

GAMES

*Try
These
In
For
Size*



Can you name these monuments to civic pride
(shown here out of scale)?
And rank them in order of height?
Answer, page 72



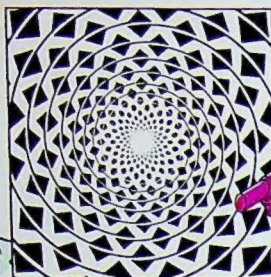
GAMES



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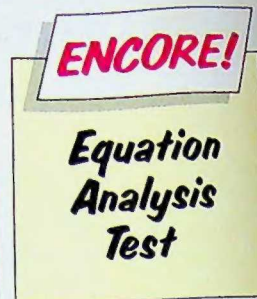
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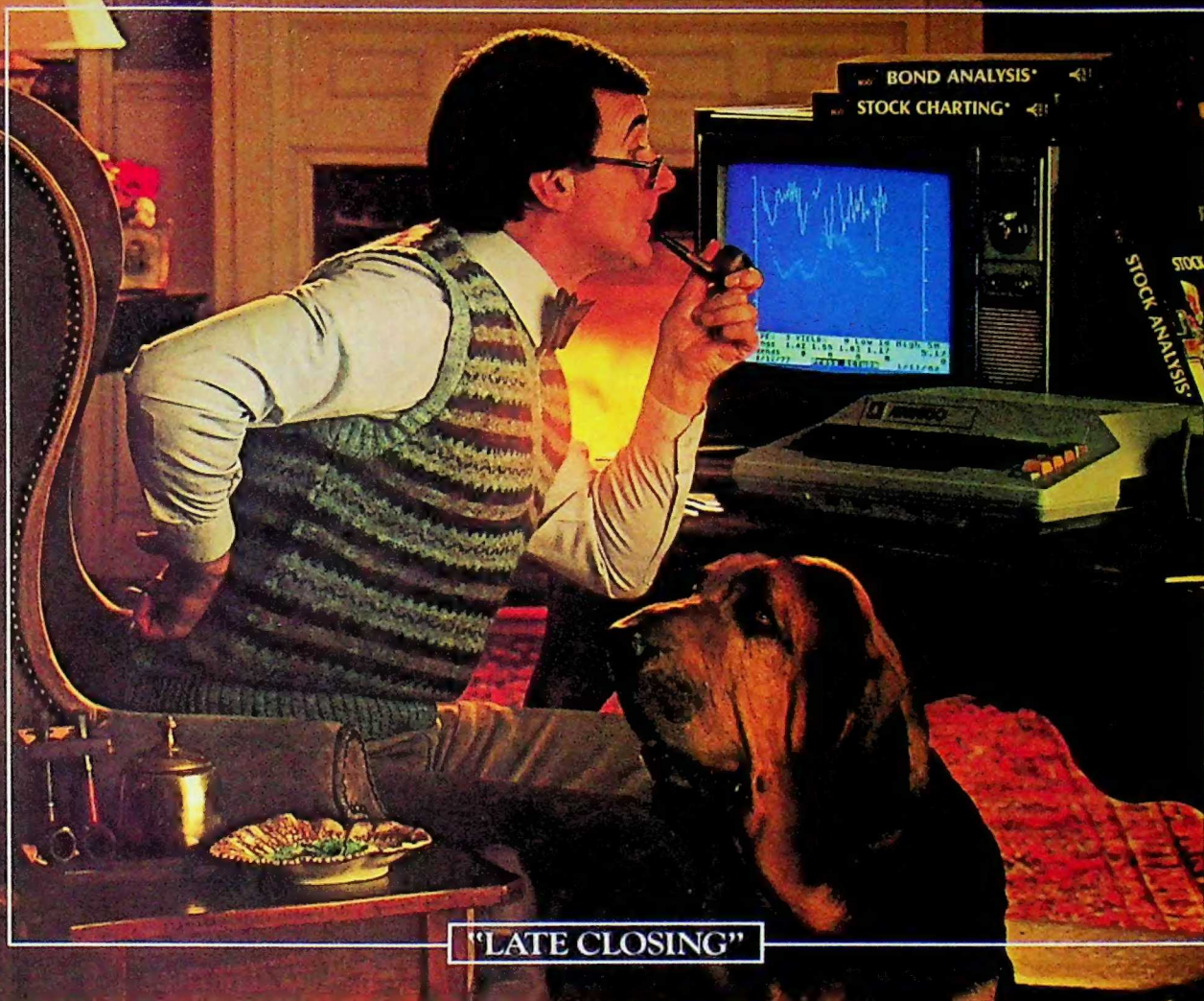
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Difficulty Rating: Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★★

