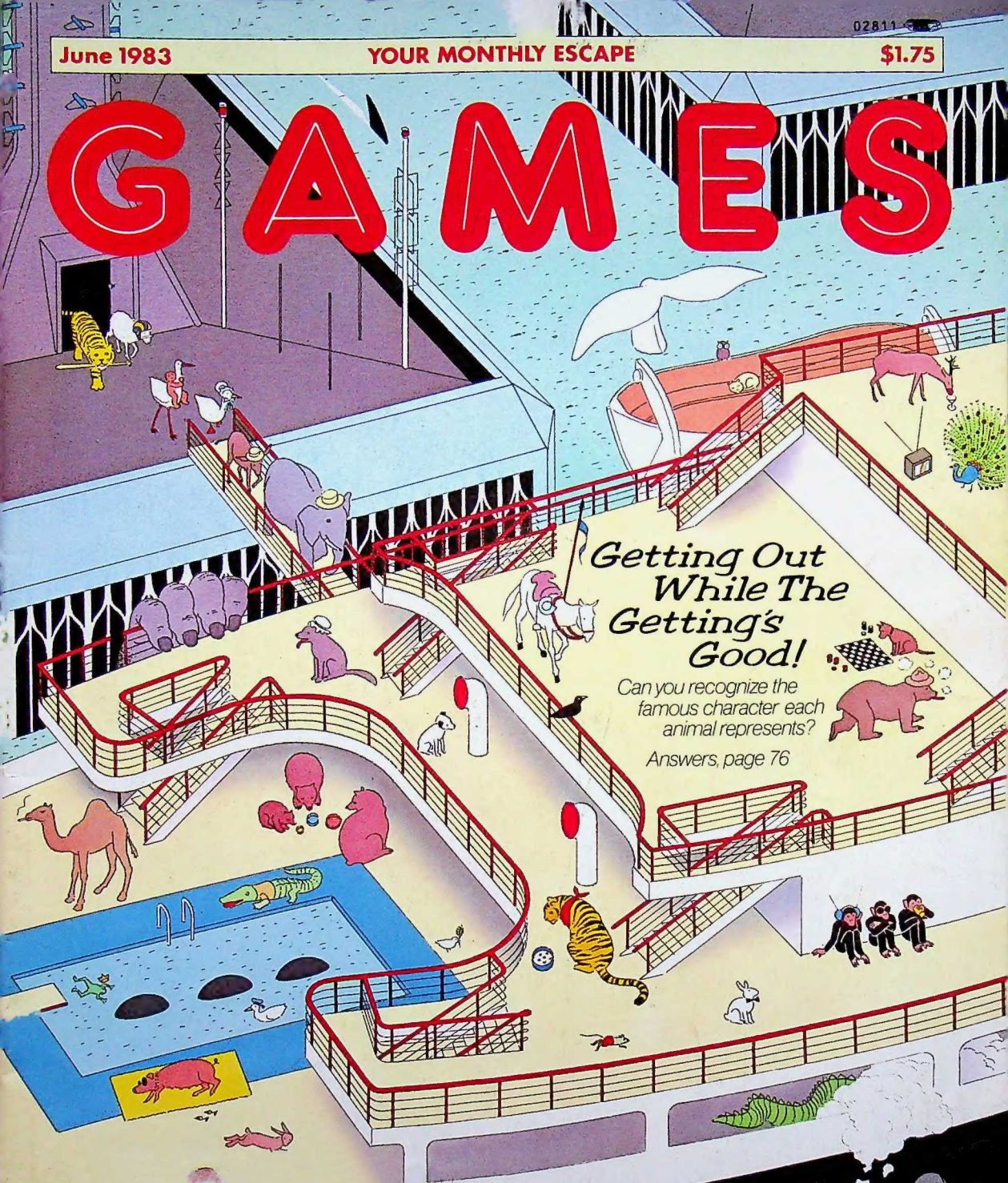


GAMES

*Getting Out
While The
Getting's
Good!*

Can you recognize the famous character each animal represents?

