

FROM OVER THE ROOSTERS  
OF CARLETON IN SPAIN

This is the sixth issue of FERKIN a games fanzine filled to the brim with tasteless pop, juvenile humour and Chris Farmer. It is Edited, Printed and Published by Mike Jarvis, 19 Portree Drive, Rise Park, Nottingham, telephone (0502) 274369. It costs 20p a copy including postage.

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THE FERKIN EDITORIAL

Right. Has everyone read the bit above? Good. Notice anything different? Good. Now go and fetch the envelope from the waste paper bin. That's different as well. See how? Good. Yes, Petals, my price has gone up and a look at the envelope will tell you why. FERKIN is now costing its Editor postage as well as copying charges. This comes to just over 20p a copy, hence the increase. If you'll look at your envelope again (I'll wait until you retrieve it.....OK?) you will see something appearing in brackets after your name. This could be a (T) aff) or a number. T = Trade, F = Free and the figure represents the number of the last copy of FERKIN you'll receive if you don't renew your subscription. Good isn't it? Should any of you consider that FERKIN is not worth 20p then I'll be happy to return your cash (using Rent-a-Thug to make the delivery of course).

On to happier matters. What did you have for Christmas? We had a Super Striker, loads of Action Man Stuff, a Death Star, a Radio Controlled Tank and loads of other goodies. Simon is unbeatable at Super Striker. He is always Forest of course up that way account for the extraordinary amount of luck he gets. The Clough magic works from afar.

The stuffed parrot appeal was successful and Chris made a fine Long John Silver. To see him treading the boards muttering "Aaaaayrr Jim Lad" and trying to stifle snerks upon snerks of sneezes caused by being allergic to stuffed parrots made my Christmas complete. Seriously though, he was very good and he wants you all to know that he's having some success in learning how to walk on two legs again. He's a possum isn't he? Aaaaah.

Bob Brown is the FERKIN STABBER OF THE YEAR for 1978, having been voted that dubious honour by all you prats. You realize he'll start to fancy himself don't you? Just read his strategy article this issue to see what it's done to the boy's brain. Read it? Now read it again and see if it makes sense to you. I don't understand a word of it. He short measured me as well this time. What use is  $\frac{1}{2}$  of a page? Bloody silly.

Oh dear, I haven't told you what's in it yet and you've already looked inside. What am I thinking of? Sex usually. The Superchris adventure finishes and the characters for the forthcoming story are introduced. There are some more Famous Ferkins, a puzzle (devised and produced by me) and an Odds and Sods page. Put it all together and you have FERKIN, a zine which Chris Fringham RECOMMENDS. What impeccable taste the boy has. What a fine young person. A rose among the thorns. The LummoX. Doesn't he know that no-one is allowed to enjoy FERKIN apart from Farmer? It defeats the whole object. Lord save us from snotty nosed students.

Did you know that Malcolm Brown is working on a zine? It's due At or even at the beginning of April (oi tink) so you've got time to save up. It will feature lots of pictures of naked gentlemen and ladies doing odd things to one another and their pets. Sounds good Malcolm. Do you want to borrow a stuffed parrot?

I've got some more zine news for you, this time concerning DIPLOMACY WORLD, the Rolls Royce of Dip zines. The following despatch has just been received

from our Oregon (Oregonian?) correspondent.

#### The Latest on the Future of Dippy World:

Jerry Jones, editor of LIES, DECEITS & NEFARIOUS SCHEMES, has assumed the duties and responsibilities of DW. He will go back to the old schedule of four issues per year, at a cost of \$4 per year (overseas \$5; foreign air \$8). The big news is that all trades are cancelled. However all publishers who forward an issue to Jerry will receive a \$2 credit toward their DW sub. Jerry will then send all zines received to Konrad Baumeister, who is now maintaining the archives. Jerry also states that if DW even hints at going into the red, the rates will be raised to \$6 a year. Oh yes, any zine which publishes less than six times in one year will have its following years credit cancelled. Jerry's address is 1354 Wagner Street, Pasadena, California, 91107. Remember, you read it here first.

Many thanks to Richard Jarvinen for that information. He's a wonderful lad, even if he does think soccer is a game played by "Brit fairies" (he's never seen Mansfield Town obviously. I understand his love for the American game (American Football) however. It looks a great game with a lot more scope for strategy than soccer. Send Alan Watson (38 Hummerknott Ave, Darlington, Co Durham) a SSAE for his zine Punt & Pass. You'll like it.

Introspection time. FERKIN has stopped growing, or at least its list of subbers has. I haven't had one new subscriber since I sent out issue 5. Tough you say. Make a better job of it dan you say. Cobblers I say. It's prats who suggest in their reviews that FERKIN is not likely to be around for long that dissuade people from subbing. Bad reviews are OK (although I don't think I got one) but remarks about unreliability are hard to take when they have no foundation. I'm already making plans for my 50th issue, Johnny. 365 pages and a hard cover. Will that do you? Similarly the games lists are filling very slowly now. That's not such a bad thing though, it gives us more room to do what I want with my spacefillers. That's what I like about zine production. I can impose bits of nonsense on eighty odd people (or eighty-odd people....no leave it as it is) and some of them even pay for it. Ho ho ho ho ho. Nugs.

Tom Tweedy reckons "I put something of myself into these editorials. If he means they're daft I agree with him. It's not everyone who can write a couple of pages of drivel straight off the top of his head. Being a loony helps as does half a dozen gins with lemonade or a half pint of Shippos. Richard Jarvinen writes a good editorial. Not daft like mine but humorous in a clever sort of way. Intelligent buggar. In case you don't subscribe he edits NON SEQUITUR, a wonderful organ (how did Farmer get into this plug?) and available from 2404 Sunset Avenue, West Linn, Oregon, 97068.

