

WHEN PLAYERS MAKE A MOVE

GM decides which Stat modifier applies. Player rolls 2d6+Stat
10+ They succeed fabulously! **GM asks player how it goes down.**
7-9 They succeed...but at a cost. **GM takes a Minor Move**
6- They fail...with consequence. **GM takes a Major Move**
Doubles: They must also immediately Gossip or Panic!

Stat Modifiers:

- **Guilt** is something weaponized, powerful, slow or intimidating.
- **Glam** is something flashy, fast, fancy or convincing.
- **Purse** is something procured, items, secrets, networks or stealing.

GM MINOR MOVES: THEY SUCCEED BUT...

- **A minor complication or setback occurs**
- An enemy takes an action
- They Panic! or cause a teammate to
- (Gossip openly) Ask a different teammate to say what minor complication happens
- -1 YASS point; unglamorous success
- The enemy takes an action
- Take -1 on next roll (say why)
- Draw unwanted attention
- Time ticks on
- The next minor fail triggers a GM Major move

GM MAJOR MOVES: THEY FAIL AND...

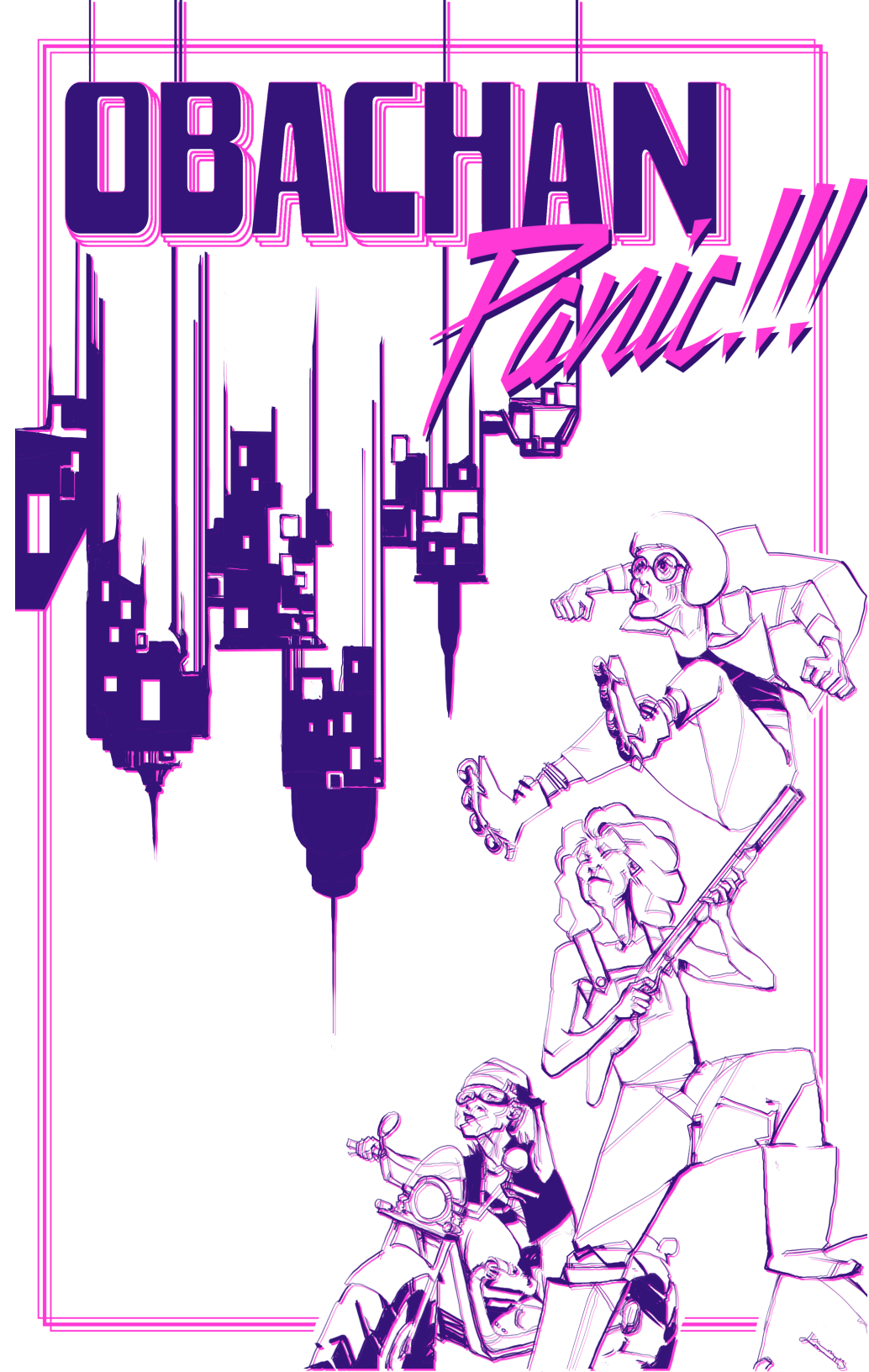
- **A real complication or setback occurs**
- All or multiple enemies take an action
- They and a teammate both Panic!
- Take a wound
- Take -1 to Stat they just rolled until the end of the scene or session (explain)
- Scene changes
- New enemies or obstacles
- Accidentally help the enemy
- (Gossip) Everyone must gossip to the GM about what horrible thing will happen because of it

ASK PLAYERS QUESTIONS!

