

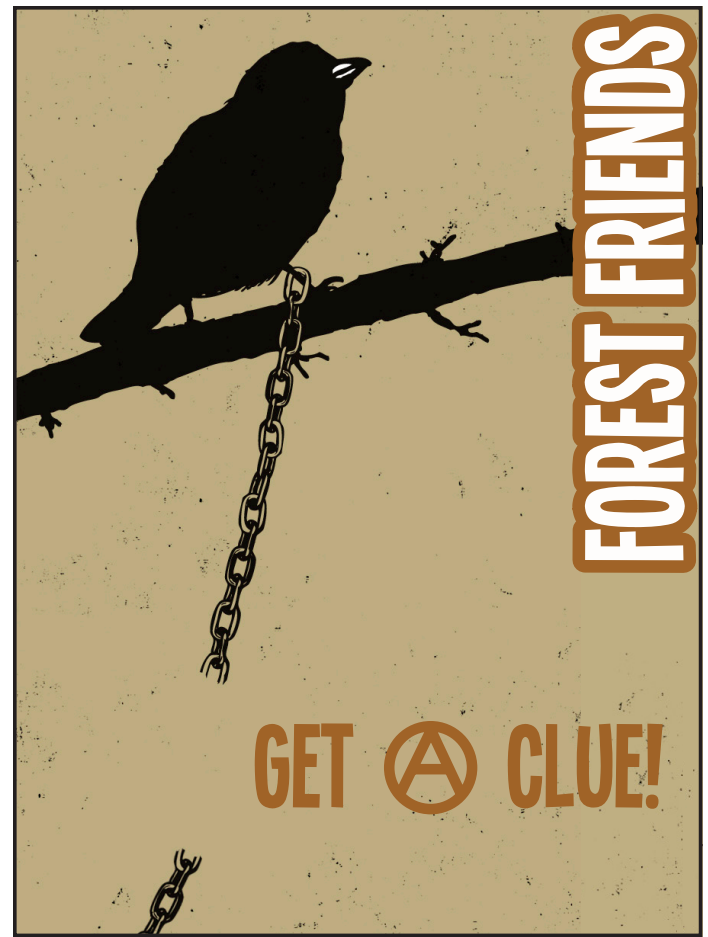
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MICHIGAN STATE UNIVERSITY AGRICULTURAL HALL

On December 31st 1999 members of the ELF doused the offices in the Agricultural Hall with gasoline and set them ablaze. This arson caused about one million dollars worth of damage. This target was chosen because of the research efforts of scientists working to replace natural crop plants with GMO's in the poorest nations in Asia, Latin America, and Africa.

UNIVERSITY OF WASHINGTON HORTICULTURE CENTER

On May 21st 2001 members of the ELF set off a fire-bomb in the University of Washington Horticulture center in Seattle Washington. Causing over 7 million dollars worth of damage, many scientists lost years of documents and were forced to abandon some of their research, research which was benefiting timber companies.



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THE LOCATIONS

- Vail Mountain Ski Resort, Vail Colorado
- Jefferson Poplar Farm, Clatskanie Oregon
- University of Washington Horticulture Center, Seattle Washington
- Agricultural Fur-Breeders Co-Op, Sandy Utah
- Michigan State University Agricultural Hall, East Lansing Michigan
- Street of Dreams "Eco-Friendly" Mansions, Woodinville, Washington

CHARACTERS

- Badger
- Crow
- Raccoon
- Beaver
- Coyote
- Frog

WEAPONS

- Molotov Cocktail
- Match & Gasoline
- Electrical Timer
- Pipe Bomb

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VAIL MOUNTAIN SKI RESORT

On October 19th 1998 members of the ELF set fire to five buildings and four chairlifts at the Vail Mountain Ski Resort. Resulting in property damages of over 12 million dollars, a communique states that the members committed the arson on behalf of the Lynx, whose habitat would be destroyed by the expansion of the resort.

