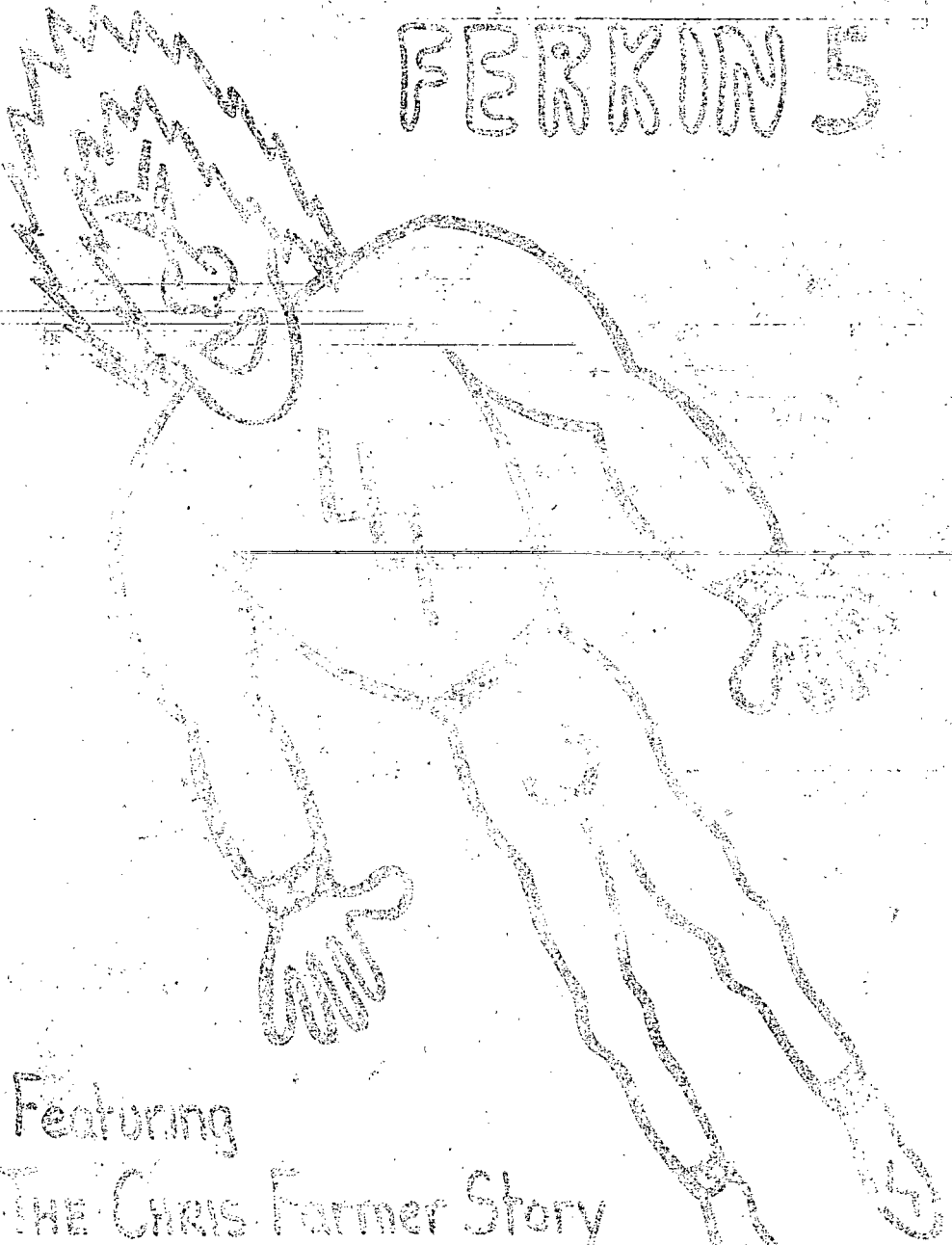


PERKIN 5



Featuring
THE CHRIS FARMER STORY
and how he became SUPERGIRL'S

FERKIN is a monthly games magazine produced and edited by Mike Jervis, 19 Portree Drive, Rise Park, Nottingham, telephone (0602) 274369. Any appeal to any person other than Chris Farmer is purely coincidental.

THE FERKIN EDITORIAL

FERKIN FIVE is different. The DUMPER CHRISTMAS ISSUE is no bigger than normal but features the rules for a new postal game designed by Chris Farmer and called THE INVESTOR. We need 8 persons for the playtest and I'm one of 'em. Chris will G.M. the game so if you like the look of the six pages of rules at the back of FERKIN then write to him at 3 Westborough Lane, Long Bennington, Nr. Newark, Notts, enclosing 25p. This is not a game fee but will pay the winners prize of £2.

I am fed up (Christmas Spirit or no) with Tringhams G.M'ing. This little fellow really is a prat of the first water. You see, I'm unlucky enough to be playing in NEGALOMANIA Game Five, a game in which a minimum of three adjudications a season are necessary before the players can accept Tringhams decisions. My Game Five Autumn 1903 Adjudication was printed the wrong way round because the twassock can't use carbon paper properly and (because it was a first attempt at an A03 adjudication) was a load of BALLS. Previously non-existent units appeared in very strange places and units disappeared for no good reason. I think Tringham perhaps ought to use a guest G.M. for ALL his games, not just a few T.D. ones. And how about a guest typist for the game reports on precious? Couldn't do worse than you.

I've been asked by a person with a strange name to plug an Irish Con (LEFFECON) to be held somewhere outlandish next year, but he doesn't subscribe to FERKIN so I shan't. I'll be seeing millions of you at STABCON though. You lucky people. I think I ought to have a go at getting Chris Farmer there. He's a very shy person and is rather embarrassed about his face, but if you all write to him and promise not to look at it, he may turn up, at least for a day. Imagine, the countries number one cartal live, in person, in full colour. Could the hobby survive?

Right den, after the enormous success of the FERKIN GAMES SALE here come the leftovers at a silly price. Who wants MAYDAY, GENERALS Vol 14 Nos 5&6 and 15 Nos 1 & 2, THE DRAGON Vol 3 No 1, STRATEGY & TACTICS Nos 67, 68, 69, and THE MARGARITE No 7, ALL, yes I do mean all of 'em, ALL FOR £4. I've also got a spare AVALON HILL Diplomacy game which I can let you have for 66, a MINI MASTERMIND for 50p and a LOGIC 5 game (the one where you guess a number the machine sets up at random) for £14. Does anyone but there play D & D? I'm also selling some hand painted metal figures, about 20 of 'em, mainly fantasy including a couple of fair sized dragons. The artistry is excellent 'cos I did 'em myself. These will set you back a tenner. I'll soon have next left and Jill will be happy, but I've bought a game recently. It's called STRANGE NEW WORLDS, one of a series of games from GAMETIME GAMES "A Division of Heritage Models Inc". This series is simpler than the average Wargame (S.N.W. rules run to three pages only) but, if S.N.W. is representative, the games are excellent. Also in the series are GRAND IMPERIALISM (nineteenth century exploration and colonisation), Spellmaker (fantasy game), QUEST (Knights of the Round Table), STAR FIGHTER (spaceship combat) and SOPWITH (WW1 aircraft combat) in STRANGE NEW WORLDS you belt about the galaxy colonising worlds and earning galactic credits. Good fun. Eccccccccops...almost forgot. I've got someone elses STOCK MARKET GAME, Avalon Hill, for sale for £4. This is a good game but a bit simple. Not half as good as its second cousin twice removed THE INVESTOR.

