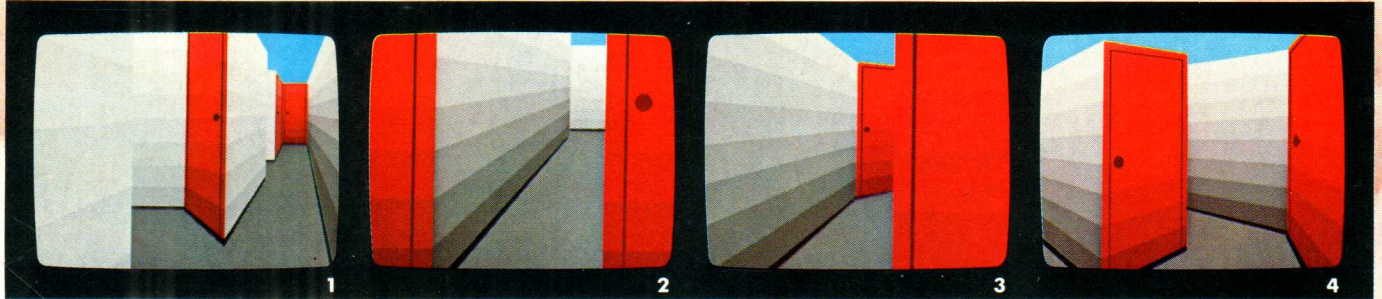


GAMES



ESCAPE FROM 1984

There are
30 doors
to freedom,
but only one path
allows you to dodge
the 4 hidden cameras
and escape unseen.



YOU ARE
HERE

Using the monitors, which show
the view seen by each camera,
can you find your way out?

Answer, page 72



JANUARY 1984

GAMES

VOL. 8 NO. 1 ISSUE 47

PAGE 16

PAGE 32

PAGE 46

PAGE 48

PAGE 22

PAGE 20

FEATURES

- 16 Whatever Happened to the World of the Future?** A Look at Yesterday's Tomorrow *Andy Meisler*
- 20 Day for Night** Can You Shed Light on the Changing Scene? *Andrea Baruffi*
- 22 Inside Job** A Time Sequence Puzzle That Proves Photocrime Doesn't Pay *Emily Cox and Henry Rathvon*
- 24 For Better or Verse** Seven Puzzle Poems That Strain Rhyme and Reason *Selected by Martin Gardner*
- 48 The Ball Is in Our Court** A Royally Baffling Collage Quiz *John Craig*
- 50 Beguilers** We Finally Admit We're Not Playing With a Full Deck *Mike Shenk*
- 52 Breakthrough** From Europe, an Explosive Two-Player Strategy Game *Christiaan Freeling*
- ?? Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 70)*

PENCILWISE

- | | | |
|--------------------------------------|--------------------------------------|------------------------------|
| 27 Mental Blocks | 32 Cartoonerisms | 42 Double-Croctic |
| 28 Title Holders: Word Search | 34 Cryptic Crossword | 43 Ornerly Crossword |
| 30 Dszquphsbnt! | 39 Quiz-Acrostic | 46 Handiwork |
| 31 Two for the Show | 40 U.S. Open Crossword Finals | ... and other pencil puzzles |

CONTESTS

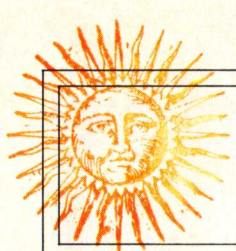
- 59 Write On** We Want Two Messages in One
- 58 Contest Results** Star-Gazing, Captions Courageous, Mini-Cross, Hidden Contest

DEPARTMENTS

- | | | |
|---------------------------------|-------------------------------|-------------------------|
| 4 Your Move | 14 Logic: Winter Games | 61 Wild Cards |
| 6 Letters/Laundry/Events | 54 Games & Books | 64 Answer Drawer |
| 10 Gamebits | 56 Eyeball Benders | 72 Eureka |

Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

Cover Puzzle Don Wright **Maze Art** Rudy Guernica, National Image Makers **Clouds Retouching** Bob Rakita



GAMEBITS



Edited by Curtis Slepian

Stamps of Approval

You say you want to be an artist but you can't draw your way out of a coloring book? Rubber stamps may be your ticket to the Louvre. Though rubber stamps have always been big with bureaucrats, more and more folks are using these instant images to decorate anything from T-shirts to the letters they mail.

