

March 1983

FOR THAT SPACE BETWEEN YOUR EARS

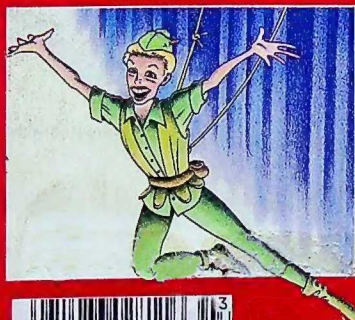
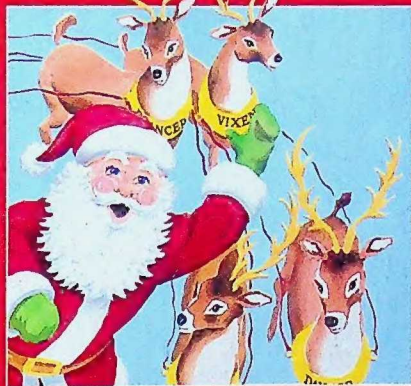
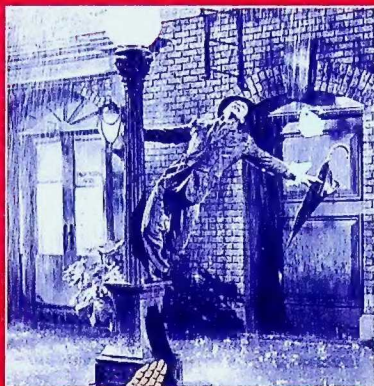
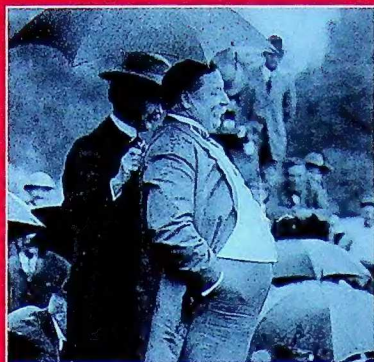
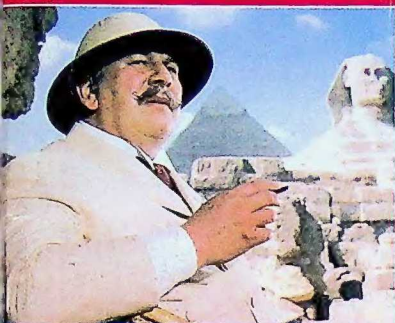
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CROSSWORD
CHAMPIONSHIP '83
Entry on page 42
\$1.75

GAMES

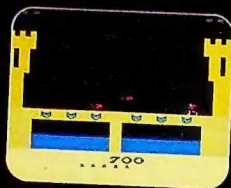
PIC-TAC-TOE

Can You Find the Unique Theme for Each Horizontal, Vertical, and Diagonal Row of Images? Answers, page 72





DAN SONNET THOUGHT HE COULD TAKE THE HEAT.



What's the matter, Dan? Having a little trouble keeping up with Imagic's® new game Dragonfire™?

But we thought you were so tough, so cool.

We never thought an expert like you would have so much trouble sneaking over the drawbridge to the castle.

Just look at you jumping and ducking and dodging that Dragonfire. Why, if we didn't know better,

we'd say you were scared out of your pantaloons.

Well, surprise, surprise. You made it inside the castle. Let's see how fast you can swipe that treasure before you get hit by the dragon's fireballs.

Ouch!!! Oooooch!! Aghhh!!

Shame on you! At this rate, Dan, you're not even going to make it past the first level.

You should know by now that Dragonfire and all Imagic games are created by experts for experts.

And frankly, Danny boy, you just don't qualify.



Created by experts for experts.™

MARCH 1983

GAMES

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

Cover Puzzle Created by Karen L. Cullen

Cover Subtitle Lucinda G. Mills

I was a 97 lb. weakling!



...And then I slipped my
Monster Maze cartridge
into my computer.

First I saw a full screen
maze. And then I entered
a chamber of horrors. I
scurried down endless halls
looking for gold bars and
vitamins and watched out for
lurking terrors. And all as
though it were in 3-D. I ate
enough vitamins to subdue
the monsters before I lost all
of my nine lives. Hours of
fun. Thrilling. Scary.

...And forgot all about being
a 97 lb. weakling.

You can have the same fun.
All you need is an Atari Home



Computer or
Commodore
VIC 20...and
\$39.95.

Monster Maze
is by EPYX,

one of the oldest, largest—and
we believe, best—designers
and producers of games for
microcomputers.

Available now at your
computer software dealer. If
he doesn't have it in stock,
suggest that he order it now.
Or call EPYX at (800) 824-



7888. Ask for
operator 29. In
California, call
(800) 852-7777,
operator 29.

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Sunnyvale, CA 94086.

