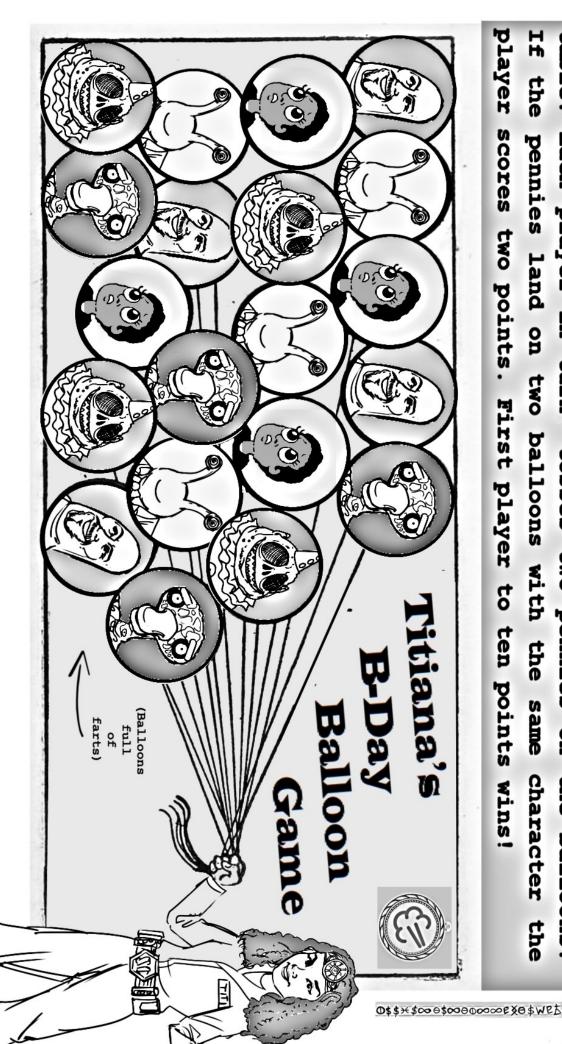


player scores two points. First player to ten points wins! INSTRUCTIONS: For 2 If the pennies land on two balloons with the same character the table. Each player in turn 198 players. tosses two pennies on the balloons. Lay this page on a floor or



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Foulfinger

Slugg

Tirdly

Vogelkot

Poo-Go

Sifillis Stories series of weird fantasy novels.

Tirdly; and Vogelkot the Stinkingo. All of these characters appear in the B.M. Foulfinger is the founder and dean of Foulfinger University where he

