

GAMES

Can you identify
THE FLAGS
OF SUMMER
flying in the sky?
Answer,

ky?
Answer, page 72



71486 02811



PAGE 10



PAGE 24



PAGE 50

PAGE 22

WIN!
A
Trip For Two
To
HAWAII
PAGE 21

FEATURES

- 18 Sand Fantasies** The World's Most Ephemeral Art Form *Joseph Allen & Marshall Harrington*
- 22 Day at the Beach** A Time-Sequence Puzzle from a Lazy Summer Outing *Ken Robbins*
- 24 Grand Tour** Oh, Say Can You See Your Way Through This Cross-Country Maze? *Tudor Banus*
- 48 The Soldier and the Silver** A Classic Mystery from the Games Library *Lassiter Wren & Randle McKay*
- 50 Why Y?** A Montage for YYY Guys *John Craig*
- 56 War of the Black Holes** A Strategy Game for Two Players *Van Phillips*
- ?? Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 72)*

PENCILWISE

- | | | |
|--------------------------------|-----------------------------|------------------------------|
| 27 Spiral | 32 Noah's Ark | 43 Ornerly Crossword |
| 28 Bubble Maze | 34 Cryptograms | 46 Solitaire Hangman |
| 30 Video Play Word Hunt | 41 Cryptic Crossword | ... and other pencil puzzles |

CONTESTS

- 21 Sand Sculptures** Win a Trip to Hawaii, from American Airlines and American International Vacations
- 61 Perfect 10** Can You Construct a Flawless 10X10 Crossword?
- 60 Contest Results** Irish Bulls, Hidden Contest, Crossword Tournament Update, and, at last, Prophecy '81

DEPARTMENTS

- | | | |
|--------------------|--------------------------------------|---------------------------|
| 4 Your Move | 10 Gamebits | 58 Eyeball Benders |
| 6 Letters | 14 Logic | 63 Wild Cards |
| 8 Laundry | 17 Great Moments in Ingenuity | 68 Answer Drawer |
| 9 Events | 53 Games & Books | 72 Eureka |

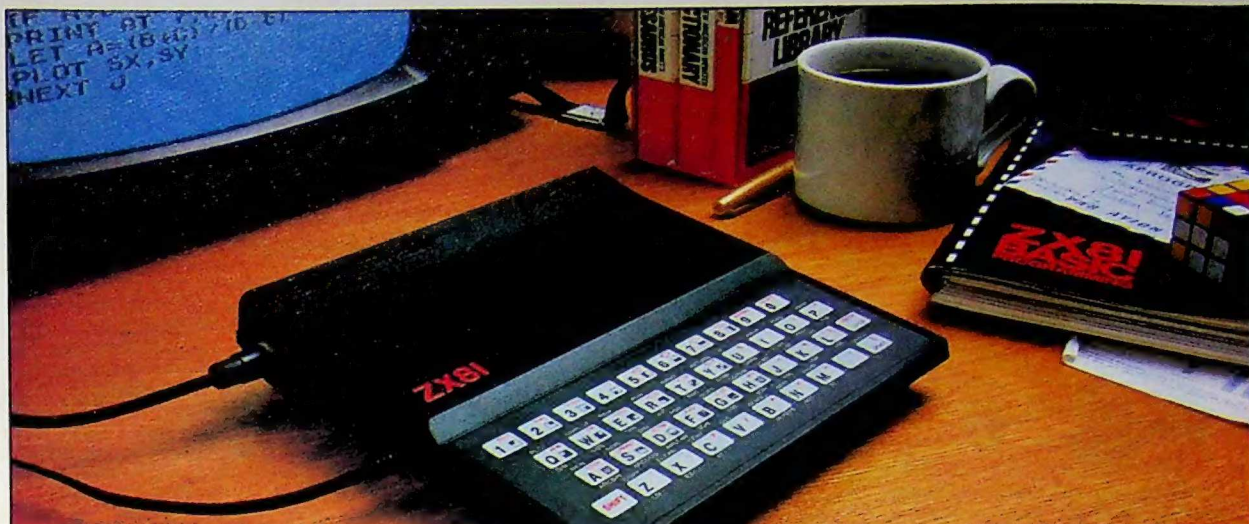
Difficulty Rating Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★☆