This is to be the sixth copy of FERKIN to be sent to the Lord of our hobby Richard Sharp (Baldy to his friends). I wonder if he'll notice them sitting in a neat little pile on his doorstep one day. Or perhaps he has noticed them and is so afearred of the threat imposed on his circulation figures he doesn't want to tell anyone about it. I wrote him a suitably yawning letter asking for advice on zine production and enclosed a SSAE. No reply yet and I sent it months ago. Never mind. We all love our leader, warts and all. I forgive you Richard. I hope you're adding the price of each issue of FERKIN to my sub to DOLCHSTOSS though. You're not !! Shucks.

Editorial finished. Pathetic again. Don't know why you put up with it. Don't.

| <u>Opening</u> | <u>Variation</u> | <u>Title</u>  | <u>Frequency</u> |       |
|----------------|------------------|---------------|------------------|-------|
| A (Con) Bul    | F (Ank) BLA      | A (Sny) Arm   | Russian Attack   | 32.1% |
|                |                  | A (Sny) Con   | Russian Defense  | 29.5% |
|                | F (Ank) Con      | F (Sny) Ank   | Western Opening  | 31.8% |
|                |                  | A (Sny) holds |                  |       |
|                |                  |               | <hr/>            |       |
|                |                  |               |                  | <hr/> |
|                |                  |               |                  | 93.2% |

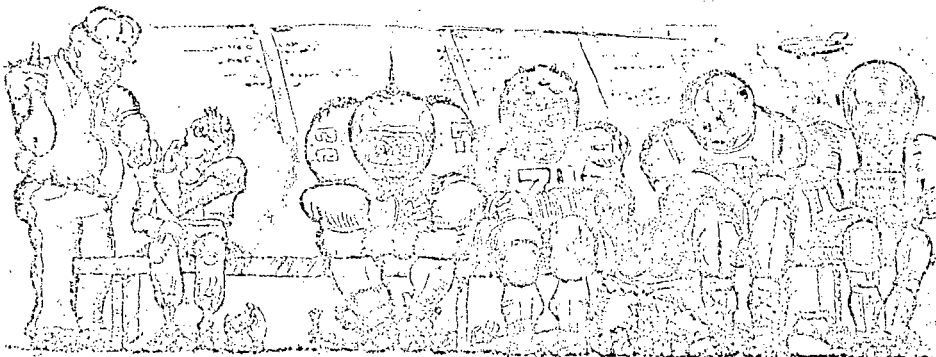
The art in playing Turkey is in judging the pre-Spring 1901 diplomatic climate; for she has two basic choices - to attack Russia or to attack Austria. If this is judged incorrectly and the wrong opening moves are made then it is very hard to swap attacks and, invariably, the person who was attacked originally is still very suspicious and is much more liable to stab you later on.

Turkey can attack Russia by ordering to Bulgaria, Black Sea and Armenia; this gives a good chance of possessing Rumania and/or Sevastapol in Autumn 1901. It would be quite hard for Russia to force you out of either of these centres without obtaining help from Austria and she is unlikely to get such help as Russia is being stopped from gaining access to the Balkans, a point obviously in Austria's favour. This opening often leads to an attack on Austria as Turkey does not wish to spread herself too thinly and, also, she would be in a very good position for such an attack. The disadvantage with this opening is that it leaves Turkey wide open to an attack from Italy - either with or without help from Austria.

The Turkish attack on Austria means moving to Bulgaria and Constantinople (either with the fleet or the army); this gives you the chance to protect Ankara from a possible Russian move to the Black Sea or, if extremely suspicious of Russia, Turkey can send the two armies westwards and attempt to stand off the Russian fleet with F (Ank) BLA (the Russian Defence). If Russia does cooperate however, the fleet moves to Constantinople so that it can exit to the Mediterranean. This often leads to an attack on Italy but leaves Turkey open to a possible Russian stab.

So, as you can see, Turkey has to pick the right opening and also has to know exactly when to stab his ally and protect herself from any flanking movements by Russia and Italy.

Thanks to Richard Sharp and Mick Bullock for material from their zines POLCESTOSS and NEW STATESMAN.



Most of you are aware that I am involved in the Football Strategy Telephone League run by Charles Vasey and co-ordinated by Alan Watson through his zine Punt & Pass. As a late comer to the League I don't play with the founder members but in a little League of three newcomers in the hope that sufficient experience may be gained to all all players to play in regional Conferences next season. My enjoyment of Football Strategy has led to my wanting to find out more about the real game and to my buying A.F. games which promise more realism. B.B.C. T.V. showed the highlights of the Rosebowl on Grandstand last Saturday and this confirmed my impression that the game is as exciting (if not more) than soccer and combines subtle strategy with intense physical pressure in a way soccer never could. No doubt my U.S. readers will be in stitches after reading the next part of this article but I'm going to try to explain a little about the game never the less. American Football is played on a pitch (called a gridiron for some damn stupid reason) between two teams of eleven players each. That's players actually on the pitch at any one time, of course. As in a lot of American games they tend to swap around somewhat so there are as many players off the field as on it. The pitch is 100 yards long and is marked out in 1 yard lines. At each end of the pitch is a further 10 yards 'end zone' with what looks like a one legged rugby post in the middle of the end of each end zone. The object of the game is to score a 'touchdown' which is not quite the same as in rugby. In A.F. you either carry the ball into your opponents end zone or make a clean catch there. You don't actually have to touch it down for some damn reason. A touchdown is worth 6 points and gives rise to a kick for an extra point, 3 points are obtained for a field goal, a kick between the goalposts taken during the normal course of play. OK so far? Good. At the start the teams line up for the kick off. Whoever wins the toss kicks the ball from his own 35 yard line (40 yard line in College Football I think) and normally the other team receives the ball and runs back with it until they're stopped. A scrimmage is called at the place the stop was made and the team with the ball decides what sort of play to make, remembering that they must make 10 yards ground in four plays. (Each play is called a down and the state of play is expressed as follows: 1st and 5, for example, meaning 1st down and five yards to go, or 4th and 9, 4th down and 9 yards to go.) If ten yards are not gained by the end of the fourth down then possession passes to the opposition. If ten yards is gained during any of the downs play reverts to 1st and 10 again. Types of possible vary enormously, but basically they can be split into two groups, running plays and passing plays - self explanatory really. The ball can be thrown forward, unlike rugby and this can lead to some spectacular throws upfield which are quite legal so long as a clean catch is made. One thing to remember is that only the player in possession of the ball may be tackled by the defensive side but the offensive side (the side in possession) can shield the man with the ball by tackling and holding the opposition. The teams appear to have separate sides for offensive play and defensive play so when possession changes just about everyone leaves the field. The most important man on the field would appear to be the offensive Quarterback for it is he who receives the ball at scrimmage and initiates the play previously planned, throwing the ball, passing it or running with it himself. Most A.F. board games available place the players in the position of the Quarterback, allowing them to call the plays and outguess the opposition.

