

# GAMES



★ WOODY ALLEN ★



★ FIDEL CASTRO ★



★ NANCY REAGAN ★



★ JIMMY DURANTE ★



★ MERYL STREEP ★



★ MARILYN MONROE ★

★  
Can you  
tell the real  
celebs...



★ LARRY HAGMAN ★



★ DONNA SUMMER ★



★ CLARK GABLE ★



★ ROSEY GRIER ★



★ QUEEN ELIZABETH ★



★ DOLLY PARTON ★

...from the  
look-alike  
imposters?

★  
Answers, page 72



★ LIZA MINNELLI ★



★ MARIE OSMOND ★



★ HENRY KISSINGER ★



★ CANDICE BERGEN ★



★ HUMPHREY BOGART ★



★ GROUCHO MARX ★



Announcing Monthly Publication

See page 4



# Two pictures are worth

*Atari vs. Intellivision?  
Nothing I could say would be more  
persuasive than what your own  
two eyes will tell you. But I can't  
resist telling you more.*

*— George Plimpton —*



**ATARI**  
HOME RUN™ BASEBALL

**INTELLIVISION**  
MAJOR LEAGUE BASEBALL™



# a thousand words.

It's obvious how much more realistic Intellivision graphics are. But take a closer look. Notice the Intellivision players. They've got arms and legs like real players do. Look at the field. It actually looks more like a real baseball field. If you compare the two games, I think you'll find that Intellivision looks a lot more like the real thing.



Atari Casino.™ No dealer.



Intellivision Las Vegas Poker & Blackjack. You play cards with a shifty-eyed dealer.

## More about action

You can see how much more realistic Intellivision looks. What we can't show you here is how much more realistically it moves. If you could compare the two, I think you'd see that Intellivision has smoother and more life-like movement than Atari.



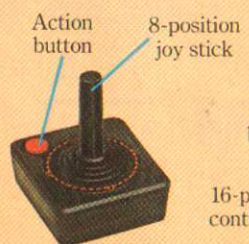
Atari Pele's Championship Soccer™ players



Intellivision NASL Soccer™\* players

## More about control

If you've ever played a video game, you know how important control is. And if you held these two control units in your hand, you'd know Intellivision gives you more. The Atari hand controller offers only 8 positions and one button. The Intellivision hand controller has 16 positions and 4 buttons. So Intellivision allows



ATARI JOY STICK  
HAND CONTROLLER



INTELLIVISION  
HAND CONTROLLER

you to maneuver players and objects in more directions with greater precision and accuracy. And the Intellivision controller is compatible with the entire library. With Atari, some games require the purchase of additional control units.

## More about challenge

You can't see it here, but I have found that in many of the Atari programs, the game play is rather simplistic. With Intellivision, the game play is more sophisticated. And that makes Intellivision more challenging. With Intellivision PGA Golf for instance, you get nine different clubs to choose from. With Atari Golf, you have to make do with just one club. Greater attention to detail is a quality I have found in all of the Intellivision games. Making them more realistic. And more challenging.



Atari Golf



Intellivision PGA Golf™\*

## More about libraries

Both Intellivision and Atari have large libraries. But there really isn't any way you can tell which library is better, until you play with both. Once you compare the two systems for challenge, sophistication and continued interest, I'm confident you'll choose Intellivision. But don't just take my word for it. Visit your local dealer and decide for yourself.

