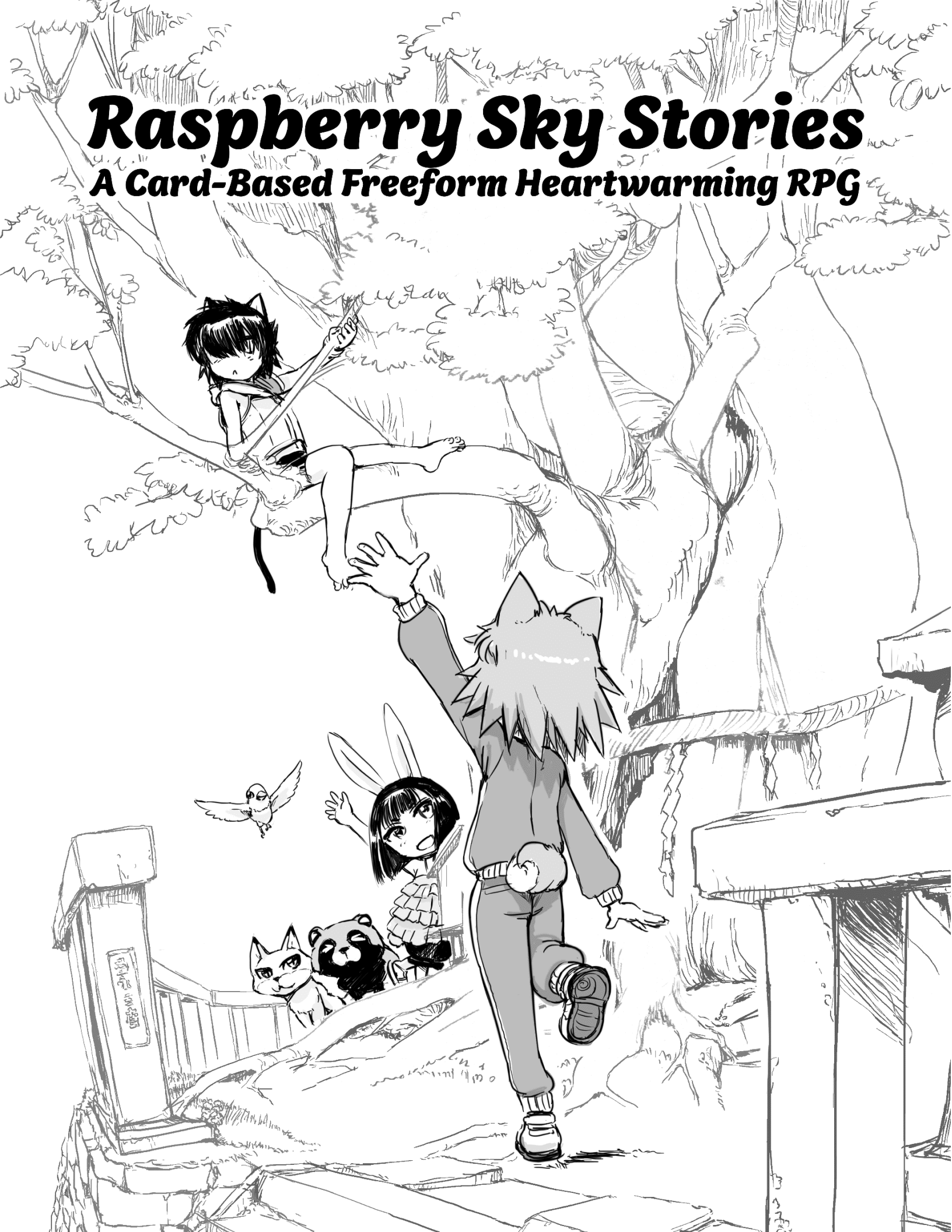