So, another FERKIN EDITORIAL comes to an end. Before I go I'd like to thank you all for subbing and trading and thus making all this typing worthwhile. Special thanks go to Chris Farmer, for his telephone ego massage and to Jill for going to bed when her head aches. I hope you all have a good Christmas and that Tringham uses the holiday to get round to reading the Diplomacy Rulebook. By the way, thanks for all the cards. Some of you must be quite pleasant people!

Famous Ferkins 10.11 + 12.



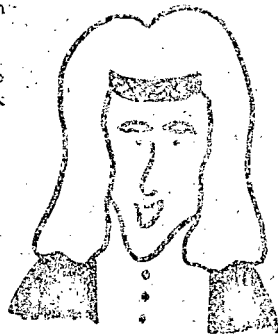
WONG FERKIN

Bjorn was playing the first ever Chinese entrant at Wimbledon, Lee Fook Bee. The game opened with Bjorn serving. The Chinaman won the first three points then it started to piss it down and play was abandoned for the day. Bjorn trudged home to his beautiful wife Virginia. It was five o'clock as he entered the house and the following conversation ensued.

VIRGINIA: What was the score then ?

BJORN: Ferkin love, Lee Fook Bee Forty.

VIRGINIA: Certainly not ! It's already on the table. Now what was the score ?



BJORN FERKIN

Malcolm was a nice (sometimes) but impoverished young man, struggling to make a living in the harsh world. Suddenly his rich grandmother (on his mothers side) died and left him a fortune. However, it was subject to the condition that he keep her family name alive and change his name to hers - she was a Mrs In. Malcolm was discussing this with a friend who asked him what she had told him to do with his name. He replied "She told me to get the Perk out of it."

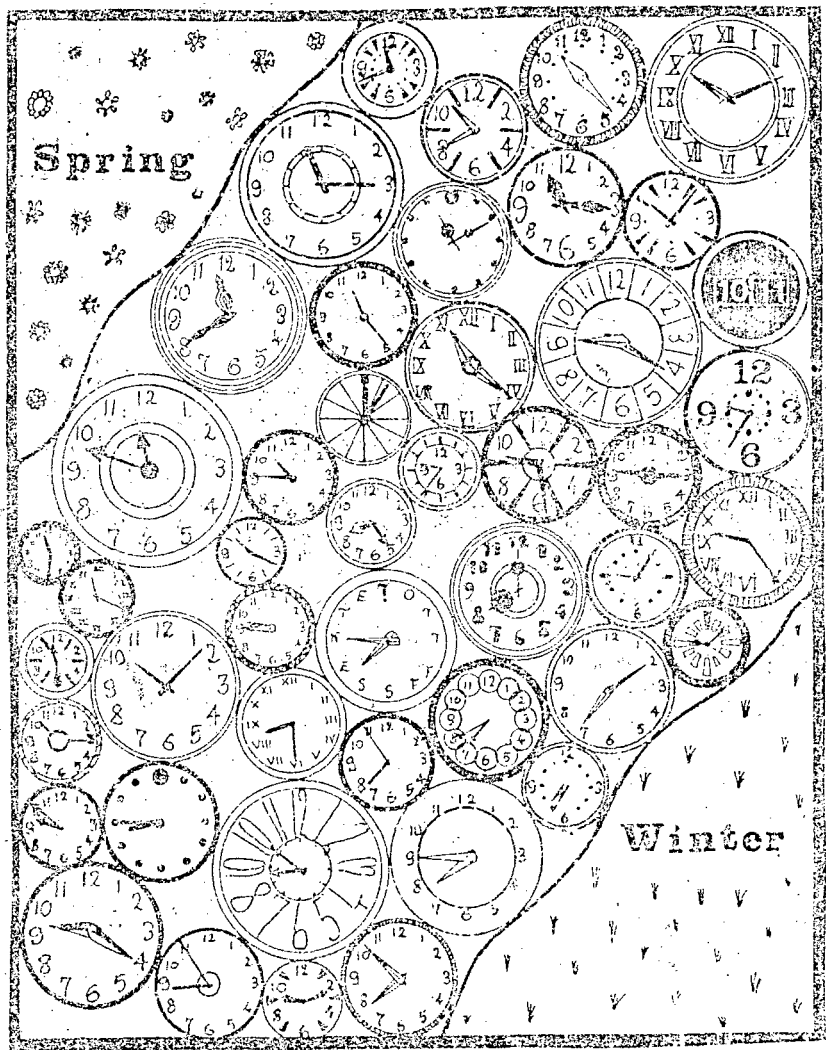


MALCOLM FERKIN

FAMOUS FERKINS TEN, ELEVEN & TWELVE were provided by Richard Hucknall, Chris Farmer and Keith Loveys.

THE PERKIN CHRISTMAS PUZZLE.

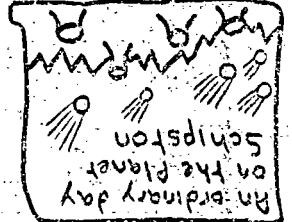
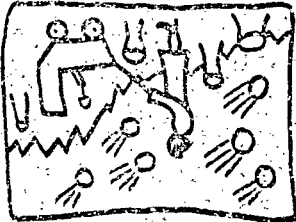
THE RIVER OF TIME.



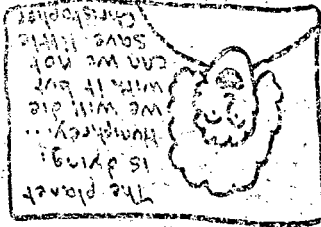
Starting from the bank that is in the depths of winter, reach the opposite bank, where it is the middle of spring, in less than four hours (in other words, with less than four hours difference between the first clock face onto which you move and the last one.) Go from one clock face to another only if they are touching, and never move backward in time (i.e. from a clock reading, say, 5:30 to one reading 5:15).

Ferkin Proudly Presents: The Chris Farmer Story

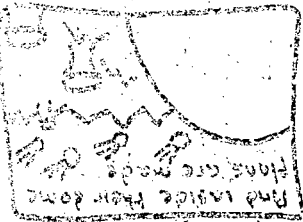
A young Schistonian
pushes her gram through
the ever increasing
Asteroid shower.