lives with his super best friend Dr. Slugg; Poo-Go and his adopted ward Tiny

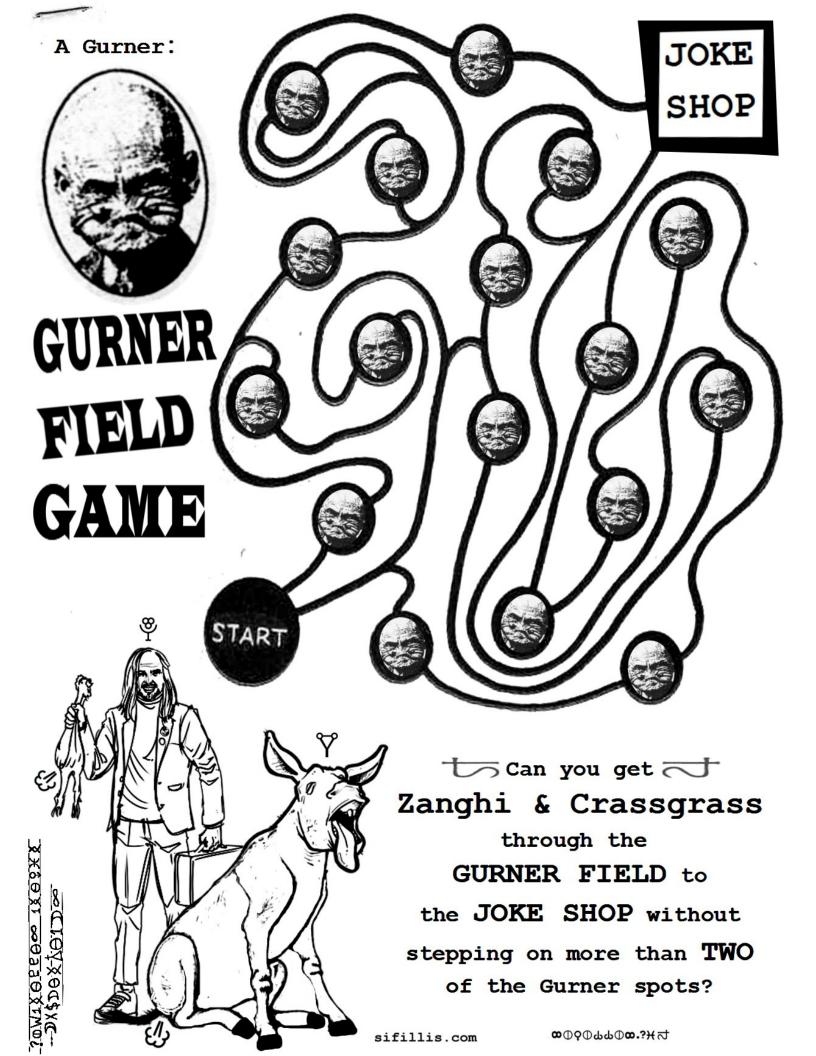
in charge she throws at least one birthday party per month.

TITIANA is the beloved Flatulenz Fairy tremorroid of Bonertania. She grew up

in an abusive household and never had any birthday parties. Now that she's



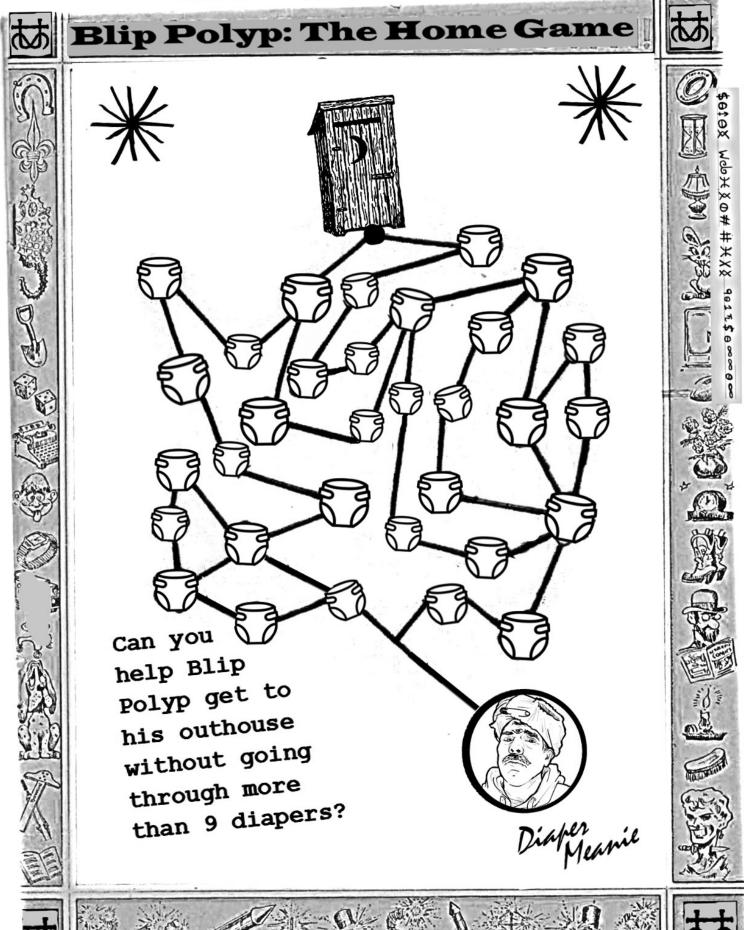
RULES: Place this page on the floor or table. Each player in turn drops three atomic bombs (use coins or buttons or toothpicks) on the page. Bombs that rest touching a bad guy head score the points indicated. The first player to score 100 is the winner!