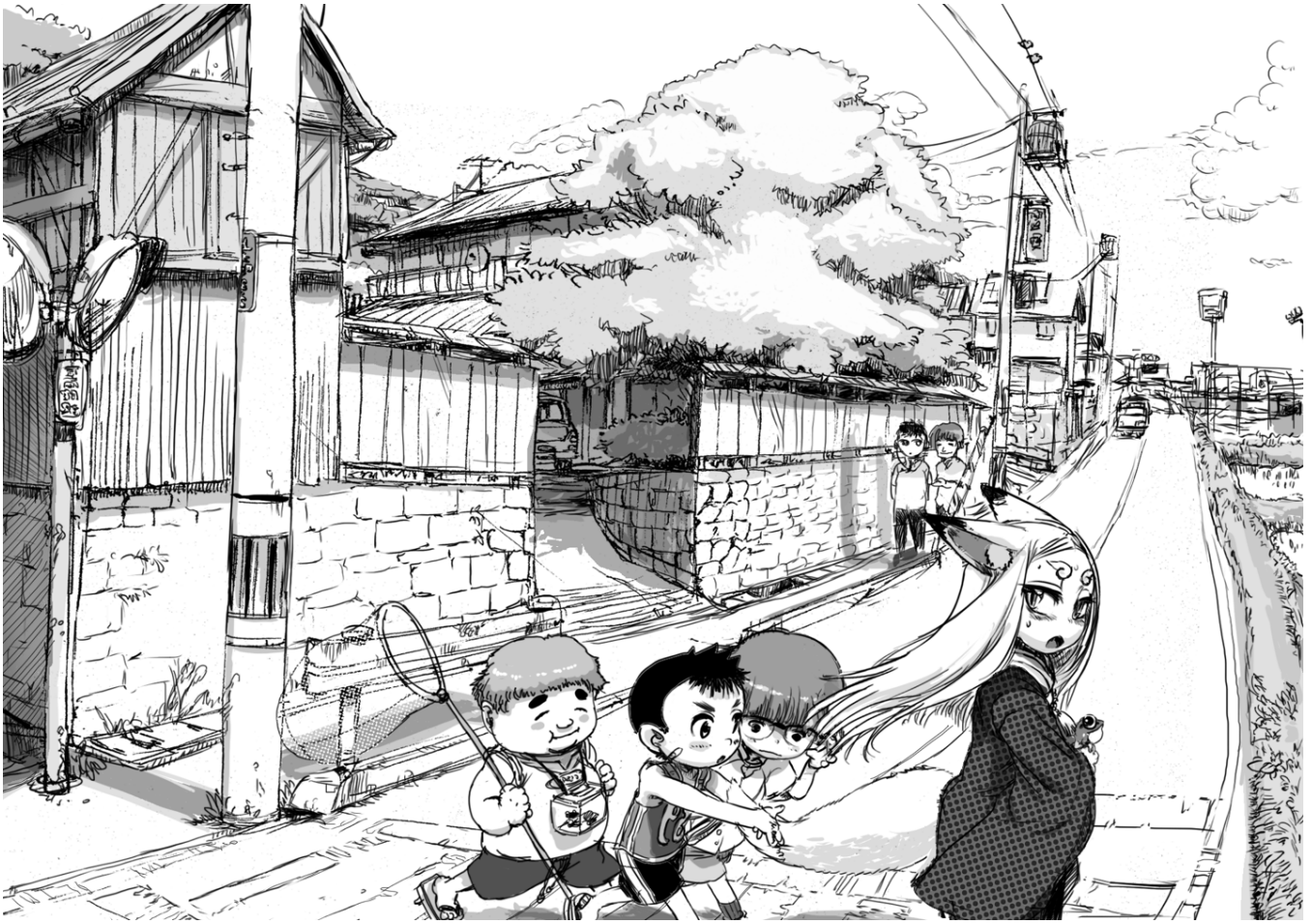


