

# GAMES

# CAUGHT IN THE VORTEX!

# WIN 100 GAMES!

**Clues: See**

**The Games 100,  
pages 34-48**





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## CONTESTS

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## DEPARTMENTS

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## Difficulty Rating

Smooth Sailing ★

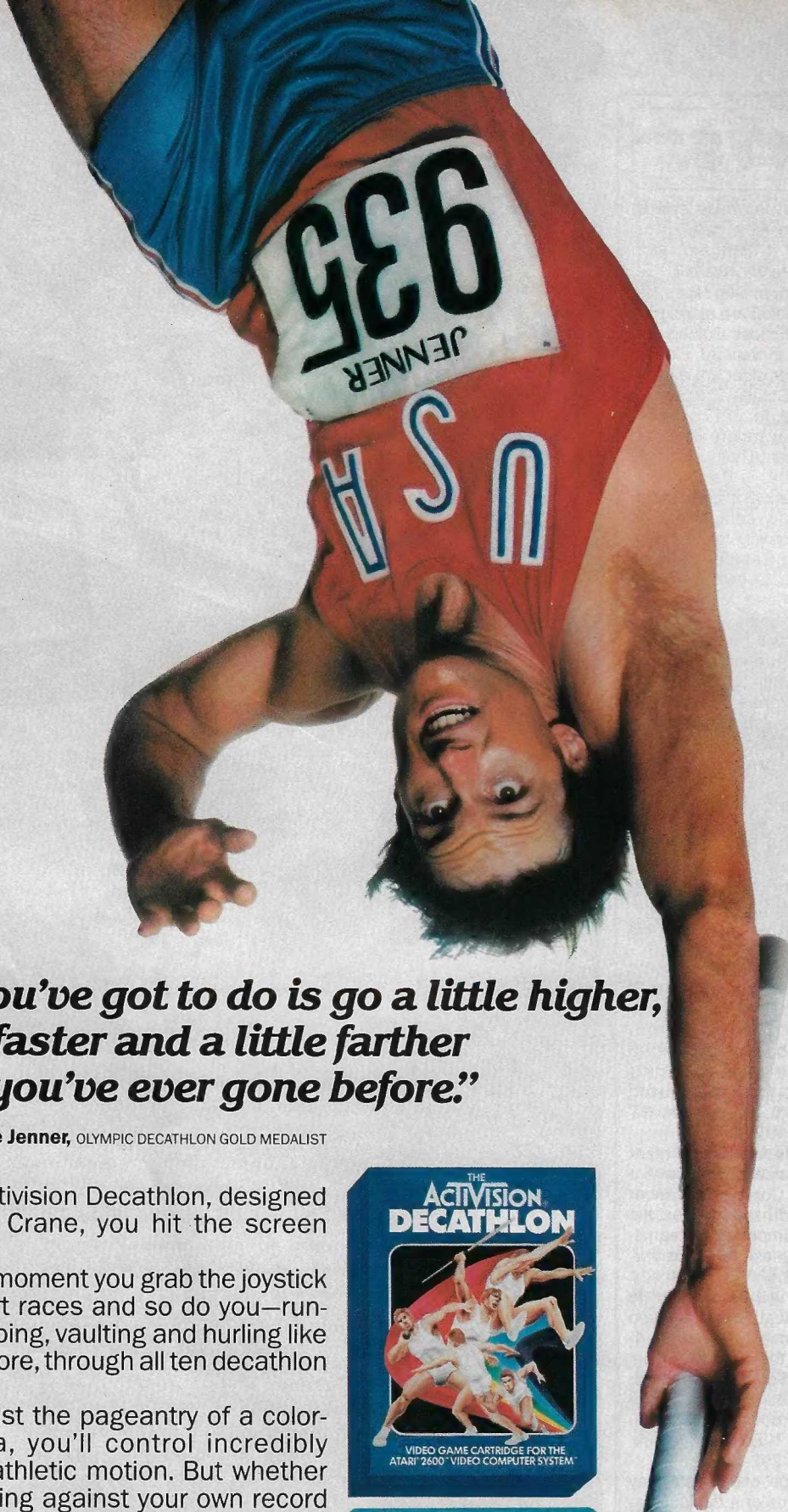
Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★☆

Cover Photograph Walter Wick





***"All you've got to do is go a little higher,  
a little faster and a little farther  
than you've ever gone before."***

**Bruce Jenner**, OLYMPIC DECATHLON GOLD MEDALIST

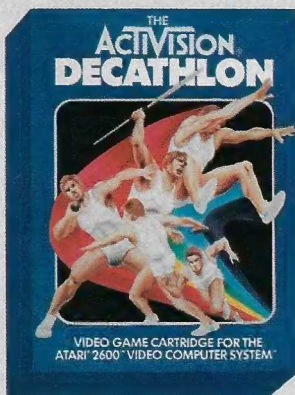
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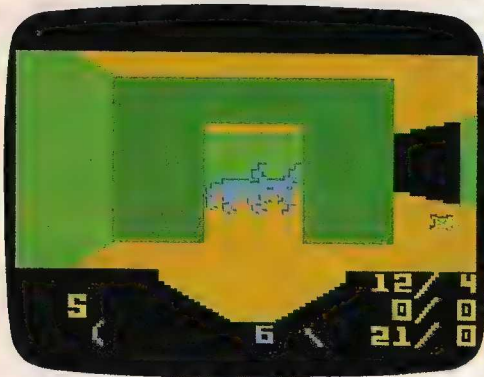
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## FAVORITES OF THE EDITORS OF GAMES MAGAZINE