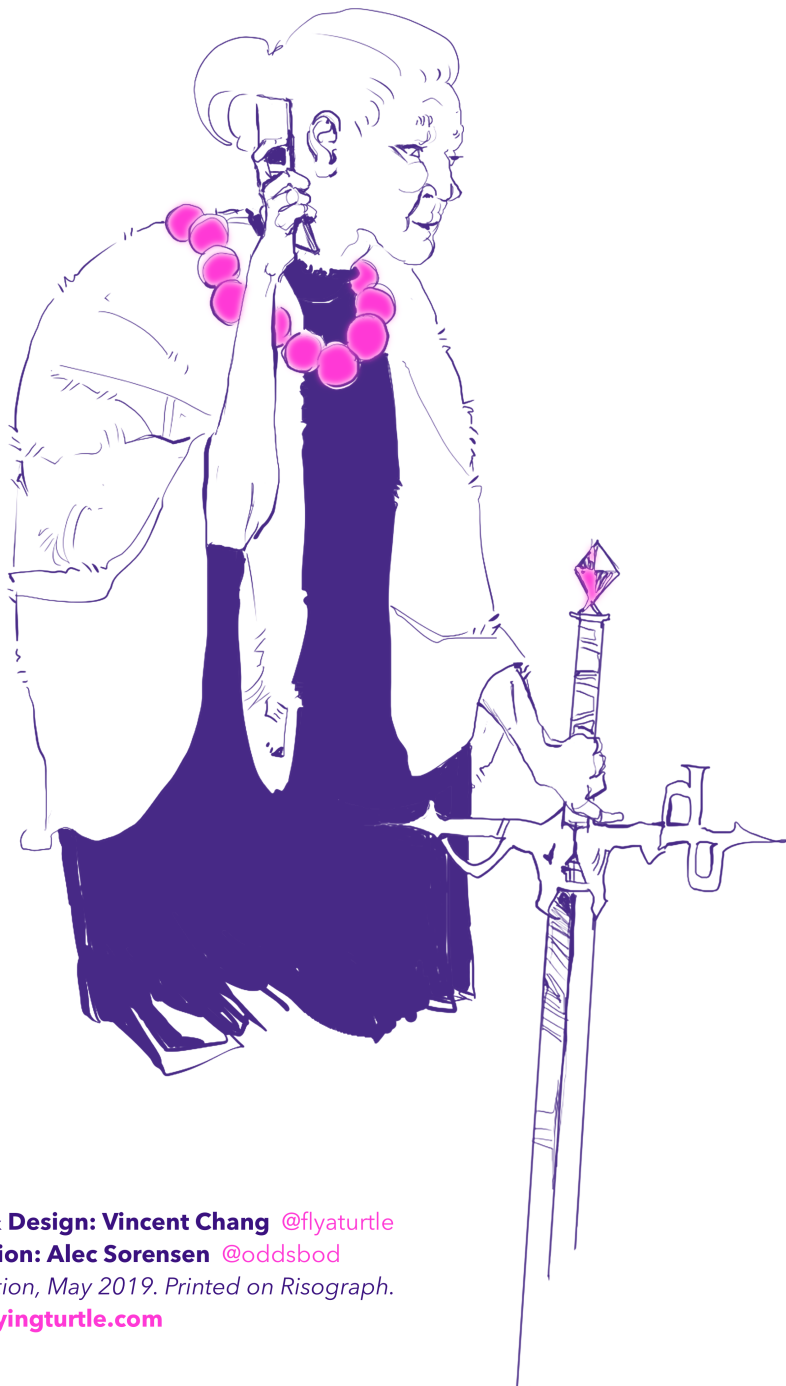
- What do you do?
- What does that look like?
- How does it make you feel?
- You heard of this place/person before.
- What rumors have you heard?
- What does your intuition say?
- So, what's the plan?
- (Gossip) What's *really* going on?
- (Gossip) You know something nobody else knows. What is it?

Give compliments often and early!

- *I love how that looks on you!*
- *Your character sheet is so cute!*
- *You don't look a day over 50—tell me, what product do you use?*
- *OMG—your dice are so pretty!*
- *Aw yeah, get it gurl!*
- *Dang, she's got moves for days*
- *That's so sweet. Thank you!*

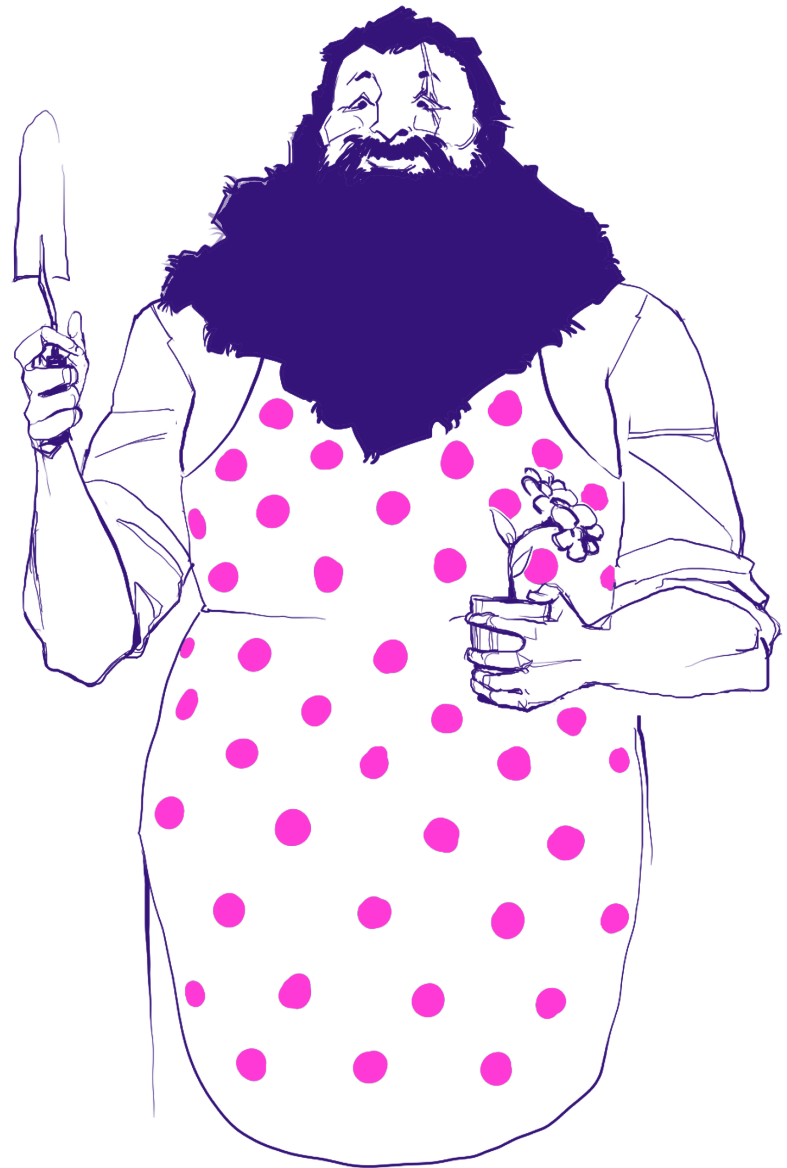


WHAT IS OBACHAN PANIC?



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www.flyingturtle.com

ALTERNATE RULES



Proofread & playtested by my mom who's literally serving me tea right now. Designed in celebration of my grandma's 87th birthday. Funded by 283 Kickstarter backers in a dozen countries. Inspired by Vincent & Meguey Baker's brilliant Apocalypse World & many others. Thank you!