Raspberry Sky Stories

A Card-Based Freeform Heartwarming RPG





Credits

©2020 by Star Line Publishing (starlinepublishing.com)

Designed and Written by Ewen Cluney

Based on *Golden Sky Stories* by Ryo Kamiya

Art by Ike, ©2006-2009 Ryo Kamiya

Icons are from The Noun Project (thenounproject.com)

Acknowledgements

This game was possible through the generous support of the backers of the **Golden Sky Stories: Twilight Tales** Kickstarter; a full list of backers appears in the back of *Twilight Tales*. The rules are based on Ewen Cluney's slice of life schoolgirl game *Raspberry Heaven*, which in turn was heavily inspired by J. Walton's *Restless*. The characters and setting are of course from *Golden Sky Stories* by Ryo Kamiya.

How to Play

Raspberry Sky Stories is a game for 3 to 6 players about a group of henge, animals with a little bit of magical power, including the ability to temporarily take human form. It is an alternate way to experience the world of Ryo Kamiya's game *Golden Sky Stories* (originally released in Japan as *Yunyake Koyake*). Where *Golden Sky Stories* is mainly about henge helping others, *Raspberry Sky Stories* is more about the henge being friends among themselves. This game includes brief introductions to the henge and the world of *Golden Sky Stories*, but it doesn't hurt to be more familiar with the setting as described in more detail in the book.

One session of *Raspberry Sky Stories* ranges from about 30 minutes to a few hours, depending on how many scenes you decide to do and the pace you set. You can do one scene and stop there, or keep going, and even change up the players and characters between scenes.

Set the character cards out where everyone can see them. Take the scene cards, shuffle them, and put them face-down.

Setting up a Scene

When you start a scene, first let each player pick a character card. You can stick with the same character through the whole game, but you're welcome to switch between scenes if you prefer. Take a moment to introduce your characters to each other.

Next, someone flips over the top card from the deck of scene cards, or if you're playing online you can make a d12 roll to randomly determine which scene to do (reroll any you've already done). Alternately, if you prefer you can just pick a scene card that sounds fun to play.

Read the first paragraph, and then play out what it instructs you to do. Once you're done, move on to the next paragraph. Remember to stop reading and start playing at the end of each paragraph. It doesn't matter who actually reads the paragraphs, but try to switch off at least as often as you change scene cards. When you finish all of the paragraphs on a scene card, the scene is done and you can start a new scene or decide to end the game there.

Using Special Moves

Each player can use their character's Special Move once per scene, after the first paragraph of a scene is done. This interjects some random element into the scene; try to integrate it into the action as best you can. Draw a random scene card and check its number (or roll a 12-sided die) and check the table on the character's card to see what happens.

Principles

Sometimes we might argue and stuff, but we're all good friends. The characters can have disagreements and conflicts, but when all is said and done they're friends through thick and thin. If you have a conflict in the game, it should be so that the characters can heal and become even better friends in the end.

The only way to "win" is for everyone to laugh and have fun. Don't worry about giving your character exactly what she wants. That's kind of missing the point, and besides, it's funnier when people can't get quite what they want.

We don't really have much interaction with many others. This game is mainly about the henge you're role-playing and how they interact. Other characters should be pretty secondary and get very little "screen time."

The world we live in has a little spark of magic. There are no mighty dragons or grand sorcerers, but there are henge, mononoke, and local gods. Henge can't work great magics, but they do have a few little tricks.

Don't worry about being awesome all the time; be present and the rest will follow. This is a very collaborative game, and sometimes you might feel obligated to come up with something really awesome to contribute. It's great when you can do that, but when you can't, just go with the flow and do something ordinary. Most of the time it'll be enough, and sometimes it'll be more awesome than you realize.

Your character is yours to explore. The information on the character card is ultimately just a starting point. You don't even have to stick with what I've written there, and anything not mentioned is most definitely up to you.

The Setting

Raspberry Sky Stories takes place in Hitotsuna Town, a small town somewhere in the rural Japan. On the surface it's a fairly typical small town, with some farms, shops, a school, and old shrines and such. However, the area has had a population of local gods, henge, and other magical creatures since long before people came to settle here. The old people who remember the old ways and the young people who've stumbled across henge and their ilk know that there are wondrous things around town, but the majority of people don't have any idea, and would be quite surprised to discover the supernatural.

