

# **The Free Animals' Republic of MacDonald Presents the Trial of the Big Bad Wolf, to be Immediately Followed By His Execution, in Honor of Our First Anniversary**

A Live Action Roleplaying Game for 5-12 Players

*Written by Joshua Sheena, Josh Rachlin, Nat Budin, and Sage  
Shepperd*

*With additional material by Brad Smith*

# License: LARPA GameBank License

---

## GENERAL TERMS

LARPA reserves the right to amend this Agreement at any time by posting the amended terms on the LARPA Site, and on the LARPA Official egroups list, or any officially announced successor list. You can join LARPA Official through the LARPA Web Pages. The amended terms shall automatically be effective thirty (30) days after they are initially posted on this site. This Agreement may not be otherwise amended except in a writing signed by both parties.

## MERCHANDISE

The LARPA GameBank and the GameBank Co-Op are for the exchange of Live Action Roleplaying Games. At this time no other products can be accepted.

## TERMS FOR USERS OF GAMEBANK GAMES

**Legal Use:** You may use the Games provided for your own entertainment, and the entertainment of others in a recreational fashion. You may charge a registration or admission fee to recoup real expenses for printing, site costs, refreshments, properties, or other reasonable and related expenses.

**Profit:** Groups may not run GameBank games for profit without the express written consent of LARPA, or the Author. Profits in excess of reasonable expenses (residual monies) must be remitted to the Author unless other agreements are reached.

**Additional Terms:** Some GameBank properties may have additional Terms of use above this agreement. They must be printed prominently in the introduction. You must abide by these terms in order to use the specific property.

**Convention Clause:** These events may be run at Conventions by individuals or organizations promoting Live Roleplaying or LARPA, but may not be run as a principal event by the Convention staff or anyone else who is receiving money from the convention admission fees. In other words, you can't get around the agreement by making the game "free," but charging admission to the convention where you run it. If you are in doubt, write to the GameBank Administrator.

**Direct Contact:** You are always free to contact the author and make any contractual arrangement that you wish to run the game. Any private agreement with the author supersedes this GameBank license.

**Disclaimer:** LARPA and our vendors provide this website and GameBank services, "as is" and without any warranty or condition, express or implied. Our contributors and we specifically disclaim the implied warranties of title, merchantability, fitness for a particular purpose and non-infringement.

Problems or Questions?

Contact LARPA

<http://www.larpaweb.net>

[larpaweb@larpaweb.net](mailto:larpaweb@larpaweb.net)



# Table of Contents

---

## **GM Manual**

Introduction.....	4
Printing this game.....	7
How To Cast.....	9
GM-Driven Events.....	11
Player-Driven Events.....	13
Frequently Asked Questions.....	15
GM Cheat Sheet.....	17

## **Player Information**

The Trial of the Big Bad Wolf.....	20
History of the FARM.....	22
Who's Who on the FARM.....	23
Drugs.....	25
One Hundred Bottles of Beer On The Wall.....	26

## **Character Sheets**

Beverly Dahl.....	30
Bingo.....	31
Brian Thompson.....	33
Eeyore.....	35
Freddy.....	36
Gabriel Macy.....	39
General Slade Wilson.....	41
Itsy.....	42
Jimmy "Foo-Foo" McAllister.....	43
Judge Judy Lamb.....	44
Minnie Moskovitz.....	46
Wilbur.....	48

## **Additional Materials**

Cards and Envelopes.....	51
Poetry.....	59



*The following pages contain information for GMs' eyes only. These reveal important game secrets and constitute major spoilers for the whole game.*

*If you're planning on running this game, you'll need to read through this section carefully.*

*"Now this is the story all about how my life got flip turned upside down." – Will Smith*

## **First Off, A Warning**

Do not be fooled by the title of this game: **it is, at the very least, a PG-13 game.** It includes adult themes, including but not limited to drugs, prostitution, totalitarianism, murder, and organized crime. **There are no safe parts to cast children in for this game** - everyone is going to be exposed to these themes.

## **For Newbies**

Hello! If you're reading this document, chances are you're a LARP GM who's interested in producing a run of this game. If you didn't understand the preceding sentence, chances are you shouldn't be reading this document. May we suggest that you play in a LARP or two before attempting to produce one of your own? Check <http://www.larpaweb.net> - the web site of the Live Action Roleplayers Association - for more information about that.

If you're determined to press on anyway, go on reading. Producing a live action roleplaying game can be a lot of fun and quite rewarding. If you're a total neophyte, think of it like this: you're directing a play, but the script hasn't yet been written. Instead, you're going to let the actors come up with the script on the fly, and the decisions they make while playing their characters will affect the outcome of the story.

