

DARK TIMES

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HALF OF YOUNG GOTHs HAVE TRIED SUICIDE

TEENAGERS immersed in the Goth subculture are far more likely than their peers to have harmed themselves or attempted suicide, research has revealed.

Scientists at Glasgow University who studied 1,258 Scots at the ages of 11- 19, discovered that 47% of those identifying themselves as Goth's had attempted suicide. An even higher percentage - 53 - said they had harmed themselves, compared with national rates of between 7% and 14%.

Goth stars, such as the rocker Marilyn Manson, have been criticised for appearing to glorify self-harm, but scientists think the subculture actually attracts self-harmers who can find support among peers to help them deal with problems.

The research found that self-harm was more common before becoming a Goth as opposed to afterwards. Even after the researchers took into account factors such as social class and alcohol use, being a Goth was the single strongest predictor of either self-harm or suicide.

SPECIAL POINTS OF INTEREST:

- *Goth subculture*
- *Batman*
- *Texas Hold'em*
- *Sudoku*
- *Calendar of events*

ANONYMOUSLY SUBMITTED ARTICLE

Here I am observing a Kindred auction at Court and doubled in two with laughter as the clan Brujah and Toreador are trying to out bid each other while going against the ranking Elder. I know the Brujah can be a little stupid so I realise where the ranking Elders are concerned they can disregard etiquette all together. For the Toreador, of all the clans to start outbidding an elder of the city of Glasgow, not to mention

that it was the Prince of Glasgow are found to be lacking in a big part of this etiquette. I Presume they have not read any of the Lesson printed these last few months (Part 4) and the previous (Part 3 , August 2005) or they are lacking in the skill altogether cause I just wonder how many of them are actually proficiency in the skill of Etiquette.

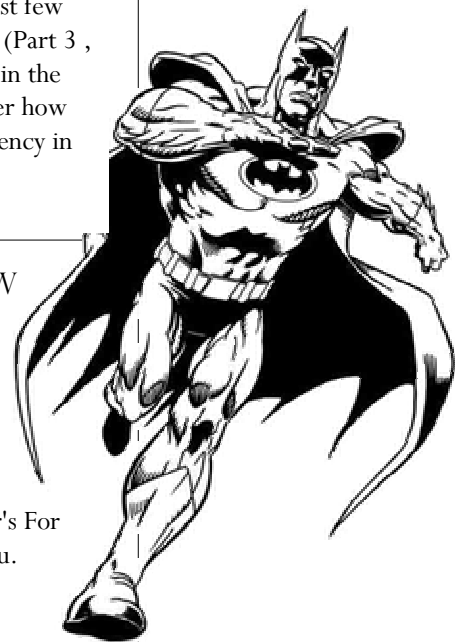
VIGILANTE ACTION IN THE ALLEYS OF GLASGOW

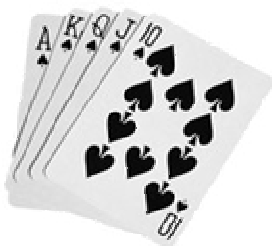
Rumours have started reaching my desk of a new figure in the fight against crime in Glasgow.

Someone apparently dressed as Batman (tm & (C) DC Comics) has been bringing the fight to the streets, appearing in a flurry of dark cloak to pull muggers and rapists off of their victims. The victims are free to run, while the disorientated

attacker is felled under the swirl of the cloaks and left for the police to find, tied to a post with cable-ties, apparently unharmed. The police are denying his existence at this time. Father's For Justice this ain't though, I tell you.

[Article submitted by Snow]





TEXAS HOLD 'EM POKER RULES

THE SHUFFLE, THE DEAL AND THE BLINDS

The dealer shuffles a standard 52-card deck.

(In casinos, the dealer never plays. A round disc -- known as a "dealer button" -- moves clockwise from player to player with each hand. The button marks which player would be the dealer if the deal were advanced from player to player as the game went along.)

Most Texas Hold 'Em Poker games start with the two players to the left of the dealer (the button) putting a predetermined amount of money into the pot before any cards are dealt, ensuring that there's something to play for on every hand. This is called "posting the blinds." Most often, the "first blind" -- the player to the left of the dealer -- puts up half the minimum bet, and the "second blind" puts up the full minimum bet.

Each player is dealt two cards, face down. These are known as the "hole cards."

BETTING BEGINS

A round of betting takes place, beginning with the player to the left of the two who posted the blinds. Players can call, raise, or fold when it's their turn to bet.

THE FLOP

After the first betting round, the dealer discards the top card of the deck. This is called burning the card and is done to ensure that no one accidentally saw the top card, and to help prevent cheating.

The dealer then flips the next three cards face up on the table. These cards are called the "flop."

NOTE: Eventually, a total of five community cards will be placed face up on the table. Players can use any combination of the community cards and their own two hole cards to form the best possible five-card Poker hand.

After the flop, another round of betting takes place,

beginning with the player to the left of the dealer (the button). During this and all future rounds of betting, players can check, call, raise, or fold when it's their turn to bet.