Answers, page 76



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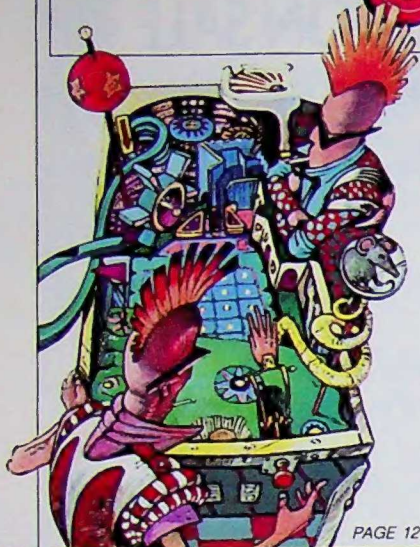
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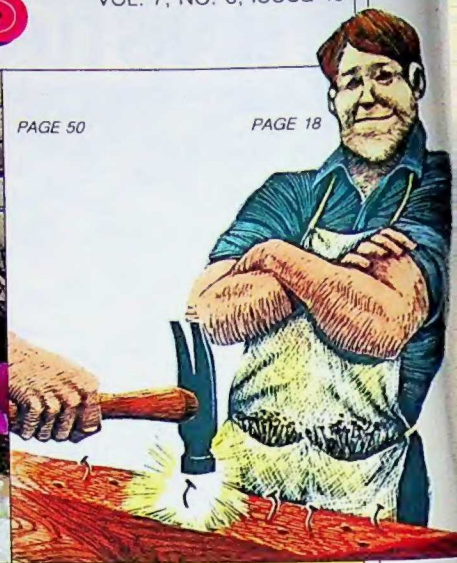
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Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★☆

Cover Illustration Guy Billout

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HOME COMPUTER

GAMEBITS

Edited by Curtis Slepian

Flip Service

Pinball has come a long way from the days when machines gave two plays for a quarter and scoring was recorded in the thousands, not millions. Unfortunately, not too many game players have noticed. With video the center of attention, pinball machines are condescendingly viewed as ancient relics. But the reports of pinball's demise have been greatly exaggerated. In fact, the last few years have seen some of the most significant innovations in pinball's entire evolution.

The face of pinball changed forever in the mid 1970s, when solid state machines replaced electromechanical ones. But it wasn't until the introduction of Williams's *Black Knight* in 1980 that, for the first time, the gimmicky new electronic technology was integrated into a well-designed pinball game. And when it came to gimmicks, *Black Knight* threw in the kitchen sink. Not only did it possess helpful electronic sounds and extra sets of flippers, allow you to play several balls simultaneously, and, at the touch of a button, activate magnets that kept balls from draining, but the game also incorporated a second, upper-level playfield, a pinball first.

If flipper aces were having trouble enough adjusting to this new level of play, a year later Gottlieb made life even more challenging with *Black Hole*, which tucked a second playfield beneath the main board. They soon topped this feat with a three-tier marvel called *Haunted House*.

However, interesting as they were, these models didn't turn pinball's fortunes around, so in 1982, the industry radically modified the standard pinball

machine. In Williams's new *Hyperball* and Bally's *Rapid Fire*, for example, players shoot a constant rapid-fire stream of balls at different areas of the playing field.

Stern took a different approach with *Orbitor 1*, a pinball machine featuring a molded playfield contoured to resemble the lunar surface; it made precision play virtually impossible. Other machines added a host of innovations, including buttons to control the sequence of light changes on the playfield, targets placed in front of targets, and more chances for extended play.

Meanwhile, Gottlieb became the first to go directly after the video crowd by combining video and pinball in one cabinet, in a game called *Caveman*. Shortly afterward, Bally unveiled *Baby Pac-Man*, which went further in integrating the two types of games—here the pinball shots affect the video play.

The pin/vid hybrid seems to be the wave of the future, along with dramatic changes in the size and shape of the cabinets: Miniature and upright models already exist. And even holographic flipper games are on the horizon.

But the question remains, is newer better? Certainly, today's games are less repetitious than their ancestors—players are rewarded during games with ever-increasing point values, just like video

players when they clear the boards in *Pac-Man*. And the new playfield designs create some ingenious shots. Indeed, purists concede that, except for lack of vibrations in the cabinet (a sensual pleasure), the difference in play is negligible. But they also complain that the random elements in new games, like multi-ball play, don't reward skill. More important, they believe new games are designed for the average player—shots are easier to make, with almost no

hard, crucial shots included to reward the highly skilled player. But purists don't grumble too loudly. After all, it's better to have pinball in any form than see it go tilt for good.

