

Lost in the Funhouse?

Name the games in the mirrors

(Clues pp. 41-56)

WIN!
100
games
(Rules p. 2)





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NOVEMBER 1982

GAMES

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

Cover Photographs Walter Wick



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PHOTOGRAPH BY KATE SIMON



Models Jerry Hall (left) and Christie Brinkley during their spare time.

Bowling in the Fast Lane

The Bowlmor Lanes in New York's Greenwich Village is rather timeworn: The blue painted walls are faded, photos of old bowling league teams are coated with dust, ads for neighborhood stores sag from simulated wood paneling, and the candy machine is broken. But after midnight, when the lights go down and the music's cranked up, shabby becomes chic at The Bowling Club.

Once considered a blue collar game, bowling is now the height of fashion, and celebrities and late-night cognoscenti are leaving their dancing shoes at the door, bowling till dawn, and toasting their strikes with cocktails served at their scoretables. Regulars at The Bowling Club include Richard Gere, David Bowie, Susan Sarandon, Catherine Deneuve, Peter Boyle, and Cher. "But it's just a bowling alley," says restaurateur Jon Simon, the 26-year-old co-founder of the club. He describes the clientele as "New York's nocturnal jet set, the impoverished rock crowd, and the stars."

Simon and his partner, Alan Platt, formerly an advertising copywriter for CBS Records, have no plans to install an elaborate light show or to mirror the walls. "Rather than try to change it into a nightclub, we want to respect it," says Simon, adding, "We just dim the lights for atmosphere and play the music real loud." And there's no doorman to grant admission strictly to the Beautiful People. Five bucks says you're in and you can bowl all night.

Simon and Platt got the idea for The Bowling Club after throwing a surprise party for Platt's girlfriend at The Bowlmor Lanes. They asked the manager if they could play rock music over the sound system, and the party was so much fun they entered into a joint ven-

ture with the owners. Platt and Simon have since started Bowling Clubs in Los Angeles and on Long Island.

"It's a good place to hang out instead of drinking and dancing," says a travel agent in leather pants and studded leather bracelet who brought her stepdaughter. Adds a freelance graphics designer, "I'm from Detroit, and when I was 15 we'd go bowling three times a week. At this place you're not just trying to pick up people like at other clubs. It's a nice change and it brings back memories."

So never mind if you don't know how to score a strike or if you throw nothing but gutterballs. At The Bowling Club, half the fun is watching people bowl to the B-52s.

—Karen Schwarz

Let a Hundred Arcades Bloom

China's Cultural Revolution is dead... well, almost dead. Having already imported such decadent Western delights as X-rated movies and Rubik's Cube, the Chinese have now discovered electronic games. According to the *Guangming Daily*, the Chinese have produced their first video game, called Bazooka. Created by the Semiconductor Research Institute of the Chinese Academy of Science and an electronics firm in Guilin, Bazooka is the typical arcade game found in most capitalist countries: The player scores or loses points by firing his bazooka at armored vehicles, tanks, cars, ambulances, and stretcher bearers that appear randomly on the screen.

But there is a revolutionary twist. At the end of the game, the machine plays "The Song of the Guerrilla" and displays the words on the screen. No doubt Chairman Mao would have plunked down a handful of yuan to play it.

—Chester L. Blair

Caveat Lector

One of these best-seller lists is real and the other is purely fictitious. If you know which is which, you'll love *The Newark Times Book Review* (Tribeca Communications, Inc., N.Y.), a 40-page parody of the book section of a great metropolitan newspaper, now available in bookstores across the country. If you don't, just ask any bookseller for a copy of *The Simple Solution to Reagan's Brain*—and while you're at it, order one for us.

—Lisa Feder

TRADE

Trade paperbacks are soft-cover books usually sold in bookstores and at an average price higher than mass-market paperbacks. This listing is based on computer-processed reports from 1,000 bookstores in every region of the United States.

- 1 **REAL MEN DON'T EAT QUICHE**, by Bruce Feirstein. (Pocket, \$3.95.) Macho humor, with drawings.
- 2 **THIN THIGHS IN 30 DAYS**, by Wendy Stehling. (Bantam, \$2.95.) How-to.
- 3 **THE ELDESTONES OF SHANNARA**, by Terry Brooks. (Ballantine/Del Rey, \$7.95.) A fantasy sequel to "The Sword of Shannara": fiction.
- 4 **COLOR ME BEAUTIFUL**, by Carole Jackson. (Ballantine, \$8.95.) Beauty tips for women.
- 5 **GARFIELD WEIGHS IN**, by Jim Davis. (Ballantine, \$4.95.) The latest adventures of the gluttonous feline: cartoons.
- 6 **CHOCOLATE: The Consuming Passion**, by Sandra Boynton. (Workman, \$4.95.) A celebration of chocobolics in words and drawings.
- 7 **GARFIELD BIGGER THAN LIFE**, by Jim Davis. (Ballantine, \$4.95.) Cartoon humor.
- 8 **WHAT COLOR IS YOUR PARACHUTE?** by Richard Nelson Bolles. (Ten Speed Press, \$7.95.) Guide for job hunters and career changers.
- 9 **NEVER-SAY-DIET BOOK**, by Richard Simmonds. (Warner, \$7.95.) A regimen by the Hollywood television personality.

MASS MARKET

Mass-market softcover books have soft covers and are sold everywhere—in service stations, shopping malls, pubs, funeral homes, and sometimes even in bookstores. This listing is based on reports from readers.

- 1 **THE BEVERLY SILLS DIET**, by Judy Matar. (Berserky, \$3.50.) A regimen designed by a Lincoln Center nutrition-guru.
- 2 **THE SIMPLE SOLUTION TO REAGAN'S BRAIN**, by James Carter. (Rooster, \$1.95.) Instructions for solving that puzzle.
- 3 **THE WHITE BOMB**, by Dan Thomas. (Pocket, \$3.50.) The case of an old President whose problems epitomize this century's neuroses: nonfiction.
- 4 **MASTERING BIG-BANG**, by Ben Useful. (NOL Silent, \$1.95.) How to play the war game.
- 5 **HOW TO MASTER NUCLEAR BOMBS**, by Tom Hurtsmore. (Rooster, \$2.95.) How-to.
- 6 **THE SINNING**, by Steven Queen. (Silent, \$3.95.) Little Rosie can make people sin by thinking dirty thoughts: fiction.
- 7 **ENDLESS BOMBS**, by Scotch Spender. (Rave On, \$2.95.) Adolescent sex kitten's home is nuked by mad boy friend: humor.
- 8 **IN THE MOUTH OF THE MONSTER**, by Jack Madman Maler. (Dull, \$3.95.) Letters between a killer and a flashy over-rated writer: nonfiction.
- 9 **THE HOTEL NEW JERSEY**, by Jon Irking. (Pocket Press, \$3.95.) Life with past...

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FAVORITES OF THE EDITORS OF GAMES MAGAZINE



Edited by R. Wayne Schmittberger

Every year at this time, we take pleasure in recommending 100 very special games. Though these selections are highly diverse—including games both old and new, involving all combinations of chance, strategy, and physical skill—they have one common feature: The more they are played, the more enjoyable they are to play again.

In choosing from more than a thousand games on the market, we look for outstanding *quality*—innovative mechanisms and prices in line with the workmanship of the playing equipment—and for games that make us forget the lateness of the hour in our after-work play-testing sessions. We select only games that are readily available either in stores or by mail, a limitation that eliminated a few of our now discontinued favorites—like *Isolation*, *Black Box*, and *Skyro*, some copies of which might still be found in stores, if you're lucky. Nonproprietary games that are sold in a wide variety of styles and prices (like chess and backgammon) are not included—the choice of a set depends on your taste and budget.

Whether your interest is word games, logic and deduction, sci-

ence fiction, or games of dexterity, we hope you'll find something you like in the various categories, or in the catchall "Late Arrivals" group, which enabled us to keep looking for worthy new additions right up until press time. Because home video games are so numerous and varied this year, we'll cover them in a separate feature next month.

The numbering of the games is for reference only, and is not a ranking of any kind. When a number is inside a postage stamp it means the game is available from us by mail, as explained on the order form that follows this section. The stars after each game's name and price indicate whether the game is easy (★), medium (★★), or hard (★★★) to get into. Thus the single star for *Rubik's Revenge* means only that it's easy to learn what to do with the puzzle—not that it's easy to solve! Where applicable, a typical playing time is included after the stars (30 M stands for 30 minutes, 2 H is two hours, etc.). Games previously reviewed or featured in this magazine are indicated parenthetically: J/F 79 would be the January/February 1979 issue, O 82 means the October 1982 issue, and so on.

And now, the games. —R.W.S.

