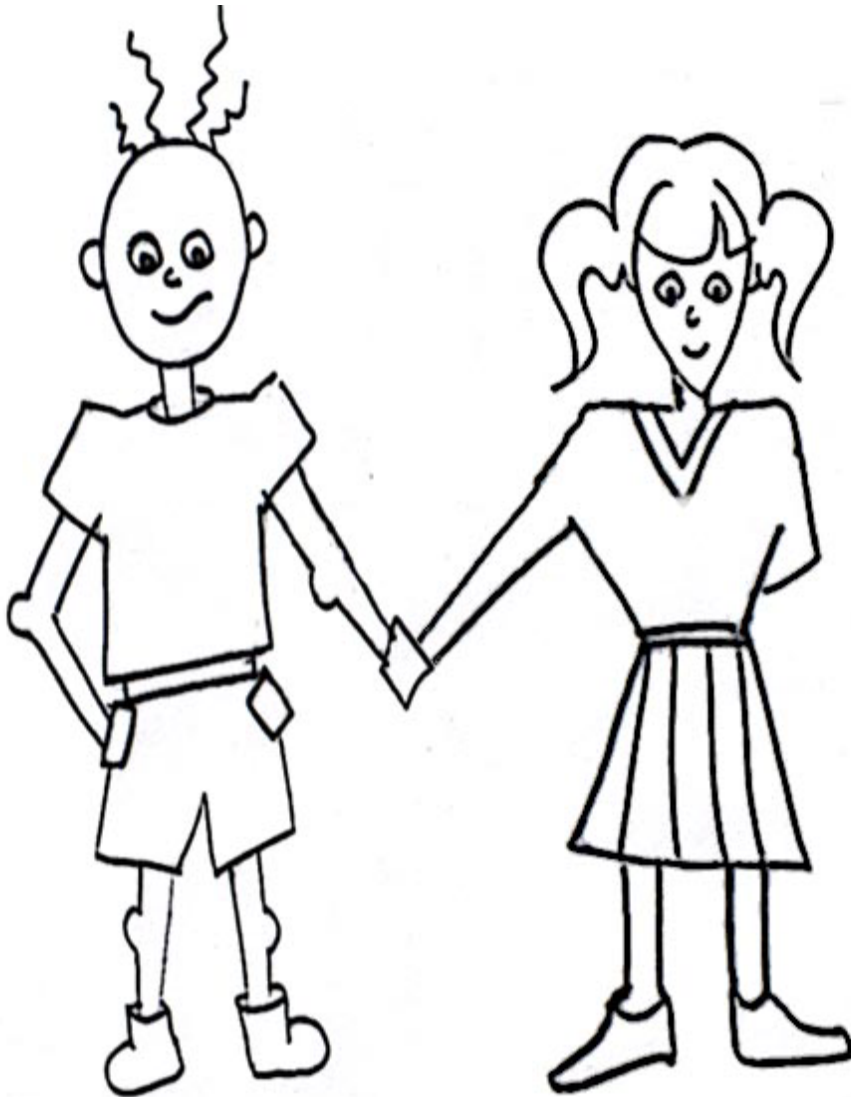


Timmy & Sally's Imaginary Friends

by Ugavine



Timmy & Sally's Imaginary Friends

Timmy and Sally are seven year old twin brother and sister. They live with their Aunt in a big house in the country. It has a big garden leading to small woodland and beyond that a small hill that is ideal for picnics on a sunny summer day. Timmy and Sally have a very vivid imagination though. To Timmy and Sally they don't live in a big house, no, they live in an old castle with the Ogre, the garden is a wonderland of adventure surrounded by the dark woods leading to the Scary Mountain where the monsters live.

Timmy and Sally have lots of scary adventures, and they get into a lot of trouble. Fortunately their imaginary friends are always there to help them.

Timmy & Sally's Imaginary Friends is a Role-Playing Game for a Story-Teller (or Games Master) and one or more players. It's designed to be played as a short adventure with little planning, maybe in the back of a car on a long journey, or on a Sunday morning instead of watching cartoons. Well, okay, after the cartoons then.



The Game

The Story-Teller takes on the roles of Timmy and Sally and tells their exciting tales of adventure. The Players take on the roles of their imaginary friends.

Imaginary friends



Timmy and Sally's imaginary friends can be anything you can think of, although they should be the sort of imaginary friends seven year olds would have. They could be a fairy who lives in the garden, a friendly troll from the scary mountain or a friendly monster from under the bed. The imaginary friend could also have physical form such as a doll, a teddy bear, an action figure or toy truck.