OBACHAN PRE-GAME JAM

This is a game about celebrating and appreciating a hidden side to our obachans. This optional 15 minute warmup makes your game deeper and warmer. It's also highly encouraged if a real obachan is playing.

Ask each player to describe a real obachan they know. Encourage them to share a photo if they have one. Ask:

- *What's their most adorable neurotic habit?*
- *What makes them a badass? Any surprising skills or accomplishments?*
- *What do you think they dream or fantasize about?*

Then ask the table: *Why aren't obachans portrayed as heroes in superhero or action movies?*

Conclude by saying: *Today, your obachan will discover that they have hidden Superpowers—and only they can save the world!*

NEW CLASSES & POWERS

Notice there aren't any rules explaining each of the moves? *Ha!* That's because moves are totally up to GM and player interpretation. Reinterpret or rename existing moves to make it your own. **Better yet: make up new moves and give them a fun name.**

Create new character classes! Any commonly overlooked group in society that has dreams and neurotic quirks—and *who aren't typically portrayed as heroes in action movies*—will do. Just remember the golden principal: This game is about celebrating them as heroes. *Currently, I'm developing: Ojichan (uncle), Divorcé "Soccer Mom/Dad" Spouse, Hikikomori, Nightshift Workers and Tourist (Borat) classes.*

Unlike most RPGs, single-class play is essential. Your group should all play the same class; but a single "fish out of water" player is acceptable for contrast. This is what enables you to explore a type more deeply and understand the diversity within a type. (Every obachan is so unique!)

Everyone has one: an auntie who worries a bit too much about you.

*You're so thin, are you eating enough?
Why you never call? Oh don't mind me...*

But have you ever wondered why?

*You would worry too, sweetie, if you knew
about the alien invasion and robot apocalypse.*

OBACHAN PANIC! is a story game where glamorous grannies & aunties save the world and look good doing it.

GOSSIP over tea and crumpets...
PANIC to start some drama and...
UNLEASH OBACHAN SUPERPOWERS!

And save the world before dinner.



QUICKSTART

One of you will play the role of GM (grandma master). You are the host, head diva and ringleader of your local obachan ladies club. Let the party begin!

1. GET CRAFTY

- Print out the **PLAYPACK PDF** on pretty paper: flyingturtle.com/panic
- Bring scissors, color pencils, markers and a glue stick
- Bring or remind players to bring two d6 dice each
- Optional: Glitter, calligraphy pens, rhinestones, etc.

2. SET THE MOOD

- Prepare tea or mimosas—or perhaps a seasonally-appropriate potluck
- Light scented candles, decorate your table with crocheted doilies
- Mood movies: *Mrs. Doubtfire*, *Life of the Party*, *Crazy Rich Asians*, *My Big Fat Greek Wedding*, *The Golden Girls*, *How Stella Got Her Groove Back*

3. BYOBACHAN

- Time to build-your-own-obachan! Hand everyone a character sheet.
- Fold the top of your character sheet's name tag. Write names in marker.
- Pick a portrait, cut and paste it on your name tag so it's standing up
- Color and decorate your obachan with glitter & love
- **Finally, use the tables on the following pages to build your obachan's background, personality, moves and Superpowers!**

4. GET YOUR GOSSIP ON

- **THE MOMENT PLAYERS ARRIVE, the game is already afoot!**
- Make a character for yourself as GM beforehand—explain the rules and gossip in character. Play it up! Compliment them on their creations!
- While everyone is building their obachans: whisper story rumors, pass written notes or ask personal questions. Keep it light, fun and juicy!
- **Remember you're an obachan: Meta-gaming is highly encouraged.**

ACT TWO: Storm the castle! Eyes on the prize.

• **STORE MAP:** On paper, draw the Elmo at the far end. Scribble in a center column to it, indicating a impassable crowd. Perpendicular to this are 16 aisle rows. Ask each player for a die; randomly **drop** them all on the map aisles; this is where each player's goal **Item is**. Label aisles. Each aisle has obstacles and/or **Rivals to overcome!**

• **TIMER:** Write 99 to indicate a ceiling display sign of how many Elmos are left. Every few minutes, roll a d10, subtract it.

☺ **Rivals** should beat them to at least a couple of the Items. The Ladies can chase Rivals towards Elmo to get the Items back later.

• A meek employee tries to direct the crowd but is clearly about to be trampled to death. If saved, they can show a shortcut...

☺ When they get close to the Elmo, **Rivals race to climb** over the crowd first. Right before reaching it, the timer clicks to 1. The crowd **SURGES**, trampling Ladies and Rivals (1 Body wound).

• An **EXPLOSION** of light/lasers. Fortunately, the Ladies and Rivals were trampled on the ground—most of the crowd is vaporized.

What remains is an Elmo standing in front of an interdimensional rift. *"The alignment is finally neigh. Today the veil between worlds is pierced by greed. MWAHAHA! Let the invasion begin!"*

☾ Prophesied Horrors pour through, annihilating the Rivals easily unless the Ladies save some of them...? (Gain unlikely allies.)

ACT THREE: Invasion! How will they close the portal in time?

• Meek employee or beaten Rival shows them a hiding spot (in a rack of clothes, employee break room or parking lot)

♣ The action figure suddenly begins to glow and comes to life. It tells of an interdimensional war. *"Belief is a form of quantum entanglement (or magic). Greed is a strong form of belief. And collective delusion (mass hysteria) is the strongest of all."* It kneels. *"You're the heroes of legend. Seal the Rift. Destroy the one true Elmo. It's the fulcrum, the focus."* *"Hurry, gather your **legendary weapons and armor.**"* Located in Kids Toys/Costume aisle.

Weapons/Armor of Legend: In a Super Saiyan aura of light, each Obachan is transformed! You look **YOUNG** and **HOT** now. Have each player describe themselves. Gain 20 wound slots each. For each 1 wound you would deal to an enemy, make it a d10 instead.



If you played Quest for the Golden Egg: You're here undercover to recover the "Elmo" which contains stolen quantum computer chips, Be on guard for foreign agents (Rivals)! Jimmy cameos as the port-a-potty guy, bootleg "Elmo" vendor, store employee, a Rival—or all of the above. Goal: Save the nation!

BLACK PORTAL FRIDAY

Rumors!:

♥ [Give to each player except one] It's Black Friday. You secretly want this season's must have toy, but you'll never admit it. Instead, you must pretend you're shopping for something else on sale (snuggie, OLED TV, tub of cheese...). **Player Secret Agenda:** If you walk away with the real toy with nobody knowing, you win the game!