—Roger C. Sharpe

Thumbs Up



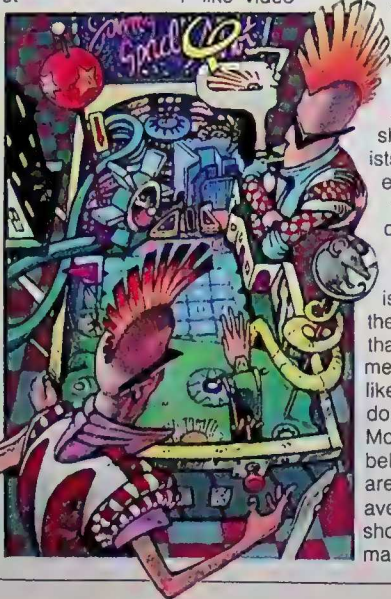
The Twidd comes in handy for executives.

The time-honored art of twiddling thumbs has just gone high-tech with the Twidd, the "world's first thumb-twiddling device." Invented by Horace Knowles, a speechwriter for the Department of Commerce, the Twidd is a disk made of rock maple with off-center thumb holes drilled part way through it. This miracle product allows the thumbs to twiddle with unmatched speed, and prevents that old bureaucrat's bugaboo, thumb-bumping.

The idea for the Twidd, says Knowles, came to him in a "flash of genius. My thumbs spoke to me one day—something more was intended for twiddling. In a few minutes I had a vision of millions of people twiddling." Thus inspired, Knowles didn't sit around doing you-know-what, but quickly patented his creation.

If you're an inveterate thumb-twiddler, send \$6.50 to Twidd Manufacturing Co., P.O. Box 6100, Washington, DC 20044. In addition to your very own Twidd, you'll receive a copy of the *Thumb-Twiddling Times*, which delivers such Twidd-news as the fact that Nero twiddled, not fiddled, the possible effects of zero gravity on twiddling, and the efforts to convert thumb-twiddling into a clean source of energy.

—C.S.





Reach Out and Ask Someone

"If a male lawyer is an Esquire, what's a female lawyer called?" asks the voice on the phone. "Esquire," answers the expert at the other end. "The law is neuter." Such are the syntactical subtleties one can learn by simply dialing (212) R-E-W-R-I-T-E, the Grammar Hotline.

A public service offered by York College in Queens, New York, REWRITE began as an idea for a newspaper column—a sort of "Dear Abby" for troubled writers. What developed instead was a radio program that answered callers' grammar and usage questions on the air. Last fall, REWRITE's staff of volunteer English pro-

fessors began to answer the questions over the phone, from Monday through Friday, 1 to 4 P.M. During those hours, they receive calls at the rate of one every 40 seconds.

Who are the people who call REWRITE, needing to know, for instance, how to divide the word English, when to use "which" and "that," and how to spell out Mrs. (answer: you don't)?

Business and professional people, mostly, facing knotty usage problems in their work. One such was the Pennsylvania state governmental agency that

placed a conference call from their boardroom to clarify the wording of some official guidelines.

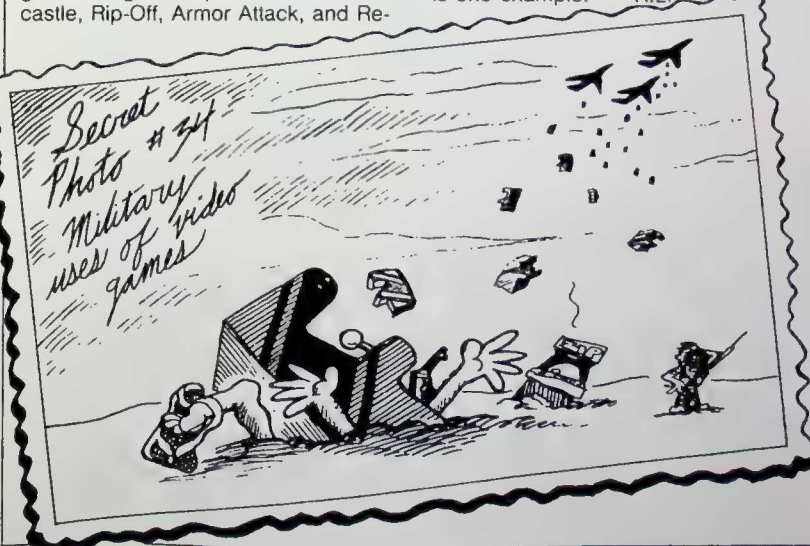
But there are also calls from students, writers, word-game players, and people wanting to settle a dispute. ("I've been trying to beat William Buckley for years—he says 'if I was' and I say 'if I were,'" cried one caller. "You're right," pronounced the expert.)

