

# Ethics, moral and the Fable *Animal Farm*: Pigs invent and change new laws and rules, with intention to corrupt, steal and harm

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**ABSTRACT:** *This paper is a review of part of a fable, the Animal Farm , taught to children in lower secondary schools. Animals are fed up of ill treatment and being subjected to famine. They rebel against their masters. At the head of this mutiny are a group of Pigs. They take control of the farm and push away the humans. As they start a new life on the farm, they start to self-dependent of humans. The pigs draw a list of rules, laws that all animals must abide to on the farm. Slowly with time, greed takes over the pig who apart from giving orders and eating and sleeping do not do any work. Then they start to change to become like their masters they had pushed away. They start to change, modify the rules to their advantage, to corrupt, to steal and to harm. With the help of their trained dogs, they even kill other of their owns. The paper accounts for this story of how Pigs change to humans and in our society humans behave like animals. It is also a story about the need to respect animals, and prevent any form of ill treatment and how corruption erodes our society. The revolt from the animals started because they were neglected and not taken care of and that created a hate within them for their owner. As time flies those who created the laws , change the laws to corrupt steal and harm and it turned out to be "All animals are equal, but some animals are more equal than others".*

**KEYWORDS:** *Animal farm, neglect, rebel, rules, corrupt, steal, harm*

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Date of Submission: 13-07-2023

Date of Acceptance: 28-07-2023

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## I. INTRODUCTION

### Animal farm origin

Animal Farm is a beast fable<sup>1</sup>, created by George Orwell and was first published in England on 17 August 1945<sup>2,3</sup>. It is the story of a group of anthropomorphic farm animals who rebel against their human owner, hoping to create a society where the animals can be equal, free, and happy. Ultimately, the rebellion is betrayed, and under the dictatorship of a pig named Napoleon, the farm ends up in a state worse than it was before.

### The Story

The animal groups of the mediocre Manor Farm near Willingdon, England, are want a rebellion due to being neglected at the hands of the irresponsible and alcoholic farmer, Mr. Jones. One night, the exalted boar, Old Major, holds a conference, at which he calls for the overthrow of humans and teaches the animals a revolutionary song called "Beasts of England". When Old Major dies, two young pigs, Snowball and Napoleon, take over as command and stage a revolt, driving Mr. Jones off the farm and renaming the property "Animal Farm". They adopt the Seven Commandments of Animalism, the most important of which is, "All animals are equal". The decree is painted in large letters on one side of the barn. Snowball teaches the animals to read and write, while Napoleon educates young puppies on the principles of Animalism. To commemorate the start of Animal Farm, Snowball raises a green flag with a white hoof and horn. Food is plentiful, and the farm runs smoothly. The pigs elevate themselves to positions of leadership and set aside special food items, ostensibly for their health. Following an unsuccessful attempt by Mr. Jones and his associates to retake the farm (later dubbed the "Battle of the Cowshed"), Snowball announces his plans to modernize the farm by building a windmill. Napoleon disputes this idea, and matters come to a head, which culminates in Napoleon's dogs chasing Snowball away and Napoleon effectively declaring himself supreme commander. Napoleon enacted changes to the governance structure of the farm, replacing meetings with a committee of pigs who will run the farm. Through a young porker named Squealer, Napoleon claims credit for the windmill idea, claiming that Snowball was only trying to win animals to his side. The animals work harder with the promise of easier lives with the windmill. When the animals find the windmill collapsed after a violent storm, Napoleon and Squealer persuade the animals that Snowball is trying to sabotage their project, and begin to purge the farm of animals accused by Napoleon of consorting with his old rival. When some animals recall the Battle of the Cowshed, Napoleon (who was nowhere to be found during the battle) gradually smears Snowball to the point of saying he is a collaborator of Mr. Jones, even dismissing the fact that Snowball was given an award of courage while falsely representing himself as the

main hero of the battle. "Beasts of England" is replaced with "Animal Farm", while an anthem glorifying Napoleon, who is presumably adopting the lifestyle of a man ("Comrade Napoleon"), is composed and sung. Napoleon then conducts a second purge, during which many animals who are alleged to be helping Snowball in plots are executed by Napoleon's dogs, which troubles the rest of the animals. Despite their hardships, the animals are easily placated by Napoleon's retort that they are better off than they were under Mr. Jones, as well as by the sheep's continual bleating of "four legs good, two legs bad". Mr. Frederick, a neighbouring farmer, attacks the farm, using blasting powder to blow up the restored windmill. Although the animals win the battle, they do so at great cost, as many, including Boxer the workhorse, are wounded. Although he recovers from this, Boxer eventually collapses while working on the windmill (being almost 12 years old at that point). He is taken away in a knacker's van and a donkey called Benjamin alerts the animals of this, but Squealer quickly waves off their alarm by persuading the animals that the van had been purchased from the knacker by an animal hospital and that the previous owner's signboard had not been repainted. Squealer subsequently reports Boxer's death and honours him with a festival the following day. In truth, Napoleon had engineered the sale of Boxer to the knacker, allowing him and his inner circle to acquire money to buy whisky for themselves. After some years the windmill is rebuilt and another windmill is constructed, which makes the farm a good amount of income. However, the ideals that Snowball discussed, including stalls with electric lighting, heating, and running water, are forgotten, with Napoleon advocating that the happiest animals live simple lives. Snowball has been forgotten, alongside Boxer, with "the exception of the few who knew him". Many of the animals who participated in the rebellion are dead or old. Mr. Jones is also now known to be dead, having "died in an inebriates' home in another part of the country". The pigs start to resemble humans, as they walk upright, carry whips, drink alcohol, and wear clothes. The Seven Commandments are abridged to just one phrase: "All animals are equal, but some animals are more equal than others". The maxim "Four legs good, two legs bad" is similarly changed to "Four legs good, two legs better". Other changes include the Hoof and Horn flag being replaced with a plain green banner and Old Major's skull, which was previously put on display, being reburied. Napoleon holds a dinner party for the pigs and local farmers, with whom he celebrates a new alliance. He abolishes the practice of the revolutionary traditions and restores the name "The Manor Farm". The men and pigs start playing cards, flattering and praising each other while cheating at the game. Both Napoleon and Mr. Pilkington, one of the farmers, play the Ace of Spades at the same time and both sides begin fighting loudly over who cheated first. When the animals outside look at the pigs and men, they can no longer distinguish between the two.