It's not the job of the GM (stands for Game Master - that's you) to interfere with the players except when they explicitly ask you to, or when the game manual specifically says you should do so, or in extreme cases where you think someone is about to do something that will totally ruin the game for everyone involved. Above all, don't come to the game with a pre-set outcome in mind - this is the players' game to control, not yours. It is, however, your job to try to ensure that the players have a good time.

We've written this game to be friendly to inexperienced GMs. There is quite a bit of detail in this manual that you might not necessarily find in other LARPs. However, if you should have any questions about how to produce this game, please visit our web site ([www.nopantslarp.org](http://www.nopantslarp.org)). There you'll find information about how to get in touch with us. Thanks!

## About This Game

"The Trial of the Big Bad Wolf" was written in a marathon 24-hour writing session as part of the Iron GM competition at Dexcon 9/ Intercon Northeast. Among four entries, it was the winner.

We've written this game to accommodate anywhere from 5 to 12 players; however, the game will probably run best with the full complement of 12. Instructions on how to deal with a partial cast can be found in the "How to Cast" section below.

"The Trial of the Big Bad Wolf" is a **theatre-style, one-shot** game designed to run for two hours. Here's what that means:

- **Theatre-style:** often contrasted with boffer-style, White Wolf-style, and adventure-style games, theatre-style games come with a set of pre-written character sheets. Theatre-style games generally de-emphasize combat and abstract puzzle-solving in favor of social interaction and information gathering. Additionally, in a theatre-style game, combat is simulated by an abstract mechanic such as dice or cards, as opposed to actually being acted out with safe weapons of some sort.
- **One-shot:** in a roleplaying game campaign, as is common in the White Wolf systems and in various boffer LARP groups, players can play the same character continuously over a set of episodes or sessions. Campaigns often go on for years with no definite end planned. One-shot games, by contrast, give players a character to play just for the duration of the game, with a planned ending at some point. Generally speaking, players cannot play the same character in a future game, although some LARPs blur this line.

The edition of this game that you're currently reading was put together after Dexcon, primarily by Nat Budin, for public consumption. It is written using Alleged Entertainment's LarpML system for LARP publishing.

## **About Team No Pants**

Team No Pants is a LARP-writing team that formed to enter the Iron GM Competition at Dexcon 9. It consists of members from 2 previous LARP-writing teams: Alleged Entertainment, and the writers of "Welcome to Sunnyvale."

The members of Team No Pants are Sage Shepperd, Josh Sheena, Josh Rachlin, and Nat Budin.

## **Acknowledgments**

Team No Pants would like to thank:

- Sami Genstein, who is in no small part responsible for Bingo's rewritten character sheet,
- Shane Amerman, who came up with the Iron GM idea and organized this contest,
- Vinny Salzillo and the rest of the Double Exposure crew for putting on Dexcon,
- LARPA, for Intercon,
- and last, but not least, the Iron GM security staff, who kept tabs on us, made sure we were fed and happy, and gave this team its name.

## GM: Printing this game

---

*"They call me the king of the spreadsheets. Got 'em all printed out on my bedsheets." – Weird Al Yankovic*

So, how do you actually print and prep this game to be run?  
Instructions follow.

- If you're reading the print edition of this game, you'll probably find it easier to download the electronic version for printing purposes rather than photocopying this book. Go to our web site ([www.aegames.org](http://www.aegames.org)) and search for "The Trial" under "Downloads".
- First, print out several copies of each of the posters (in the "posters" folder). You can do this using a color printer, or if you really want them to look cool, get your local print shop to do it. (Kinko's will charge about \$5 per set on glossy card stock.)
- Print out `packetlabels.pdf` onto standard mailing label paper (Staples and Avery both make these; it's Avery part number 5260).
- Using the labels you printed, make a game envelope for each player. We like to use 9x13 manilla envelopes for this. Simply stick the label onto the upper right corner of each envelope.
- Print each of the PDF files under the "characters" folder, and staple them. Stuff each of them into the appropriate envelope.
- Take a deck of standard poker playing cards, and remove all the jokers and face cards. Distribute the rest of the cards into the envelopes as follows:
  - Bingo: 6, 4, 3
  - Judge Judy Lamb: 3, 2, 1
  - Minnie Moskovitz: 2, 1, 1
  - Beverly Dahl: 5, 4, 1
  - Itsy: 10, 9, 7
  - Foo-Foo: 8, 8, 7
  - Freddy: 6, 5, 3
  - Slade Wilson: 10, 10, 8
  - Gabriel Macy: 6, 5, 4
  - Brian Thompson: 8, 7, 6
  - Eeyore: 5, 3, 2
  - Wilbur: 9, 4, 2
- Print out "envelopes.pdf" onto standard US letter envelopes. You will need 4 of each envelope.

