

*"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.

*"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

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*"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

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*"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.

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## Rules: The Trial of the Big Bad Wolf

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*"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.