Cover Photographs Brent Petersen (logos); National Oceanic and Atmospheric Administration (background) **Cover Subtitle** Randall T. Graeff



Personal computer breakthrough! \$99.95

**Now, revolutionary technology brings you a personal computer for only \$99.95
Try the Sinclair ZX81 in your home for 10 days at no risk.**

Here's the personal computer you've been waiting for: The Sinclair ZX81. It's a complete, powerful computer that can be yours for the remarkably low price of only \$99.95. And just so you can see for yourself what a breakthrough in personal computers the ZX81 really is, you can try it in your home for 10 days at no risk. Simply use the order form below. Or call toll free.

Unique design makes it affordable.

The ZX81 was designed by Sinclair Research, the largest manufacturer of personal computers in the world. It's based on a radical new design that cuts costs dramatically without cutting computer power. The unique Master Chip, for example, replaces as many as 18 chips used in other personal computers. And your own TV works as the video display.

It's a remarkably attractive combination of high performance and low price. In just a few months, over 200,000 ZX81s have been sold.

Discover what computers are all about.

You can use the ZX81 to perform some business functions, though it isn't a business computer. You can use it to develop and play games, though it isn't a razzle-dazzle games computer. The ZX81 is a **personal** computer. It's the perfect computer to use if you want to learn about computers.

With Sinclair's step-by-step instruction book, included with your ZX81, it's easy to understand BASIC programming. You'll learn how to use the ZX81 for record-keeping and planning, budgets and lists. You'll learn how its computer graphic features can be used to develop charts and games, and what a computer game is all about. You'll even discover how it can be used as an educa-

tional tool to teach your children math, spelling, and other school subjects. But most importantly, you — and your children — will use the ZX81 to discover the excitement of working with a real computer.

Everything you need for \$99.95

When you order the ZX81, you get the computer itself, Sinclair's comprehensive programming manual, and everything you need to connect the ZX81 to your TV. (We also supply connectors so that you can use a standard cassette recorder if you want to store your programs and data permanently.)

Full service on your ZX81.

With the ZX81, you don't have to worry about repairs. If anything goes wrong within 90 days, you can return it to us and we'll fix it or replace it. **FREE.** And after 90 days, our repair service is still as close as your post office.

Is it for you?

If you're considering buying an expensive computer but don't know the difference between PRINT and RUN . . . If you've got children over 10 who are learning about computers in school . . . If you've got a

computer at work and wonder what makes it tick . . . If you want to challenge yourself in a new and exciting way . . . Or if you're just plain curious about computers . . . then the ZX81 is the perfect personal computer for you.

You only keep it if you like it.

You can try the ZX81 in your home for 10 days with no obligation. If you're not completely satisfied, simply return it to us for a full refund.

To order . . .

Simply call toll free, or use the coupon below. Remember, there's no risk. The sooner you act, the sooner you can be using the Sinclair ZX81 breakthrough personal computer in your home.

Call toll free 800-543-3000:

Ask for operator #509. In Ohio call: 800-582-1364; in Canada call: 513-729-4300. Ask for operator #509. Have your MasterCard or VISA ready. Phones open 24 hours a day, 7 days a week. These numbers are for orders only.

If you just want information, please write: Sinclair Research Ltd., 2 Sinclair Plaza, Nashua, NH 03061.

To order call toll-free: 800-543-3000

AD CODE: 07GM

Sinclair Research Ltd., One Sinclair Plaza, Nashua, NH 03061.

Yes! I'd like to try the Sinclair ZX81 personal computer. I understand that if I'm not completely satisfied, I can return it in 10 days for a full refund.