For some reason, the intricacies of hyphenation are a hot topic for questioners, as is word origin. At the request of one woman, REWRITE spent 10 days researching the roots of the phrase "going to hell in a handbasket." When they finally told her the answer, she paused. "By the way," she asked, "what's the origin of 'so long'?" —S.C.

Video Jock Yocks

What does a video game insider see when he peers out from behind his blip-filled screen? Timothy Skelly, the game designer responsible for Starcastle, Rip-Off, Armor Attack, and Re-

actor, is also a cartoonist with an eye for the crazed side of the craze. His collection of video game gags—*Shoot the Robot, Then Shoot Mom* (Contemporary Books, Chicago, \$4.95)—should provide some late-night laughs after the arcades have closed. Below is one example. —R.L.



Over Byte

Every year in New York, the American Toy Fair exhibits the industry's hottest new toys and games for members of the trade and the press. This year, it also turned up a tongue-in-cheek mini-exam on basic electronics, courtesy of Entex, makers of Adventure Vision and other games. If you have difficulty with any of these questions, forget about a career in computer programming.

1. A large scale integrated circuit (L.S.I.) is:
 - a) A global jazz tour
 - b) The school bus route in Boston
 - c) Several large circuit boards shrunk down to a pinhead
2. A microprocessor is:
 - a) A Pygmy writ server
 - b) A small computer stored inside an L.S.I.
3. A semiconductor is:
 - a) A one-armed band leader
 - b) A part-time railroad employee
 - c) A piece of material part-way between a resistor (ceramic) and a conductor (copper)
4. A chip is:
 - a) What Limeys eat with fish
 - b) Vegas wampum
 - c) A tiny piece of semiconductor material that has one or more semiconductors formed on its surface
5. A RAM is:
 - a) A member of an Anaheim football team
 - b) A hotel suite in Boston
 - c) Random Access Memory
6. A ROM is:
 - a) A member of an Anaheim football team of British origin
 - b) The Pope's turf
 - c) Read Only Memory

