



Green Oaks



BROCHURE



WELCOME TO
YOUR NEW HOME

A role-playing game by
Roberto de Luca



Welcome to Green Oaks!

Indulge in a variety of recreational activities, cultivate new friendships, and rely upon our hyperqualified personnel.

Green Oaks is a beautiful structure surrounded by nature, where those who have reached the winter of their lives can indulge in a variety of recreational activities, cultivate new friendships, and rely upon the expertise of nursing personnel of the highest order. **Any resemblance to actual events, locations, or persons, living or dead, is entirely coincidental.**

“

All of Green Oak's Seniors have a peculiar past.



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Check-In



Creating a Character

Playing a Senior

In this role-playing game, everyone takes the role of a Senior.

All Seniors are defined by three Descriptors:

Former _____, retired _____ with a _____ hobby.

A «Former marine, retired priest with a recreational marijuana hobby» or a «Former serial killer, retired spy with a sewing hobby» are all perfect examples of Seniors for this game.

One of you will have to take the role of Narrator, recounting the tale of what transpires in Green Oaks and facilitating the game for all players. This is the same role referred to as “Master” in other games.

Just to avoid any confusion, **Green Oaks**, the structure that hosts all Seniors, takes the name of the nearby city, as do the high school, the supermarket, and all other local public establishments.

What They Say About Us

Some rumors claim that great treasures are hidden away in the basement of **Green Oaks**, while others believe the entire structure to be nothing less than an alien base for conducting experiments on Seniors. The local youths whisper that the structure was built atop an old Native American cemetery, and some go so far as to say that it is in fact the maw of Hell itself.

Watching our guests entertain themselves with gardening or mazurka classes might make one think that their lives were always this peaceful. In reality, as is the case with many elderly people, a quick chat will reveal that their youth was riddled with experiences beyond our wildest imaginations. Such a past may very well be the key to surviving what transpires within the walls of **Green Oaks**.

Inspirations

Adventures that take place at **Green Oaks** are inspired by movies and comics such as:

- ▶ Bubba ho-tep
- ▶ Buffy the Vampire Slayer
- ▶ Red



Senior Sheet

Your Senior is represented by a sheet that includes their name, the nickname given to them by the other seniors, their profession in the past along with the one they had when they retired, and their current hobby.

Each Senior also has a counter for Bother and Haughtiness.

Green Oaks Resident Sheet	
Former _____, retired _____, with a _____ hobby.	
Levels of Bother and Haughtiness	
Bother ☐ Make a Scene!	
Haughtiness ☐ Rumor!	
Number of Scenes 1 2 xxx	
Obituary	
Wise Words	
Psychological profile and acquaintances	
Resumes	
Picture	
Bad Influences and other notes	

Rules

Bother and Making a Scene

Seniors are often bothered by something. This is represented by Bother. When you find the notation **Bother (1)** it will mean that the Senior will increase their Bother counter by 1. When a Senior fills up their Bother counter they'll be ready to Make a Scene at the slightest provocation and will be in a state of absolute Bother.

Every comment, every noise, every youth sighted might prompt them to Make a Scene.

Making a Scene can be channeled in a grandiose Check, a Check that will produce an automatic success, but that will need to be described appropriately.



Example of Making a Scene

Go back to my room? My kids don't hand you people thousands of dollars for you to f**k with me! You want to drag me back to my room? Let's see you try with broken kneecaps!

If the Bother that causes the Senior to Make a Scene results from a failed Check, the Senior can immediately Make a Scene and turn the Failure into a Success, describing how this happens.

In any other case, it will be necessary to mark the *Make a Scene!* box. If the same Senior should fill up the Bother counter and the *Make a Scene!* box is already marked, they will be forced instead to immediately take a **Nap**.

A Senior may also mark the *Make a Scene!* box to gain an automatic Success without performing any check.

Making a Scene should be something awe-inspiring, the proverbial straw that broke the camel's back: a Senior Making a Scene is an unstoppable force of nature!



RUMORS

All Seniors have a remarkable power: that of spreading Rumors that might be true for the whole world or just for the Senior who made them up.

Rumors can be generated when a Senior gains more than 4 Haughtiness points or with the Ace of the Trump Suit during a Check.

If you use the W.O.R.T.H.E.R.S. mechanic, some of the Rumors might be false.

Haughtiness and Rumors

Just like with Bother, when a Senior is good at something or “they knew it was going to end up this way” they earn Haughtiness.

A notation **Haughtiness (2)** means that the Senior will increase their Haughtiness counter by 2.

If when gaining Haughtiness their Haughtiness counter is full, the Senior marks the Rumor! box, which can be used at any time to revel in their clear superiority, declaring a Rumor that will be treated as a fact from that moment onwards.

Once the Senior has shared their Rumor, Haughtiness resets to zero.

True Rumors

When a Senior shares a true Rumor, what they say will become absolute truth for everyone, including those who don't believe it. It will stay true for the entire Session and potentially influence the entire plot. Discuss with the group if a Rumor makes sense or not: to spread hearsay that a zombie bite can be healed by applying toilet cleaner and tobacco is one thing, but to state that if four Seniors whistle through their dentures at the same time the planet explodes is quite another.

False Rumors

If you are using the W.O.R.T.H.E.R.S. mechanic, or if you want to start the game with some Rumors already in circulation, at least one of them could be false. When a Senior shares a false Rumor, they'll be willing to bet their life on the truth of their statement. Other Seniors are free to believe them or not. The Narrator should use the false Rumor as inspiration to add more spice to the plot: if the Senior declares to have seen the nurse slip poisonous medications to their patients, this doesn't mean that the medication wasn't tampered with in a different but equally nefarious way.

Checks

Old Bridge players never die, they just stop turning tricks.

Rules for resolving Checks in this game are inspired by the card game Bridge, very popular among the elderly. To play, you'll need a simple deck of Poker cards, from which you'll remove all 8s, 9s, and 10s, as some of the Seniors don't like counting that high.

Dice are not used, because the only real dice are those with six faces, and those are only used when playing Monopoly or Risk anyway. The other types of dice are only used by the youths to pretend to be sparkling vampires. They would have never survived the war. Not like your Seniors.

Every time a Senior wants to do something that is not entirely devoid of risk or that might lead to interesting consequences in case of Failure, they will have to perform a Check, drawing a card.