- Print out "cards.pdf" onto 3x5 index cards as follows:
  - Tape "Appearance" and "Chains" back-to-back, as if they are printed on opposite sides of the same card. Place it in Brian Thompson's envelope.
  - Place "Handcuffs" and "Key" into Slade Wilson's envelope.
  - Print out 2 of each "Effects" card that starts with "You begin to hallucinate." Put each into one of the envelopes that says "Item: Vial."
  - Print out 4 of the "Effects" card that starts with "If you are Eeyore, see a GM." Put each into one of the envelopes that says "Item: Pill."
  - Hang onto the "Withdrawal" card. You'll need it during the game.
- Distribute Monopoly money through the envelopes as follows:
  - Itsy gets one \$100 bill.
  - Foo-Foo gets three \$20 bills and four \$5 bills.
  - Freddy gets one \$100 bill.
  - Gabriel gets one \$100 bill.
  - Eeyore gets one \$20 bill.
- Print out namebadges.pdf onto shipping label paper (Avery part number 5264). If you like, you can cut these into individual name badges and put them into the appropriate envelopes; we usually don't bother and just hand people their name badge with their envelope at runtime.

*"If you peel away the skin is there anybody there?" – Oingo Boingo*

Use the following chart to determine which characters to cast in the game based on the number of players you have.

## **Five Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson

## **Six Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb

## **Seven Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister

## **Eight Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister  
Wilbur

## **Nine Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister  
Gabriel Macy  
Eeyore

## **Ten Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister  
Gabriel Macy  
Eeyore  
Wilbur

### **Eleven Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister  
Gabriel Macy  
Eeyore  
Wilbur  
Minnie Moskovitz

### **Twelve Players**

Beverly Dahl  
Itsy  
Freddy  
General Slade Wilson  
Brian Thompson  
Judge Judy Lamb  
Jimmy "Foo-Foo"  
McAllister  
Gabriel Macy  
Eeyore  
Wilbur  
Minnie Moskovitz  
Bingo

**NOTE:** Any character not cast in the game is simply not in attendance at the party, but if anyone asks, still very much exists in the game universe.

## **Sample Casting Questionnaire**

Every GM team makes choices about which players to cast in which roles in their own way. Team No Pants prefers to use a casting questionnaire and make decisions based on how players answer that questionnaire. The first time we ran this game, we used the following questionnaire:

- Are you OK with being hosed? (*Players who answer no to this question should not be cast as Brian Thompson.*)
- Are you OK with sexual themes? (*Players who answer no to this question should definitely not be cast as Beverly Dahl, and should probably not be cast as Minnie Moskovitz, Jimmy "Foo-Foo" McAllister, Gabriel Macy, or Itsy.*)
- Are you OK with being involved in illegal activities? (*Players who answer no to this question should not be cast as Beverly Dahl, Itsy, Jimmy "Foo-Foo" McAllister, Eeyore, or Gabriel Macy.*)
- Are you OK with singing during the game? (*Players who answer no to this question should not be cast as Gabriel Macy.*)

*"And there's this kind of anemone that sticks to your foot and the poison goes up to your brain and you DIE!" – Jim's Big Ego*

### **Eeyore's Withdrawal**

Eeyore is addicted to Whey. If he does not get his Whey (ha ha) by an hour into the game, he will start to feel withdrawal symptoms. Give him the Withdrawal card at this time if he has not had his Whey. (No, Eeyore does not start with as much money as he needs to buy Whey.)

If Eeyore still has not taken any Whey by 2 hours into the game, he goes into convulsions on the floor. Simply tell the player this. If he is not given Whey within 2 minutes, he will pass out.

### **Chicken Little**

Chicken Little, the head of the barnyard Mafia, is not a player character. He lives in the chicken coop (you can use an area outside of normal game space for this). Gabriel, Itsy, and Foo-Foo know how to find Chicken Little's coop, but only Gabriel has ever talked to the Don, and even he doesn't do so very often.

If anyone tries to find Chicken Little before 1 hour into the game, he has a "DO NOT DISTURB" sign on his door and sounds of wild clucking are coming from inside. (If the player is still fool enough to try to disturb the Don, he will immediately be shot upon entering the room.)