Photographs by Stan Fellerman

WORD GAMES



SCRABBLE BRAND CROSSWORD GAME (Selchow & Righter, Deluxe edition shown \$29.95 [1A], Travel \$16.95 [1B], Standard \$12.95 [1C]) ★ 1 H

The best known of all word games is also the most strategic, especially when just two play. It boasts a national network of clubs, official tournaments, and even its own dictionary. In the photo, can you find a play using all seven tiles in the rack? (S/O 78, pp. 11-13)

RUNES (Eon Products, \$10) ★★ 20 M

This game exploits the fact that any letter of the alphabet can be formed by combining pieces of four different shapes of curves and lines. The mental gymnastics of breaking words into letters and letters into pieces should delight wordplay and logic buffs alike. Rules are included for three different games, one of which can be played solitaire. (M/J 82, p. 56)

WORD RUMMY (Gabriel, \$5.99) ★ 30 M

In this modified form of the old tile game anagrams, players form words from the lettered cards in their hands, or try to steal other players' words by adding letters to them and rearranging them. If you can see at a glance that DAIRY + PM = PYRAMID, and that you can add an additional ROLLI to make PRIMORDIALLY, no one will be able to beat you. (M/A 81, p. 59)

BIG BOGGLE (Parker Brothers, \$16.95) ★ 5 M

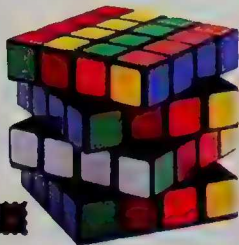
There's just no better word game for a large group of people, yet Big Boggle plays well with as few as two. After shaking up the letter cubes, players race against time to jot down all the words they can find by winding through the grid from letter to letter. Only words that no one else finds count in scoring. Can you find an 11-letter word in the photo? (M/A 80, p. 55)

PROBE (Parker Brothers, \$13.95) ★ 20 M

The object is to discover your opponents' hidden words before anyone discovers yours. Players take turns guessing letters, much as in hangman, and do well to think of words with unusual letter combinations. The equipment has been improved since last year



MANIPULATIVE PUZZLES



RUBIK'S REVENGE (Ideal, \$15.95) ★

In struggling to solve the original cube, it was some help that the center pieces stayed put. That's not true of this Supercube, which has added an extra row of subcubes in all three dimensions. A solution booklet can be obtained from Ideal for an extra couple of dollars, on the chance you get lost amid the 178 quattuordecillion combinations.

ALEXANDER'S STAR (Ideal, \$11.95) ★

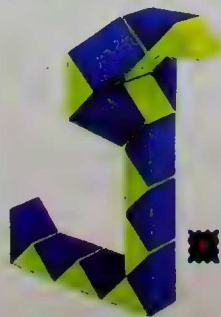
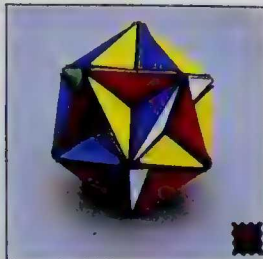
It turns like Rubik's Cube, but along 12 axes instead of six. When solved, each of its 12 "faces" will be a solid color, but the stars jutting out from each face will be multicolored. Writing the solution booklet (one can be purchased separately) is our idea of a nightmare. (O 82, p. 56)

MAGIC SNAKE (HirschCo, \$11.99) ★

What comes in a ball, straightens to a line, and can be twisted into countless shapes (like the cobra shown)? The silly snake, of course, which does for frustrated artists what the Cube did for would-be engineers. If you tire of fiddling with one, put two or more together for a host of new sculptures. (J/F 82, p. 53)

THE ORB (Parker Brothers, \$7.95) ★

Rotating one of this puzzle's hemispheres aligns the beads to form one, two, or four independent loops. Segregating all the beads by color is much easier than solving Rubik's Cube but still proves quite challenging enough. (J/A 82, p. 55)



MODERN STRATEGY GAMES



PENTE (Pente Games, with silk-screened board shown \$90 [10A], or with vinyl board \$17.50 [10B]) ★ 15 M

Simple rules, beautiful equipment, and quick playing time have made this one of the few abstract games to become a big commercial success in recent years. Already there are tournaments, a regular newsletter, and a book on strategy, with more coming. Pente closely resembles the Japanese *ninuki-renju*: The first player to get five pieces in a row or to capture 10 opposing pieces wins. (J/A 79, p. 52)



TRAX (Excalibre Games, Box 32407, Fridley, MN 55432, \$8 includes postage) ★ 30 M

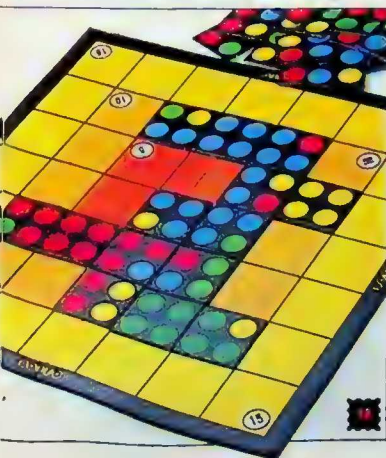
In this unusual boardless struggle, a player's every move adds to both his own and his opponent's network of paths. The player who either completes a loop or connects opposite edges of an imaginary 8×8 array of pieces with a path of his chosen color is the winner. Players who get fixated on local tactics are likely to win the battle but lose the war. (O 82, p. 55)

DOTTO (Tega-Rand International, \$8.95) ★ 45 M

This game has more the feel of dominoes than of a board game. Players choose a tile from a hand of three and add it to the board, scoring points for creating or extending a line of dots of matching color or for covering bonus squares. As the board fills up, values tend to increase, resulting in seesaw battles right down to the wire. (J/F 82, p. 52)

VIS-À-VIS (Selchow and Righter, \$11.95) ★ 30 M

In this game of pattern making and breaking, the "scorer" tries to move discs into palindromic arrangements (such as red-green-red or blue-blue) while the other player tries to thwart him by adding discs on the least helpful squares. After the board is filled and the score tallied, players switch roles. Though new in the U.S., this game has been a European success under the name Entropy. (S 82, p. 65)



TWIXT (Avalon Hill, \$18) ★ 45 M

Players try to complete fences across the board in conflicting directions, and only one can succeed. Subtlety and finesse will win every time against straightforward aggression in this game of great depth and varied tactics.

SCORE FOUR (Lakeside, \$7.95) ★ 30 M

Tic-tac-toe is taken to new heights in this $4 \times 4 \times 4$ version, where the player with the most lines of four at the end wins. Strategy is complicated by the fact that beads cannot be played on the top levels until the columns below have been filled in (unless you're playing aboard the Space Shuttle).

INTERPLAY (Shoptaugh Games, \$12.95) ★ 20 M

Attractive wooden pieces enhance this five-in-a-row strategy game, which has the interesting twist that certain opposing pieces may occupy the same point simultaneously. Pieces can sometimes hop around freely in endgames, creating dizzying complications. (M/J 82, p. 56)

WATCH (MPH, \$5) ★ 15 M

The equipment may be plain, but the game has great play value. After the board squares are randomly filled with colored discs, each player tries to maneuver his one piece onto a square of the same color as his opponent's. The game always ends quickly because each square may be landed on only once.

QUINTILLIONS (from Kadon Enterprises, 1227 Lorene Drive, Suite 16, Pasadena, MD 21122; \$29 includes postage) ★★ 30 M

Twelve differently shaped, precision-cut wooden pieces are used for various competitive and solitaire games. If you can visualize how to put two pieces together to maximize contact between their surface areas, this beautiful game may be just for you. (S/O 81, p. 62)



TRIVIA

TRIVIAL PURSUIT (from Horn Abbot, Box 560, Niagara-on-the-Lake, Ontario, Canada, L0S 1J0; \$29.95 plus \$2.80 postage and handling) ★ 90 M

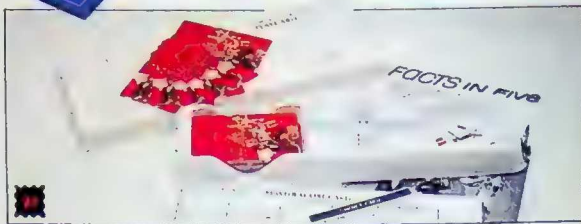
Trivial Pursuit's 6,000 questions are the most in any trivia game. Players travel around the board from entertainment to sports to science and history and other categories. Also available is a Silver Screen edition with 6,000 more questions, all on the movies. (\$82, p 65)

JEOPARDY (Milton Bradley, \$9.50) ★★ 30 M

The TV game show is long gone, but the home version is still so popular that this 14th edition has just been released. And when you decide how much to wager on the final question, remember, "Strategy's what counts."

FACTS IN FIVE (Avalon Hill, \$14) ★★ 45 M

In five minutes, can you think of five names beginning with five different letters, for each of five distinct categories? As you do all this five times, the changing combinations of letters and categories keep the challenge endlessly absorbing.



WHEELING & DEALING

DIPLOMACY (Avalon Hill, \$17) ★★ 5 H

Many have called this the "game of the century." Players representing major European powers maneuver armies and navies about a map with pre-World War I boundaries, and between moves negotiate secretly as they try to decide whom to trust. Diplomacy needs at least five players, and is best with seven. (N/D 77, p 43)

JUNTA (Creative Wargames Workshop, \$13.95) ★★ 2 H

Who will fatten up his Swiss bank account the most: the president, the head of the secret police, the admiral, or one of the generals? A combination of diplomatic and wargame skills, not to mention greed and treachery, is useful in this satirical but not-so-unrealistic game set in an unspecified Latin American "republic." Best with five to seven players. (M/J 80, p 54)

MONOPOLY (Parker Brothers, \$11.95) ★★ 2 H

This game needs no description, so here's a strategy hint: The orange monopoly is the best. Skeptical? Try counting how many times you land on it as you leave jail. (M/A 78, pp 10-13)

RAIL BARON (Avalon Hill, \$16) ★★ 3 H

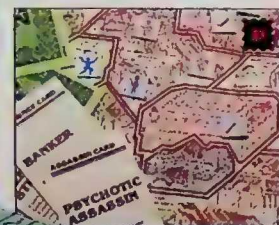
The gameboard depicts the heyday of U.S. railroading. Players earn money by moving from city to city, and use profits to buy railroad lines. Since it costs dearly to use a line owned by an opponent, the trick is to buy up both a network connecting key cities and local monopolies that will pay off big when opponents travel on your turf.

DISCRETION (Princeton International Enterprises, \$14.95) ★★ 2 H

In this highly original real estate development game, players mutually benefit from erecting buildings on adjoining lots. Borrowing from the bank is a good strategy, but try to avoid dealing with loan sharks: If you get in too deep, they'll take you out of the game.

ACQUIRE (Avalon Hill, \$18) ★★ 90 M

Players build and merge hotel chains by playing tiles from their hands, and buy stock in the chains they think will be the most valuable. Among family games, this is one of the most strategic.