It is not necessary to know the rules of Bridge, as we'll provide all the basics to perform Checks in this brochure.

At the start of each Session, the Narrator will reveal the top card of the Deck. That card's suit will be the Trump Suit for the Session.

A rule unique to **Green Oaks** is the importance of the "2" cards or **Deuces**. Legend says that once upon a time a Senior tried to teach the others the Bridge variation called **Deuces Wild**, causing incredible confusion among his peers. In the unfortunate game of telephone that followed, now the Deuces are considered extreme wild cards and of higher value than any other, except for the Aces.

When a Senior performs a Check they'll first need to verify if any of their Descriptors is applicable in the situation. For example, if the Senior is a former marine and would like to disarm the bio-knife of a time-traveling assassin, or if they are a retired Aikido instructor, or even if they have a bladed weapons hobby, then they definitely have a Descriptor that will help in the Check. If the Senior does not have an appropriate Descriptor, they can still attempt the Check by taking **Bother (2)** before drawing a card from the Deck. The type of card drawn will provide a different result depending on whether the Senior used a Descriptor or not (you can find details on page 12).

Once all four Aces have been drawn, the Deck is reshuffled and a new Trump Suit is drawn.

This resolution system is called **ArterioscleroSys**.



FRIENDS OR FOES?

Seniors helping each other is rare, but when it happens it can produce unexpected results.

When one or more Seniors help another, they all take **Bother (1)**.

One of those helping can then choose an additional suit to act as Trump during this drawing on top of the one already established for the session.

All participants will take the resulting Bother or Haughtiness indicated by the drawn card, while only the one drawing the card will experience any other effect.

Senior vs Senior

When some Seniors want to take actions against other Seniors to hinder them or to see who can reach the oxygen toggle first, the situation is called Player vs Player (PvP).

The Senior that draws a Trump Suit wins, unless both draw a Trump Suit: in which case, the higher card wins.

Be warned: if two Trump Suit face cards or two number or face cards of a suit different from a Trump Suit are drawn, the result will be a **Critical Failure!** In this case, no one succeeds in the Check, causing some kind of huge disaster in the story. Seniors clashing with each other can have catastrophic results!

Nap

The moment a Senior Makes a Scene for the third time, or if their Bother counter is full and their *Make a Scene!* box is still marked, they will feel drowsy and tired and will be forced to retire to their Green Oaks room (or to a corner of the trap-infested dungeon they were exploring) and take a **Nap**.

When waking up from the Nap they'll have to draw a card.

Any card of a suit different from the Trump Suit will mean that the Senior has forgotten almost everything that happened up until the present moment.

Grumble

When a Check goes differently than what a Senior expected, they can Grumble about it.

A Senior can Grumble aloud about anything relevant to the situation or some universal topic (the weather, youths these days, etc.), producing some extra results:

- ▶ If the drawn card is a number card not of the Trump Suit, the Senior can Grumble and draw again. Describe both the original Failure and how the Senior tries to turn the tables to their advantage.
- ▶ If the drawn card is a face card not of the Trump Suit, the Senior can Grumble and turn the Failure into a Success. Describe both the original Failure and how this is turned into a Success thanks to the Senior Grumbling about it.

Rant

Sometimes while playing bingo, or while drilling into a meteorite that is careening on a collision course with the Earth, or when **a Deuce card not of the Trump Suit is drawn**, a Senior can fixate on a topic and decide to speak of nothing else: draw a topic. For the rest of the scene, the Senior will have to attempt to divert all conversations towards that specific topic.

Example: - Lizard People

Mr. Livingston: *"Quick Mrs. Vanderbilt, let's sneak into the underground vault!"*

Mrs. Vanderbilt: *"But you see the entrance is hidden, just like those damn lizard people hiding among us..."*

Mr. Livingston: *"Forget about lizard people Mrs. Vanderbilt! Our grandkids are down there! We have to save them!"*

Mrs. Vanderbilt: *"Oh Mr. Livingston, my granddaughter is so bright, I taught her to recognize the lizard people, you know."*



OBITUARY

When a Senior draws an Ace not of the Trump Suit, mark on their sheet that they will have to perform an Obituary during the Epilogue. The Obituary represents the end of the Senior life, their last words, which act exactly like a Rumor in every way. Nothing prevents you from bringing the Senior back during the next Session as a former living person, as a retired undead, or someone with a resurrection hobby- go crazy with it.

You can also organize another adventure to find a way to bring them back from the dead with different Seniors, maybe randomly created with the W.O.R.T.H.E.R.S. mechanic.

Wise Words

When a Senior draws the Deuce Trump Suit card, mark that on their sheet: during the Epilogue, you will have to recount the Wise Words that the Senior leaves to the others. This represents the end of the Senior's life in the retirement home and their last words before leaving triumphantly, maybe because they won the lottery, or maybe because the aliens they met during the adventure will take them to explore outer space.

An example of Wise Words: *And before I board my jet, purchased after making ten billion dollars off of that old pirate doubloon that Mr. Rutherford, old goose that he is, insisted was worthless, I want you all to remember that Green Oaks is a smashing place! Especially on Fridays, when the nurses have their black market in the basement where you can buy literally anything!*

Cheers and Jeers

This is an important rule and it's equally important that it is strictly applied in a timely fashion.

When a Senior draws an Ace, the other players have 5 seconds to cheer or jeer that Senior.

Whoever does gains 1 Haughtiness.

If the Ace is of Trump Suit it would be appropriate to cheer; otherwise one should jeer, but they're all Seniors and no one expects much coherence from them.

If you're playing online and voices are overlapping or it's hard to tell what's going on, treat it as a group cheer/jeer and you all take 1 Haughtiness.

Seniors thrive in mayhem.

Failures and Bother

When a Senior fails a Check and/or something bad happens to them, it's up to the Narrator to assign an appropriate amount of Bother that they suffer for it. If a Senior tries to disarm an enemy and fails, getting hit in the process, the Narrator may assign 1 or 2 Bother points for it. Similarly, if a Senior is hit, is stuck in a gate, or lets a bad guy escape, the Narrator should also freely assign Bother as a result.