If anyone tries to find Chicken Little after 1 hour into the game, there is a "KNOCK BEFORE ENTERING" sign on the door. Again, entering without knocking results in death. Knocking allows the character to speak to Don Little through the door, but the Don will not let that character in. If the character convinces Don Little that things have gone very wrong and he needs to intervene, the Don will tell them to go away and "don't worry, Chicken Little will take care of it." It should not be easy to convince Don Little that things have gone that wrong, as this is very much a backup scenario for game ending.

If Don Little is called, he will arrive two hours into the game with two other chickens. He is a short, portly chicken with a Godfather-type accent. All three chickens are carrying handguns. He and his boys will take out whomever the Don was convinced to take out, and if he has reason to be angry with anyone else, they will shoot them too. Any character shot with a gun will die and cannot be saved. Feel free to deliver an in-character speech from Don Little upon his entrance.

It is possible to convince Don Little to do other things, but characters must make a persuasive argument that it is in his best interest to do so.

*"This could only happen to me - can't you see, can't you see?" – The Beatles*

### **Money**

Many of the characters start with money. This is, if any players ask, actual Monopoly money, probably taken from Farmer MacDonald's Monopoly set. The FARM uses this for currency.

These bills are actually all the money there is in the game. Do not make change for players, and do not tear bills in half. They will have to work it out amongst themselves.

### **Brian's Escape**

Brian's main goal is to avoid near-certain death at the hands of the state. One way of accomplishing that is to physically escape. He can escape under the following two conditions (both conditions must be satisfied for his escape to work):

1. He is no longer chained.
2. He leaves the room without anybody trying to stop him.

At that point, he is capable of actually escaping from the FARM, and provided he never returns, the other animals will not be able to find him. If Brian leaves but is still chained, he will not be able to make it very far and is easily found.

The key held by Slade Wilson unlocks both Brian's chains and Slade's handcuffs. Itsy, being a big strong fellow, can break the chains with 20 seconds of effort. This will make noise – warn them of this beforehand and then say "RATTLE RATTLE RATTLE" while Itsy is struggling.

### **Eeyore on Speed**

If Eeyore takes Curds, they will not have the normal effect on him. Since he is normally so depressive, he will just become "normal" temporarily. He will know to ask you about this, because the reaction card for Curds begins with "If you are Eeyore, see a GM." If he asks you about this, tell him "You are no longer depressed. Things seem... better. This will last about 10 minutes."

## **Virtual Spaces**

If anyone decides to go to (say) the house, they can do that, but won't find anything interesting outside of main game space or the chicken coop.

## GM: Frequently Asked Questions

---

*"Why is this night different from all other nights?" – The Four Questions*

**Q:** So what really happened to the MacDonalds?

**A:** Years and years ago, Chicken Little was very happily running his legitimate business under the nose of Farmer MacDonald, Senior. Three years ago, Senior died and Junior took over, and through modern factory farming techniques, inadvertently prevented Chicken Little from running his business. MacDonald had to go. After two years of careful planning, the day had come. Chicken Little gunned down all of the MacDonalds. That's when Freddy found them. (See Freddy's character sheet for the rest.)

**Q:** What happened to the other pig? Freddy thinks Brian killed him, but Brian only found one dead pig.

**A:** It was Orson's time to be slaughtered for bacon. Farmer MacDonald had taken him in earlier and had him shot.

**Q:** What sources are all these characters from?

**A:** Bingo is the dog from the children's song "Bingo."

Judge Judy Lamb is Mary's lamb from the children's song "Mary Had A Little Lamb," and her name is a reference to Judge Judy.

Minnie Moskowitz, along with two other mouse prostitutes, Jane and Sally, are the Three Blind Mice, and her name is a reference to Minnie Mouse.

Beverly Dahl is the mouse from "Hickory Dickory Dock," and her name is a reference to children's authors Beverly Cleary and Roald Dahl.

Itsy is the spider from "The Itsy-Bitsy Spider" and "Little Miss Muffet."

Foo-Foo is from the song "Little Bunny Foo-Foo," and yes, he is now a goon, in the sense of working for the Mafia. His character sheet references Br'er Rabbit, a character from the Uncle Remus set of folktales, which were popularized by the Disney film "Song of the South."

Freddy is the third of the Three Little Pigs, who lived in the brick house. He grew up on Bean's farm from the "Freddy the Pig" series of children's novels.

Wilbur is from the children's novel "Charlotte's Web" by E.B. White.

Slade Wilson is the cow that jumped over the moon from the children's song "Hey Diddle Diddle" (in this game, the Moon is a river, from the song Moon River).

