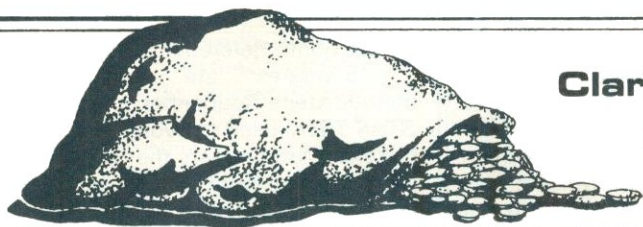


# MAKING YOUR FIRST MILLION



## Clarifications and Additions for Trader Captains and Merchant Princes

By Greg Poehlein

Welcome to the first installment of **MAKING YOUR FIRST MILLION**. This is the monthly series on Trade and Commerce in the United Federation of Planets. Each month, we will try to clarify and straighten out some of the little bugs that inevitably slip in whenever a project of this (or any) size is attempted. Also included each month is an excerpt from the **UFP COMMERCE REVIEW**, published weekly by the UFP Independent Traders' Association.

This month I wish to note a few changes in the Federation Stock Market section of **TRADER CAPTAINS AND MERCHANT PRINCES**, and explain why we are making those changes.

The first change is the Price Stability Table. This was intended to be printed as one table, rather than two halves of a table. (Those darn little gremlins are everywhere!). There is also one column in the table that is incorrect, so please note the differences in the % Price Change column.

The other change is in the Weekly Activity section. As it stands now, the Gamemaster rolls 1D10 to see whether the market is trending up or down. (That's supposed to be a 6 to 0 roll, folks.) The Gamemaster then rolls 1D10 and divides that by 2. (Sorry, gang, I messed up there!) This should be applied to all stocks, whether the first roll was up OR down.

Also presented here for you to photocopy and use is the **INVESTMENT RECORD SHEET**. This is rather simple

to use. Whenever your character makes a transaction, put the date (Reference Stardate) of the transaction in the column labeled DATE. (See the end of this column for an explanation of Reference Stardates.) The name of the stock being traded is next, then simply check the column labeled BUY/SELL. The next column is the number of shares purchased or sold, and the next is the current price per share (look at the stock listings for that Reference Stardate). Then simply multiply the price per share by the number of shares, give it a negative (if the shares are being purchased) or positive (if they are being sold) sign, and write this in the column marked TOTAL.

You will notice that the column labeled BALANCE has an extra space at the top. If you are just beginning to invest, this is the the amount of money you begin with. Otherwise, it would be the last balance from the previous page. This is the total amount of free cash the investor has on account. If a stock purchase is made (and the number in the TOTAL column is negative), the TOTAL is subtracted from the BALANCE above, and the new balance is written in. If the stock is being sold, the TOTAL amount is added to the previous BALANCE. In effect, this is just like keeping a checkbook balance.

Elsewhere in this article, you will find a list called the Federation Stock Market Quotations. Each month, a new set of figures will be reported, for all you budding profiteers in the **STAR TREK** universe. These may be incorpo-

rated into existing campaigns (as suggested in **TRADER CAPTAINS**) or may be used to test your own skill in Market Investing. In order to play, set an arbitrary amount of money (Cr 10000 is a good starting spot). Invest the money as you wish, and try to see if you can increase your little nest egg to astronomic proportions. You can even compare notes with other players to see who can make the biggest bundle! (We'd be interested in hearing from those of you who make a particularly big killing — or lose your shirts!)

As for the listings themselves, we will now wing into a short explanation of Stock Market Listings. (These are taken, for the most part, from the actual newspaper listings. Much of what is discussed here can be applied to understanding those listings as well.)

**CLOSE DATE: 8402.1** This refers to the closing date for the UFP Markets. The number is in Reference Stardates and is added both for flavor and for keeping the listings in order. These listings start just after the events of the final episode of the **STAR TREK** animated series, which places them at a time during most **STAR TREK** adventure campaigns.

**TREND: UP 4%** This is the Market Trend on a whole. See the Stock Market section of **TRADER CAPTAINS** for a full explanation.

Div Sales Close Chg  
1000s

BkAnd 8.30e 58 81.81 +.81

This is the real meat of the Stock Quotations. "BkAnd" is an abbreviation for the company (Bank of Andor). At the end of the article will be a summary of the abbreviations, the companies they stand for, and the Company's SPC. The next column is "Div". This is a dividend paid to all major stock-holders, in Credits. The "e" behind the number means that this dividend was paid last year, and a new dividend has not been announced for this year.