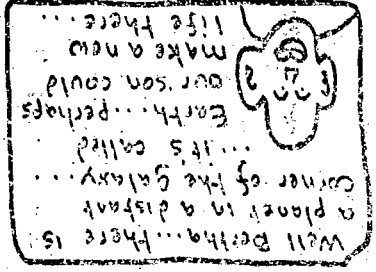
Later that evening
she talks to her
husband.



The planet
is dying!
Hungry...
we will die
with it but
can we not
save little
Christophers

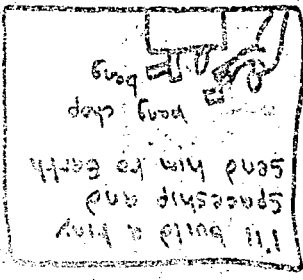


And inside their home
Plans are made.

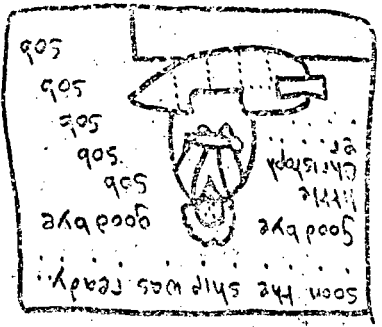


Will Bertha... there is
a planet in a distant
corner of the galaxy...
it's called
Earth... perhaps
our son could
make a new
life there.

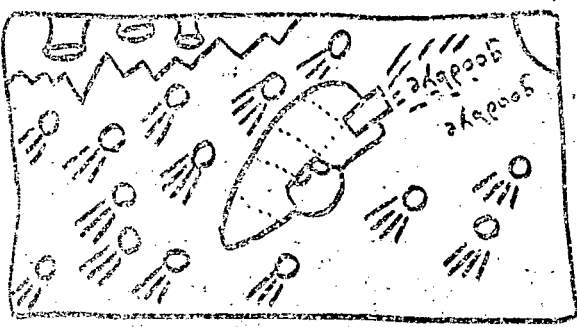
THIS
IS WHAT
WILL DO



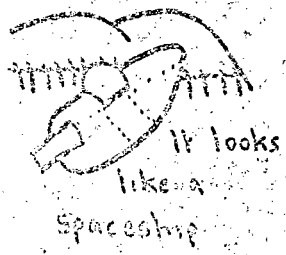
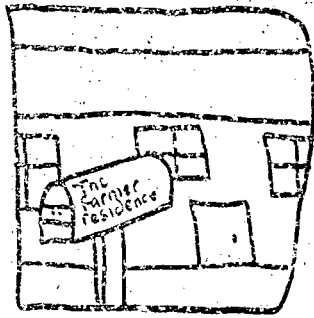
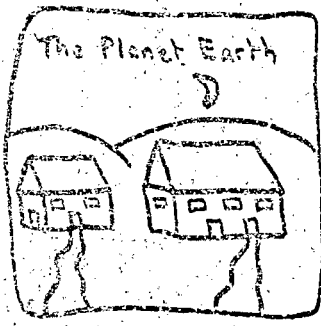
It build a tiny
space ship and
send him to earth
hang chop
pong



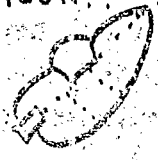
Soon the ship was ready.
goodbye
goodbye
goodbye
goodbye
goodbye
goodbye



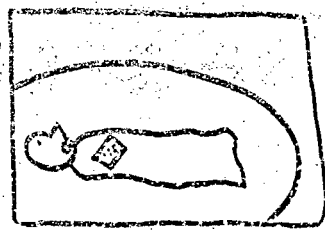
goodbye
goodbye



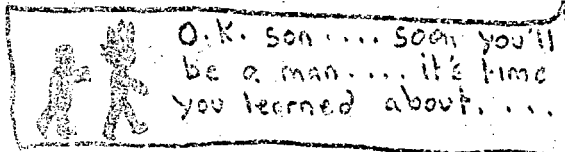
Well look woman... just tek a look.



And what's this in it... oh Daphne... it's a little baby... look....

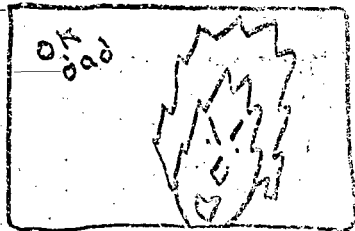


And so the Farmers took in the baby and brought him up as if he were their own child... until that fateful day on young Christophers. 17th Birthday

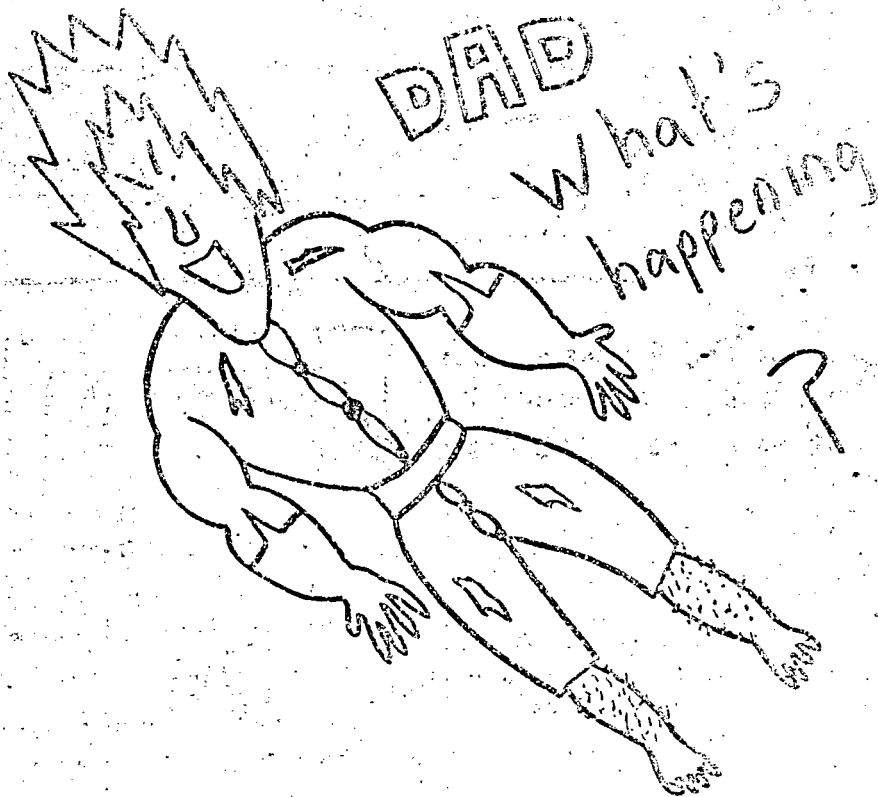
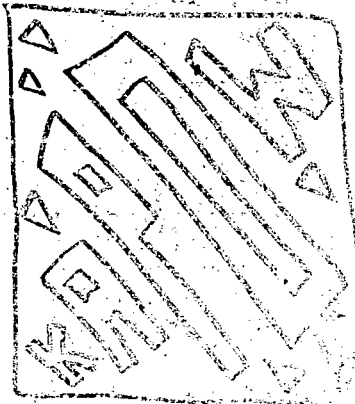