Gabriel Macy is the cat from "Hey Diddle Diddle."

Brian Thompson is the Big Bad Wolf from the Three Little Pigs, and had a previous appearance in "Peter and the Wolf."

Eeyore is from "Winnie the Pooh in the Hundred-Acre Wood" by A.A. Milne.

Chicken Little is from the children's story "Chicken Little."

Big Bird (who does not actually exist in-game) is from the TV show "Sesame Street."

Charlotte (who is referenced in at least one character sheet) is from "Charlotte's Web."

Miss Muffet (Itsy's source) is from the children's song "Little Miss Muffet".

Orson (the missing dead pig) is from the cartoon "U.S. Acres," which aired as part of "Garfield and Friends."

Finally, the farm itself is, of course, Old MacDonald's farm from the children's song "Old MacDonald Had A Farm."

*"I cheat to lose, yeah yeah." – Jim's Big Ego*

Keep this with you during the game. It contains brief summaries of all the information you might need during the run.

## **Combat Values for Characters**

Bingo: 6,4,3

Judge Judy Lamb: 3,2,1

Minnie Moskovitz: 2,1,1

Beverly Dahl: 5,4,1

Itsy: 10,9,7

Foo-Foo: 8,8,7

Freddy: 6,5,3

Wilbur: 9,4,2

Slade Wilson: 10,10,8

Gabriel Macy: 6,5,4

Brian Thompson: 8,7,6

Eeyore: 5,3,2

## **Event Timeline**

1 hour from game start: If Eeyore has not taken Whey by this point, give him the Withdrawal card. Chicken Little becomes available.

1 hour 30 minutes from game start: The trial is scheduled to begin. If the players do not start the trial on their own, an NPC frog with a bell walks through the room, shouting "Hear ye! Hear ye! The trial of the Big Bad Wolf is now beginning!"

2 hours from game start: If Chicken Little has been called, he arrives. If Eeyore is still in Withdrawal, he goes into convulsions.



## Player Information

---

*The following pages contain information that players get to see. Note that some pages - i.e. Drugs, and the lyrics to "100 Bottles of Beer on the Wall" - are not common knowledge among all characters.*

---

# 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.

## 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 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.

*"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)





## Character Sheets

---

*The character sheets are the meat of the game. They tell the players some background information about their characters, and what their goals are in the game.*

## Character: Beverly Dahl

---

*"The clock struck one, the mouse ran down..."*

One of your first memories is of sneaking into the farmhouse proper and running up farmer MacDonald's grandfather clock, and getting scared when it chimed. While you do miss the farmhouse, you're glad to be out in society.

Your mother, Minnie Moskowitz, was a prostitute working for a man named "Foo-Foo." When he found out she was pregnant (with you), he beat her so hard she went blind. She ran, and hid in the farmhouse. She lost her tail that night too, although you're not sure how. She doesn't like to talk about that night. You were born a few days later.

You lived under the house for twenty years. It was fine at first, but your mother (understandably) wanted to stay in hiding, and it got boring after a while. You respected her wishes, but she never wanted you to live your entire life down there. Two months ago she agreed that it was time for you to leave. When you reached the farm, you found out about the revolution. You'd always wanted to bring Foo-Foo to justice, so you approached Slade, who agreed to hire you.

You started your training as a cop right away. Your plan was to get Foo-Foo to hire you, and act as an undercover agent. Your undercover name is Beverly Dahl (Moskowitz is your real last name). When you were sure Foo-Foo didn't remember your mother, you went back and got her. That was two weeks ago.

Tonight is the first night you're actually on duty as a prostitute. The plan is to get picked up by at least one john. Once you've been hired, says Slade, there will be enough evidence to convict Foo-Foo, and you should tell Slade so Foo-Foo can be arrested. You're less interested in arresting the johns, since they're just small-time criminals. It wouldn't be bad if you could get the drug dealer busted as well, but you're not sure who that is, so you'd have to find out first.

*"\*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 Revoluition. 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.

## Character: Brian Thompson

---

*"Those who would sacrifice essential liberties for a little temporary safety deserve neither liberty nor safety." – Benjamin Franklin*

Man, this new government is a lot of hooley! You've just spent a year in jail for a whole bunch of crimes you didn't commit, simply because you tried to express your anarcho-libertarian views through poetry. Well, they think you ate a couple of their citizens, but that's just not true.

