



SHREK CRISIS COUNCIL:

WELCOME TO THE SWAMP



Table of Contents

Dais Letter 3

Background Information 4

 Shrek I 4

 Far Far Away Today 5

Outline of Topics 6

 Topic One: Lord Farquad’s Increasing Influence 6

 Topic Two: Distrust in Ogre Leadership 7

Guiding Questions 8

Character Guides 9

Committee Mechanics 13

Works Cited 17



Dais Letter

Dear Delegates,

Welcome to the swamp! Our names are Sujana Haider and Katie Szeto, and we are the directors of the Shrek crisis council. We thank you for choosing our council to take part in. Though at first glance the Shrek franchise appears to be a lighthearted children's movie that has become the root to a plethora of modern cultural references, the conflicts presented by the plot is an allegory to political tension and racial intolerance. This committee will explore (through fairy tale symbolism) the problems arisen during times of disagreement between citizens and their leading government.

You are here today to discuss the intolerance towards the fairy tale creatures in Far Far Away and come to a solution to this problem. It is up to you as to how you wish to deal with this but remember, any decision must be agreed upon by the majority of the delegation. Any directive or resolution that you wish to make must be written out and agreed upon by at least three delegates who are not a part of the creation of the resolution.

As you are well aware, this is an ongoing crisis, so the decisions that this delegation makes will take immediate effect and may concern future decisions and/or problems. Throughout this conference, you will be confronted with issues that are occurring in the swamp and city of Far Far Away either as a result of your decisions or other causes. Remember that anything that you may think is a concrete fact, may be liable to change at any time and keep in mind that characters that are not in this delegation do still exist and can still make an impact on the committee.

During this conference, Katie Szeto, Sanya Taher, Sujana Haider, and Fariha Taiyab will be moderating, analyzing and managing all decisions. Bijita Neupane and Ananya Jaikumar will be assisting the delegates throughout the conference with their role as pages.

Devices are permitted for researching all canon material, however all sources of information must be derived from the official Wiki for the Shrek fandom, and must only come from the first movie, *Shrek*. (<http://shrek.wikia.com/wiki/WikiShrek>). If you derive a non-concrete fact such as a character motivation or personality trait from past experiences, these decisions must be plausible by canon material and be approved by the Dais.

Let us unite the kingdom.



Regards,

Sujana Haider and Katie Szeto
Directors of Shrek Crisis Council: Welcome To The Swamp

Background Information

Shrek I

Since the committee begins shortly after the first movie *Shrek* has taken place, it is essential to know the circumstances that lead up to the committee session.

The story begins with Shrek's swamp of solitude being flooded by fairytale refugees that Lord Farquaad of Duloc had exiled. Shrek is infuriated by the annexation of his swamp and journeys to Duloc with DonkÉy in an effort to make Lord Farquaad reconsider the banishment and force the fairytale creatures to immigrate elsewhere.

While Shrek and DonkÉy begin their journey, Lord Farquaad is determined to find any more fairytale creatures that may be left in his kingdom. He does so by abusing Gingy the Gingerbread Man in an effort to get the whereabouts of any fairytale creatures that are hiding in Duloc. His torture session is then interrupted by his guards, stating the discovery of the Magic Mirror. When asking the mirror which kingdom is the fairest, the Magic Mirror ridicules Farquaad and explains his illegitimacy when it comes to his rule over the kingdom. The Magic Mirror suggests that since he does not have royal blood, he marry a princess to become a legitimate ruler of Duloc. Lord Farquaad then sets his eyes on the fair Princess Fiona who resides in a secured tower. He ends up creating a tournament, in which the winner will rescue Princess Fiona. Shrek and DonkÉy unknowingly wins the competition and defeats many knights in the process. Lord Farquaad strikes a deal with Shrek promising to move the fairytale creatures out of his swamp if he can safely bring Princess Fiona to Duloc. Shrek agrees to this deal and sets off on his journey to the dragon-guarded tower alongside DonkÉy.