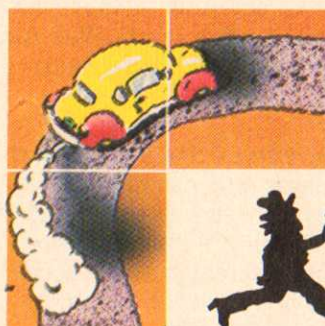


MATTEL ELECTRONICS®  
**Intellivision™**  
Intelligent Television

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page 54



page 18



page 22



page 32



page 44

## FEATURES

- 
- |    |                            |   |                                 |
|----|----------------------------|---|---------------------------------|
| 18 | <b>Gotcha!</b>             | Step Right Up to the Hoax Hall of Fame        | <i>Andy Meisler</i>             |
| 22 | <b>Frame-Ups</b>           | If the Photo Fits, Where It?                  | <i>Walter Wick</i>              |
| 25 | <b>Espygrams</b>           | Poetic Puzzles from the Anagram Laureate      | <i>Willard R. Espy</i>          |
| 49 | <b>Nowhere Man</b>         | What's Wrong with this Picture? (Plenty)      | <i>Norman Rockwell</i>          |
| 50 | <b>Fins of the Fifties</b> | Pin the Tail on the Auto                      | <i>Dan O'Donnell</i>            |
| 54 | <b>Shelters</b>            | Race for Survival on a <i>Games</i> Gameboard | <i>R. Wayne Schmittberger</i>   |
| ?? | <b>Find the Fake Ad</b>    | Which of the Pitches is Full of Hitches?      | <i>(Answer Drawer, page 72)</i> |
- 

## FEATURE SECTIONS

- 
- |    |                   |  |
|----|-------------------|--|
| 27 | <b>Pencilwise</b> | Sixteen Pages of Crosswords and Other Entertainments |
| 61 | <b>Wild Cards</b> | All the Things We Didn't Dare Put Anywhere Else      |
- 

## CONTESTS

- 
- |    |                                  |  |
|----|----------------------------------|--|
| 12 | <b>Irish Bulls</b>               | Once You Get Started on these Contradictory Quips, You Won't Know Where to Begin |
| 44 | <b>First U.S. Crossword Open</b> | Qualifying Puzzle for the \$1,500 Crown  |
| ?? | <b>Hidden Contest</b>            | It Wouldn't Be April Fools' Without One: Happy Hunting                           |
| 56 | <b>Contest Results</b>           | Triple Cross II and Dig It from Issue 26   |
- 

## DEPARTMENTS

- 
- |   |                 |    |               |    |                 |
|---|-----------------|----|---------------|----|-----------------|
| 4 | Our Move        | 10 | Gamebits      | 59 | Eyeball Benders |
| 8 | Letters/Laundry | 14 | Logic         | 68 | Answer Drawer   |
| 9 | Events          | 52 | Games & Books | 72 | Eureka          |
- 

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



# GAMES & BOOKS

Edited by Phil Wiswell

## HOAX: The Game of Imposters (Eon Products, around \$10).

This game is a liar's dream come true. Fast-paced, it accommodates a crowd of four to eight, and the best bluffer wins.

To start, each player is dealt one of twelve character cards, and thus becomes a King, Vicar, Judge, Wizard, Peasant, or Thief, without revealing it to any other player. The winner is the last one to have his true identity uncovered.

Each character has a unique ability to enchant, tax, earn, or steal in an effort to accumulate tokens. The tokens are used to extract information from opponents. A player can adopt the role of any character whenever he chooses, both to obtain tokens and to disguise his true identity. But he must be quick and convincing in his impostures, because the other players can try to prevent him from acting a part if a majority of them accuse him of being a fake. If the accused player was indeed hoaxing, he must admit it and lose his turn. But if he was playing his true character, he automatically wins the game.

Eventually players acquire information about what their opponents are *not*, and the game becomes one of deduction as well as bluffing. Blessed with simple mechanics and only a few rules, Hoax can be played several times in an evening.

—J.A.

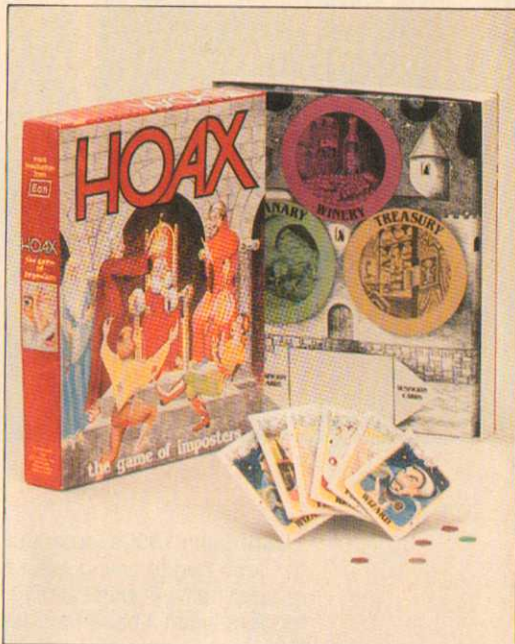


Photo by Walter Wick

## THE JIGSAW BOOK by Linda Hannas (Dial Press, 1981, 96 pages, \$19.95 paperback).

*The Jigsaw Book* is actually a boxed set of one book and two puzzles—Tom Kitten and Ocean Liner. The puzzles are simple, but interesting as faithful reproductions of jigsaws from the 1930s.