### NEW PRICE STABILITY TABLE

		% PRICE		
ROLL	ANNUAL DIVIDEND CODE	CHANGE	% CHANCE	AMOUNT
1-2	1 = Very Stable	1D10/2	75%	1/10 price
3-5	2 = Moderately Stable	1D10	50%	1/20 price
6-8	3 = Moderately Unstable	3D10/2	25%	1/30 price
9-0	4 = Very Unstable	2D10	none	none



The third column is "Sales 1000s". These are the number of shares traded last week, in thousands (58,000 shares of Bank of Andor stock was traded last week). Note that there is an exception to this rule. Some of the stocks (for example, General Entertainment Concepts) have a "z" in front of the sales numbers. This would be the actual number of individual shares sold, not thousands of shares sold. (I should note here that for the Federation Stock Market we scaled things up a bit. If you look in your newspaper, the number of shares reported is only in hundreds, rather than thousands. But this is, after all, a galactic market...)

"Close" is simply the closing price in Credits at the end of the week. This is the price that characters and players will buy their stocks at this month. Last is "Chg". This is the amount the stock rose or fell by in the previous week. In the case of Bank of Andor, their stock rose Cr .81 per share.

Some other strange little symbols that may be found following the dividend include:

- a - a bonus dividend is being paid, in addition to the regular dividend shown.
  - b - a stock dividend is being paid, in addition to the cash dividend shown.
  - c - a liquidating dividend that is being paid by a company liquidating its assets.
  - i - a dividend being paid after the stock splits.
  - j - there was a dividend paid this year, but it has been omitted or deferred until next year.
  - k - a dividend paid this year on a cumulative preferred stock which has suspended future dividend payments.
  - r - a dividend declared during the previous 12 months, plus a stock dividend.
  - t - the dividend was being quoted in cash, but paid to the shareholder as stock. The cash value assigned to the stock is the value at the ex-dividend date. (I'll talk about that in a moment.)
- Some symbols placed after the name of the stock include:
- n - a new stock that has been issued within the past 52 weeks.
  - s - the stock is in the process of splitting.
  - pf - the company's preferred stock. These are the shares that will be paid first, after which the common shareholders will be paid with any funds that are left.
  - vj - the company is in receivership or bankruptcy proceedings.

wi - stock is being traded "when issued," or before the company formally issues the stock.

wt - a company's stock warrants, documents which entitle a buyer to purchase a specific amount of shares at a specific price before a specific date.

In addition to the "z" before the sales figures, there are two other symbols that may be placed there. An "x" placed before the number of shares sold means that the previous day (or week in our case) was the "ex-dividend date". This is the date on which the dividend is declared. (That's declared, not paid. It may take a couple of months to be paid!) Therefore, if you purchase your shares of a particular stock any day AFTER the ex-dividend date, you will not be paid a dividend this year. (Next year you will be entitled to the dividend like everyone else.)

To make things more interesting, if the previous day was the ex-dividend date AND the number of shares sold is the actual number and not reported in thousands, we would find a "y" instead. (It would begin getting cluttered if we had to put both an "x" and a "z" there!)

If you don't understand all of this, don't worry! The prices are the important part! You can be as detailed with your speculating as your knowledge of the stock market allows, or just follow the rise and fall of prices.

The last item I'd like to cover this month is the UFP business news and the list of stocks and companies reported. Each month we will include a few short "newsy" items about a couple of the companies in our quotations. These may be treated as any other rumor in a role playing game (i.e., with a grain of salt!). These news items may or may not indicate the direction the stock will be going in the next few months. They are included to add flavor (and hopefully) enjoyment to your campaign.

Before I turn you over to the **UFP COMMERCE REVIEW**, I would like to give a brief rundown of the names and SPCs in our stock listings. These are:

A'Alakor Landiss Inc. (AlkrLs) 2B43  
 Animation Ultragraphics Ltd. (AnUgrc) 2D66  
 Bank of Andor (BkAnd) 1C23  
 Baxter Pharmaceuticals Inc. (BxtrPh) 1A20  
 Betofo Electronic Equipment (BtfIEI) 2C29  
 Bio/Genetic Research (BioGen) 2B32  
 Chiokis Starship Construction (ChksSt) 1B19  
 Chandley Works Ltd. (ChdIWk) 3B51  
 Daystrom Data Concepts Inc. (DstDC) 2D64  
 Durasport Inc. (Drsp) 3D61  
 General Entertainment Concepts (GEntC) 2D68  
 Ggramphud Histo-Cryogenics (GgrHC) 3C36  
 Marsfoods Corporation (Mrsfd) 2D89  
 Multiplanet Metals Inc. (MltiPI) 2D72  
 M'Yengh Yards Ltd. (MynYd) 2D33

New Amsterdam Gravitics (NAmGrv) 1D64  
 Rantura Shipping Lines (RntrSh) 4C28  
 Shuvinaaljis Warp Technologies (Shvnlj) 1D50  
 S'Lek Varien (SlkVn) 1C89  
 Starwide Merchants (Strwid) 2D40  
 Survivors Corp. (SrvrCp) 3C78  
 Tachyon Micromechanics (TcynMc) 1E80  
 Vulcan Monetary Society (VlcMon) 1B25  
 Wilson Energies Ltd. (WisEgy) 2C29  
 Xaxxi Mechanistcs Ltd. (XaxxiM) 1A15

A note about Reference Stardates:

"Stardates" are a convenient method Gene Roddenberry, creator of *STAR TREK*, used to avoid tying down the exact future years the *STAR TREK* saga spans. (How could he know that someday role-playing gamers would need to do just that?) Also, the TV episodes of *STAR TREK* were not shown in the order they were filmed. These two facts make it impossible to do a readable, consistent timeline of the *STAR TREK* universe using the Stardates from the TV series.