Cover: Don Wright Cover subtitle: Willard M. Lane



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Logic ★★

This is Not a True Title: True or False?

As logicians go, Raymond Smullyan is an unusually prolific puzzle constructor. The author of many logic collections—What Is the Name of This Book?, The Chess Mysteries of Sherlock Holmes, and The Chess Mysteries of the Arabian Knights, to name just a few—he has been grinding down our pencil points for years.

Smullyan delights in posing paradoxes and creating controversial puzzles, as you will see in the puzzles adapted here from his forthcoming book, *The Lady or the Tiger?* But let's begin with one of his "old chestnuts," a logic puzzle of a type that's been argued about for decades.

Answer Drawer, page 68

The Politician Puzzle

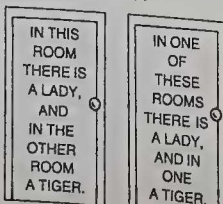
Imagine a convention attended by one hundred politicians. Each politician is either crooked or honest. We are given the following two facts:

1. At least one of the politicians is honest.
2. Given any two of the politicians, at least one of them is crooked.

Can it be determined from these two facts how many of the politicians are honest and how many are crooked?

The Lady or the Tiger

1. You come to the end of a passageway and see two doors. You must choose one door and enter that room, knowing that either a lady or a tiger awaits you. There could be ladies in both rooms, tigers in both rooms, or a lady in one and a tiger in the other. Your only clues are the signs on the doors. If you know that one of the signs is true and the other false, which door would you open (assuming you want to find a lady)?

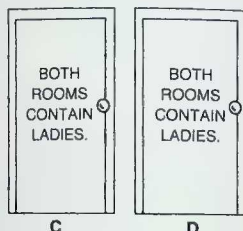


A

B

II. You come to two more doors. This

time, you know that if a lady is in Room C, then the sign on that door is true, but if a tiger is in Room C, then the sign on the door is false. You also know that if a lady is in Room D, then the sign on that door is false, but if a tiger is in Room D, then the sign on that door is true. Again, assuming you want to find the lady, which room do you choose?

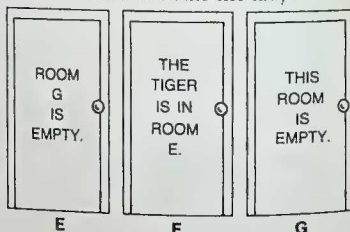


C

D

III. This time you come to three doors, knowing that behind one is a lady and behind another a tiger, and that one room is empty. The sign on the door of the room containing the lady is true. The sign on the door of the room containing the tiger is false. And the sign on the door of the empty room could be either true or false.

Which room contains the lady?