Actually, Freddy hired you to demolish a couple of houses a while back, and that's when all your troubles began. The first one had this funky smell to it, and you just couldn't let it go. When you went around back, you saw a couple of feet sticking up out of the dirt, not moving. Human feet! And you'd recognize those high heels anywhere - that was the farmer's wife! Bogus, man.

And the second one (the one built of sticks) had a pig inside. You didn't know this until after the house had fallen, and you have no way of knowing if the pig was dead before or after you got there, but Freddy had assured you there was no one inside.

When you saw that pig, though, you knew well enough to cheese it! Unfortunately, you ran into Slade Wilson shortly afterwards, so he just assumed it was your fault.

Now you have to find some way of escaping, or rigging the trial in your favor (since you're pretty sure it's currently rigged against you). There are a couple of ways this might be accomplished. First of all, Eeyore, a good friend of yours, might be able to help you escape, or he might have some other good ideas. Perhaps Bingo could be convinced to create a diversion (knowingly or not). He's a sweet dog, but not terribly bright. Eeyore will definitely be willing to help, since he has been visiting you in jail and expressing an interest in your poetry.

The other possibility is to find someone who might be able to change some outcome of the trial. Maybe you could bribe the judge or get someone else to either bribe the judge or at least testify in your favor. This may be possible because you will be allowed to walk around (albeit in chains) during the party tonight.

While you're here, you should try to score some smokes. Probably Itsy has something or other, and you haven't had a cigarette in months!

*"Thanks for noticing me."*

You've been around awhile. Your philosophy is basically to live and let live. You tend to just take it easy and try to get a little pleasure out of life.

To that end, you've been taking an illicit drug called Whey for as long as you can remember. It makes life a lot more interesting. You tried another drug called Curds once, but you didn't really care for it. It made things a little too real.

In other news, you've been reading a lot of Brian Thompson's poetry lately, and you liked it so much that you went to visit him in jail a couple times. Despite the picture the state has tried to paint of him as the "Big Bad Wolf," Brian is very intelligent and insightful regarding politics and philosophy. Normally, you're not very motivated in those areas, but you certainly agree with him and would help him in any way you can that doesn't require too much effort.

You are also pretty close friends with a guy named Gabriel Macy, who happens to be an all-around well-connected sort of cat. He, in fact, is the guy who sent you to Itsy for your first hit.

Itsy's been running low for a few days, so you're starting to miss your fix by now.

## 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.

## 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.

## Character: General Slade Wilson

---

*"The cow jumped over the moon; the little dog laughed to see such sport."*

You are a general for the Free Animal Republic of MacDonald (FARM); more specifically, you work for Freddy, the Commander in Chief of the Fascist Party.

Today, the whole community is going to an Independence Day party at the barn. As part of the celebration, Brian Thompson, a.k.a. the Big Bad Wolf, will be tried and executed for his crimes of anti-porcine sentiments, including eating Stevie and Orson, two close friends of Freddy's. Thompson is also accused of an incident involving a duck, but evidence in that crime is lacking. The official charge is treason.

For the party itself, Brian Thompson will be an honored guest, and will be free to mingle, albeit in chains. You were his arresting officer, and tonight you are in charge of making sure he doesn't escape. After the trial, you will also be his executioner.

You've also organized a small event of your own tonight: a vice sting. You hired Beverly Dahl, the new mouse in town, as an undercover police officer, and she's been working as a prostitute for some time now. She's the daughter of Minnie, who is a retired prostitute, which is a fact that she's asked you to keep secret. You've heard a new shipment of drugs has come in tonight, and you've asked Beverly to attempt to track them down and make an arrest. Beverly has told you that the local pimp is a shady figure known as "Foo-Foo." You don't want to arrest him without proof, but if she gets Foo-Foo to pimp her out, you'll arrest him.

*"Along came a spider and sat down beside 'er."*

You are Itsy, the big black spider. You've been working for Chicken Little for a few years now, as a drug dealer. Chicken Little is the patriarch of the Little family. You've never met him personally, but your contact is Gabriel Macy.

You definitely don't want to get on Chicken's bad side, though. Charlotte just turned state's evidence, and she's... well, let's just say she's not around anymore. Sure, the pigs could make your life miserable, but that would be a quick, painless death.

Foo-Foo is the other guy who works for Don Little. He's the field mice's pimp. You haven't tried out his new girl yet. Her name's Dahl. Maybe you'll ask him about her later tonight.

You've got some business to attend to first, though. Last night you bought fresh whey and a new strain of curds from Miss Muffet, and Eeyore's been jonesin' for a few days now. That's why you're here. Just don't get caught, and make sure you leave 20% under the chicken coop when you're done. Curds and whey both cost \$25 per dose.