This is an idyllic, idealized version of the Japanese countryside. There are occasional misunderstandings, but certainly no trace of crime or violence. The town has all the trappings of modern civilization, though the shops don't have a great selection and cell phones only really get reception in the middle of town.

One of the main places the henge gather is the **Suzune Hachiman Shrine**, a small shrine in the forest behind the larger Misuzu Hachiman Shrine (which is dedicated to one of Suzune's predecessors). Not too many people come here, and it makes a good place to meet up and find shelter from the elements.

For a more detailed description of Hitotsuna Town (and a handy map), see *Golden Sky Stories* pages 127-133.

Henge

You can learn more about henge in *Golden Sky Stories* (see pages 13-29), but here's a little bit of info:

Henge are animals that have a little bit of magical power. They can temporarily take on a particular human form, use human speech in animal or human forms, and talk to animals of the same type. Taking human form takes a bit of effort, and it's easier in the evening, and easier still when they let their tails and ears show.

All henge have various special abilities, but for most henge these take the form of expressions of the animal's capabilities. Cats can creep silently, dogs can bark and raise a fuss, that kind of thing. Fox and raccoon dog henge are more magical however. Fox henge are like the kitsune fox spirits of legend, able to wield various supernatural powers, and raccoon dog henge can transform themselves into all sorts of things.

Towa Gozen (The Snake Goddess)

In addition to the six henge represented on cards, there's a seventh character that shows up relatively frequently in *Raspberry Sky Stories*, though no one player controls her. Towa Gozen is the snake goddess who watches over the Towa River that passes through Hitotsuna. She's been around for centuries, but she's nonetheless one of the less mature local gods. As an elder henge, her animal form has grown unnaturally large, so that humans find her appearance kind of terrifying.

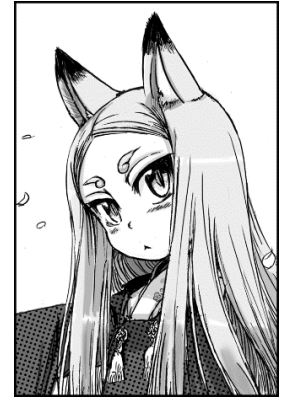
She mostly just wants to have a good time, and generally avoids dealing with worshipers or whatever unless someone is genuinely in trouble or getting in the way of her enjoying herself.

In *Raspberry Sky Stories* she's a recurring kinda sorta authority figure, who commands respect despite being a moody, frivolous kind of local god.



Suzune (Fox)

Suzune Hachiman is a well-respected fox henge, and despite looking like an 11-year-old girl, she's now over 300 years old. She shows her age by speaking like an old woman and wearing an elaborate, old-fashioned kimono, so that even when she takes human form people find her a bit weird. Fox henge are close to local gods, and for Suzune, her time as an ordinary fox is a distant memory. She now lives in a shrine dedicated to her, where she receives offerings from humans. She's a bit stiff and conceited, but her understanding of the world of local gods and mononoke can be invaluable.



Special Move: Fox Tails

Number	What happens?
1	An adult offers you a treat, whether you want it or not.
2	Do you smell... fried tofu???
3	For a moment you're just awestruck at the beauty of this world.
4	Someone calls you "cute." Ugh.
5	Someone is feeling sick.
6	Someone left an offering for you.
7	Someone wound up soaking wet.
8	Towa Gozen warned you about this.
9	Under your gaze someone drops something important.
10	Under your gaze someone just panics.
11	You randomly decide to create a ball of ghostly fire.
12	Your elaborate kimono causes a bit of a stir.

Riko (Raccoon Dog)

Riko is a raccoon dog (tanuki), one of a species of cuddly canines found in several parts of Asia. Raccoon dog henge are especially adept at transforming, and can turn themselves into objects, vehicles, copies of other people, or scary monsters. Riko is a clumsy but thoroughly good-natured raccoon dog girl. She has quite an appetite, but she's a bit sensitive about how her human form is a little chubby.