One of the Seniors sees Mr. Rutherford hit on their partner? Give them 1 or 2 points of Bother. The Senior's player Grumbles about something? Give them 1 Bother.

Of course, this also applies to Haughtiness. Mrs. Whitney was right in predicting that the janitor would be the first to die? Give her 1 or 2 points of Haughtiness.

Recreational Clubs

The group of Seniors is part of a club. This might have been chosen based on common interests such as a Bridge club, or on the abilities of their members, such as the buffet organizers club, or it could have been imposed by the staff of **Green Oaks** to test out novel new age techniques; it doesn't matter at the end of the day. The only important part is that all Seniors are members of a club.

This can also result in interesting characters such as Jeremy, an old gentleman who is the head of the bocce club, who is actually a former member of the sewing club, retired sharpshooter who has a chivalry code hobby.

A club can also be used as a Descriptor. Disarming a bomb will surely be easier for members of the electronic club than for those of the horse race betting club.

How to Read the Cards

When a Senior performs a Check, their player will draw a card from the Deck to learn what they'll be able to achieve.

Compare the extracted card to the ones on the following pages.

Remember that it's not always necessary to perform a Check: if a Senior is a former researcher and retired pilot with a crossword puzzle hobby they might not need to draw to know where Atlantis is located, or where to find information about it. Draw a card only if the resulting consequences are uncertain and interesting.



Number Card

Trump Suit

- ▶ Success
- ▶ Haughtiness (2)

Mrs. Blythe feels Haughtiness when she easily disarms an enemy.

Not Trump Suit

- ▶ Failure
- ▶ Bother (1)
- ▶ If the Senior Grumbles they can draw again

Mrs. Blythe is Bothered when she can't disarm the Reptilian and she Grumbles about arthritis as she tries again.



Face Card

Trump Suit

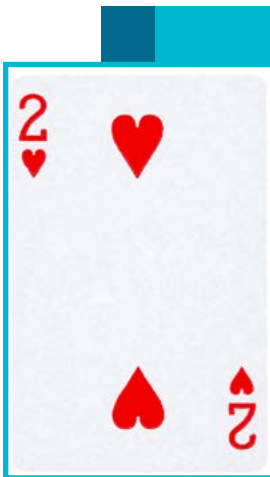
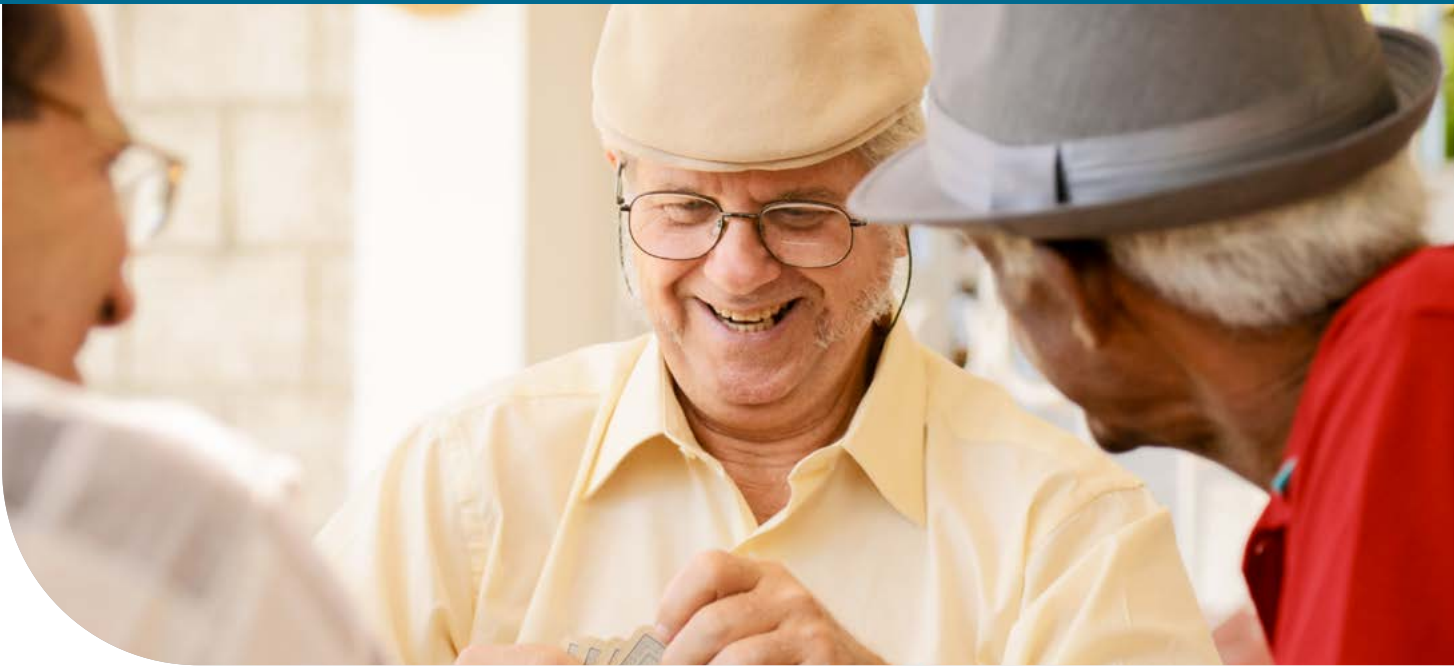
- ▶ Success
- ▶ Haughtiness (2), if they Grumble Haughtiness (3)

Mrs. Blythe Grumbles with Haughtiness about how modern rifles are not made how they used to be, as she disassembles an enemy rifle.

Not Trump Suit

- ▶ Failure, if the Senior Grumbles becomes a Success
- ▶ Bother (2)

Mrs. Blythe is not able to disarm the enemy but, Grumbling about how modern rifles are not made how they used to be, tries again and succeeds with a bit of Bother.



Deuce

Trump Suit

- ▶ Success
- ▶ Wise Words!
- ▶ Haughtiness (4)

Mrs. Blythe feels Haughtiness as she easily disarms the enemy. At the end, she thanks Green Oak's staff for holding self-defense classes every Wednesday evening.

Not Trump Suit

- ▶ Failure
- ▶ Rant!
- ▶ Bother (3)

Mrs. Blythe feels very Bothered when the enemy rifle slips through her grasp. Now every other Senior will have to listen to her rant about slippery surfaces for hours.