FOURTH STREET

The dealer burns another card and plays one more face up onto the table. This, the fourth community card, is called the "turn" or "Fourth Street."

The player to the left of the dealer (the button) begins the third round of betting.

FIFTH STREET

The dealer burns another card before placing the final face-up card on the table. This card is called the "river" or "Fifth Street."

FINAL BETTING AND THE WINNER

Players can now use any combination of seven cards -- the five community cards and the two hole cards known only to them -- to form the best possible five-card Poker hand.

The fourth and final round of betting starts with the player to the left of the dealer (the button).

After the final betting round, all players who remain in the game reveal their hands. The player who made the initial bet or the player who made the last raise shows their hand first.

The player with the best hand wins.



WINNER TAKES ALL

It requires £500,000 to enter the game. This can take the form of cash, boons or blood.

The conversion rates for boons and blood are shown below: -

BLOOD PER POINT

13th generation	- £5,000
12th	- £25,000
11th	- £50,000
10th	- £75,000
9th	- £100,000
8th	- £125,000
7th	- £150,000

The winner of the final poker takes away the entry money of all the participants.

MINOR BOON

Status 0	- £1,000
Status 1	- £25,000
Status 2	- £50,000
Status 3	- £75,000
Status 4	- £100,000
Status 5	- £125,000

MAJOR BOON

Status 0	- £2,000
Status 1	- £50,000
Status 2	- £100,000
Status 3	- £150,000
Status 4	- £200,000
Status 5	- £250,000

LIFE BOON

£500,000



A RANKING OF POKER HANDS

Standard five-card Poker hands are ranked here in order of strength, from the strongest Poker hand to the weakest.

Royal Flush

This is the best possible hand in standard five-card Poker. Ace, King, Queen, Jack and 10, all of the same suit.

Straight Flush

Any five-card sequence in the same suit (e.g.: 8, 9, 10, Jack and Queen of clubs; or 2, 3, 4, 5 and 6 of diamonds).

Four of a Kind

All four cards of the same value (e.g.: 8, 8, 8, 8; or Queen, Queen, Queen, Queen).

Full House

Three of a kind combined with a pair (e.g.: 10, 10, 10 with 6, 6; or King, King, King with 5, 5).

Flush

Any five cards of the same suit, but not in sequence (e.g.: 4, 5, 7, 10 and King of

spades).

Straight

Five cards in sequence, but not in the same suit (e.g.: 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of diamonds).

Three of a Kind

Three cards of the same value (e.g.: 3, 3, 3; or Jack, Jack, Jack).

Two Pair

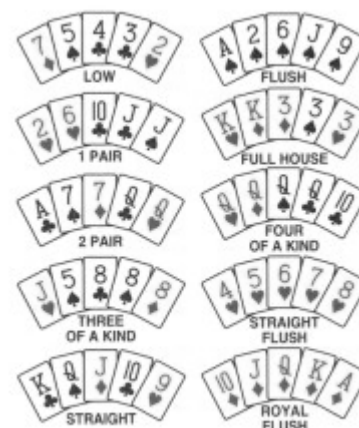
Two separate pairs (e.g.: 2, 2, Queen, Queen).

Pair

Two cards of the same value (e.g.: 7, 7).

High Card

If a Poker hand contains none of the above combinations, it's valued by the highest card in it.





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DARK TIMES SUDOKU

		4				2		
5	7		2				1	8
				6				
							2	
		2	1	4	7	3		
	9							
				5				
8	5				9		4	6
		3				7		

FILM REVIEW—MAVERICK (1994)

Maverick is recreated from the character James Garner created in the 1950s TV program. Maverick (played by Mel Gibson) is a gambler who would rather con someone than fight them. He needs an additional three thousand dollars in order to enter a Winner Take All poker game that begins in a few days. He tries to win some, tries to collect a few debts, and recover a little loot for the reward, all with a light hearted air. He joins forces with a woman gambler (Jodie Foster) with a marvellous, though fake, southern accent as the two both try and enter the game.

The best thing about "Maverick" is the 'fun' feeling that this

movie has. You can tell that the actors worked on this movie with lots of pleasure and fun. Mel Gibson is a wonderful and fun leading man as Bert uhhh I mean Bret Maverick. The cast is filled with many other big names such as: Jodie Foster, James Garner, Graham Greene, Alfred Molina, James Coburn, Dan Hedaya, Margot Kidder and Danny Glover in a fun cameo.

The story is really strong and full with fun twists and plenty of comical situations. Yes, "Maverick" is a real fun 'no worries' movie. Truly one of the most underrated movies.

Submissions Accepted

Is there something you want to advertise or let everyone know about? If so, then Dark Times is willing to accept *your* submissions, articles and adverts.

Features:

- Guaranteed acceptance of articles
- City-wide distribution
- Anonymous submissions accepted

GVLARP

Deadline: 24 May 2006

Email: admin@gvlarp.org.uk



May 2006

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