

IMPS

Imps, they put the "Hell" in Help!



**13x 22 MINUTE ANIMATED SERIES
FROM CUPPA COFFEE STUDIOS**

IMPS

IMPS is a stop-motion animated comedy about Nim and Zim, two wild and bungling imps who serve a semi-powerful wizard inside his roving sky castle.

OVERVIEW

Nim and Zim slave away, day and night, working for the grumpy wizard Lord Blackheart but they usually end up over their heads, making extra work for themselves. Nim and Zim don't follow instructions well, they're prone to ill-conceived shortcuts, and they rarely understand Lord Blackheart's flowery, perplexing language.

Nim and Zim can transform their bodies into almost anything they can imagine but never for long. No one's ever fooled by their shape-shifting. They always look and sound the same! Nim's "fake" voices are never quite as good as he thinks they are, something Lord Blackheart finds endlessly entertaining.

THE TROUBLE WITH IMPS...

Imps always take on more than they can handle owing to their unchecked egos.

Imps don't realize the extent of their powers.

Imps are impetuous so they rarely think before they act.

Imps are irresponsible. They care about others; they just don't think about them.

Imps are notoriously short-term thinkers and they don't grasp consequences.

Imps' behaviors seem to be governed by a subset of Murphy's Law.

Imps are too curious for their own good.

Imps can't leave well enough alone.

Imps love playing practical jokes.

Imps are lazy but ambitious.

In other words, Imps are a T-R-U-B-U-L... plus they can't really spell.



OVERVIEW

Lord Blackheart is a powerful wizard with some pretty wacky plans but Nim and Zim, his “trusted” minions, are always ready to do his bidding. Unfortunately, they’ve always got a shortcut to take or some way to make Blackheart’s evil plans even “better”. This usually causes no end of trouble and drives Blackheart crazy! Sometimes, he even suspects Nim and Zim are trying to destroy him.

Zim is the smaller of the pair and definitely the more devious of the two. He’s got a me first attitude that lands him in no end of trouble. But he is a ton of fun to be around because he’s always got the best ideas and he’s so smart... at least smart for an imp.

At first glance, Nim might appear more honest than Zim. Guileless might be a better way to describe Nim. It just wouldn’t occur to him to lie so when Lord Blackheart or Gargle want to know what is really up, they turn to Nim.

The beleaguered Gargle, who serves as butler, cook, and dungeon master, has his own suspicions about the imps and is obsessed with capturing them in various acts of tomfoolery, disloyalty, and subversion. If he can finally prove the imps are up to no good then perhaps the Master Lord Blackheart will finally promote Gargle to wizard’s apprentice. A cook can dream!

The roving sky castle is full of dangerous rooms, magic portals and scary hallways. For two meddlesome imps it’s the most awesome home imaginable - so many places to play and hide, so many things to explore!

Unfortunately the sky castle is also home to a few grumpy closet monsters such as the fearsome Mongolian Death Worman... yuck!



Mouse Patrol - Outline

Lord Blackheart has charged Nim and Zim with eliminating a pesky mouse which has dared to intrude upon his magic lair. For the imps, it's catch that mouse or risk incurring Lord Blackheart's wrathful wrath.

With wild abandon, Nim and Zim turn the lair upside down searching for the mouse. "Over there! Grab him!" SMASH, CRASH, BOOM! "Under the table!" BONK! "Hey, what does this thing do?" CRASH!

With Blackheart's lair in complete disarray they finally discover a hidden mouse hole behind the bookshelf. Zim transforms himself into a pretty girl mouse and he ventures into the mouse hole to coax the offending rodent out of its hiding spot. No sign of him but a giant spider jumps out and frightens Zim. Zim screams and runs for the exit.

Thwap! Nim scoops up what he thinks is the pesky mouse! "Ha! Gotcha!" Zim shakes his head in disbelief. He transforms back into himself and the pair of imps crash to the ground. "Now, where did that little mouse go? I had him right in my hands." Back at the mouse hole, the spider and the mouse are on their backs roaring with laughter at the ineptitude of Nim and Zim.

Nim has an idea to transform into an elephant since mice are afraid of elephants. Or not. As a giant elephant, Nim jumps up on the table when the tiny mouse skitters by. Turns out, it's elephants that are afraid of mice! The table collapses right on top of Zim. Jars and papers and tools spill all over the floor including and a jar of Peanut Butter which bursts all over Zim's head. "Aaagh!"

"Ha! Ha! That tickles!" Zim wakes up with the pesky little mouse licking Peanut Butter from his nose. "Hey you are awake. Look Zim, the little fella likes Peanut Butter. I think that might be the best way to catch a mouse." Zim grins slyly, "I think I might have a little job for you little buddy."

More Stories

THE SHOPPING LIST

Lord Blackheart has a special guest for dinner so he sends the imps out to get a bizarre list of supplies: a stinking corpse, a bleeding heart and some cat tails. Nim and Zim don't know where to obtain these items at the last minute but they dare not disappoint Lord Blackheart. Nim and Zim create all kinds of trouble for themselves... before Zim finally realizes these are all exotic flowers to impress his lady friend!

SLAVE TO TEMPTATION

The temptation of playing with Lord Blackheart's new Magic Portal is too much for Nim and Zim but they don't know about the Lord Blackheart's booby trap until it's too late. Now the imps have released a swarm of guard bees into the castle. The Hall of Peril is more dangerous than ever and the imps are desperate to get rid of the bees before Lord Blackheart returns and they find themselves in serious doo doo.

PART-TIME WIZARDS

Nim and Zim are ordered to clean up the magic workshop but they end up creating more of a mess by trying to use a little magic. They can summon magic but they can't control it!

GONE GENIE GONE

Nim and Zim discover a mysterious bottle labeled "Do Not Open". The poor meddlesome imps just can't stop themselves. They release a mischievous Genie and he tears the castle apart. Now they must clean the mess and re-bottle the spirited Genie before Blackheart returns.



LETS TALK AND SEE WHAT TROUBLE
THE IMPS CAN GET UP TO!



Adam Shaheen adam.cuppa@gmail.com 416.340.8869



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