Edited by  
R. Wayne Schmittberger

Photographs  
by Stan Fellerman

**W**e're as fascinated as anyone with electronic games. Still, there are times when we'd rather see a human opponent sitting across the table, and times when we'd rather hold a playing piece in our hand than watch one dance across a screen. We were therefore pleased to find that in a year when video and computer games seemed ubiquitous, there was a very strong offering of new games in traditional categories. About a third of this year's choices weren't around when we made last year's list, and overall, we think The 1983 GAMES 100 offers more variety and better quality than any previous year's selections.

The games are arranged by category. Numbering is for reference only and is not an indication of ranking or rating. Where applicable, four codes appear with each game's description:

**■** Game titles preceded by a postage stamp are available from the GAMES Mail Order Service (see order forms at the beginning and end of this section).

**P** Number of players (where applicable, the ideal number is given in parentheses)

**C** Complexity of rules on a scale of 1 (easiest to learn) to 5 (hardest to learn)

**T** Typical playing time, usually given in hours (h) or minutes (m)

Also, games previously reviewed by us are noted with an issue reference. We hope these reviews will introduce you to some new games, and will help you to decide whether the contents of their shrink-wrapped boxes will be to your liking. Happy hunting.

—R. W. S.



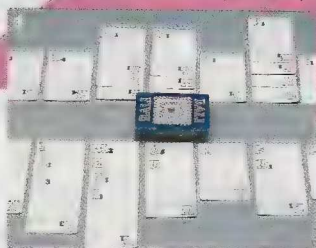
## WORD GAMES

### 1 BALI (Avalon Hill, \$6) P 2-4/C 2/T 45m

Instead of moving a black 10 onto a red jack, a Bali player might move E onto RIN, then the entire RINE onto MA to make MARINE. The word MARINE could then be removed and scored, making space for a new letter, or kept on the board in the hopes of making a longer, higher-scoring word—at the risk of an opponent's stealing the word by lengthening it himself. A highly demanding competitive game, this is also the best solitaire word game we know.

### 2 BIG BOGGLE (Parker Brothers, \$18.95) P 2 or more/C 2/T 5m or more

Shake up the letter cubes, set the timer, and, as fast as you can, write down words formed by moving within the grid from letter to adjacent letter. Long words score highest, but a word doesn't count at all if someone else also finds it, so the more people in the game, the harder it is to score. Can you find an 11-letter word in the grid in the photo? (M/A 80)



### 3 DUPLICATE SCRABBLE BRAND CROSSWORD GAME (Selchow & Righter, \$10.95) P 1 or more/C 3/T 45m

Though based on the popular word game, this duplicate version calls for entirely different strategies. Each turn, all players get identical sets of seven letters, and they simultaneously place words on their own "boards" (diagrams). The key is to set yourself up to make high-scoring plays later in the game; this is accomplished by opening up bonus squares and by playing words onto which other words may easily be built. Twenty people can play about as quickly as one (and one can play alone very well indeed). (June 83)

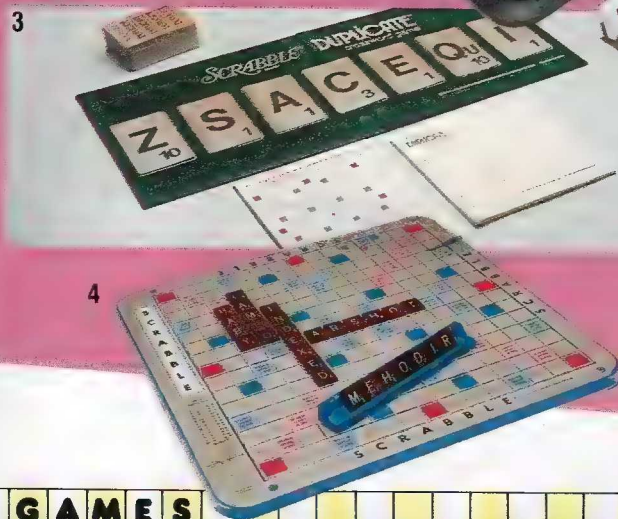
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### 4 SCRABBLE BRAND CROSSWORD GAME (Selchow & Righter; Deluxe edition shown, \$29.95 [4A]; Travel, \$17.95 [4B]; Standard, \$11.95 [4C]) P 2-4 (2)/C 3/T 1h