FOOTBALL STRATEGY Avalon Hill \$7.95.

The game comes in the usual Avalon Hill bookcase sized box and contains a board showing the Gridiron, plastic football to mark the line of scrimmage and a ten yard marker as well as scoresheet and timing pad, defence cards and offense play charts. The mechanics of the game are very simple. The player in possession secretly chooses an offensive play from the twenty shown on the offense play charts. His opponent chooses a defense play card from the ten available and lays it face down in front of him and the offensive player states his play out loud. The offensive play is cross referenced with the defensive play on a matrix and the result shown is acted upon. The result can be a gain or loss in yards, a fumble or an interception (in which case possession changes), incomplete (no loss or gain of yardage) or penalty. Play continues in accordance with the timepad until a touchdown is scored exactly as in the proper game, although one point for us soccer people to watch is that after a touchdown or field goal the team which has scored takes the kick off. The board is

Score for this week

1983

functional, perhaps a little dull, the charts are easy to read and understand and, although Football Strategy may not be the most accurate simulation available it would get my vote as the most enjoyable face to face game. It really is a battle of wits because the key to the game is the anticipation of the play your opponent is going to use. Every play has a counter play so gaming rivals can have a great deal of fun attempting to screw up their opponents game. In telephone play the timer is ignored and the game ends after fifty plays (soon to be increased to sixty). An umpire runs the game, making all the telephone calls back and forth and keeping scores and full game statistics which are later published in Punt & Pass. If you are interested in joining the League, places are still available. Write to Alan Watson at 28 Hammersknott Ave, Darlington, Co Durham for a copy of the zine.

**PAYDIRT** Sports Illustrated Games £7.95 and updated rules and charts £6.95. The packaging for this game is a little old fashioned - the game coming in a bicody great box, and the contents leave a lot to be desired also. The game itself is a smasher, however. If you already own Football Strategy I think you could get by with the new rules and charts and a bit of messing about so you could possibly save yourself eight quid there. It's a two player game again but here we have team identification. I'll refer only to the updated charts and rules. With Paydirt you get a separate set of charts for each pro team in American Football. Over the 1976 season each teams play was computer analysed and the charts prepared to give the choice of nine offensive plays and six defensive plays. Each offensive play has up to twenty-nine variations decided by die roll and each defensive play has up to five variations, decided similarly. The two results are cross matched on a priority chart and the final result is read off. Obviously, since we are dealing with specific teams in a specific season there is some play imbalance - some are good, some are lousy, but if a straight competitive game is required there are rules to even the game up. Paydirt is a particularly good Solitaire game - the team identification making it even more enjoyable than Football Strategy.

**ROOSBOWL** Avalon Hill £7.95. Roosbowl format again and the board is similar to Football Strategy although a lot more colourful and has more charts. Basically it's the Paydirt game changed slightly to allow College Football teams, but play balance is maintained here by giving charts for the best team from each U.S. College between the years 1960 and 1970. This makes every game played a very evenly balanced contest. I've just finished playing a game between the USC Trojans of 1967 and the Michigan State Spartans of 1966. Unlike the aforementioned Roosbowl, the Spartans won 10 - 0 !!

So, good games my loves, good games, all fine for solitaire and even better head to head. None of them are at all complicated (my seven year old son plays with some success) but all offer great scope for strategy, even for someone who doesn't know what he's talking about when it comes to American Football. (Sits back and waits for letters of correction from U.S. readers.)

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WAITING LISTS

Regular Diplomacy (£1) Three needed. Anonymous Diplomacy (free) Five needed. Ladies Diplomacy (Snowt) Two needed. The Investor (free) Five needed.

Can anyone suggest how to play any of the American Football games described above by mail? If some workable method is suggested then lists will open forthwith.

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GREATEST HITS. I am told that Pete Birks is having a go at me in the current issue. Never mind.....if I edited a zine like his I'd pay kids to throw shit at it.

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GREATEST HITS. I wish I could say I dislike it.....I don't. I wouldn't go back to Daisy for anything.

