

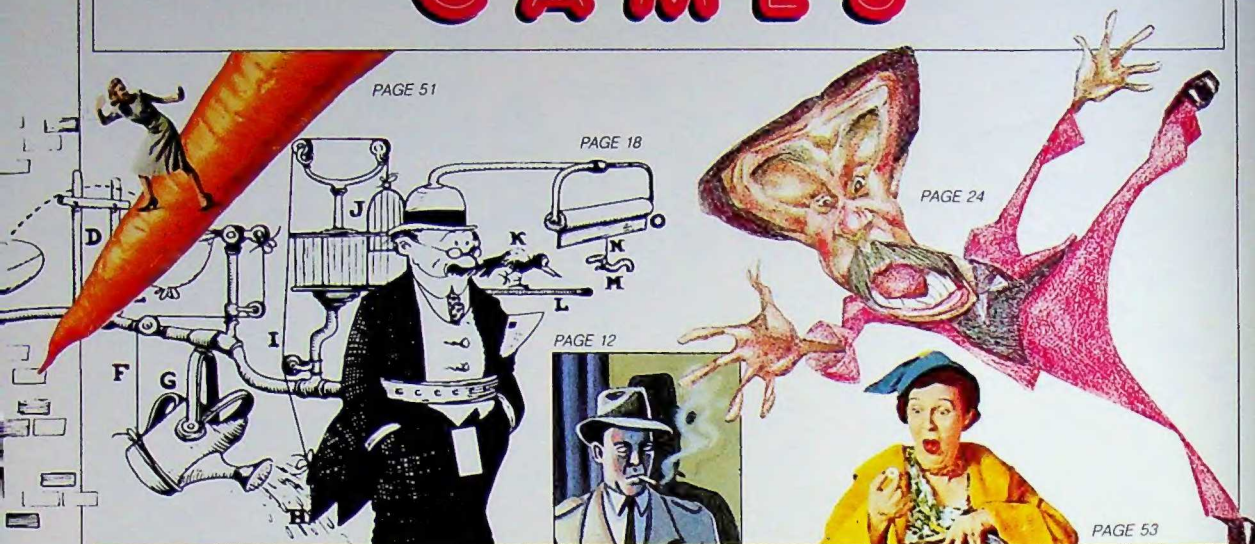
GAMES

FINALLY!

**YOU CAN
COUNT
YOUR
CHICKENS
BEFORE
THEY
HATCH.**

OF THE 43
SEEN HERE,
HOW MANY
CAN YOU
FIND?
ANSWER, PAGE 72





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Difficulty Rating

Smooth Sailing ★

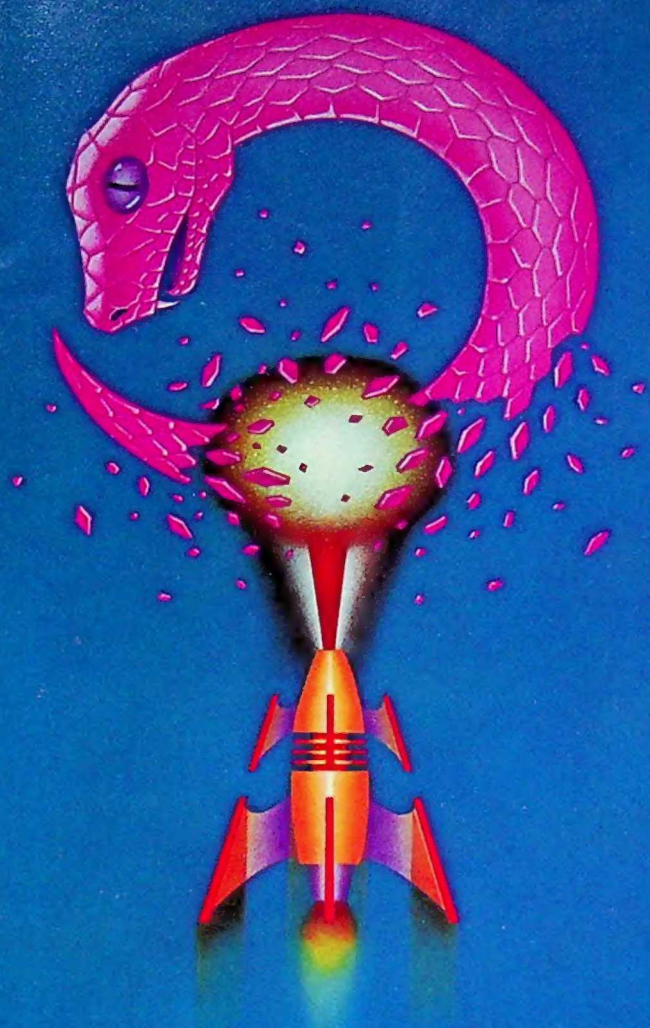
Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★★

Cover Egg Luba Perchyshyn

Cover Photograph Walter Wick



Which player is making a terrible mistake?