ELECTRONIC GAMES

WORLD CHAMPIONSHIP BASEBALL (Mattel, \$29.99) ★★ 30 M

In this game of almost unbelievable sophistication, you can program your batting lineups, change pitchers as they tire, call in a pinch-hitter—and watch the players perform according to their statistical charts in the rule-book. But you have to develop hitting skills too, because the opponent—computer or human—throws wicked curves. The control pads are like those for Mattel's Intellivision baseball

WORLD CHAMPIONSHIP FOOTBALL (Mattel, \$29.99) ★★ 30 M

Worlds beyond Mattel's old Football II, this hand-held game allows you to program various offensive formations and pass patterns, and to control key players as play unfolds. Players are represented realistically, as in Mattel's Intellivision football cartridge

PAC-MAN (Coleco, \$70) ★ 10 M

Though the Pac-Man in this tabletop version moves in staccato steps rather than a smooth glide, it's still great fun to eat dots and play tag with monsters. And the other games this machine plays—"Head-to-Head Pac-Man" and "Eat and Run"—are in themselves worth the price of admission. (J/A 82, p. 53)

SUPER SIMON (Milton Bradley, \$59.95) ★

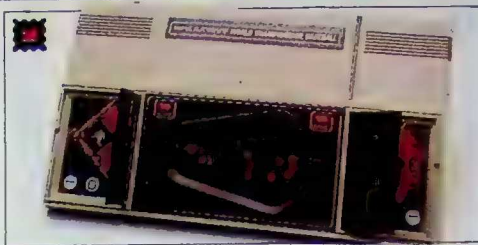
More suitable for parties than any other electronic game, Super Simon plays five different games and is suitable for both solitaire and head-to-head play. The basic challenge is to remember and re-create longer and longer sequences of tones and colored lights. (M/J 81, p. 56)

AIR TRAFFIC CONTROLLER (Bandai, \$50) ★★

How many airplane landings and takeoffs can you juggle? In trying to keep track of speeds, altitudes, and flight paths, you'll be thankful it's only a game.

GALAXIAN (Coleco, \$70) ★

The miniaturized arcade game still has colorful graphics, jarring sound effects, and great play value. If you find dive-bombing aliens unnerving, the machine also plays a tamer game resembling Space Invaders.



FRISKY TOM (Bandai, \$55) ★ 10 M

This may be the best hand-held adaptation of an arcade game. You control Tom the plumber, who races around repairing pipes that mice keep knocking down. Points are scored by keeping the water flowing and by bashing mice with pipe sections whenever you can. If you get past the first two screens, the mice get really nasty and start lighting bombs. (O 82, p. 55)

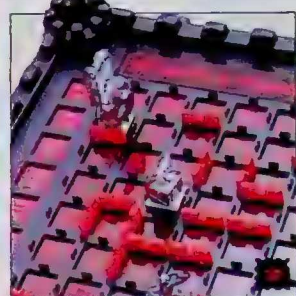
ELECTRONIC DUNGEONS & DRAGONS (Mattel, \$55) ★★ 20 M

One or two players grope their way through computer-generated labyrinths, different every game, searching for treasure. Guarding it is an audible but invisible dragon. By the time the sound effects tell you the dragon has awakened, you'd best know your way around the maze pretty well. (J/A 81, p. 46)



ELECTRONIC STRATEGO (Milton Bradley, \$59.95) ★★ 45 M

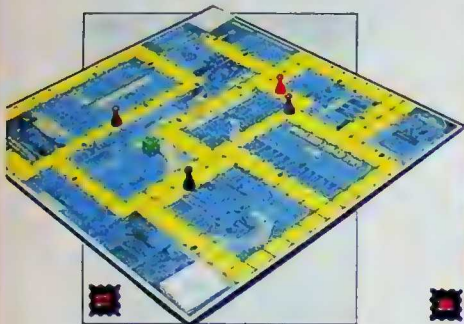
Computerization has greatly improved this classic battle to capture the opponent's flag. Identities of opposing pieces no longer need to be revealed when they fight, since victory is automatically awarded to the higher ranking piece. Players can also program secret mine locations and use turns to probe for weaknesses in the enemy camp. (S 82, p. 66)



LOGIC & DEDUCTION

221-B BAKER STREET (John Hansen, \$13.95) ★★ 1H

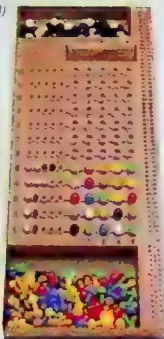
Two or more players slip through the back streets of London, piecing together charade-type clues and other bits of evidence, while padlocking important buildings to slow up or mislead opponents. Twenty different cases to solve come with the game; up to 100 more are available from the manufacturer.



ADVANCED MASTER MIND (Pressman, \$12.99) ★ 15M

Basic Master Mind has become a modern classic of deductive reasoning. The advanced version involves a code of five rather than four pegs, and of eight rather than six possible colors, making it a lot harder to win by lucky guessing. Can you solve the hidden code in the photo?

(J/F 78, p. 48)



CLUE (Parker Brothers, \$11.95) ★★ 1H

Millions love this classic mystery game, but we have yet to meet two people who organize their detective notes the same way. There's really no limit to what can be inferred from the questions the other players ask—or avoid asking—and it's more satisfying to win through careful deduction than by a lucky stab

(J/F 80, pp. 13-15)



SLEUTH (Avalon Hill, \$6) ★★ 1H

Three to six players try to learn which card has been removed from a deck of "gem cards," each of which displays a unique combination of characteristics (for example, a "blue diamond cluster" or "red opal solitaire"). Players ask an opponent to see cards with specific characteristics ("Do you have any yellows?" or "Have you any opal clusters?"). The game includes an advanced "Supersleuth" version ideal for skilled logic problem solvers. (J/F 79, p. 40)

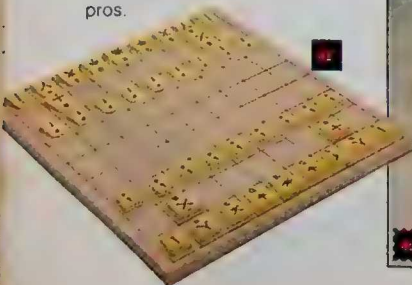


TRADITIONAL STRATEGY GAMES



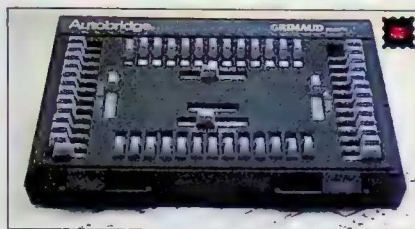
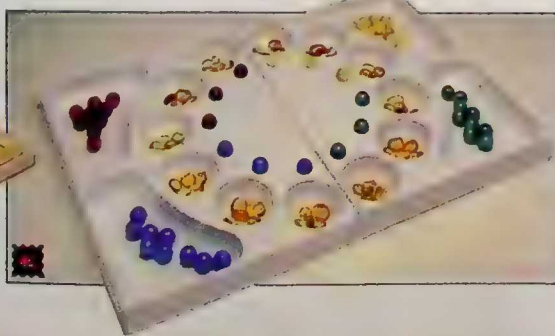
GO (from Sabaki Go Company, Box 23, Carlisle, PA 17013, full-size folding board and 5.5 mm glass stones, \$31 includes postage) ★★ 1H

Widely acknowledged as the best pure strategy game ever invented, go is easier to learn than chess, but harder to master. Players gain points by walling off territory or surrounding and capturing the opponent's stones. To help you figure out who's surrounding whom, Sabaki also sells all the English-language books on the game, nearly all written by Japanese pros.



SHOGI (The Shogi Association, P.O. Box 77, Bromley, Kent, U.K., \$17 plus \$5 surface postage) ★★ 1H

This is the only game that rivals go in sheer depth of strategy. Shogi is more complex than its distant cousin chess, because captured pieces become part of the capturing player's forces. Moves are shown symbolically on the pieces in this westernized version to simplify learning the game. A handicap system insures exciting games between unequal players.



AUTOBRIDGE (Grimaud, \$23.95) ★★ 10M

This solitaire bridge game allows beginners to practice without fearing angry partners, and also enables experienced players to test their skills with advanced deals (12 sets of 32 deals each can be ordered separately). Each hand fits behind a screen that exposes cards one at a time as in real bridge. A booklet analyzes each hand, explaining why your play was brilliant or knuckleheaded.



OTHELLO (Gabriel, \$11.99) ★ 45M

Pieces flip over and over as the board fills up in this deceptively simple strategy game, whose origins date back at least to Victorian England. Although the goal is to finish with the most pieces of your color up, the best strategy, paradoxically, is usually to limit your opponent's options by flipping over as few of his discs as possible during the first two-thirds of the game (S/O 77, p. 17)

OH-WAH-REE (Avalon Hill, \$14) ★★ 30M

Though we prefer the wooden boards that some companies market, none of those editions provide so outstanding a rule-book, giving rules for 10 of the best two-rank *mancala* ("pit-and-pebble") games. Though the games originated among primitive tribes, the secrets of their strategies still elude the best computer programs.

ACTION GAMES

❖ TWISTER (Milton Bradley, \$9 95) ★ 15 M

Become a human pretzel in this popular party game for people who don't mind getting better acquainted. A spinner tells you which hand or foot you have to move to which color dot on the giant vinyl board; if you fall over, you're out. Be sure to watch the person with the spinner—the temptation to cheat and call the most difficult move is usually irresistible.



❖ BOFFERS (from Grand Dance Boffer Co., Box 02301, Portland OR 97202, \$18 includes postage) ★

Ideal for reenacting your favorite pirate movie, these styrofoam swords allow combatants to whack away at one another as hard as they can—and with the sounds of a battle to the death. But injury is virtually impossible as long as the eye and ear protectors are worn.



