

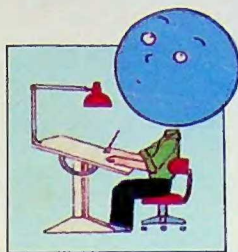
GAMES



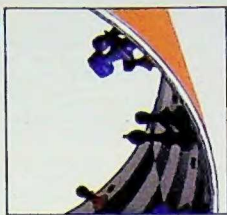
It's New Year's Eve,
and I'm getting
my act together!
(What resolutions
should I make?)

Answer Drawer, page 72

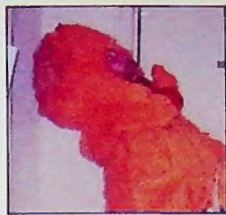




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Difficulty Rating: Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆☆

Cover photograph: David Vine/Styling by Mimi Gertler

ALPHABETIC INDEXING SECTION (6-6)

SECTION	EXTRACT	PERCENTAGE
1	1	100%
2	2	100%
3	3	100%
4	4	100%
5	5	100%
6	6	100%
7	7	100%
8	8	100%
9	9	100%
10	10	100%

SECTION 1
SECTION 2
SECTION 3
SECTION 4
SECTION 5
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- ## GAMES GALORE

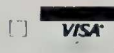
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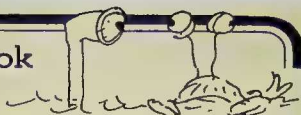
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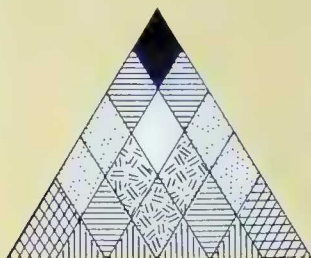
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Look



What's the Angle

Something shady is going on in the triangle shown here. Using only the digits 0, 1, 2, 3, 5, and 9, can you make each of the 10 "diagonal" rows in the triangle total the same number. Aye, but here's the rub: each area shaded the same way must also contain the same number.



From *Geometric Cross Sums* (Workman Publishing Co.) • 1977 by Dava Whitlaw, David de Jongh, and Edward Fulbrook

Answer, page 38

Teasers

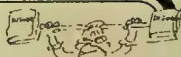


2001

On what days of the week can the first day of a century fall? (The first day of the twentieth century was January 1, 1901.)

Answer, page 38

Word Play



Wordly Wise

What do the following words have in common?

BUTTER	SHAG	CHORD
CALL	LOW	WAX
SCARE	BEAT	SHOO
TON	COMA	CHESS
QUASH	WARM	SQUEAK

—H.H.

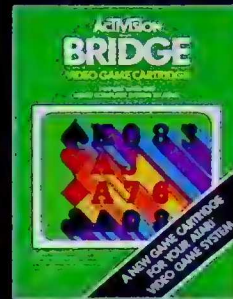
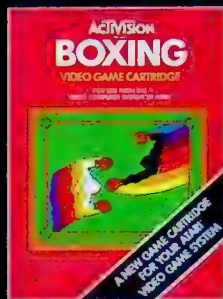
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CHOOSE YOUR CHALLENGE.

PUNCH.

SCHUSS.

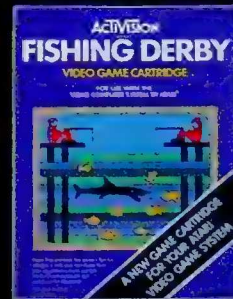
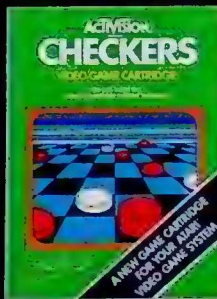
SLAM.



DRAG.

JUMP.

HOOK.



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Time-Out games from Mego, around \$40 each

There are four electronic games in this new series from Mego: Toss-Up, Fireman Fireman, The Exterminator, and Flagman. Each is the size of a credit card and involves the player in a test of timing, perception, and endurance.

Toss-Up is electronic juggling. As with all the games, there are only two controls. You can move the juggler's hands right or left, attempting to keep two balls aloft and receiving a point for each catch. After 280 catches, the balls double, increasing the skill required to keep them going. The ultimate possible score is 9,999 catches, at which point we recommend you switch to juggling real balls.

Fireman Fireman is another juggling type game; the Exterminator is something like Space Invaders except moles burrow up through the ground; and Flagman is electronic repetition, a variation on Simon. All four games record the highest score in memory so a player can compete against his own best game. With no on/off switches, the games are constantly running. But not as games—each is also a clock that fits nicely into your pocket. Photo (right) shows actual size.

—B.D.K.



The Bantam Great Masters Winning Crossword Puzzles #1, 2, and 3 (Bantam, 1980, 64 pages each, large format, \$2.95 paperbacks).