Ace

Trump Suit

- ▶ Success
- ▶ Rumor!
- ▶ Change the Trump Suit with a discarded card of your choice

Mrs. Blythe orders the Reptilian to surrender after informing the others that "the laser tracking system of those alien rifles can't sense Seniors anyways."

Not Trump Suit

- ▶ Always Failure
- ▶ Obituary!
- ▶ Bother (4)

Mrs. Blythe feels extremely Bothered when she slips and falls down. Her Obituary will read "The staff here at Green Oaks always go overboard when waxing the floors. Someone is going to break a bone someday!"

Play Bridge and create the adventure by bidding your Worthers candies, or hoard them for your grandchildren.

The legally distinct, proprietary **Worthers candies** are Green Oaks' (the town, not the retirement home, obviously) main export, beloved by grandparents throughout the States and somewhat tolerated by their grandchildren. Here at **Green Oaks** (the retirement home, not the town, obviously), Seniors are forbidden from using cash except in very limited circumstances to avoid them gambling away their whole pension in an unlucky Bridge game, so Worthers candies are used as unofficial currency within its walls.

Using the W.O.R.T.H.E.R.S. mechanic, you'll be able to create your very own adventure and group of Seniors from scratch, following a few simple steps. Creating an adventure in **Green Oaks** is very simple. Simply assume that both the retirement home and the town are at the center of anything and everything: esoteric rituals, alien invasions, conspiracies, secret experiments, it all happens here.

The Seniors controlled by the players are part of a more or less cohesive group and, willing or not, will be dragged into the middle of whatever absurd incident is currently going on.

Adventures in **Green Oaks** are as varied as they come.

The Narrator might have an idea in mind for what kind of shenanigans to put the Seniors through, but most often it will be the Seniors themselves, with their petty Rumors and their unique skillsets, who decide what the story will be about. After all, Seniors are not known to listen to young whippersnappers telling them what to do, so you there, Narrator, pipe down and show some respect.

Using the W.O.R.T.H.E.R.S. mechanic, you'll be able to begin a Session without having prepped anything in advance. Just by following each step, you'll make up a new adventure each time with no effort at all. Ok, some effort will be required, but assuredly very little. After all, Seniors are not known for the coherency of their tales, but with some ingenuity, you'll be able to work something out.



Important: Lines and Veils

As we all know, Seniors can be quite aggravating, holding on to offensive old-fashioned beliefs and even capable of growing violent when excessively Bothered. It is very important that all Seniors at the table agree on what themes are ok to touch upon during the Session and which ones to avoid.

To this end, the safety tool of Lines and Veils can prove helpful. A Line is a hard border that no one can cross. A Veil is something that the group feels comfortable discussing but not in its gritty details. If the group decides that torture is off the table, then that subject will be avoided by both the Seniors and the Narrator. This would be a Line.

If instead, the players feel comfortable recognizing that in the game's world torture is a possibility and that some Seniors might use it against their enemies

and vice versa, then you can employ a Veil: torture exists, but if it should happen in a scene no details will be described and no one will be forced to roleplay it happening.

During the W.O.R.T.H.E.R.S. process feel free to draw new themes if you stumble upon something that you don't feel comfortable with. It's important and for your own good to speak up if there is some topic you don't want to discuss or some theme that you want to absolutely avoid. Let the Narrator and the rest of the players know! The most important thing is that everyone has a good time at the table.

Don't be like those youths, always on their phones, never listening to the wise words of their elders.

1 - What's happening

To begin, pick up your trusty Deck and draw three cards for the Session, checking which card corresponds to which theme in the list on pages 20 to 27.

Choose one of the three possible themes from each card before drawing the next.

If the Narrator struggles to link the extracted themes together (for example: *Dust bunnies*, *Modern music*, and *Demons*) ask yourselves the following questions:

- ▶ Who are the bad guys?
- ▶ In what way does their plan involve the retirement home or the Seniors?

In this example, the bad guys might be *Demons*, and *Modern music* could be a way to exorcise them. Maybe the retirement home is where the *Demons* hide during the daytime because it's unlikely that octogenarians would listen to *Modern music*. The *Dust bunnies* can be ignored for now and may come up later throughout the course of the story. Maybe the *Demons* can transform into Seniors and can only be recognized by the *Dust bunnies* they shed whenever they change shape.

Let your imagination run free and remember that you don't have to perfectly link all three themes; use them as a blank canvas, let old age guide your intuition.

You may also choose a specific setting and adapt the themes to it. For example, if you want to have a Cyberpunk adventure, two of the starting themes might be *Megacorporations* and *Dystopia* and the third randomly drawn, while for the characters it might be required that at least one trait be coherent with the setting: a Senior could be a former netrunner, a retired politician with a cryptocurrency hobby, or a former janitor, a retired criminal with a technomedicine hobby.

2 - Old but not done yet

If you're drawing a blank when it comes to your character or what you had in mind doesn't fit well with the themes of the Session, you may use the Deck to find some inspiration.

Draw a card from the Deck for each element of your character you want to leave up to chance and compare them with the results on the tables on pages 20 to 27.



This is one of our residents, Tony McLugan.

Tony is a former boxer and retired Commodore with a tactical sewing hobby. When his grandkids come to visit him he always greets them with a chocolate cigarette and a story about that time that some Nazi lizard people tried to kidnap the president but he was able to stop them. A real Texan gentleman- if you don't keep a close eye on your grandma you will surely find her square dancing arm in arm with him.

3 - Rumor mill

Keeping in mind the chosen themes for the Session, each Senior will have to come up with a Rumor. We'll discover later if it is true or false, but right now the important bit is to give the Narrator the time and resources necessary to cobble together pieces of a cohesive plot.

If you decide to begin the game in medias res you may choose to recount Rumors after the first scene.

The players have drawn the themes and created their Seniors. The Session's themes will be: Zombies, World domination, and Experiments. Angus has his Rumor: "A zombie bite can be healed by a concoction of rosemary and toilet cleaner." Lee recounts that "On Fridays the medicines administered by the nurses are poison." Antonio instead has heard that "In the tunnels dug underneath Green Oaks, the Devil himself is hiding away."