The only word game with a national organization, a newsletter, tournaments, and a rating system, Scrabble is an unusual example of a family game that in some circles is played and analyzed as seriously as chess. While helpful, a large vocabulary is probably less important than knowing how to balance your rack of tiles (by getting rid of letter pairs, excess vowels, and high-point letters). This strategy, along with that of arranging letters into common prefixes and suffixes, will help you find seven-letter "bingos." (S/O 78)

3



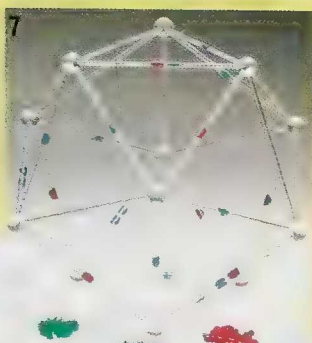
### 5 UPWORDS (Milton Bradley, \$13.95) P 2-4/C 2/T 45m

In this newest twist on crossword games, words can be altered by placing new tiles on top, provided at least one letter of the old word is unchanged. The higher a stack grows, the more points it's worth when it becomes part of a new word. Players who like to puzzle over how to fit a lot of short words into a tight area will be especially fond of Upwords. (Sept. 83)

5



## THREE-DIMENSIONAL GAMES



### 6 FOUR BY FOUR (World Wide Games, \$22) P 2-6 (2)/C 1/T 15m

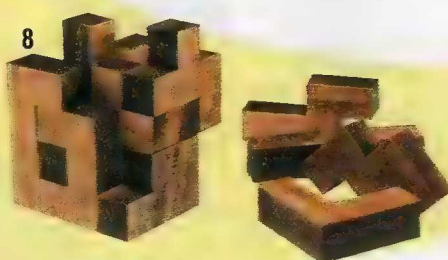
This 3-D game, played on four levels, is as challenging as ordinary tic-tac-toe is dull. To win, a player must place four pegs in a row, a task that can be accomplished 124 different ways, taking into account single-level and multi-level lines. Draws are rare in the two-player game but become a problem when more play. This wooden set comes with 102 pegs in a total of six colors; if two people play, each must use more than one color unless extra pegs have been ordered.

### 7 ICO (Future Players, \$29.95) P 2-3/C 2/T 15m

The name is short for "icosahedron," a 20-faced figure that is formed, in this case, from 30 rods and 12 plastic connectors. Players alternately wrap a marker of their color around one of the three rods on which the Ico is resting, then rotate the Ico to put a new triangle in play. In the simplest game, the object is to mark all three sides of any triangle; in the most advanced, it's to mark three mutually perpendicular pairs of edges. Ico is easily dismantled and stored in a compact case. (Jan. 83)

### 8 QUINTILLIONS (available from Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122; \$34 postpaid) P 1-4/C 1-3/T 5m-45m

The 12 precision-cut wooden pieces are used for a variety of first-rate three-dimensional strategy games, as well as a lot of baffling puzzles. A new Super-quintillions supplement (\$45 postpaid) adds 18 more pieces and comes with a booklet of new puzzles, including some mind benders that require all 30 pieces. Luckily, Kadon tells you how to fit the pieces back into the box. (S/O 81)



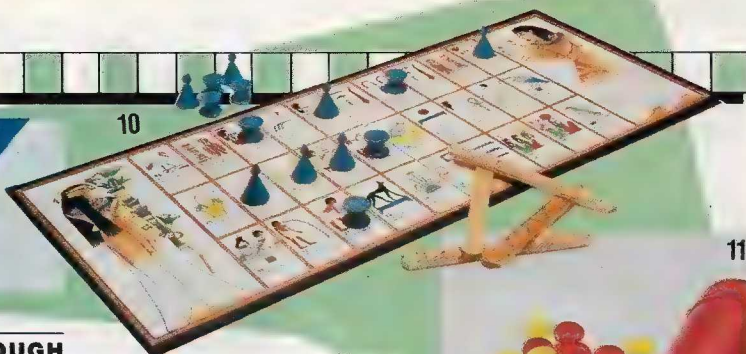


## DICE GAMES



**9 COSMIC WIMPOUT** (Cosmic Wimpout; Travel'n Edition shown, \$9 [9A]; Basic, \$3.50 [9B]) P 2 or more/C 2/T 15m

This whimsical game has developed a cult following on college campuses. Players throw five dice, then may (and sometimes must) reroll some of them. A player who fails to score on a reroll "wimps out," losing all points earned that turn. A rule that gives an apparent loser "last licks" often results in dramatic sudden-death finishes. (Oct. 82)



**10 PASSING THROUGH THE NETHERWORLD** (Whitehall, \$16) P 2/C 2/T 30m

This is a beautifully reproduced version of senet, the favorite game of the Egyptian pharaohs and a precursor to backgammon. Movement is determined by tossing four two-sided throwsticks rather than dice. This package also contains a 67-page illustrated book that explains the history and religious meaning of the game. (M/J 78)

**11 YAHTZEE** (Milton Bradley, \$7.95) P 1 or more/C 2/T 15m

In no other dice game do you groan so much about your last decision. Five dice are rolled, then selectively rerolled once or twice. The final set of numbers is then scored in one of 13 categories. Since each category can be used just once, it becomes harder and harder to fit rolls into categories in which they will score many points—or any points at all.