👻 [Give to one player only] It's Black Friday. There's a sold out toy, but the shopping gods have spoken: you are the chosen one. "My preciousss...it will be mine." What is this toy? Why does it come to you in dreams?

🌙 Tonight is a rare alignment of the moon or stars. What have you heard about its affect on people? What creatures or beings are called by it?

🐉 You secretly read fantasy/sci-fi comics about a warrior heroine. Start with an action figure to your purse. Talk excitedly about it whenever a player finishes a drink. Gain +1 YASS the first time you do

ACT ONE: A long line. A short bladder. Time to storm the gates!

♥👻 It's Black Friday, the Super Bowl of shopping. What's this season's must have Item? Ask each player in turn. +1 YASS for the answer that got the most table reaction. The toy is this story's "**Elmo**" (the MacGuffin).

• Remind the Ladies their honor is on the line today: they must get ALL the Items as a team. *No blood, no guts, no coupons, no glory!*

• We're camped out at dawn in a super long line waiting for the store to open. Which store? (Bloomingdales, Michael's, New Brunswick Mall...)

🌙 One of you has a bad feeling though. Why? (**Relates to Portal.**)

☹️ Some people in line super annoy you. Who, why? Do they trigger Panic moves? Ask everyone in turn. **Use as their shopping Rivals.**

• **BLADDER PANIC:** Suddenly, someone needs to pee! Who? At the other end of the parking lot, you see a port-a-potty on a pickup truck.

• **INTERCUT: Potty Group A** must overcome **Bubba**, a mullet head charging \$100 per potty goer. License plate says PUSYWAGN.

Staying-in-Line Group B must fight annoying **Rivals** AND trigger Panics to hold their spot in line until their friends return. Escalate conflict on both sides. Finally, at the worst possible moment, the store opens!

RIVAL: Annoying shoppers. As an Action, they can trigger a player to Panic! or 1 wound
Health: 2 wounds

Elmo: Foul-mouthed like the bear in Ted.
1 action or d20 wounds.
Health: 80 wounds
Commands 100
Horrors

100 Horrors: Tripping, fighting each other to be near Elmo. Deals 10 wounds. Gains d20 Horrors/turn.
Health: 100 wounds.

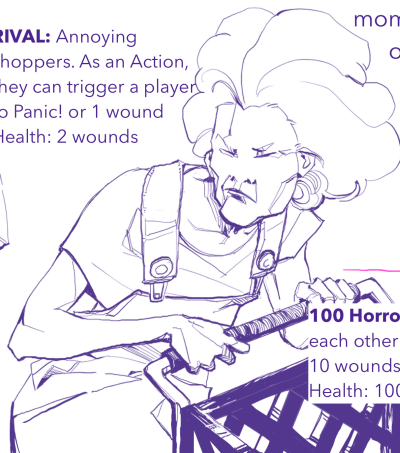


Don't worry about the rules. The only "rule" that matters is that everyone has a fabulous time. Sometimes we just spent the whole afternoon decorating our character sheets, eating bonbons, and gossiping about *The Bachelor*. Believe it or not, that's the game!

PS. If your printer gets jammed or you don't have one, just ask your niece or nephew to help. Be sure to call them a "millennial"—they love that.

Encourage everyone to get in the mood by accessorizing – especially yourself! The GM should be the most stylish of them all, darling. Try a floral hat, sunglasses or pearls. How about your nails?

This, too, is the game.



PLAYERS GUIDE

Think of an obachan in your life. Now imagine them with super-saiyan powers activated only by panic attacks. That's you. And today, you're going to save the world.

It's not easy being an obachan, but it is simple: **Whenever you want, grab the spotlight and say whatever your obachan is saying or doing—and what outcome you're hoping for.**

Then, the GM may tell you to **roll 2d6 dice** to see what happens. Depending on what you're attempting, the roll will be **modified by your Guilt, Glamour or Purse** Stats.

CORE MOVE: DO WHATEVER!

Describe your attempt. Roll 2d6 dice. Add any modifiers.

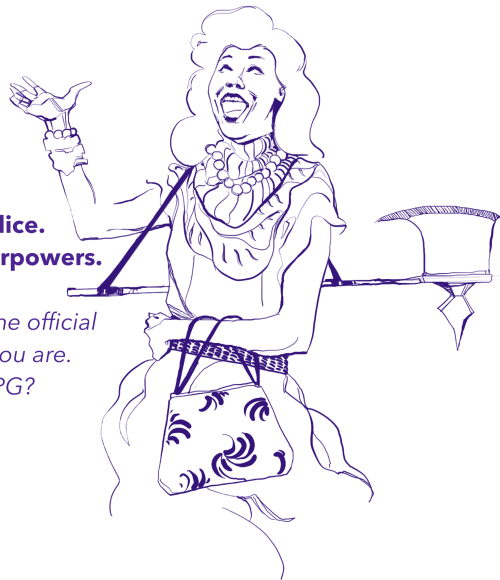
- **10+** You succeed fabulously! Tell the GM how it goes down.
- **7-9** You succeed...but at a cost.
- **6-** You fail...with consequence
- **Doubles:** You must also immediately Gossip or Panic!

You can attempt literally anything. Invent your own moves!

YASS Points are awe-sooome!

- **Spend 1 point to re-roll your dice.**
- **Spend points to unleash Superpowers.**

Or hoard them like I do. YASS is the official social currency of how fabulous you are. There's no way of "winning" an RPG? Ha! Riiight. Whatever.



ACT TWO: A deal with the devil. A golden egg! Stolen!

- Grocery stalls, all sold out. A man with a bad toupee, **Jimmy**, buys the last one and leaves in a limo, blowing them a kiss.
- Trinket shops in ____town are the best! There's always time for extra shopping. What gaudy trinket do all the shops have?
- An **Obachan** bumps into them, dropping her bags. She picks a fight! She ends the fight by using a **Superpower** and disappears with her bags. But one bag got switched! (Optional: Gossip to a player during tea break; they have the real Egg.)
- The illicit purveyor asks for a ridiculously high price for the Ingredient. After haggling, they offer to trade it for the "Golden Egg of Yat-zee". They're told a local "shipping company" will receive it tonight, where it can be intercepted.
- The warehouse is heavily guarded, but there may be ways to stealth or deceive their way in. Failures alert **3 guards (Mooks)**.
- Shipping crates are filled with the common gaudy souvenirs.
- In the final room, they meet Jimmy EATING the Ingredient, while admiring his Golden Egg (fake). During the fight or negotiation, a monkey steals the egg & jumps out the window.