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GM : I made a mess of the orders of Cats \*rse Inc's orders last time which meant that the price of Crowns & Pounds went up by one cent. All the players were informed of the change well before the deadline.

| TRANSACTIONS      | Crowns | Pounds | Francs | Marks | Lire | Roubles | Piastres |
|-------------------|--------|--------|--------|-------|------|---------|----------|
| Malcolm Brown     | -500   | -500   | +5893  | -500  | -500 | -500    | -500     |
| Dai Cwmtwrch      | -      | +2484  | -      | -     | -500 | -500    | -500     |
| Marian Chasms Inc | -500   | -100   | -65    | -500  | -    | -500    | +1800    |
| Cats *rse Inc     | -500   | -500   | +5089  | -500  | -    | -500    | -500     |
| Chris Farmer      | -499   | +1500  | +1751  | -     | -    | -499    | -499     |
| Errol Halfyard    | -      | -      | -      | +1504 | -500 | -500    | -500     |
| Stud Holdings     | -500   | -      | -      | +1700 | -500 | -500    | -        |

| DEALINGS  |       |       |        |       |       |       |      |
|-----------|-------|-------|--------|-------|-------|-------|------|
|           | -2499 | +2884 | +12668 | +1704 | -2000 | -3499 | -699 |
| Old Value | 1.59  | 0.66  | 0.55   | 1.09  | 0.92  | 1.22  | 1.14 |
| NEW VALUE | 1.35  | 0.94  | 1.82   | 1.26  | 0.72  | 0.88  | 1.08 |

| HOLDINGS          |      |      |      |      |      |      |      | \$ Total |
|-------------------|------|------|------|------|------|------|------|----------|
| Malcolm Brown     | 4320 | -    | 6393 | -    | -    | -    | -    | 17467.26 |
| Cats *rse Inc     | 1132 | 1076 | 5589 | 1250 | -    | 1250 | -    | 15336.62 |
| Chris Farmer      | 1    | 2000 | 2251 | 500  | 500  | 1    | 3978 | 11265.29 |
| Dai Cwmtwrch      | 2900 | 2984 | 550  | 1000 | -    | 50   | 1005 | 10110.36 |
| Marian Chasms Inc | 2117 | 400  | 435  | 1100 | 200  | 900  | 2300 | 8831.05  |
| Errol Halfyard    | -    | -    | -    | 3546 | -    | 2500 | 500  | 7207.96  |
| Stud Holdings     | -    | -    | -    | 2200 | 3500 | 1053 | -    | 6228.64  |

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Errol Halfyard - GM Tell that Kraut brother of yours to get his Ferkin finger out.  
 Stud - Errol Next Visit; Mansfield Marauders 45 Bennington Bangers 3.  
 Errol Halfyard - Chris Farmer Hello Malcolm.

JESSIE MATTHEWS DIPLOMACY 1978 JJ SPRING 1902

|         |          |                                                                    |
|---------|----------|--------------------------------------------------------------------|
| AUSTRIA | Fouquier | F(Tri)-ADS, A(Vie)-Tyr, A(End)-Tri, A(Rum) st, A(Ser) s A(Rum)     |
| ENGLAND | Gilbert  | F(Edi)-NWG, F(Eng)-st, F(NTH) s F(ENG)st, A(Bel) s GER A(Ruh) - B  |
| FRANCE  | Stanley  | F(Bre)-ENG, F(Pic) s F(Bre)-ENG, A(Spa)-Por, A(Bur)-Gas.           |
| GERMANY | Brown    | F(Ber)-BAL, F(Den) s F(Ber)-BAL, A(Kio)-Mur, A(Hol) st, A(Ruh)-Eur |
| ITALY   | Mc       | A(Ven) st, A(Apu)-Alb, F(ION) c A(Apu)-Alb                         |
| RUSSIA  | Foster   | F(GOB)-BAL, F(Sev)-BLA, A(Ukr)-Sav, A(War)-Sil, A(Nor)-Swe         |
| TURKEY  | Loveys   | F(Ank)-BLA, F(Con) s F(Ank)-BLA, A(Bul)-Gre, A(Arm)-Sav            |

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TURKEY - ITALY Stop being a Ferkin nuisance - go and hinder someone else's progress.  
 ITALY - AUSTRIA Neo botha.  
 FRANCE - ENGLAND You try to butter your bread on both sides, oui ?  
 LOST one flick-knife; will the finder please return it to Mike Jervis, Pa.  
 FRANCE - GERMANY If you want to make an example of this impudent Englishman I am showing you which side I am on.  
 GERMANY - FRANCE I always retaliate.  
 MIKE JERVIS - CHRIS FARMER But soft.....what light through yonder window breaks ?  
 It is the East...and Christopher is the Sun.

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It is a condition of this game that should the players want it to continue they must submit their orders on black bordered paper. Big Ern's been sold to Chesterfield for £30000. Will life ever be the same ?

- AUSTRIA Don Brown A(Sea)-Rom, A(Ser)'s F(Mb)-Gre, F(Aib)-Gre
- ENGLAND Mal Brown A(Yor)-Nor, F(Nor) c A(Yor)-Nor, F(BAR)'s A(Yor)-Nor
- FRANCE Jon Agar F(Por)-Rom, A(Spa)-Gas, F(Mac)-Spain, A(Far)-Pic, A(Yor)'s Ital, A(Yor)-Mon
- GERMANY Kis Tringham F(Ber)-Esp, F(Den)-Swe, A(Kie)+A(Mun)ms, A(Hol)-Bel
- ITALY Kis Farmer A(Tor)-Wms, A(Yor)-Tri, A(Yor)'s A(Yor)-Tri, A(Rom)-Tos.
- RUSSIA Bob Chapman F(Cas)-Sug, A(StP)-Fin, A(War)-Mus, A(Rum)-Gal, F(Ser)-Eia, A(Vic)-Bud
- TURKEY Ian McIntyre A(Bul)-Rom, A(Gre)'s A(Con)-Bul, A(Con)-Bul, F(Pnk)-Con, A(Smy)st.

Truckin on again after the bulls-up. E.L.O. provides the muzak to an interesting game. Well, it does for me anyway.

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BIDDLEE Q. Why is Malcolm Brown's play like Chris Farmer's wit ?  
 A. They are both brilliant.  
 Q. Why is Malcolm Brown's wit like Chris Farmer's play ?  
 A. They are both pathetic.