4 - Testing the Rumors

It's time to verify which Rumors are true and which are pure hogwash. The Narrator secretly draws a card for each Rumor. If the card is from the Trump Suit, the Rumor is true. If not, the Rumor is false, but don't tell the Seniors!

If all Rumors end up being false the Narrator will pick one to be true, the one that they like the most and will be the most helpful in creating the story.

The fact that Angus' Rumor is false doesn't mean that during the game it's impossible to find out that zombie bites can be healed by a concoction of toilet cleaner and marijuana. Angus just got the recipe slightly wrong.

5 - How it begins

You now have everything you need to begin playing. Choose a meeting place for the club your Seniors are all members of and start the scene during a quiet evening at Green Oaks with all the Seniors in attendance to discuss the latest rumors. The Narrator is free to add some other Rumor that will be whispered to the Seniors by some other Green Oaks resident or recounted by the typical TV broadcast being transmitted in the rec room. While the Seniors are discussing rumors, proceed to the next step, **Expanding the plot.**

Examples:

- ▶ The Narrator has decided to introduce some cultists - those who will attempt to summon the Devil to conquer the world. Mrs. Vanderbilt will approach the Seniors and tell them: *"The new friars in their red robes are really quite nice. They only speak Latin, the dears, just like at mass!"*
- ▶ You can start the adventure at any point in time and space, if you already decided that the final confrontation will be with the Devil and his head cultist, you may open the session in medias res with the Seniors clashing with the head cultist and, while gazing in horror as the Devil himself looms over them, flash back to the quiet evening when Antonio stated that *"In the tunnels dug underneath Green Oaks the Devil himself is hiding away"*, and everyone laughed at him, and from there the true adventure begins .
- ▶ During the local news report, a suspicious amount of news is celebrating the opening of the new Blue Pine retirement home and a new brand of candy rising in popularity across town.

6 - Expanding the plot

While the Seniors discuss the Rumors and talk about Senior business, it's time for the Narrator to take a couple of minutes to better delineate the events that will take place during the Session.

If during the Session you need some extra inspiration or an exciting twist, move on to the Rivals step. Otherwise, if everything went smoothly and you filled in the allotted time with no effort, you can move on to the last step: So, what happened?

Example:

The Narrator has their cultists and decides that their Latin chants can turn Seniors into zombies. If any Senior has a Descriptor that helps them with the language, they might be able to see that something is off if they hear their prayers. Seniors whose souls are ripped out by the cultist's dread spells turn into awful undead creatures. They also decide that the cultists need a great many souls and therefore will hunt down individual Seniors at first, before moving on to larger groups or even public events.

At this point, they remember Lee's Rumor about the nurses giving out poisoned medications on Friday. This might be an independent mysterious incident, but the Narrator decides that it would be more fun if the nurses were in cahoots with the cultists and the poison is used to prepare souls to be claimed by the Devil.

In doing so, now the Seniors have two possible leads to follow in order to progress the story.

7 - Rivals

Sometimes during the game, you might feel the need for some action and excitement, and the Seniors might need a new source of information to be able to survive at Green Oaks. Rivals are used to provide everyone with extra information as to who the Seniors really are and what they're capable of, and also to lessen the Narrator's creative load.

Each Senior recounts how they meet their nemesis and who that is, then performs a Check: a Failure means that the Senior loses the confrontation, while the rest of the group is able to move on. The nemesis, satisfied with their victory, can leave with what they wanted to get or might take pity on their enemy, weakened by old age, and let them pass without dealing the killing blow. Have as much fun as you want with these - who knows, they might become recurring foes!

Example:

The Seniors managed to discover that cultists and nurses were working together and made their way through the tunnel complex chased by a horde of zombies. The Narrator decides to call upon Rivals to spice up the final confrontation. They ask the Seniors who their Rivals are and why they're trying to stop them from going any further.

Angus decides that Karen, his ex-wife, is one of the cultists and she's here to nag him like always.

Lee will meet Rama, her old lost love from her youth who she had to kill to become part of a ninja temple. He made a deal with the Devil and is here to save her.

*Lastly, Antonio will meet Juan Carlos, the rival actor who stole his leading role in the telenovela *Pasion de los Corazones* and is now challenging him to a dance battle.*



8 - So, what happened?

Play an Epilogue that takes place a while after the events of the Session, be that weeks or months afterward. Let the Seniors recount what they're doing now, after everything they went through- that is, if they remember any of it. It's very easy for a Senior to go back to their usual routine as if nothing ever happened.

- ▶ Are they all alive and well?
- ▶ What are they doing now?
- ▶ Did this adventure change their habits in any way?

Answer questions like these and you'll have yourselves an Epilogue as tasty as a delicious W.O.R.T.H.E.R.S. candy. If you have an Obituary to read or some Wise Words to impart, you already have some clue as to how your Senior's story will come to a close.

The Seniors are in the rec room and the local news station is prattling on about how the youths are ruining their town and losing their souls in satanic board games.

Angus remarks how the demons he fought back in his day were much more dangerous than the ones going around now and that they would have never debased themselves with dumb board games.

Lee recounts for the tenth time how well her marijuana plantation is growing, "just in case those rude zombies decide to come back."

Antonio wistfully remarks how satisfying it was to finally beat Juan Carlos in a dance-off and wanders off. While he walks Green Oaks' deserted corridors he stops in front of a mirror and studies his reflection: his eyes are now completely black, like those of the head cultist as he let the Devil possess him to achieve ultimate power. Who knows, he might come back in the future story of some other Senior.



Green Oaks' dispensary is always busy and the more forward-looking residents always stock up on denture tape to avoid the lines. Mrs. Audrey Lee, "Bruce" for her friends, manages the alternative black market with absolute mastery and can be always found busy with her crossword puzzles. Her youth spent as a member of the infamous Shadow Ninjas organization granted her many useful skills, but none like those acquired in the last 40 years as a concierge.