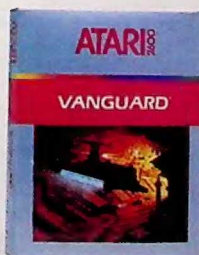
Time's up. Here comes Vanguard* from Atari®

Vanguard is here with everything it has in the arcade. And it's only from Atari.

There are six dangerous tunnel zones. Lasers that fire in four directions. Map displays. Energy Pods. And, of course, Gond in the Mystery City.

Run out of lives and the game's not over. Continue, but only after you've forfeited your points.

And points can be hard to come by. Which may be the most important reason to find out which



player in the example pictured above is making the mistake. The player on the left has destroyed a Kemlus snake in Rainbow Zone Three for 100 points. But the player on the right didn't make that mistake. He's docked with a Kemlus snake and is racking up over 1000 points.

So don't leave Vanguard in the store. It would be the biggest mistake of all. A Warner Communications Company.





Which player's score is about to take flight?

Quick, figure it out. Here comes Phoenix* from Atari.

Duck. Here comes Phoenix. The famous arcade sensation that's now a home sensation. And it's only from Atari for use with the ATARI® 2600™ and Sears Video Arcade† systems.

This is a spectacular arcade replica. With four waves of awesome warbirds. Flapping wings that grow back seconds after you shoot them off. And even a forcefield.