PRICE† QTY. AMOUNT

ZX81 personal computer	\$99.95		
Add shipping	\$4.95		\$ 4.95
		TOTAL	

() Check or money order enclosed.

Name _____

Street _____

City _____

State _____

Zip _____

sinclair

Sinclair Research Ltd.,
One Sinclair Plaza, Nashua, NH 03061.

Sinclair technology is also available in Times/Sinclair computers under a license from Sinclair Research Ltd.

†U.S. Dollars

THE GAME TO PLAY FOR \$149.95



Video Computer System comes with joystick and paddle controllers, Combat Game Program¹ cartridge, TV switch and AC adapter.



ATARI

Atari Cartridges from \$7.99

We carry Street Racer, Pole's Soccer, Space Invaders, Warlords, Indy 500, Asteroids, Home Run, Football, Pac Man, Othello, and much, much, more.



CALL TOLL FREE

1-800-327-0596

17866 IPCO ROAD (N.E. 5th AVENUE)
MIAMI, FLORIDA 33162

LETTERS

Irish Bullets

As a proud Irish descendant, I can attest to many twists of the tongue—both spoken and heard—that would qualify for your contest "An Irish Bull Is Always Pregnant" (March/April). But watch out! Many an Irish phrase, begun illogically, ends as the subtlest of humor. In the *Milwaukee Journal*, Hugh A. Mulligan illustrates how the "bull" can become a "bullet."

Mulligan quotes a member of the old Irish Parliament, Sir Boyle Roche: "Not being a bird, I can't be in two places at once." Another Rocheism was, "The cup of Ireland's sorrows has been overflowing for centuries and isn't full yet."

Mulligan goes on to relate these classic bullets. "Charles Laughton once proudly announced in the Gresham Hotel that he had come to Dublin to do a one-man show. 'That's grand,' said the barman, 'who's in it?'"

"A grizzled old farmer in County Armagh was anxiously awaiting his brother's return from America after an absence of 42 years. 'I'm not sure I'll recognize him after all this time,' the farmer worried out loud to his cronies at the crossroads pub, 'but he'll know me all right.' 'How will he know you?' the publican took the bait. 'Well, I haven't been away.'"

It should be obvious from these examples that if you manage to get an Irishman to talk, it's harder still to quiet him.

Robert D. O'Keane
Colgate, WI

For more Irish Bulls, see *Contest Results*, page 60.—Ed.

Bearing Gifts

I'm in the middle of unraveling my first issue of *Games* and want to let you know it has lived up to all my expectations. It's a gift from my mother-in-law, who prides herself on frustrating me at every chance she gets. Please keep the magazines coming.

Dennis W. Teige, Ph.D.
Springfield, IL

Envelope of the Month



Scott Howard
Lakewood, CA

It's No Picnic

No matter how difficult the question, it seems that a *Games* reader always has the answer. Here is a question that I consider difficult.

In English, a C is generally pronounced as an S when it precedes an I or an E, and as a K when it precedes any other letter. For example, dictionaries require that a K be added with any suffix to the word PICNIC. Adding a K to the spelling of PICNICKERS assures the proper pronunciation.

I have found an exception to this generalization, and challenge other readers to find the word, as well as other exceptions.

Frank Magary
Miramar, FL
Answer Drawer, page 68

Dubitable Dudeney?

Henry Dudeney (March/April, pages 40-41) may have been England's greatest mathematical puzzle inventor, but he knew beans about spiders and flies. The first problem is how the spider and the fly came to be in the closed box at all. The second problem lies in the nature of spiders and flies.

How could the spider (known to have poor eyesight) have sensed the fly over 30 feet away, and why would the fly remain stationary as a predator approached? Given these two improbables, the fly must be dead! In that case, the spider wouldn't be interested.

But for the sake of the puzzle I'll deal blindly with the givens. Here's a spider smart enough to unfold a cardboard box. It should realize that if it folded in the end flaps of the box (fig. 1, Answer Drawer) along the lines, it would be within 18 feet of the fly. And if it folded the box at the bisector of the line between A and B, it would land directly on top of the fly and not have to crawl at all.