❖ TRAC-BALL (Wham-O, \$15) ★

The two lacrosse-like rackets are designed for throwing, catching, and scooping up the hollow plastic balls, which accelerate as they're flung off the studded track. A hard sidearm throw yields the best curve ball we've ever seen.

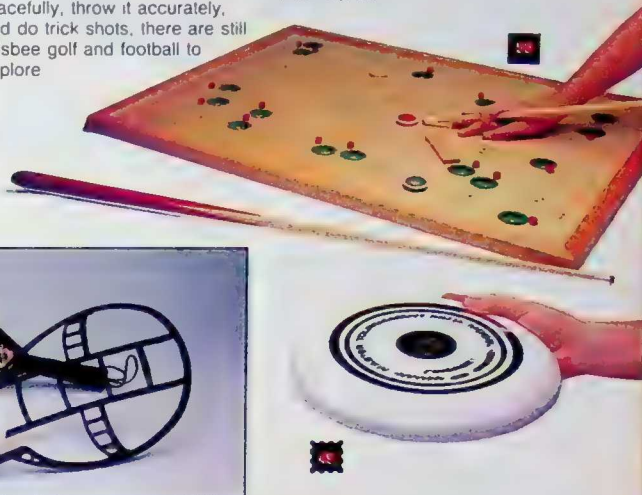
❖ MASTER FRISBEE (Wham-O, \$7) ★

This disc is bigger and heavier than the basic Frisbee and so is more reliable in the wind. Even after you've learned to catch it gracefully, throw it accurately, and do trick shots, there are still Frisbee golf and football to explore.

❖ FORE PAR TABLE GOLF (from World Wide Games Inc., Box 450, Delaware, OH 43015, \$90 plus postage) ★ 30 M

Still our favorite from World Wide Games's excellent line of woodcrafted games, this is more for pool mavens than golfers. Up to four players shoot their pucklike "golf balls" around this mini-18-hole course, where the chief hazards are bumpers and other players' balls. If you enjoy this kind of game, you should also check out Bumper Puck, Skittles, and Table Croquet in World Wide's catalogue.

(N/D 18, p. 53)



SPORTS STRATEGY

❖ SPEED CIRCUIT (Avalon Hill, \$14) ★★ 90 M

A better sports game can scarcely be imagined. Each player chooses a racecar with his favorite characteristics—good acceleration, maximum safe speed, or powerful brakes (but you can't have everything)—then race them on three world-famous tracks. The game is nearly pure skill, but players can elect to take chances.

❖ WIN, PLACE & SHOW (Avalon Hill, \$14) ★★ 2 H

Three to six players buy race horses at auction, bet on them, and act as jockeys for the horses they own. Though horses vary in speed and stamina, luck occasionally allows long shots to beat favorites, with big paydays for players who guess right. The races are simpler to handicap than in real life, but no less suspenseful.

❖ SOCCER STARS (Sol-tec, \$9 95) ★★ 1 H

This game captures the flavor of soccer with simple rules that players can easily add to for greater realism and detail. The longer an attempted pass, the farther from its intended target it may end up. The offside rule in the advanced game doesn't work very well, but this is easily corrected by substituting the official soccer rule.

❖ FOOTBALL STRATEGY (Avalon Hill, \$15) ★★ 1 H

In this game of second guessing, the offensive player has a choice of three styles of offense, each with 20 types of plays; the defense chooses from 12 different plays; and the results are cross-indexed on a chart based on NFL statistics. If you try a long pass just when your opponent has decided to blitz—well, you get the idea.



CARD & DICE GAMES



PATOLLI (Kirk Game Company, \$16) ★ 30 M

The resemblance of this Aztec game to the Indian *pachisi* has led to speculation about Asian-American contact in pre-Columbian times. This authentic reproduction includes gambling cards that represent money, home, children, and spouse, all of which were frequently wagered on the game. A 50-page booklet describes the game's prominent place in Aztec culture.



PASSING THROUGH THE NETHERWORLD (Kirk Game Company, \$16) ★ 30 M

The game of senet, found in King Tut's tomb, was a forerunner of backgammon which used peculiar sticklike dice. Egyptology buffs will especially appreciate the 67-page booklet, describing in detail the history, archeology, and religious meaning of senet, that accompanies this handsome reconstruction of the game. (M/J 78, pp 10-15)

MILLE BORNES (Parker Brothers, \$7.95) ★ 1 H

The first player to "drive" 1,000 miles wins. Players slow each other up with "speed limit" cards or with hazards like "flat tire" and "out of gas" (which require a "spare tire" or "gasoline" card to recover). Easy, suspenseful, and fine for parties.

UNO (International Games, Deluxe \$7.99 [58A] or Standard shown \$4.99 [58B]) ★ 45 M

Though you can improve your chances by remembering all the cards played, Uno's popularity is based on its simplicity, not on its strategic aspects. Players try to get rid of cards as in crazy eights, but the game has a rummylike scoring system.

CAN'T STOP (Parker Brothers, \$11.95) ★★ 20 M

"Quit while you're ahead" is good advice in this game—to a point. Players must balance greed and caution as they choose whether to pass the dice, thereby consolidating their position, or to keep rolling. (J/F 81, p. 52)

SORRY (Parker Brothers, \$11.95) ★ 30 M

Players advance their tokens from Start to Home by drawing number cards, many of which give interesting options: 7s may be split among two pieces, for instance, and 11s give the option of switching a token's location with an opponent's. The game is never dull, and is never decided until the last play.

GRASS (Euro Commerce Corp., \$7.50) ★★ 30 M

Whether you're intrigued or incensed by the theme of dealing in marijuana, consider this: We know of no action card game that plays better. Steal an opponent's stash, get busted, go free on a technicality—there's a lot of suspense as fortunes change quickly. The game was invented by a retired policeman!

MHING (Sunlex International, \$19.95) ★★ 90 M

This game, with an exotic 150-card deck, is based closely on Chinese mah-jongg but has a slightly simpler scoring system and a step-by-step rulebook that allows beginners to progress from simple to complex versions at their own pace. Owners of mah-jongg sets might buy it just for its rules, since it can be played with mah-jongg tiles. (O 82, p. 55)

MARRAKESH (from Xanadu Leisure, Box 10-Q, Honolulu, HI 96816, \$49.50 includes postage) ★★ 45 M

The handsome equipment will attract backgammon players, but this is really a game requiring good card sense. The shifting board positions make guessing what card your opponent will play an inexact science, and it will keep this game forever intriguing. (M/J 80, p. 53)

YAHTZEE (Milton Bradley, \$4.95) ★ 15 M

This unequalled solitaire game is also great played competitively. Players roll and reroll five dice and try to match them with categories on their scorecards ("full house," "straight," "sixes," etc.). A category may not be used twice, so the trick is judging what order to use them in.



GAMES OF DEXTERITY



BLOCKHEAD (Pressman, \$7.99) ★ 10 M

We know of no better equalizer of children and adults, game fanatics and non-gamers. Players take turns trying to add peculiarly shaped pieces to a tower without tipping it over. Just when you think your opponent is stuck, he somehow balances a piece you thought he couldn't, and now you're on the hot seat. Very addictive.

REACTRAC (Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$18 plus \$4 for postage and handling) ★

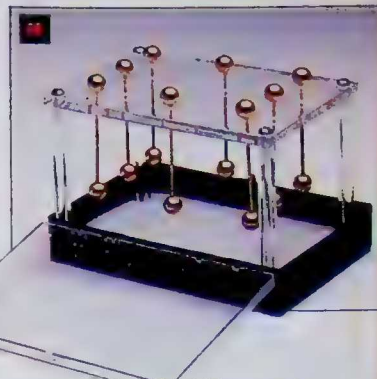
Guiding a steel ball around the curves without falling through drop-out holes requires patience, dexterity, and more practice than anyone can afford. The classic labyrinth game is good, but the tricks needed to master Reactrac are more interesting and varied. This game will probably be unavailable next year.

NO JIVE 3-IN-1 YO-YO (Tom Kuhn Custom Yo-Yos, \$10.95) ★

Laser-carved for exceptional precision, this state-of-the-art yo-yo can be taken apart and reassembled in three different configurations, each suited to its own set of trick throws. Fine for both beginning and advanced yo-yoers of all ages.

ETERNAL SUSPENSION (from Iteb International, 875 N. Michigan Ave., Suite 1557, Chicago, IL 60611; gold-plated "medium" version shown, \$19.95 includes postage, "easy" and "difficult" versions, \$14.95 each includes postage) ★ 15 M

This challenge—balancing rods and balls magnetically in apparent defiance of gravity—comes in three versions of varying difficulty (only the medium version is gold-plated). If you somehow master the trick, you can try setting records by using a clock. (S 82, p. 66)



ABSTRACT CONFLICT

RISK (Parker Brothers, \$17.95) ★★ 1 H

Even the most peace-loving tend to grow aggressive in this game of global conquest. And if there's anything about the rules you don't like, don't worry—dozens of alternate rules have been published, and it's easy to make up your own.

CONQUEST (Conquest, Inc. with metal pieces shown \$42.50 [70A], or with plastic pieces \$16.50 [70B]) ★★ 2 H

Load soldiers onto chariots and elephants, put them aboard your fleet, and set sail to attack the enemy's island stronghold. This colorful game of medieval combat involves pure strategy and combination, yet it's virtually impossible to look more than a turn ahead. The key is to develop an instinct for spotting strengths and weaknesses.

(J/F 79, p. 51)

BATTLE (Yaquinto, \$9) ★★ 45 M

This outstanding introductory wargame allows players to vary terrain and combat and movement values in ways that keep it challenging even to experienced players. Unlike most other wargames, it involves neither luck nor hidden movement of any kind. (M/J 81, pp. 60-61)



HEXAGONY (Avalon Hill, \$14) ★★ 90 M

In a sense, this game has two distinct boards. Players must decide each turn whether to move around the outside track to build up future "supply" points, or to use the supplies they already have to launch a speculative attack on the inner board area. Ultimate success requires accurate judgment of when to attack and when to consolidate.