(Continued from page 4)

★I don't have the heart to club you with the fact that in the scoring example you gave in the "Triple Header I" Contest, you overlooked the pair of 4s that would have added 5 points to your score, raising it to 44.

Charles Bartocci
Pine Bluff, AR

★Question #12 of "The Blues" (page 29) asked for an American League pitcher whose name contained the word "blue." But your answer really blue my mind, since Vida Blue now plays for the San Francisco Giants, in the National League.

Renee Flowers
Brooklyn, NY

★In "How to Be a Math Genius," on the next-to-last line of the first column on page 49, your 72² should be 77². At the top of the next column, where you give 5400 + 529 + 5929, you mean 5400 + 529 = 5929. And, in paragraph two of "How it's done" in the same column, you claim that all squares end in 5 or 0, or 4, 6, or 9. The square of any number ending in 1 or 9 ends with 1, of course.

Lowell A. Carmony
Lake Forest, IL

★In your Wild Card "A Number of Questions" (page 62), you ask, "Which is the least frequently used digit in the list of integers from 0 to 99?" Your answer, 0, is correct, but it's used 10 times, not 9 as you said.

William M. Mills
Altona, AL

December

★How many errors were there in "Outnumbered"?

(a) .01; (b) 1.0; (c) .10

I would guess (b), because the answer to #11 said 163,000 people enplaned at Chicago's O'Hare Airport in 1981. The correct answer is 16,380,000.

Kevin Welch
Champaign, IL

November

★In the Strategy Corner column on backgammon, it is suggested in diagram 1 that Red, with less than 20 percent winning chances, should take Black's double because he may be able to redouble later, increasing his win potential over the 25 percent break-even figure. In this case, however, Red's chances for a proper redouble occur only four percent of the time, and calculations show Red winning less than 16 percent of these games: Red should clearly pass Black's double.

And in diagram 3, if Black rolls 2-1, 3-1, or 1-1 and Red redoubles, Black can reduce his losses by taking, not declining, the cube. He stands to win nearly 32 percent of the time after rolling 2-1, and close to 45 percent following 3-1 or 1-1.

Bill Davis
Chicago, IL

The reader is correct on both points. In diagram 1, Red's men should have been placed on the 5- and 2-points rather than on the 6- and 3-points.—Prince Joli Kansil.

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Bridge The Spring North American Championships will be held March 11-20 at the Hilton Hawaiian Village in Honolulu. The big deal among the 60 events is the Vanderbilt Trophy Championships, the oldest and one of the most prestigious team competitions. Contact: ACBL, Box 161192, Memphis, TN 38116, or call (901) 332-5586.

Craps The \$150,000 Resorts International Championship of Craps gets rolling March 13-15 at the Resorts International Hotel Casino in Atlantic City, New Jersey. Bring money: There's a \$250 entry fee; losses are limited to \$750. The two biggest winners at each table advance to the semifinal round. Contact: IGP-East, Seaside Towers, Pennsylvania and Boardwalk, Atlantic City, NJ 08401, or call (800) 227-1617. In California call (800) 423-5966.

Crosswords The Stamford Marriott Crossword Puzzle Invitational, in its sixth year, will be held March 4-6. The three top contestants earn automatic entry to the finals of GAMES' U.S. Open (see page 46). Side events include a cryptic crossword contest, a puzzle-solving relay, word games, and appearances by puzzle celebrities. Contact: Crosswords, Stamford Marriott Hotel, Stamford, CT 06901, or call (203) 357-9555.

Dominoes The Texas State Championship "42" Domino Tournament, scheduled for March 6 in Hallettsville, will determine state champions in partnership competition. Cash prizes for top spotters. Contact: Box 313, Hallettsville, TX 77964, or call (512) 798-2662.

Pente Qualifying rounds for the Pente World Championship, with its \$25,000 total purse, will be held throughout February in Marriott Hotels in 17 cities. The 17 winners receive an all-expenses-paid trip for two to the championship, March 25-27 at the Boston Long Wharf Marriott. Contact: Pente (800) 654-3939.

Sci-fi Games Celestial, eerie, and/or mutant-type beings are expected to converge at the Royal d'Iberville in Biloxi, Mississippi, March 4-6 for the CoastCon 83 Galactic Gala. This event, now in its sixth year, features 24-hour war gaming, various awards, and a banquet. Contact: CoastCon 83, Box 1423, Biloxi, MS 39533.

Winterfest Devotees of the cold can indulge their inclinations at the 10th annual Winterfest at Wisp Ski Area in McHenry, Maryland, March 25-27. Ski and dog-sled races, sleigh rides, and a woodsmen's contest are among the events with trophies and cash prizes. Contact: Deep Creek Lake-Garret Co. Promotion Council, Court House, Oakland, MD 21550, or call (301) 334-3888.