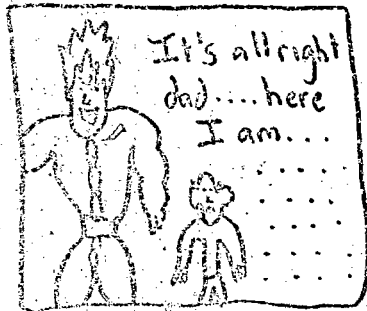
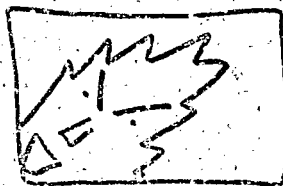
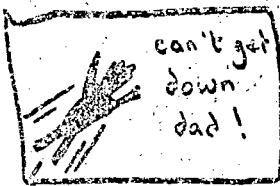


Ok son.. git
this darn yer..
... it'll do yer
good.

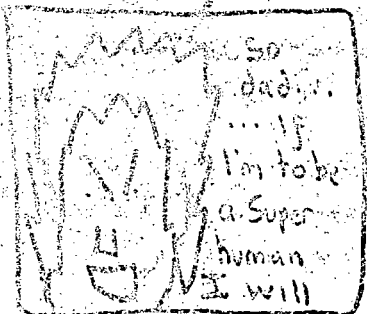


But what Christopher and
his father do not know
is the effect Shipstones
files has on anyone from the
Planet Schipston.

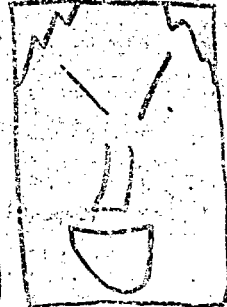




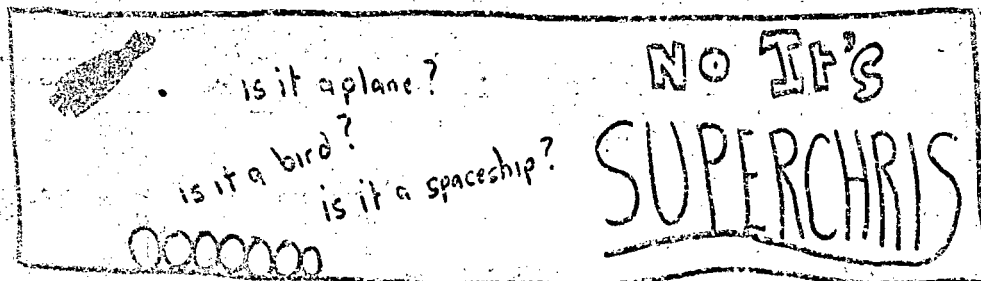
so dad puts two and two together and tells Christopher about his unusual arrival on this earth....



Devote my life to fighting evil and injustice on Earth and throughout the galaxy....

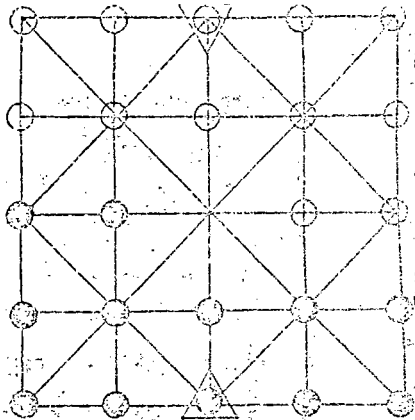


MEN WILL CALL ME SUPERCHRIS



H. B. B. B.

This is a game very similar to draughts, but played with twelve men each, on a board in which the playing positions are shown by the intersections of lines instead of squares. The big advantage of this game is that the board is very easily made up, on a bit of old hardboard or a vinyl tile with the lines marked on with a felt tip pen, and on the sets that I have played on, the pieces started life as beer bottle tops. The object of the game is, as in draughts, to eliminate all of one's opponents pieces by jumping one's own pieces over them and removing them. Jumping as many pieces as is possible is mandatory, with one of one's own pieces, but if one has the choice of jumping opponent's pieces with more than one of one's own pieces one may elect to move any piece, regardless of how many of one's opponents pieces one could remove with either or any of one's own pieces.



Once a piece has landed on the centre intersection of the opponent's back row (on my diagram shown with a triangle) it becomes a king, and consequently more powerful. Single (uncrowned) pieces may move forwards, diagonally forwards, and sideways, along any line joining intersections, one intersection at a time unless jumping opponents pieces (when of course they may move two or more intersections) but may not move backwards or diagonally backwards. When jumping they may change direction as necessary or desired, as long as they follow the rules of movement as outlined above. Crowned pieces may move any number of intersections in any direction, in a straight line, following intersection lines, until they come to an opponents piece. They must then proceed to jump opponents pieces, only stopping on one intersection before jumping the next piece (i.e. they cannot continue in a line over a number of intersections in one move once they have commenced to jump). Jumping is again mandatory for crowned pieces, and it should be noted that this includes situations where an opponent's piece is exposed to a crowned piece more than one intersection away, along a line of intersections.

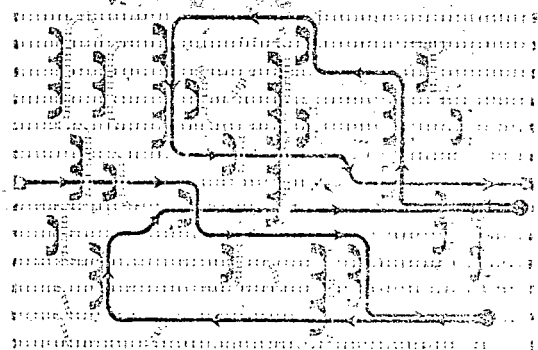
Damash has crept into my local pub in the last few weeks, after someone had had the rules explained to him on holiday in Madeira. Beyond this, I know nothing of the origin of the game. Perhaps some reader could enlighten the clientele of the "Ancient Briton", Inywen? (Free plug for you, Dave; that's another Southern Comfort you can give me).

The best tactics seem to be to act in a somewhat kamikaze manner at first - the diagram shows the initial starting positions of the two sets of twelve pieces, and it can be seen that there is only one vacant intersection to start! This initial phase is used to manoeuvre one's pieces to force the opponent to take pieces at subsequently heavy loss to himself. Keep one or two pieces patrolling the back row on guard for opponents pieces sneaking in for crowns. Habitual draughts players can be caught out by forgetting that the side intersections are not safe!

FERKIN COMPETITION ANSWERS

The Shunting Competition in FERKIN THREE is answered by the diagram opposite. This is for Stephen Agar's benefit, to give him at least one good nights sleep before Christmas.