When encountering Dragon at Fiona's place of captivity, DonkÉy flirts with Dragon and she falls in love with him. Dragon takes DonkÉy away elsewhere. Shrek then saves Fiona and DonkÉy and returns back to Duloc. Shrek then reveals that he is an ogre to Fiona's dismay. When returning, Shrek and Fiona learn more about each other and slowly begin to fall in love. When resting alone in a windmill, Fiona begins her transformation into an ogre at sunset. DonkÉy discovers this and it is revealed that Fiona will transform into an ogre every night and a human every day until true love's kiss will permanently transform her. She describes something as an "ugly beast" which Shrek overhears. Disappointed and heartbroken, Shrek calls Lord Farquaad to the windmill by the time Fiona transforms back into a human. Lord Farquaad and Princess Fiona plan to get married before nightfall while Shrek angrily returns home to his swamp that the fairytale creatures had left.

DonkÉy travels to Shrek's swamp to convince him that Fiona had called someone else an "ugly beast." By traveling on Dragon, Shrek and DonkÉy fly to Duloc so Shrek can confess his love for Fiona before



her marriage to Farquaad. The three of them arrive just in time to explain to Fiona that Lord Farquaad is only marrying her to become a legitimate ruler. The sun sets, permanently turning Fiona into an ogre. An enraged Lord Farquaad orders his guards to execute Shrek but Dragon enters and engulfs Lord Farquaad. This puts an end to Lord Farquaad... or so they think. Shrek and Fiona get married in their swamp and become the rulers of Far Far Away land.

Far Far Away Today

Under the future rule of Shrek and Fiona, Far Far away has become divided into two groups: those in favour of unity and allowing Shrek to take the kingdom, and those who still believe that humans are more fit to run a nation.

Lord Farquaad, who was suspected to be dead, miraculously escaped the dragon attack and has been slowly and steadily gaining more popularity due to his radical beliefs in trans-species relationships and the status of ogres in governmental positions. Lord Farquaad plans to take back the kingdom of Duloc and expand his sphere of influence to the kingdom of Warner and Janus and eventually, the land of Far Far Away.

Map of Far Far Away and Neighboring Kingdoms:





Figure 1: *Shrek Universe*. (WikiShrek)

If Lord Farquaad succeeds in his expanding of his fascist government, the fairytale creatures' lives will all be in jeopardy. Farquaad's followers have luckily not taken over Duloc... yet. His ongoing threat should be taken seriously and is your prime concern as a committee.

Outline of Topics

Topic One: Lord Farquaad's Increasing Influence

Since Farquaad's expulsion, Duloc has converted to a democratic government. Lord Farquaad's whereabouts are unknown but you are aware he's creating a fascist political party and is campaigning to run for a position in the Duloc government. His influence is expanding at a fast rate as he promises the human race more rights than those of fairytale ancestry. He is against interracial relationships between human and non-human persons and will do everything in his power to eliminate the fairytale creatures and hybrids. Unlike his previous rule, Farquaad will not exile the creatures. Instead, he plans to kill them and rule over Far Far Away with an iron fist. You are not simply allowed to assassinate Lord Farquaad, for killing a political candidate is a crime punishable by death in the land of Far Far Away. Not only these legal aspects, but Lord Farquaad is already under protection. Another important piece of information to keep in mind is that Farquaad has been rumoured to send spies to your committee in an effort to gain sensitive information.

One of your loyal subjects has received an insider tip that Farquaad has a secret manifesto explaining his objectives for the next Duloc election. Sending a small team of spies to Duloc in an effort to retrieve the manifesto may help with putting an end to Lord Farquaad's oncoming threat. If successfully captured, the council must decide what to do with the manifesto and whether exposing the manifesto to the people of Far Far Away will be effective in putting a stop to Lord Farquaad.

It is your objective to figure out how to stop Lord Farquaad's nightmare vision from becoming a reality. Allowing Farquaad's oppressive ideologies to inflict prejudices against the fairytale creatures will be an epic negligence on your behalf.



Topic Two: Distrust in Ogre Leadership

The Kingdom of Far Far Away has never been under the rule of a non-human, nonetheless the general population is not opposing the ogre leadership. However, some radicalists from Crone's Nest village are predicted to start a revolution against the ogre government. This political tension has caused numerous hate crimes on both humans and fairytale creatures. Keeping the public united will not be an easy task. Some villagers within the Kingdom of Far Far Away have already sworn allegiance to Lord Farquaad. These villagers, motivated by their racism, have begun to commit terrorist acts against other civilians in the Kingdom. These unlawful acts include:

❖ Arson

A group of human supremacists have set fire to several homes and public buildings in the villages. Libraries, businesses, and even schools have been set on fire with the culprits never being caught. Many of Far Far Away's famous landmarks have also been set aflame by these radicalists. Gingy's gingerbread house in particular has become a mere burnt cookie as a result of these heinous acts.