ARE YOU HOT ENOUGH

Introducing "JOURNEY ESCAPE," the challenging new DATA AGE™ Video Game

You're on the road with America's hottest rock group, Journey. And they're counting on you. You're the only player who can help Journey make it to their scarab escape vehicle. Only you can outsmart the promoters, avoid the photographers and fight off the love-crazed groupies. If you can handle it!

It's a tough game. As Journey says, "Some will win, some will lose . . ."

Are you hot enough to play with Journey? Don't stop believin.' Get your JOURNEY ESCAPE video game today!

DATA AGE™ Video Games

for the Atari® Video

Game System and

Sears' Tele-Games®

Video Arcade.™



DATA AGE



TO PLAY WITH JOURNEY?



UP TO NOW, YOU'VE HAD IT EASY.



QUARTER FINALISTS

IN WHICH DONKEY KONG JR. MEETS BABY PAC-MAN, WHILE A NEW LITTLE SCENE-STEALER NAMED Q*BERT WAITS IN THE WINGS.

by Michael Blanchet

In the apparent belief that you can't argue with success, video arcade game designers—seemingly worn out by the effort of continually dreaming up newer and more startling space and chase fantasies—are taking a cue from Hollywood. Donkey Kong Junior, Baby and Super Pac-Man, Millipede, Super Zaxxon—the names tell the story, and the story is sequels.

At least, that was the story at the Amusement and Music Operators' Convention last November in Chicago, the trade show where the latest additions to arcade art make their premieres. Spin-off and deluxe versions of the classic games in this young industry dominated the debuts.

Still, the convention offered a few bright spots—new games with that touch of weirdness and real playability that promise to give the old war-horses a run for the nation's quarters.

The brightest and funniest new creation was Gottlieb's Q*bert. As cuddly as a video creature can be, Q*bert hops

from cube to cube on a pyramid-shaped playing field, trying to land on (and thus change the color of) every cube, while avoiding a motley crew of imaginatively named villains (like Coily, Ugg, and Wrongway). Nice theme music and such humorous touches as a cartoon balloon appropriately filled with "@!#!@!" when Q*bert is caught make this one of the few games that everyone at the show picked as a sure winner.

Joust, from Williams, is an unlikely mélange of medieval and dinosaur eras. By tapping the Flap button, the player's "knight," perched atop an ostrichlike mount, becomes airborne, where he faces an ever-increasing number of aerial gladiators and the occasional pterodactyl. The fundamentals of the game are easily learned but difficult to master.

From the Atari camp, Quantum looked especially impressive. Reminiscent of Taito's Qix, Quantum challenges players to encircle photons, positrons, and pulsars with the trak-ball-controlled tail of a video comet. Quantum's graphics, though colorful, are simple and straightforward X-Y vector graphics, like those in Tempest. Adept players can begin successive games on more difficult

levels. As a nice touch, high scorers can use the comet to write their name or initials on the screen.

Sega's Sub-Roc 3-D takes a bow as the most unusual three-dimensional video game. The action, which is second to the graphics, is similar to that of Atari's Battlezone—you fire and they fire back. Unlike the landlocked Battlezone, Sub-Roc is staged between sea and sky.

