

Character: Gabriel Macy

"Hey Diddle Diddle, the cat and the fiddle."

You are one cool cat. When stuff goes down around here, you know about it. For example, you know all about the crime ring here at the FARM. In fact, they sometimes pay you for some of your information. You're pretty comfortable with this arrangement, since it's pretty hard to make a living as a musician, and you've got needs.

You also happen to know who to go to for satisfying those needs: Jimmy "Foo-Foo" McAlister. He's got a new whore named Beverly Dahl who's pretty cute. She doesn't seem like the usual type of girl you find in that business, but you haven't actually heard anything about her to confirm your suspicions.

You do drugs occasionally, like Curds, but money seems better spent other ways, unless you happen to find yourself with a particularly large sum of money. You get your drugs from Itsy. He runs a good business, so you generally have no problems with him. In fact, you sent your good friend Eeyore to him to try and brighten Eeyore's day a little. He may be a little mopey, but he's generally a good guy.

As far as you know, you're the only person here who's actually met Don Little. Foo-Foo and Itsy have deals worked out with him (through you) for normal business. They leave a 20% cut under his coop, but you don't need to concern yourself with all of that. If they need to get in touch with him for any other reasons, though, they know to talk to you. He's usually in his coop, and as long as he's accepting visitors he's always happy to talk to you. Sometimes, of course, he's taking care of HIS needs, and he puts up a "Do not disturb" sign. You've never tried to talk with him at these times, and you're not sure what would happen if you did so, but you don't like to think about it.

(Player note: the chicken coop is not an in-game location. If you want to talk to the Don during game, see a GM.)

As the FARM's best (well, only) performing musician, you've been hired to provide the entertainment for tonight's festivities. You only ever bothered to learn one song ("One Hundred Bottles of Beer On The Wall"), but hey, you're the only show in town.

As everyone knows, there is a trial and execution for Brian Thompson, the Big Bad Wolf, scheduled for this evening. The story the government has been telling everyone is that Thompson killed Stevie and Orson (two of Freddy's friends) and is spreading propaganda to overthrow the FARM.

You're pretty sure there is more to it than that, but you're not sure what the truth is. Hopefully it will come out in the trial, but the way things run around here, that isn't all that likely. At least Judge Lamb, presiding, is probably one of the most qualified people you can think of for the job.

"One pill makes you larger, and one pill makes you small..." – Jefferson Airplane

The primary recreational drugs in use on the FARM are Curds and Whey. Curds are amphetamines (uppers, or "speed") in pill form, and Whey is diluted LSD (a hallucinogen) in liquid form, to be taken orally.

Lyrics: One Hundred Bottles of Beer On The Wall

Traditional

100 bottles of beer on the wall

100 bottles of beer

You take one down

Pass it around

99 bottles of beer on the wall

99 bottles of beer on the wall

99 bottles of beer

You take one down

Pass it around

98 bottles of beer on the wall

98 bottles of beer on the wall

....

(repeat until done)

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 Moskovitz: 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 farm. 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.