ACT THREE: The enemy of my enemy is my enemy.

- Winded, Jimmy picks up his toupee and says, "Respect." He offers to team up to get the Golden Egg back—and will give them some Ingredient. He's a foodie and wants to eat the Egg, which he believes will make him irresistibly sexy to women.
- Meetup group is weird—is it a cult or multi-level marketing?
- In the back room, the villain reveals their nefarious plan and performs a ritual with the egg to transform all the common gaudy souvenirs into monsters...but it FAILS! Then, the monkey sniffs the air, screeches & points to the player with the real Egg.
- If the real Egg is returned to the illicit purveyor, they give the Ingredient as promised and reveal they are a government agent. They created the shortage to recruit obachans who can blend in.
- If it's given to Jimmy, he eats the Egg & grows Fabio hair. He hands them fake Ingredient. Can they tell?

Wrap-up: How did the date go? How did it taste?

Obachan: Generate one just like a PC. Make her fiery!

Mooks: Triad gangsters, ninjas. Look tough but softies. Does 1 action or 1 Body wound
Health: 1

Jimmy: Ken Jeong/Newman. Annoying glutton, absurdly arrogant. Toupee, track suit, gold chains. 2 actions or 1 Pride wound, can "make it rain" once to give each Mook a free turn or bring them back to life. Summons 3 Mooks at start!
Health: 3 wounds

Villain: Wealthy nerd-snob. Smiles too much. Does 2 actions or 2 wounds (split between players). Commands 6 Cultists who can jump in the way to save Villain.
Health: 6

Cultists: As Mooks. Khaki wearing nerds who literally worship their obscure hobby & want to see it brought to life!





QUEST FOR THE GOLDEN EGG

Rumors! Give to players to Gossip back to you secretly.

📞 You need to leave early today for a very important date with your beau, kids, pet or celebrity... Who is it?

- An ancient artifact has ruined nations—but it looks super kawaii cute! What animal does it look like?

- ♥ A dish to die for. What is the most glorious, glamorous and difficult recipe no longer made these days?

- An ancient artifact of untold power. Well, told to you by your grandmother or Reddit. What does it do?

- 🕒 Recently, you've read reports of a recent shortage of a common ingredient. What food is it? Why?

- 🐱 You know an illicit food purveyor. Name? Catch phrase?

- 📖 You got a flier for a meetup group with a golden monkey logo. What's it called? What obscure hobby do they pursue?

OVER THERE

ACT ONE: An important date. A very important dish to make!

- Welcome, Ladies, to our monthly meetup. What's our club or society called? What do we usually meet for?

- Someone here is new. Who is it? Let's introduce her.

- 👑 The *real* reason we meet is to gossip about town. Ask each player for a city rumor. Award +1 YASS the one that got the most table reaction. **The villain's plan** is related to that rumor.

- 📞 **BEEP BEEP MEOW.** A delightful ringtone goes off. Who's phone? They got to leave early. Why? Must be a hot date!

- ♥ The best way to their heart is a special dish. Which?

- 🕒 It requires a special Ingredient. But there's a shortage! Why?

- 🐱 We can get it in ____town. (Chinatown. Little Havana. Where?) Didn't someone mention they know a purveyor?

There are 3 more actions you can do anytime:

GOSSIP

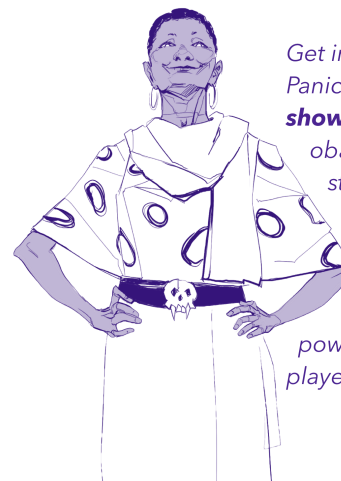
- **Gossip** is a way to passive-aggressively affect the storyline and GM.
- At the start of the game, the GM hands you a secret rumor. Answer their question secretly; try texting! The GM may wink or give you a verbal cue to reveal your secret at the right moment. Play along to earn YASS points!
- In the middle of the game and during breaks, you can Gossip openly or secretly with the GM about what you think might happen next. **You earn 1-3 YASS points if your predictions come true.**
- Example: "OMG, stop. Julio can't be the evil mastermind, he's too cute. And dumb. I'm just saying ladies...it's gotta be Kristine! Ugh. Right?"

PANIC!

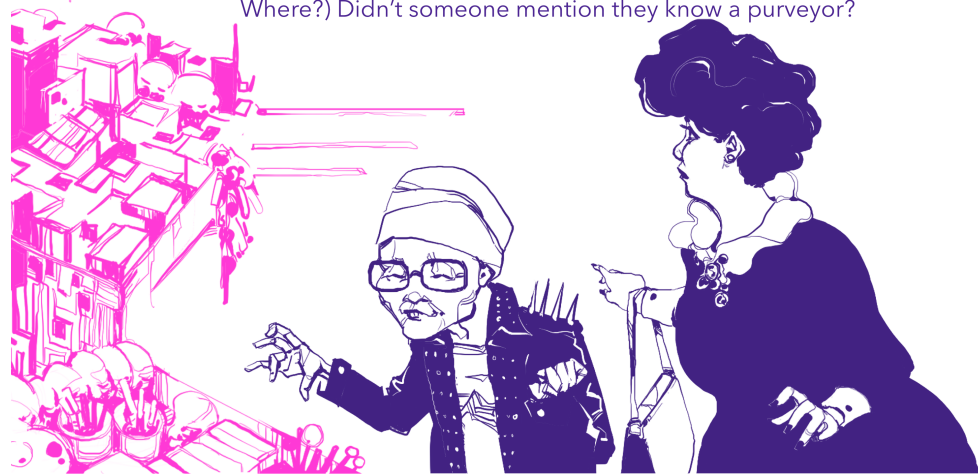
- **Panic!** moves set your party back, but powers up your Superpowers
- Act out one of your neurotic habits (see Panic on your sheet) in such a way that it will interfere with another player's action before they roll. **That player gets -1 to their roll and you earn 1 YASS point to spend later.**
- Yes, you can sabotage yourself. Yes, you can trigger multiple Panics.
- **Remember: When an obachan Panics! they *always* mean well. They just can't help it sometimes.** Obachans are tough, but they aren't mean.