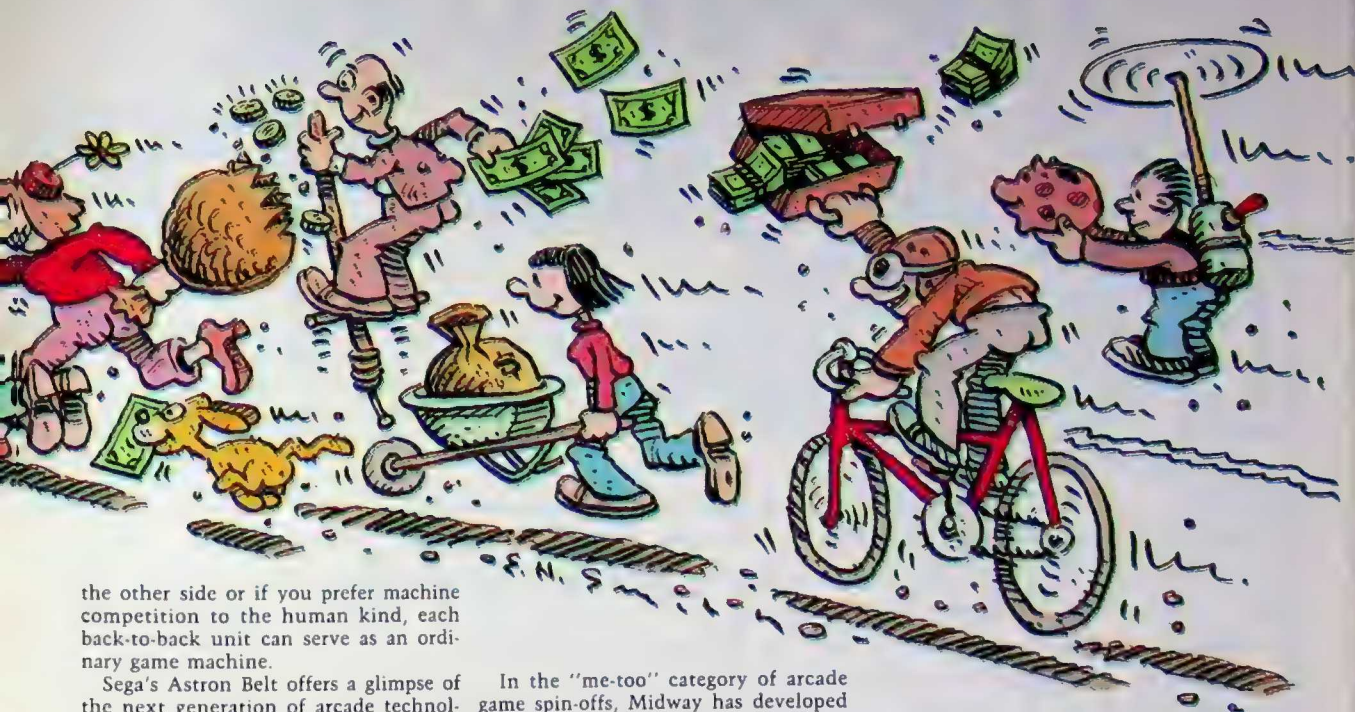
What's unique about Sub-Roc is the viewing system, which was jointly developed by Sega and Matsushita, the Japanese electronics company whose products are marketed here under the Panasonic brand name. In this display system, a picture for the left eye and another for the right are alternately flickered on the screen at the rate of 30 images per second. The viewer, which is housed inside the game's periscope-like sights, contains special shutters for left and right eyes that operate in sync with the screen images. A powerful 3-D effect is generated by this blending of the parallax and after-image phenomena.

Rock-ola's QB*3 also cleverly incorporates 3-D effects. It's basically a shoot-'em-up game, but it takes place inside a cube, which—if you're surrounded by enemy creatures—you can rotate to gain additional time and space.

If you've ever wondered what might happen if video games could communicate, the Alstate Group offers a possible answer in the form of Battle Back. As the name implies, the game features two machines back to back—but the machines and their games are actually linked. You can play *against* the person occupying the opposite machine in a Star Raiders-type battle. An intercom allows you to exchange comments and insults during play. Of course, if no one shows up on

Michael Blanchet is the author of "How to Beat the Video Games" and "How to Beat Atari, Intellivision, and Other Home Video Games."

ILLUSTRATION BY ELWOOD H. SMITH



the other side or if you prefer machine competition to the human kind, each back-to-back unit can serve as an ordinary game machine.

Sega's Astron Belt offers a glimpse of the next generation of arcade technology—the laser videodisc—but the idea is far better than its execution. At the helm of a computer-generated spaceship, the player flies through a reel of movie footage while fighting an array of phenomenally realistic-looking enemies. If a hit is scored, the laser disc jumps to an explosion sequence and then back to the battle. But imagine a phonograph needle jumping from song to song—that gives you a sense of the delay in response of Astron Belt. Still, the delay and playability problems will eventually be eliminated, and when they are, laser disc games may prove to be the mainstays of the arcades.

In the "me-too" category of arcade game spin-offs, Midway has developed two more versions of Pac-Man: Baby Pac-Man and Super Pac-Man. Baby Pac-Man is a hybrid, consisting of a video game resting atop a traditional pinball machine. Whenever the Pac-Baby exits a tunnel on the video screen, play shifts to the pinball field. In Super Pac-Man, our Clark Kent-like superhero works his way through a fruit-filled maze, then eats a super dot and balloons to 10 times his normal size.

Atari's only sequel was Millipede, a re-vamping of Centipede, while Sega showcased Super Zaxxon and Nintendo debuted Donkey Kong Junior, in which Mario the Carpenter turns the tables on

the now incarcerated Mr. Kong.

The excess of spin-offs indicates a stagnation in arcade imagination, but then arcade games are roughly at the stage of evolution that kinescopes were in the years preceding motion pictures. Technological improvements are sure to offer games designers new opportunities in both the playability and display aspects of their creations, and eventually lead to an entertainment package so powerful and arresting that it will render the games of today obsolete. But a lot of quarters will be played between now and then.

ARCADANIA ☆★

HERE'S AN ARCADE GAME TO TEST YOUR VIDEO SAVVY—AND YOU DON'T EVEN NEED A QUARTER TO PLAY.

