

# EVERYONE IS SEAGULLS

By Grant Howitt, 2023  
With thanks to Everyone is John

**YOU ARE A SEAGULL.** Your beak is a jagged shard of hate, your eyes twin pinpricks of malice, and your brain the words "FUCK YOU" written very small thousands of times on scrunched up gambling tickets. You'd be profoundly stupid if you weren't so aggressive; your daily operations are so immediate, so self-centred and so vicious that you are almost impossible to outmanoeuvre.

**THE FLOCK.** All gulls move as a single entity: the flock. The flock begins play with 30 seagulls. These are the names (and traits) of all the seagulls in the flock:

- |                        |                          |                                     |
|------------------------|--------------------------|-------------------------------------|
| 1. Big Seagull         | 11. Sticky Seagull       | 21. Seagull that can do maths       |
| 2. Loud Seagull        | 12. Sneaky Seagull       | 22. Heavy Seagull                   |
| 3. Sharp Seagull       | 13. Muscular Seagull     | 23. Seagull that's in disguise      |
| 4. Feathery Seagull    | 14. Fast Seagull         | 24. French Seagull on holiday       |
| 5. Distracting Seagull | 15. Pointy Seagull       | 25. Seagull that smokes cigarettes  |
| 6. Grabby Seagull      | 16. Intimidating Seagull | 26. Scabrous Seagull                |
| 7. Flappy Seagull      | 17. Surprising Seagull   | 27. Seagull with a score to settle  |
| 8. Tall Seagull        | 18. Dishonest Seagull    | 28. Luxury Seagull                  |
| 9. Round Seagull       | 19. Revolting Seagull    | 29. Seagull that wears a little hat |
| 10. Cruel Seagull      | 20. Sexy Seagull         | 30. Seagull that solves mysteries   |

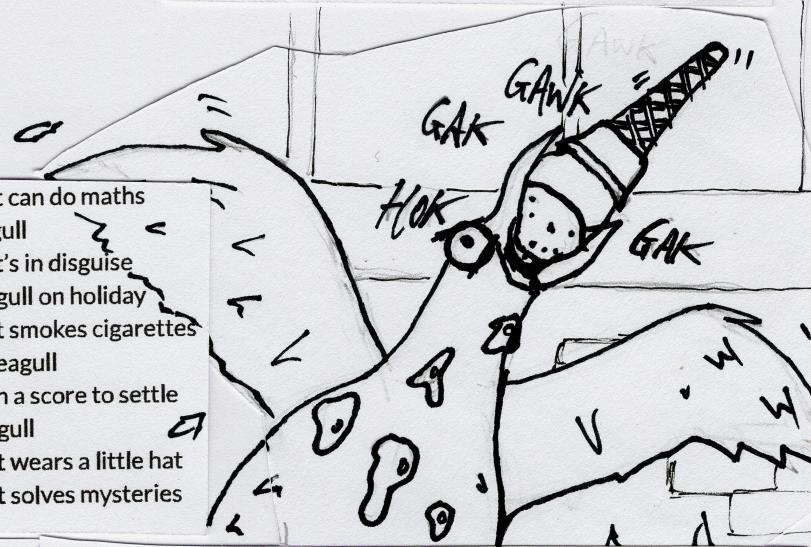
When play begins, select a seagull from the first column. Then, if your seagull is removed from play, choose the lowest-numbered available seagull and take control of them. Once per game, you may instead choose a seagull you played previously to return to the flock.

**To direct the flock to action, YELL.** (Anything. Make a noise like a seagull if it helps.) If at least two other players\* join in with the yelling, you command the flock to take immediate, decisive action - describe what it is. If less than two other players join in with the yelling, you (and the chump who joined in, if there is one) are cast out of the flock and your seagull is removed from play. If you try to secure guaranteed support before you yell or do anything tricky like that, you are cast out of the flock for cowardice and your seagull is removed from play.

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**YOUR MISSION.** Your brain is an unrelenting pachinko hell of frantic ambition. You have a mission for today; it is your everything. Roll each time you take control of a new seagull.

1. Fuck up the kitschy dog parade
2. Ruin that kid's beach-side birthday party
3. Burn down the lifeguard tower
4. Steal the uncooked fish from the chip shop
5. Hog down so much fuckin ice cream you puke
6. Wreck the yacht-based marriage ceremony



**RISKY ACTIONS.** Cooking thirty servings of chips in a small deep fat fryer. Flapping around inside a seaside pub during the lunch rush in search of Scampi Fries. Making a truck crash into the window of a beachfront art gallery. All of these are examples of risky actions which can thin the flock from injury, distraction, fear or other non-specified peril.

When the flock makes a risky action, the GM determines how many seagulls will be removed as a result: 1 for Least Risky, D3 for Pretty Risky and D6 for Actually Very Risky. (The more risky an action is, the more impressive and useful it is when it pays off.) Then, each player should roll a D6 and add 1 to the result if the action is made easier by their trait: in order from lowest to highest, remove those gulls from the flock until the required number is reached.

On an unmodified 1, not only is your gull removed from the flock, but something goes dramatically wrong during your exit. On an unmodified 6, you remain in the flock and earn an unexpected benefit too.

**SUCCESS AND FAILURE.** No such divide! As long as what you're doing is remotely within the abilities of a large group of furious seagulls, it works. Improvise side-effects and strange outcomes as desired. (You might not even need a GM!)

**NON-FLOCK ACTIONS.** Seagulls outside of the flock are liable to be taken out of the running due to their isolated state. Each time they do something risky, they roll a dice: on a 4+ (3+ if what they're doing is made easier by their trait) they're okay, otherwise they're removed from the flock permanently as above. There's still no roll for success or failure, but the abilities of a single seagull are less potent than those of an entire flock.

\*For larger games, you need to get half the players yelling to command the flock.

