



Extremely Large and Incredibly Boat



Oh no, it's happening again! Your giant boat is stuck somewhere awkward. How giant is it, you ask? Oh I don't know- say, a canalworth or so. How awkwardly stuck? You tell me! This is a game for one GM, 2-5 Players, and their pretend giant boat.

THE BOAT

First, you all need to think of a name for the boat. It is a good boat and all of you are very proud of it, so it should have a good name that you are proud of. Does it *need* to be a boat? Maybe it's a freight train? I don't know. You tell me. Anyway: write its name down.

Name: _____

Picture the boat in your head. It is by far humankind's greatest creation- a steel cathedral to buoyancy. Perfect. Now: picture it getting stuck somewhere deeply awkward. You were wrong, before: *this* is what Perfection looks like.

Where it's stuck: _____

How it's stuck: _____

Your boat has three core, uh, stats. Skills? Skills. Whatever:

- **Bigness:** _____
- **Stuckedness:** _____
- **Unfortunately Locatedness:** _____

Imagine your big, stuck, boat. Talk amongst yourselves: which of the "skills" is the *major* issue for your boat right now. That skill gets a value of 3. The *least* problematic skill has a value of 1, and the middle one has as value of 2. Is your boat stuck in Low Earth Orbit? Maybe its

Unfortunately Locatedness is a 3. Is it a behemoth, blotting out the noon sun and shrouding the land in darkness? Maybe the big issue is its **Bigness**. Is it just, you know, *really crammed in there*? Sounds like **Stuckedness** is your #1 problemo.

When you attempt to do anything with and/or to your vessel, tell the GM what you are trying to do, and then roll a six sided die and add one of the boat's skills. If you're *taking advantage* of the boat's skill then you want the result to be *higher* than 4; otherwise (which is most of the time probably) you will want the result to be *lower* than 4. If you fail your roll, something bad happens. What happens? Ask your GM! If the total is exactly 4 you succeed but it's more complicated than that; add 1 to one of your boat's skills (GM's discretion). Based on how you roll, you might see your boat skills change, evolve the narrative situation, or anything else that seems reasonable. You tell me!

Oh, also: your boat also has something like 150 thousand tons of cargo as currency, but you are not allowed to willingly spend or use any of it since it's not technically yours. That doesn't mean you *can't* though.

THE CREW

Congratulations! You (the people who are not the GM) are the proud new operators of a beautiful very large boat. Each player can pick a role from this non-exhaustive list of boat duties:

- Captain
- Engineer
- Cook
- Whatever a "Bosun" is (you tell me!)
- First mate
- Navigator
- Stowaway
- etc

When players take an action that is relevant to their role, they can (before rolling) decide to add or remove 1 from the total. For example, if the Cook were helping to grease up the hull of the cargo ship to help slide it off an freeway overpass, their familiarity with cooking lubricants would let them subtract 1 from their Bigness roll (or add 1, if they want). Multiple players can chip in if their backgrounds help.

THE GOAL

As big and vast and stuck and wonderful and worthy as your boat is, it does not belong here. It's supposed to be somewhere else. Where are you trying to go? Pick at random from this list:

1. The open ocean
2. Rotterdam
3. The moon
4. The lost continent of Mu
5. Vegas, baby!
6. A busier, narrower canal
7. Some other thing (you tell me!)

Getting your **Stuckedness** and **Unfortunately Locatedness** skill values to zero are probably good strategies here, but maybe not the only ones!

THE THREAT

Turns out very few people are pleased with your boat being where it is (this is categorically false: your boat has untold millions of adoring internet fans who love it dearly, but those fans don't own the boat, the shipping line, or wherever the boat happens to be stuck). Once the game starts (after you've decided on your Boat details and your Crew details), you have **15 real life minutes** to reach your destination before a bunch of mean men with a giant crane arrive to cut your boat half with a huge chain. Google it. Good luck, clear weather, and safe travels, internet stranger boat friends! ♪