FRANCE - ITALY No, I'm not suffering from schoolboy paranoia. You see I'm in the grip of Malcolm Brown (a queer feeling!) Now that I'm eighteen (years old that is) they can't touch him for it. We consenting adults must stick together. Death to heteros !

JERVIS ? WHERE ARE YOU JERVIS ? ARE YOU HERE, JERVIS ? said Don. He wandered around the mortuary avoiding the pools of fluid and lumps of meat scattered on the cold floor. Without much hope Don tried searching the large cupboards; then, a subconscious thought alerted him; he wheeled around in time to see a madman Jervis running at him with a sword in his raised, clenched fist. Don sidestepped and Jervis slipped in one of the puddles as he tried to stop and fell to the floor, unconscious.

"God I really do 'all that ?" asked Jervis.  
 "I'm afraid so," said Don. "Fortunately I stopped you before you did any more damage but even so my life's work now lays in ruins and I can't help but start it again. I'm too old."

"Rubbish ! I can't believe you'll really give up stopping, but the thing that amazes me is that I actually tried to stab you. I can't believe that, I just don't remember it. It can't be true !"  
 "Ah but it is, Jervis ! Those last three months in here have really been an inspiration to you. I do believe you are nearly ready to venture out into the cruel world yourself. You can be the one to restock my collection !"

"I do believe this is the right moment to give you this," said Don, and handed over a polished managany case which Jervis opened to find a beautiful silver dagger.

"I don't know what to say !" exclaimed Jervis.  
 "Don't say anything, Jervis. That dagger is my most prized possession ((or even possession)); it has been with me on all my missions and, even whilst I slept, it has never left my side. Now it is time for you to carry on my work; let me fill you in on your first mission.

"You see, there is this man Chapman. I never did manage to stab him. It would make me very happy to see him on the slab at the start of my new collection and of your career. Now...he lives in a place called Paignton....."

ENGLAND - GN Thank you Sir for your first class GMing, you wisdom overshadows even that of Solonoi.

GN - ENGLAND Sure you didn't want me to cancel that Press Mal ?

MALCOLM - SCOTS MAC I'm coming to get you.

GN - MALCOLM Hit him with your handbag.

GN - REST The previous Press does not imply that Mal is a friend of Tringhams. Oh no it Doesn't..... Oh yes it Does.....Oh no it Doesn't.



ENGLAND (Gvmt) - RUSSIAN DIRTY TRICKS DEPT. Any attempt to patch up our relationship was ruined by your ridiculous and pathetic complaint. Your name has now been entered in my Little-Black-Book, along with Chris Farmer, Ian McIntyre and Mike Jarvis. This is indeed a fate worse than death. Goodbye.

GM - RUSSIA Don't start celebrating. He hasn't really gone.

ENGLAND, GERMANY, FRANCE TO ONE ANOTHER If each of us tells each of the others that each of us doesn't trust either one of the other two of us probably enough of the others will believe it and persuade the rest of the others that neither one of us trusts any one of us, then all three of us will be able to smash all of the others whilst all of the others wonders what each one of the rest of the others is up to. Alternatively probably each of the others will realize that it is rather unusual for each one of us to tell each one of the others that neither one of us trusts neither one of the other two of us; thus all the others, when they have each told all the rest of the others that each of us has told each of them etc. etc.....may think that we really have got a three way alliance so why don't we just admit it? Or have we?

GM This sort of press will not be printed in future. I value my sanity.

TRINGHAM - JERVIS Kiss me Hardy.

GM - TRINGHAM Only if you promise not to tell, Blue Eyes.

BILL CURRY DIPLOMACY

1978 GC or even JC

AUTUMN 1902

|                |                                                                                                                 | <u>OWNS</u>              | <u>GAINS</u> | <u>LOSES</u> | <u>No</u> | <u>BUILDS</u>     |
|----------------|-----------------------------------------------------------------------------------------------------------------|--------------------------|--------------|--------------|-----------|-------------------|
| <u>AUSTRIA</u> | Agar A (Bod) - Vic, F (Tr) - ADS, A (Wa) st                                                                     | Tr, Bod, Sec             | War, Vic     |              | 5         | F (Tr), B (Bod)   |
| <u>ENGLAND</u> | Teaper <u>DMG</u> A's Yert (L) F's War + Mag st                                                                 | Lpl, Ed, War             |              | Len          | 3         | GM removes F (St) |
| <u>FRANCE</u>  | Farmer F (Gau) - Spas, F (Mag) - Per, A (Ven) st<br>F (Eni) s gear (no of Eni) - Len, A (Bel) st                | Par, Star, Bre, Ven, Sel | Spa, Per     |              | 7         | F (Per), F (Bel)  |
| <u>GERMANY</u> | Egginton F (Gau) - Len, A (Den) - Sub<br>F (Eni) s A (Den) - Sub, B (Hol) st<br>A (Vie) s Austria A (Bod) - Vic | Kie, Min, Bur, Den, Hol  | Len, Sub     |              | 7         | F (Min), F (St)   |
| <u>ITALY</u>   | Pratt<br><u>DMG</u> A's Rome - Vic* F (Len) st. *died                                                           | Rom, Hoop                |              | Vic          | 2         |                   |
| <u>RUSSIA</u>  | Johnson F (Bod) - Bel, A (St) - LW, R (War) - Mag                                                               | Mag, StP                 |              | Rom, War     | 2         | GM removes F (St) |
| <u>TURKEY</u>  | Mitchell A (St) - Mag, F (Bod) - Sev, F (Co) - Reg<br>F (Den) - ACS, A (Gre) - Bel                              | Ank, Em, Gre, Con, Sev   | Bel          |              | 6         | F (St)            |

DEADLINES . DEADLINES . DEADLINES . DEADLINES . DEADLINES . DEADLINES . DEADLINES

JESSIE MATTHEWS to Don Brown by three weeks on Thursday. This is three weeks tomorrow if you receive this on Wednesday or three weeks today if you receive this on Thursday.