—Saul T. Prince

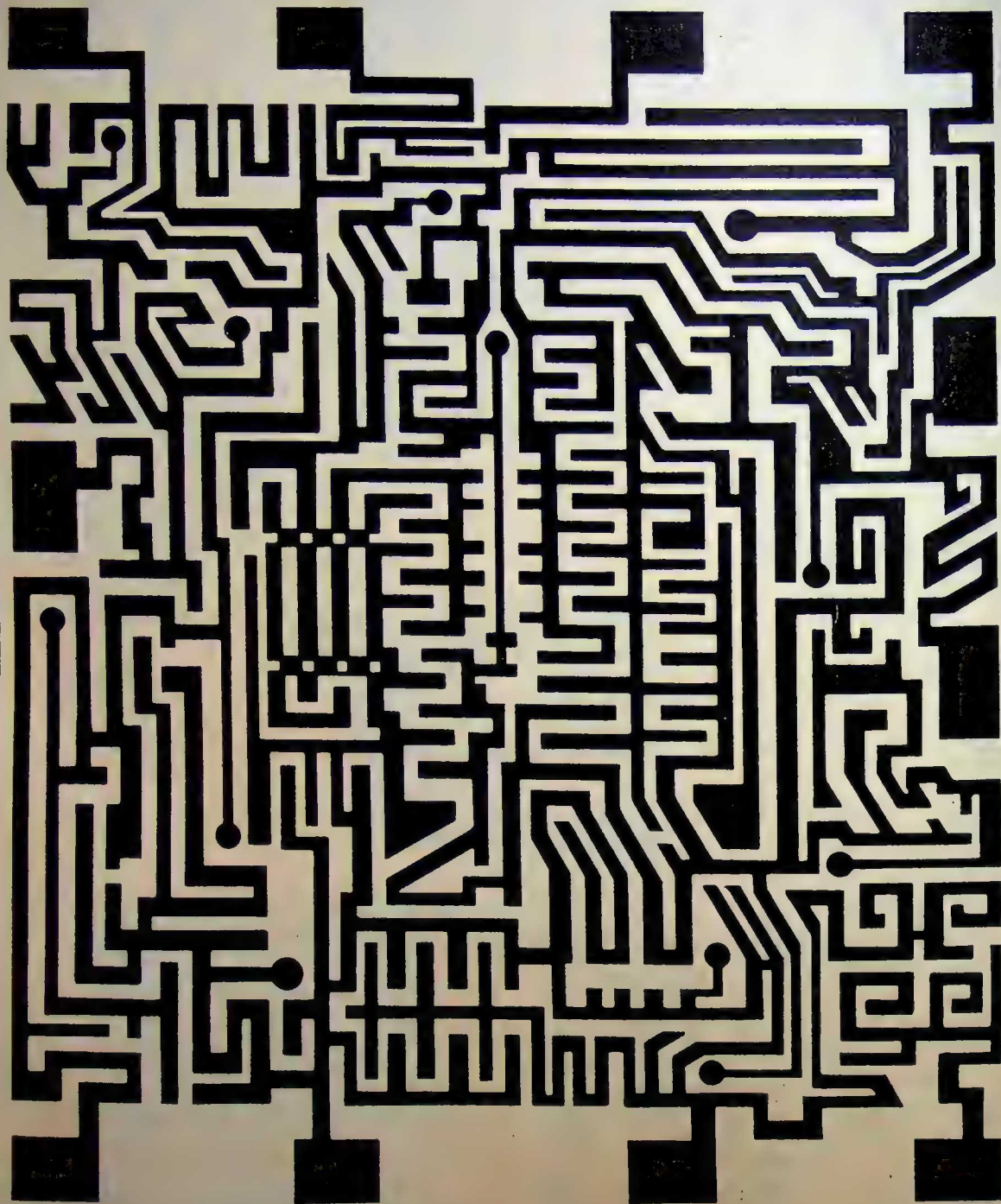
Short Circuit ★★

by Barry Simon

See if you can complete the circuit by finding a white path from any opening in the top of the maze to any opening in the

bottom. Don't try to enter or leave through the side passages—that's a sure way to get grounded.

Answer Drawer, page 70



Seaquest (Activision, for the Atari 2600, \$31.95)



Do you wake up at night screaming that aliens are after you? When you eat a banana do you think, "4,000 points"? Have you begun calling your kids Inky, Blinky, Pinky, and Clyde? If so, maybe you need a long ocean voyage.

In Seaquest, a one-variation game for one or two players,

you command a submarine deep in enemy waters. Your mission: Rescue divers by touching them with the sub. When you've touched six—the sub's capacity—rush them to the surface. Then go down again for six more. You have only half a minute's supply of oxygen, and if you don't come up for air before the gauge at the bottom of the screen runs out, you lose a sub (you start with four). You also lose a sub if you surface before you've touched any divers. You can come up safely with one or more, but if you don't have all six, you lose one of the divers you've got.

Though the surface appears safe, an enemy trawler passes by every few seconds; if it happens to pass while you're up top taking on oxygen, you've had it. Down below there are sharks, and enemy subs with torpedoes. If your ship so much as grazes either of them or gets torpedoed, you're fish food. You can earn a few points, and vital maneuvering room, by destroying them with your torpedoes (fire button), but the big payoff comes from bringing divers up quickly—you get 600 points for each full group rescued, plus bonus points based on how little oxygen you've consumed. Each 10,000 points buys you a new sub.

Seaquest is a challenging, exciting game, the more so as your score mounts and the sharks and subs get faster and more numerous. Its bright graphics and sound effects are a welcome change from the usual munch and crunch. —B.H.

