

MARCH 1984

FOR CHEWSY PUZZLERS

02811

\$1.75

# GAME

WIN  
A DOLLAR  
FOR EVERY WORD

## PENNY FOR YOUR THOUGHTS

How  
many  
five-letter  
words  
can you make...



## THE GUMBALL CONTEST

...using  
gumballs  
of five different  
colors?  
Contest Rules p.4

**ALSO: CROSSWORD CHAMPIONSHIP '84**  
Entry on Page 40





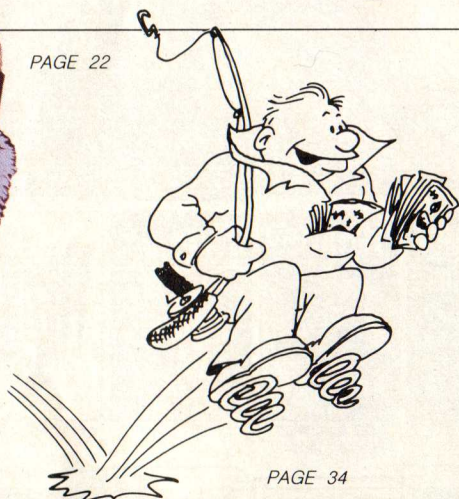


MARCH 1984

# GAMES

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

**Cover Photograph** Walter Wick



# GAMES & BOOKS

Edited by R. Wayne Schmittberger



## Time: The Game (John N. Hansen Co.; \$30)

A kissing cousin of Trivial Pursuit, this new game from Time Inc. shares Pursuit's question-and-answer format but has a very different look and a greater emphasis on "hard news." Unlike Pursuit, its questions are confined to events from the seven decades of *Time's* publication.

The 8,000 questions are divided among four booklets, and are arranged by decade, category (People, Places, Events, Arts, Sports, World), and format (true-false, worth 10 points each; multiple choice, 20 points; and short answer, 30 points). The first player to collect at least 60 points in each decade is the winner.

Each player (two to four individuals or teams) takes one of the booklets, then throws dice to move around the board. Landing on most spaces requires a player to answer a question about a particular decade, choosing between two specific categories. The question's format is determined by throwing a special die, after which the left-hand opponent reads an appropriate question from his booklet. Special children's questions are also provided, but "house rules" must be devised to incorporate them into the adult game.

The game owes a bit too much to Monopoly: Players earn extra points by passing "Start," and the "Memory Bank" is a lot like "Jail" (except that it penalizes players too harshly for bad luck). But it's question quality that makes or breaks a trivia game, and most collectors of odd 20th-century facts will find this an enjoyable, highly sociable game. —M. E. S.

## Game Theory: A Nontechnical Introduction

by Morton D. Davis (Basic Books, 1983, 252 pages; \$8.95 paperback)

What do election campaigns, the evolution of species, and the arms race have in common? All involve strategies that can be much better understood by an application of game theory, a relatively new branch of mathematics that has greatly influenced the military, political, and social thought of this century. Updated from its first edition of 1970, this book discusses game theory in the context of real-life situations. Is it unreasonable to prefer a sure million dollars to a 50-50

## Dino Eggs (by David Schroeder, Microlab, on disk for Apple II/II+ /Ile; \$40; available soon for other systems)

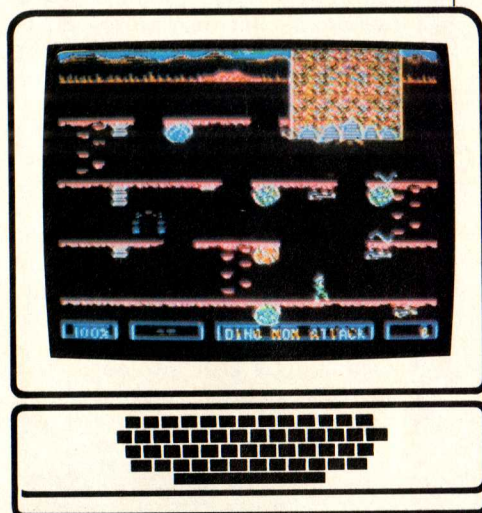
Why the dinosaurs became extinct has always been one of the enduring mysteries of science. Until now.

The premise of *Dino Eggs* is that while exploring a primeval cliff you—a time traveler—have infected the dinosaur race with measles, condemning the great and beautiful creatures to extinction. You can save the race only by time-warping all the dino eggs into the future. Contact with any of this primitive world's life forms contaminates you; if you don't get back to your entry point fast enough, you devolve into a proto-spider and lose one of your three lives. Mama dino is also in the area, and she won't believe you're stealing her babies for altruistic reasons. Unless you build a fire to keep her away, you're likely to be pulverized by her 50-ton foot.

You can take up to three eggs at once into the future to earn points (an unlimited number if you find a Power Flower), automatically coming back for more. But you *lose* points if you leave the cliff before collecting all the eggs. There are nine cliffs in all, each more difficult than the last.

While you're collecting eggs, some will hatch into baby dinos, which you must cage using a tricky joystick maneuver. Caged dinos are worth the most points, earned when you take them out, deducted when you leave them behind.

*Dino Eggs* is a captivating and endlessly challenging action game that may keep you in the Mesozoic Era until the 21st century. —B. H.



chance at winning 10 million? To what extent should a presidential candidate allocate a disproportionate amount of time and resources to campaigning in states with the most electoral votes? What is a fair voting scheme to decide a three-way contest?

The situations are always thought-provoking and often paradoxical. Take, for instance, the classic "Prisoner's Dilemma." Two partners in crime are caught and kept incommunicado. If both confess, both will receive moderate sentences; if just one confesses, he will go free but the other will receive a harsh sentence; if neither confesses, both will get off very lightly. If you were one of the prisoners, would you confess? The book offers dozens of equally intriguing puzzles. It's highly recommended. —R. W. S.