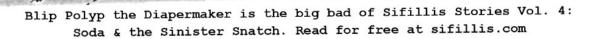






Here's a fun game that just about anyone can play! Hang this page on the wall at about the height of your shoulder. Have a pencil in your hand. Then stand with your back against the page and have someone blindfold you, or close your eyes. Then walk straight ahead for six steps, turn around, and with the pencil held at arm's length ahead of you, retrace your steps until your pencil touches the page. You score whatever number is in the circle touched by the pencil. Marks made outside the circle do not count. Each player tries until he has touched three (3) numbers. The one having the highest score is the winner! Be careful walking blindfolded with a sharp pencil. Don't get goofy. sifillis.com ∞⊖೪೪೩೩೪ನ Volume: 02. Issue: 28 Page: 03. Date: 07/10/1995





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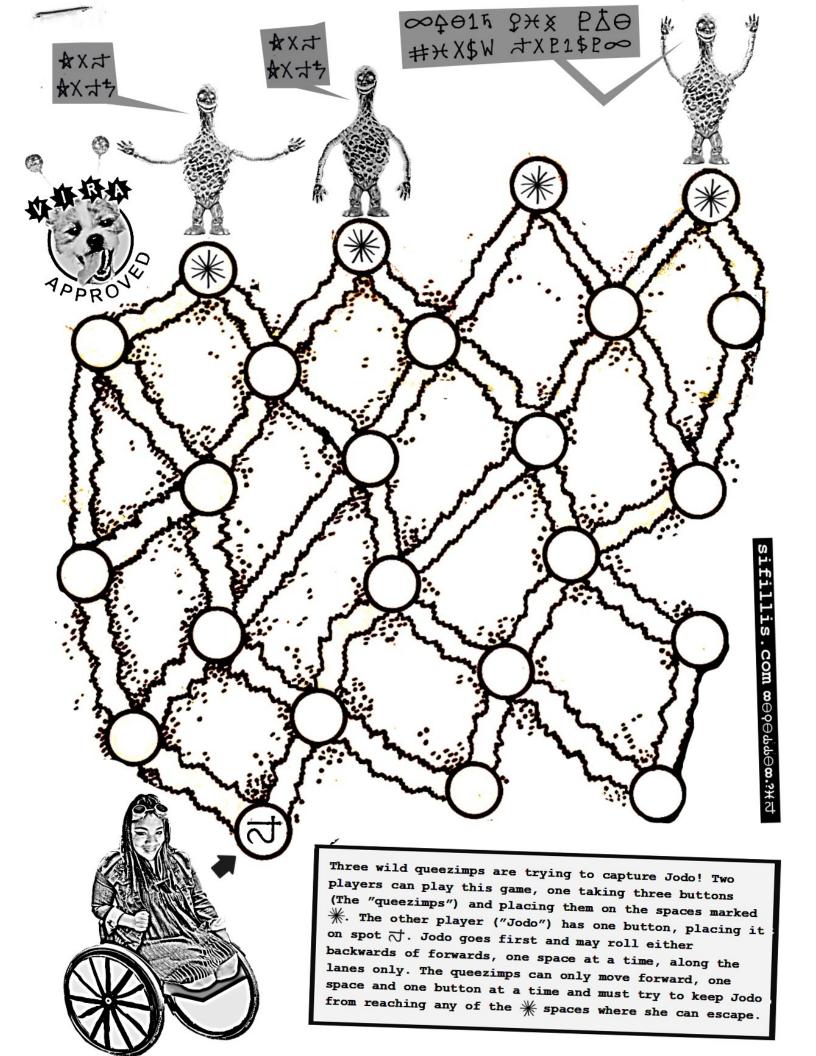
PENNY FLICKIN



PENNY FLICKIN' can be played alone or with friends. Place a penny in the circle marked "PENNY". Then flick penny (see above illustration) into Field 1, so that it does not touch any of the borders. If you succeed, return to the Starting Line and flick penny into Field 2, and so on.

