

May 1983

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GAMES

Size Up This Cover

HINT, PAGE 69
ANSWERS, PAGE 76

CAN YOU MATCH EACH LITTLEFIELD MODEL LISTED ON THE LEFT WITH ITS SAME-SCALE COUNTERPART ON THE RIGHT?

BONSAI TREE	SMALL PEOPLE
LARGE CAR	FORKLIFT
TRUCKING CHAIR	GAS STATION
LUGGAGE	GUM MACHINE
TRAIN STATION	FRUIT MERCHANT
MOTORCYCLE COP	CHERRY TOMATOES
AIRPLANE	SPORTS CAR
TRAIN	ANIMALS
GASOLINE TRUCK	HOTEL





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

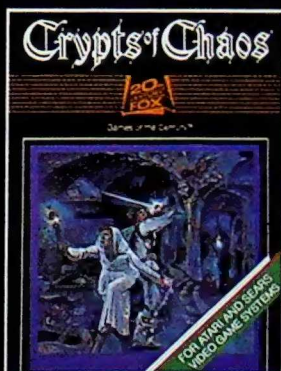
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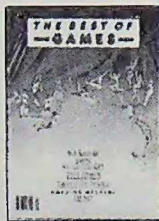
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LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and if we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: March

★Laundry Basket (page 6) corrects a blunder that wasn't one. Your correspondent claims that Vida Blue plays in the National League (San Francisco Giants), not the American League as you gave in your puzzle "The Blues" (January, page 29). But in March 1982 Vida blew San Francisco and has been wearing Kansas City Royal blue—in the American League—ever since, adding extra color to a roster that includes Bud Black and Frank White.

Stephen Currie
Poughkeepsie, NY

★I've been out of school a long time, but not long enough for long division to have undergone the change indicated in "An Age-Old Question" (Wild Cards, page 63). Dividing the mother's age into the sum of her kids' ages produces not the dividend, as you said, but the quotient.

Warren E. Booth
Moore, OK

★In your Wild Card "Pass the Soap" (page 63), in which the problem was to calculate how long it would take a tub to fill with water, the answer and calculation assume that the processes of filling and draining the tub are independent of each other. However, the rate at which water drains from a tank through a hole in its bottom is proportional to the square root of the depth of water in the tank. Based on a series of approximations that take this variable draining rate into account, I have estimated the correct answer to be 356.78 seconds—about 57 seconds longer than your answer of 5 minutes.

W. M. Woods
Oak Ridge, TN

★In "Kubrick's Ruse" (Wild Cards, page 65), you said the "significance" of the name HAL for the computer in *2001: A Space Odyssey*, a film by Stanley Kubrick and Arthur C. Clarke, was that it was a one-letter shift up from IBM. However, in Clarke's book *The Lost Worlds of 2001*, he says that "HAL stands for Heuristically programmed ALgorithmic computer," and adds that if he and Kubrick had realized the IBM connection, "we would have changed the name."

Scott Dahlke
Bertrand, NE

February

In your "Super Bowl XVI Quiz" (page 60), not only is the blimp the wrong shape and displaying the wrong logo, it wasn't even there. Couldn't get inside the Silverdome because the doorways were too small, I suppose.

Jay Moore
Cincinnati, OH

There is no Bengal on the Superbowl XVI roster with #22, and the Bengal center, #58 (Blair Bush), should not be playing defense. You have #68 (John Ayers) at left tackle and #61 (Don Audick) at left guard on the 49ers' line. In reality Ayers is the guard and Audick is the tackle.

Eric Jones, Portland, OR
and Steve Stern, Pinole, CA

★You claim in "Creature Features" (Wild Cards, page 78) that a coral snake was featured in the movie *Venom*, but you're lost in the jungle. In that film, a household was thrown into terror when a deadly black mamba was substituted for a harmless African house snake.

Robert C. Cumbow
Seattle, WA

November

★In "Gluttons for Pun-ishment," #8 of the quiz refers to "a member of the British royalty," but your answer, "duke à l'orange," cannot be right, since a duke is a member not of royalty but of the nobility. Royalty is reserved for members of the royal family

Ann Remington
Cedar Falls, IA

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

Aquatics Aloft or afloat, lovers of the sea will find challenge at the Haleiwa Sea Spree, May 7-8 in Oahu, Hawaii. The current wave of events features surfing, canoeing, and sky diving. Contact: Hawaii Visitors Bureau, Special Events, 2270 Kala-kaua Ave., Honolulu, HI 96815, or call (808) 923-1811.

Double-Crostics If you haven't a clue as to the whereabouts of Thomas H. Middleton's Double-Crostic since the closing of *Saturday Review*, rest assured that he's not at a loss for words. Fans and victims can now find Middleton's puzzles in the pages of *Harper's* magazine. Contest rules and prizes are detailed with each puzzle.

Go The 10th Maryland Open Go Tournament is scheduled for May 29 in Catonsville. Players will be matched according to rank; winners on all levels will receive cash prizes. The entry fee varies from \$7.50 to \$9.50 depending upon section (includes lunch). Contact: Warren Litt, 3707 Parkfield Road, Baltimore, MD 21208.

Poker The World Series of Poker, where the giants of poker battle annually in a month-long tourney, will be held April 21-May 19 at Binion's Casino in Las Vegas. Some 1,250 entrants will compete for \$2.5 million in prize money. Contact: Terri Lorenzen, 128 Fremont, Las Vegas, NV 89101, or call (702) 382-1600.

Sandcasting While the tide is low, sculptures will rise under the hands of 250 contestants in the 17th Annual Champion-



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ship, May 7 in Sarasota, Florida. Trophies will be awarded for the most unusual and artistic work. Contact: Pat Zellmer, Sheraton Sandcastle, Lido Beach, Sarasota, FL 33577.