But in Phoenix you can't just wing it. You

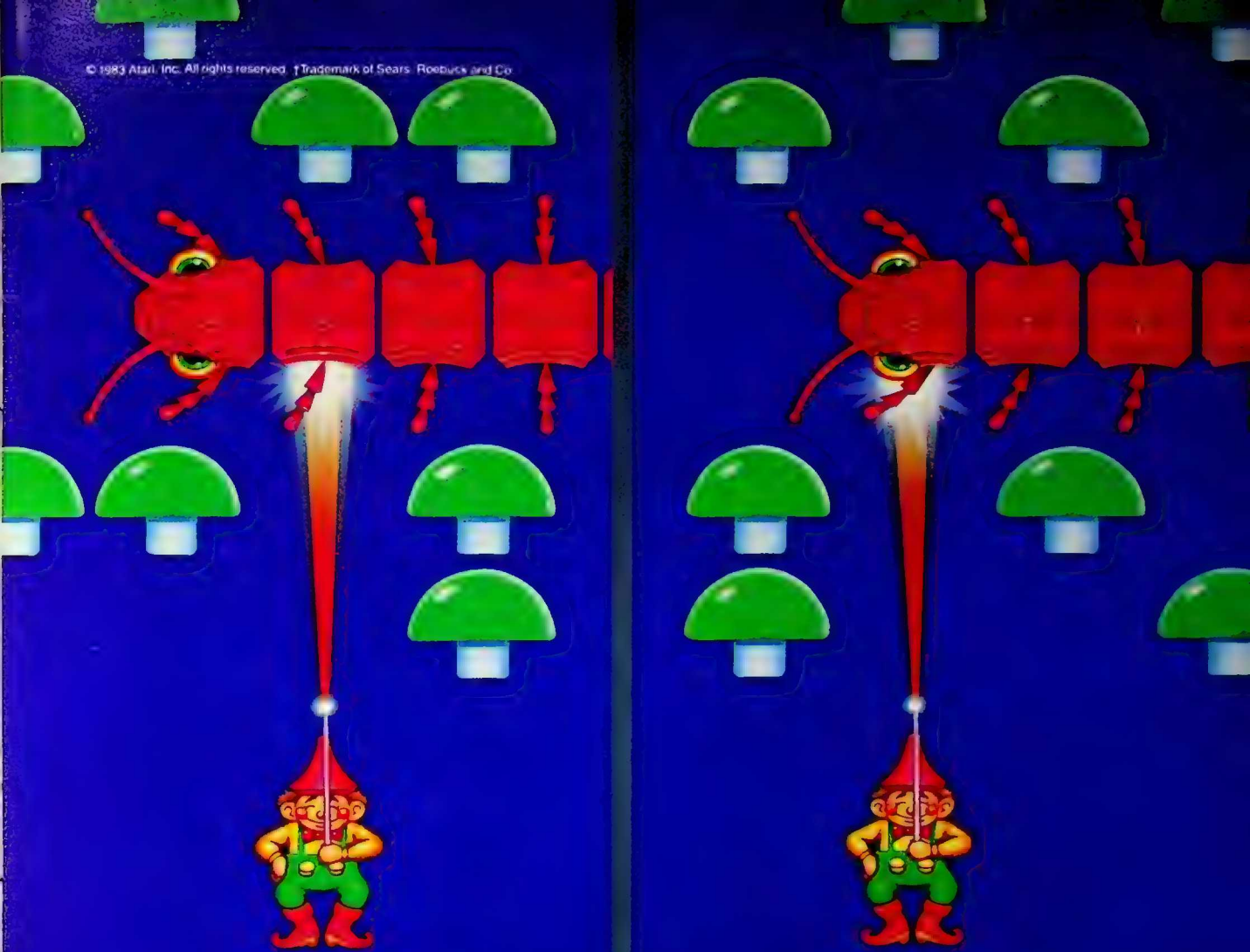


can't shoot like the player on the left. Because he'll get only 100 points for a bird high in the sky. While the player on the right will shoot the same bird low in the sky for 500 points. And a feather in his cap.

So whether you aim high or low, aim to get Phoenix home. Any other idea is for the birds.



A Warner Communications Company.



Which player is heading for victory?

Better find out. Here comes Centipede™ from Atari.

Look out. Centipede's escaping from the arcade. Grabbing every great arcade feature it can. And it's only from Atari, for use with the ATARI® 2600™, Sears Video Arcade† systems, and the ATARI 5200™ SuperSystem.

There's the same relentless attack of centipedes, scorpions, fleas, and spiders. A mushroom garden. Changing screen colors with each new centipede. And each new one gets faster. So points get tougher.



And if it's points you want, you can get 10 times more by shooting for the head. Like the player on the right. He's about to hit the head for 100 points. But the player on the left is about to hit a body segment for a measly 10 points. A cheap shot.

So don't let Centipede get away. That wouldn't be using your head.



A Warner Communications Company.

Soft Sell

The lifelike salad is actually a walking restaurant promotion. New York designer Cathy Lazar, who creates the oversize foam and fabric designs, charges big bucks for this salad dressing and for other squeezable ads—and she earns it. After all, it isn't easy making sure "the lettuce never looks the same."



A Guide to Game Burnout

You've lost 14 pounds dealing solitaire and are contemplating homicide after being checkmated in just four moves. Are these symptoms of mental breakdown? No, only the effects of "games burnout," a malady affecting more people than anyone would care to admit, according to Dr. Min Dover Matters of Dufer University.

Once diagnosed, however, the condition is treatable. The trick is recognizing the symptoms. Here's how to deal with conditions ranging from mild to murderous.

• Electronic Burnout

Characterized by vacant Atari-eyed gazes and double (Intelli)vision, sufferers become consumed by Pac-Man and caught up in Tempest. Electroshock therapy is an extreme treatment. Preferable are large doses of Monopoly, Scrabble, and any other game that has no "On" button.

• Sherlock Idlock

Discovered and named by J. Watson, a Ph.D. from Bakersfield, California, it is the direct result of overrigorous attention to games of logic. The patient comes to fixate on the sense and logic of things, which, if unchecked, can lead to rejection of the entire world as nonsensical. Therapy consists of playing craps, bingo, and the lottery; thus the patient quickly learns to disregard reason, logic, and relevance. Cured patients often go on to successful careers as TV writers.

• Overreaction Formation

When broken china, not to mention bones, is the invariable result of minor losses, you may be terminally overcompetitive. Among the many possible

treatments are Zen meditation, fighting with Styrofoam Boppers, and participating in New Games, where there are no winners or losers. Certain solipsistic philosophies try to teach the victim that those other people and those maddening puzzles don't really exist. But in that case, why did you lose?