E

F

G

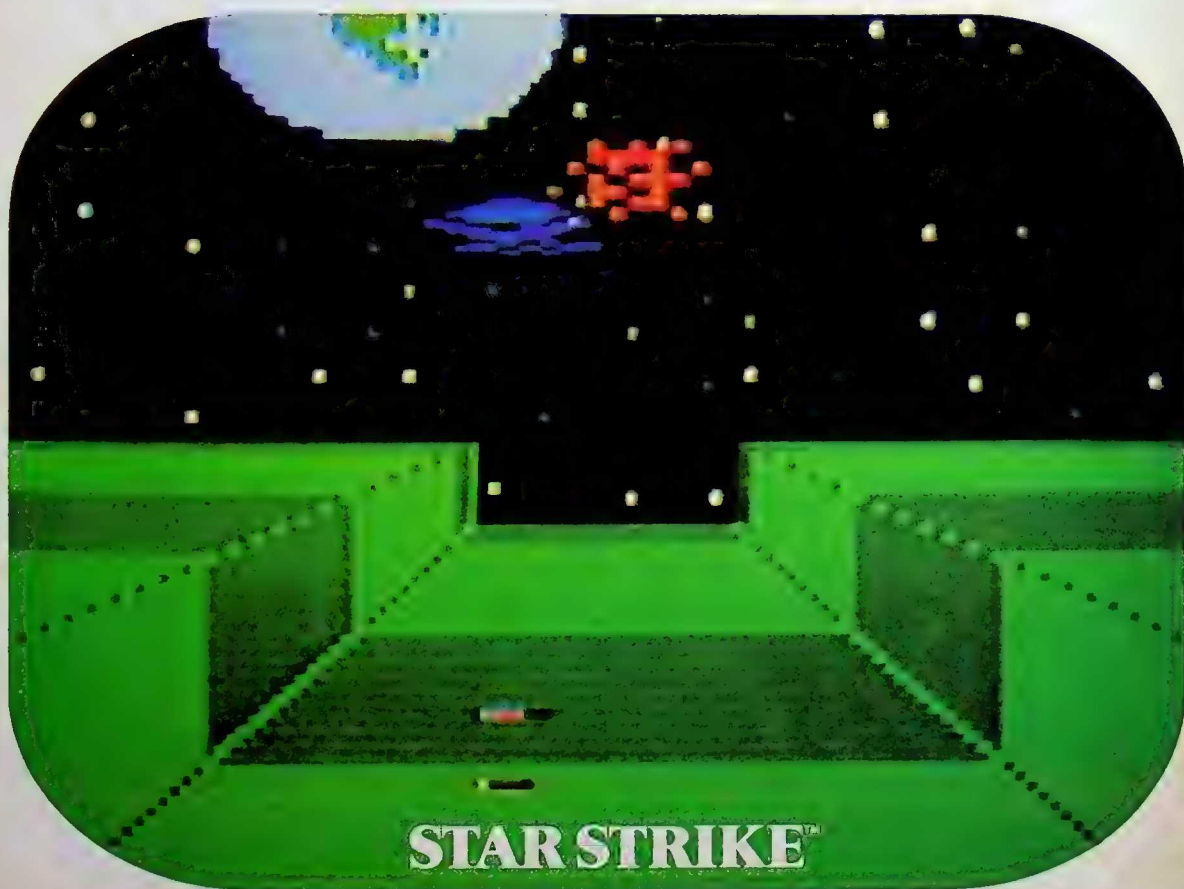
The Case of Karl and Martha

Transylvania is inhabited by vampires and humans; the vampires always lie and the humans always tell the truth. However, half the inhabitants (both human and vampire) are insane and believe all true propositions to be false and all false propositions to be true. The other half of the inhabitants are completely sane and know all true statements to be true and all false statements to be false.

Karl and Martha are twins from Transylvania. What's interesting about them is not only that one of them is a human and the other a vampire, but also that one of them is sane and the other insane. It is not known which is which. Given these two statements:

Karl: My sister is a vampire.
Martha: My brother is insane!
Which one is the vampire?

**“EITHER THIS
SPACE GAME
OR MY LIFE
GOING 1**



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KITES TO MAKE AND FLY by David Pelham (Penguin, 1982, 50 pages, \$14.95 large paperback).

The trouble with this book is that when you've finished it, you don't have a book anymore. What you do have are ten brightly colored paperfolded kites that you can fly.

Actually, you will still have the first six pages of the book, which give general instructions and comments on flying locations, lift, and stability. But the bulk of the book is meant to be cut apart, folded together, occasionally glued, and then ultimately flown. You will need a few extra things too, like matchsticks, thread, and pins, but nothing fancier.

Skyskid, the first kite in the book (shown at right) was assembled for this photograph in less than ten minutes. Some are more intricate to build, but none are difficult to fly.—P.M.W.