JEFFERSON POPLAR FARM

On May 21st 2001 members of the ELF set fire to two buildings and thirteen vehicles at the Jefferson Poplar Farm in Clatskanie Oregon, a tree farm which specialized in "fast growing" trees that harmed biologically diverse ecosystems. Damage was estimated at around half a million dollars. Graffiti left on the scene read "You Cannot Control What Is Wild!"

STREET OF DREAMS

On March 3rd 2008 unknown members of the ELF set fire to four multimillion dollar houses in Woodinville Washington, causing about 7 million dollars worth of damage. A note left on the scene read "Built Green? Nope black!" and "Mc-Mansions in RCD (Rural Cluster Developments) r (are) not green." The note was signed "ELF".

AGRICULTURAL FUR BREEDER'S COOP

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Accusing

If you think you have solved the case by eliminating all the false possibilities, and have not just had your suggestion disproved this turn, you can end your turn by making an accusation. Announce that you are making an accusation, and state your final guess of the animal (attacker), the weapon, and the attack location.

Once this is done, secretly look at the three cards in the attack envelope. If you are correct, lay the cards face-up on the table, proving to all players that you have won the game.

If you are wrong, you lose the game! Secretly replace the three cards back in the attack envelope without revealing them. Your turn is over, and you are now eliminated from the game. You no longer take any turns, but must stay at the table to disprove the suggestions of others. If your piece is blocking a doorway, it is moved into the location.

Once you figure out how the attack took place, everyone then cheers and applauds the brave animal that executed the attack, knowing they did so in solidarity with all the other forest friends working to blow industrial civilization to pieces! Hooray!!!

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THE RULES:

“Forest Friends: Get (A) Clue!!!” is a game where players try to figure out the three main facts of an attack against Industrial Civilization: the attacker (animal), the location of the attack, and the weapon used in the attack.

Here are the basic rules of “Forest Friends: Get (A) Clue!!!”

Players: 3 to 6

Contents: Game board, six animal tokens, four weapons, 16 cards, secret envelope, one die, pad of notebook sheets.

Goal: To correctly name the attacker (animal), weapon, and attack location. We do this so the animal can then be celebrated by all of their fellow forest friends!

Setup

Sort the cards by type and shuffle each pile face-down. Without looking, take one animal card, one weapon card, and one location card, and slide them into the secret envelope.

Shuffle the rest of the cards together, and deal them clockwise to the players until all cards are dealt.

Place the weapons in locations randomly, no more than one

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Place the weapons in locations randomly, no more than one

per location.

Place the suspect tokens on the assigned starting squares.

Each player takes the closest animal token that has not already been chosen by another player, and the game begins.

Play

The Badger takes the first turn, and turns continue clockwise around the table.

On your turn, roll the die, and move your playing piece that many spaces on the yellow squares.

You can move only horizontally or vertically, never diagonally, and can't enter a space or doorway you have already entered this turn.

You can move through a doorway to enter a location, but this ends your movement.

If you start your turn in a location with a secret passage, you can use the secret passage instead of rolling the die. This will put your character in another location across the board, ending your movement.

Suggesting

If you end your movement in a location, you get to make a suggestion. To do this, name an animal, a weapon, and the

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location you just entered. For example, if you just entered the Ski Resort, you might say, "I suggest the crime was committed by Beaver, at the Ski Resort, with a Pipe-Bomb." The named animal and weapon are both moved into your current room.

The player to your left must, if able, disprove your suggestion by showing you one card from her hand that matches your suggestion. If that player can't do so, the player to her left must disprove your suggestion by showing you one card from his hand. This responsibility passes clockwise until someone shows you a card, or until all players have passed. If someone shows you a card, you should cross it off on your notebook as a possibility. Any cards you hold should also be crossed off as possibilities. Don't let other players see your notebook.

Special Rule

Your piece might be moved into a location on another player's turn because your character is suggested as an attacker. If this happens, instead of rolling the die or taking the secret passage on your next turn, you can simply make a suggestion in your current location.

In all other cases, you must start your turn by rolling a die or taking a secret passage. You cannot stay in the same location to make suggestions.

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