Herewith the Clues by Dennis Wheatley and J.G. Links (Mayflower Books, 1983, 90 pages; \$18.95)

"Poirot leans over and picks up a small piece of fluff from beside the murdered man. He places it in a small envelope." Lives there a mystery buff who wouldn't want to see that piece of fluff for himself?

OK, mystery buffs, here's your chance to read a mystery and inspect the objects found at the scene of the crime. The whodunit, fourth in a series of reprints of 1930s mysteries, is called, aptly, *Herewith the Clues*, and it's a fascinating package.

The crime is presented in the form of police reports from Scotland Yard. The owner of a posh London nightclub has been shot in the back, apparently by one of 15 members of a terrorist mob of which he was also a member. You are pro-

vided with a photograph and a complete bio of each suspect, plus a scale diagram of the club. Then comes the real fun. Tucked in little glassine envelopes are 21 actual clues for you to feel, smell, and puzzle over—cigarette butts, wisps of feathers, a blank piece of notepaper, an ounce of some powdery substance, and so on. Given all this, plus a facsimile of each suspect's signature and some data on where each clue was found, you must figure out where to point the finger.

When you give up and break the seal at the back of the book, you may find the solution slightly less than satisfying, since it's far from easy to arrive at. The author must have realized this, because he has set up a scoring system that awards points for each suspect eliminated.

Some hints: Don't just sit there puzzling; manipulate the clues in any ways you think might help. And remember to cast your mind back to the 1930s, when the book was originally printed; unraveling some of the clues can depend on this mental time travel. —M.E.S.

Phase 10 (K&K Enterprises, Box 821, Southfield, MI 48037; \$3.50 plus \$1 postage)

Though essentially a variation of rummy, Phase 10 has an interesting "progressive" structure that offers great opportunities for dramatic comebacks. Two to six players are each dealt a hand of 10 cards from a special 108-card deck that consists of cards of four different colors and 12 different ranks (plus some "skip" and "wild" cards). In turn, each player draws a card from the top of either the deck or the discard pile, then discards a card. The winner is the first player to complete 10 different types of hands, or "phases," in a specific order, each phase harder to complete than the last. For example, the first hand to complete is two sets of three (such as 5, 5, 5, 8, 8, 8); the second is a set of three and a run of four (2, 2, 2, 8, 9, 10, 11).

When a player completes a hand, he spreads it out on the table. He must then try to get rid of his remaining cards, one per turn, either by discarding them or, if possible, by playing

them off onto other players' spread hands. Once any player has gotten rid of his cards, the deal ends. Players who have not completed a phase when the deal ends must try again on the next deal; successful players move on to harder tasks. Those who complete a phase without getting rid of all their cards still go on to the next phase, but incur penalty points that decide the game in the event of a tie.

Phase 10 is fast-paced, easy-to-learn, and a diverting change from more familiar card games. —Paddy Smith



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Because if the game you design is good enough, we'll make it and put your name on every one we sell.

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And if you win, you might say the rewards are monumental.



Games of the Century

**THE M•A•S•H™ CONTEST.
IT'S A SMASH.**



NUMBER PLAY

An Omnipotent Ruler

Eric was given an unusual ruler. It had only four marks on it, but they were placed so he could measure any integral length from one to 12 inches. The first mark was one inch from the end of the ruler. Where were the other marks? —D.P.

Answer Drawer, page 76

HALL OF FAME

Daddy Dearest

If you heard the pitter-patter of these children's feet, could you tell who the famous father would be?

- | | |
|--------------|---------------|
| 1. Marie | 8. Maureen |
| Tatiana | Michael |
| Anastasia | Patricia |
| Alexis | Ronald |
| 2. John | 9. Moon Unit |
| Nelson | Dweezil |
| Laurence | Ahmet |
| Winthrop | Emuukha |
| David | Rodan |
| | Diva |
| 3. Jane | 10. Frank |
| Peter | Nancy |
| Amy | Tina |
| 4. Regan | Wayne |
| Goneril | |
| Cordelia | 11. Keith |
| | David |
| 5. Michael | Bruce |
| Jack | John |
| Steven | Christopher |
| Susan | Robert |
| 6. Julian | 12. Elizabeth |
| Sean | Mary |
| | Edward |
| 7. Orestes | 13. Susanna |
| Iphigenia | Hamnet |
| Electra | Judith |
| Chrysothemis | |