4000 A.D. (Waddington's House of Games, \$19.95) ★★ 90 M

The board represents a three-dimensional sector of space, but players must also think in a fourth dimension as they send their spaceships through time warps. Expand your empire carefully, then coordinate a well-timed assault on your opponent's home planets. Miscalculation is punished severely: A fleet that outnumbers an enemy fleet by only one ship will wipe out the entire smaller fleet if their paths cross. (M/A 79, p. 42)

CLASSIC COMPUTER OPPONENTS

SENSORY CHESS CHALLENGER "9" (Fidelity Electronics, \$165) ★★ 1 H

For the money, this is the best computer chess opponent we've ever seen. At tournament speeds, an earlier model was rated 1771 by the U.S. Chess Federation, and this machine seems 100 points stronger. Most players can learn a lot from even the lowest of its nine levels

REVERSI CHALLENGER (Fidelity Electronics, \$155) ★ 45 M

This computer will play the version of reversi popularized by Gabriel as Othello, as well as a variation that is identical except for the opening setup. On some of its 18 ability levels, it could beat the human world champion



CHECKER CHALLENGER (Fidelity Electronics, \$95) ★ 45 M

If you think checkers is easy, you may want to think again after losing a dozen straight games to this machine. Only the lowest of its four levels gives novices a sporting chance



SCIENCE FICTION & FANTASY

COSMIC ENCOUNTER (Eon Products, \$15) ★★ 90 M

This is the game most likely to succeed in a diverse group; everyone we know who has tried, likes it. Players try to establish bases on five planets through a simple system of card play and piece movement. Each player is a different alien who can break rules in a unique way. Expansion sets allow you to add aliens, players, and advanced rules. Fewer can play, but four is best. (S/O 78, p. 56)

IMPERIUM (Game Designers Workshop, \$9.98) ★★★ 3 H

Rebels combat imperial forces in this relatively simple wargame set in the far future. Players can fight a single war or, better, a series of wars in which the strength of the imperial forces varies according to the political situation in other parts of the galaxy.

DARKOVER (Eon Products, \$15) ★★ 2 H

This bizarre game is based on Marion Zimmer Bradley's novels about a telepathic world subject to bursts of mass madness. Imagine players staring at one another, chanting in unison, "One, please don't burn; two, please don't burn; three . . ." waiting for someone to crack a smile or miss a beat—and that's only the beginning. The game requires strategic insight, self-control (players displaying anger, greed, or despair are penalized), and a distinct lack of inhibitions

THE TRAVELLER BOOK (Game Designers Workshop, \$14.98) ★★★

This book provides exceptionally thorough rules and sample adventures to get you started in science-fiction role-playing. A line of excellent board games and supplements based on the Traveller universe is also available, and can be used to create nearly any futuristic adventure.

DUNGEONS AND DRAGONS, Basic Set (TSR Hobbies, \$11.95) ★★★

This starter set of books will teach you how to create games of adventure set in a world of fantasy and magic. More than a game, it's a cooperative exercise limited only by the players' imaginations. For advanced players there are dozens of excellent supplemental books, adventures, and playing aids. (S/O 79, pp. 10-12)



HISTORICAL GAMES

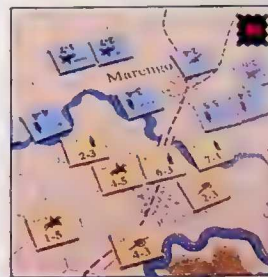


ACE OF ACES (Nova Game Designs, Rotary Series shown [85A], or Powerhouse Series [85B]. \$16.95 each) ★★ 30 M

This portable World War I dogfight simulation comes in two ingeniously designed books. Each page shows the current view from a player's cockpit and gives him a choice of maneuvers that will lead—when cross-referenced with the opponent's choice—to a new page. The two editions involve planes with different capabilities, but can be played together. (J/F 81, p. 52)

OREGON TRAIL (Fantasy Games Unltd., \$13) ★★★ 90 M

Hitch your wagons, lay in supplies of food, medicine, and ammunition, and lead your party westward through hostile territory and unforeseen crises. This role-playing board game can be played as well solitaire as by multiple players.



STORM OVER ARNHEM (Avalon Hill, \$16) ★★★ 2 H

The setting is the valiant British stand depicted in *A Bridge Too Far*. The innovative "staggered" movement and combat system in this atypical World War II simulation provides great depth of tactics without sacrificing playability. A system of "bidding" for the right to play the British side gives both sides perfectly equal chances, a rare achievement in wargames.

NAPOLEON AT WAR (TSR Hobbies, \$15) ★★ 90 M

Four different games come in this package: Marengo (shown), Wagram, Jena-Auerstadt, and The Battle of Nations. All use the same movement and combat system, which even a newcomer to wargames will master easily. This is one of the first of the old SPI games to be revived since TSR took over the line this year.

MIDWAY (Avalon Hill, \$16) ★★ 2 H

A cat-and-mouse game requiring considerable logic, this re-enactment of the turning point of the U. S.-Japanese Pacific conflict is the classic naval wargame. Players launch planes to look for opposing fleets; but the more extensive the search, the more you give away about the location of your own forces.

CIVILIZATION (Avalon Hill, \$22) ★★ 2 H - 12 H (depending upon the number of players)

This game is so absorbing that even if you're clearly losing you'll want to continue just to see how well you finish. Each of two to seven players begins with a nomadic Stone Age tribe, and through migration, conflict, urbanization, trade, and the development of arts, crafts, and sciences, attempts to build the most advanced civilization. A brilliantly conceived, flawlessly executed game of immense scope. (J/A 82, p. 53)

A HOUSE DIVIDED (Game Designers Workshop, \$9.98) ★★ 1 H

This strategic-level American Civil War game is simple and playable enough to appeal to nonwargamers. Players fight for control of key recruiting cities, where new, less experienced troops are mobilized nearly as quickly as others are lost in battle. (M/A 82, p. 53)

DUNE (Avalon Hill, \$16) ★★ 3 H

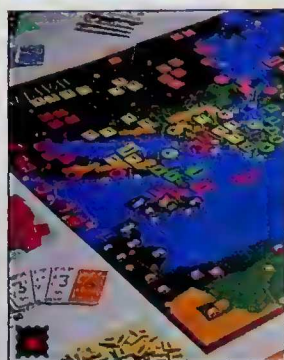
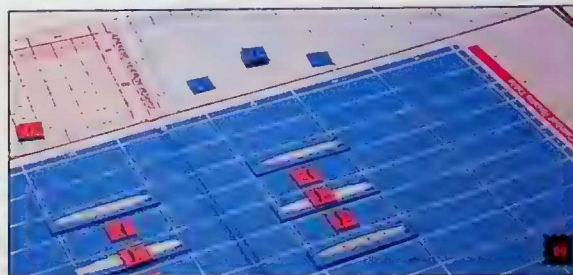
Two to seven players represent factions vying for control of a desert world whose precious spice is the key to interstellar navigation. Paul Atreides, the Bene Gesserit, the Guild, and other main groups and characters of Frank Herbert's classic novel are represented, each with special powers. In an unusual combat system, battles are won more often by treachery than by military might.

WAR OF THE RING (TSR Hobbies, \$20) ★★★ 90 M

Two separate games based on Tolkien's trilogy come in one box. In the shorter character game, the Dark Lord searches to recover the Ring of Power before it can be destroyed in Mount Doom. In the more complex wargame, battles extend throughout Middle Earth.

STAR WEB (Flying Buffalo, Box 1467, Scottsdale, AZ 85252, \$5 for rules, plus a \$5 deposit, plus \$3.50 and up per move; no photo) ★★★ 18 months

This is a computer-moderated space game, played by mail. At the start you know none of your opponents and have information only about your home sector of space. Your goal depends on whether you're an empire builder, merchant, pirate, apostle, or berserker, each of whom amasses points in different ways. A game can take years, but Flying Buffalo will find you all the opponents you want.



LATE ARRIVALS

SHERLOCK HOLMES CONSULTING DETECTIVE GAME (from Sleuth Publications, 2527 24th St., San Francisco, CA 94110; \$20 plus \$2 postage) ★★ 45 M

This is the most ingenious and realistic detective game ever devised, and it can be played solitaire, cooperatively, or competitively. Players read about a crime in a Case Book, scour a facsimile of the London Times for background information, then—armed with map and directory—set off through 1886 London looking for clues. By paging through a Clue Book, you can visit the victim's office, a suspect's flat, Scotland Yard, or any of some 250 locations to which the trail may lead. Ten cases are provided, and the object is to solve the crimes in as few clue searches as possible.

DOMINATION (Millon Bradley, \$10.95) ★★ 30 M

Winner of the 1981 "Game of the Year" award in Germany (under the name Focus), this abstract battle involves the movement and stacking of pieces into towers. By maneuvering towers topped by your pieces onto other towers, you capture opposing pieces and create "reserves" that can enter the game anywhere. Short versions for three or four players are included, but the two-player game has the most depth.



CRAZY CLIMBER (Bandai, \$55) ★

Watch out for falling flowerpots, closing windows, and bird droppings—hazards likely to concern anyone who scales a skyscraper. Joysticks control the climber's hands and feet, but his position on the screen is fixed—it's the building that moves. Once you get used to this, you'll see why the game has been among the most popular in the arcades. The sound effects are the best yet for a hand-held game.

PROSPECTING (The Game Lab, \$19.95) ★★ 1 H

The more you invest, the better your chance of striking copper, silver, or even gold on your next dice roll. And if you manage to build a chain of adjacent mines of one type, you'll really make a bundle. But be careful; even the shrewdest speculator can fall prey to robbers, swindlers, and tax collectors. As viciously competitive as the real thing.