Even so, there are times when a Gamemaster needs to know how many years have passed since a certain incident in UFP history occurred. Besides, Stardates add to the *STAR TREK* "feel" of play.

*STAR TREK* fans commonly use a method of turning normal month, day, and year designations into numbers that sound somewhat like the Stardates used in the series. A "Stardate" of this type is created by taking the last two numbers of the year, following them by the number of the month (expressed as two digits), adding a decimal point, then attaching the number of the day (expressed as two digits). This form of "stardating" is used for the official *STAR TREK* calendar published every year, and by many *STAR TREK* fan publications.

For example, the date "August 10, 1984" can be translated into a "Stardate". "1984" becomes "84", followed by 08 (August is the eighth month). Add a decimal point, then "10" for the day. This gives you a Stardate of 8408.10. Similarly, December 25, 1966 would be Stardate 6612.25 and January 1, 1970 would be 7001.01.

For the convenience of Gamemaster and players, we are preparing a general timeline of important events in the *STAR TREK* universe, using the Stardate system as above. This timeline will appear in the new edition of the Basic Game, in the *STAR TREK III* expansion book, and — eventually — in Stardate as well. To do so, however, we have to cover a span of time greater than 100 years, and our Stardate system only goes for a century before it starts repeating.

To help us tell which century we



In this system, use negative numbers for centuries before the year 2000. For example, April 10, 1984 is in century

These Stardates have no real relationship to those used in the TV series, but they can be useful for referring to certain dates in the history of the *STAR TREK* universe. We will call these "Reference Stardates" when we use them in adventures, supplements, etc. We will also use these Reference Stardates in presenting the Federation Commerce Review stock prices and news items.

Well, that is just about it for now.

## INVESTMENT RECORD SHEET

# STAR TREK®

THE ROLE PLAYING GAME

Name: \_\_\_\_\_

[illegible]



excerpts from:

#### UFP COMMERCE REVIEW

The Business Weekly published by and for the United Federation of Planets Independent Traders' Association

#### BRIEFLY:

### BIO/GENETIC RESEARCH ANNOUNCES NEW PROCESS

Corporate officials announced last week that Bio/Genetic has announced a new process whereby genetically-tailored organisms are now being used to manufacture the medical compound, Sterilite. The new compound, called Sterilite2a1, is capable of being produced in massively-increased quantities at greatly-reduced costs. Although they would not go into details, officials said the increase in production may be as much as 5000 times.

The old method of production required the use of complicated distillation apparatus, and a series of catalysts. Also required by the old method were large quantities of petroleum oils as raw materials. The only required raw materials for the new process are a few simple sugars needed by the tailored organisms as food.

Testing of the new product has begun by the UFP division of Food, Drugs, and Consumables, and a decision on full availability of the new drug may come within a few months.

### GENERAL ENTERTAINMENT CONCEPTS CANCELS NEW HOLO-CAMERA PROCESS

The management of General Entertainment announced the cancellation of their new "second generation" Holo-Camera line. The new product, if it had been released, would have brought rapid projected holography into the home. The process, unfortunately, required all new cameras and projecting equipment that were incompatible with all Gen Ent's original holographic line.

Management sources said that further testing was required and that their research department was still trying to adapt the projected holographic process to their existing Holocolor and Holocolor Plus line. Gen Ent said that those lines would be absolutely unaffected by this decision. "We want one, more adaptable, product, rather than two dissimilar ones.", said Corporate Manager Richard Samsun. "When I've got a product that I can hold in one hand and take both types of holographs, we'll market the product."

### M'YENGH YARDS BEGINS CONSTRUCTION OF NEW SHUTTLE

The M'Yengh Yards, a Cait-based starship contractor for Star Fleet, began construction of the prototype model of their new long-range shuttle, the C'Lai. Although still sketchy at this time, the shuttle is designed as an intermediate between the small ship-to-surface shuttlecraft now in use, and the larger starships that they service. The C'Lai uses two small warp engines (the manufacture of which has not been stated), as well as the conventional small-ship impulse engine. As it is designed simply as a small shut-

tle, the C'Lai is said to have been designed with no armament whatsoever.