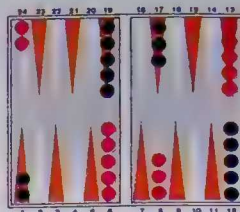
—Anne and David Griswold

Answer Drawer, page 76

TEASERS

Great Prime Problem

Start with the normal backgammon opening setup as shown. In just three legal moves of your choice, doubles included, build a six-point prime (at least two of your men on each of six successive points) from your two-point through your seven-point inclusive. Your opponent's pieces don't move.



—Bill Davis

Answer Drawer, page 76



tournament joystick

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ANSWER DRAWER

4 Your Move

Shopping Maul

These are the answers to the quiz. You can probably think of many other examples

1. Music store: Lena's Hornes
2. Marina: Roger's Moores
3. Clothing alterations: Elizabeth's Taylors
4. Construction equipment: Bo's Dereks
5. Fruit stand: Jack's Lemmons, Ken's Berrys
6. Bank: Johnny's Cash
7. Pet shop: Walter's Pigeons
8. Travel agency: Billie's Holidays
9. Slacks: Timothy's Bottoms
10. Golf equipment: Jeremy's Irons
11. Machine shop: Tuesday's Welds
12. Securities: Ward's Bonds
13. Jewelry: Neil's Diamonds, Minnie's Pearls
14. Notions: Red's Buttons
15. Golf club: Lorne's Greens

A Puzzle With Merit



E.T. It isn't

1. Little Boy Blue
2. The Three Little Pigs
3. The Ugly Duckling
4. Three Blind Mice
5. Humpty Dumpty
6. Old Mother Hubbard
7. Puss In Boots
8. Sleeping Beauty
9. Old King Cole
10. Little Red Riding Hood
11. Little Jack Horner
12. The Emperor's New Clothes

What's the Score?

The scores of the seven games actually played, and the teams that actually played them:

IBM	15	CBS	0
FCC	45	ERA	5
PDQ	38	ERA	12
COD	23	PDQ	13
PTA	38	RCA	7
IBM	34	RCA	3
COD	37	RCA	21

COD, Washington; IBM, Arizona State; FCC, Stanford; PTA, University of Southern California; PDQ, University of Arizona; CBS, University of California; ERA, Oregon State; RCA, University of Oregon

53 Talking Back

The world leaders are: 1. Idi Amin 2. Dwight D. Eisenhower 3. Benito Mussolini 4. Nikita Khrushchev 5. Winston Churchill 6. Harry S. Truman 7. Richard M. Nixon 8. Adolf Hitler 9. Ronald Reagan 10. Jimmy Carter.

Eisenhower, Carter, and Hitler by Wide World Photos. Nixon, Churchill, Reagan, and Khrushchev by UPI. Truman by Ed Clark, Life Magazine © 1959. Amin by Camerapix. Mussolini by The Penguin Photo Collection.

16 Logic

A Hole in One

Dr. Feelgood was playing Conway, with Dr. Pepper

The Boys in the Back Room

Phil Thomas of Texas won \$3,000
Bud Elliott of Nevada won \$2,000
Jeff Barnes of California won \$1,000
Dave Embry of New York lost \$2,000
Bill Byrne of New Jersey lost \$4,000

A Slow Day at the Library

Jane, the plumber, arrived around noon, and took *The Castle*

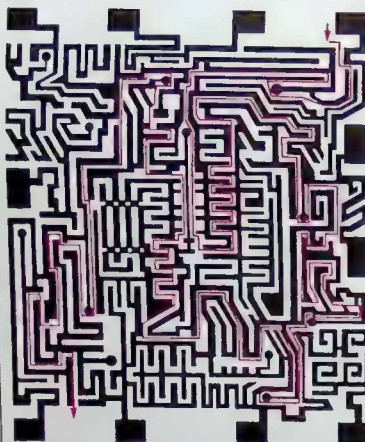
Rose, the lawyer, arrived around 1 P.M., and took *Erewhon*