Special Move: Tanuki Magic

Number	What happens?
1	For once you're prepared for just this situation!
2	Maybe you can transform into something for this situation?
3	Oh no! You forgot something!
4	Oops! You broke something! It was an accident!
5	Something benign suddenly startles you!
6	Something smells interesting!
7	What happened to your glasses?
8	Where did your leaf go???
9	Whoops, you kinda ate it already...
10	You get a bit carried away with what you're doing.
11	You tripped over something!
12	You're feeling really hungry!

Kuromu (Cat)

Kuromu is a cat henge. She's a rather independent stray cat, not unfriendly but not willing to get cooped up in a house like some cats. She's a little moody, and maybe a little *too* honest about how she feels, but she's nonetheless a good friend. As a cat henge, she can blend in where more unusual animals can't, she's quite agile, and her pleasantly soft fur is good for calming people down.



Special Move: Black Cat

Number	What happens?
1	Better check how this smells. You know, just in case.
2	By the way, you can peek into hearts and see what someone is thinking.
3	Nooooo! Water!!!
4	Some of the other cats in town are whining about stuff.
5	Someone wants to pet you.
6	This is a good time to brush against someone's legs.
7	This is a good time to lay down. You know, just wherever.
8	This is a good time to take a nap.
9	Time for some grooming!
10	You just really need to scratch something.
11	You spotted something moving! Better pounce on it!
12	You suddenly run off somewhere.

Koro (Dog)

Koro is a dog henge, who is warm, good-natured, and kind of sloppy. As a dog she has an owner, and she wears a collar that she sees as proof of a special family bond. While her bond with her master is especially strong, she also just generally cares deeply about everyone, and mostly wants to be friends and play together. She's taken to playing soccer with some of the boys from town, but she's equally at home playing with basically anyone who will let her. As a dog henge she's good at comforting and otherwise showing affection to others, though she can also bark to scare someone away.



Special Move: Good Dog

Number	What happens?
1	Hey! Something smells good!
2	Hey! There's another dog! You should say hi!
3	It turns out you brought your friend a present!
4	Oh no! You forgot something! Back in a minute!
5	Someone offers you a treat.
6	Someone wants to pet you.
7	This is a good time to chase your tail!
8	Time to lick someone's face!
9	Ugh! So hungry!
10	You found a ball to play with!
11	You spot a small animal, perfect for chasing!
12	You tired yourself out! Time for a quick nap!

Amami (Rabbit)

Amami is a small white rabbit henge, who transforms into a cute young girl with a well-developed sense of fashion. She's a bit spoiled and clingy, but knows how to make others feel appreciated with genuine affection. She's prone to loneliness (a common problem for rabbits and rabbit henge), and constantly craves the company of good friends. Being Amami's friend can be a little intense sometimes, but she's always ready to play and have fun.

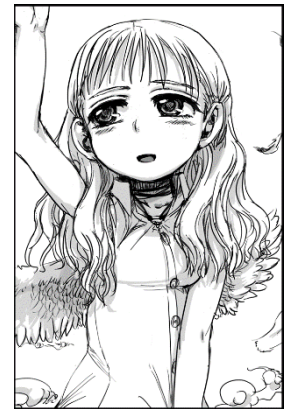


Special Move: Bunny Hop

Number	What happens?
1	Happy dance!
2	If they don't do what you ask you're gonna cry!
3	It turns out you brought an entire head of lettuce with you.
4	Let's get out of here!
5	Someone compliments your outfit!
6	Someone offers you a snack.
7	Someone tries to get you to wear something weird.
8	Something startles you enough to make you let out a yelp.
9	This is taking way too long!
10	You made rice cakes!
11	You want a treat RIGHT NOW!
12	You'd better fix up your hair.

Sarah (Bird)

Sarah is a bird henge, specifically a canary. She loves to sing and listen to the songs of the wind, but she's also a total airhead, and things tend to go in one ear and out the other. Her wings and her keen senses let her be useful on occasion, but since she's kind of not all there by the standards of humans and henge alike, talking to her can be a little frustrating at times. Still, she has a definite warm side, and her comforting and caring ways brighten her friends' lives.