David Brune
Columbia, SC

Confession Department

I've recently begun reading your magazine in a different manner. First I read the Letters section to see if anyone else has confessed, and then I read the Answer Drawer. Since implementing this plan, life has taken on new meaning. My consumption of extra-strength Tylenol has diminished, the wife, kids, and dog have moved back in, and justifiable homicide has regained its proper perspective in my mind.

Jonathan Perkins
Los Angeles, CA

Spillbnd

Thnks s mch fr "Wght Vwls" (Mrch/prl, pg 34); wh nds thm? Rlly njd trng ll th dfrnt vwl cmbntns, bt wld hv bn rd fr "euthanasia" [# 11] bfr thnkng f tl

Trr Cnll
Prr d Chn, Wscnsn

Olé Molé

In solving Photocrime "Swan Song in San Valencia" (January/February), I deduced by the

A MAGAZINE FOR YOUR PIANO



Keyboard
Classics
Magazine

takes up
where *The Etude*
magazine left off. Filled with
musical treasures, fancies
and delights to be played on
your piano, it is truly
the one magazine you will
enjoy again and again.

Available only by subscription.
Write To: Keyboard Classics,
Dept. A1-01-72, 352 Evelyn Street,
Paramus, NJ 07652.

Enclose \$9.97 for a full year's
subscription (6 issues).

Completely refundable if you are not
delighted with your first issue.



"CROZZLE"—A NEW WORD! AND A NEW COMPETITIVE WORD GAME

If you like crossword puzzles—if you enjoy
word games—you'll LOVE "CROZZLE."

Each player (2-3-4) has a plastic scoresheet
holder with openings in it—crossword puzzle
style. First player calls a letter and writes it in.
Other players must use the same letter—in
any space. Next player then calls a letter and
so on until all spaces are filled. Score one point
for each letter in all words across and down.
Count all words within words, too. Highest
score wins.

Deliciously competitive. Pleasantly portable.

At most game departments, or \$5.50 postpaid
from:

Cadaco, Inc. 310 West Polk Street, Chicago,
Illinois 60607

culture medium." Your answer, "coli," is a
bacteria that is often grown in a culture, but it
is certainly not the medium.

Bill Terwilliger
Summit, MI

★In "The World's Most Ornerly Crossword,"
hard clue 75-Down reads "Biblical 'bore'?"
but your answer, "begat," doesn't match the
clue. As used in the Bible, begetting is strictly
a male function. The hard work of bearing,
then as now, is a female function.

Paul Hobson
Oshkosh, WI

★The rules of your "Unidentified Flying
Games" contest (November/December 1981)
stated that "each name must be written exactly
as it appears (in boldface)." Your Contest
Results (page 60) did not have the word "De-
luxe" after SCRABBLE BRAND CROSS-
WORD GAME, as the listing appeared in
"The Games 100."

Bruce Werner
Big Rapids, MI

*This was a proofreading error on our part.
All contest winners did list all 52 games cor-
rectly in their entries—Ed.*

★Your answer to "Cinematic Countdown"
(Wild Cards, page 67) included "Eight Days
in May." The Burt Lancaster-Kirk Douglas
thriller and the novel on which it is based are
both entitled *Seven Days in May*.

Frank Dillon
Beachwood, OH

*We meant to list the unforgettable Eight Iron
Men starring Bonar Colleano.—Ed.*

March/April

★Guess what? You've inadvertently created a
hoax within a hoax. At one point in the article
"Porn Again" (page 20), Mike McGrady's
last name is incorrectly given as McGrath.

Steve Grady
Lincolnshire, IL

★Photo number 3 in "Fins of the Fifties"
(page 50) is of a 1955 Thunderbird, not a
1956 as listed. The differences are a 1-inch
diameter ring in the center of the taillights (the
'55 had them and the '56 didn't), and oval ex-
haust ports in the rear bumper (the '56 had
them and the '55 didn't).