Themes

- Zombies
- Kidnappings
- Struggling factions

Former Profession

- Serial Killer

Retired

- Spy

Hobby

- Toy trains



Themes

- Aliens
- Sacrifices
- The Holy Grail

Former Profession

- Hippie

Retired

- Priest

Hobby

- Recreational drugs



Themes

- Lizard People
- Modern music
- The Devil

Former Profession

- Marine

Retired

- Teacher

Hobby

- Sewing



Themes

- The Illuminati
- Secrets
- Ascension

Former Profession

- Cultist

Retired

- Security guard

Hobby

- Gardening



Themes

- ▶ Cultists
- ▶ Homicides
- ▶ Religious functions

Former Profession

- ▶ Con Artist

Retired

- ▶ Politician

Hobby

- ▶ Puzzles



Themes

- ▶ Experiments
- ▶ Witches
- ▶ Reality TV

Former Profession

- ▶ Gangster

Retired

- ▶ Scientist

Hobby

- ▶ Engineering



Themes

- ▶ Priests
- ▶ The Chosen One
- ▶ Ancient prophecies

Former Profession

- ▶ Assassin

Retired

- ▶ Engineer

Hobby

- ▶ Explosives



Themes

- ▶ Turf wars
- ▶ World domination
- ▶ The Dark One

Former Profession

- ▶ Dog catcher

Retired

- ▶ Elvis impersonator

Hobby

- ▶ TV series



Themes

- ▶ Fantasy creatures
- ▶ Rites
- ▶ Vampires

Former Profession

- ▶ Ninja

Retired

- ▶ Doctor

Hobby

- ▶ Chemistry



Themes

- ▶ Nurses
- ▶ Sanitary dictatorship
- ▶ Ninjas

Former Profession

- ▶ Tactician

Retired

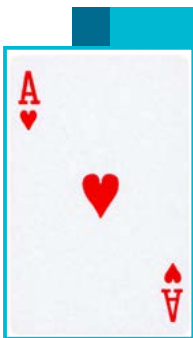
- ▶ Superhero

Hobby

- ▶ Track and field

Green Oaks, being the prestigious institution that it is, often houses famous characters.

One such illustrious figure is Rudolf Von Durchdenwald, former Olympic archery champion, retired sniper, and ballistics enthusiast. Whenever the regularly scheduled invasions of zombies, aliens, or pizza-craving mutant turtles occur he can be found on top of Green Oaks' belfry with his trusted bow, ready to defend the retirement home's perimeter.



Themes

- ▶ Legal cases
- ▶ Infomercials
- ▶ Historical re-enactment

Former Profession

- ▶ Psychopath

Retired

- ▶ Lion tamer

Hobby

- ▶ Relics



Themes

- ▶ Dead coming back to life
- ▶ Game shows
- ▶ Summoners

Former Profession

- ▶ Plaguebearer

Retired

- ▶ Surgeon

Hobby

- ▶ Calendars



Themes

- ▶ Fake medications
- ▶ Mummies
- ▶ Politicians

Former Profession

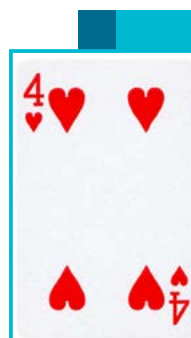
- ▶ Knife thrower

Retired

- ▶ Trucker

Hobby

- ▶ Foreign food



Themes

- ▶ Beginners
- ▶ Slippery floors
- ▶ Robots

Former Profession

- ▶ Preacher

Retired

- ▶ Cop

Hobby

- ▶ Fire eating



Themes

- ▶ Cannibalism
- ▶ Bolsheviks
- ▶ Green ooze

Former Profession

- ▶ Football player

Retired

- ▶ Entertainer

Hobby

- ▶ Fencing



Themes

- ▶ Ghosts
- ▶ The elderly
- ▶ Pineal glands

Former Profession

- ▶ Dictator

Retired

- ▶ Camp counselor

Hobby

- ▶ Gossip magazines



Themes

- ▶ Lawyers
- ▶ Pocket candies
- ▶ Drones

Former Profession

- ▶ Executioner

Retired

- ▶ Stripper

Hobby

- ▶ Aromatherapy



Themes

- ▶ Thieves
- ▶ Millennials
- ▶ A magical cube

Former Profession

- ▶ Torturer

Retired

- ▶ Councilor

Hobby

- ▶ Anatomy



Themes

- ▶ Beast-people
- ▶ Killer fog
- ▶ Ikea furniture

Former Profession

- ▶ Conspiracy Theorist

Retired

- ▶ Philosopher

Hobby

- ▶ Furry



Themes

- ▶ Circus
- ▶ Giant lobsters
- ▶ Animated objects

Former Profession

- ▶ Miner

Retired

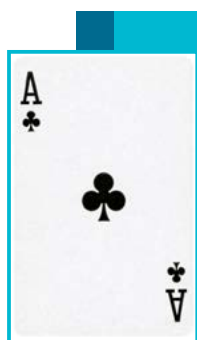
- ▶ Astronaut

Hobby

- ▶ Fishing



Mrs. Lilian "Lily" Walsh has entered Green Oaks Hall of Fame as one of the retirement home's greatest heroes. When one of the Great Old Ones tried to take over the establishment, no one would have expected that the soft-spoken former flower child and retired teacher with a debate hobby would be the star of history's greatest meltdown. "I've never seen Lily so angry! They tell me she kicked that giant squid's ass right back to the depths of the ocean!"