If you fail, it's the next player's turn. When it's your turn again, start from Starting Line and try for Field which you failed to reach on your last attempt. The winner is the first player to flick penny into each of the 10 Fields.

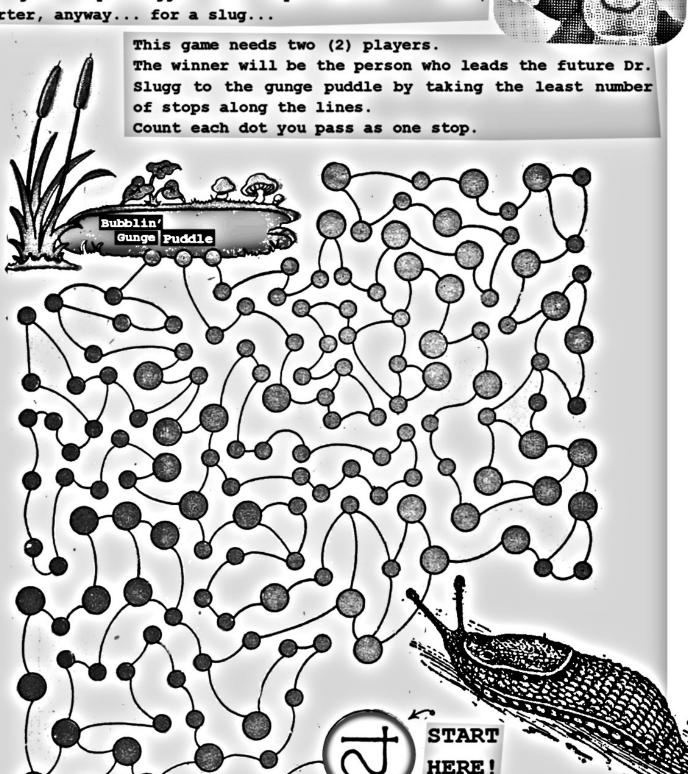




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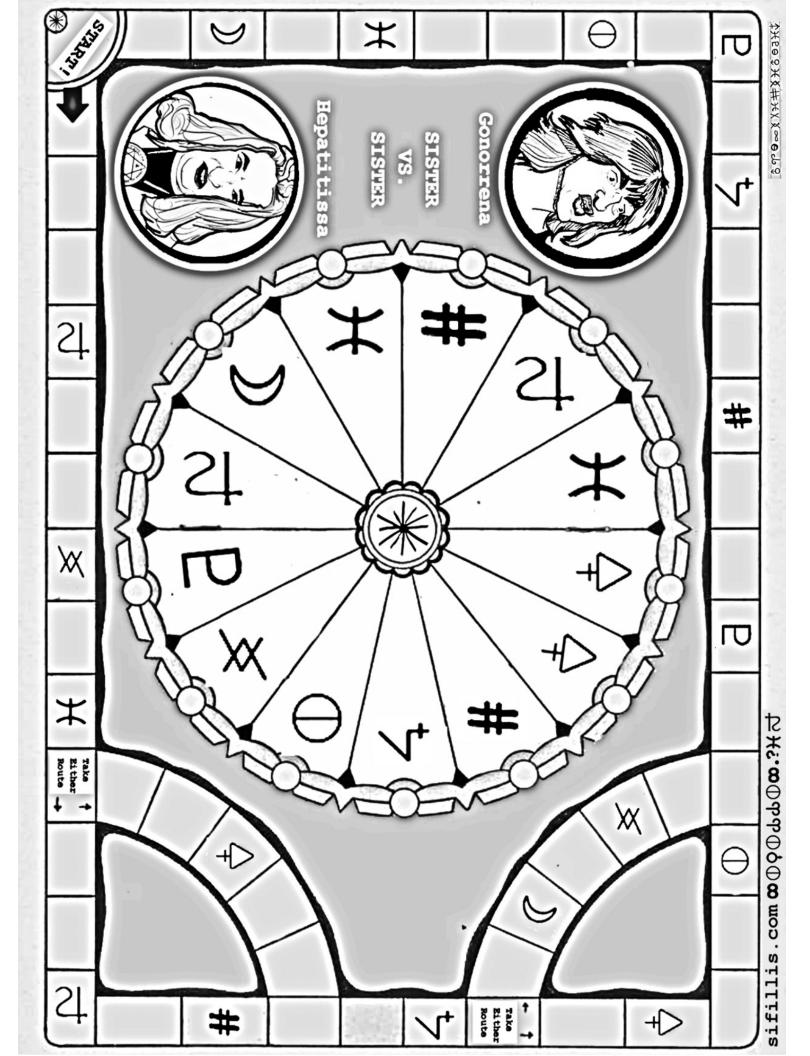
The Origin of Dr. Slugg