Jessie Matthews Eourse is the same as above.

BIG ERN (sob Sob) To me by three weeks on Tuesday or three weeks on Monday if you're going to ring me up.

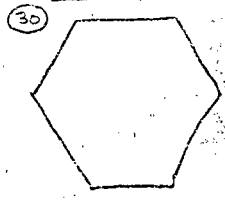
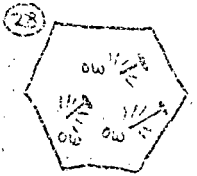
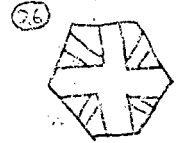
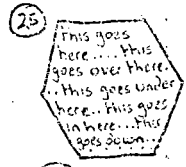
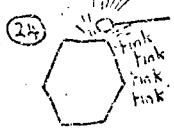
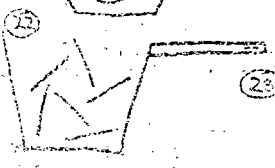
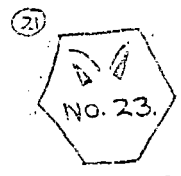
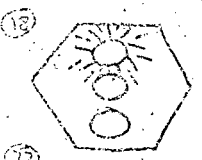
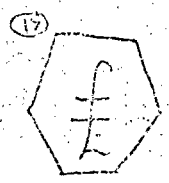
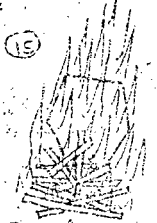
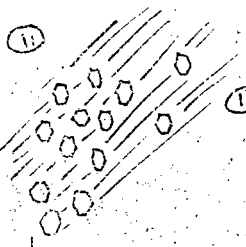
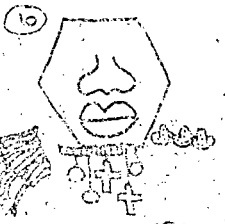
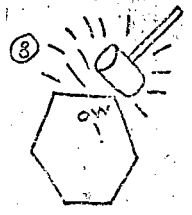
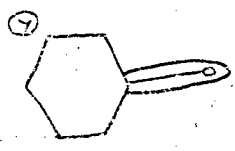
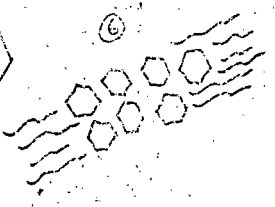
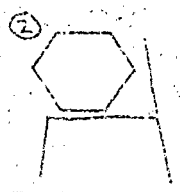
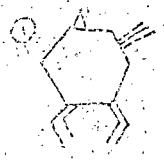
BILL CURRY To me by three weeks on Tuesday or three weeks on Monday if you're going to ring me up.

I'm expecting a few NNRs and even more NNRs next issue. Is anyone awake out there?

HEXAGONS FOR THE BORED GAMER THE PERKIN NEW YEAR COMPETITION

The hexagons below each represent a word or phrase. For example number 15 is EXCESS (Hex 'E').

Let's see if Farmer can get all thirty. Two pints of Shippos says you can't Chris.





# ODDS AND SODS PAGE

This truly pathetic effort was received in the mail the other day. Anyone recognise the type?

They call me Christopher Tringham, though some use other names. Some who waste their miserable lives playing silly little games. To state my case, defend my zine, and hope I'm not too late. I run a reliable, efficient rag - I'm a very good G.M. My quest for fame, I promise you, will stop when I'm 70. Occasionally he says the truth, in fact it's a bleedin' crime. Megalo, game five has been receiving a lot of attention. And what about my other games, of them I hear no mention. These things happen to everyone, I'm never wrong you see. And when I see these dirty lies, in this zine, or in that, I get the dog, I tickle the budgie, then I kick the cat. I get in such a filthy rage I rip the thing to bits. Get up my nose, into my brain, where they bounce around and around. Make me run away, I know not where, someone much less famous. I wish I was a nonentity, someone much less famous, and not read Albert Camus. I wish I'd stayed inside, and not read Albert Camus.

THIS ZINE IS NOT AN OFFICIAL

- REASONING PART OF THE MIND FOR
- January
- CLAVE
- SPORTS
- for febing
- Chomera and
- beginning Day
- People
- 2nd. SEMI
- Dickrick... some
- reason

www.warpparty.com  
 10000 10000 10000

Books  
 C. Tringham

Send for this issue

Free copy to the wounded  
 comfortable space  
 are ever ready to make a  
 publishing world in particular  
 English society and the  
 national foods for whom  
 one of these  
 keep up the good work  
 competition  
 Ferklin  
 THEN  
 If I want to read character assassinations, all I have to do is read my correspondence  
 I'd suggest you kill Chris off as soon as possible (this would mean you could  
 legitimately kill off his character in that comic strip as well)

RICHARD SHARP VISITS DEBY IN THE SUMMER OF 1970

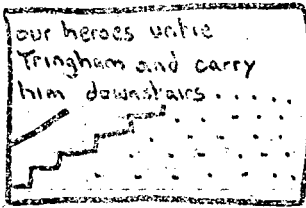
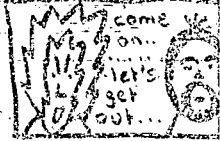
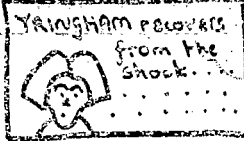


This is a badly typed bit of a letter from Dave Waring

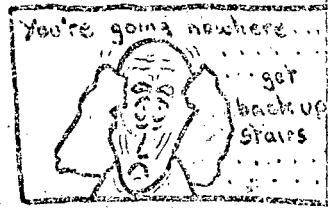


The adventures  
of SUPERCHRIS and  
HURRICANE HUCK.