How to Beat the Video Games by Michael Blanchet (Fireside Books, 1982, 128 pages, \$3.95); **How to Master the Video Games** by Tom Hirschfeld (Bantam Books, 1981, 177 pages, \$2.95); **The Winner's Book of Video Games** by Craig Kubey (Warner Books, 1982, 288 pages, \$5.95); **Mastering Pac-Man** by Ken Uston (Signet, 1981, 128 pages, \$1.95); **How to Win at Pac-Man** by the Editors of Consumer Guide (Pocket Books, 1982, 32 pages, \$2.25); all paperback.

The first phalanx of video books has begun, predictably, to invade bookstore shelves. Some players we talked to feel that studying a book takes the fun and discovery out of playing; others hold that the whole point of playing is to get the most mileage out of a quarter, and they welcome practical advice.

Three of the books—**How to Beat the Video Games**, **How to Master the Video Games**, and **The Winner's Book of Video Games**—are general guides to the arcade world. Each explains the play and strategies of a number of popular games well enough so that you'll no longer have to learn how to play Centipede or Defender by looking over some 10-year-old's shoulder, or worse, by spending your hard-earned quarters.

Both the Blanchet and Kubey books offer comprehensive tips on established favorites like Asteroids, Berzerk, and Pac-Man, but they're weak when discussing newer hits such as Donkey Kong, Tempest, and Qix. In addition to its useful illustrations, Blanchet's book offers valuable advice on how to find a machine in good working order and how to overcome problems like static overload. Kubey's book has almost no dia-

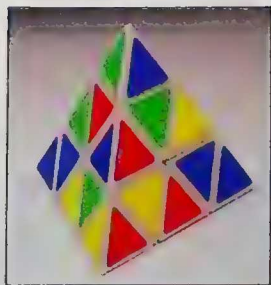
grams, but he sounds as if he's spent his entire life in arcades, and his humorous style makes the lessons go down easy. Kubey also reviews home video systems and about two dozen popular cartridges. The Hirschfeld book succinctly covers the most coin-op games, but because it was released earlier than the other books, it omits some of the newer games.

Even if you're a novice, these books will let you walk up to most machines knowing what to expect—which is, after all, half the space-battle. But don't plan to initial your high scores right away: None of the books provides the kind of in-depth strategies found in the two titles devoted entirely to Pac-Man. The more rigorous of these is **Mastering Pac-Man**, by blackjack authority Ken Uston. Uston, who owns his own arcade-size Pac-Man, offers playing tips and detailed diagrams of seven different movement patterns that will enable you to survive any board on either the "fast" or the now rare "slow" machines. The patterns work, and the publisher's claim that readers will be "doubling, tripling, and even quadrupling" their scores is, if anything, an understatement—if readers are willing to put in some work. Uston also provides patterns to be used on Coleco's portable Pac-Man. **How to Win at Pac-Man** gives only four patterns, all different from Uston's, but they work well enough to make you an expert. The book contains neither the pattern needed to navigate the first board of the "slow" game nor the special patterns for the Coleco version.

These books are only the beginning. With many similar projects on the way, best-seller lists may soon contain only books on video games, Rubik's Cube, and cats. —C.S./J.A./R.W.S.

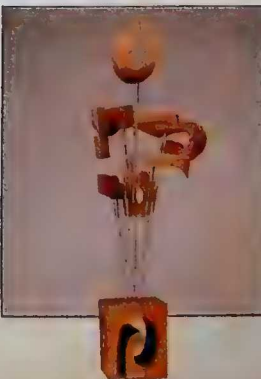
ETCETERA

Mercury Maze (from Sointu, 20 E. 69th St., New York, NY 10021; \$15 plus \$1.50 postage) is a maze of only medium difficulty, but the task of coaxing a fluid "ball" of mercury through the winding paths is very hard indeed.



Pyraminx (Tomy, \$12) has the feel and fascination of a cube puzzle. But with only four sides instead of six, you can probably solve it without buying a book.

Grandpa's Puzzle (Neico Ent., 555 Pier Ave., Hermosa Beach, CA 90254; \$11.95 plus \$2 postage) makes a free-form sculpture when you set it up on its hardwood base, or an absorbing three-dimensional puzzle when you try to fit the seven pieces into the base to form a cube.