• Games Bored

Under this general rubric come the conditions of Chess Stress, Ciphersensitivity, Code Crackup, Conundrum Compulsion, and Anagram Anxiety. These neuroses are the result of spending too much time passively solving puzzles. The solution is to go outside. Run. Roller skate. Water the garden. You say you live in a skyscraper and it's raining outside? Very simple: Study to become a psychiatrist.

—Laurie Heaven

Blockbuster Puzzles

Unlike most artists, Jacky Lambert and Jeff Samborski find their creative blocks quite profitable. That's because the two Virginians make and sell them. Picture blocks, that is—elegant (and expensive) puzzles made from reproductions of their paintings, signed and numbered by them.

Each puzzle consists of maplewood cubes, on each side of which is one part of a large painting. When you've arranged all the cubes in the right positions and with the right faces showing, you get to see one coherent segment of the overall picture. Turn the cubes to different faces and reposition them in certain ways, and another segment of the picture emerges. Solving directions are included, as is a reproduction of the entire painting.

It's hard to say which is more compelling—the puzzle or the art. Shifting

one 16-cube set, *Melancholy of Departure*, reveals a surreal mélange of dancing couples, alligator wrestlers, cowgirls, dogs, flamingos, airplanes, and tightrope walkers, all from ever-changing perspectives. In a 16-cube puzzle there are 96 correct combinations, in a nine-cube puzzle there are 54. (You might enjoy working out the total number of possible permutations of 16 six-sided cubes—the formula is 16! times the square of 1,679,616.)

Nine-cube puzzles sell for \$125, 16-cube puzzles for as much as \$230. For information, contact Lambert & Samborski, 515½ South Pine St., Richmond, VA 23220; (804) 643-1359.

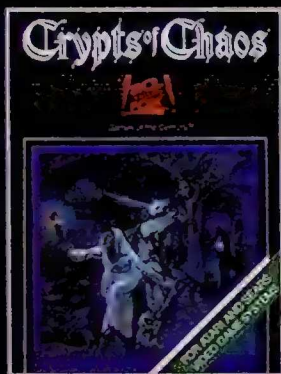
—Saul T. Prince



In this puzzle, titled "Wash Day Blues," each of the three succeeding positions was created by shifting eight blocks.



**IF STRATEGY ISN'T YOUR GAME,
CRYPTS OF CHAOS WILL EAT YOU ALIVE.**



It took the master at Fox video games to create Crypts of Chaos—the new strategy game that would challenge the mind of a sorcerer. It's a dark fantasy world of wondrous wizards and terrible trolls. There is treasure there. But to win it you will have to be very very clever. For it's guarded by dragons. And they have had their fill of witless players.

FOR YOUR ATARI VCS.



Games of the Century

New Chips Off the Old Blockbusters

At the Winter Consumer Electronics Show, we got a preview of new products that will appear on retailers' shelves in the next few months—along with some products that will never be seen again, if their debuts excite no interest among the distributors, retailers, and press representatives visiting the show.

This year's show in Las Vegas found many companies, as if uncertain whether to invest in game systems or in computers, showcasing products that blur that distinction. Keyboard attachments will soon allow nearly all game systems to function on some level as computers, while computer companies are emphasizing their products' game-playing features and adding rapidly to their available game software.

Also, beginning this year, companies like Activision, Imagic, and Parker Brothers will package their new games not only for one or more game systems (among them the Atari VCS, Intellivision, and ColecoVision) but simultaneously for one or more home computers (among them the Commodore VIC-20, Atari 400/800, and TI 99/4A). Typical of the trend is 20th Century Fox's announcement that it will produce its new *M*A*S*H* game in what may be a record six different formats. (Fox may also have come up with the two best new titles for computer games—*Revenge of the Beefsteak Tomatoes* and *The Earth Dies Screaming*.)