Answer Drawer, page 36

1. How much money did U.S. players sink into arcade games in 1982?
(a) \$6,000,000 (c) \$600,000,000
(b) \$60,000,000 (d) \$6,000,000,000
2. What monetary problem did Space Invaders cause when it was first introduced in Japan?
3. Besides playing, what can you use a quarter for in an arcade?
4. What video game was pictured on the cover of a recent Top Ten album?

5. How many arcade machines were bought by U.S. arcades and other establishments in 1982?

- (a) 11,000 (c) 150,000
(b) 39,000 (d) 450,000

6. What Japanese word from the strategy game go is in common use at the arcades?

7. In which arcade games will you find each of the following: Winky, Evil Otto, Grid Bugs, Indestructible Hulk, Sparx, Fygar, Flea, Munchies, MIRV, Warrior, Lucky Balloon, Tankers, Pans of Mud?

8. When Pac-Man was at the height of its popularity in 1981, how much money did players in the U.S. spend on the game in an average week?

- (a) \$40,000 (c) \$2,000,000
(b) \$300,000 (d) \$10,000,000

9. What does "Pac" mean?

10. Of what significance are the numbers 23 and 15 in Space Invaders?

11. What two states boast the greatest number of video game world record holders?

- (a) California and New York
(b) California and North Carolina
(c) Hawaii and Alaska
(d) Florida and Nevada

12. What was the first game equipped with "hyperspace"?

13. What was the first coin-op game to use a trak-ball controller?

14. Why did Stern call its maze game Tutankham instead of Tutankhamen?

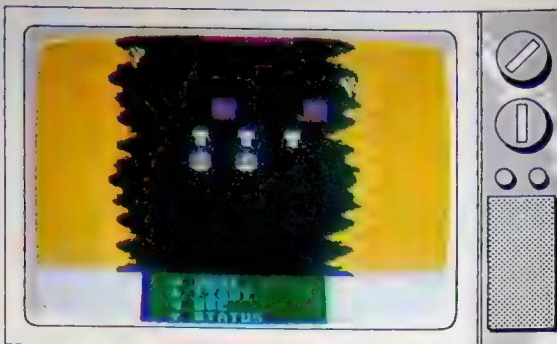
15. Who said, "My idea of retirement is to sit all day in a big dark room playing Space Invaders"? —M.B.

Dragonstomper (Starpath, for the Atari VCS with Supercharger add-on module; around \$18)

Dragonstomper is the most sophisticated adventure game we've seen for any home video system. Like previous Starpath games, it comes on a cassette and must be loaded into the Supercharger by means of a tape player. Due to the game's complexity, however, only one of the game's three phases is loaded at a time. This and Starpath's other "multi-load" game, *Escape from the Mindmaster*, have lifted the humble VCS virtually to the level of a home computer.

After loading the first phase (the screen will tell you when to stop, and when to proceed with loading the next phase), you will find yourself in an enchanted countryside. If you overcome the lethal obstacles put in your way by the evil dragon—accumulating various resources when you are successful—you may enter the village, which is phase two. There, in the magic shop, hospital, and trading post, you use the assets you've earned in phase one to buy or trade for what you'll need in phase three—the dragon's cave (part of which is shown). If you survive the hazards of the cave and find the dragon, you may wish you hadn't. His powers are vast, and he wants to kill you. He probably will.

Rewind the tape and start over. This time, make sure you



earn enough in phase one to buy all you'll need in phase two. (All you *think* you'll need. The dragon does not give up his secrets easily.) Little by little, you will get better at deciding (by displaying your options and assets on the screen at will and using the joystick) whether to run or fight, buy or sell, use a potion or an axe, and what kinds of protection to get against the horrors in the cave.

The rule booklet is a model of clarity, and happily, it leaves much of the game for the player to discover on his own.

—B.H.

Who Killed Roger Ellington? (Jamie Swise Games, available from Just Games, 133 Meadbrook Rd., Garden City, NY 11530, \$16 plus \$2 postage)

Here's a novel party game guaranteed to give your guests a memorable evening. Eight people are needed, each of whom will be asked to act out the role of one of the prime suspects in the murder of a very unpopular industrialist. Each player is provided with a packet of information pertaining to the character he will portray, ranging from restaurateur Gastonne Schmidt, in whose establishment the victim was apparently poisoned, to Katie La Femme, the deceased man's much-mistreated lover.

The packet details what the character did and saw on the night of the murder and often reveals dark secrets about the

character's past. Some of these secrets are red herrings; others can be pieced together to solve the cleverly concocted mystery.

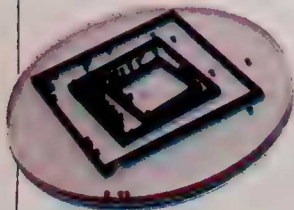
Players reveal their information gradually and question one another freely. The game is best when each player keeps in character throughout and embellishes his part as he sees fit. Only the murderer, however, is allowed to lie.