Dennis Ryan
Batavia, IL

*On checking, we find that the Thunderbird
is indeed a '55, but that it has the roof of a
'56. Will you give us half credit?—Ed.*

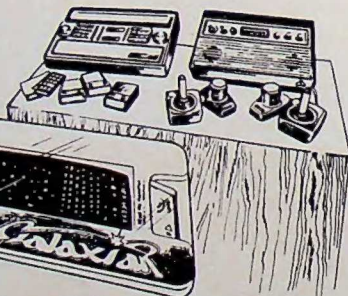
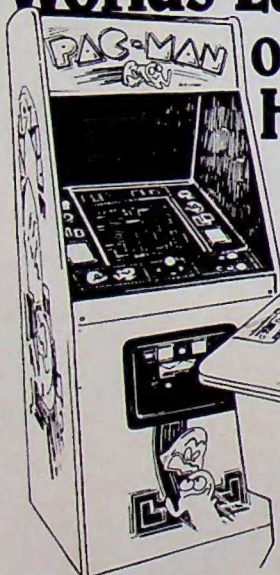
★In your "Three of a Kind" Wild Card (page
61), you stated that the three cardinal virtues
are Faith, Hope, and Charity. These are the
theological virtues. The cardinal virtues are
Prudence, Justice, Temperance, and Fortitude.

Sister Cordette
Effingham, IL

★I beg to differ with your answer to the
"Tomfoolery" Wild Card (page 64) in which
you state that Thomas Edison "invented" the
chemical phenol. This chemical exists in na-
ture and probably has since the creation. It is
impossible to "invent" something that exists.

Steven W. Larsen
St. Louis, MI

World's Largest Selection of Commercial and Home Video Games.



We stock Ms. Pacman™, Donkey Kong™,
Centipede™, Stargate™, Zaxxon™ and all
the other great commercial video games.

We also stock Atari®, Intellivision™ and Odyssey2™
units, cartridges & accessories... plus T-shirts, cases,
game watches, etc.

This year — Coleco™, IMagic™, US Games™,
Activision™, CommaVid™, Parker Brothers, Apollo™
and Computer Magic™ will produce Intellivision™ and
Atari™ Cartridges and we will stock them all! Be the
first to receive each new cartridge.

Join Our Exclusive Club
Send \$2 for catalog and our
latest Newsletter telling
what's coming in video games!

G.A.M.E.S.™

6626 Valjean Avenue • Van Nuys, CA 91406
Attention: Mail Order Dept.
(213) 781-1300
Stores throughout Southern California

GAMEBITS

Edited by Curt Slepian

Photo by Walt Disney Productions



A video villain played by David Warner prepares to fling a killer Frisbee.

Inside Tron

Playing video games can be an intense experience, but have you ever wondered what the action's like *inside* the video playfield?

Jeff Bridges finds out in *Tron*, a Walt Disney movie scheduled for release in mid-July. In this futuristic adventure story, Bridges plays a computer genius who is forced into an electronic world where he must fight for survival in a series of arcade games come to life. (To coincide with the movie's release, Bally will introduce an arcade version of *Tron*; and look for handheld and board versions as well.)

In one of the movie's video games, Bridges confronts enemy players with an "identity disc"—a lethal combination of laser and boomerang. Players nit by a disc disintegrate in a video death dubbed "de-rezzing." With the disc a key element in this electronic story (many of the images, in fact, are generated by computers), Bridges had to become an expert at one of the least technological games in human history—the Frisbee.

Enter flesh-and-blood hero Sam Schatz. As the movie's official "disc coordinator," California Frisbee champ Schatz worked closely with the head stunt consultant to choreograph the fight scenes "like a ballet." Schatz

taught cast members how to throw the laser "identity disc" with authority, and even doubled for actors during the more esoteric maneuvers.