KENSINGTON (Samuel Ward, \$10) ★ 30 M

The positioning and movement of pieces is reminiscent of nine men's morris, but this game is more sophisticated. A player wins by forming a hexagon; however, he must first maneuver pieces into triangles and squares, gaining the right to reposition opposing pieces.



BORDERLANDS (Eon Products, \$20) ★★ 90 M

Players vie for control of strategic sites that produce coal, iron, gold, timber, and horses. These resources can be combined to build boats, weapons, and cities. As a two-player game, this is a tense strategic conflict with little margin for error; when three or four play, diplomacy and trade are paramount.

BOUNTY HUNTER: Shoot-out at the Saloon (Nova Game Designs, \$18.95) ★ 20 M

Lawman and Outlaw stalk each other, jockeying for position in a shoot-out to win increased skill, fame, and fortune. As in Ace of Aces, each player has a book, each page showing what his character sees at the time. Players choose their moves, compare, and turn to new pages, until there's a showdown. More than one set of these books can be used at a time for an excellent multi-player version.



DAWN PATROL (TSR Hobbies, \$12) ★★ 2 H

This handsome remake of Fight in the Skies allows players to stage battles with combinations of 60 different types of World War I aircraft. Maneuvering to fire at your opponent's weakest point may remind you of three-dimensional chess, but the Basic Game is not hard to learn. Optional rules add such considerations as weather, ground attacks, and rescuing downed pilots.

RUBIK'S RACE (Ideal, \$14.95) ★ 2 M

More than another attempt to exploit the Cube craze, this is an excellent and rather unusual game, in which two players slide tiles in a race to create specific 3x3 color patterns in the center of their boards. The patterns are generated by shaking up cubes in a device resembling a miniature Boggle set.



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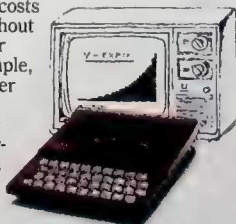
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If you just want information, please write: Sinclair Research Ltd., 2 Sinclair Plaza, Nashua, NH 03061.

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	PRICE	QTY.	AMOUNT
ZX81 personal computer	\$99.95		
Add shipping	\$4.95		\$4.95
U.S. Dollars		TOTAL	
<input type="checkbox"/> Check or money order enclosed			
Name _____			
Street _____			
City _____		State _____	Zip _____

sinclair



RICK COLBY THOUGHT HE WAS HOT STUFF.

Too bad about Rick.

He was sure he could beat almost any game made for his Atari® Video Computer System™.

Then he played Imagic's Fire Fighter™.

Rick knew he was in trouble the second he leaped off the fire truck and began hosing down the flaming warehouse.

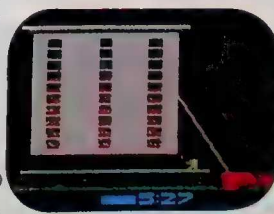
As the fire leaped from floor to floor, and the panicked victim climbed higher and higher, Rick tried desperately to reach the top floor with his ladder.

But it was just too late. The warehouse was turned into a burnt-out shell.

And so was Rick.

Please don't let this happen to you. Fire Fighter and all of Imagic's video games are created by experts for experts. Do not play this video game if you are a weasily, weak, uncoordinated nerd.

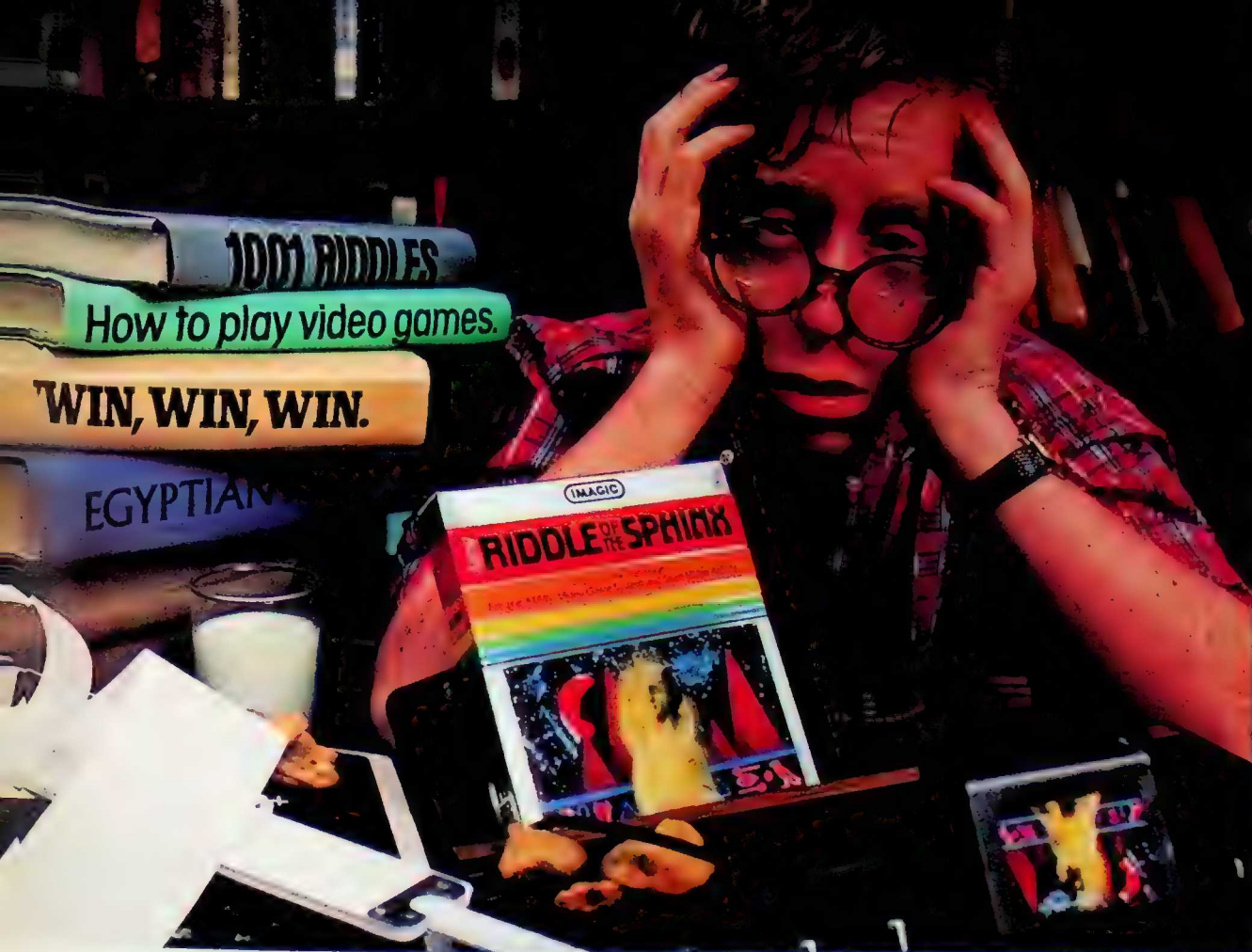
Unless you want to wind up like Rick.



For Atari® VCS.



Created by experts for experts.



GARY LARSEN THOUGHT HE HAD ALL THE ANSWERS.

Gary had an IQ of 162. He never got anything less than an "A" on his report card. He was a wiz at chess. Then it happened.

Gary plugged Imagic's Riddle of the Sphinx into his Atari® Video Computer System™.

As Gary slowly, carefully made his way across Egypt's mysterious Valley of the Kings, he was attacked by rock-throwing thieves, plagued by scorpions, and tortured by thirst.

Yet he went on.

After passing the Sphinx, the Temple of Isis, the Great Pyramids, he reached the Temple of Ra where he presented all his treasures.

Unfortunately, he did

not have the correct offering. Ra was not satisfied. Gary had to go back and try again.

And again. And again. And again. And again. And again. And again. And again.

Here you see Gary as he is today. A veggie. Zonked out. Totally.

This is a warning. Imagic games are created by experts for experts. Do not try to solve the Riddle of the Sphinx if your IQ is equal to or less than your belt size.

After all, a brain is a terrible thing to fry.



For Atari® VCS.



Created by experts for experts.

Phaser Patrol



ENTER THE NEXT DIMENSION

Turn your Atari® Video Computer System™ into a supercharged video game machine.

Slip the Arcadia Supercharger™ into the cartridge slot of your Atari® set and enter the next dimension in video game excitement. The Supercharger™ gives your Atari® set the game-playing power of sets costing hundreds of dollars more.

And Supercharger™ game programs cost 40% to 60% less than conventional game cartridges.

Start with Phaser Patrol™, the extraordinary galactic odyssey that comes with the Supercharger™. Plot your strategy on a full

screen sector map. Then fight it out with a challenging enemy on an incredibly detailed battle action screen. Take control of switchable shields, target-locking torpedoes, fully operational instruments, and starbase resources.

Included with Phaser Patrol™ are live action previews of other Arcadia games: *Computer Wars*, *From Space*, *Fireball*, and *Suicide Mission*. They're all a dimension ahead of anything you've ever played on your Atari set.

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ARCADIA
CORPORATION
ARCADE ACTION COMES HOME

"Phaser Patrol™ is the best home video game I've ever played on any set."

Andy Breyer
Champion

1981 International Atari®
Asteroids™ Tournament

"The graphics on Phaser Patrol™ are as good as on many arcade games. And the game itself is designed to stay challenging. Even to me."



FOR THE RECORD

To Be Cont.

The letter groups below are as incomplete as they look—they're the ones left out of six common abbreviations. *Erae*, for instance, is *average* when *avg.* is added.