It is your role to help Timmy and Sally. They are always in trouble, running away from monsters and aliens, so they need your help. But be careful, you must not upset Timmy or Sally because if you do they may stop believing in you. And watch out for the Ogre

(Timmy and Sally's aunt) because she does not believe in monsters or imaginary friends. If she sees you, you will DISAPPEAR and Timmy and Sally will have to bring you back later on. Remember, even if you're playing a monster, you're a friendly monster.

The Story-Teller

As already explained the Story-Teller takes on the roles of Timmy and Sally. You describe what Timmy and Sally are doing, where they are going and what challenges they face. But Timmy and Sally are only kids so they will need help climbing the mountain, crossing the stream or fighting monsters.



The setting for Timmy and Sally's adventures should be the real world seen through the eyes of Timmy and Sally. So a cardboard box might be a monster truck, the lawnmower might be a monster robot, and the stream running through the woods is seen as a raging river with sea monsters.

The players should always be trying to help Timmy and Sally. If their character is rude or makes Timmy or Sally cry they might stop believing in them. The first time it happens have Timmy or Sally give them a warning. The next time the Imaginary Friend will disappear for five minutes. If they continue to upset Timmy and Sally their Imaginary Friend will have to go away and the Player will have to create another, nice, Imaginary Friend.

The Rules

All you need is a deck of regular playing cards, although a deck of kids cards with monsters or you favourite movie on will be more fun. And leave the Jokers in, they're needed. Pen and paper, they are not needed.

Whenever Timmy and Sally's Imaginary Friends do an action that would constitute as a Challenge, anything from climbing, driving space-ships or fighting monsters, you make a Challenge Test.

Making a Challenge Test

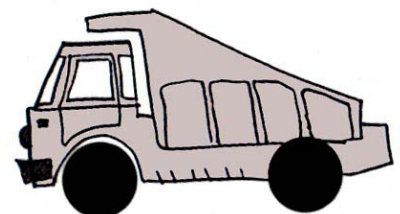
Making a Challenge Test couldn't be simpler; you play Higher or Lower with the cards.

The Story-Teller shuffles the cards and then turns over the Top card.

- The Player must then choose Higher or Lower, and the Story-Teller turns over the next card.
- If the Player was wrong the challenge has failed and the Story-Teller must say what happens as a result.
- If the Player was correct they may try again. If they get the Higher or Lower correct twice it is a good result, if they get it right three times they have an excellent result.
- If the same number card is turned over on the first turn of the card, not the second or third, then it is a fumble. Not only has the character failed the challenge but something bad happens; maybe Timmy or Sally fall and graze their knee and start crying.
- If the Player turns over the **Joker** he keeps the card and another card is turned over. If on this or any later turn he gets a Higher or Lower choice wrong the Player can give the joker back to the Story-Teller who will let the Player have another go. If a Joker is ever turned over by the Story-Teller as the starting card it is ignored and shuffled back into the pack.

The Queen. If a Queen is turned over at any time the challenge immediately stops because Timmy and Sally can hear their aunt calling for them; dinner is probably ready. A new test must be made by every Player to hide from the Ogre, err... aunt. If anyone fails then Timmy and Sally must go and have their dinner. Take a break and restart the story at an appropriate point.

The Story-Teller is advised to constantly shuffle the cards to keep things random, except for in the middle of a Challenge Test.



Story ideas

Rescue the Princess (one of Sally's dolls)

The Princess has been taken prisoner by the monsters of the scary mountain (Sally left her doll there after the picnic with their aunt yesterday).

Possible challenges; The Shadow in the wood, crossing the raging river (stepping stones across the stream), fighting off the scary monsters.

The Ogre is Coming!

The Ogre is out after Timmy and Sally (their aunt wants to take them shoe shopping). You must help Timmy and Sally hide from the Ogre for as long as possible.

Special Rule: Don't shuffle the cards, a Joker can Cancel a Queen.

Find the Treasure

The pirates have hid their treasure in the woods and Timmy and Sally are trying to find it.

Challenges: (imaginary) Pirates, evil trees coming to life, a rival adventurer (little Tommy who lives next door).

Special rules: Find the 4 Kings. If a King is turned over at any time the Player wins the challenge and keeps the King. They have found the treasure when they have got all four Kings. Story-Teller should still constantly shuffle the rest of the cards.