UNLEASH YOUR SUPERPOWER!

- **Unleash obachan Superpowers** by spending YASS points.
- **Basic moves** are free. **Superpower moves** cost YASS points.
- When you unleash a Superpower for the first time, *describe how your obachan awakens to their true power!* (And this isn't even your final form!)



Get into it, girl! Unlike D&D, storygames like Obachan Panic rely on collaborative storytelling: **players are the show** so riff off each other! **Describe** what your obachan is doing like you're telling an incredible story. **Say** what your obachan says in their voice or by having a catchphrase or mannerism. **Gossip** to give the GM and other players dangerous new ideas. **Panic!** early and often to build up YASS points to unleash your endgame Superpower. But remember: never ever trigger other players in real life. **Obachan respect!**



Kids

- 1 One
- 2-3 Roll for Cats
- 4-9 As rolled
- 10 Ten+Roll again

Cats

- 1-2 Tiny, high strung dog
- 3-17 As rolled
- 19 Therapy llama
- 20 Ten+roll again

They call you

- 1 Obachan
- 2 Obaachan
- 3 Bubbe
- 4 Oma
- 5 Yaya
- 6 Babushka
- 7 Mawmaw
- 8 Nonna
- 9 Tutu
- 10 Abuela
- 11 Ama
- 12 Tante
- 13 Auntie
- 14 Bibi
- 15 Shangazi
- 16 Queen B
- 17 Tia
- 18 Mama-san
- 19 Mume
- 20 Chachee

Figure

- 1 Hourglass
- 2 Eggplant
- 3 Tea kettle
- 4 Giraffe
- 5 Gourd
- 6 Kumquat
- 7 Carrot
- 8 Raisin
- 9 Soft-serve
- 10 Jellyfish

Style Stereotype

- 1 Jersey Shore, glitter tights, hoop earrings
- 2 Osaka Obachan (google it)
- 3 Powerlifter/Judo champ
- 4 Zsa Zsa Gabor
- 5 Skydiver/extreme sport adrenaline junkie
- 6 Accidental Asian Hipster
- 7 Goldie Hawn, super supportive, hippie
- 8 Mimi, angry manager, too much makeup
- 9 Souped-up motor chair or motorcycle
- 10 Grocery cart, from the "old country"
- 11 Minnesotan-Canadian
- 12 Elvira/Morticia
- 13 Jerry Seinfeld's mother
- 14 80's perm, leggings, bangles
- 15 Yoko Ono, concept artist
- 16 Hagrid from Harry Potter
- 17 Mama Mia/Borat
- 18 J.Lo's mom
- 19 Dr. Ruth/Joan Rivers
- 20 Karl Lagerfeld/Iris Apfel

Like Madonna said: express yourself! **Choose from the above or invent your own answers.** But my favorite method is to **roll randomly!** (Sometimes if I don't like a roll, I cheat and pick something else I like better. You should too!)

One time I rolled a 3 cats and this inspired me to come up with a psychic cat with a third eye. Believe you me, he sure is handy when fighting those tentacled Mindslayers!



You can also run a three-session campaign:

SESSION 1: Save the neighborhood!

Start with -1, 0, 1 as Stats, 2 Basic Moves and 1 Superpower. As usual.

SESSION 2: Save the nation!

Each player adds 1 wound slot, 1 to any Stat, plus 1 new Basic Move.

SESSION 3: Save the universe!

Each player adds 1 wound slot, 1 to any Stat, plus 1 new Superpower (co-write it with the GM)

- The player with the most remaining YASS points is the GM for the next game. They will incorporate details from the previous session into the next game. *I win! Everyone's invited to my place next week for crumpets!*
- During the next session's Act One introductions, each player describes what their characters have been up to. Don't reveal any new moves yet. Instead, describe any new training or adventures they had—which would explain Stat increases and how they learned new moves (when revealed later in play).

Between Acts, you might want to ask if anyone needs a quick **Tea Break or Pee Break**. Whenever I need more time to figure out what happens next, I call for a break. It's the perfect time to Gossip with players in private to get more ideas before the next Act starts. Ask them what they secretly know or who they were in a past life, from the character generation tables. These are great idea starters!

Tip for Act Three: You've heard all of their plans and theories, so try to come up with a new twist or surprise when you reveal the mastermind. Go back to the Gossip you heard at the very beginning of the game... relate the twist to a small detail they forgot about.

Repeat after me: MWAHAHA! MWAHAHAHAHA!



RUNNING THE GAME

Grandma Masters prepare a Secret Agenda (doesn't every obachan have one?): one page of prep notes with starting Rumors and the main beats of the adventure.

A typical game session flows in five parts:

Prologue: RUMORS. Hand rumors out on strips of paper (like fortune cookies). Tell them to Gossip answers back to you in secret.

- Incorporate their answers into the game. Players love this.
- Tell them you might look knowingly at them at some point. This is their cue to reveal their rumor to the group. *Mary, weren't you telling me just the other day, you heard something about...?*

Act One: INTRODUCTIONS, POLITE CONVERSATION and GOSSIP. Ask each player to introduce themselves in character while sipping tea. Ask polite questions and give compliments. *How old's your son—is he married? I love your hair today—who's your stylist! Did you hear about...?*

- GM Goal: Get players to Gossip! This gives the GM plot ideas.
- End: Once they're comfy gossiping, shake things up with a sudden emergency or call to adventure. It's time to go, ladies! (The GM's "character" can make up an excuse to stay behind.)

Act Two: PANIC! INVESTIGATION and ADVENTURE. It turns out that some of those wild rumors are actually true! But which ones?

- GM Goal: Get players to Panic! Encourage them to self-sabotage or cause drama with Panic to earn YASS points. *My wildest conspiracy theories and worries are coming true! Calm down? No, you calm down!*
- End: A mini-boss should interrupt their investigation at least twice. The party is wounded. The real mastermind is revealed and things look dire!

Act Three: UNLEASH SUPERPOWERS. They're outgunned, outmanned and out of time. If only they could awaken to their hidden superpowers!

- GM Goal: Make it look really, really dire! Encourage players to cash in YASS points and discover their "true form"—unleashing epic Superpowers they didn't even know they had to save the day.

On the next episode: The GM's character shows up late. *Sorry! Mr. Fluffles had the runs. What'd I miss?* Players Gossip about their favorite moments (complimenting each other) and what they think will happen next...