FERKIN FOUR competition answer is 13 2 9 15. Chris Tringham was first with the answer, closely followed by every subscriber on my list. Let's see what you geni (geni?) make of this issue's. Farmer will no doubt solve it waiting at the traffic lights on his way to work again! Sod him!



The Ferkin Games Section

~~THE IS A MOREN~~ ~~THE IS A MOREN~~

This is the first Ferkin games section to be produced without a Ferkin typewriter. I could have increased the turnround time but prefer to finish the zine this way so you'll get it before Christmas. Anyone want to buy a Ferkin duff typewriter?

GAME ONE "BIG ERN" 1978 SZ WINTER 1901.

~~THE IS A MOREN~~

The English army's move to Norway is disallowed. His units at present are F Barents Sea F North Sea A Yorkshire. Malcolm has asked for time to consider his position and so, since he's taken the decision in such good spirit, I've agreed to hold the game over again. Sorry Chris!

GAME TWO "BILL CURRY" 1978 JC SPRING 1902

~~THE IS A MOREN~~ ~~THE IS A MOREN~~

- AUSTRIA (Agar) A (Galicia) - Warsaw
A (Serbia) - Budapest
F (Trieste) stands
- ENGLAND (Teager) N.M.A. !!! PRAT. A (Yor) F (Nor)
F (NWG) A (Lpi)
- FRANCE (Farmer) F (Marseilles) - Gulf of Lyon
F (Brest) - Mid Atlantic Ocean
F (English Channel) S G. F (Den) - NYH
A (Belgium) stands
A (Venice) S G. A (Mun) - Tyr.
- GERMANY (Egginton) F (Denmark) - North Sea
F (Berlin) - Baltic Sea
A (Kiel) - Denmark
A (Munich) - Tyrolia
A (Holland) stands

Press.

GERMANY - ITALY : Like it in Vienna do you ?

FRANCE : N'est-ce pas n'est-ce pas ne pas ne est pas ?

THE WORLD - MALCOLM BROWN : (Yes I know he's not in

this game)

You are a loony schizo

MALCOLM : No I'm not : Yes I am : no I'm not : Yes I am.

THE WORLD : And a paranoic

MALCOLM : No I'm not : Yes I am : no I'm not and the

first person to say I am (and I'm not) will

get what for : no he won't : yes he will : ...

Oh Chris (Tringham) why is everyone always

picking on me ?

TRINGHAM - BROWN : Give us a kiss.

GM - TRINGHAM : Behave yourself Chris. Just

remember you're promised to me. Roll on

SYRACUSE ... You lucky boy.

ITALY (FRAT)

A (Venice) - Trieste (no such unit)

A (Rome) - Venice

F (Ionian Sea) stands A (Vie) stands unstarted

RUSSIA (Johnson)

A (Ukraine) stands

A (St P'burg) stands

F (Rumania) stands DELETED (no retreat ordered)

F (Gulf of Bothnia) stands

TURKEY (Mitchell)

A (Sevastopol) s F (BLA) - Rum

F (Black Sea) - Rumania

F (Constantinople) s F (Smy) - Reg

F (Smyrna) - Aegean Sea

A (Greece) - stands

GAME THREE "JESSIE MATTHEWS" 1978 TT Autumn 1901

SWITZERLAND TO BUY A G.M. ? OFFERS TO M.J.

- RUSSIA (Foulger) A (Ser) s A (Gal) - Rum, A (Gal) - Rum
F (Tri) st.
- ENGLAND (Gilbert) F (Rom) c A (Yor) - Bel, A (Yor) - Bel
F (Lon) - ENG
- FRANCE (Stanley) F (Bre) - Pic, A (Par) - Bur, A (Spa) st
- GERMANY (Brown) A (Ruh) s A (Kie) - Hol, A (Kie) - Hol,
F (Den) - Swe
- ITALY (Jarvis) F (Rom) c A (Apu) - Gre, A (Apu) - Gre, A (Ven) - Rhodes
- RUSSIA (Foster) F (Sev) - BLA, A (Ukr) - Sev, F (Gos) - Swe,
A (SPP) - Nor
- TURKEY (Loveys) A (Bul) - Gre, F (Ank) - BLA, A (Arm) - Sev

MOVEMENTS

| | | | |
|------------------------------|------------|-------------------------|---|
| RUSSIA: Bud, Tri, Vie | + Rum, Ser | builds - A. Bud, A. Vie | 5 |
| ENGLAND: Edi, Lon, Lpi | + Bel | builds F. Edi | 4 |
| FRANCE: Bre, Mar, Par | + Spa | builds F. Bre | 4 |
| GERMANY: Ber, Kie, Mun | + Den, Hol | builds F. Ber, A. Kie | 5 |
| ITALY: Nap, Rom, Ven | | no change | 3 |
| RUSSIA: Mos, Sev, SPP, War | + Nor | builds A. War | 5 |
| TURKEY: Ank, Con, Smy | + BSI | builds F. Con | 4 |
| NEUTRAL: Gre, For, Swe, Tun. | | | |

G.M. - EVERYONE: I have now got a phone at home so you now have the option of phoning in your orders etc. The number is NOTTINGHAM 702718 and I hope to hear from you all. Merry Christmas and best wishes for the New Year. Dev.

RUSSIA - GERMANY: Thanks are quite unnecessary.
GERMANY - ITALY: Haven't you got the address of Roshia-Spacefiller? At least their products are vaguely imaginative!

FARMER - EUROPE : Crap.

RUSSIA - TURKEY : Just as well I take all your infidel heathen promises with a large ladleful of salt.

FRANCE - RUSSIA : Are you sure you won't attack Germany? I can hold him down while you hit him.

RUSSIA - GERMANY : When I nod my head, you hit it.

AUSTRIA - ITALY : I prefer Truffles myself.

WAITING LISTS

REGULAR DIPLOMACY (£1) I. PHILLIPS, K. LOVEYS, R. JARVINE,
C. JOHNSON

ANONYMOUS DIPLOMACY (£10) B. FOSTER

READERS WIVES (AND LADIES) DIPLOMACY (£10)
J. JERVIS, A. JOHNSON, M. FARMER
AND TWO MORE LADIES WHOSE
NAMES ARE NOT TO MIND AT
THIS VERY MOMENT.

COURSE (50p) Gm: DON BROWN, 61a CHURCH STREET,
OLD BASFORD,
NOTTINGHAM.

THE INVESTOR PLAYTEST Gm: CHRIS FARRER,
3 WESTBOROUGH LANE,
LONG BEVVINGTON,
NR NEWARK,
NOTS.

DON BROWN'S TREASURE HUNT (£2) G.M. DON BROWN.

BOURSE
FIPPER

FERKIN GAME THREE "JESSIE MATTHEWS"

G.M. We have a couple of new entrants for the Bourse this season and they both begin with 1000 units of each currency. There is a problem however; they both wanted their pseudonym to be "Chris Farmer." I can't understand why! ((Cult figure. ED.)) Anyway I will let the person who contacted me first retain the name and I shall mark the other with a ? this time in the hope that he'll change it to something else.

