yes.” I continued writing.

“Extra ordinary.” He was digging through my pencil tray.

“Yes.” He was rolling my kneadable eraser over his face.

“Special.”

“Yes, I keep telling people that you’re a very special Owl-Pooh.” I replied, snatching my eraser away.

“Sue Doe Dragon tells me I should ride the special bus.” Owl-Pooh was now in the rubber bands.

“Sometimes Sue should watch what she says,” I said, picking fur and feathers from the eraser.

“That’s okay,” Owl-Pooh said. “She said I wouldn’t understand it anyway.”

CHAPTER I

In Which

We Are Introduced to Winnie-the-Owl-Pooh and His Friends

Winnie-the-Owl-Pooh is an Owl-Pooh, a very special sort of Bear. He's also a very special sort of Owl. The Owl-Pooh (or as he is known on Thursdays, Pooh-Owl) is a very inquisitive Owl-Pooh of very little brain, except on Thursdays when he is a very inquisitive Pooh-Owl of very little brain. He lives in d100 Acre Wood, with his d100 Acre Wood friends. He does what he does every day and goes on Adventures. Everyone else in the d100 Acre Wood calls this "getting into Troubles" rather than "going on Adventures", but everyone has such a good time with Winnie the Owl-Pooh, nobody stays upset for long.

You are one of Owl-Pooh's d100 Acre Wood friends. All of the d100 Acre Wood friends are like Owl-Pooh: odd little sort of mythological creatures found in first editions of fantasy role-playing games that made no logical sense whatsoever. All of the friends are child-like versions of these strange little monsters. You choose your monster or creature or what have you and that's what your d100 Acre Wood friend will be. You can either take a piece of paper and write down what type of creature your d100 Acre Wood friend is or you can just remember it.

Let's say you want to be a Gelatin Cube.

Well, we all know that full-grown Gelatin Cubes are ten feet on all sides, but that would mean that you are much, much bigger than the Owl-Pooh. Let's make you Owl-Pooh sized, so instead of ten feet here and there, you're two feet there and here.

Also, think about all the things that a Gelatin Cube can do. Well, not all the things that a Gelatin Cube can do, but things that make Gelatin Cubes Gelatin Cubes and not Owl-Poohs. For instance, a Gelatin Cube is soft and squishy, so if a Owl-Pooh falls on one from a Great Height, he'll just bounce off with great joy. Gelatin Cubes can also clean things by sliding over them. Owl-Poohs can't do that.

Once you have thought up what your d100 Acre Wood friend can do, you should write them down or just remember it. If your d100 Acre Wood friend can do a lot of things, you might want to write them down. Or not.

CHAPTER 2

In Which

Winnie-the-Owl-Pooh Goes On an Adventure and Gets Into Troubles

Owl-Pooh likes to go on Adventures in the 100 Acre Wood. You like to go with him. You go around the table, describing the Adventure Owl-Pooh wants to go on. But when he goes on Adventures, he gets in Troubles and when he gets in Troubles, everyone else gets in Troubles, too. You're there to get him out of it.



What types of Adventures do Owl-Poohs like to go on?

Perhaps it's Robin Christopher's Birthday and Owl-Pooh wants to get a Special Gift to give her, but that silly ol' Owl-Pooh just doesn't know what to get Robin.

Perhaps Jim Blackmon is out on his raft again, sailing to a place he can call home.

Perhaps one day Winnie-the-Owl-Pooh

comes across Owl-Pooh tracks and decides to follow them, hoping to find another Owl-Pooh – as he follows the circular path, he soon discovers that there’s now two pairs of Owl-Pooh tracks! Where could they lead? Look! Three pairs of Owl-Pooh tracks!



Someone picks who is the Owl-Pooh for right now. That person explains what the Adventure is and everyone says that today is a wonderful day to do just that and off we all shall go.

When we start the Adventure, whoever is Owl-Pooh for right now says what the Owl-Pooh wants to do. Remember, whatever he wants to do will get him and you in trouble. Everyone who is not Owl-Pooh for right now says what they would do to accomplish what Owl-Pooh wants, but in a way that doesn’t get them into trouble or in a way that gets them into trouble but out again. When everyone who is not Owl-Pooh for right now describes what they want to do instead, they have to incorporate something about their friend’s ability in what they want to do instead.