In new games, the emphasis was less on developing original game mechanisms than on obtaining the hottest licenses. Atari proudly announced game rights to *Peanuts* and *Qix*, Mattel to *Burgertime*, Coleco to *Donkey Kong, Jr.*, and Parker Brothers to *Return of the Jedi* and *G.I. Joe*. And watch for Sega, which just entered the software business; it has two ready sources of licenses—its own popular arcade games and movie releases by its parent com-

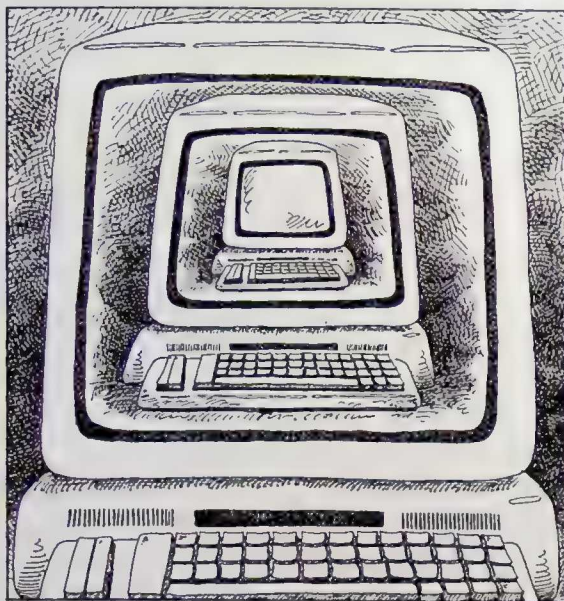
pany, Paramount Pictures.

But if most companies were conservative in their new software, a few went to the opposite extreme with innovations in hardware. Palmtex introduced the first interchangeable cartridge game system that really does fit in the palm of your hand. Ultravision has combined a 12-inch color television with a home computer and a game system to create a portable unit that (with appropriate adaptors) promises to play Atari's and several other companies' cartridges. Milton Bradley's voice recognition/voice synthesizing unit—for use only

board), Grandmaster responds by sliding one of its own pieces across the board. Pieces blocking a move magically step aside, then place themselves back in the center of their squares. The machine can even reset the pieces after a game and replay the entire game by memory. The secret is a moving magnet inside the board. The game will retail for less than \$500.

Some names from the game world turned up at the show in unexpected contexts. For several years Nolan Bushnell, famous for *Pong*, Atari, and pizza, has been working on Androbot, which attracted a large crowd around its booth. Though this child-size robot won't be mistaken for R2D2, at least not just yet, it's able to sense the presence of a human being, and can be programmed to follow someone around. John Dykstra, who won an Oscar for designing special effects in *Star Wars*, has signed on to develop games for ColecoVision. A top U.S. Othello player, Charlie Heath, turned up as one of Activision's new designers. And blackjack and Pac-Man expert Ken Us-ton, who was researching a new book on home computers and who is also a skilled pianist, stopped to look at a new synthesizer and gave a fine impromptu performance.

A summary of major developments in game-related hardware appears below.



NEW COMPUTERS

Although some game software is already being produced for the Timex-Sinclair T/S 1000 and for the Texas Instruments TI 99/2—both of which are excellent values at less than \$100—the new machines that are likely to develop the best game libraries are the Atari 1200 XL, Mattel's Aquarius, and perhaps the Spectra Video SV318.

The new Atari computer features 64K of RAM, a voice synthesizer, and color graphics that surpass those of the Atari 800; it will accept all Atari 400/800 soft-

with the TI 99/4A, at least initially—is great for players too lazy to wield a joystick. In their baseball game, the first of a series of games planned for the unit, the defensive player simply talks into a microphone. When he says "Center field," the center fielder on screen chases the ball; when he says "Second," the center fielder throws the ball to the second baseman.

The eeriest sight at the show was Milton Bradley's "Grandmaster" at play. When its human chess opponent makes his move (automatically conveyed to the computer by a touch-sensitive

As new products go into production and become available for more extensive play-testing, the best will be reviewed in our Games & Books column

by R. Wayne Schmittberger

ware, and will retail for less than \$900. The Aquarius comes with 4K, expandable to 52K, and is priced under \$200. The computer, a thermal printer, a memory expander, and a data recorder will be available as a package for less than \$500. Although Intellivision game cartridges won't be compatible with the Aquarius, Mattel's most popular games will appear in formats that are.

For less than \$300, the SV318 offers 32K of RAM (expandable to 144K), of which 16K is graphic support; a broad range of peripherals will be available, including an adaptor to accept Coleco-Vison-compatible cartridges. The energetic entry of Spectra Video into the hardware field surprised many industry observers, and therefore it's too early to guess which software companies will support the system with games.

