

Character: Freddy

"She's a brick... house. She's mighty mighty – just lettin' it all hang out." – The Commodores

Without you, these animals would be nothing. You're the brains behind this whole operation.

You first noticed your unique talents when you were younger and lived on Bean's farm. The other animals were nice and all, but you far outshone them in brilliance.

When you decided to retire from farm life, you moved to a pig condominium community. You lived in the finest of all the houses – it had a solid foundation, made of bricks. You were enjoying yourself, but found yourself inexplicably longing for the good old farm days. You considered going back to Bean's farm, but the one thing you didn't miss about farm life was Bean and Bean's stupid human kids.

Then one day, as you were out on a walk with your neighbor Orson, you discovered a body lying face down in a pool of blood. It was a human! Turning it over, you recognized Bean's neighbor, Farmer MacDonald. Curious, you and Orson decided to investigate. Back at the MacDonald farmhouse, you found the rest of the family had met similarly grisly fates. Together, the two of you hatched a genius plan to take control of the farm. You buried the bodies quietly, cleaned up, sold your house and moved out there.

On the farm, you met Wilbur, another pig who has proved to be a charismatic and loyal ally. You and Wilbur formed the Fascist Party and declared a (fairly meaningless) "Revolution". You declared that you had driven out the MacDonalds, and nearly all the animals fell into lockstep behind you. But one lone wolf, Brian Thompson, expressed his concerns about totalitarian government to you.

Clearly this Thompson could be a problem. You assured him that everything would work out and gave him a "government job": the demolition of two nearby condominiums. Regrettably, you had to lose Orson and his neighbor Stevie, but you can't make an omelet without breaking a few eggs, as the saying goes. You immediately had Thompson clapped in irons and charged with murder, and began spreading propaganda painting him as a big, bad traitor. Wilbur knows nothing of the frame job, for his own good.

Today, at long last, Thompson stands trial for his crimes. There will be a gala anniversary party, at which Thompson will come (in chains) as an "honored guest." The party will end with Thompson's trial and execution. You have informed Judge Lamb in no uncertain terms that any verdict other than "guilty" is unacceptable, and you trust she will do the right thing. She's not a complete idiot.

Wilbur also isn't aware of this, but there really is no Big Bird. You made him up, and for some reason, the animals actually believe it. You always deliver messages from "Big Bird" directly to Wilbur.

You're also aware of a crime organization run by a figure named Chicken Little. You've never met this Little in person, and you maintain a façade of ignorance, but secretly, you tolerate the crime syndicate because drugs and prostitutes keep the population happy.

Slade told you a few weeks ago that he was hiring an undercover cop, to keep criminal activity in line. You said fine, since saying no would've seemed suspicious. Hopefully it won't hurt Little's business too much.

Your goals for tonight are to maintain order, keep control of the FARM, and do away with that meddlesome wolf once and for all. It should be a splendid evening.

The plan for the trial is for Wilbur to be prosecution, Judy to be the Judge (obviously) and Slade to be bailiff and executioner. You are prepared to fulfill any or all of these roles if necessary.

By the way, Bingo might be attending tonight. But this shouldn't be a problem, as he is even more of an idiot than most of the animals. That, in fact is why you sent him to be "ambassador to The House." You told him some claptrap about his collar being a badge of station or something, and he seemed really happy about that, for some reason. Hopefully, he won't annoy you too much tonight.

Enjoy the party.

"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.

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.