Here, in three books, are 150 crossword puzzles—the winning entries to a competition held last year by Bantam Books. After trying a few of the puzzles, I found these books review-worthy, and, as Book Review Editor, began looking for a qualified reviewer.

My first thought was Will Shortz, our own Associate Editor and crossword expert. But Will edited the books. Well, I thought, I'll try Henry Hook, our resident puzzle consultant and constructor. But four of Henry's submissions to the competition won and are included in the books. I moved on to other *Games* constructors—Jordan Lasher, Mel Rosen, and Merl Reagle—sure that one of them would be available. Alas, thumbing through the books I noticed that each of them also contributed winning entries. Well, maybe Maura Jacobson, Jack Luzzatto, or Mel Taub, all contributors to *Games*, could do it. Nope! They judged the competition. Need we say more?

—P.M.W.



Board and Table Games from Many Civilizations by R.C. Bell (Dover, 1979, two volumes bound as one, Vol. 1, 208 pages, Vol. 2, 155 pages, \$5 paperback).

These two volumes, first published in 1960 and 1969, comprise the best available work on the history and rules of traditional board games from around the world. Their reissue, after several years out of print, will be welcomed by game players everywhere.

Some 185 games are organized into broad categories—race games, dice games, war games, games of position, games with numbers, etc.—and into subcategories in some cases. The author makes ample use of diagrams in explaining the games and he provides photographs of many old sets, often taken from his own extensive collection.

Because Bell writes as a games historian rather than as a player, strategy is discussed for only a few of the games. In addition, some games in the book do not play well and the section on chess variants could have been much more complete. Still, anyone poring over this book is bound to come upon many little-known treasures that will afford countless hours of play. Most of the games cannot be found in stores, but equipment for nearly all of them can be improvised easily with such things as paper, pencils, checker sets, and other common materials.

—R.W.S.

Flurry, available from Concept Engineering, P.O. Box 2555, Lincoln, NE 68502; \$4.50 includes postage and handling.

Question: "Can one find true happiness with a paper slinky?"
Answer: "Quite!"

First, you get a longer slinky with the Flurry than with a standard slinky (we stretched ours to about 15 feet before we thought it might tear). The benefits of the longer slinky are manifold: you have more time to be amused while transferring it from one hand to the other; you can make it walk down flights of tall stairs; and you can hold the ends and toss the center six feet overhead with the object of gathering it together "accordion style" before it falls to the ground. And when you drop it, Flurry is not prone to entanglement—though your ego may be.

—B.D.K.

43 Ornery Crossword



44 Double Cross

- A. TOWERING
- B. HIERARCHY
- C. UNDERHANDED
- D. ROOKIES
- E. BAY WINDOWS
- F. EYE-POPPING
- G. REAWAKEN
- H. TWOSOMES
- I. HEARTTHROBS
- J. EXCLAMATORY
- K. OUTLAWS
- L. WAMUS
- M. LYCANTHROPY
- N. IMMEDIATELY
- O. NEWSWORTHY
- P. TEASPOON
- Q. HIGHWAYMAN
- R. ELSEWHERE
- S. ANTHROPOLOGY
- T. TRANSFIGURE
- U. TOP OFF
- V. INCONSPICUOUS
- W. CHESTERFIELD

47 S.O.S.



Note: This is not the hidden contest

50 Ipswich Switch

Floor	Apartment	Visitor
12	The Fawnleys	Mr. Chattlesworth
8	The Edgemonts	Mr. Fawnley
7	The Chattlesworths	Mr. Bagby
4	The Bagbys	Mr. Daunt
2	The Daunts	Mr. Edgemont

The number of people who use "who" and "whom" wrongly is appalling. Take the common expression, "Whom are you, anyways?" That is, of course, strictly speaking, correct—and yet how formal, how stilted! The usage to be preferred in ordinary speech and writing is "Who are you, anyways?"
—James Thurber, *The Owl in the Attic*.

42 Bonus Baconian Cipher

(Answer continued from page 66)
Happy New Year (Books with spines facing outward = a; books with spines facing inward = b.) Sorry, this is not the hidden contest

26 Musigram Starting Hint

The first word in the third line is YOU.

42 Oops!

1. Umbrella/stick; Theodore Roosevelt
2. *Newsweek*/death; Patrick Henry
3. Garlic/heat; Harry Truman
4. Chef/Chef; Maxwell Smart, Agent 86
5. Rock/light, Romeo in *Romeo and Juliet*
6. Vice-president/Queen; Jack Bailey on *Queen for a Day*
7. Secret/evil; Lamont Cranston, *The Shadow*
8. Goldie/Silver; *The Lone Ranger*
9. Pool-shark/sucker; W.C. Fields
10. Mosquitoes/torpedoes; Adm. David Farragut

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J/F