Which throws did he count on for the highest de-rezz ratios? "Your basic backhand throw from the side of your body," says Schatz. "And the one where you stick your thumb underneath and arc the disc at an angle. Then there's the wrist-action overhand over-the-shoulder throw: That's for quick-draw action."

Movie jobs for disc-slingers don't come along every day, and we wondered if Schatz's future was secure in case *Tron II* comes along. "If that's what happens, I'm in there," says Schatz, deftly flipping a grin.

—Theodore Fischer

With Mallets and Forethought

What do Algy, Reggie, Chauncy, Skip, and Lycentia have in common? No, they aren't characters in *Brideshead Revisited*. They're members of the Celebrity Croquet Club of Chicago, an oasis of English gentility in the city of the big shoulders.

Actually, the 30 members of the CCC of C aren't English, nor are they celebrities. But they are absolutely top-hole chappies—TV producers, ad

agency directors, models, editors, and the like—all of whom enjoy playing croquet and pretending they're like the upper-crust Englishmen who populate the novels of Evelyn Waugh and P.G. Wodehouse. For members, two things are *de rigueur*: to assume such "noms de mallets" as Cecily and Murgatroyd, and to have a jolly good time.

The idea for the club took root last year in a Chicago bar when Algernon Byron Throckmorton III (a "nom de mallet") said to himself, "Dash it all! If only one could combine the joys of croquet and the imbibing of cocktails and at the same time be charming." At the CCC of C, one can.

Wearing their official blue and white shirts bearing a logo of crossed mallets, the members comport themselves with the utmost dignity on one of Chicago's six croquet greens in Lincoln Park. Each Sunday afternoon from May 15 through October 15, the players can be observed sipping champagne, eating pâté, and exclaiming "well struck, old bean," as they politely fight it out on an American Six Wicket course.

Club President Throckmorton would like to pit the CCC of C against local celebrities to raise money for charity. "We hope to have several events this season," says Algy, "including an Edwardian Croquet Day and a Challenge-the-Chicago-Playboy-Bunnies-for-Charity." Money will also be used to maintain greens, which are now, well, just not up to snuff. Says Throckmorton: "A rather sticky wicket, what?"

—Bruce Bieber



**“EITHER THIS
SPACE GAME
OR MY LIFE
GOING 1**



IS THEIR BEST TIME EVER, NG ROOM IS 65 MPH."

Aliens up ahead. Aliens attacking from the rear. Alien ships on every side. Meanwhile, the earth is moving steadily into range of enemy missiles, as the alien planet rushes by below.

Presenting Star Strike™. The exciting new space game complete with brilliant colors, gripping tension, and special effects so realistic they appear three-dimensional. So you almost feel like you're flying.

Be careful, though, and don't lose your concentration. You've got to destroy the enemy planet. Before it destroys the earth.

Play Intellivision® Star Strike. Then, when the battle's over and the dust is clear, compare it to other space games. We think you'll agree that color, excitement and special effects make Star Strike the clear winner.

MATTEL ELECTRONICS®

Intellivision®

Intelligent Television

GAMES & BOOKS

Edited by Phil Wiswell

CIVILIZATION (Avalon Hill, around \$22)

Ambitious in scope and masterly in design, *Civilization* offers an exceptional blend of sophistication and simplicity that should make it a classic.

Each of two to seven players begins the game with a single piece that represents a small, nomadic Stone Age tribe living near the Mediterranean Sea. As populations (and the number of pieces) grow, the tribes are forced to slow their migrations and find suitable sites to build cities. Among other benefits, cities allow a player to acquire hides, salt, cloth, and other commodities, which can be traded with the other tribes.

When a player has collected goods of sufficient value, he can use them to purchase Civilization Cards, each of which represents a different attribute of a developing culture. Besides counting toward a player's final point total, these cards confer special powers and immunities during the play; a knowledge of Astronomy, for example, is needed before a player can navigate his ships across the open sea, while Coinage allows a player to tax his cities at flexible rates.