Themes

- ▶ Street performers
- ▶ Cholesterol
- ▶ Bear traps

Former Profession

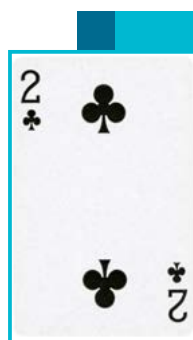
- ▶ Hypnotist

Retired

- ▶ Bowling champion

Hobby

- ▶ ABBA



Themes

- ▶ Famous characters
- ▶ Eternal life
- ▶ Serial killers

Former Profession

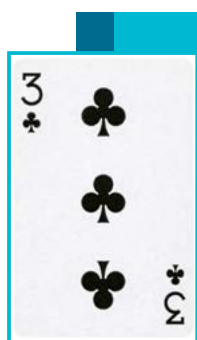
- ▶ Sniper

Retired

- ▶ Scammer

Hobby

- ▶ Haute couture



Themes

- ▶ Drugs
- ▶ Pyromaniacs
- ▶ Sex workers

Former Profession

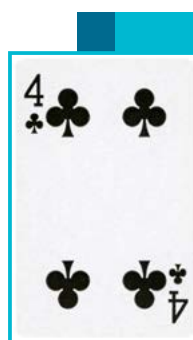
- ▶ Holy person

Retired

- ▶ Janitor

Hobby

- ▶ Karaoke



Themes

- ▶ Social media
- ▶ Advanced tech
- ▶ Cheating at cards

Former Profession

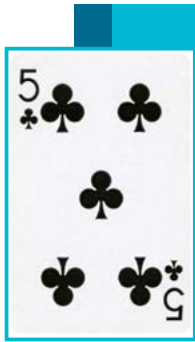
- ▶ Guinea Pig

Retired

- ▶ Super Bowl champion

Hobby

- ▶ Cartomancy



Themes

- ▶ Cartoons
- ▶ Dirty mags
- ▶ Ouija boards

Former Profession

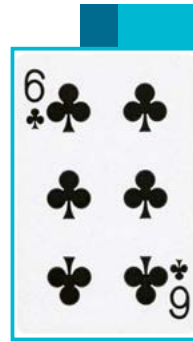
- ▶ Hooligan

Retired

- ▶ Dancer

Hobby

- ▶ Scuba diving



Themes

- ▶ Dust bunnies
- ▶ Health inspection
- ▶ Big Pharma

Former Profession

- ▶ Vampire hunter

Retired

- ▶ Magician

Hobby

- ▶ Archery



Themes

- ▶ Fizzy drinks
- ▶ Generous investments
- ▶ Pentacles

Former Profession

- ▶ Escort

Retired

- ▶ Deity

Hobby

- ▶ Darts



Themes

- ▶ Cat food
- ▶ Treasure hunting
- ▶ Sales of internal organs

Former Profession

- ▶ Drug dealer

Retired

- ▶ Undead

Hobby

- ▶ Magic



Themes

- ▶ Cats
- ▶ Revenge
- ▶ Toys

Former Profession

- ▶ Hacker

Retired

- ▶ Mime

Hobby

- ▶ Nuclear energy



Themes

- ▶ Supervillains
- ▶ Invasion from under the sea
- ▶ Punk singers

Former Profession

- ▶ Mystical Creature

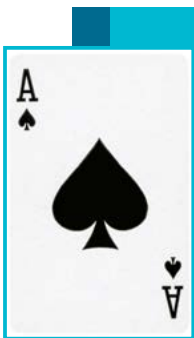
Retired

- ▶ Psychic

Hobby

- ▶ Viruses

One of the most peculiar personalities that can be met at Green Oaks is Barack Ozma, a cultured and kind gentleman convinced that he is a former POTUS. Always happy to help other Seniors, he considers all requests equally serious and never doubts a single Rumor, but meanwhile claims that he had to give up politics due to a doppelganger taking his place at the White House.



Themes

- ▶ Grandkids
- ▶ The end of the world
- ▶ Elves

Former Profession

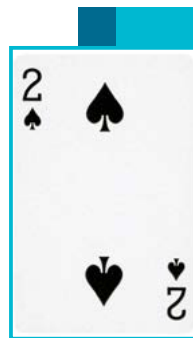
- ▶ Problem solver

Retired

- ▶ Construction worker

Hobby

- ▶ Roleplaying games



Themes

- ▶ Jedis
- ▶ Electoral campaign
- ▶ Boomers

Former Profession

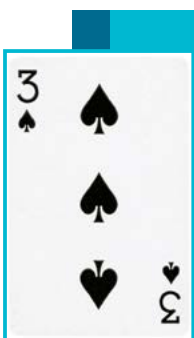
- ▶ Actor

Retired

- ▶ Artist

Hobby

- ▶ Molecular gastronomy



Themes

- ▶ Clones
- ▶ Orcs
- ▶ Manhunts

Former Profession

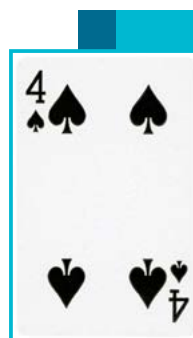
- ▶ Time traveller

Retired

- ▶ Athlete

Hobby

- ▶ Woodworking



Themes

- ▶ Mercenaries
- ▶ Survival
- ▶ Digital worlds

Former Profession

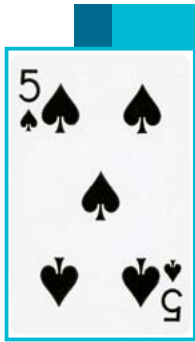
- ▶ Circus freak

Retired

- ▶ Cosplayer

Hobby

- ▶ Bocce



Themes

- ▶ Lovecraftian horrors
- ▶ The Deep State
- ▶ Demons

Former Profession

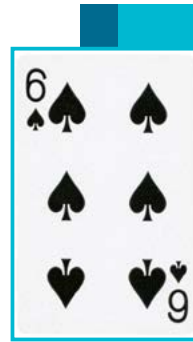
- ▶ Youth

Retired

- ▶ Nun

Hobby

- ▶ Beekeeping



Themes

- ▶ Transported into an MMORPG
- ▶ Rebirth
- ▶ Nerds

Former Profession

- ▶ Saboteur

Retired

- ▶ Olympic champion

Hobby

- ▶ Bodybuilding



Themes

- ▶ Egyptians
- ▶ Facts and fiction
- ▶ Nazis

Former Profession

- ▶ Genius

Retired

- ▶ Butcher

Hobby

- ▶ Butterfly collection



Themes

- ▶ Aztecs
- ▶ A different retirement home
- ▶ Master Chef

Former Profession

- ▶ Mentalist

Retired

- ▶ Newsagent

Hobby

- ▶ Miniatures



Themes

- ▶ Western
- ▶ Mind control
- ▶ Enchanters

Former Profession

- ▶ Mystery writer

Retired

- ▶ Pilot

Hobby

- ▶ Trains



Themes

- ▶ The past returns
- ▶ Time travel
- ▶ Sports

Former Profession

- ▶ Bully

Retired

- ▶ Robot

Hobby

- ▶ Minigolf

Narrator

Do you want to learn how to wrangle a herd of Seniors? You've come to the right place!

Seniors can often manage themselves just fine, but that is not always the case. There will be times when you'll need to pace the scene and divide actions into turns, like during a heart-racing bocce competition.

