



THE SHERYL CROW

NAME _____

STAMINA _____

ROLE-PLAYING GAME

SKILL



SEXINESS

ALL I WANNA DO

You don't seriously think I am going to write the **Sheryl Crow role-playing game**? A game (and I'm not going to use up space writing about role-playing, referees, players and so on) that fits on one sheet of paper, with space to write in character details and include two pictures of Sheryl?

Maybe That's Something you should think about, because *No One Said It Would Be Easy* but here it is.

WE DO WHAT WE CAN

Get ready to throw away your other role-playing games because *A Change Would Do You Good*. In the **Sheryl Crow role-playing game** (hereafter **Sheryl Crow**) there are three measures of a character known as **The Three Traits of Sheryl**. These are **Skill**, **Stamina** and **Sexiness**. These three traits have put Sheryl where she is today (and me where I am today) and they are used to describe everyone in the world of **Sheryl Crow**. So *C'Mon C'Mon* get used to loving them.

THE BOOK

To play you will need: 3 six-sided dice; this sheet; something to write with – a pencil, a pen or even a crayon (if you aren't allowed sharp objects); and (best of all) some Sheryl music (CD, tape or DVD) to listen to while playing the game. Or are you one of those that only listens to soundtracks by Ennio Morricone? Listen to what you are *Missing*.

WHAT I CAN DO FOR YOU

One of you, *The Lucky Kid*, must be the referee. You play all the other people in the game and describe the world to the others. The rest are players and they each create and play a *Superstar*.

YOU'RE AN ORIGINAL

Roll the 3 dice. If they come up as a triple (all ones, et cetera) then keep one die and reroll the other two, yes, even if you roll 3 sixes you only get to keep one. If there are any doubles then keep one die and reroll the other. If you get a number that you already have, then roll again.

Unless you are one of *The Difficult Kind* you should now have three different numbers. Allocate each one of these numbers to a different Trait of Sheryl.

Now think up a character: who you are and what you do, what you wear and why you like Sheryl. Come up with cool things that your character says and stranger things that he or she carries about with them: e.g., a polar bear.

CRASH AND BURN

So how do you play? *It's So Easy*. Here are the basic rules, anything else is at the whim of the referee. Any time you try to do something involving Skill (like *Leaving Las Vegas*, climbing out a hotel window or driving like *Steve McQueen*) then try and roll equal to or under your Skill score on some six-sided dice.

Roll one die if the referee thinks it is hard, two dice if it is not-so-bad and three dice if it is easy. If you roll equal to your Skill then you have 'Sheryl'd it! This means that you have done it exceptionally well (the way Sheryl does things).

If you were rolling more dice, then it is possible to double or triple Sheryl a test for more remarkable results. To test if you are *Strong Enough* to do something or whether or not *It Don't Hurt* when you are injured then use your Stamina score, and if it is something social (and *Love is a Good Thing*) then use Sexiness. *Am I Getting Through?*

RUN, BABY, RUN

If It Makes You Happy the game is about your characters trying to meet Sheryl Crow, or solve world hunger, or some other really good cause. Try rampaging about and see what the referee will let you away with. Maybe you'll get *Home, Safe and Sound*. Or maybe it'll be a case of *There Goes The Neighborhood*.

LET'S GET FREE

This game is FREE. Typeset in Myriad and Rosewood. Written by Gregor Hutton, March 2000. This version: April 2004.

Sheryl Crow does not endorse this game, but she hasn't sued, so thanks!

STUFF