The long range shuttle is designed to be run by one being, with many functions being controlled by the ship's computer. Just two weeks ago, a contract was signed between M'Yengh and Daystrom Data Concepts for the automatic systems, all controlled by a Daystrom M-5B Multitronic Computer. (The B designation is unclear, as Daystrom officials are reluctant to discuss any details about the M-5 project at this time.)

Completion and testing of the C'Lai long-range shuttle are scheduled ten months hence.

### FEDERATION STOCK MARKET QUOTATIONS

CLOSE DATE: 2/1103.01 TREND: UP 4%

	Div.	Sales	Close	Net
		1000s		chng
AlkrLs		312	29.40 +	1.40
AnUgrc		4455	79.80 -	4.20
BkAnd	8.30e	58	81.81 +	.81
BxtrPh	5.80e	2796	68.48 +	4.48
BtflEl		540	73.44 +	1.44
BioGen	2.75	3460	66.96 +	4.96
ChksSt		2631	53.50 +	3.50
Chdlwk		2125	54.05 +	7.05
DstDC		315	25.50 +	.50
DrspT		209	59.85 -	3.15
GEntCn	2.15	2520	44.55 -	.45
GgrHC		873	53.90 +	4.90
Mrsfd		1794	65.72 +	3.72
MltiPI		199	21.00 +	2.00
MYnYd		1673	95.23 +	6.23
NAmGrv		252	40.66 +	2.66
RntrSh		2059	45.92 +	4.92
Shvnli	2.50	1294	32.10 +	2.10
SLKvN		207	102.00 +	2.00
Strwid	4.70e	14803	102.60 +	12.60
SrvrCp		3646	24.36 +	3.36
TcynMc	2.90e	2133	17.51 +	.51
VlcMon	7.70	21	93.93 +	.93
WlsEgy	4.80	7490	99.36 +	7.36
XaxxiM	3.90	279	45.78 +	3.78

### S'LEK VARIEN CLOSES PRODUCTION FACILITY AT FENBY VII

Officials at the S'Lek Varien Starship firm today announced the full shutdown and mothballing of their construction facilities on Fenby VII. This announcement came as a result of the completion of the Condor, the last of the Anton class research cruisers. Company officials have not stated at this time whether or not the Fenby VII shipyard will be sold to another firm. Employees of this facility have either been laid off or transferred to other facilities belonging to S'Lek Varien.

### CORPORATE PROFILE:

Animation Ultragraphics  
SPC: 2D66

When one thinks of entertainment, either broadcast or vid-cart, one automatically thinks of Animation Ultragraphics. It was founded in 1/8809.20 by Jason d'Andrew of earth, and Arrv Delepphid of Tellar. (Of the many member races in the Federation today, it is notable that the only two to have developed broadcast and vid-cart technology as mass entertainment are Earth/Alpha Centauri and Tellar. Others observe and utilize the forms to some degree, but only Humans and Tellarites have elevated it to this - sort of art form.)

Before he helped form Animation Ultrag-

raphics, d'Andrew was an animator with the respected Pan-Galaxy Productions. There he not only used standard cel, stop-motion, and computer-generated animation techniques, but helped develop the newer holo-data animation used widely today.

Delepphid, on the other hand, was new to animation when Animation Ultragraphics was formed. Before that, he worked for years on such memorable print-style comic strips as "Starship Grilpht", "Pootfillrr the Pirkefot", and the very successful "Klingon Follies".

The two first met approximately two solar years before their company was born. Each admired the other's work so much that they decided to begin a collaboration on their first project. The result, an hour-long animated version of "The Klingon Follies", was a critical hit and a monetary phenomenon. Thus, with the profits from that first film, Animation Ultragraphics was formed.

More successes followed, including several more "Klingon Follies" films, and a number of short features with "Pootfillrr the Pirkefot". In this time, Animation Ultragraphics has grown from a small, two-man operation to the level at which it currently resides, with over 1000 employees. Then, in 2/0812, their greatest (and longest) work to date, "Starship Grilpht and the Klingons - No Follies Here!" was released. To date, "Grilpht" is still one of the top ten best-selling vid-carts in the Federatio - n.

During the time when Delepphid was developing "Grilpht", d'Andrew was designing a new computer-animation tool, AutoAnimation (tm). With AutoAnimation (tm), the animator draws the beginning and end of a sequence, and the computer fills in the motion. Also multiple sequences can be built upon each other with a resolution of 50 frames per second. (Old style cel animation, as used for centuries, had only 24 fps resolution.) This development, which represents an astonishing savings in time and manpower, was first used on the "Grilpht" project.

In the last three solar years, Animation Ultragraphics has expanded from simple animation to stop-motion (model) animation and live-action sequencing. Rumor has it that all three techniques are being combined in a two-hour production entitled "On the Planet Topaz VI". No other details are available at this time.