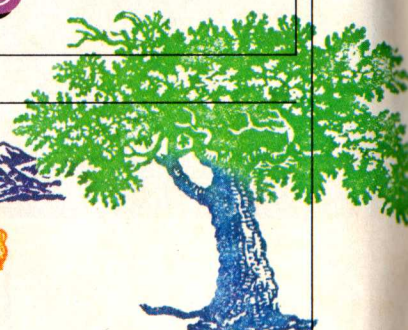
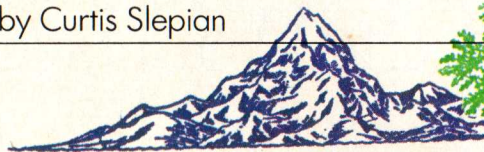
One of America's leading rubber stamp artists is Leavenworth Jackson, a San Franciscan whose work will be exhibited in a Dallas gallery early this spring. Jackson seeks out images everywhere, but particularly in pictures and photos that are in the public domain, such as old advertisements. After redrawing them, she has them converted into the finished rubber stamp by a process similar to lithography.

Can original art be created from pre-existing images? Yes, says Jackson, who believes it's *how* you use the images—the repetitions, juxtapositions, and adding of color—that validates the creative process.

With a collection of 5,000 stamps (her own and manufactured designs), Jackson can always spot a good one: "It's not the lines that make or break a stamp, it's the white space between the lines that gives it clarity."

Serious stampers like Jackson may

Artist Leavenworth Jackson puts her stamp of excellence on the surreal work below, but anyone can create rubber stamp art like the above scene.



spend hours debating the virtues of inks, stamps, and papers, but for the beginner more concerned with learning the basics, here are a few tips: Buy felt stamp pads and clean them occasionally by scraping them lightly with a razor blade. Never put a dark-inked stamp on a light-colored stamp pad. Clean stamps by rubbing them gently with an old soapy toothbrush. To avoid muddy lines, place a magazine under the paper you're stamping, and hold the stamp base steady when pressing and lifting.

Of course, before you can maintain your stamps, you've got to buy them. There are some 150 to 200 producers of "novelty" (i.e., noncommercial) rubber stamps in the U.S., many of them in the San Francisco Bay area. The images are surprisingly complicated and witty—exploding volcanoes, ears of wheat, eyes, crowd scenes, faces, animals—and usually cost between \$3 and \$10 each. If you want to receive catalogues, write to the companies

that advertise in such magazines as *Rubber Stamp Madness* (P.O. Box 168, Newfield, NY 14867), which features articles and ads for the rubber-stampaholic.

—Deborah Begel

Sky Kong

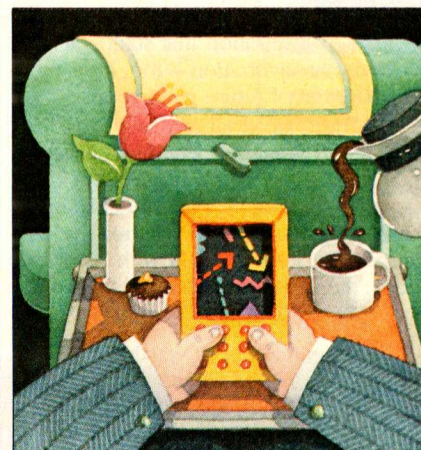


ILLUSTRATION BY MARY LYNN BLASUTTA

If you thought you were safe from Inky and Blinky at 40,000 feet, guess again. On their nine-hour flights from Vancouver to Amsterdam, Canadian Pacific Airlines recently began renting handheld video games to their passengers. For a \$3.50 fee, stewardesses handed out small LCD versions of Donkey Kong, boxing, baseball, blackjack, and Snoopy tennis. When this month-long experiment proved a success with flyers, CPA extended the service to shorter domestic runs. And if the games continue to take off in popularity, the airline plans to build sophisticated game sets into its seat trays.

Sounds like a good idea, but then, almost anything beats having to watch in-flight epics like *The Adventures of the Wilderness Family* and *The Legend of the Lone Ranger*.

—C. S.