The Balancing Act (Reiss, \$6) is a magnetic base and ten metal acrobats that can be balanced in endless ways. A steady hand is helpful for this tessellating toy.

Give your mind
some fresh air
and exercise.



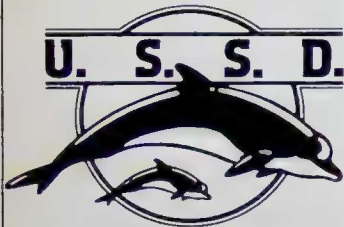
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CONTEST RESULTS



Photo by John Oldenham

Michael Christopher with his "winner takes all" prize in Flying Games Contest.

Flying Games

from November/December 1981

The 52 game pieces defying gravity on our November/December cover also defied all popularity records for a *Games* contest. We received over 152,000 entries, more than three and a half times as many as in any previous contest. Well over half of them correctly identified the 52 games to which the pieces belonged; the most frequent error was to mistake the clear purple Pente piece (item number 8) for an Oh-Wah-Ree stone.

The winner, chosen by random drawing, is Michael Christopher of San Diego, CA. He is pictured above, along with the grand prize—all 52 games he identified.

Ten runner-up prizes of a game from our grab bag go to: Alisa Bedell of Centerville, UT; Linda Bingham of Perry, AR; Mark Boyd of Whiteman A.F.B., MO; Julie and Amy Demarco of Genese, Belgium; Peter Goldstein of Huntington, NY; Rita Madrigal of Loudonville, NY; Hardy Meinke of Orange, CA; Lauralyn D. Siordia of Garden Grove, CA; Michael J. Sullivan of Baltimore, MD; and Robert M. Tietze of Milford, MI. And our special thanks to Buddy Compton and CMC Inc. of Ellijay, GA, who submitted an entry in the form of an en-

graved plaque bearing our logo (but which, unfortunately, contained one error in the game list) —R.W.S.

The winning entry

- | | |
|------------------|---------------------|
| 1. IMPUZZABLES | 28. SHUFFLE SHOT |
| 2. TRIPPPLES | 29. SCRABBLE BRAND |
| 3. QUIRKS | CROSSWORD |
| 4. FEUDAL | GAME |
| 5. KANGAROO | 30. RISK |
| 6. NUCLEAR WAR | 31. WAR OF THE RING |
| 7. FORE-PAR | 32. GRASS |
| TABLE GOLF | 33. RUBIK'S CUBE |
| 8. PENTE | 34. DIPLOMACY |
| 9. JUNTA | 35. SUDDEN DEATH |
| 10. WORD RUMMY | 36. MASTER MIND |
| 11. SHOGI | 37. INNER CIRCLE |
| 12. BLACK BOX | 38. TWIST |
| 13. LEVERAGE | 39. COSMIC |
| 14. CLUE | ENCOUNTER |
| 15. MILLE BORNES | 40. TOTAL CONTROL 4 |
| 16. BRIDGE | 41. NO JIVE YO-YO |
| CHALLENGER | 42. IMPERIUM |
| 17. THE GENERALS | 43. 4000 A.D. |
| 18. KINGMAKER | 44. QUINTESSENCE |
| 19. ACQUIRE | 45. CONQUEST |
| 20. COMPULSION | 46. WATERWORKS |
| 21. THE CREATURE | 47. QUINTILLIONS |
| THAT ATE | 48. REMOTE CONTROL |
| SHEBOYGAN | VIDEO COMPUTER |
| 22. PASSING | SYSTEM* |
| THROUGH THE | 49. ELECTRONIC |
| NETHERWORLD | DUNGEONS & |
| 23. MONOPOLY | DRAGONS |
| 24. BIG BOGGLE | 50. CAN'T STOP |
| 25. CAREERS | 51. CAPELA, |
| 26. DOMINIQUE | 700 SERIES |
| 27. DARK TOWER | 52. SKYRO |

* Since Atari cancelled plans to produce this system, their existing VCS was substituted in the grand prize