## SUPPLY-SIDE ENTERTAINMENT

**12 ACQUIRE** (Avalon Hill, \$18) P 2-6/C 3/T 90m

Each numbered square on the board represents a hotel site, and tiles (with matching numbers) represent hotels. Players draw tiles, forming hands, and alternately play them to form hotel chains in which they buy and sell stock. Adding to chains increases their value, but you must anticipate mergers, which occur when someone plays the right connecting tile at the right time.

**13 THE BROTHERHOOD** (Game Designers Workshop, \$10) P 2-5/C 3/T 45m

Dilemmas abound in this lively rivalry among greedy criminal mobs. Each turn, players secretly decide how and where to spend their money. Revenue tokens earn income, but can be taken over by force or shut down by political influence. Thugs can provide cheap protection, while more expensive hitmen can be called in to assassinate an opponent's godfather. Despite its unsavory subject matter, this game is as humorous as it is strategic.

**14 DISCRETION** (Princeton International Enterprises, \$14.95) P 2-6/C 3/T 2h

This is the most original real estate game to come along in years. All properties are sold by auction and can be developed by adding buildings, which earn income that depends on the number of different types of adjacent buildings (regardless of ownership). Income is not always earned when expected, however, and players must often adopt the very risky strategy of financing new expansion with money borrowed from loan sharks.

**15 1829** Southern Board (Hartland Trefoil, \$45) P 2-8/C 4/T 4h

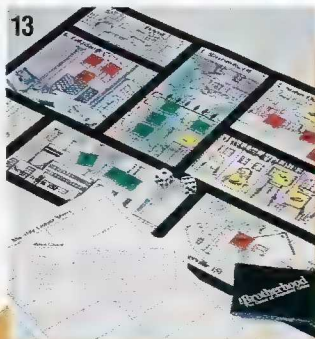
This excellent re-creation of the early days of British railroading is a game of pure skill. In the simpler versions, players control different rail lines, which they expand by adding cardboard track tiles to the board. In the advanced game, players become shareholders in the different lines, with each company's largest shareholder directing its operation and deciding whether to reinvest its profits or to distribute them as dividends. (Jan. 83)

**16 EMPIRE BUILDER** (Mayfair Games, \$20) P 2-6/C 3/T 2h

In this exciting railroading game, players amass fortunes by picking up commodities from cities that produce them and delivering them to cities that need them. Initial capital, as well as some later profits, must be invested in "laying track" with erasable crayons. Choosing among numerous pickups and deliveries each turn, players need to compare the possible lengths of the trips, costs of additional track, payoffs, and the resulting locations of their trains. (May 83)

**17 MONOPOLY** (Parker Brothers, \$15.95) P 2-6 (4-6)/C 3/T 2h

This is the great game of real estate speculation, without mortgage points, closing costs, or zoning troubles. A strategy hint: Don't build only one or two houses on your property—your best-yielding investments are three houses or a hotel. (M/A 78)





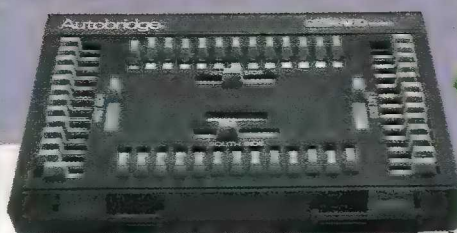
## SOLITAIRE GAMES

18



**18 AMBUSH!** (Victory Games, \$24) P 1/C 5/T 3h

The most detailed solitaire game ever devised, Ambush! is a thrilling re-creation of World War II ground combat in Europe. You form a squad of eight soldiers, each with his own "fighting personality." Then, outfitted with weapons and ammo, your squad starts one of eight missions. As you move on the map, a unique viewing sleeve directs you to one of 1,000 paragraphs that tell you what the squad faces next. Encounters develop rapidly, in a way that captures the ebb and flow of war.



19

**19 AUTOBRIDGE** (Grimaud, \$23.95) P 1/C 3/T 10m per hand

Here's a very effective way to teach yourself bridge. This package includes 32 deals and a windowed screen that allows you to play the hands one card at a time, checking constantly to see whether you've made the right play. Sets of advanced deals, suitable for intermediate players, are also available.

20



**20 GRIDLOCK** (Ideal, \$4) P 1/C 1

This intriguing set of 50 puzzles requires you to tile a board of raised shapes with various pieces, each of which fits over a specific set of shapes. Often you'll think you have a puzzle solved, only to be left near the end trying to fit a round hole onto a square peg. (Sept. 82)

21



**21 LABYRINTH** (John Hansen, \$22) P 1/C 1

This frustrating classic is still one of the most interesting tests of dexterity. Turning two knobs on the side causes the surface of the maze to tilt along different axes. By learning to coordinate the knobs, a player maneuvers his ball through the maze while desperately trying to avoid the 60 dropout holes.