What's in your purse? (Roll 3 times)

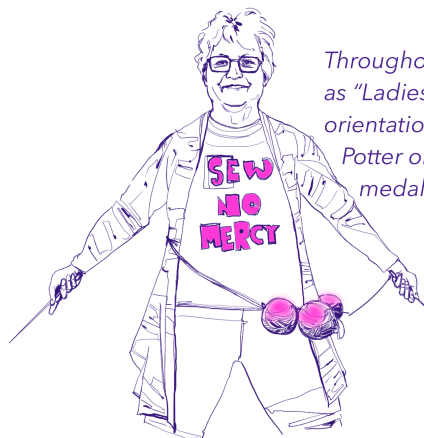
1	Bus pass lanyard, 20 senior discount cards	Spiked leather jacket	51
2	Jar of pennies/rolls of quarters	Kissing booth photo, Hepburn/Selena	52
3	Oversized jewelry	Standard Oil stocks	53
4	M-F pill case	Jar of gefilte fish	54
5	Locket of your true love or lover	Switchblade and lipstick	55
6	Hippie outfit	Brass Knuckles	56
7	Fresh baked treats, infinite	Dentures, blinged out	57
8	Pepper spray/tazer	Lock of Fabio's hair	58
9	Spice rack	Krylon professional makeup kit	59
10	AARP card or NRA card or both	Hairspray, curlers, curling iron	60
11	Orange prescription pill bottles	Epsom salt, infinite	61
12	3 things you'd find at Michael's	Flag of a forgotten country	62
13	Cotton face masks	Horoscope mini-scrolls	63
14	Umbrella, poncho, galoshes	Hand warmer packets, infinite	64
15	Cigarettes, pearl case, long stem holder	Little black book of contacts	65
16	Signed photo of Sinatra/Julio Iglesias/Bowie	Fanny pack (roll 3 more times)	66
17	Trained turtle	Blood pressure monitor	67
18	14 colors of nail polish/lipstick	Half-finished crochet	68
19	Mother of pearl cigarette case	Portable typewriter	69
20	White, arm-length gloves	Quick Tan sun lotion	70
21	Spanks	National Inquirer, daily	71
22	Pepto Bismol, family size	Purple Heart medal	72
23	Milk of Magnesia, family size	Prosthetic limb	73
24	Glitter bomb	Instant Tan lotion, infinite	74
25	Giant maxipads	Patrick Swayze's thigh master	75
26	Boombox, 8 track tapes	Medical alert pendant	76
27	Duct tape or bobby pins	80s car phone	77
28	Chanel 1950s cat eye sunglasses	Butterscotch candy, infinite	78
29	Glasses with beaded strap	Antique perfume spritzer	79
30	Kissing booth photo, Sam Cooke	Magic wand	80
31	Mr. Magoo glasses	Tiger balm, infinite	81
32	7 pairs of reading glasses	Portable perm kit, hair rollers	82
33	Dental picks & gum massager	Fanny Hill, novel	83
34	Needle, infinite thread	Knitting needles, infinite yarn	84
35	Tongue scraper and floss	Tissues/napkins, infinite	85
36	1 kilo of weed	Playboy Bunny outfit, 1971	86
37	Chinese herbal pills	Sudoku puzzle book	87
38	"Errol Flynn, A Gentleman Never Tells"	Crab legs	88
39	Coupons, infinite	Abacus	89
40	"Palm Reading for Love"	Crystal ball	90
41	"8 Decade Abs"	Boxing gloves	91
42	"Valentino's Boudoir"	Rotary phone	92
43	Binaca or Tictacs, infinite	Love Potion No. 9	93
44	Full set of Dr. Ruth books	Diary of lotto numbers	94
45	Hydrogen Peroxide, liter	Opera glasses	95
46	Computer punch cards	Tricked out walker	96
47	Goldfish in a fishbowl	Rolling, foldable basket	97
48	Urn with ashes	Air Jordans, signed, ultra-fresh	98
49	Dogtags, bowie knife	Infinite keychain of forgotten keys	99
50	Panty hose & clear nail polish	Philosophie du Budoir, Maquis de Sade	100

You secretly know...

- | | |
|-------------------------------|-------------------------------------|
| 1 Who killed Princess Di | 11 If there is a sale nearby |
| 2 How to remove any stain | 12 How to knit or stitch anything |
| 3 Acupressure points | 13 Horoscopes or palm reading |
| 4 Phrenology | 14 Zero day exploits (hacking) |
| 5 If someone is cheating | 15 Krav Maga |
| 6 Tom Selleck/Burt Reynolds | 16 The Mayor's wife |
| 7 Sleezy underworld merchant | 17 Snoop Dogg |
| 8 Psychic cat | 18 Almost everyone (roll 1 on a d6) |
| 9 If someone had sex recently | 19 Sharpshooting |
| 10 Where the drama lies | 20 Every dance move |

Your secret past life...

- | | |
|----------------------------------|-----------------------------------|
| 1 Attache to a diplomat | 11 Satoshi Nakamoto |
| 2 Ex-KGB/CIA/MI5 | 12 From another dimension/space |
| 3 Mafia wife | 13 Sleeper cell agent |
| 4 In the Yakuza | 14 Guinness world record holder |
| 5 Famous writer's ghostwriter | 15 @LDYKLR69 top gaming champ |
| 6 Diamond Level Mary Kay exec | 16 NASA's ace test pilot |
| 7 Former Olympic medalist | 17 In a coma for 47 years |
| 8 Beanie Baby or Troll collector | 18 Fast, furious street car racer |
| 9 Voice of a famous pop star | 19 Real life Indiana Jones |
| 10 Cleopatra | 20 200 year-old Amazon princess |



Throughout this zine, we refer to the player group as "Ladies"—but this has nothing to do with gender, orientation or facial hair. Take a gander at Henrietta Potter on the last page. They're an Olympic medalist with a passion for country gardening.

Me? I'm a 200 year-old warrior princess. Doubt me and I'll stab you. Kids these days best show some respect. Obachan power! Ayayayaya-haiya!

This is a gentlewomanly game—in polite conversation anyone can change the topic anytime. Before the game I like to ask if there are any topics or themes that are a bore (that they'd like to avoid). Also, on a positive note, ask them what themes or capers they do like. Obachans in space? Bank heists? Buddy cop movies? Play to that instead.

If something does come up in play, let them know they can always inform you privately with the Gossip move. Then fast forward to the good bits. Like kicking more zombie butt.



Remind players to use Panic! and Gossip moves to create fun drama, but don't be a bore, darling. Let's avoid triggering players IRL. It makes me gassy.

