

*"*clap*-*clap*-*clap*-*G-O, *clap*-*clap*-*clap*-*G-O, *clap*-*clap*-*clap*-*G-O, and Bingo was his name-o!"*

You are B-I-N-G-O. You are the ambassador of the Free Animal Republic of MacDonald to The House. Freddy told you so when he had his Revoluiton. He endowed upon you (whatever "endowed" means) the sacred duties of ambassador and revealed to you that your collar was actually a mystical and ancient artifact known as the Badge Of Station.

Being an ambassador is a very very important job. First of all, you have to make sure that the door is closed at night, since the humans aren't there to do it anymore. Also, you need to put food out for yourself every morning, since the humans aren't there to do it anymore. Also, all the food must be eaten from the food dish by the end of meal times, since the humans aren't there to do it anymore. Also, you need to make sure that the television is left running all night, since Farmer MacDonald isn't there to do it anymore. You thought for a while that you needed to wake Lucy up every morning, since her mother wasn't there to do it anymore, but then Freddy pointed out to you that Lucy wasn't there anymore either. Your other duties involve keeping yourself clean and keeping your eye on that elusive tail.

You've been trying to learn how to cook, since you have become concerned that the big bag of dog food is running low. From what you remember, cooking involves putting food on the stove, and then it changes color. Your experiments so far have met with mixed results. The first time, you put food on the stove, and it did change color six or seven days later, but it smelled pretty bad, and you decided you probably shouldn't eat it. The next time, you put different food on the stove, and nothing happened. Then you remembered that when Mrs. MacDonald cooked, she always turned the little dials. The ones that have numbers on them. You learned how to count from those dials: Lo line 3 line 5 line 7 line Hi. You tried turning the dials, but all it did was make a funny smell, and after awhile you started to get woozy, so you turned them back.

After those couple of experiments failed, you remembered that sometimes Mrs. MacDonald would use this big bottle labeled "vegetable oil" while cooking. So you took it out and poured some of the stuff inside on the stove, and then you turned the knobs. You can't remember too much about what happened next, but you remember that it hurt a lot and there were some loud whining noises and guys in red suits. A few times after that, the guys in red suits came by and wandered around for awhile, but after 3 or 4 months, they stopped coming by. Now the stove doesn't seem to do anything anymore.

The MacDonalds used to take off your Mystical Badge and dip you in some nasty smelling stuff. You didn't like it. That's why you're glad Freddy had a Revolution, now you don't have to go in the nasty liquid anymore. You are kind of itchy though.

Now that the MacDonalds are gone, the monster doesn't come around anymore. This was a scary beast with glowing eyes that made a very loud whining noise and seemed to control Mrs. MacDonald once a week. She would follow it around all over the carpet in the living room. You're pretty sure it's gone, but you've been keeping an eye out for it just in case.

You were invited to this fancy schmancy party hullabaloo at the barn. It should be fun. There will probably be good food. You suspect that the tail will probably follow you there. You should find out why and stop him from causing any mischief. You'll have to catch him first, though.

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.