Then everyone rolls dice to determine what really happens.

Whoever is Owl-Pooh for right now gets to

roll three dice because he's good at talking his friends into doing things. Plus he's always the leader of the Adventure and everyone likes to follow him.

Everyone who is not Owl-Pooh for right now gets to roll two dice or one, depending on what they said they want to do. If what they said fits with what the d100 Acre Wood friend could do, they can roll two dice. If what they said *reeeeeally* is stretching it, they only roll one die.

(Owl-Pooh wants to paint Robin Christopher's small picket fence white as a surprise and has talked his friends into helping. However, Owl-Pooh thinks it'd be easier to paint the fence by splashing on all the the wonderful colored paints he found in the shed instead. If Owl-Pooh wins the roll, the fence and all the friends will be multi-colored messes and Robin Christopher will be upset with everyone.)

Your d100 Acre Wood friend is a Gelatin Cube, you can say that you'll to scrub the wrong colored paint off the fence by sliding across it, which is a thing you can do that Owl-Poohs can't. Because you suggested something that fits with what you can do, you get to roll two dice.)

When rolling dice, you only count the highest die you rolled. Whoever gets the highest die gets to tell a story about how you almost got into Troubles and then got out, unless there are ties for the highest die.

If whoever is Owl-Pooh for right now doesn't get the highest, but other people tie for highest, everyone that tied for highest gets to tell the story of what happened, how Owl-Pooh almost got you into Troubles, and how they both got them out of it.

If whoever is Owl-Pooh for right now ties for

highest (or is the highest and doesn't tie), what the Owl-Pooh said happened, so whoever is Owl-Pooh for right now describes what happened as if you're telling a story, and everyone but that player gets into Troubles.

If Owl-Pooh gets into Troubles, everyone but whoever is Owl-Pooh for right now gets a Troubles point. The person to whoever is Owl-Pooh for right now's left gets to be Owl-Pooh next time.

If Owl-Pooh doesn't get into trouble, whomever rolled the highest and got to tell the story gets a Not In Troubles point and gets to be Owl-Pooh next time. (If two or more people tied for highest, the person closest to whoever is Owl-Pooh for right now's left gets to be Owl-Pooh next time.)

Now that there's an Owl-Pooh next time, that person becomes Owl-Pooh for right now and we start again with the next bit in the Adventure.



(If you ever get to be Owl-Pooh and can't think of a thing to do as part of the Adventure, have him be distracted by Honey. Owl-Poohs love Honey. Bees also love Honey, but they don't like Owl-Poohs. Bees have all the Honey.)

CHAPTER 3

In Which

Winnie-the-Owl-Pooh Gets Everyone Into Troubles and Perhaps Out of It Again

Count the number of people playing the game and add one (or two, if it is Tuesday). Once someone gets that many Troubles points, everybody is in Troubles and the Adventure ends. Whoever has the most Not In Troubles points gets to tell the story about how the Adventure ended with how you got in Troubles and how you got out.

Also count the number of people playing the game and don't add one (don't add two, if it is Tuesday). If someone gets that many Not In Troubles points, the Adventure ends if you want it to and whoever has the most Not In Troubles points gets to tell the story of how the Adventure ends if you want it to. If you don't want it to, then you keep going until someone else gets that many Not In Troubles points and they can tell the story of how the Adventure ends if they want to or until someone gets too many Troubles points and the Adventure ends, if they want to or not.