TRANSACTIONS

| | <u>CROWNS</u> | <u>POUNDS</u> | <u>FRANCS</u> | <u>MARKS</u> | <u>LIRE</u> | <u>ROUBLES</u> | <u>PIASTRES</u> |
|-------------------|---------------|---------------|---------------|--------------|--------------|----------------|-----------------|
| STUD HOLDINGS | - | -500 | -500 | - | - | +1053 | -500 |
| CATS WISE INC | +1025 | +975 | - | -500 | -500 | -500 | - |
| ERROL HALFYARD | -500 | -500 | -500 | +542 | -500 | +1000 | - |
| MARIAN CHASMS INC | +1917 | -300 | -500 | - | -500 | - | -300 |
| DAI CWMTWRECH | +3000 | -300 | -500 | - | -500 | -500 | +505 |
| CHRIS FARMER | -500 | -500 | -500 | -500 | -500 | -500 | +3477 |
| ? | +3820 | -500 | -500 | -500 | -500 | -500 | -500 |
| BALANCE | +7762 | -1825 | -3000 | -958 | -3000 | +553 | +2632 |
| NEW VALUE | 0.81 | 0.83 | 0.86 | 1.18 | 1.22 | 1.23 | 0.88 |
| OLD VALUE | 1.58 | 0.65 | 0.56 | 1.09 | 0.92 | 1.23 | 1.14 |

Holdings

| | | | | | | | | <u>TOTALS</u> |
|----------|------|------|-----|------|------|------|------|---------------|
| ? | 4820 | 500 | 500 | 500 | 500 | 500 | 500 | 10,405.6 |
| D.C. | 2900 | 500 | 550 | 1000 | 500 | 550 | 1505 | 9,151.7 |
| M.C. INC | 2617 | 500 | 500 | 1600 | 200 | 1400 | 500 | 8,945.86 |
| C.W. INC | 1525 | 1475 | 500 | 1750 | - | 1750 | 500 | 8,260.75 |
| C.F. | 500 | 500 | 500 | 500 | 500 | 500 | 4477 | 8,113.73 |
| E.H. | 0 | 0 | 0 | 2042 | 500 | 3000 | 1000 | 7,485.78 |
| S.H. | 500 | 0 | 0 | 500 | 4000 | 1553 | 0 | 6,906.66 |

PRESS G.M. EVERYONE: Crikey. Going by that I think ?'s name should be !!! Last seasons leader, Stud Holdings goes down to the bottom, Errol Halfyard falls too but both Marian Chasms Inc and Dai Cwmtwrech go up from their low positions last season. The performance of ? and Chris Farmer just go to show that you don't have to be in from the start to do well in the

game although I do assure you that it does get harder to do well the later you leave your entry. It will be interesting to see the final positions though. Two further points about the rules:

1. The maximum amount of a given currency you can sell in any one season is 500 units, and you can't sell what you don't possess.
2. You cannot buy more currency than you can afford, and any player attempting to do this will have that seasons set of transactions invalidated.

I am not going to be lenient about this ((hit me again, Don! ED)) any more, though if you give your orders by phone (0662 702718) I will point out any obvious mistakes and even do a check for you if you ask. ((CRAP - let them cock it up by themselves. ED)) Anyway be careful from now on; I'll always try to answer any questions you may have, if you take the trouble to ask them. Bye bye suckers - Don.

CATS #RSE INC - DAN CLUMSY TWERP : Go play on your (illegible)
ERROL HALFYARD - gm: CRAP.

gm SCANDAL PROBE : Unless 1000 units of each currency are immediately added to my holdings I shall reveal, to the horror of a Mr D.O. of Nottingham, the names of his accomplices, the club they belong to and the shop where they bought the weasel!

g.m. : Gulp! I'll call you bluff on that, but I'll bet you 500 crowns you don't name the shop - you don't know Scar Ferret do you?

EDITOR : What the Ferk is all this about? Waste of good felt tip.

DEADLINES

GAME THREE
BOURSE

ORDERS TO DON BROWN BY THURSDAY 11th January
or 10 p.m. 10th January if phoned.

GAME ONE
GAME TWO

ORDERS TO IVE BY TUESDAY 16th January
or 10 p.m. 15th January if phoned.

THE INVESTOR : ENTRIES TO CHRIS FARMER BY MONDAY 15th JAN.

Why I like Ferkin.

a poem by Paul Openshaw (7)

I read a zine called Ferkin once
And liked it quite a lot.

I read it in the garden
In the lounge and in my cot.

I read it to my pussy cat
It wasn't so amused.

"Perhaps it is the drawings
That she doesn't like" I mused.

"I think I'll have a try at this
old drawing lark" thought I.
But then I realised that I'd have to
photocopy or litho print it
And the costs are much too high.

Now Whiskey Mac, my zine is best
But Ferkin comes close second
And now I really do not care
Just what my pussy reckoned.

Paul O.

A game combining approximately equal amounts of skill and luck as one finds necessary to play the Stock Market successfully.

It allows opportunity to price-rig in cartels but is probably equally suitable for go-it-alone sorts to defy the general market sentiment.

The game is very loosely based on AVALON HILL'S Stock Market Game from which the idea is acknowledged.

A large, tilted table containing a dense grid of text, likely a list of stock prices or company names. The text is oriented vertically along the diagonal of the page.



WHY? ... LOCAL ... LIVESOCK ...

THE INVESTOR

NUMBER OF PLAYERS 3 (ideally) If a lesser number then additional cash per player will be awarded.

DURATION OF GAME Initial Investment then 10 Turns (years).

CASH PER PLAYER £10,000

OBJECTIVE To have the highest valued Portfolio after year 10.

INVESTMENTS AVAILABLE GILT EDGED STOCK (GILTS).
£25,000 Par Value (Nominal Value).
Initial Market Price 80 (% of par).
Redeemable at par at year 10.
Dividend/Interest payable at 10% on par value.
Negotiable in blocks of £500.
Priced in units.
Additional £2500 marketed each year.

BLUE CHIP EQUITIES (BLUE CHIPS).
800 offered for sale.
Initial market price £50.
Dividend £2 per share p.a.
Negotiable in blocks of 10.
Priced in £1 intervals.
Additional 100 offered each year (years 1 to 8).

SPECULATIVES (SPECS).
400 offered for sale.
Initial market price £50.
Dividend £10 per share p.a.
Negotiable in blocks of 10.
Priced in £1 intervals.

CASH AT BANK

Earns 5% p.a.

INITIAL TURN Each player can/must attempt to invest his initial allocation in all/any of the Stocks/Shares below.