## II. DISCUSSION

### **Animalism Inventing, then changing the laws**

In the story, the pigs in command Snowball, Napoleon, and Squealer adapt Old Major's ideas into "a complete system of thought", which they formally name Animalism, an allegoric reference to Communism. As time flies, Napoleon and Squealer start to indulge into activities associated with the humans (drinking alcohol, sleeping in beds, trading), which were explicitly prohibited by the Seven Commandments of the animal farm. Squealer is employed to alter the Seven Commandments to account for this humanisation, an allusion to the Soviet government's revising of history to exercise control of the people's beliefs about themselves and their society <sup>4</sup>.

The original commandments were:

Whatever goes upon two legs is an enemy.

Whatever goes upon four legs, or has wings, is a friend.

No animal shall wear clothes.

No animal shall sleep in a bed.

No animal shall drink alcohol.

No animal shall kill any other animal.

All animals are equal.

These commandments are also distilled into the maxim "Four legs good, two legs bad!" which is primarily used by the sheep on the farm, often to disrupt discussions and disagreements between animals on the nature of Animalism.

Later, Napoleon and his pigs secretly revise some commandments to clear themselves of accusations of law-breaking. The changed commandments are as follows, with the changes bolded:

No animal shall sleep in a bed with sheets.

No animal shall drink alcohol to excess.

No animal shall kill any other animal without cause.

All animals are equal but some animals are more equal than others.

Eventually, these are replaced with the maxims, "All animals are equal, but some animals are more equal than others", and "Four legs good, two legs better" as the pigs become more anthropomorphic. This is an ironic twist to the original purpose of the Seven Commandments, which was supposed to keep order within Animal Farm by uniting the animals together against the humans and preventing animals from following the humans' evil habits. Through the revision of the commandments, Orwell demonstrates how simply political dogma can be turned into malleable propaganda <sup>5</sup>.

### III. FINDINGS

#### **Abuse of Power , manipulation of rules , corruption <sup>6</sup>**

One of Orwell's central concerns, both in *Animal Farm* and in 1984, is the way in which language can be manipulated as an instrument of control. In *Animal Farm*, the pigs gradually twist and distort a rhetoric of socialist revolution to justify their behavior and to keep the other animals in the dark. The animals heartily embrace Major's visionary ideal of socialism, but after Major dies, the pigs gradually twist the meaning of his words. As a result, the other animals seem unable to oppose the pigs without also opposing the ideals of the Rebellion. By the end of the story, after Squealer's repeated reconfigurations of the Seven Commandments in order to decriminalize the pigs' treacheries, the main principle of the farm can be openly stated as "all animals are equal, but some animals are more equal than others." This outrageous abuse of the word "equal" and of the ideal of equality in general typifies the pigs' method, which becomes increasingly audacious as the novel progresses. Orwell's sophisticated exposure of this abuse of language remains one of the most compelling and enduring features of *Animal Farm*, worthy of close study even after we have decoded its allegorical characters and events. *Animal Farm* demonstrates the idea that power always corrupts. The novella's heavy use of foreshadowing, especially in the opening chapter, creates the sense that the events of the story are unavoidable. Not only is Napoleon's rise to power inevitable, the story strongly suggests that any other possible ruler would have been just as bad as Napoleon. Although Napoleon is more power-hungry than Snowball, plenty of evidence exists to suggest that Snowball would have been just as corrupt a ruler. Before his expulsion, Snowball goes along with the pigs' theft of milk and apples, and the disastrous windmill is his idea. Even Old Major is not incorruptible. Despite his belief that "all animals are equal," he lectures the other animals from a raised platform, suggesting he may actually view himself as above the other animals on the farm. In the novel's final image the pigs become indistinguishable from human farmers, which hammers home the idea that power inevitably has the same effect on anyone who wields it. *Animal Farm* is deeply skeptical about the value of intellectual activity. The pigs are identified as the most intelligent animals, but their intelligence rarely produces anything of value. Instead, the pigs use their intelligence to manipulate and abuse the other animals. The novella identifies several other ways in which intelligence fails to be useful or good. Benjamin is literate, but he refuses to read, suggesting that intelligence is worthless without the moral sense to engage in politics and the courage to act. The dogs are nearly as literate as the pigs, but they are "not interested in reading anything except the Seven Commandments". The dogs' use of their intelligence suggests that intellect is useless—even harmful—when it is combined with a personality that prefers to obey orders rather than question them.

### IV. CONCLUSION

This paper ends with this chapter ten passage;

*But they had not gone twenty yards when they stopped short. An uproar of voices was coming from the farmhouse. They rushed back and looked through the window again. Yes, a violent quarrel was in progress. There were shoutings, bangings on the table, sharp suspicious glances, furious denials. The source of the trouble appeared to be that Napoleon and Mr. Pilkington had each played an ace of spades simultaneously. Twelve voices were shouting in anger, and they were all alike. No question, now, what had happened to the faces of the pigs. The creatures outside looked from pig to man, and from man to pig, and from pig to man again; but already it was impossible to say which was which.* George Orwell, London, 1946 , chapter ten

The animals could no differentiate who were animals and who were humans.

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