Nora, the teacher, arrived around 2 P.M., and took *Dubliners*

Maureen, the student, arrived around 3 P.M., and took *Arrowsmith*

Fran, the crossing guard, arrived around 4 P.M. and took *Buddenbrooks*

36 Short Circuit



44 Double Cross

- | | |
|----------------|------------------|
| A. WITHOUT | M. MOTHERHOOD |
| B. INUNDATED | N. OPPORTUNE |
| C. LAUNCH | O. FORTHRIGHT |
| D. KHAKI | P. HASH |
| E. TENNESSEE | Q. ORGANIC |
| F. HEATH | R. LATHERING |
| G. EFFECTUATE | S. LUTHERAN |
| H. WASPISH | T. YOUTH |
| I. INQUISITIVE | U. WORTHWHILE |
| J. SUNUP | V. ODDS AND ENDS |
| K. DEARTH | W. OSHKOSH |
| L. OUT-OF-DATE | X. DAGGER |

When Howard Hughes took over the RKO studio, he made a tour of the property and then left. Later the studio head called to ask Hughes what instructions he had for the running of his new acquisition. "Paint it," said Hughes and hung up.—(Max) Wilk, *The Wit and Wisdom of Hollywood*

31 Horsing Around

1. Horselaugh
2. Charley horse
3. Horseradish
4. Trojan Horse
5. Horse Feathers
6. Straight from the horse's mouth
7. Horse of a different color
8. Dark horse
9. Crazy Horse
10. Horseshoes
11. "Hold your horses!"
12. Horse sense
13. *The Electric Horseman*
14. Put the cart before the horse
15. Seahorse
16. Horsepower
17. Four Horsemen of the Apocalypse
18. Don't look a gift horse in the mouth

42 Summer Days Hint

The first word Across is HEAT WAVE.

6 Letters

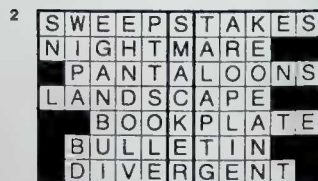
I've Got Another Secret

1. Vera Wallis, logician, 7:25 P.M.
2. Lee Radner, social worker, 7:30 P.M.
3. Vicki Camerino, craftsman, 7:50 P.M.
4. Lester Michaels, psychologist, 8:15 P.M.
5. Nancy Fuller, nurse, 8:30 P.M.
6. Spence Franklin, researcher, 8:40 P.M.

22 All Eyes on Indy

The close-up scenes were viewed by the various cameras as follows: A-7, B-10, C-5, D-3, E-1, F-6, G-4, H-8, I-9, J-2.

48 Link-Letters



*** THE STAR *** EXTRA!

KEYSTONE KELLY NABS KROOKS!

Harry Hooligan in Hoosegow After Madcap Slapstick Chase

Video game history takes a hilarious step forward with Keystone Kapers™ by Activision. It's more than a game, it's a slapstick adventure, with you as the star.

Lead Keystone Kelly on a comical chase through a chaotic department store, in pursuit of the notorious Harry Hooligan. With feet flying and baton swinging, you'll have to jump over and

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42 Summer Days

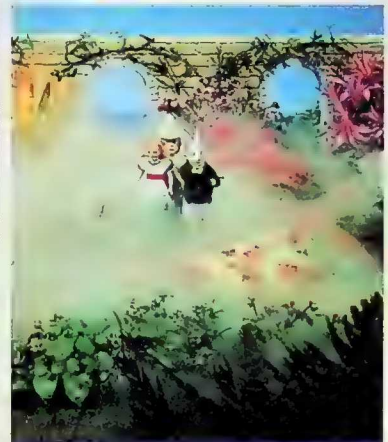
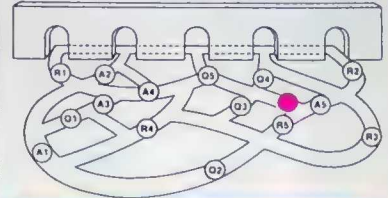


33 Rogues' Gallery



50 In the Enchanted Garden

The position of the characters at the times the photos were taken are shown in the diagram below. Note that all three characters have finished the game one move away from the Magic Stone, which is shown in red. In their final move, seen in the photo below, they all land on the Magic Stone—with consequences that remain to be seen.



32 The Game is Afoot!

