

# 以鹅传鹅

## Gossip Goose



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## Overview

A murder has been discovered in Goose Village, and you must report the case—but you can only act out the clues with your body! The other players will try to guess the truth, but beware: the Evil is trying to mislead everyone...

## Components



Goose Card \*85



Award Cards\*2



Identity Card\*10

- The Leader \*1
- The Evil \*1
- The Goose \*7
- DIY Goose \*1



Crime Sketch\*1

## Setup

1. Take out a number of Identity Cards equal to the number of players (must include the Leader and the Evil). Shuffle the Cards, then each player draws one randomly.



The Leader

The first player to act  
Goal: restoring the truth



The Goose

Goal: The same as the leader



The Evil

The villain hiding in the groups  
Goal: burying the truth

2. The player who draws the Leader reveals his identity cards and draws two Goose cards (Do not show them to other players).

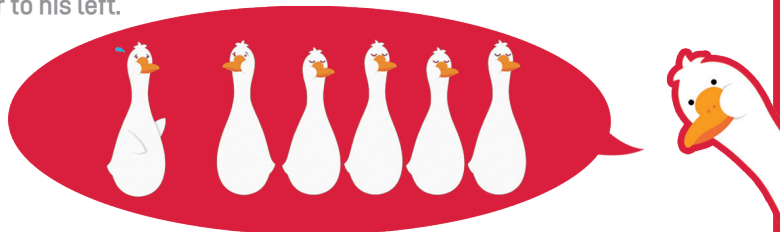
3. The Game starts.

## Gameplay

### 1. Description Phase

The Leader tries to perform the case based on the 2 Goose Cards (one is the suspect and other is the victim), using only body language to the player who sits on his left.

Note: No talking! All players must close their eyes except the Leader and the player to his left.



### 2. Passing Phase

The player who just watched the performance continue to act out to the next player, continuing until the last player has seen the performance.

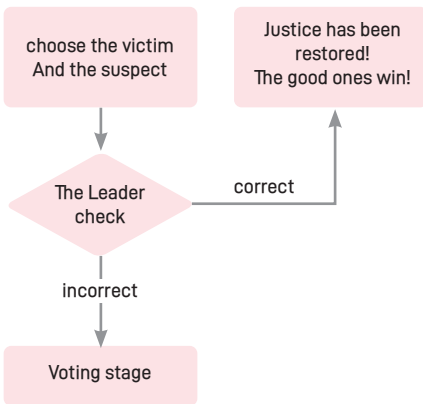
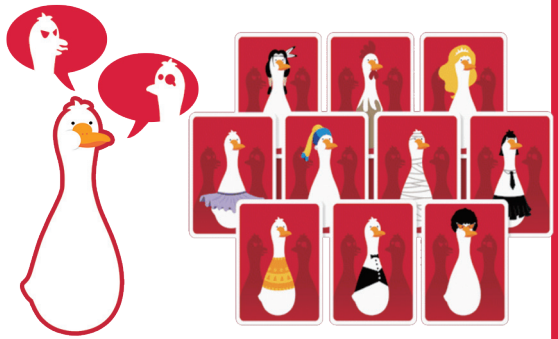
Note: The players who finishes acting can keep their eyes open.

### 3. Investigation Phase

The Leader draws 8 more Goose Cards. Shuffle those cards with the two was drawn previously during the setup, then put all those cards on the table face-up for everyone to see.

#### 4. Restore phase

The last player, based on the performance he/she has seen, restores the truth by telling a story and choosing one **victim** and one **suspect** from the Goose cards shown on the table.



#### 5. Accusation Phase

After the victim and suspect have been chosen, The Leader need to check the answer:

**If correct**, The case has been solved and the good ones win!

**If incorrect**, the game moves to the voting phase.

**TIPS:** To have more fun, it is strongly recommend to **record all the performances**. It is always great fun to watch the replay to figureout what exactly happened when most eyes are closed.



#### 6.Voting Stage

Count down 3 seconds, All players vote by pointing to the player who they think is the Evil at the same time:

If the Evil gets the most votes, the good ones win!  
If not, the Evil wins by burying the truth.

Before voting, all players may discuss for 1-3 minutes. Discussions may include:

- Re-enacting scenes
- Making accusations (Bad Geese may bluff and frame others during this phase).

**TIPS** For the Evil: You may not mislead too obvious. Especially, when you are the last player, you may try to make all the others believe that your accusation is reasonable, so you can pin it on other players.



The Leader Give the [Gooscar] card to the best actor/actress, and the [Gonana] card to the worst one.



#### 7.Crime Sketch

Complete the Crime Sketch Form to close the case. Keep it as a souvenir!

## Optional Rules

##### 1. Restoration mode

If the last player to make a guess is incorrect, the player who performed immediately before him/her can continue guessing and provide their answer. This process continues until the correct answer is guessed or all players have failed.

##### 2.Duo mode

When there are more than 5 players, it is advised to apply Duo mode. Players are divided into different groups according to the form below:

The players in the same group should watch the performance together, then act the roles separately.(One plays the role of the Victim and the other plays Suspect.

Players	Group1	Group2	Group3	Group4	Group5
6	No.1	No.2 + No.3	No.4 + No.5	No.6	/
7	No.1 + No.2	No.3 + No.4	No.5 + No.6	No.7	/
8	No.1	No.2 + No.3	No.4 + No.5	No.6 + No.7	No.8
9	No.1 + No.2	No.3 + No.4	No.5 + No.6	No.7 + No.8	No.9