The not-so-new Commodore 64 and IBM PC continue to build good game libraries, as more companies begin to write for them. Apple was not at the show, but new games for the Apple II were introduced by other companies.

HOME VIDEO GAME SYSTEMS

Good new games were previewed for every system, and system prices are coming down across the board. The Atari VCS and Odyssey² will soon sell for less than \$100; Starpath's Supercharger (for the VCS) will drop to \$45; and Vectrex, the stand-alone unit that features some of the most outstanding and unusual gameplay of any system, is expected to be priced around \$150. In other developments:

- **Atari VCS (2600)** Four companies announced plans to produce hardware that will turn the VCS into a home computer (though we doubt that all four will actually appear in stores). Atari itself showed some new joysticks—the responsive, easy-to-hold Proline; a Trak-Ball that is ideal for the new VCS Centipede game (and will work with any paddle game); a wireless remote control unit; and a Kid's Controller for small hands. Each of these will sell for around \$20. Atari's newest VCS games (among them Ms. Pac-Man, Phoenix, and its line of RealSports games) are excellent, as are several other companies' new games for the system (notably Activision's River Raid and U.S. Games's Eggomania).

- **Intellivision** The long-awaited computer keyboard and adaptor, sold together, will turn the master unit into a home computer (not to be confused with Mattel's Aquarius). Besides ordinary computer applications, the key-

board will allow players to partially reprogram Intellivision cartridges—for instance, by deleting a given character from a game. Also plugging into the adaptor, but available separately, is a Music Synthesizer with an organlike keyboard. In addition, Mattel plans an adaptor to allow Intellivision to play Atari-VCS-compatible cartridges, which would give Intellivision a larger cartridge library than any other system. This library is also growing with the help of software companies like Imagic, whose new Intellivision-compatible White Water and Dracula were two of the most original games seen at the show. Meanwhile, Intellivision is being phased out in favor of the internally identical but more sleekly designed Intellivision II (don't worry, the keyboard will work with either unit). Mattel also reported progress on Intellivision III, with greater programming capabilities to enhance the graphics and permit more complex gameplay.

- **ColecoVision** Coleco previewed Baseball and Rocky, its first two cartridges in a line of sports games that will use a new Super Action controller. The controller resembles a gun with three buttons where the hammer should be and both a keypad and a joystick on the "barrel." Also shown were a Roller Controller, similar to Atari's Trak-Ball, and a number of new arcade-type games. Coleco postponed the introduction of its computer expansion module until the summer show. Meanwhile, Starpath will offer an "extender" (at a nominal price) to make its Supercharger games accessible to ColecoVision owners, who may have found that the Supercharger won't quite fit into Coleco's Atari adaptor.

- **Odyssey Command Center** Planned for later in the year, this unit will in a sense supersede Odyssey². However, most or all Command Center games—and those previewed, such as the 3-D maze game Flashpoint, were excellent—will be compatible with Odyssey², and vice versa. The Command Center, for around \$200, will include a full-function computer keyboard and will be able to access remote databases with the addition of a telecommunications module.

No significant new hardware was introduced for the Atari 5200, Vectrex, Astrocade, or Emerson Arcadia 2001, although good new games are coming out for each. One of the new Vectrex games, Spike, is the first talking game for that machine, and does not require the addition of any hardware.

CRYPTOGRAMS

Anyone who has ever worked a cryptogram will enjoy **Cryptography Magazine**. Along with the familiar enciphered quotes, we also offer a variety of other cryptographic puzzles, ranging from easy to extremely challenging. Mathematics buffs enjoy "Cryptequations", a novel type of enciphered number puzzle. Serious students of secret writing will find special features of interest to them. Instructions and answers are included.

Cryptography Magazine appears bi-monthly. \$12.00 per year; \$2.50 for single copies.

Cryptography

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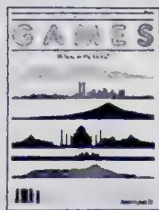
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A magazine that hasn't a clue as to who will become president in 1984...that doesn't have the foggiest notion whether there's life in outer space...that won't help you lose weight, improve your golf game, and positively will not keep you up-to-date on what's happening in the world of business and finance!



BUT...if you turn to the Crossword Puzzle before you read the news columns...if your pulse races at the challenge of an intricate maze or brainteaser...if you can't resist exciting word games, number games, logic games, cryptograms...and if you want to keep up-to-date on the latest games around...