## PARTY FAVORITES

**22 CROSSTALK** (Polar Company, \$19.95) P 2, 4, or 6 (4 or 6)/C 2/T 45m

In this test of communication skills, a player is given a peg-board on which the opposing team has arranged a pattern of five colored blocks. Without displaying the pattern, each player must get his partner to duplicate it precisely on a different board. In the first round, both partners may converse freely; later, more and more restrictions are imposed, until only sign language is permitted. (July 83)

**23 FACTS IN FIVE** (Avalon Hill, \$13.95) P 2 or more/C 2/T 45m

Players are given five minutes to fill in the 25 spaces of a 5 x 5 grid, which is divided into five categories such as "rivers," "scientists," etc., selected from cards drawn by the players. The hitch is that the five "facts" named for each category must begin with five particular letters (selected at random). We prefer to play this game with an encyclopedic reference and Scrabble-like challenge rules.

**24 SORRY!** (Parker Brothers, \$13.95) P 2-6/C 2/T 30m

Racing your tokens from start to finish is a game theme dating from antiquity. This version is unusual in that movement is governed not by dice but by a special set of cards, many of which provide interesting options. On a 10, for instance, you can move either forward 10 or back one; on an 11, you can switch places with another player's token; and on a 4, you must move backward, even if it means leaving the Safety Zone near the finish. "Slides" on the track make it easier to land on other players' tokens and bump them back to start, adding to the unpredictability of the outcome.

23



**25 TRIVIAL PURSUIT** (Schoen & Richter, \$35 [25A]; Silver Screen supplement [25B], \$26.95) P 2 or more/C 2/T 90m

With its 6,000 high-quality questions, this game will separate the trivia dilettante from the true master. Players travel around the board, answering questions in categories determined by the spaces landed on. Correct answers earn additional turns or, on certain board spaces, a token. When you've collected a token for all six categories, you still must answer a question in a category of your opponent's choice in order to win. The Silver Screen supplement adds 6,000 new questions in six film categories. (Sept. 82)

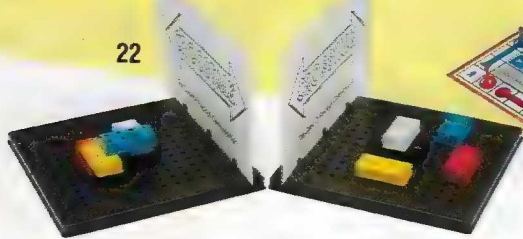
**26 TWISTER** (Milton Bradley, \$12.95) P 2-6 (4-6)/C 1/T 15m

A balance and dexterity game that tests much more than hand-eye coordination, Twister can turn a party into a hilarious free-for-all. Players must position their hands and feet on a colored vinyl sheet according to instructions (by spinner) that become nearly impossible to follow. The more people on the mat, the more fun the resulting entanglements.

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# ABSTRACT STRATEGY

## 27 ADVANCED MASTER MIND (Pressman, \$12.99)

P 2/C 2/T 15m

Master Mind is still the quickest, purest deduction game around. One player hides a code—a sequence of colored pegs—and the other must find it in as few guesses as possible, using information the code maker supplies after each correct guess. This version has one more row and two more colors than standard Master Mind, and is considerably more challenging. (J/F 78)

## 28 DOMAIN (Parker Brothers, \$12.95) P 2/C 2/T 15m

Although this game cannot last more than 13 moves per player, we doubt anyone can master it completely. Tiles come in various shapes, and have one blue and one white side. Placing a tile of your color next to an opponent's tile causes the latter to flip to your color—the situation you want when the game ends. Since tiles can be reflipped, players must think about whether an even or odd number of moves can be played around a tile in the future. (Mar. 83)

## 29 DOMINATION (Milton Bradley, \$13.95)

P 2-4 (2)/C 2/T 30m

Popularized in Europe under the name Focus, Domination involves intricate maneuvering of single pieces into stacks, which in turn are maneuvered on top of one another. A player creating a stack more than five pieces high removes the excess, eliminating the opposing pieces he has removed but setting his own pieces aside as reserves that can be dropped back into play.

## 30 GO (Sabaki Go Company; full-size folding board and 5.5 mm glass stones, \$40) P 2/C 2/T 1h

Probably the most popular strategy game in the world, go is played professionally in the Far East, where it originated (in China) two to four millennia ago. The rules are so logically derived from geometric principles that world chess champion Emanuel Lasker once speculated that intelligent beings in other worlds are likely to know go. Players add one piece at a time to the board, attempting to surround open territory while capturing surrounded opposing pieces along the way. Sabaki (Box 23, Carlisle, PA 17013) also carries a full line of go books, plus sets in all price ranges.

## 31 KENSINGTON (Samuel Ward, \$10) P 2/C 2/T 30m

Enormously successful in England, this abstract game resembles nine-men's morris (mill). Players alternately place pieces on intersections, then move them one point at a time. Forming a triangle allows you to reposition one opposing piece; forming a square allows you to reposition two opposing pieces. Properly exploited, these tactics help you form a hexagon and win the game.