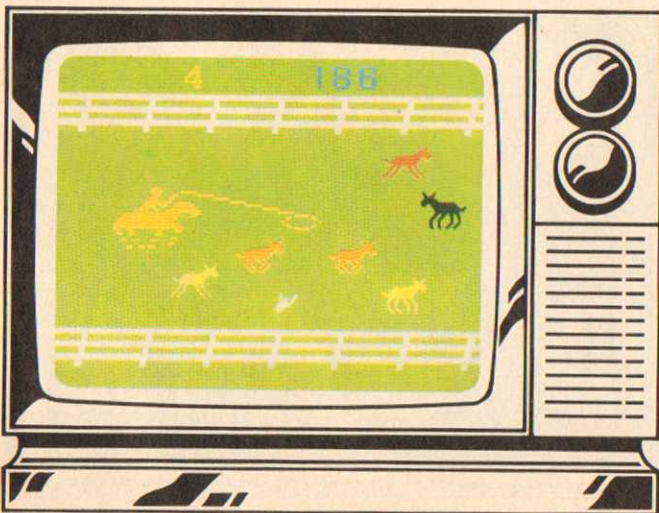
The well-written book is a unique celebration of jigsaw puzzles from their invention in 1760 through the early 1900s. Lav-

ishly illustrated, most of the book's 120 plates are in color.

The delightful themes of the puzzles covered run from folklore and fantasy ("Mother Hubbard" and "Mickey Mouse") to slices of history ("The Coronation of Queen Elizabeth" and "Winston Churchill at the War Front") to education ("The Comparative Sizes of Thirty-Nine Animals, From the Elephant to the Mouse").

Every library with a section for puzzle books should have this one.

—P.M.W.



## STAMPEDE (Activision, for use with Atari's Video Computer System, \$22.95).

One of the most amusing and challenging video games to date, Stampede has the unique object of roping cattle from horseback. Three points are scored for a Hereford, 15 for a Guernsey, 25 for a Jersey, and 100 for the famed Black Angus.

All dogies run in the same direction but not at the same speed, and because the lasso can't be thrown on an angle, you've got to maneuver your horse horizontally *and* vertically to rope in any points. And there are two hazards to avoid: old skulls left in the trail and an occasional Black Angus that stops and turns to face you.

The game requires a lot of hand/eye coordination, and at first you may feel like a suburban cowboy, barely able to keep up with the pack. But Stampede is the type of game that keeps you hitting the reset button long after the saddle sores appear in the center of your palm.

—P.M.W.





# RIP THIS MAGAZINE IN HALF.

## A TOUGH TRYOUT FOR ICE HOCKEY BY ACTIVISION.™

You can't be nice on the ice. You have to be tough.

So, we've devised this little test to find out if you're tough enough for Ice Hockey, Activision-style.

It's one of the most head-to-head competitive video games ever designed for the Atari\* or Sears video game systems.



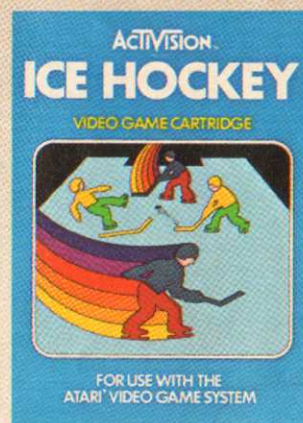
© Activision, Inc. 1982

How tough is it?  
Face-off. Breakaways.  
Stick-checking. Body-checking.  
Tripping. Battling the boards.  
And no referees.

So, go on. Give this magazine your best shot. We know it won't be easy.

But then again,  
neither is our game.

\*Atari, Inc. is not related to Activision, Inc.



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