The game kit includes some nice touches. There are special invitations that can be mailed to the players ahead of time to fill them in on the game's background. There's also a short 33 r.p.m. record of a dialogue among the characters that helps set the mood at the start of play. The game's main drawback is that it can't be played more than once with the same people; but if once is not enough, a similar game, *Murder by Proxy*, is also available, and four other titles are planned for later this year.

—Paddy Smith

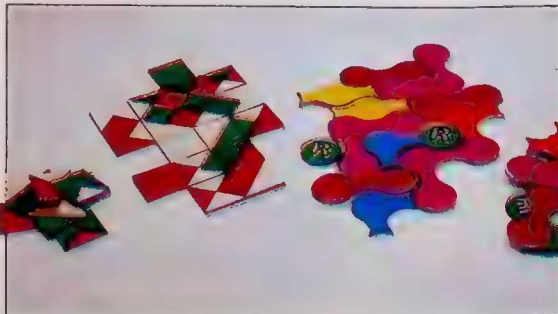
ETCETERA

Liquid Geometry (available from Sointu, 20 East 69th St., New York, NY 10021, \$25 plus \$3.50 postage) is guaranteed to test your patience. The goal is to coax all the little balls, which are suspended in a clear oil, into the smallest of three drifting squares, each of which has a tunnel on one of its sides.



Injoy-A-Stick (available from Laskey Video Distributors, 20 Morning Dove, Irvine, CA 92714, \$10.95 plus 50 cents postage) allows owners of Mattel's Intellivision to convert its disc controllers into small joysticks. Players who are used to arcade machines should find their scores improving, particularly in games where quick turns are required.

Multimatch and Roundominoes (available from Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122, \$6 each includes postage) are sets of cardboard die-cut pieces with instructions for a great variety of puzzles and games. Multimatch, a version of "MacMahon's Three-Colored Squares" (first studied in 1921), poses such problems as how to arrange the tiles in a given shape with a single-color border so that the edges of adjacent tiles match in color. Roundominoes come in seven intriguing shapes, and it's no easy task to mesh them into the more than 50 patterns presented in the rules.



JACK WHEATON STUDENT BY DAY SPIDER-MAN™ BY NIGHT



Chasing coeds all day is child's play compared to what Jack Wheaton does when school's out. That's when he dons his crime-fighting garb and starts pursuing ruthless villains. With the SPIDER-MAN™ home video game from Parker Brothers.

Jack's not the only one who can save the city from the villainous GREEN GOBLIN™ and his gang of nasties. You can swing across giant skyscrapers on your web trying to defuse deadly time bombs before they wreak havoc and destruction.

Every Parker Brothers home video game offers a unique challenge. Like AMIDAR!™* where you guide gorillas and paint rollers through a maze of squares with warriors and pigs in hot pursuit. Then there's TUTANKHAM!™** where it's up to you to search King Tut's Tomb for hidden treasures being guarded by evil spirits.

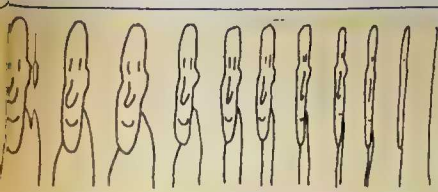
These, and other Parker Brothers home video games, are based on popular arcade games, exciting movie themes and comic book adventures. Every game combines brilliant graphics and stirring sound effects that'll get you so involved you'll feel like a part of the action. Just take it from Jack.

© 1982, Parker Brothers, Beverly, MA 01915



 **PARKER BROTHERS**
VIDEO GAME CARTRIDGES
The Ones To Beat

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NO KIDDING

Kubrick's Ruse

In Stanley Kubrick's classic film, *2001: A Space Odyssey*, the computer's name is HAL. What is the significance of his name?

—Vicky Edwards Gehrt

Answer Drawer, page 68

LOGIC

The Murder of Simon Legrew

On Wednesday, May 5, 1976, the wicked Simon Legrew was murdered at his home in a Boston suburb. The police were able to place the time of death at between 11:10 and 11:30 P.M. They had four suspects—Jeeves, the butler; Fifi, the French maid; Julia, the cook; and Jessica, Mr. Legrew's private secretary. Under questioning, they made the following statements:

Jeeves: I didn't do it. Jessica did it. Mr. Legrew was blackmailing Jessica. Fifi and I were watching television together from 10:10 P.M. until 12:30 A.M.

Fifi: I'm innocent. Jeeves and I were watching television together at the time of the murder. Jessica was being blackmailed. I saw Jessica speaking to Mr. Legrew at 9:30 P.M. on the night of the murder.

