

Character: Jimmy "Foo-Foo" McAllister

"Little bunny Foo-Foo hopping through the forest scooping up 'dem bitches and bopping them on the head.

You were born to Br'er Rabbit, in the bad part of the field, where it's not plowed so often. Now, you are a pimp. You are the only pimp in town. This is a great job. You get to smack around your whores and you only answer to Don Little.

Wilbur is throwing a big fancy party tonight for the anniversary of the formation of the FARM. This is a great excuse to mingle with the muckety mucks of the FARM and especially to show off your new goods, Beverly.

Beverly showed up in the FARM a couple months ago. You recently hired her since you were running low on bruise-free whores.

There are a few other of Don Little's men here too. Itsy is here, and you'll probably want to buy some Curds off him, since you heard he got some new stock in, and the johns tell you they enhance the experience. If you need to do any Mob business, your contact is Gabriel Macy, that weirdo cat with a fiddle. You've never personally met Don Little, but so far he doesn't bother you and you don't bother him. You just leave the Don's 20% cut under the chicken coop as you were instructed every Friday. A night with one of your fine-ass bitches costs \$100. The girl gets 30%, the Don gets his 20%, and you keep the rest.

Background: History of the FARM

"E-I-E-I-O!" – Some song or other

You live in the Free Animal Republic of MacDonald. This is a fascist regime based on the former land of Farmer MacDonald. The Free Animal Revolution, which established the Republic, occurred exactly one year ago and was led by Freddy and Wilbur, two of the farm's wealthy and upstanding pigs.

Originally, MacDonald's farm had two other pigs, Stevie and Orson, but they were killed in an unfortunate wolf-related incident. Wilbur showed up at the farm shortly after the death of Stevie and Orson, and he, along with Freddy, founded the Fascist Party and led the Revolution, driving the MacDonalds off the farm and freeing the animals from oppressive human rule. The animals rejoiced, because after Old MacDonald died (three years ago), New MacDonald was a lot meaner.

Freddy and Wilbur are led by a friend of theirs named Big Bird. Big Bird only talks to these two pigs, and nobody else ever sees him, but he is constantly watching over the FARM.

Rumors persist of a criminal underground led by a shadowy figure known only as Chicken Little; however, Don Little, if he indeed exists, remains unknown to most and unapprehended by the state.

If Little exists, there may be some truth to the rumors that recreational use of Whey is on the rise among citizens. Of course, such dangerous substances are contraband here.

Today is the first anniversary of the Free Animal Revolution. Accordingly, festivities are being held at the state mansion (barn). The grand and glorious finale of the evening will be the trial of that notorious traitor, the Big Bad Wolf.

Long live the FARM!

Background: Who's Who on the FARM

"These are the people in your neighborhood - in your neighborhood, in your neighborhood..." – Mr. Rogers

Big Bird: a big bird; the mysterious, fearsome, and glorious leader of the FARM.

Freddy: a pig; the Commander-in-Chief of the FARM.

Wilbur: a pig; the head of the Fascist Party. Wilbur is Freddy's boss.

Bingo: a dog; lives in the MacDonald household. Not the brightest bone in the sack.

Judge Judy Lamb: an elderly sheep; serves as the FARM's judicial system.

Minnie Moskowitz: an elderly, blind mouse; Minnie only has half a tail. She used to live here when she was young, and she had a full tail then. Minnie has been missing for about twenty years and returned a week or two ago.

Beverly Dahl: a younger, very attractive mouse; Beverly arrived at the FARM a few months ago.

Itsy: a big black spider; Itsy sometimes hangs out in the bad part of the field that's not plowed a lot.

Jimmy "Foo-Foo" McAllister: a rabbit; Jimmy dresses very flamboyantly and treats women poorly.

Slade Wilson: a cow; the General (and sole member) of the farmy. Wilson also serves as the Sheriff and executioner. The General is famous for the Battle of Moon River, where he solely defended the farm by heroically leaping over the river and attacking the advancing locust horde. (He was not able to stop them, but it was very heroic.)

Gabriel Macy: a cat; Gabriel is a fiddle player and will be providing the evening's entertainment. Gabriel is known for his honesty, but many say that he lacks fortitude.

The Big Bad Wolf: a wolf; he has been incarcerated for the past year and has spent much of his time writing inflammatory political poetry. The Wolf will be put on trial and executed tonight, and before then, will be attending the party.

Eeyore: a hippie donkey; a bit old-fashioned, but generally harmless.

Chicken Little: presumably a chicken; allegedly the crime boss here on the FARM.

Rules: The Trial of the Big Bad Wolf

"They fight, and bite, and fight and bite and fight!" – The Itchy and Scratchy Show

Size

The world of this game operates on "Calvin & Hobbes" style principles - namely, animals are anthropomorphic and can talk if and only if no adult humans are watching. The second that adult humans (or nonbelieving human children) look, the animals revert to "normal" size and inability to speak. However, when nobody is looking, all animals are roughly human-sized, regardless of their normal relative size to one another.

The practical upshot of this, for the purposes of this game, is that your character is basically the same size that you, the player, are.

Combat

Your character packet should include three playing cards. These are your combat cards, and represent your ability in combat. The cards range from Ace (1, the worst combat value) to 10 (the best combat value). If at any point in the game you wish to initiate combat with another character, point at that character and clearly say "COMBAT!"

Both players take out their combat cards, shuffle them, and hold them up as one would hold a poker hand. Each player draws a card randomly from the other person's hand. The card drawn from your hand counts as your character's combat skill for this round of combat. The higher number wins; aces are low. (If there is a tie, the character who initiated combat wins.)

If there is a loser of combat, the loser is incapacitated. It is up to the winner to decide whether the loser is knocked down or knocked out. If they are knocked down, the winner has the chance to walk away. If they are knocked out, they are unconscious for two minutes, cannot hear or see anything around them, and anyone has the chance to freely search their person and take items, or restrain them.

Some cards you may receive during the game list bonuses or penalties to combat. Simply add or subtract the appropriate bonus from your drawn playing card before you determine the victor.

Note that this game takes place at a fancy party, and combat would be uncouth and will most likely result in punishment.