CHAPTER 4

In Which

There are Notes About the
Owl-Pooh Game that
Aren't All That Important

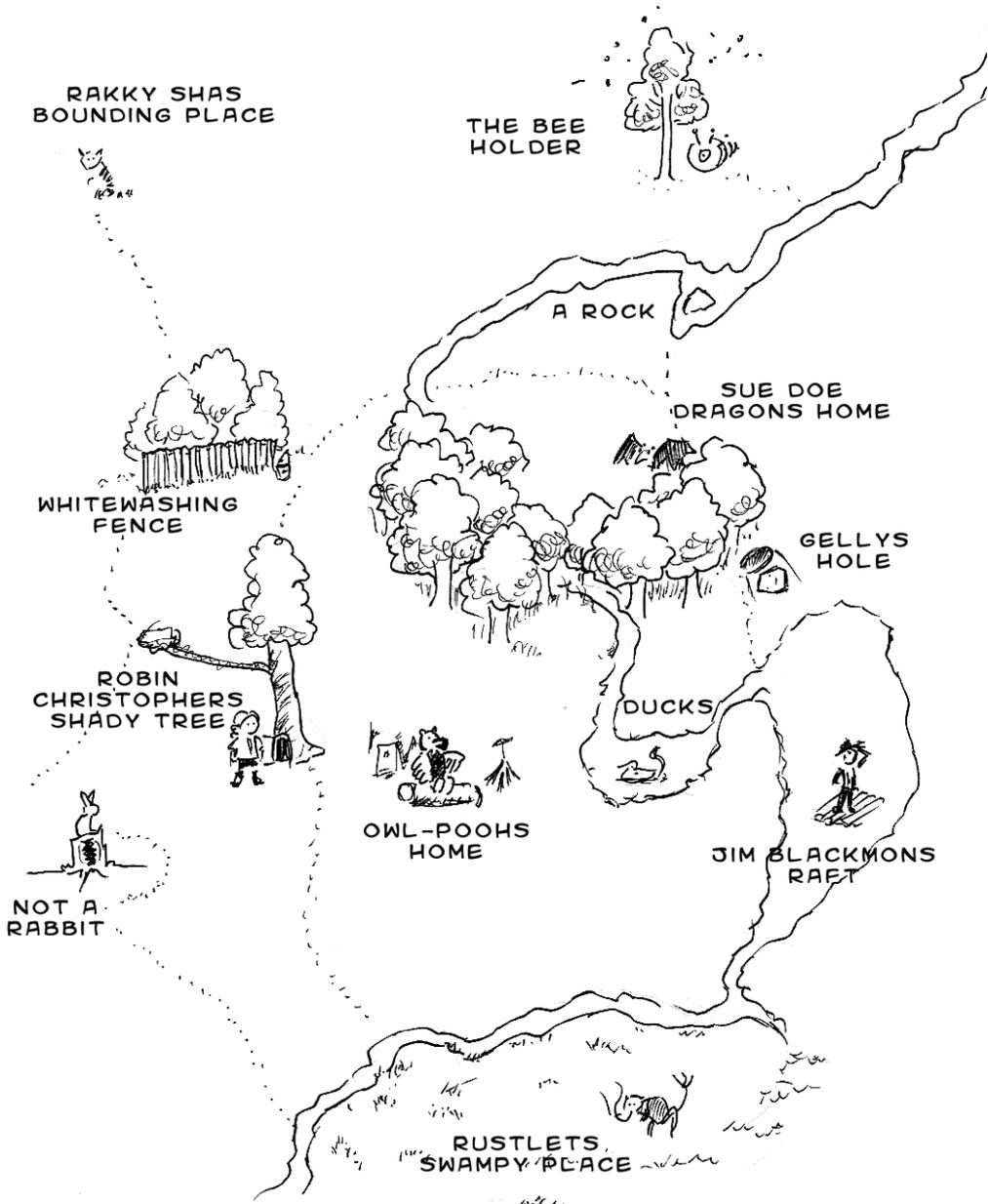
This game is part of the Bully Pulpet Games Owlbear Game Contest and was completed in a 24 hour period.

The author had come to the realization that while he owned several of the Disney-branded Winnie-the-Pooh books, he did not have a copy of the real A. A. Milne Winnie-the-Pooh books: *Winnie-the-Pooh*, *The House at Pooh Corner*, *Now We are Six*, and *When We Were Young*. He picked up *Winnie-the-Pooh* this morning and is about to read it to his daughter, Kara.

This game and any additional supplements for the game can be found at gameworld.thesnakefarm.com.

This game was written in OpenOffice and laid out in InDesign CS using Adobe Caslon Pro. All images were drawn during the 24 hour period of game development. More of my drawings and comic art can be found at thesnakefarm.com.

Enjoy!



D100 AKER WOOD DRAWN BY ME AND MR CLEMENTS HELPD