❖ Vandalism

Since his crowning, Shrek had controversially spent tax dollars on a gold statue of himself in front of Queen Lillian's palace. This statue had been vandalized shortly after its establishment. After repairing the statue, it had been vandalized once again. The statue has since been taken down to prevent anymore vandalism. Many other symbolic statues of famous non-humans have been vandalized as well.

❖ Propaganda

The radicalists have been hanging propaganda posters in the villages in an effort to sway the public's opinion on ogre leadership. The posters and newspapers include racist remarks towards non-humans and promise to put an end to the ogre-leadership.

❖ Assassinations and death threats

Numerous death threats have been received by the people in the council. Dragon in particular has received the most death threats as the villagers question her allegiance. Pinocchio has survived an assassination attempt after certain villagers against the intermingling of human and non-humans conspired that Pinocchio is a hybrid between human and non-human. One of the blind mice in the council had been assassinated earlier, as the radicalists believed that he is unfit to be in the council because of his blind condition.

❖ A new political threat

Worst of all, many villagers are inspired by Duloc's new democratic government. The villagers political standpoints vary, but they are seeming to begin to hate the idea of a monarchy. If the villagers succeed in



their attempt to convince the public, your council will be in jeopardy. More importantly, the lives of non-humans will be in jeopardy. Keep in mind that only 10% of the population accounts for non-humans, this means swaying the public's opinion to benefit non-humans will be quite a challenge.

Guiding Questions

Concerning Topic One: Lord Farquaad's Increasing Influence

- ❖ What should be done to prevent Lord Farquaad from democratically winning the next election in Duloc? Is his election even a threat?
- ❖ Should Far Far Away strengthen its relationship with the Kingdoms of Janus and Werner?
- ❖ How can we obtain the manifesto?
- ❖ Is sending spies to Duloc effective? Is it necessary or a waste of time and resources?
- ❖ How will the spies in Duloc locate and capture the manifesto?

Concerning Topic Two: Distrust in Ogre Leadership

- ❖ How can the council bring unity to the people of Far Far Away?
- ❖ How can the council prevent terrorist and hate motivated crimes affecting its people?
- ❖ What is a just way of dealing with opposers of the ogre-led government?
- ❖ How can the council fulfill the public's needs while also juggling the council's personal agenda?
- ❖ Should non-human creatures step down from the council?



Character Guides

Characters in political alignment with Shrek are represented in green; the characters in closer alignment of Farquaad are coloured in blue; and the neutral characters are coloured in orange.



Shrek

The current prince of Far Far Away by marriage, Shrek cares deeply about the tolerance of non-human creatures, as he is an ogre. Though lately his reputation has become a bit controversial due to a set of actions he took, such as having a statue of himself erected in gold, possibly causing the rise of support in Lord Farquaad. Since becoming prince, he has become a bit more entitled, as he no longer is forced to live in the “ghetto,” though he desperately wants to keep the kingdom out of Lord Farquaad’s hands. One of Shrek’s motives include changing the Kingdom of Far Far Away’s name to “Shrekoslovakia.”



Fiona

The current princess of Far Far Away, married to Shrek. She willingly gave up her socially-high status as a human to become an ogre. Though she is not human, she is seen as sort of an “exception” amongst human supremacists due to her raging former popularity. However, her newfound Ogreship has made her somewhat naive to the atrocities committed to non human creatures, and therefore may not be so willing to believe the severity of the situation. She is known to keep Shrek somewhat grounded, and teach him how to lead a nation.



DonkÉy

Spunky asinine sidekick of Shrek, DonkÉy is the well loved official “noble steed” of the royal family. Often described as “annoying” and “puny,” DonkÉy’s main initiative is to protect those he loves, even if it means sacrificing the things most important to him. He is also in a loving relationship with Dragon, whom he is expecting dragon-donkey hybrids with, and is excited to be a devoted father. DonkÉy is quite impulsive and acts on first impressions which may work in some cases, but can get him in trouble at times.



Gingy the Gingerbread Man

Gingy was once tortured by Lord Farquaad, and that is the most prominent reason for his alliance with Shrek’s government. Because of this, Gingy suffers from a sort of PTSD like symptoms, including violent outbursts to random people and



being afraid of confrontation. His creator is Jero the Muffin Man, and shares a close relationship with him.