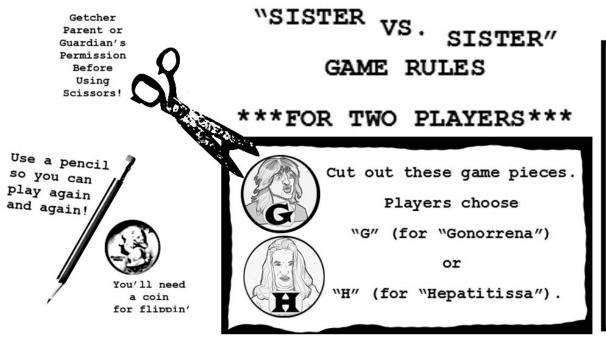
Did you know Sifillis Celebrity Dr. Lubricious Slugg was once a regular garden-variety garden slug? Help him reach the thaumaturgic puddle of gunge that made him grow super-bigger and super-smarter... well, smarter, anyway... for a slug...





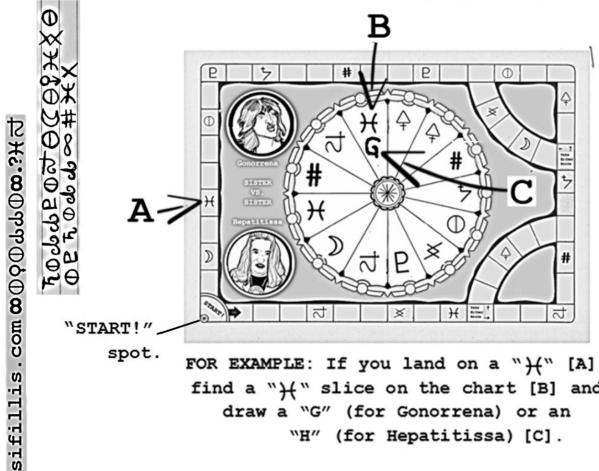
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Object of the game is to collect the most thaumaturgic icons. Place the game pieces on "START!" spot. Take turns flipping a coin to determine how far you can move: "Heads", move three (3) spaces. "Tails" move one (1) space. As you move around the board, whenever you land on an icon draw a "G" (for Gonorrena) or an "H" (for Hepatitissa) in a corresponding slice of the Thaumaturgic Pie Chart. When all the slices have a "G" (for Gonorrena) or an "H" (for Hepatitissa) in it, the player who has filled the most slices with their letter wins! Its that easy!



One letter per slice!

FOR EXAMPLE: If you land on a "\(\)" [A], find a "\" slice on the chart [B] and draw a "G" (for Gonorrena) or an "H" (for Hepatitissa) [C].