GILTS Govt. Stocks. The Govt. insists that at least £20,000 of Stock must be bought by investors initially.
Every player must bid for at least £2,500 of stock with a minimum tender price of 72 (cost 2500 x 72 = £1800).
The opening price will be 80.
Allocation of the total amount of available stock will go to the highest tenders. Thus if players A to F bid 72 for £2500 Stock each and players G & H each bid 73 for £12500 Stock the full amount of Stock will go to G & H. Players A to F will receive no allocation.

BLUE CHIPS For sale by tender at a minimum price of £45.
The opening price will be £50.
Allocation will go to the highest tenders. Equal high tenders will be allocated pro-rata (as will gilts and specs).
Tendering is not obligatory.

SPECS These are available as for Blue Chips.

GILTS: DEALING, PRICE ETC.

Interest is paid at the start of each year to the Registered Holder. Irrespective of price prevailing or price paid the payment will be £10 per £100 (10%) of par value. The interest payment is in the New Year and cannot therefore be used to offset year end expenses.

Each year an additional £2500 of Stock will be available for issue at market price or bid for above market price. The buying instruction should take the form "Buy £x of Gilts at market price; if oversubscribed I will pay up to £y." (This facility does not apply to the initial tender).

Buy orders are submitted each year at the prevailing price. Buying subject to availability of selling stocks or unbought balances held by the Govt. will be at Market Price, but prospective investors are reminded to heed the immediate previous paragraph in case of a net shortage of stock.

Selling orders will be aggregated. If sales exceed purchases the Govt. will activate an immediate price adjustment and will "buy back" no more than the stock purchases figure at Market Price.

If more than this is put up for sale the price falls 1 point for every £500 surplus. Thus if net sales are 5000 and the Market Price is 90 the sell price will drop (before the sale is completed) to 80.

A prospective seller may specify a minimum price below which the deal will be cancelled. If this minimum price is above the adjusted level then all other sales take place at a price of 1 below that minimum price, or at the adjusted price ignoring that cancelled sell order, whichever is the lesser.

FOR EXAMPLE There are no purchases.

The Market Price is 80.

A wants to sell 4000 at any price.

B wants to sell 2000 at MIN PRICE 75.

6000 units for sale activate Govt. price adjustment of 12, down to 68. B's sale is cancelled. A's sale therefore takes place at either B's minimum price - 1 (74), or at the adjusted price ignoring B's completed sale (a drop of 2 to 72). 72 is therefore the price.

All sales (except cancelled ones) will take place at the reduced selling price. All purchases will be at the Market Price.

The price of Gilts moves from its '80' start point by +1/-1 for each 500 units bought/sold but within the price corridor as follows: Yr 1 Min Final Price 63 Max Final Price 137, Yr 2 Min Final Price 66 Max Final Price 134, and so on narrowing by three either side each year.

The price after year 10 dealings will become 100 (redemption at par) before final portfolio valuation.

THE INVESTOR

BLUE CHIPS: DEALINGS, PRICE ETC.

Dividends are paid at £2 per share at the start of each year. There are several factors influencing the price to move from its starting point of £50.

1. UNDERLYING ECONOMIC SITUATION.

The rise in share prices will be exaggerated by a rising economic trend or will be moderated by a falling economic trend. This follows the standard 4 year economic cycle. We are presently on a Flat Point and the cycle operates as follows:

- Year 1 +15% (Up)
- 2 +30% (Strong Up)
- 3 -25% (Down)
- 4 FLAT
- 5 +15% etc.

These percentages will operate onto the "Change" in prices (not onto the overall prices). However, as economic growth is only running at 5% p.a. there is a corrective fall of 20% necessary in the ten year period. There are, therefore, two certain falls of 10% which will occur in addition to the above pattern randomly within the next ten years. These falls will operate on the overall price, not on the change.

2. BULL/BEAR MARKET: WHISPERS (TRENDS)

Each year there is initially a 50:50 chance that the market will be optimistic (Bull) or pessimistic (Bear). Players can, however, improve the chances one way or the other by whispers which have a 75% chance of being believed. A Bull/Bear whisper costs £50 and, if believed, will change the chance ratios from 50:50 to 55:45 in favour of the whisper chosen. Additional whispers are cumulative at 5% switch to 75:25 then at 3% to 90:10 then at 1% to 100:0. Contrary successful whispers cancel out. The Bull/Bear Trend as established is then influenced by the net number of buyers/sellers. (3 buyers + 1 seller = 2 net buyers). Note it is the number of net sellers/buyers, not the number of shares traded which influences the price movement. The price changes occur as tabulated below.

| <u>NET</u> | | <u>TREND</u> | |
|---------------|----------------|--------------|-------------|
| <u>Buyers</u> | <u>Sellers</u> | <u>Bull</u> | <u>Bear</u> |
| 8 | | +20 | +3 |
| 7 | | +19 | +7 |
| 6 | | +18 | +6 |
| 5 | | +16 | +4 |
| 4 | | +14 | +2 |
| 3 | | +12 | 0 |
| 2 | | +10 | -2 |
| 1 | | +6 | -4 |
| | | +6 | -6 |
| | 1 | +4 | -8 |
| | 2 | +2 | -10 |
| | 3 | 0 | -12 |
| | 4 | -2 | -14 |
| | 5 | -4 | -16 |
| | 6 | -6 | -18 |
| | 7 | -7 | -19 |
| | 8 | -8 | -20 |

3 PRICE WHISPERS.

Additional to the Bull/Bear trend a player can start price whispers which give a price variation of +4/-4 if believed by the market. Price whispers cost in accordance with strength of believability. Thus:

- £150 50% chance of belief.
- £250 75% chance of belief.
- £400 90% chance of belief.

Successful rumours are cumulative at +4/-4 each. These changes are subject to underlying economic trend.

4 PRICE CONTROL.

Blue Chips will never rise more than £40 in any year, will never fall more than £30 in any year, and will have a minimum level of £15.

5 NEW ISSUES.

Each year a further 100 Blue Chip Shares are available at Market Price. If net purchases exceed the available supply then those available will be sold to the highest bidder, above Market Price. Purchase orders should therefore specify the top price the player is prepared to pay. Note that sales will remain at Market Price.

SPECULATIVES: DEALING, PRICE ETC. These operate in several ways:

1 BULL/BEAR TREND:

As for Blue Chips but at double the change rate. They are unaffected by the underlying economic trend as they are Sri Lankan Tea Shares.

2 PRICE WHISPERS

- create +8/-8 changes and cost: £300 50% cost
- £500 75% cost
- £1000 95% cost

3 THERE IS NO PRICE CONTROL.

4 CROP SUCCESS / FAILURE.

The following charts the changes of 5 types of crop level, showing the chance of each occurring. One type occurs in each of the ten years. Each year is mutually exclusive, thus it is possible that an excellent crop could be followed by another excellent crop.

| CROP LEVEL | CHANCE | PRICE EFFECT |
|------------|--------|--------------|
| Excellent | 10% | +100% |
| Good | 30% | +50% |
| Average | 20% | No Change |
| Bad | 20% | -50% |
| Disastrous | 20% | -80% |

These adjustments are made after trading.