28

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## 32 LEVERAGE (Milton Bradley, \$13.95) P 2/C 2/T 45m

The board is a functioning seesaw that players attempt to tilt by maneuvering pieces of three different weights to a safety zone on the opponent's side. Pieces move and jump as in Halma or Chinese checkers but can sometimes capture one another. When the board tips, balance is restored by removing weights from the appropriate player's end row; if you lose all your weights, you're out of the game. (J/A 80)

## 33 OH-WAH-REE (Avalon Hill, \$13.95) P 2-4 (2)/C 2/T 30m

Mancala games, played in Africa for centuries, are still among the least understood strategy games. Many of their secrets have not been revealed except from one tribal master to another by word of mouth. This version is less attractive than some of the fine wooden ones, but it provides comprehensive rules, complete with illustrative games, for several of the best variations.

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## 34 OTHELLO (Ideal, \$12.95) P 2/C 2/T 30m

Players from the U.S. and Japan have shed the most light on this game's once misunderstood strategies. As the board fills in, lines of pieces with one black face and one white face are flipped and reflipped, changing color, with each player trying to end with his color on top. (This year's "improved" board, incidentally, is fluorescent blue with a bright yellow border.) The rules now include an excellent strategy discussion by former world champion Jonathan Cerf. For more details on corner sacrifices, evaporation techniques, and other ploys, serious players should write to the U.S. Othello Association, Box 342, Falls Church, VA 22046. (S/O 77)

35

## 35 PENTE (Pente Games; Deluxe edition shown, \$90 [35A]; Standard, \$16.50 [35B]; Travel (magnetic), \$10 [35C]) P 2-4 (2)/C 2/T 15m

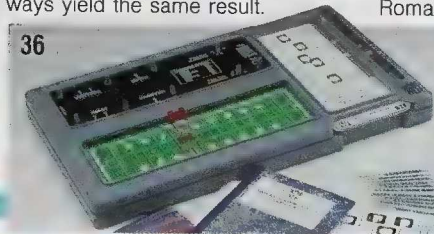
Pente has the ideal combination of simple rules, fast playing time, interesting tactics, and classic design. As in the Japanese game (ninuki-renju) on which it is based, the object is to get five pieces in a row, or to capture five pairs of opposing pieces by partially surrounding them. Tournaments, strategy books, newsletters, and many beautifully composed problems exist for Pente, which has replaced backgammon as the game of choice in many parlors. (J/A 79)



# GAMES FOR ARMCHAIR JOCKS

## 36 NFL STRATEGY (Tudor, \$19.95) P 2/C 3/T 1h

Despite simple mechanics, this game offers as sophisticated a brand of football as any armchair quarterback could want. Guided by a manual based on NFL playbooks, the offensive player chooses one of 40 plays, while the defensive player chooses one of 12. The plays are then compared, the ball position taken into account, and a weighted random factor introduced. Thus, a particular play combination won't always yield the same result.

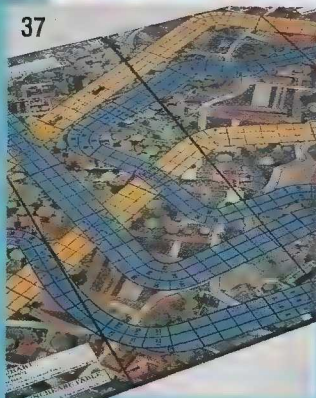


36

## 37 SPEED CIRCUIT (Avalon Hill, \$14) P 2-6/C 3/T 90m

Master the intricacies of three different racetracks as you race a car built to your specifications in terms of speed, braking ability, and other capabilities. Players plot their cars' speeds simultaneously, trying to outguess opponents on the tight curves, where badly placed cars may spin out or crash. For a similarly structured but more complex game, we recommend Avalon Hill's Circus Maximus, which reenacts Roman chariot races.

37



## 38 STRAT-O-MATIC BASEBALL (Strat-O-Matic Game Co., 46 Railroad Plaza, Glen Head, NY 11545; \$25 postpaid) P 2/C 3/T 4h

The baseball version is the best of the Strat-O-Matic sports series, boardless games that use extensive cards and charts and are often played in organized leagues. Almost every major league player is represented by a card, and his dice-generated performance is based on his actual pitching or hitting statistics compiled from the previous season. It's so realistic, even midgame injuries can occur. The advanced game allows for more managerial options, like hit and run. Cards from old-timer teams are available, so you can end barroom arguments by pitting, say, the 1927 Yankees against the 1982 Cardinals.