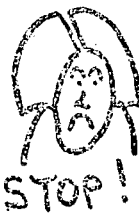
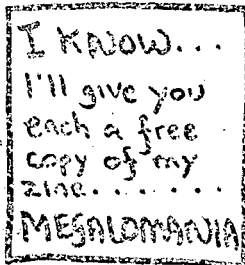
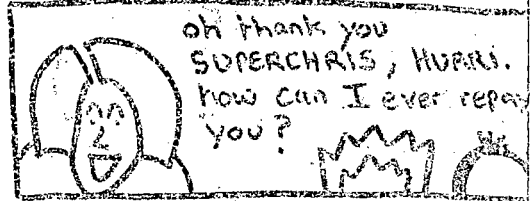
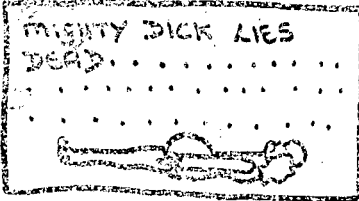
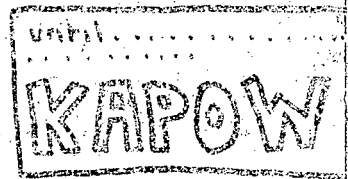
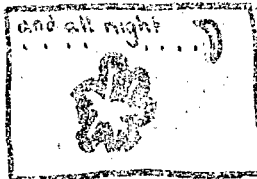
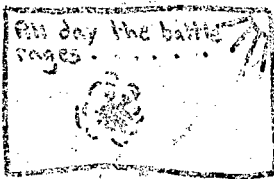
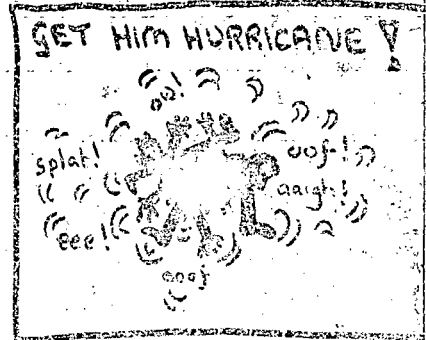
PART  
V



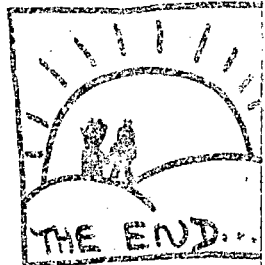
ONLY TO BE  
MET BY...



OH NO  
IT'S  
Mighty  
Dick...



hey... where are you going?  
SUPERCHRIS...  
HURRICANE...  
why are you running away?  
come back here.



If you're a Superchris fanatic you'll have noticed by now that the present adventure has finished. This feature introduces the characters in the next Superchris story beginning next week. It's called.....

THE CURSE OF THE GEORDIE DIPPER

The main characters are ;



**SUPERCHRIS**

The strongest Super-hero of all time. You saw how he got his powers in **NUMBER 5**, now see his tackle his toughest task ever. Superchris has never been better.



**HURRICANE HUCKNALL**

Superchris's buddy and partner in his fight against villainy. Derives his powers from the same elixir as Superchris... ..a pint of Shippos. See his fight against Mad Dick...if you dare.



**TRINGHAM**

The villains' lackey. An easily led young fool with delusions of fame and importance. See him get the come uppance he deserves from a barrel full of donkey turd.



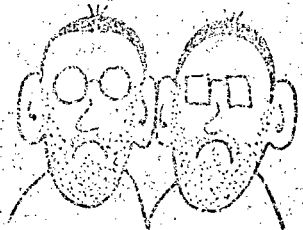
**MAD DICK**

The villain, a truly nasty piece of work. Mean, vicious, paranoid; as deadly an enemy as Superchris has ever faced. See Mad Dick perform a depraved ritual with a piece of rubber piping and a copy of **PIGNY**.



**THE LOVELY LOVEYS**

Femme Fatale and would-be Super-hero. She hopes Superchris will help her develop her powers to their full potential. See the beautiful love scenes between The Lovely Loveys and Superchris on Skagness Beach at high tide. Superchris is at Bridlington at the time.



**THE BROWNS**  
**Dynamite Don**  
**and Bubonic Bob**

Dynamite Don and Bubonic Bob are Siamese Twins, joined at the ear. Strange as it may seem they are always around when something happens. Is it coincidence? Are they involved? See them attempt to enter the City Ground for £1. Which is which? Only Superchris can tell.



**SONIC STEVIE**

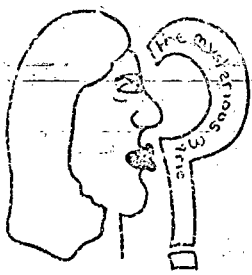
The poor, innocent hero, always there to be shat upon. See him enrage Mad Dick with his schoolboy antics and naive behaviour. See his head get putped by a herd of marauding buffalo. See Superchris save his life forty-eight times. Will innocence triumph in the end?



**SONIC STEVIE'S MUM**

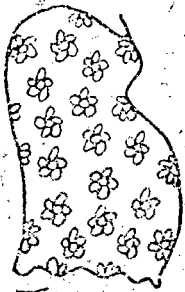
His keeper and feeder, she lets him out of his cage for half an hour every Sunday. See her despair at his unseemly behaviour. See her wash his neck with a pumice stone. Will she succeed in house training him? Can Hurricane Hucknall help? Yes.

(On the opposite page you will see illustrated some of the minor characters in The Curse Of The Geordie Dipper, together with some of the situations therein.



MIKE ALLGONE  
and the mysterious  
MARIE

(the Wayne and Wanda  
of the Dipzine World)



JILL

(a pregnant  
passer by.)