5 GOVT. INTERVENTION.

There is a 5% chance each year that the Sri Lankan Govt. will seize the company. This chance is non-cumulative. There is, in case of a zero, a 75% chance that no money will be paid to shareholders, and a 25% chance that there will

be a distribution of £40 per share. If seizure does occur before Year 3 a new speculative stock will be issued.

6 There are no additional shares coming on to the market therefore an excess demand to purchase will be resolved by tender as for Blue Chips. Sales will remain at market price.

ADDITIONAL RULES

OPTION TO BUY Any person may buy Blue Chips or Specs by option. The cost is £15 per share payable immediately. The option must be exercised within two years or the option is lost. The price payable is that ruling at placing of option. The option charge is not a deductible deposit but is an additional payment. Options can only be bought/exercised subject to availability of shares for purchase. Options may only be bought between years 1 and 7 (not the initial turn).

SELLING SHORT Any player, on payment of £15 a share may sell shares (Blue Chips & Specs only) he does not own at the prevailing price. He must, however, balance his book within two years or he is bankrupt and out of the game unless he can pay £25 a share above the top traded price in which case a special issue of shares will be marketed. Any excessive number of Blue Chips/Specs created as a result of selling short will be accepted although, in the case of Blue Chips new issues will be temporarily suspended until the position is rectified. Selling short is allowed between years 1 and 7.

CASH SHORTAGES are not allowed. Any prospective overspending will be rectified by cancelling, in this order Price Whispers, Trend Whispers, Selling Short, Buy Options, Spec Purchases, Blue Chip Purchases, Gift Purchases.

ORDERS Should take any comprehensible, unambiguous form.

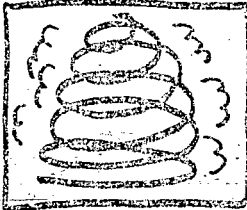
REPORTS Will indicate total purchases, sales, options etc by volume and price.
Will indicate Nos, Type, Success Failure of whispers but will not identify source.
Will indicate other change factors (eg crop levels).
Will indicate value of year end portfolios of each player plus (separately) the dividends received for the start of the next turn.
Will indicate the amount of unissued/newly available stocks & shares.

PERIODIC REPORTS Each player will receive a reconciliation of his portfolio value with all tradings indicated.

The adventures of
SUPERCHRIS'S
 part 4.

Superchris is still at TRINGHAM
 Towers mourning the loss of Malcolm...
 Waaa! Waaa! Waaaaa!

When suddenly...
FLASH!



Wha...
 what's
 going
 on?

fear not
 S.C... it is
 I... Hurricane
 Mucknall...
 I will
 help you...

Hurricane... it's
 great to see you...
 ... they've killed
 or boy wonder...
 ... We must get in to
 TRINGHAM TOWERS

**FOLLOW
 ME**



Upstairs
 quick!

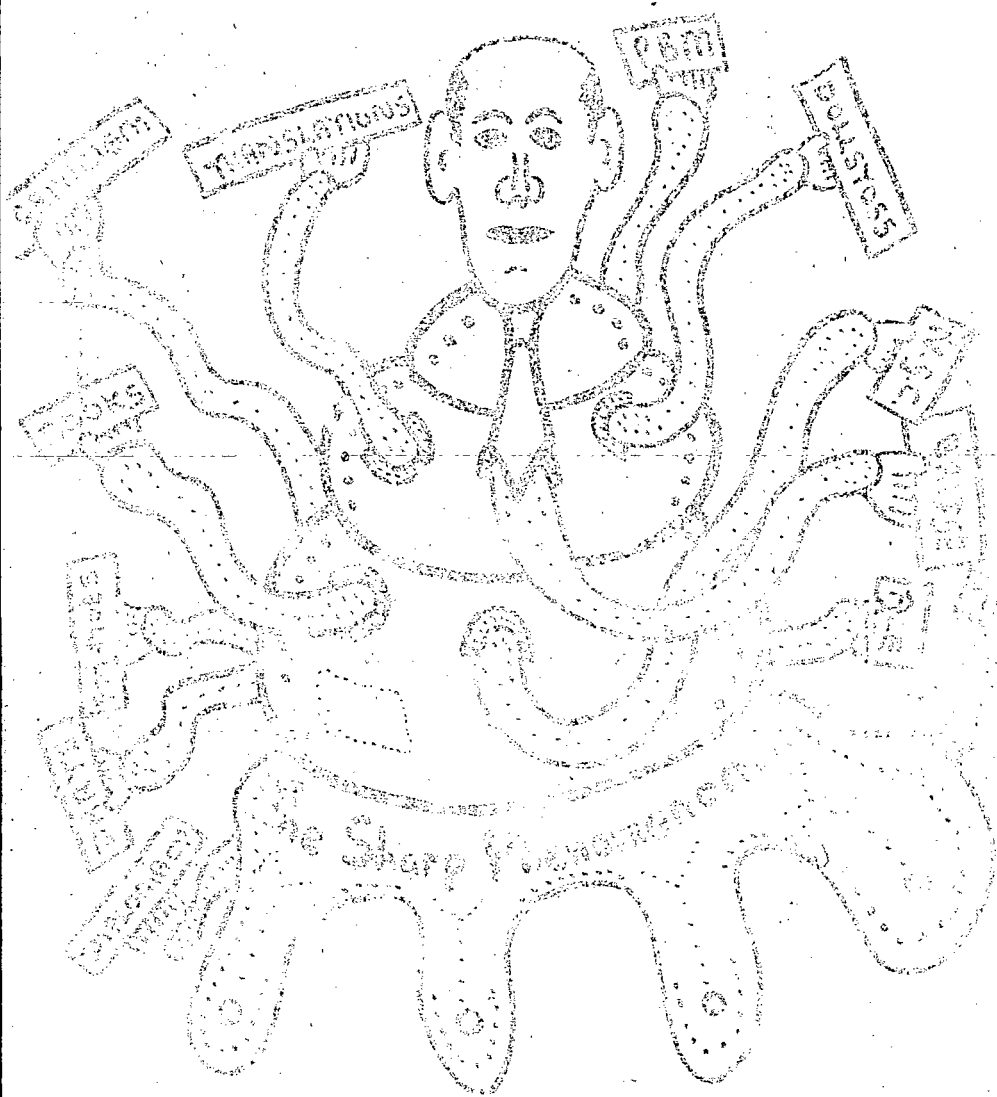
LOOK

This must be where
 they're holding
 Tringham

Stand back
 S.C... I'll
 open up...

Superchris
 Hurricane
 ... you've
 come!!!

Will Tringham be freed?
CAN our heroes escape?
WHO is the Villain?
SEE FERKIN SIX....



IN PERKIN FIVE :

The Sharp Phenomenon.....

a portrait of a millionaire at 73