Special Move: Bird Brain

Number	What happens?
1	Eek! A scarecrow! It's scary!
2	Some local birds tell you something interesting.
3	Something (a squirrel? A pinecone?) randomly falls from the sky.
4	Those weird specks you see when you keep your eyes open are neat...
5	Time to sing a song.
6	You forgot what you were going to say. Oh well.
7	You found a weird, random object someone dropped.
8	You get mesmerized by something with an interesting shape.
9	You just remembered something! Oh wait, you forgot again.
10	You shed some feathers.
11	You space out, and nearly get hurt because of it.
12	You spot something shiny!

Scenes

① Dreams

Pick one henge to start as the first dreamer. We begin with her having an especially weird dream; each player takes a turn adding another strange element to it. Unlike in a normal scene, during this scene each player can use their Special Move once per dream rather than once per scene, but only when their character is in a dream (her own or someone else's).



Next, another henge has a dream. That player decides what it's generally about, but the previous henge has a cameo in it, and the player of the previous henge puts one particularly strange thing into it.

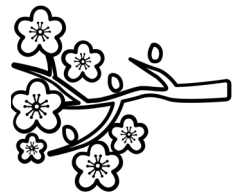
Continue this way until each player's character has had a turn dreaming.

Move the action to the next day at the shrine. Play out the henge having a conversation about what they remember of their dreams, and Towa Gozen making an offhand comment about her dream (which involved one of the henge). Then bring the scene to a close.

If you decide to continue playing, move on to the next scene card.

② Flower Viewing

It's spring, and the cherry blossoms around town are blooming. Your henge have decided to gather for a *hanami* (flower viewing) picnic. Each player describes how their henge arrives at the appointed spot, and what snacks and/or beverages they've brought with them.



Now they begin their little gathering in earnest. Each player describes what their henge is doing as they take in the cherry blossoms. At least one henge should do something kind of weird.

Towa Gozen stumbles into the gathering and devours a bunch of the goodies the henge brought. Play out how they react.

Towa Gozen then curls up and falls asleep. Play out what the henge do with her sleeping in their midst. If they stay quiet she keeps sleeping, but if they make noise she wakes up again and does something embarrassing before wandering off.

Finally, the henge have had their fill. Play out them cleaning up and saying their goodbyes before bringing the scene to a close.

If you decide to continue playing, move on to the next scene card.

③ A Game

One of the henge shows up at the shrine with a game they want to play with the others. Decide which henge wants to play a game and what it is. She might have just shown up with a soccer ball, or she could have found a board game somewhere. The other players each describe how their henge agrees to play, whether enthusiastically, reluctantly, or something in between.



Describe how the henge go about setting up to play the game. Be sure to include at least one thing where they either have to improvise a bit or just outright do it wrong for whatever reason.

Now the henge start playing the game proper. Each player should describe how their character is approaching playing the game, and how well (or badly) it's working. Decide on one henge who does especially well early on in the game before moving on to the next paragraph.

The game is coming to an end. Describe how it's been going, and play out a major upset that brings the game to an end. Have the henge take in the outcome of the game, and then finish the scene.

If you decide to continue playing, move on to the next scene card.

④ Ghost Stories



On a balmy summer night, the henge have gathered at the shrine to tell ghost stories by candlelight. Decide who suggested this and play out each of the henge arriving at the shrine, describing their general mood and what (if anything) they brought with them. Once all of the henge have arrived, move on to the next paragraph.

The henge light their candles and sit in a circle to tell ghost stories. Pick a henge to be the first to tell her story. The player should tell a brief, spooky story, with the other henge reacting.

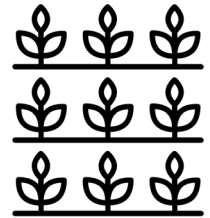
The other henge each take their turns telling stories in the same way, until you get to the last one.

While the last henge is telling her story, there's a strange sound outside that resembles something from the story she's trying to tell.

The henge react to the possibly scary sounds they're hearing. Describe how they discover Towa Gozen stumbling into the shrine, and how the henge either put her to bed or send her on her way before bringing the scene to a close.