Julia: I'm innocent. Jessica was being blackmailed. Jeeves murdered Mr. Legrew. I saw Jessica leave the house at 10 P.M.

Jessica: I did not kill Mr. Legrew. I was not being blackmailed. I was in Chicago during the entire night of the murder. Fifi is the murderer.

Each of the four suspects made two true statements and told two lies.

Whodunit?

Answer Drawer, page 68

Constant Fire

ADAPTER FOR YOUR JOYSTICK

See faster firing times. Feel less trigger fatigue. Enjoy higher scores.

The Discwasher® PointMaster™ Fire Control™ Adapter is compatible with Atari® game consoles and computers, Commodore Vic-20†, and Sears Tele-Games®. It easily plugs in between your mainframe and joystick.

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PAT PENDING

discwasher® POINTMASTER™ FIRE CONTROL™

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A DIVISION OF JENSEN an ESMARK Company

TEASERS

Double Play

"And so it was a hitters' duel in the nine-inning game between the Pittsburgh Panthers and the Boston Bunters. The Bunters scored three runs an inning, while the Panthers tallied two runs an inning. Six batters belted home runs over the wall of the new Massachusetts stadium. Remarkably, the Bunters won without a

single man ever crossing second base."

How did the Bunters earn their runs? And what was the final score?

—from *Dr. Crypton and His Problems* (St Martin's Press) © 1982 by Dr. Crypton and Matt Freedman

Answer Drawer, page 68

ANSWER DRAWER

11 Gamebits

Well in Hand

The picture is called "Hand and Eggs," a rather odd variation on the breakfast special, and is taken from *Hand Jobs* by Philip and Diane Cassone, \$6.95, Cassone Press, 2838 James Ave. South, Minneapolis, MN 55408.

34 Deszuphebn!

1. CRYPTON. "One of the most receptive crowds I've ever spoken to... Look at that woman, she's still waving!"
2. NOCTURNAL HAZARD. My wife and I started having marital problems right after we got our water bed. We just drifted apart.
3. POINT OF VIEW. Fish, on seeing a bathysphere: Personally, I don't see how they stand living cooped up in that little round bowl.
4. EUREKA! It was a brilliant Oriental businessman who first discovered that there is a fortune in Chinese cookies.
5. THE THRILL OF ACCOMPLISHMENT. What is it that most people can do better than anyone else? Answer: Read their own handwriting.
6. INVESTMENT ADVICE. Stocks may be an iffy investment, but the bonds of friendship always yield rich dividends.
7. A MYSTERY. Maybe science will someday explain why a baby never sneezes unless his mouth is full of cereal.

56 Scrabble Crossword Game

1. ADEJLOW. The best play is JOWED (L1-5). If you don't know JOWED, JAWED in the same spot is best (JOWED is slightly preferable because an A is easier to use than an O and is therefore normally better to hold on to.) JOE (G13-15) is poor, since it scores 10 fewer points (47 instead of 57) and leaves unwieldy tiles in the rack.
2. EELLRV. VILER (L1-5) fits the theme of this column, but REFLEXIVE (BG-0) is better (66 points, compared to 32 for VILER).
3. DEOSSV. DOVES (11B-F) should be played. DOVES (L1-5) is worth only 2 more points, not enough to justify the risk of giving your opponent a Triple Word possibility. One of the S's should be played off; in most situations there is no advantage in keeping two S's, and playing one here scores 4 extra points.

33 Who's for Dessert?

R	A	I	D		B	I	K	E	S		C	A	K	E
A	G	N	I		A	T	A	L	E		A	L	A	N
S	U	G	A	R	R	A	Y	L	E		O	N	A	R
P	E	E	P	H	O	L	E				C	O	I	L
					E	E	N	Y			H	A	T	E
S	P	A	R	E	S		S	O	L	O		N	A	T
A	O	N	E		S	T	R	A	P		O	D	E	
P	U	D	D	N	H	E	A	D	W	I	L	S	O	N
P	L	Y		A	E	R	I	E			E	E	R	O
Y	E	S		M	A	I	D		H	O	A	X	E	R
				M	E	L	O		H	E	L	P		
A	V	A	I	L		P	A	L	E	F	A	C	E	
J	E	L	L	Y	R	O	L	L	M	O	R	T	O	N
A	R	I	A		O	R	A	L	E		O	M	N	I
R	Y	A	N		T	R	Y	S	T		G	E	E	D