Dragon

A former ally to Lord Farquaad, Dragon reformed after falling in love with DonkÉy. She is currently pregnant with DonkÉy's children, and is expecting her Donkey-Dragon hybrid babies in the following months. She enjoys breaking through windows, being with DonkÉy, and reading her cookbooks. However due to her controversial past, many of the citizens are wary of her true loyalties. But Shrek trusts in Dragon that she is a true ally to his kingdom.



Gordon the blind mouse

All three blind mice had been participating in the council up until one of the brothers were assassinated by human supremacists. The radicals refused to have rats play a vital role in the government. This assassination caused Gordon's only living brother to flee, his whereabouts are unknown. Gordon has since been a more active member of the council and an advocate for peace. His passion for pacifism is what makes him such a controversial character and often disliked among the villagers.



Pinocchio

Pinocchio is another one of Shrek's closest allies and best friends. His biggest desire is to become a real boy. Like Gingy, Pinocchio was created by another person and shares a close relationship with him. Pinocchio claims that he believes in equality between humans and non humans, but his desire to leave his puppet hood behind makes some citizens believe he would change to Farquaad's side if he can make him human.



Wolfie

Though he appears to be stereotypically effeminate and weak, Wolfie is a strong fighter and believes strongly in his ways. Though Shrek considers himself allied with Wolfie, he is not included in the "main" circle of allies and is closer to the neutral zone of the political spectrum, in regards to the rights of non humans, due to the fact that regardless of his own rights, he can defend himself with a powerful "Huff and Puff".



Heimlich

Named after the famous Heimlich Maneuver, Heimlich the Pig and his brothers live in the Swamp. They joined the royal court after stating that they had a



“private agenda” they want to achieve, most likely wanting to be taken seriously for once, instead of just being seen as a useless farm animal and manual laborer.



Drizella Tremaine

Formerly famous for abusing her younger sister, Drizella is pursuing her interest in politics by participating in the Royal Court, as well as to cleanse her disgraced name. She is known to be rich, impressionable, and ditzy, but all she wants in life is to have a happy ending like her sister Cinderella.



Snow White

Snow lives with her 7 best friends, who encouraged her to use her pacifist views to do the kingdom better. Her connection to nature gives her a strong appreciation for fairytale creatures, but her desire to keep her high class princess status makes her favour the monarchy of a proper royal, Lord Farquaad. In a perfect world, fairytale creatures would lead better lives, while the powerful monarchy ensures the protection of far far away land.



Jero the muffin man (Gingy’s daddy)

Jero is the loving father of Gingy, and one of the main reasons why he joined the council was to make sure that his son wouldn’t be tortured again. Jero is an experienced biologist and baker, having made several of his edible creations come to life. Shrek believes that his background in science could give his army an advantage. As decided by his biology background, Jero has completed many papers on ogre cognitive activity versus human capabilities, which caused him to have some suspicions about Shrek’s capabilities. In fact, the only reason why he’s allying with Shrek is to protect his only son Gingy. Otherwise, he fully supports Farquaad.



Gepetto

Some question Geppetto's motivation, as he had sold Pinocchio to Lord Farquaad for merely 5 shillings. However at the time he claimed he did it to feed the rest of his family, but it is common knowledge amongst the town gossips that he did it because he detests his non human son. On the political scale, Gepetto is certainly closer to Farquaad’s ideology.



Robin Hood



Though he wasn't originally a fan of Shrek, he joined the royal court because of his infatuation with Fiona, which was the reason he had attempted to kidnap her from Shrek, to save her from the supposed danger. He was invited to the royal wedding, indicating that he made his amends, but past beliefs can sometimes be hard to change. Though Robin Hood tries to vote in favour of Shrek's ideas in order to impress Fiona, his true beliefs sometimes shine through.



Baby bear (of three bears)

Though he may look young, Baby Bear grew up in a time of major conflict and therefore is very knowledgeable in the current status amongst the plebians. Baby Bear just wishes his turbulent childhood was filled with less political turmoil and therefore strives for peace, no matter how it is achieved. Whenever one party looks like it will prevail in the future, Baby Bear changes his political alignment. Currently, Baby Bear supports Farquaad because he is the one gaining popularity, but this can be swayed.