Toad Racing Since 1935, fans have gathered annually in Coalinga, California, to cheer favorites in the Horned Toad Derby. On May 12-15, as many as 15,000 devotees may find additional enchantment in the breakfast and barbeque, the parade and carnival, and the various concession booths at the Derby. Winning toads receive trophies. Contact: Coalinga Area Chamber of Commerce, Box 466, Coalinga, CA 93210, or call (209) 935-2461.

Video Games Playboy Clubs in New

York, Chicago, Miami, and Los Angeles are sponsoring video game leagues, with teams competing through the end of May on the Atari 5200, ColecoVision, Mattel's Intellivision, and Odyssey². Contact: Playboy Clubs International, Public Relations, 919 N. Michigan Ave., Chicago, IL 60611, or call (312) 751-8000.

Wordplay Prizes total \$2,500 for the six winners of this competition sponsored by *Verbatim*, a quarterly devoted to language play. Articles should be a maximum 2,000 words and may be on any topic pertaining to the use of language. All entries will be considered for publication in *Verbatim*. Send queries, with SASE, to: Verbatim, P.O. Box 668, Essex, CT 06426.

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Empire Builder (available from Mayfair Games, Box 5987, Chicago, IL 60680; \$20 plus \$1 postage)

The rules for Empire Builder are brief and simple, but they create a game of railroad growth and operations that is surprisingly rich in opportunities for meaningful decision-making.

The board shows the United States and southern Canada, with 51 cities of different sizes marked. Many of these are pictorially identified as sources of various commodities. No railroad lines are shown initially; but as players "build" them, the lines are drawn with colored crayons between equally spaced "mileposts" on the erasable, plastic-coated board.

Each of the two to six players makes plans in accordance with three "demand cards" that are face up in front of him. This is no easy task. Every card lists three different cities, each needing a different commodity and paying a different price for delivery. On his turn, a player moves his metal engine up to a fixed number of mileposts, sometimes picking up and/or delivering commodities along the way. After each delivery, a new demand card is drawn. Having moved, a player may invest in building new lines or in upgrading his train so that it can travel faster or haul a greater load. Mixed among the demand cards are "event cards," which cause strikes or natural disasters that affect players whose trains are in specified locations.

The game ends when one player has amassed \$250 million. This may take anywhere from 90 minutes to four hours, depending on the number of players. Some optional rules are included, each introducing a significant play variation worthy of experimentation by experienced players. —S. S.



ETCETERA

The Crazy Turtle Game (Price/Stern/Sloan, \$2.95) consists of nine pieces showing variously colored turtle halves. The goal is to arrange

the pieces into a 3x3 square, without creating any two-toned or two-headed beasts. Also available are Crazy Dogs, Planes, and Witches.



Gopher (U. S. Games, for the Atari VCS; around \$30)

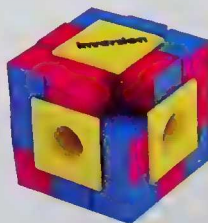
Whatever your opinion of gophers is now, after you've played this game awhile you'll hate their carrot-pickin' guts.

Here you are, a happy farmer with three measly carrots and a shovel, and this little rodent (he's cute, really, till you get to know him) keeps tunneling back and forth underground, digging holes to the surface so he can grab your carrots. You can slow him down (and earn points) by filling the holes as he digs them, but if you try to fill a hole too far to one side, the little varmint can steal a carrot from the other side. You see, he can run off one side of the screen and reappear immediately on the other; you can't. Bonking the gopher with your shovel (action button) while he's on the surface gives you extra points and a nice feeling of satisfaction, but he returns, of course, hungrier and cleverer than before.

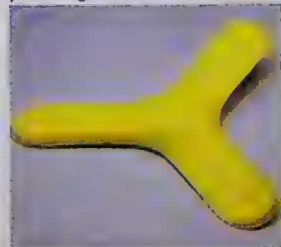
Then there's that silly duck that flies by every once in a while and drops—what else?—a carrot seed. By catching and planting the seed (if you're not too busy filling holes and bonking the gopher), you get a new carrot—but only if you have fewer than three.

There are four variations, two each in the one-player and two-player versions. Variation 3 (4 in the two-player version) has no duck, no seeds, no extra carrots. We prefer the duck; having to decide, with no time for thought, whether to fill a hole, catch a seed, stay in position to ambush the gopher, or try to do all three, is excruciating fun. Take our advice: When you're down to your last carrot, go for the gopher.

—B. H.



Nerf Boomerang (Parker Brothers, \$4.50), when thrown properly, will go straight for about 25 yards, break left, and curve back to you in a sweeping circle. Soft and lightweight, it shouldn't break any windows; but if you don't allow enough space, it will probably end up on your neighbor's roof.



Inversion (Games and Toys International, \$8) is a cube made up of smaller cubes that slide rather than rotate. The thing is all red when you buy it, but starts to turn blue as pieces are rearranged to expose inner faces. Turning it all blue is supposed to be possible—but we had to resort to a paintbrush.

RIVER RAID

A FIGHT TO THE FINISH ON THE RIVER OF NO RETURN.



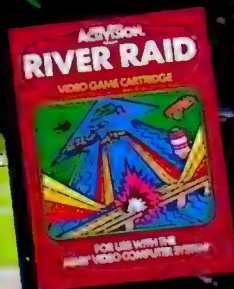
YOUR MISSION:

Destroy enemy bridges and fuel dumps along a narrow, heavily-fortified river canyon. But beware of enemy attackers: ships, choppers and jet fighters in wave after deadly wave. Keep low, keep cool, keep firing... and maybe you'll survive. River Raid™ by Activision. The most challenging battle adventure game ever for the Atari® Video Computer System™.

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