49 Arcadania

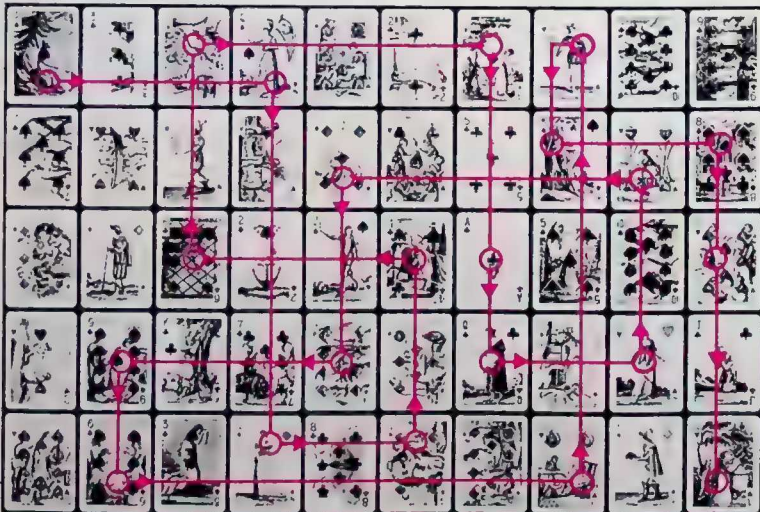
1. (d) \$6,000,000,000
2. The game was so popular it resulted in a nationwide shortage of the type of coin used to play it.
3. Laying a quarter unobtrusively on a machine someone else is using is the polite way of reserving the next game for yourself. The technique is known as "jamming."
4. Space Duel appears on the cover of *It's Hard*, the latest album by The Who.
5. (d) 450,000
6. Atari; in go terms it means "check" (as in "checkmate"), but can also be translated as "hit" (as in hitting a bullseye) or "prepare to be attacked."
7. Winky is from Venture; Evil Otto, Berzerk; Grid Bugs, Tron; Indestructible Hulk, Robotron; Sparx, Qix; Flygar, Dig-Dug; Flea, Centipede; Munchies, Stargate; M.R.V., Missile Command; Warrior, Wizard of Wor; Lucky Balloon, Crazy Climber; Tankers, Tempest; and Pans of Mud, Donkey Kong (though only on a board so advanced that few players ever see it).
8. (c) \$2,000,000
9. It sounds like the Japanese word *paku paku*, meaning eat quickly or gobble.
10. If your 23rd shot hits a flying saucer, you get a whopping 300 points; thereafter, every 15th shot hitting a saucer also scores 300 points.
11. (b) California and North Carolina
12. Space Wars
13. NFL Football
14. The name was abbreviated because it didn't fit on the machine's marquee in the large style of type the company wanted.
15. Walter Cronkite

36 Mime's the Word

1. Serving a tennis ball
2. Blowing up a balloon
3. Addressing, sealing, and stamping an envelope
4. Pulling a rabbit out of a hat
5. Walking a tightrope
6. Painting a canvas
7. Placing a call on a pay telephone
8. Playing tug-of-war

24 Card Maze

The correct route is shown in red.



31 Dealer's Choice

S	L	A	P		C	E	N	T		O	C	A	L	A
G	O	B	I		O	B	O	E		L	U	R	E	D
T	W	E	N	T	Y	O	N	E		D	R	E	A	D
	S	L	O	W	O	N			S	M	E	A	R	S
					C	I	T	Y		P	A	A	R	
E	U	C	H	R	E		G	O	F	I	S	H		
T	R	O	L	L		B	A	K	E	D		E	K	E
A	G	U	E		S	U	M	E	R		C	R	O	P
L	E	G		C	A	N	E	R		K	R	O	N	E
				H	E	A	R	T	S		B	R	I	D
					A	N	A	S		A	R	A	B	
F	A	N	T	A	N					D	O	U	B	L
A	M	I	S	S		S	O	L	I	T	A	I	R	E
L	I	C	I	T		O	R	A	L		G	A	R	Y
A	R	E	N	A		L	E	I	S		E	R	S	E

40 Double Cross

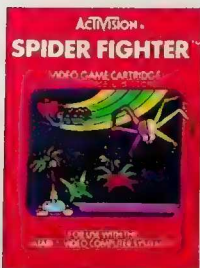
- | | |
|---------------|------------------|
| A. WORTHLESS | M. UNHELPFUL |
| B. HIDDEN | N. NEWBURGH |
| C. ANESTHETIC | O. CHARGERS |
| D. RESTLESS | P. EXPLANATION |
| E. TOAST | Q. REMAND |
| F. OUTBREAK | R. TALE |
| G. NULLIFIED | S. ACQUAINTED |
| H. ANTIQUATED | T. INDIFFERENT |
| I. GLASS | U. NARROW-MINDED |
| J. ENDEARING | V. TEST |
| K. OSCULATES | W. YARBOROUGH |
| L. FASHION | |

An unalterable and unquestioned law of the musical world required that the German text of French operas sung by Swedish artists should be translated into Italian for the clearer understanding of English speaking audiences.—(Edith) Wharton, *(The) Age of Uncertainty*



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