38

# CARD GAMES

## 39 BRIDGETTE (Xanadu Leisure, \$6.95) P 2/C 3/T 10m per hand

This is as good a two-player card game as any we know. Players bid for the right to name the trump suit, then try to win tricks. By playing a "colon"—one of three special cards added to a standard deck—you can avoid following suit and force the opponent to lead a different suit on the next trick. Bidding strategy and scoring rules will be easier to master if you play bridge, but it's not a prerequisite. (J/A 82)

## 40 GRASS (Euro Commerce Corp., \$7.50) P 2-6 (4-6)/C 3/T 30m

This action card game has more than the usual amount of drama, strategy, and humor. Players attempt to make money dealing in marijuana; naturally, they must also try to stay out of jail. Thus, collecting cards that will get you off on various technicalities becomes as important as protecting your stash from being ripped off by the other players. This well-designed game was invented by a retired policeman.

## 41 MARRAKESH (Xanadu Leisure, \$49.95) P 2/C 3/T 45m

Chance, skill, and the ability to guess the opponent's next play blend in a fast-paced game that should appeal to card and backgammon players alike. Hands are played out in two-card tricks; the winner of each trick (determined solely by the suits of the cards played) uses the numerical values of the trick's cards to bear off his pieces according to backgammon rules. Scoring bonuses for special bear-off patterns, like the Casablanca and the Bogart, give the game an exotic flavor. (M/J 80)



41

## 42 MHING (Suntex International, \$12) P 2-6 (4)/C 3/T 20m per hand

Based on the Shanghai style of Chinese mah-jongg, Mhing is played with an exotic 150-card deck composed of three suits (bamboos, dots, and characters), honor cards (winds and dragons), and flowers. The object is to develop a hand with matching sets of cards, much as in rummy. In this game, however, there are many special kinds of hands worth extra points, and a player often faces the dilemma of whether to try to go out quickly or to aim for a harder-to-get, higher-scoring hand. (Oct. 82)



42

## 43 SUPER RACK-O (Milton Bradley, \$11.95) P 2-4/C 2/T 45m

The basic Rack-O idea—drawing and discarding to organize a racked set of cards into numerical order—has been further developed in this Super version. Each player has both a red and a blue rack, and must worry not only about the ranks of the cards, but their colors as well. Memory is important, as is the ability to judge probabilities: Are you more likely to draw two cards from the 1-9 group, or one card each from the 1-9 and 11-14 groups?

## 44 UNO (International Games; Deluxe, \$7.95 [44A]; Standard, shown, \$5 [44B]) P 2-6/C 2/T 45m

This colorful revamp of Crazy Eights has a lot more twists and surprises. As players try to get rid of all their cards, they're helped—or hindered—by special cards that call for skipping turns, reversing order of play, and drawing additional cards. A rummylike scoring system assesses varying penalties for cards left in players' hands.



44

39



## HOME ARCADE



45

### 45 FROGGER (Coleco, \$39.95) P 1/C 1

Maneuvering your frog across three lanes of traffic, a snake-infested sidewalk, and a river afloat with logs and turtles looks a lot easier than it is. Your frog can croak in any of seven ways, and the going gets tougher as your score increases. Raucous sound effects that can't be turned off are the only real drawback.



46

### 46 MS. PAC-MAN (Coleco, \$39.95) P 1-2/C 1/T 5m or more

Now available in tabletop form, this arcade superhit is more difficult than Pac-Man. There are eight different mazes, and the four pursuing ghosts are programmed to make certain random decisions in their movements, so memorizing patterns isn't too helpful. Also included is a two-player head-to-head version, in which each player controls his own dot-gobbler.



47

### 47 Q\*BERT (Parker Brothers, \$79.95) P 1/C 1

You guide everyone's favorite "noser" around a pyramid; he hops on blocks, attempting to convert them all to a new color. Although simpler than the arcade version (while dodging red balls, the only villains Q\*Bert has to avoid are Coily and Slick) the home game has nine play levels to assure lasting appeal.



48

### 48 ZAXXON (Coleco, \$44.95) P 1/C 1

Elaborate graphics enhance this excellent arcade adaptation, which pits your winged spaceship against missiles, fighters, and Zaxxon, an indestructible robot warrior. You can bank to avoid enemies, dive to shoot ground-based rocket launchers, and climb to clear the fortress walls. The game uses up a lot of batteries, but has the largest screen of any game of its type.

#### VIDEO & HOME COMPUTER GAMES

Games for home computers are not included in The Games 100, but will be given full coverage in a special 12-page feature in next month's issue. For reviews of the best home video games, see "Fine Tunings" in last month's issue.

## ROLE-PLAYING GAMES

### 49 CALL OF CTHULHU (Chaosium Inc., \$20) P 3 or more/ C 5

This award-winning game is based on H. P. Lovecraft's legendary horror novels. Using logic and ingenuity, players try to uncover the evil plans of ancient creatures who seek to reclaim the earth. Set in the flapper era, the game comes with maps, dice, a superb rule book, and an intriguing background book on the Roaring Twenties.