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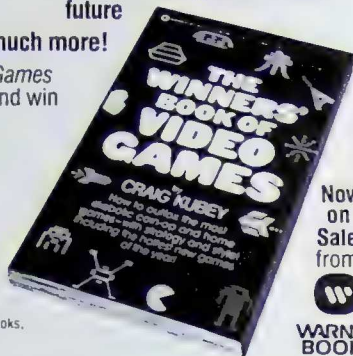
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It All Adds Up

The solution will be EIGHTY if you write out each number and add and subtract letters, rebus-style. Add new words at the end of existing words, and subtract letters working from left to right with each new letter (which in some cases produces an anagram)

TWO
+THIRTY
TWOTHIRTY
+ELEVEN
TWOTHIRTYELEVEN
-THIRTEEN
TWOYLVE
+SEVENTEEN
TWOYLVESEVENTEEN
-TWELVE
OYSVENTEEN
+NINETY
OYSVENTEENNINETY
+EIGHTEEN
OYSVENTEENNINETYEIGHTEEN
-NINETEEN
OYSVENTYEIGHTEEN
-SEVENTY-ONE
YIGHTE=EIGHTY

Three at a Time

- | | |
|------------|--------------|
| 1. Graphic | 7 Turnover |
| 2. Squirts | 8. Opaque |
| 3. Candle | 9. Hijack |
| 4. Jackal | 10 Kilometer |
| 5. Panoply | 11. Unviewed |
| 6. Abscond | 12 Carbuncle |

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2. Bushed (Landscape)
3. Sew-Sew (Tailor)
4. Antsy (Exterminator)
5. Recovering (Upholsterer)
6. Pooped (Dog Trainer)

They Kiss Horses, Don't They?

1. e. Trigger (Roy Rogers)
2. b. Diablo (The Cisco Kid)
3. a. Scout (Tonto)
4. c. Champion (Gene Autry)
5. g. Tony (Tom Mix)
6. h. White Flash (Tex Ritter)
7. i. Silver (The Lone Ranger)
8. d. Topper (Hopalong Cassidy)



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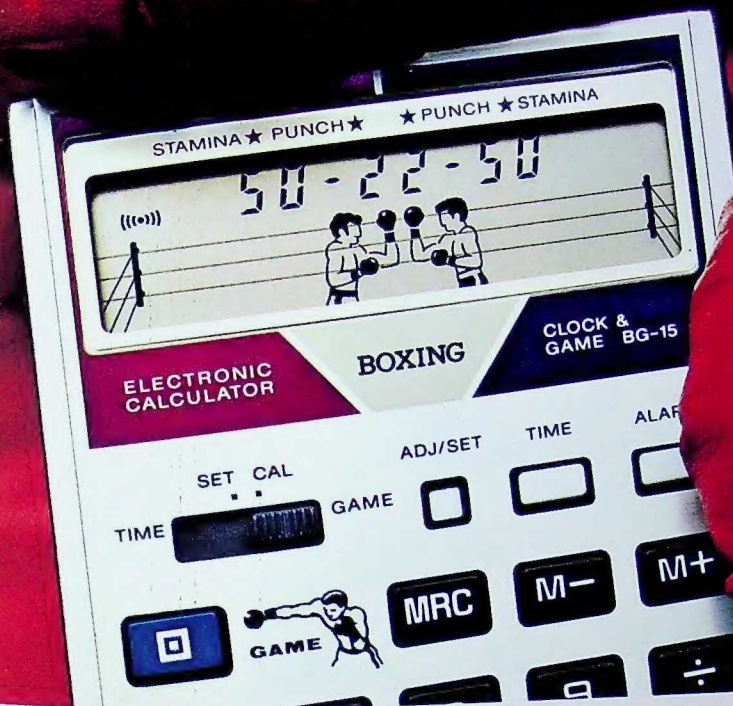


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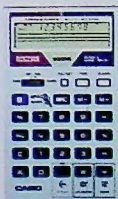
canvas, and The Contender raises his arm in victory.

Each time you land a blow, The Contender memorizes it and forces you to try another strategy. He won't fall for the same sucker punch twice.

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