**Nightmare House** (Dragon Publishing, published in *Ares Magazine* No. 15, available from Dungeon Hobby Shop, Box 756, Lake Geneva, WI 53147; \$6 plus \$2.50 postage)

Ghosts, goblins, and ghouls have been absent from adult board games until *Nightmare House*, a sophisticated tour-de-force of spookiness for up to five players.

One player is "the House," and a more nightmarish place would be hard to imagine. From the dank cement of the crypt to the dusty corners of the attic, it's a classic agglomeration of oddly shaped rooms and secret passageways, all laid out on a colorful folding paper board, which is removed from the magazine for play, along with the 200 die-cut play-pieces. The other players each assume the role of one of 12 intrepid "ghost hunters" who are attempting to rid Darkholm Manor of the evil that infects it. Each character has different strengths and weaknesses, from John Potter's ability to search the House psychically to Father Eamonn Doran's cool-headed approach to exorcism.

The exploring character must discover the evil rooms and cleanse them, preparing to face the entity that controls the House. These supernatural battles take place on an innovative "astral map," where getting "lost on the astral plane" can be dangerous indeed. The House, meanwhile, can send bizarre "haunts," such as ghosts and the flaming "hand of glory," to win possession of the exploring characters' souls.

The game is exciting and surprisingly scary. Solitaire play works well—though defeating the House with only one character, as the rules recommend, is no easy chore. The average playing time, solitaire or competitively, is two hours.

— Matthew Costello

**Music Construction Set** (by Will Harvey, Electronic Arts, on disk for Apple II/II+ /Ile; \$40)

With the *Music Construction Set* plus a *Mockingboard* (see below), you can compose or copy music in six-part harmony, edit it right on the screen, save it on disk, and play it back through your stereo system—even if you can't tell a flat from a flugelhorn.

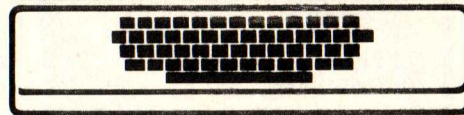
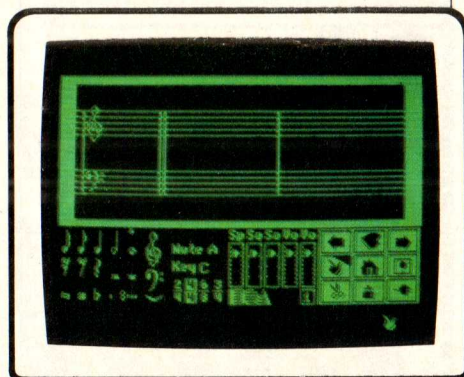
On the screen are two staves, various notes and rests, gauges for setting tempo, volume, and sound quality, and utility symbols (pointer, piano, scissors, paste, disk, and others). You use the pointer (controlled by joystick or keyboard) to pick up notes and place them on the staff, scissors and paste to repeat parts of the music (a great time-saver), the piano to play the music (it scrolls across the screen as it plays), and the disk symbol to load the music you've saved on your own disk or any of the 10 pieces on the MCS disk.

The program (designed by a 16-year-old) is quite easy to use after a little practice. If you never learned to read music, playing with this disk will teach you the fundamentals in the most pleasant way. Listening to the music and relating what you hear to the notes as they scroll by is extremely instructive. And if you don't play a musical instrument, hearing your own music played by the computer in stereo is a truly novel thrill.

The *Mockingboard* (Sweet Micro Systems, around \$125), a peripheral card that you connect directly to your stereo system (or a pair of 8-ohm speakers), is not required in order to operate the *Music Construction Set*, but it can't be too strongly recommended.

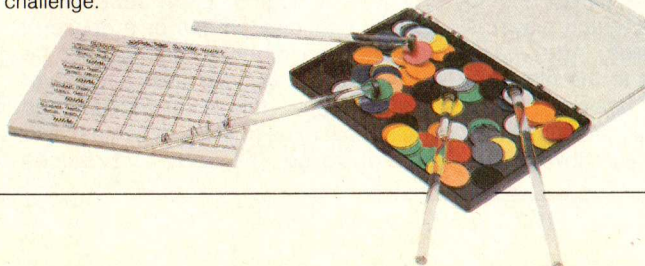
The Apple speaker cannot handle more than one line of music at a time; the *Mockingboard* can handle six beautifully. And with the *Mockingboard's* utility disk you can create an infinite variety of sound effects to use in your own programs, which alone makes it worth the cost.

— B. H.



## ETCETERA

**Spazm** (Paragon-Reiss, \$10) is a kind of magnetic Pick-Up Sticks. The scoring rules, which award points for picking up chips in various color combinations, don't work—"flushes" are impossible to achieve and "wild chips" are overvalued—but players can easily modify these rules to make this a pleasingly different dexterity challenge.



**The Official Book of Command Control**  
**Pente**, by Tom Braunlich (Contemporary Books, 1983; 83 pages, \$7.95 large format paperback), contains consistently excellent strategy discussions, annotated championship games, Pente problems, rules for variants, and even an interesting essay on the "philosophy" of the game. (Pente was reviewed in *GAMES*, July/August 1979.) Although some material appeared previously in the author's two *Pente Strategy* books, enthusiasts who own those books will probably want this one too.

**Command Control Atari 5200 Analog Joystick** (Wico, \$35) cures the one serious defect in Atari's otherwise excellent supersystem. The joystick comes with a Y-adaptor, which must be connected both to the joystick and to the 5200's original keypad controller. Virtually a must for maze games, this product will improve your enjoyment of almost any 5200 game.