1. eive 3. enio 5. eaoon
2. orne 4. uar 6. ume

—Emil Regelman

Answer Drawer, page 96

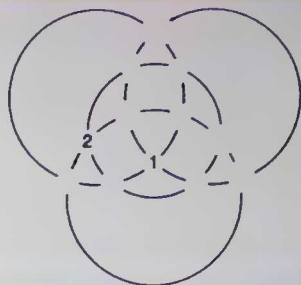
NUMBER PLAY

Around in Circles

Here's a ringer of a problem: If the digits 1 and 2 appear at the intersections shown, can you place 3 through 12 in the other intersections so that all numbers in the perimeter of each circle add up to 39?

—Pierre Berloquin

Answer Drawer, page 96



LOGIC

A Friendly Game of Poker

Five friends—Bill, Tom, Tex, Joe, and Steve—decide to liven up their usual Saturday night poker game. So they deal and shuffle the highest 25 cards (all 9s through aces, plus one 8). When all the cards are dealt, the table looks like this:

Player A: ♠K, ♠Q, ♠J, ♠10, hole card
Player B: ♦K, ♠K, ♠Q, ♦Q, hole card

Player C: ♠J, ♠9, ♦9, ♠9, hole card
Player D: ♥A, ♥Q, ♥J, ♥8, hole card
Player E: ♠A, ♦A, ♠10, ♦10, hole card

Steve, who is not Mr. Martin or Mr. Brown, has the best hand showing. Mr. Martin knows that only Mr. Hill could have a better hand than he does. Mr. Pike has a flush. Joe knows Bill only has two pair. Tex—

who is not Mr. Smith—has the fourth best hand. Given the clues above, using the basic rules of poker, can you guess:

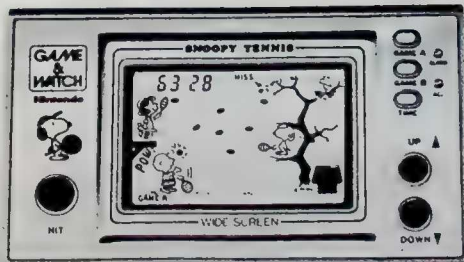
- the players' first and last names?
- the cards each player holds?
- who has the best hand?

—Mark Robins

Answer Drawer, page 96

**LATEST
VIDEO GAME
CRAZE!**

Video Game Action in the Palm of Your Hand



Experience the latest in video game entertainment with **Game & Watch**—action packed, palm sized video games by Nintendo. Rescue parachuting divers from hungry killer sharks with "Parachute", or create tennis madness with Charlie Brown and Snoopy in "Snoopy Tennis". All games feature mini L.C.D. screen with multiple skill levels, complete with super sound effects. And, each game functions as an alarm clock with built-in stand. The price is just \$28.95 plus postage and handling. Order your **Game & Watch** today!

Mail to **LANDMARK**
849 Stoneman Way • El Dorado Hills, CA 95630

YES, please rush me the amazing new **Game & Watch**. I've enclosed \$28.95 per game plus \$2.50 postage and handling. Calif. residents add 6% sales tax.

My name is _____

I live at _____

City _____ State _____ Zip _____

Indicate Choice

☐ Parachute ☐ Snoopy Tennis ☐ Both

"DON'T BE ANOTHER STATISTIC!"

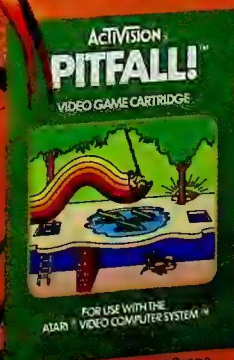
—Pitfall Harry,
Veteran Jungle Guide

KNOW THE DANGER SIGNS OF PITFALL!™

This year thousands of jungle explorers will join Pitfall Harry and seek lost treasures in Pitfall!™ by Activision®. A new video game for use with the Atari® Video Computer System™. Ultimately, thousands of jungle explorers will also fall prey to the many hazards found in Pitfall's maze.

Therefore, Activision urges you to prepare yourself for some very unusual video game dangers.

For example, you and Harry will swing on a vine over crocodile infested swamps. Climb down into dark underground passages. Traverse tar pits, quicksand and vanishing bogs. And even leap over scorpions, rolling logs, open mine shafts, fires and deadly cobra rattlers. So please be careful when you play Pitfall!™ by Activision®. Because every step you take, could be your last.



Designed by David Crane.



ACTIVISION

WE PUT YOU IN THE GAME

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ANSWER DRAWER

35 On the Rise

G	A	P	I	S	I	D	E	A	L	E	N	D	S
O	B	O	E	M	A	L	T	A	S	W	A	P	
L	E	T	A	A	N	D	E	S	C	O	M	E	
F	L	O	W	E	R	E	D	T	R	A	D	E	D
T	A	K	E	S	I	N	A	P	E				
G	I	M	L	E	T	M	A	R	K	E	D	U	P
A	N	O	L	D	G	E	N	R	E	I	R	A	
I	S	T	S	J	O	H	N	S	S	S	G	T	
N	E	T	B	A	T	T	E	R	E	P	E	L	
S	T	O	R	E	S	U	P	L	U	X	U	R	Y
B	E	T	P	U	R	I	S	T	S				
P	A	M	P	A	S	S	O	A	K	E	D	U	P
I	D	O	L	L	I	E	O	N	T	A	R	A	
E	Z	R	A	A	M	O	N	G	T	E	N	S	
D	E	F	Y	P	A	G	E	S	E	R	S	T	

20 Pic Tac Toe

1	2	3
4	5	6
7	8	9

- Horizontal: 1.2.3. "Races" (balloon, speed-skating, auto)
 4.5.6. "Foam" (while water, foam on ice cream float, beer suds)
 7.8.9. "Coasters" (roller, drink, ship)
 Vertical: 1.4.7. "Thrilling rides" (balloon, raft, roller coaster)
 2.5.8. "Ice" (skating, ice cream, drink)
 3.6.9. "Flags" (race track, hat, mast)
 Diagonal: 1.5.9. "Floats" (balloon, ice cream, ship)
 3.5.7. "Screams" (spectator, ice cream homophone, girl)

28 Photocrime

Kojumbo arrests Peppard. Peppard lied in his captions to photos 2 and 3; the positions of the shadows prove that the pictures had been taken many hours, not just a few minutes, apart. Another clue was provided by the victim, who lived long enough to grab the pepper shaker from his tray in an attempt to name his killer (see photo #6; note he is not holding the salt shaker, which appears in photo #5). Less direct evidence was the typed note that seemed to implicate one of the deceased's partners: A killer with time to ransack the bookshelves would have had time to read the note and remove it if it implicated him. So Kojumbo suspected it was a plant. Vera Dayton, meanwhile, seemed to have no motive, but if she had, surely she would have removed her photo from Lawless's desk.

Peppard was trying to implicate Schirmer in the murder, and he finally admitted he had taken photo #3 not on Sunday morning but on Friday afternoon, when Schirmer came to visit Lawless. Peppard took care to give Kojumbo a picture in which Schirmer, though visible, was not clearly recognizable, just in case Schirmer had an alibi: as to his Sunday morning whereabouts. Peppard also stole the jade ring from Lawless's finger and typed the note found in his typewriter, all in an attempt to steer suspicion away from himself.

In fact, it was Peppard who had engineered the jade robbery three months earlier. Lawless had guessed the truth, and—not content with the insurance money the company would receive—had demanded that Peppard give him half the jade in return for his silence. The payoff was to have been made that Sunday morning, but Peppard, not a generous sort, decided to eliminate Lawless instead. After killing him, Peppard typed the note and ransacked the room a bit to suggest robbery might have been the motive, then exited through the window. He threw his weapon in a garbage can, planning to retrieve it later, then raced around the block to get into his car. But when he saw Miss Dayton on the steps, and it seemed that she had noticed him, he boldly stepped forward and introduced himself, carrying out the plan he had prepared for just such an eventuality. He had even jammed the phone at the corner so that his story about being unable to call the police would check out. But despite all his planning, he had fallen far short of committing the perfect crime.

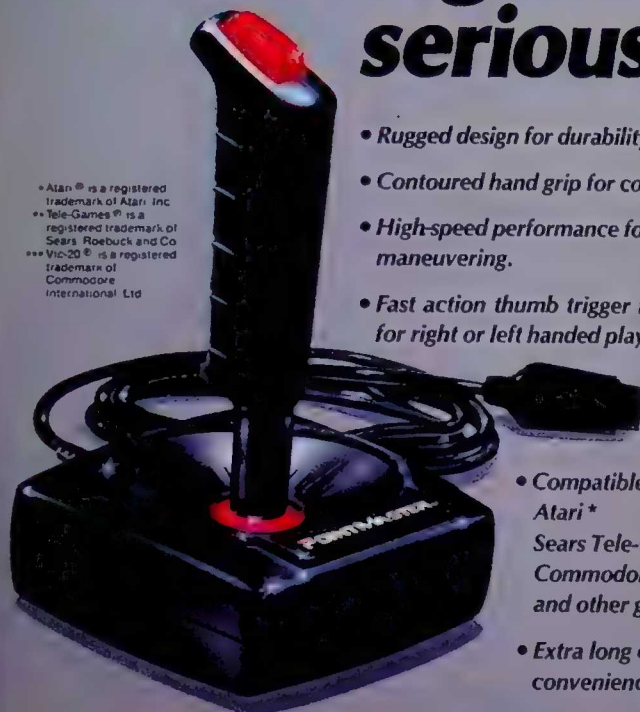
57 Riddle in the Middle

D	E	B	S	A	F	R	I	E	D	E	L	E	D	S	H	A	M				
O	B	E	Y	D	A	I	L	L	Y	E	M	O	T	E	P	O	L	O			
F	R	E	N	C	H	L	I	F	E	S	T	I	G	H	T	O	R	G	A	I	N
F	O	R	T	R	E	S	S	S	M	I	L	E	I	M	A	G	E	S			
H	A	R	E	S	T	O	G	Y	K	N	E	W									
S	N	E	E	Z	E	B	Y	R	O	N	T	A	U	L	A	D	S				
L	I	N	T	Y	M	A	R	I	A	T	B	I	Z	E	T	L	O	U			
A	C	T	I	A	A	L	I	I	V	A	R	N	O	O	B	I	T	S			
T	H	E	C	A	S	P	I	A	N	O	P	E	K	O	E	I	O	R	C	H	
S	E	R	G	A	L																
C	O	M	E	O	U	T	S	M	E	A	R	E	D								
S	T	E	R	N	A	M	M	I													
T	O	B	E	I	N	D	E	B	T	O	P	L	U	R	A	L	O	F	I		
A	V	O	W	S	O	L	I	E	O	R	E	B	O	X	U	T	A	H			
M	A	N	T	O	W	E	R														
P	H	Y	S	I	R	I	T	K	I	N	E	R									
A	F	I	L	Y	S	E	N	O	R												
T	A	L	L	O	W	A	T	I	O	U											
W	H	A	T	E	R	A	I	S	O	N											
O	O	Z	E																		
D	Y	E	D																		