Chicken Little doesn't know about Miss Muffet. In fact, as far as you know, no-one else does. She comes by the tuffet over on the other side of the woods once or twice a month, so you make sure you stock up every time.

## 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.

## Character: Judge Judy Lamb

---

*"It followed her to school one day; it was against the rule."*

You were born here nearly 45 years ago on MacDonald's farm. Sometimes, you pine for the days when old MacDonald was here running things – not that you'd ever express such counter-revolutionary sentiments out loud, of course – but old MacDonald knew how to keep things going smoothly.

MacDonald had originally bred you for meat, but fortunately for you, his daughter Mary took a liking to you and insisted he let her adopt you. Some days, you followed her everywhere. It made you so happy to watch her classmates at school laugh and play.

Those days are gone now. Mary went away to college and studied to become an orthodontist. You, meanwhile, have taken up a noble calling: law. Since Freddy and Wilbur's glorious revolution last year, you have served as barnyard justice. You are stern, fair, and unwavering, and you are proud to be serving the FARM through your civil service.

One thing haunts you to this day: as a youth, you flagrantly disregarded the Hillside Elementary School Rights and Responsibilities, which clearly state that pets are not allowed on school grounds. How can you call yourself a representative of the law when your past infractions have gone unpunished? You prefer not to think of your hypocrisy, but some days, the guilt is inescapable.

Today being the first anniversary of the FARM Revolution, you have been invited to attend the festivities. Additionally, you will be presiding over the trial of the traitor Brian Thompson, also known as the Big Bad Wolf, although you would prefer that such obviously biased terms remain outside the courtroom.

You are feeling a bit conflicted about this trial. Freddy has made it abundantly clear that under no circumstances should Thompson be let free. You personally agree that Thompson is dangerous to the FARM, and should probably be executed for the good of everyone, but you would like to see real justice be served. After all, if Thompson is guilty, as he probably is, a fair trial would certainly result in his conviction.

The specific acts of treason of which Thompson is accused are:

- The murders of Stevie and Orson, two pigs who were high-ranking Fascist Party members. These murders occurred during the revolution.
- The authorship of seditious, anti-porcine, and subversive propaganda poetry, while incarcerated in the FARM prison.

Acting as the prosecutor in these proceedings will be Wilbur, head of the Fascist Party. The accused will be representing himself. Evidence in this case is somewhat lacking, since there were no witnesses for the first charge; however, the second should be easy to prove and may, depending on how incriminating Thompson's body of work is, be enough to get him the death penalty. That, of course, is at your discretion, at least officially speaking.

The trial is scheduled to begin 90 minutes after the beginning of the festivities.

## Character: Minnie Moskowitz

---

*"She cut off their tails with a carving knife."*

Twenty years ago, when you were working as a mouse of ill repute for Foo-Foo, you got pregnant. You're not sure who the father is, but you don't really want to know anyway.

When Foo-Foo found out, he got pissed. He scooped you and two other girls out to the forest (he was mad at them for other reasons) and beat you, harder than he ever had before. You passed out, and when you woke up, none of you could see. That's right, the bastard blinded you.

You ran. Somehow, you all stuck together until you got to the farmhouse. That's when the farmer's wife saw you. Thankfully, you only lost your tail. Jane and Sally weren't quite as lucky. It's hard to think too much about that night.

You hid under the kitchen until you healed. During that time, your daughter was born. It's a miracle that she survived, but she was (and still is) a healthy, beautiful girl. You named her Beverly. You and Beverly lived for twenty years under the floorboards. It was not a pleasant existence, since you wanted to stay in hiding, but it was safe.

A few years ago, Beverly started asking you about the rest of the world. You wanted to protect her so you held out for as long as you could, but you didn't want to keep her locked away for her whole life. Two months ago, you sent her to see if it was safe out there. You were somewhat worried about her safety, but she probably had a better chance of surviving, seeing as how you are blind and missing your tail. She came back two weeks ago to get you, and told you that she'd gotten a job as an undercover cop, to bring Foo-Foo and other evildoers to justice. You're glad she cares, but you'd rather she'd chosen a safer profession.

Beverly assures you that Foo-Foo doesn't remember you anymore, so you decided it was safe to come back to the farm. Tonight, you plan on keeping a surreptitious eye on your daughter, and on enjoying the party. It's nice to know that someone responsible like Freddy is finally cracking down on some of the more undesirable elements of farm society.

