



[http://en.wikipedia.org/wiki/I\\_Spy\\_\(1965\\_TV\\_series\)](http://en.wikipedia.org/wiki/I_Spy_(1965_TV_series))



[http://en.wikipedia.org/wiki/Green\\_Acres](http://en.wikipedia.org/wiki/Green_Acres)

## I Spy Green Acres

### Genre

Silly Spies

### Tone

Comedy

### Campaign Options

Hooks and Tales, Pumping

### Description

A supposed political free zone is set up by multiple countries: Green Acres. Of course, since residents still have ties back to their home countries, politics are far from absent, with most countries using Green Acres to spy on each other.

You might find all sorts of interesting people in Green Acres. The newer residents have not yet blended in and appear as "city slickers" since they are usually 10-20 years ahead of the times in Green Acres.

## About I Spy Green Acres

In **I Spy Green Acres**, you play the role of secret agents infiltrating a UN created land: Green Acres.

Green Acres was set up to be a zone that owed allegiance to no one country. Everyone was welcome without question. Of course, it soon became a hot bed of intrigue as it was discovered that Green Acres had connections to host countries.

No one who enters Green Acres knows for sure where it is. The UN has been very secretive about its location. The only way into our out of Green Acres is via the railway terminal at Petticoat Junction. When Green Acres first opened its doors, those tired of the political world were flocking to get in. Among the refugees, however, were those who wanted to know the secrets of those choosing to live there (and their contacts back home).

## Character Creation

Characters are created using the standard Risus rules with 10 dice. Feel free to use Hooks & Tales (it might be interesting to know why your character moved to Green Acres).

You are not required to take any particular espionage cliché. However, you will most likely enter into that world whether you want to or not (out of sheer boredom).

You are more than welcome to take any cliché that implies knowledge in mad scientist type roles (a la Frankenstein, Dr Jeckyll, etc.). No one said that you were a good guy in the outside world.

### Smarter Than the Average Pig...

Scientists in Green Acres like to ticker with things "man was not meant to know." With GM approval, you may chose to be an intelligent animal or construct as your character. However, in these cases, cuteness counts for a lot (don't expect the townsfolk to treat a construct very nicely).

## Welcome to Green Acres

You step off of the train into a small terminal called Petticoat Junction. You can tell that the station used to be nice, but it has fallen into disrepair. You are greeted by a fairly attractive young lady who escorts you to Mr. Haney.

Mr. Haney is a sort of traveling salesman who brings items people might be interested in directly to them in the back of his old pickup.

He offers to take the PCs to their new home in Green Acres. HAVE FUN!

### Location, Location, Location

#### Hooterville

The closest thing to a town in Green Acres. Closer to a village in size, but most services can be found here; usually 20 years behind the times.

#### Petticoat Junction

The only means to get into or out of Green Acres, this once bustling railway station now sees very little traffic. The locals uses the old railway water tower for cooling off in the summer heat.

#### Other Small Towns

Pixley, Crabwell Corners, Stankwell Falls.

#### Further Details?

Go to Wikipedia:

<http://en.wikipedia.org/wiki/Hooterville>