Committee Mechanics

Puss in Boots

Puss is an expert assassin that you can hire through crisis in exchange for some of your resources. You are only allowed to assassinate the characters in the delegation, this means characters like Lord Farquaad, Fairy Godmother, and Rumpelstiltskin can not be targets of your assassinations. Assassination attempts are often unsuccessful but this is the only way to get rid of unjust delegates within the committee.

Considering that all the characters should be treated as allies, assassination attempts on each other are serious matters that should not be taken lightly. Plotting an assassination attempt is corrupt and frowned upon in the Far Far Away kingdom. Crisis will not reveal who plotted the assassination attempt so it is the rest of the council's objective to find who is responsible for each assassination attempt. Be warned that his assassinations will cost a great deal of coin.

Magic Mirror

Unlike Puss, Godmother, and Rumpelstiltskin, Magic Mirror does not require any coin in exchange for its services. Instead, you will be pulled from the council for a certain amount of time, unable to vote on procedural matters. If the Magic Mirror does respond to your request, you are able to obtain valuable information as long as they are not illegal (see below.)

Some examples of information you *are* allowed to obtain include:

- ❖ Information about the reasoning behind another delegate's voyage (see details under "traveling to neighboring kingdoms")
- ❖ Information about the amount of resources of another delegate
- ❖ Information about what Lord Farquaad is currently doing
- ❖ Information about a current private directive or a public directive that has shortly been passed

This list is susceptible to change during the conference

Illegal wishes include:

- ❖ Information about whether a certain delegate is a spy or not
- ❖ Information about something unrelated to the Shrek universe
- ❖ Information that is irrelevant to your delegation
- ❖ Information that is beyond the crisis analysts' knowledge

This list is susceptible to change during the conference

Fairy Godmother



Dealing with the Fairy Godmother can be tricky yet convenient. Her abundance of potions makes her an extremely useful character. Potions to increase love, wealth, and power are few of many potions available, but often come at a big price. Throughout the committee, you will be able to contact the Fairy Godmother through crisis and perhaps obtain her compelling potions. You are not limited to the three potions listed previously, you are permitted to make special requests to the Fairy Godmother. Mind you, the Fairy Godmother does not like to bargain and you get what you paid for. The potion may come at the cost of some of your coin.

Some examples of potions you are allowed to trade for include:

- ❖ Potions that makes someone fall in love with you, thus giving you allies
- ❖ Potions that increase your wealth
- ❖ Potions that increase your power within the kingdom

This list is susceptible to change during the conference

Rumpelstiltskin

Negotiating with this trickster is extremely risky but extremely effective if done right. The redheaded swindler often wants resources in return for his deals. Keep in mind, when creating deals with Rumpelstiltskin, the deal will never be in your best interest. Rumpelstiltskin has the power to grant you any wish that you please but this will come at a great cost. It is recommended that Rumpelstiltskin not be contacted unless you are in a severe situation and he is your last resort. By contacting him through crisis and finalizing a deal, you are susceptible to any change in your agreement at any time. Rumpelstiltskin does not play by the rules and can change your agreement at anytime he pleases. Remember that Rumpelstiltskin's services will cost a great deal of coin, so be wary of your wallets.

Some examples of wishes you are allowed to trade for include:

- ❖ Wishing to trade lives with someone for a brief amount of time (if you are a traitor, this is not allowed, for it will reveal your position as a spy)
- ❖ Wishing to reveal the status and whereabouts of one other member of delegation
- ❖ Wishing to have a directive of yours passed outside of council vote (as long as it does not interfere with any illegal wishes, see below)
- ❖ Wishing to sway the opinion of the citizens
- ❖ Wishing to learn a valuable piece of information
- ❖ Wishing to temporarily change your species type

This list is susceptible to change during the conference

Unlike Puss, this character is more moldable in the requests he receives. Not all wishes are guaranteed to be granted though, these wishes that are NOT allowed include:

- ❖ Wishing for recent technology
- ❖ Wishing for characters outside the Shrek universe to join the Shrek universe
- ❖ Wishing to kill yourself
- ❖ Wishing to flee Far Far Away
- ❖ Wishing to contact other governments outside of Far Far Away (you are however allowed to contact other governments by passing directives.)