THE INVISIBLE BOOT  
(watchdog supreme)



JOHNSON  
(the Butler)

THE INVISIBLE  
BOOTS FRIEND  
THE INVISIBLE  
COPPER

(makes Sergeant  
Dixon look like  
The Incredible Hulk)

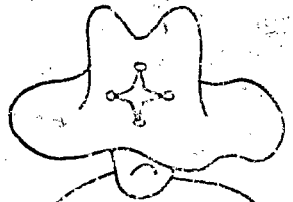


CHRISTOPHER  
(son of Superchris)

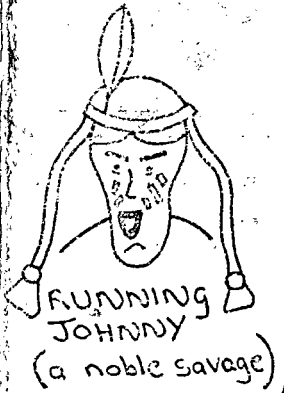


AN ICEBERG

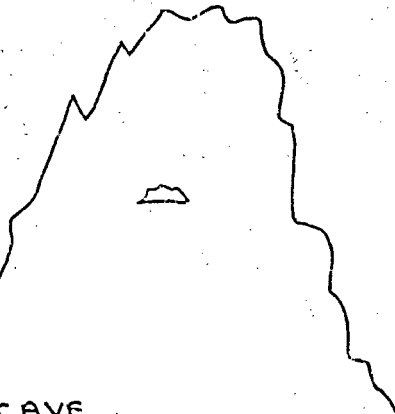
(most of it is underwater)



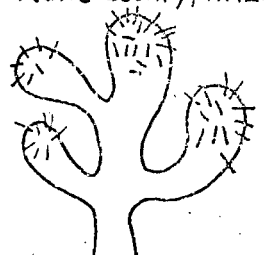
JUMPIN JARVINEN  
(the Sheriff of  
Notts County, Arizona.)



RUNNING  
JOHNNY  
(a noble savage)

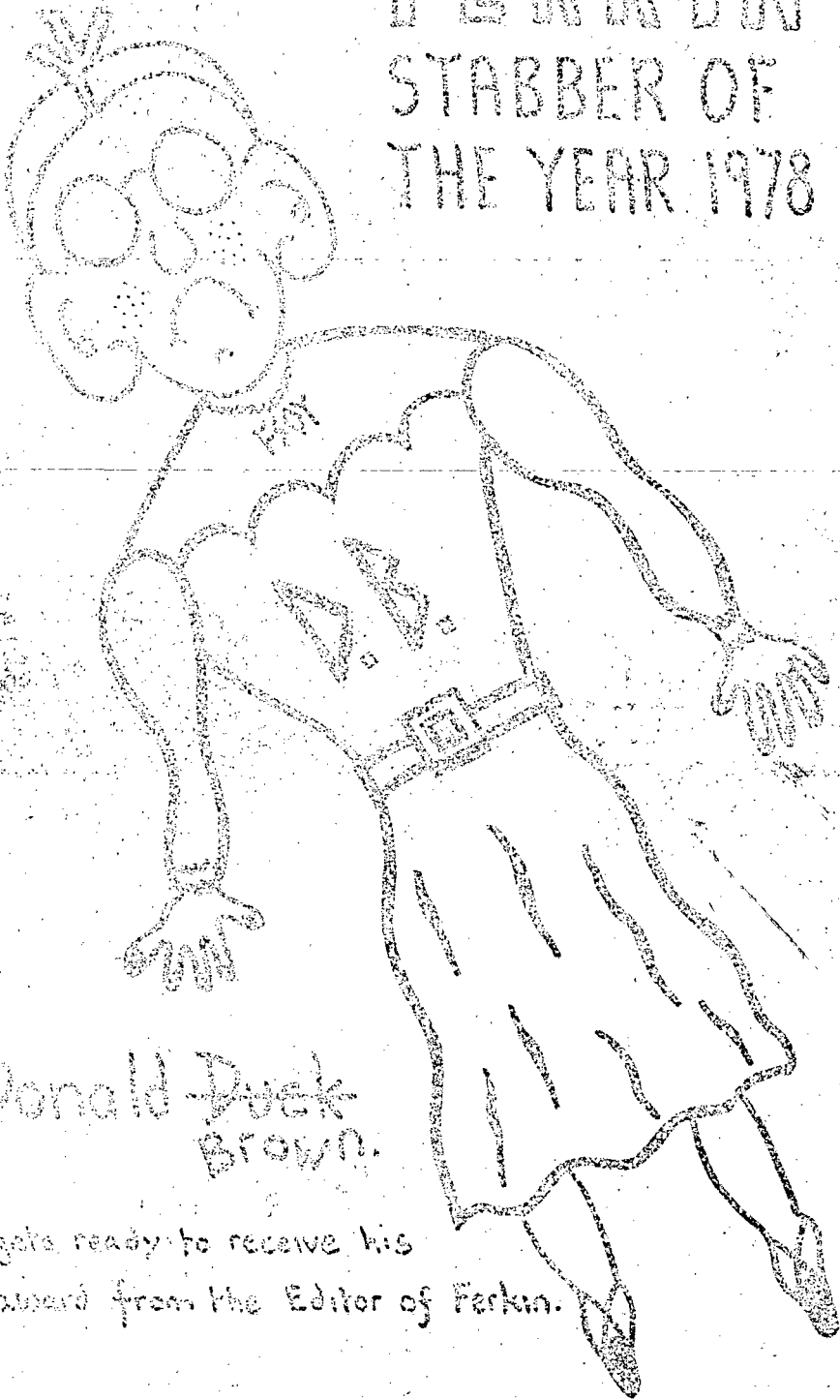


A CAVE.



A CACTUS

# FERKIN STABBER OF THE YEAR 1978



Donald Duck  
Brown.

gets ready to receive his  
award from the Editor of Ferkín.