If you decide to continue playing, move on to the next scene card.

⑤ Harvest



One of the farmers from town made a generous offering and begged the gods for help with their harvest. Towa Gozen, who already used all that money to treat herself, made the henge promise to help out with the harvest. Decide what specific crop needs harvesting, and briefly describe the farmer.

Play out the henge arriving at the farm in the morning, and the farmer giving them the necessary tools and instructions. Once they're ready to start, move on to the next paragraph.

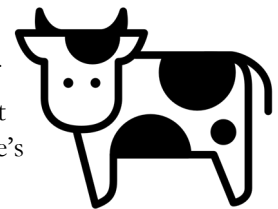
The henge set to work. Most of them do okay, but pick one who's doing especially well and one who's having a really hard time of it.

The farmer comes to check on the henge. It turns out that the one who was doing really well did something wrong so she'll have to do extra work. For the one who was having a hard time, someone gives her the advice or extra tool she needs to do a good job.

After a hard day of work, the farmer gives the henge some kind of homemade treat, probably using food they grew themselves. Decide what it is, and show how your henge react before finishing up the scene.

If you decide to continue playing, move on to the next scene card.

⑥ Lost Lamb



Describe what the henge are doing at the shrine together on an ordinary day. Pick a type of farm animal that might be around town, like a cow, pig, or chicken, and describe how one that is apparently lost has wandered into the middle of whatever the henge are doing. Show the henge's reactions before moving on to the next paragraph.

The farm animal is a little scared. Describe what the henge do to calm them down, and describe a clue that points them to where the farm animal belongs.

The henge are trying to get the farm animal to where they belong. Describe one or two things the henge try to coax the animal into moving before they figure out something that works.

Once the henge get moving, play out something (food, a barking dog, etc.) that distracts the farm animal, and how the henge calm them down and get moving again.

Finally, play out how the henge arrive at the farm with the wayward farm animal, and how everyone reacts to the return.

If you decide to continue playing, move on to the next scene card.

⑦ **A Present**

The River Festival is coming up, and the henge have decided to get some kind of present for Towa Gozen to celebrate. Whether or not someone is currently playing as Suzune, she has some money from offerings, and gives each henge some so they can buy gifts. Decide how much money each henge has to work with and play out them receiving the money before moving on.



First the henge go to a shop that probably isn't going to work. Play out them looking around and possibly buying something before leaving to try another shop.

Next, the henge try a shop where they might find a suitable gift if they choose carefully. Play out how one of the henge somewhat gives away that they're not actually human, and how the other henge

Finally, they arrive at the river. Play out Towa Gozen receiving each of the gifts in turn. She makes flippant jokes about the first few, but then unexpectedly is moved to tears by the final one.

If you decide to continue playing, move on to the next scene card.

⑧ **Something Tasty**

One of the henge wound up with some kind of unusual or moderately expensive ingredients that have the potential to make for something delicious to share. Each player adds a detail to the ingredients. This could be adding a whole new ingredient, narrating details about the ingredients that have already been established or developing the circumstances around them.



The henge who obtained these ingredients tells her friends about them in a setting of her choosing. They offer suggestions about what to do with the ingredients and make plans to get together to cook.

Each player then describes how their character arrives at the appointed place. Play out whatever they do to get settled in before it's time to start cooking.

Next, it's time to actually start cooking. Play out with each henge is doing while this is going on, whether they're doing the actual cooking, trying to help out in some way, or doing something else. Don't finish the actual cooking just yet.

Something goes wrong with the cooking. Describe how the mishap happens (and possibly who's at fault), and how the henge manage to fix (or at least salvage) the situation.

Finally, the henge sit down and enjoy their meal together. Play this out for a little while, and then bring the scene to a close.

If you decide to continue playing, move on to the next scene card.

⑨ **Special Delivery**

Towa Gozen asks the henge to deliver something to a human who did a favor for her. Decide what it is she wants delivered and who she wants it delivered to, and play out Towa Gozen asking the henge for help.



