

March-April 1981

ORGANIZED MAYHEM



\$1.50

GAMES

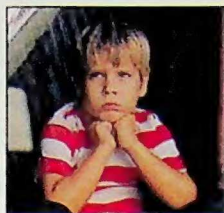
**HOW SHOULD I CATCH
THESE LETTERS TO FORM
THE LONGEST
POSSIBLE WORD?**

Clue casually dropped
somewhere on page 70

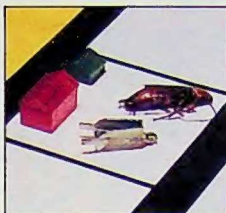


Answer, and 38 other
common words that use
eight or more of these letters
(without repetition), page 69.

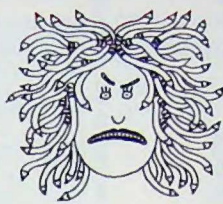




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FEATURES

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- 20 **The Real Story Behind Laundry Basket** Why No One Corrects Us Twice *Nunzio "The Wringer" Falcone*
- 24 **Trivia** So You Think You Know 19th-Century English Rural Zoning Regulations? *Prince Albert*
- 29 **Photocrime** Who Stole Timmy's Lunch Money? *Dashiel Hampter*
- 82 **Cucarachas** The Mexican Board Game with the Living Tokens *Hernando Cortez de Tequila*
- 99 **Why We Are Suspending Publication of Games Magazine with This Issue** *Chip Block*
- ?? **Find The Fake Staple** One of Our Three Staples Is Not Really Keeping Your Magazine Together

FEATURE SECTIONS

- 35 **Pencilwives** Sixteen Pages of Cross Words and Other Pointed Remarks
- 69 **Wild Curds** All the Games Played by Those Fierce Asiatic Tribes While Making Yogurt

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- 85 **Mind Your Ps and Qs** And Count the Number of Them in This Issue
- 86 **Contest Results** Prophecy 1982 and Guess the Number of Atoms in the Universe from July/August
- ?? **Hidden Contest** By Jove, Where Did We Put It? (Hint: It's Somewhere in *Psychology Today*)

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| 6 No Laundry Basket | Nudist Colony | Seppuku from Japan | Answers to This Issue |
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| 10 Cards: Go Fish | 79 Eyeball Busters | 1 Real Table of Contents | —The Editors |

Difficulty Rating: Hardly Anything ★ Not A Prayer ★★ No Known Solution ★★★ Mixed Nuts ★☆

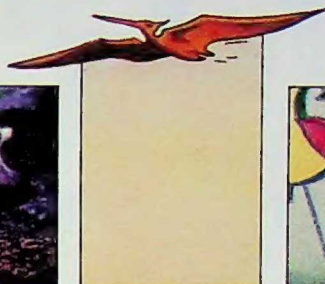
Cover Illustration: Leonardo da Vinci



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| 24 | Mappit | Test Your Awareness of Whereness | <i>Paddy Smith</i> |
| 50 | Bar Exam | Beer Drinkers, Go to the Head of the Glass | <i>Gawain terHoyst Aphew</i> |
| 52 | Early Birds and Whirlybirds | Battling Through Time on a <i>Games</i> Gameboard | <i>R. Wayne Schmittberger</i> |
| ?? | Find the Fake Ad | Which of the Pitches Is Full of Hitches? | <i>(Answer Drawer, page 69)</i> |

FEATURE SECTIONS

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

Cover Illustration: Sandy Forrest

Learn how to use a computer for \$249. And keep the computer.

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make mistakes. And program editing helps you correct them. Yet the complete Computer Learning Lab, including computer, is still several hundred



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dollars less expensive than any comparable computer alone.

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Name _____

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City _____ State _____ Zip _____

Occupation _____ Age _____

Intended use of ZX80: _____

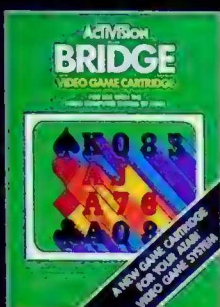
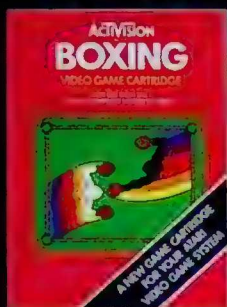
Have you ever used a computer? ☐ Yes ☐ No Do you own another personal computer? ☐ Yes ☐ No
GM-3-1

CHOOSE YOUR CHALLENGE.

PUNCH.

SCHUSS.

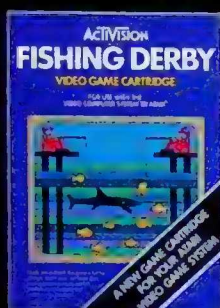
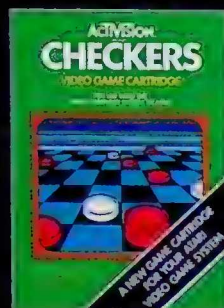
SLAM.



DRAG.

JUMP.

HOOK.



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Speak Up

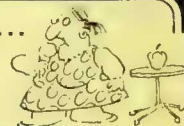
What were the first words spoken on the:

1. telephone?
2. telegraph?
3. phonograph?

—from *Puzzlequiz* (Thomas Y. Crowell) © 1978 by Stephen Barr

Answer page 40

If..., Then...



The Truth Will Set You Free

Three prisoners were living in a cell that had only two beds, and the warden decided it was time to eliminate one prisoner. A zealous student of logic and deduction, the warden devised a game that he thought would surely do the trick.

The prisoners were shown five hats, two of which were red and three black. Each prisoner was then blindfolded and told to choose a hat. (Actually, prisoner C required no blindfold since he had been totally blind from birth.)

The object was this: if a prisoner, upon removal of his blindfold, could guess correctly the color of the hat on his own head, he would be set free. If he could not or would not make a guess, he would be returned to the cell. And if he did make a guess and it was incorrect—he would be hanged!

When prisoner A's blindfold was removed and he was asked to identify the color of his hat, he said: "I don't know." When prisoner B's blindfold was removed, he also said: "I don't know." The warden became nervous that his game was not going to work, when all of a sudden prisoner C said: "I know." And upon giving the correct answer he was promptly set free, solving the problem of the crowded cell.

If you are as clever as prisoner C, you should be able to deduce what color hat he chose, and how he was able to figure it out—even though he was blind. —P.M.W.

Answer, page 40