- ❖ Wishing to time-travel
- ❖ Wishing to kill the entire committee
- ❖ Wishing to assassinate Lord Farquaad

This list is susceptible to change during the conference

Traitors Amongst the Committee

The day of the committee session, some delegates will be secretly told that they are traitors to Shrek's leadership. The number of traitors and the identity of the spies will not be revealed to the rest of the committee. The spies will also not be aware of who the other traitors are.

As for the rest of the council, your objective will be to find these traitors and execute them. If you have any reason to believe someone is a spy, you can not simply hire an assassin for this issue, for fear of slaying an innocent person. Instead, you must create a public directive. If this public directive is passed, the delegate will have a fair trial. More about the trial is listed in "The Right to a Fair Trial" below. If the committee finds the delegate guilty, the delegate will be sentenced to death. Every delegate must pay a small sum of coin to become the jury for the trial. After the committee has executed all the traitors, crisis will announce the victory to prevent any more executions.

If you are a spy, **do not create a public directive accusing another delegate of being a traitor.** You are on the same team as the other spies. However, to not raise suspicion, you are allowed to vote against the accused. **Do not reveal your status as a spy to any delegate unless they are a loyal ally to you.**

The Right to a Fair Trial

If you are accused of being a traitor, you have the right to a fair trial. During this trial, the sponsors of the public directive that accused you will explain their reason behind why you are a spy. You will be able to defend your actions and the rest of the committee will be the jury that decides your fate. If the crisis team believes that there is insufficient evidence to sentence you, regardless of the jury, crisis may be able to overrule and set you free. However, this does not mean that you cannot be accused again. A delegate can be accused of being a spy as many times as necessary as long as there is sufficient reason behind the accusation. During the trial, the defendant can represent him/herself or hire a defence attorney.

In summary the trial will go as:

1. Accusers create a public directive
2. If the public directive is voted on and passed, the trial continues
3. Every member of the delegation pays court fees
4. Defendant has the choice to represent him/herself or hire a defence attorney
 - 4.1. The defence attorney's include either a crisis analyst OR another delegate
5. The defence team will have fifteen minutes to create rebuttals and plan for the trial (if the defence attorney is a crisis analyst, they will be able to cite non-canon material during the trial)
6. The case goes to trial:



- 6.1. The moderators will be the judges for the trial
- 6.2. The defendant must plead “not guilty”
- 6.3. The sponsors of the directive accusing the defendant are the prosecutors in the trial
- 6.4. The prosecution and defence will have two minute intervals to cite their reasoning, amounting to roughly twelve minutes of a trial
7. The jury (the rest of the delegation) will vote on whether the defendant is guilty or not
 - 7.1. If the jury finds the defendant guilty but the judge does not find the trial fair, she will overrule the jury's conviction
8. If the defendant is found guilty, the defendant will be executed, their spot being filled by another Far Far Away citizen
9. The Crisis team will then announce whether the delegate was a spy or not

Traveling in Far Far Away

With good reason, delegates will be allowed to travel to any location in Far Far Away. Whether it be in search of resources or secret spy work, delegates will not be able to communicate or vote on procedural matters with the rest of the committee for a certain amount of time during their venture. The farther you venture from the Kingdom of Far Far Away, the longer you will have to wait to participate in the council. When wanting to travel, delegates will be able to travel alongside other delegates.

To go on an adventure, write a note to crisis stating all of the following:

- ❖ If you are traveling with someone, who is going to go with you?
- ❖ Where is your desired destination? (must be on the *Shrek Universe Map*, see figure 1, page 5)
- ❖ What is the purpose of your adventure? (To find an object? To flee persecution?)

After crisis analysts processes this note, they will let you know if you have been approved to travel and how long you will not be allowed to participate in the committee, this time will vary depending on the location of your destination.

Coin

Due to the unclarity behind the currency used in Far Far Away, our council will simply be using the currency “coin.” The day of the committee session, each delegate will receive a certain amount of coin, which will be kept secret from other delegates. You can donate your coin to other delegates as you see fit but **must send a note to the moderators** if you would like to transfer coins to another delegate. The moderators will be monitoring how much coin each and every delegate has.

With this coin you can:

- ❖ Contact Puss, Fairy Godmother, and Rumpelstiltskin
- ❖ Pay the mandatory court fee for traitor trials
- ❖ Hire a defence attorney to represent you if you are accused of being a traitor



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