*"One marvelous pig."*

You are the head of the fascist party. That's awesome. It is such an easy job. Everyone is so nice and every thing runs so smoothly around here. You really don't have very much to do, though, but you're okay with that. Everything you do need to do you are told by Big Bird. You've never actually met Big Bird, but Freddy assures you that he's really big, and that's all that really matters.

Freddy has told you that Big Bird wants you to be the prosecution for the state in Big Bad Wolf's trial (i.e. tell the judge about all the bad things that Big Bad did).

This is what Freddy told you about the incident. A little over a year ago, the Big Bad Wolf ate a couple of pigs, knocked down some houses and has been in jail ever since.

Have fun at the party.





## Cards and Envelopes

---

*The following pages contain copies of all the cards and envelopes in the game. If you like, you can photocopy these pages and cut out the cards for stuffing into players' character packets, (and cut out the envelope fronts and tape those onto the front of envelopes).*

*Alternatively, if you have a printer that can print onto 3x5 inch index cards, you can download a copy of this game from [www.aegames.org](http://www.aegames.org). The downloadable version of the game contains a PDF file which you can print directly onto index cards, and another one which prints directly onto standard US letter envelopes.*

## **Item: Chains**

When wearing these, your wrists must always be touching, as well as your ankles. The other side of this card should be visible on your person. There is a large metal padlock holding the chains together. -5 to combat.

## **Appearance**

This person is chained up at the wrists and ankles.

## **Item: Handcuffs**

A pair of handcuffs. See a GM to use.

## **Item: Key**

A shiny metal key. See a GM to use.

### **Effects**

If you are Eeyore, see a GM.

Otherwise, you feel your heart begin to race. For the next 10 minutes:

- You are full of energy and euphoria.
- +2 boost to your combat.
- No drugs have any effect on you.

### **Effects**

You begin to hallucinate. Everything's pretty, and the walls are dancing. -2 to combat. This lasts for 10 minutes, during which time no drugs have any effect on you.

## **Effects**

You begin to hallucinate. Everything's scary, and the walls are bleeding. -2 to combat. This lasts for 10 minutes, during which time no drugs have any effect on you.

## **Withdrawal**

You must get some whey. You start shivering and sweating, and you have a headache. This effect goes away once you have dosed yourself with whey.

**Item: Vial**

A small vial of milky white liquid. (Open envelope to ingest.)

**Item: Pill**

A small white pill. (Open envelope to ingest.)





*Our book concludes with two short poems written by Brad Smith, who played the Big Bad Wolf at the Intercon Mid-Atlantic XXII run of this game In order to get into character, Brad wrote these poems prior to the game and recited them during the run.*

*This action may very well have sealed the Wolf's fate.*

*In any case, these poems are presented for your enjoyment.*

or, **How I Got Where I Am Today**  
*by The Big Bad Wolf (a.k.a. Brad Smith)*

How ya like your new gigs, pigs?  
From sources of pork to wielding the metaphorical fork  
as you dine, so refined... at the trough of justice.

You've got something running down your chinny chin chins.  
Could it be the blood of the innocent?  
Wages of your sinny sin sins!

Two buildings. Two bodies.  
Freddy says tear the buildings down,  
wolf says "sure", like a sheep in my own clothes (baah!)

Rough the day goes; I huff and I puff and  
...whatever happened to the McDonalds, anyway?

<singing tune="old mcdonald/mary had a little lamb">  
Young McDonald had a farm, but his heart was cold as snow.  
</singing>

So righteous revolution, so we're told, forced man and wife to go.

<singing tune="where oh where has my little dog gone">  
But where, oh where has the old tyrant gone, and how'd we get stuck  
with the new?  
</singing>

Two buildings. Two bodies.

Old Ms McDonald, cold, half-buried at one.  
In the other, a pig had tarried, though I was told none.

Well, Brian knows which way the wind blows  
and when that's the way it blows, it's time for the wolf to go.

But of course I got caught; you all know the story.  
A patsy in prison. All hail the pigs' glory!

or, **Fruit of the Unfree Farm**

by *The Big Bad Wolf* (a.k.a. Brad Smith)

Free animals, under a bird.  
Invisible to all but those who speak its words.

How long will we be held,  
'neath unseen talon and ephemeral beak?

Am I the only one to whom this thing reeks?

Rise up, farm animals, make yourselves truly free!  
If the pigs really cared, they'd just let you be.

Or give you a say in the rule of the day.

But if you complacently lay, let this regime stay...  
If you say "eh, come what may"...

Then the product of this farm will be tyranny.

The tyranny of the few o'er the many of you.  
Prisoners all, just like me.