Once Towa Gozen has left, the henge will have to figure out how to get the delivery to its destination. If it's something large, they may need to get a little creative to be able to move it, and regardless they should think about how to avoid causing too much of a fuss in town. Play out how the henge decide what to do and set out, whether they're carefully planning or just heading out without thinking.

Someone else they know (a human friend, one of the other henge, etc.) sees them and asks what the henge are carrying, and if they can have a closer look at it. This continues until it starts to delay the henge from their errand. Once they get moving again, move on to the next paragraph.

Along the way, something happens and the henge drop and nearly damage the delivery. Describe what happens, and how they save it at the last second.

Finally, the henge arrive at their destination. The recipient of Towa Gozen's gift is a bit confused, but nonetheless grateful. They show the henge what it is they got. Once you have a chance to role-play the henge's reaction, bring the scene to a close.

If you decide to continue playing, move on to the next scene card.

⑩ **Summer Festival**

The town is holding a summer festival, and the henge are planning to attend. The festival will feature some booths with various games and food, taiko drumming, and a small fireworks show. Start by describing the henge arriving at the spot where they decided to meet up. Each player should explain how their henge arrives, and what they're wearing. Did they come in their usual clothes? In animal form? In yukatas? For this scene we'll assume that someone gave them a little bit of money to spend at the festival.



The henge go and have some fun at the festival. Each player describes their henge going to one or two specific festival booths and how they fare with the food or games at the booths.

One of the henge says she knows a particularly good spot for watching the fireworks, but on the way there, the henge get lost. Once you've gotten a chance to play out how they react to getting lost, move on to the next paragraph.

Someone (maybe Towa Gozen, another local god, or just a friendly human) carrying a lamp comes across the henge, and leads them to a spot on a hill overlooking the town.

Just then the fireworks display kicks off, and their view is perfect. Play out how the henge react to the beautiful sight of the fireworks (and the loud sounds that make some animals uncomfortable) before ending the scene.

If you decide to continue playing, move on to the next scene card.

⑪ **Towa Gozen Mystery**

Towa Gozen is up to something. You don't know what, but you want to find out. Start by describing her doing something that seems kind of odd. Each player should add some kind of detail to it.

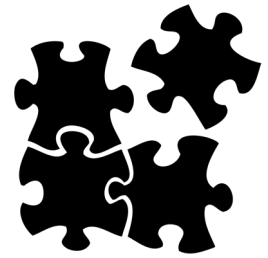
The henge meet somewhere, and discuss what they saw and what they think it might be. Finally, they resolve to investigate the matter further.

As the henge follow Towa Gozen, she is acting furtively, and doing a bunch of strange things. Each player describes one odd thing that she does, and what their henge is doing to avoid being noticed.

Towa Gozen arrives at her destination, where she seems to be waiting to meet with someone, and getting progressively more agitated. Play out how she notices the henge, and they confront her about whatever it is they think she was doing. Each player offers Towa Gozen's more or less reasonable explanation for each odd thing that happened. She's been having a pretty weird day.

Finally, since whoever she's meeting is apparently not showing, Towa Gozen offers to let the henge join her. Play that out a little bit, and then end the scene.

If you decide to continue playing, move on to the next scene card.



⑫ **Weather**

Today there is unusually intense weather, such as a downpour, a thunderstorm, or heavy snow. Each player describes how prepared their henge is for this. At least one should be pretty much completely unprepared.

The henge are faced with the prospect of trying to get home despite this weather. They finally settle on going to a nearby shrine to wait for the weather to let up. Play out the journey, showing what the henge do to attempt to stay warm and dry, and how they don't entirely succeed.

They arrive at the shrine, a little worse for wear but safe. Describe what they do to dry off and warm up.

The henge are startled by some kind of scary noise. With much trepidation, at least one of them goes to investigate. Each player offers something that the henge who go to investigate notice that makes them a little more scared before you move on to the next paragraph.

The source of the sound turns out to be something totally benign, and also adorable. Play out the henge's reaction to this, and then bring the scene to a close.

If you decide to continue playing, move on to the next scene card.