Pro tip: Use rumors & Gossip! to give newer or quieter players a secret role to get them involved. Encourage other players to use Panic! to slow down power gamers or spotlight hogs.



Whether you're an old hand at GMing or if this is your first rodeo, just remember:

Gambatte! がんばって!

Obachans always give it their all—so remind players to go a bit overboard. This ain't your grandpa's RPG, it's Obachan Panic!



The game is Obachan Panic, not GM Panic. Relax, you'll be fine! Serve tea and compliments to get that juicy gossip flowing. Here are 3 tips to keep it going:

1. HOSTESS WITH THE MOSTESS

- **Re-read the Quickstart. The game starts the moment players arrive.**

Literally, the drinks, doilies, your attire and attitude make the game.

- **The more you get into it, the more your players will.** You are the diva, the queen bae and you are holding court.

- **The GM is an obachan and is always in character:** *I'm Mrs. Pettigrew and I'll be your Grandma Master or GM today. Ooh, I love your nails! Oh my, what sparkly dice! And you, why aren't you a tall glass of salty tequila. Now [dramatic pause]...who wants a mimosa?*

2. GOSSIP + PANIC = THE GAME

- **Read "What is Obachan Panic?" aloud to players. Show them the artwork in this zine.** (In playtesting, players "grok it" when they see it.)
- **Explain:** Storygames are a form collaborative improv. Story, plot and worldbuilding are equally everyone's responsibility, not just the GM's.
- **Encourage players to metagame: Gossip** to "give the GM ideas" (here it's a good thing) and **Panic!** to "win" the game with the most YASS points.

3. FOOT ON THE GASPEDAL!

- **Whenever players make a move, the consequences should always move the game forward.** Success: They progress and meet new obstacles. Failure: They fail forward by learning new clues from their mistakes.
- **Whenever they fail, the GM takes a move.** (see back cover)
- **Whenever you're stuck, ASK players what happens next.** (see back)
- **Pacing:** The early game starts with quaint gossip and tea, the midgame introduces rivals and ticking time bombs, and the late game involves saving the world when it's already too late. **Start with Obachan. End with Panic!**

**NOW TURN TO THE BACK COVER—A HANDY GM MOVES GUIDE!
REMEMBER: WHENEVER PLAYERS FAIL, THE GM TAKES A MOVE.**

Panics! (Roll 3 times)

- 1 Unmarried young people
- 2 Need to dress warmer
- 3 KAWAIIIIII~!
- 4 Everyone wants my body
- 5 Too skinny, eat more
- 6 Must. Clean. Now.
- 7 Sunlight will age my skin
- 8 Kids or lack thereof
- 9 What are you wearing?
- 10 Hair
- 11 Did you forget to bring...?
- 12 Why you never call?
- 13 The Internet Superhighway
- 14 Need to pee
- 15 Not knowing the gossip
- 16 Missing out on a sale
- 17 Need to rescue animals
- 18 I would never gossip, but...
- 19 Poor service or cooking
- 20 Bringing food to a party

Bonds (Roll 3 times)

The player to my left:

- 1 Is secretly in love with me
- 2 Will never have grandkids
- 3 Is living in denial
- 4 Is an unreliable Gemini
- 5 Is too skinny
- 6 Needs to get laid
- 7 Is a narcissist, unlike me
- 8 Served in the war with me
- 9 Knows my darkest secret
- 10 Must be on happy pills

The player to my right:

- 1 Went to high school with me
- 2 Tried to steal my husband
- 3 Is a prude
- 4 Wears too much makeup
- 5 Is jealous of my...
- 6 Is our rightful ringleader
- 7 Has a dark secret...
- 8 Owes me money
- 9 Is my dealer
- 10 Is a lush

Panics! are your adorably uncontrollable neurotic triggers or quirks. You worry so.

Bonds are your relationships with other characters. When you introduce your obachan, describe how you know these other obachans. Feel free to modify or create your own bonds. For example, Mrs. Needlepoint to my left here is obviously a fiery Scorpio who always gets me in trouble.



CHARACTER SHEET

1

Write your name in BIG LETTERS.
Fold nametag to face everyone.

2

Cut & glue
standee here.
Decorate!

Mrs. Applebottom

Kids: 3 cats

They call you: Nonna

Your True Age: 87

Figure: Giraffe

Style: Minnasotan-
Canadian

Secretly know: Snoop Dogg

Secret past life: Ex-CIA

5

Use tables to build your
background—or invent your own!

1 Guilt

0 Glamour

4

-1 Purse

Assign
Stats:
1, -1, 0

PANIC!

Unmarried young people
Bring food to a party
Hair

YASS!

Bonds

Henrietta tried to steal my man
Gretchen served in the war
with me

Handbag (items)

Jar of pennies
Signed photo from David Bowie
Pet Goldfish in a fishbowl

Wounds

☐ Body
☐ Pride
1 wound: -1 to all rolls
2 wounds: -2 to all rolls
3 wounds: Can only Gossip
or Panic, no other moves!

Basic moves:

Iron Handbag (Guilt)

10+ Hits 'em where it hurts most, does 1
phy damage
6-9 Hits the enemy and stuns an ally
5- Scratched bag, -1 Glam ongoing

This Way Ladies (Glam)

10+ Lead group in right direction to goal
6-9 Lead group to the wrong place but
you find a valuable clue
5- Lead group in wrong direction

SUPERPOWERS:

Thousand Yard Death Stare (Guilt) 6

10+ Target is annihilated by emotional
damage after taking 3 steps
6-9 Target is frozen or must flee, 1 emo
5- You accidentally freeze a player, 1 emo

3

Pick 2 Basic Moves and
1 Superpower. Paste them here.

Using Moves:

• **Basic moves**—
roll 2d6 + the stat
in parenthesis
• **Superpowers**—
pay the # of YASS
points listed and
describe how you
awakened to your
true power! Then
roll as usual.

Guilt, Glamour and Purse are your core stats:

- **Guilt** is something weaponized, powerful, slow or intimidating.
- **Glam** is something flashy, fast, fancy or convincing.
- **Purse** is something procured, items, secrets or stealing.

You can literally try to do anything in this game! When you roll
2d6, add the most appropriate stat based on what you're doing.

Wounds are checked off when suffered:

- 1 wound: -1 to all rolls
- 2 wounds: -2 to all rolls
- If you suffer 3+ wounds, you're Incapacitated
- Incapacitated: You can't make any Moves; you may only Gossip or Panic.