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GAMES



YOU'RE IN DEEP TROUBLE.



divers are the main course. You've got to be fast, or your divers will be fast food.

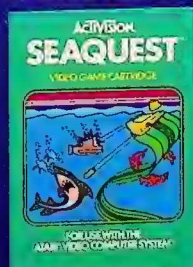
While you've got your eyes on your divers, modern day bluebeards have their eyes on you. These pirates have subs of their own, but they want yours too. Nobody ever said being a captain was easy.

By the way, you'd better check your air supply. You may have to surface to fill your tanks.

What will your divers do then?

What will the pirates do? What will you do?

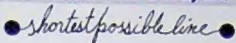
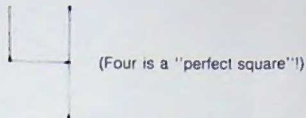
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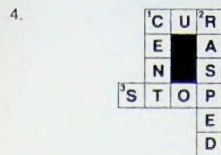
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34 One Never Knows, Do One?

1.  shortest possible line
2.  (Four is a "perfect square"!)

3. 3 (The sequence refers to the number the minute hand points to every 15 minutes on a clock.)

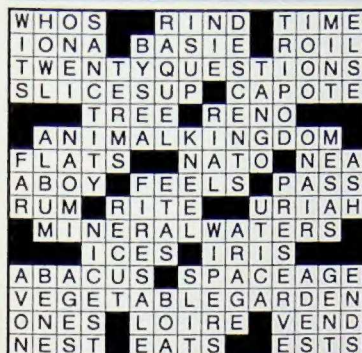


(1/2 ★ Answer Drawer, page 68)

46 Tic-Tac-Toe

The winning line, reading up from lower left to upper right, shows a "tick," a "tack," and a "tow" (!).

29 Guessing Game



41 Cryptic Warm-Up Puzzle

ACROSS

1. SPRUCE. The word SPRUCE in two different senses means "trim" and "an evergreen tree."
 4. IMPART. The answer IMPART (defined as "bestow") is a combination of IMP ("elf") and ART ("paintings").
 6. KIMONO. The answer is defined as "clothing," and is hidden in the phrase "esKIMO NOrmally."
 The word "conceals" suggests that the answer is a part of the preceding phrase.
 7. BANNED. The answer BANNED ("censored") sounds like the word BAND ("musical group"). The phrase "sound of" suggests that the adjacent word BAND is to be pronounced to get the answer.

DOWN

1. SNIP. The answer SNIP ("cut") is the word PINS ("stickers") reading upward. The word "up" signals the reversal of PINS.
 2. REPLIC. The word REPLIC ("copy") is an anagram of CALIPER. The phrase "new form of" suggests that the letters of CALIPER are to be rearranged.
 3. CARTOON. The answer CARTOON ("drawing") is the word CARTON ("box") literally with O (zero, clued as "nothing") inside.
 5. FOND. The word FOND ("doting") is the name FONDA ("actress Jane") missing its final letter, or "endlessly."

61 Eyeball Benders

The objects are:

- A. Exit sign
 B. Movie ticket
 C. Showerhead in scene from *Psycho*
 D. Theater marquee
 E. Popcorn
 F. Earlier scene from *Psycho*, partially obscured by a large hat
 G. Parking meter
 H. Empty theater seats
- The activity, of course, is going to the movies, and the correct order is G, D, B, E, H, F, C, A (If you put C first, as some of our play-testers did, you overlooked the clue that as an untinted, black-and-white photo, it had to be part of the movie.)

34 Personality Changes

- | | |
|-----------------|-------------------|
| 1. Pete Rose | 10. Lana Turner |
| 2. Eva Gabor | 11. Norman Mailer |
| 3. Rod Serling | 12. Peter Sellers |
| 4. Phil Silvers | 13. Clark Gable |
| 5. Bob Hope | 14. Karl Marx |
| 6. Sonny Bono | 15. June Carter |
| 7. John Denver | 16. Ian Fleming |
| 8. Jack Paar | 17. Sal Mineo |
| 9. Dan Rather | 18. Mitch Miller |

43 Flocking Together

- | | | | | |
|-------|----------|--------|---------|----------|
| Robin | Cardinal | Finch | Osprey | Pheasant |
| Vireo | Grouse | Toucan | Tanager | Eagle |
| Wren | Oriole | Swift | Ostrich | Thrasher |

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