Long-range planning is essential. Too rapid a rate of urbanization will have just as bad an effect as too slow a rate, and the ideal timing is impossible to calculate. The strategic management of material goods is also difficult, since players must often decide whether to "spend" them on Civilization Cards immediately or to wait for the goods to increase in value in order to buy more with them on a subsequent turn.

Economic and population pressures eventually drive the tribes into border conflicts. But even though some combat occurs, *Civilization* is not a wargame; the object is not to eliminate the opponents (a nearly impossible task anyway) but to advance the level of one's own civilization as rapidly as possible. Of greater concern than border skirmishes are the "calam-



ities" that take place at unpredictable times and places: natural disasters like famine, flood, and earthquake, and man-made troubles like piracy and civil war.

The rules are remarkably easy to learn for a game with such breadth. Two introductory games can be played in about an hour each, but the "full game"—definitely the most interesting—takes perhaps three hours with two players, and more than 10 hours with a full complement of seven. This may seem like a drawback, but don't be surprised if you find that the game is too short.

—R.W.S.

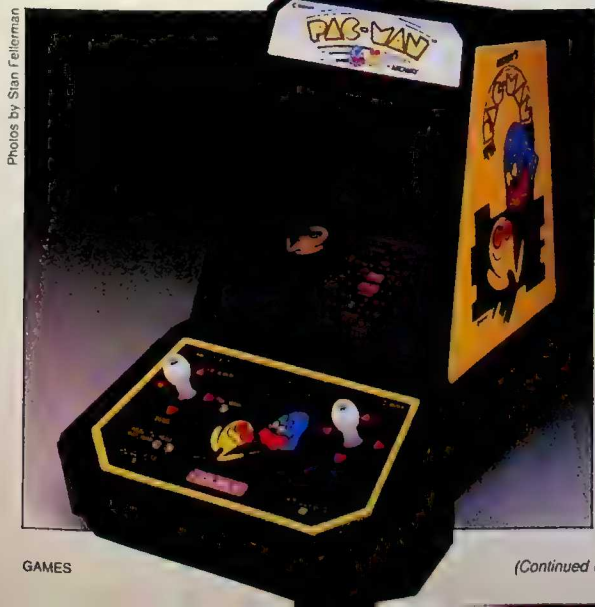
PAC-MAN (Coleco, around \$60)

Coleco's engineering department seems to be engaged in voodoo. The subject—Midway's coin-operated Pac-Man—has been shrunk to fit in your lap. In the process, it's lost bulk, a power cord, and its quarter slot but retained most of the original challenge. Sound effects, unfortunately, seem to have grown louder and harsher—you may want earplugs.

Unlike its arcade predecessor, Coleco's Pac-Man moves in staccato steps typical of hand-held games. The minigame's maze is different, having fewer dots and no fruits. But the game does have a hood to shade the screen, little joysticks to control the action, and ghosts, energy capsules, and escape tunnels that function much as they do in the arcade version. It even displays best score.

Included as bonuses are a two-player Head to Head variation and another called Eat & Run, in which there are no dots to munch, just energy capsules. All three games can be played on two skill levels.

Coleco will be introducing a line of similar tabletop games, including Galaxian, Frogger, Donkey Kong, Omega Race, and Berzerk. It looks like a long, sweaty-palmed summer. —P.M.W.



Photos by Stan Feltman

YOU CAN'T BEAT IT.

The most demanding video game of its kind. It offers the challenge and sophistication you never thought possible on the Atari® Video Computer System.™

With computer readouts. Radar. Galactic Charts. And more. You've never seen, never heard and never felt anything quite like it. StarMaster™ by Activision®. Flat out, it can't be beat.



Atari® and Video Computer System™ are trademarks of Atari, Inc.

Also for use with the Sears Tele-Games® Video Arcade™. Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.

ENEMY BATTLE ACTION



DOCKING SEQUENCE



GALACTIC CHART



ACTIVISION®
WE PUT YOU IN THE GAME.

© 1982 Activision Inc.