Consequences of Checks must be tailored to the level of success resulting from the draw. A Failure to disarm an opponent that produces 1 Bother is going to be significantly less dire than one resulting in 4 Bother, for example. Use Bother to judge the severity of Failure and Haughtiness for the degree of Success. When combat comes into play, it is heavily recommended to adopt a turn-based structure. Sometimes this will not be necessary.

For example, if a single zombie is blocking the path of the Seniors, a single Check will be more than enough.

Seniors always act first, then the enemies. It's up to you, the Narrator, to decide the actions of enemies and who will be affected by them: the targeted Senior(s) will have to draw a card to avoid enemy attacks. Apply the same logic as before: interpret the level of Failure or Success based on the amount of Bother and Haughtiness that they end up producing.

Example:

Angus tries to shield himself from a fiery nightmare that is attempting to trample him to death. A non-Trump Suit Ace could mean that he can't get out of the way and is seriously injured. A Success with some Bother could mean that he manages to roll out from under the heinous hooves, but his favorite jacket gets burnt to cinder in the process. With a Success producing Haughtiness instead, Angus not only dodges out of the way but also gives the nightmare a piece of his mind for being so darn predictable.

Using the Deck

The Narrator never draws from the Deck to make enemies perform Checks. It will be the Seniors who draw cards to react to their surroundings.

Also, always keep in mind that the W.O.R.T.H.E.R.S. mechanic is to be used as an aid and not as a strict requirement. If after drawing two themes you have an idea for a third you don't need to make another random draw - just use the one you thought of.

Similarly, if you are creating a random character or the theme for a Rant, don't feel obligated to keep the first one you extract if you don't like it.

Your W.O.R.T.H.E.R.S. are meant as a treat, not a prescription medication.



THE TOWN OUT THERE

Green Oaks is not just a retirement home, but also a bustling American town, not big enough to be a messy metropolis, but also not so small that it won't have anything you might need as part of the story.

It's up to you to describe the town: are the Seniors locals to Green Oaks or were they brought in from someplace else? Is it a coastal town or up in the mountains? How many of Green Oaks churches hold service every Saturday morning at 6 o'clock sharp?

Advantages and Disadvantages

The **ArterioscleroSys** system covers almost all possible situations that can be encountered during the game, but you might still want to put a finger on the scale in impossible or trivial situations, while still leaving the end result of the Check up to chance with a draw. In these circumstances, you may use Advantages and Disadvantages.

In both cases, the Senior draws two cards instead of just one: on an Advantage they keep the best one, on a Disadvantage the worst.

For example, if the Senior is a former sniper with a Rube Goldberg machine hobby and is member of the billiards club, and they're trying to ricochet a bullet to hit an enemy hiding behind a corner, they could be granted an Advantage for their expertise.

Forgetfulness

Forgetfulness is the greatest power in the Narrator's arsenal, but as that old loon Mr. Benjamin Parquier used to say, "From great powers derive great bother," so be mindful not to abuse it. When you realize that the Seniors have got themselves stuck in a messy situation they can't seem to get out of, or they derailed the plot so far off track that realistically involving Rivals seems impossible, not to mention reaching a satisfying Epilogue, that's a sign that the time to use the power of Forgetfulness has come.

As soon as a moment of silence ensues, begin narrating how the Seniors suddenly find themselves in a completely different situation. If you want to, you may provide a vague and short description of how they got there, but everything else is a foggy and half-forgotten blur and details are irrelevant at the end of the day. Old age has its perks.

Green Oaks Resident Sheet

Former _____, retired _____, with a _____ hobby.

Levels of Bother and Haughtiness

Name

Bother

☐	☐	☐	☐	☐ Make a Scene!
--------------------------	--------------------------	--------------------------	--------------------------	--

Surname

Haughtiness

☐	☐	☐	☐	☐ Rumor!
--------------------------	--------------------------	--------------------------	--------------------------	---------------------------------

Nickname

Number of Scenes

☐ 1	☐ 2	☐ zzz
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Obituary

☐

Wise Words

☐

Club

Psychological profile and acquaintances

Picture

Rumors

--

--

Bad Influences and other notes

--



Discover Your Next Chapter at Green Oaks

Set in a lush, serene landscape, Green Oaks offers more than just comfort and community; it's a place steeped in history and mystery. Built on a site rich with legend, this unique retirement home offers an experience like no other.

Enjoy personalized care, vibrant activities, and an atmosphere where every day feels like a new adventure. At Green Oaks, your golden years come with a touch of the extraordinary.

At Green Oaks, you're not just finding a place to stay—you're finding a place to thrive. And hold off the devil.

Green Oaks. Embrace the Unexpected.

Green Oaks

WELCOME TO YOUR NEW HOME

Green Oaks is a beautiful structure surrounded by nature, where those who have reached the winter of their lives can indulge in a variety of recreational activities, cultivate new friendships, and rely upon the expertise of nursing personnel of the highest order. There are rumors that great treasures are hidden away in the basement of Green Oaks, but some believe the entire structure to be nothing less than an alien base for conducting experiments on **Seniors**. Luckily for them, all of the establishment's residents have a peculiar past, which may very well be the key to surviving what transpires within the walls of Green Oaks.

Thanks to the innovative **ArterioscleroSys** system it has never been easier to play the role of a Senior.

You will need a deck of Poker cards to play.

Our thanks to all the playtesters who collectively put themselves through a couple hundred sessions to completely rid this game of any semblance of youthful tomfoolery.



18\$



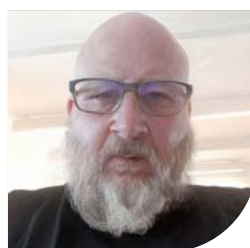
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Green Oaks is a fictional game and any resemblance to actual events, locations, or persons, living or dead, is entirely coincidental.

You can find all of the game's materials on our website.

This manual is released with a **CC BY-NC-SA4.0 IT** license. Feel free to share it with your fellow players, modify it, and take inspiration from it for your own ideas.

ISBN: 9791255770442



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Author and director of the retirement home, game designer.



Claudio Pustorino

Technical consultant and reptilian nurse.



Claudio Serena

Responsible for the well-being of all Seniors, editor, and layout designer.

**Ask not what Green Oaks can do for you,
ask what you can do for Green Oaks.**