26 Candy Bars

- Clark
- Mounds
- Milky Way
- \$100,000
- Oh Henry!
- Almond Joy
- Snickers
- Kit Kat
- Baby Ruth
- 3 Musketeers
- Chunky
- Mars

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35 You Can Say That Again!

- | | |
|------------------|-------------------|
| 1. Toto | 13. Baden Baden |
| 2. Twenty-twenty | 14. Boo-boo |
| 3. Yo-yo | 15. Go-go |
| 4. Zsa Zsa | 16. Sing Sing |
| 5. Choochoo | 17. Beri-beri |
| 6. Walla Walla | 18. Gigi |
| 7. Dodo | 19. Tsetse |
| 8. Bonbon | 20. Tutu |
| 9. Cancan | 21. Sirhan Sirhan |
| 10. Knock knock | 22. Pago Pago |
| 11. Tom-tom | 23. Never Never |
| 12. Hubba hubba | 24. Aku-Aku |

36 Stamping Grounds

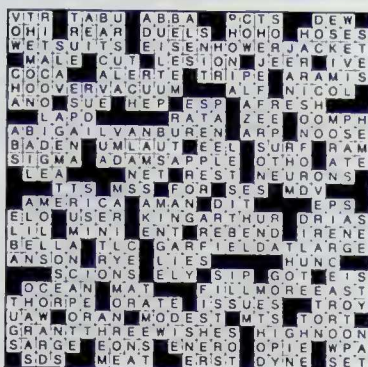
- Copy
- Special Delivery
- Past Due
- Received
- C.O.D.
- Important
- Do Not Bend
- Third Class Mail
- File

37 Missing Persons

- | | |
|--------------------|---------------------|
| 1. Robert Redford | 11. Pablo Picasso |
| 2. Charlton Heston | 12. Eric Severeid |
| 3. Peter Sellers | 13. Herbert Hoover |
| 4. Martha Mitchell | 14. Valerie Perrine |
| 5. Chevy Chase | 15. Jesse James |
| 6. Bjorn Borg | 16. Charlie Chaplin |
| 7. Anita Bryant | 17. Indira Gandhi |
| 8. Alan Alda | 18. Ingmar Bergman |
| 9. Robert Frost | 19. Alex Haley |
| 10. Vincent Price | 20. Michael Caine |

78 Scotchograms

- You take a chance on my great invention and you'll not be sorry, in fact you'll be in clover.
- We would like a nice chest for our mother; the sky's the limit.
- Can't sell my old car to you, it's in for malfunction.
- You are in a fix, lost your case, you're going to jail, can serve ten years, you ought to appeal.
- I let Sheila into your house, she lost her key
- Bob's still at sea, can't anchor his boat, you must go to him or tell the Coast Guard.
- Mary's in bed, she hurt her knee, a gust of wind knocked her into the brush.
- Why don't you send me the names so I can fill out a list
- I'll be at the track. You never said if I must have a ticket to get in.

63 Hail to the Chiefs**34 Hair Apparent**

- Princess Diana
- Ronald Reagan
- Captain Kangaroo
- George Washington
- Elvis Presley
- Bob Marley
- Farah Fawcett
- Albert Einstein
- Bo Derek
- William Shakespeare
- Groucho Marx
- Yul Brynner (or Telly Savalas or Daddy Warbucks or ...)

24 Hard Times and Puzzles

- Sherlock Holmes (SH-ER-LOCK-HOME-S)
- Arthur Conan Doyle (R-THIR-CONE-AND-OIL)
- Harriet Beecher Stowe (HARRY-YET-BEACH-ERS-TOE)
- Sir Walter Scott (SIR-WALL-TERSE-COT)
- Jane Austen (JAY-GNAWS-TEN)
- Sir Richard Burton (SURREY-CHARD-BURTON; CHARD is a white beet, and BURTON is the name for the intricate arrangement of ropes and pulleys shown)

74 Backgammon

- A** Twenty-six percent. Take credit if you guessed anywhere from 23 to 29 percent.
- B** Red can fail only by throwing a single 1 on each of two consecutive throws. The chances of this are 10/36 times 10/36, which rounds off to .077 or nearly 8 percent.
- C** The typical computer is programmed to play every roll to its maximum; hence, it would play 5-4 by moving T1 VZ. Clearly the correct way to handle this roll is TX VZ, so that a man can subsequently be borne off if a two comes up on one of the dice.

Q: What is the hardest thing in the world?
A: Tearing yourself away from an EPYX game.



Nobody but nobody builds more lasting playing value into their computer games than EPYX.

EPYX—computer games thinkers play. EPYX—producers of award-winning games (including "Crush, Crumble and Chomp"; "Dragon's Eye"; "Temple of Apshai" ...and dozens of other thinking games.) For Atari,* Apple,* Commodore,* Radio Shack,* and IBM* personal computers. EPYX—the leader in computer game quality, creativity, innovation.

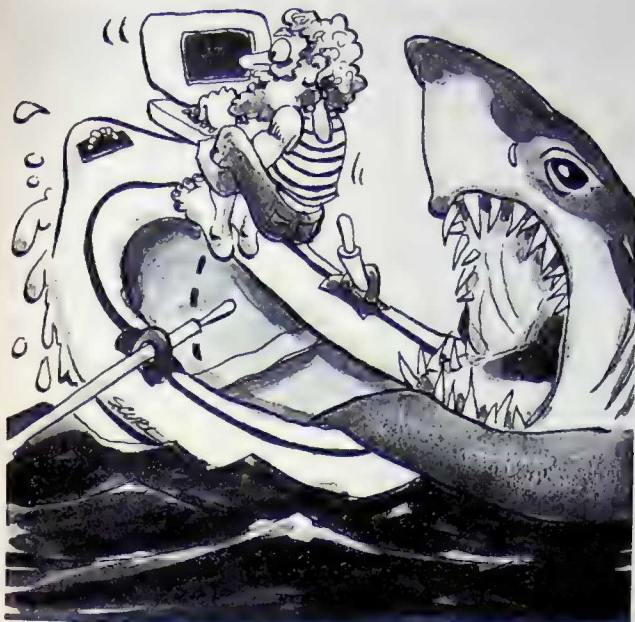
You will love them all. Guaranteed. Write or phone for our latest catalog; it's absolutely free...we even pay the postage. Or stop in at your favorite computer dealer. He should have a supply of catalogs and he can also show you some of those marvelous EPYX games in action.

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64 Laddergram



60 Double Cross

- | | |
|-----------------|-------------------|
| A. FITFULLY | M. MILITARIST |
| B. MOTTO | N. OWNERSHIP |
| C. ASTONISHMENT | O. NEW YORK STATE |
| D. CONVIVIALITY | P. DUST BOWL |
| E. SWIT | Q. CITATIONS |
| F. HAULS | R. HOOT |
| G. ARCHETYPE | S. APPLE-POLISH |
| H. NIGHT SHIFT | T. NOYADE |
| I. EARTHWORK | U. DISPIRIT |
| J. RAWHIDE | V. LIMITATIONS |
| K. AWKWARDNESS | W. EUPHEMISMS |
| L. YELLOWWOOD | X. RIN TIN TIN |

Would you convey my compliments to the punst who reads your proofs and tell him or her that I write in a sort of broken-down patois which is something like the way a Swiss waiter talks, and that when I split an infinitive, ... damn it, I split it so it will stay split.—F. MacShane, (*The Life of Raymond Chandler* (Quoted within))

61 Bowl-A-Word

FIRST FRAME

1. Bard
 2. Barge
 3. Baron
 4. Barber
 5. Barley
 6. Barker
 7. Barrier
 8. Barrack
 9. Bargain
 10. Barmaid
- SPARE Barbecue
 STRIKE Barbarian

SECOND FRAME

1. Fuse
 2. Abuse
 3. Mouse
 4. Spouse
 5. Peruse
 6. Obuse
 7. Because
 8. Confuse
 9. Enthuse
 10. Recluse
- SPARE Applause
 STRIKE Penthouse

39 Flip of the Coin



68 Abbott's Terrible Color Maze

The following series of moves is the shortest path from Start to Finish. The position of the pencil not moving each turn is indicated by a dash. Pencil B moves first, to G; next pencil A moves to F; and so on, as indicated

Pencil starting on A: - F - K - P - - - S - N
 Pencil starting on B: G - L - Q - U - T - S - J -
 (Pencil A) - - - O - - - P - S - N - E - C - A - F
 (Pencil B) E - C - A - F - L - H - - - M - I - D - - -
 (Pencil A) - K - P - Finish
 (Pencil B) B - G - L

40 The Other Side of the Coin