### 50 DUNGEONS & DRAGONS Basic Set (TSR Hobbies, \$11.95) P 3 or more/C 4

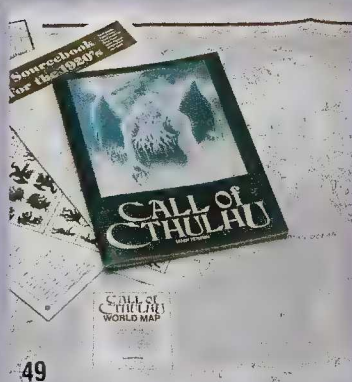
Completely revised and rewritten, this Basic Set covers the full scope of the original D & D rules, but in a much more accessible, step-by-step way. A solo adventure, dice, sample dungeon, and dungeon master's guide are included. And when you've become proficient at exploring for treasure and dealing with monsters, an Expert Set, a great number of supplements, and other playing aids can take you deeper into this world of swords and sorcery. (S/O 79)

### 51 RUNEQUEST (Chaosium, \$20) P 3 or more/C 5

This detailed fantasy game is a rich and literate re-creation of a world of magic and adventure—Glorantha. The complex rules cover character creation, combat, magic, and the ancient Rune Cults. A basic role-playing booklet eases you into the game, and a beginning scenario, "Apple Lane," lets you explore a small but deadly village. Excellent solitaire adventures are also available for this award-winning game.

### 52 THE TRAVELLER BOOK (Game Designers' Workshop, \$14.95) P 3 or more/C 5

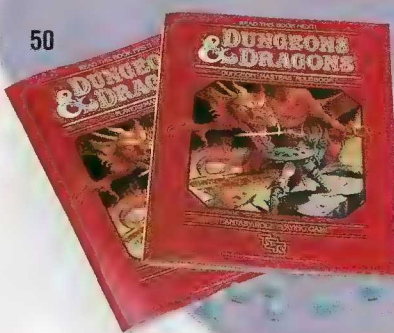
This book contains all the rules you'll need to create nearly any futuristic space adventure imaginable. There's also cogent playing advice and two ready-to-play introductory game scenarios. To support the basic Traveller system, GDW (Box 1646, Bloomington, IL 61701) also publishes board games such as the excellent Mayday and Snapshot, miniatures rules, and a magazine.



49



51



50



52



## MAN VS MACHINE

53



**53 BACKGAMMON CHALLENGER** (Fidelity Electronics, \$100) P 1/C 2/T 20m

Finally there's a worthy opponent you can afford to play for big stakes. While some experts may find the machine too easy to beat, most players—especially if the doubling-cube option is used—will find the Challenger lives up to its name. The machine gives you the option of rolling your own dice—and it will foolishly believe anything you tell it.

54



**54 CHESS CHALLENGER SUPER 9** (Fidelity Electronics, \$250) P 1/C 3/T 45m

This sophisticated chess opponent plays roughly like an 1800 player (USCF rating) at tournament speeds. It talks, plays at 15 different levels, has a good knowledge of book openings, keeps track of time used by both itself and the player, and can be hooked up to a printer (sold separately) to record your games.

55



**55 MONTY PLAYS SCRABBLE BRAND CROSSWORD GAME** (Ritam, \$149.95 [55A]; Vocabulary Module 1 (adds 16,000 words) \$39.95 [55B]) P 1-3 (1)/C 3/T 30m

With a basic vocabulary of 12,000 words (expandable to 44,000 with two extra modules) and a decent understanding of strategy, Monty is a tough, high-scoring opponent. He's also fast, taking an average of a minute per move on a medium skill level. If you get tired of losing, you can usually fool him with phony words. (Sept. 83)

56



**56 REVERSI CHALLENGER** (Fidelity Electronics, \$155) P 1/C 2/T 30m

This program is so strong and fast at its expert levels that we suspect it could win a match from any human. Apart from a more flexible opening setup, reversi is identical to Ideal's Othello. Unlike chess or checkers, it's proven to be a game in which people can learn from computers.

## HISTORICAL GAMES

**57 ACE OF ACES** (Nova Game Designs; \$16.95 each for the Rotary [57A], Powerhouse [57B], or Flying Machines edition shown [57C]) P 2/C 3/T 30m

This cleverly designed World War I aerial combat game is completely contained within two books. Identically numbered pages in each book show views of the planes from each player's "cockpit." Players select a maneuver, compare moves, and are directed to a new page, where they hope to see the other player in their gunsight. This new Flying Machines edition, depicting the first fighter planes, is a complete game but can be combined with planes from the other editions for varied combat. (J/F 81)

**58 CIVILIZATION** (Avalon Hill, \$22) P 2-7(6-7)/C 4/T 2-12h

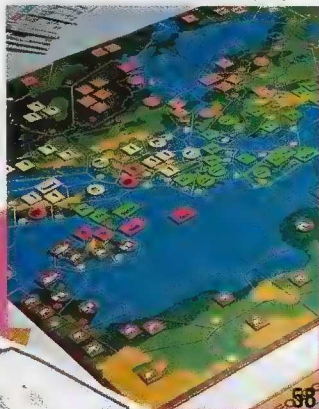
In this totally absorbing epic, each player represents a nomadic tribe that will grow, establish cities, and develop arts, crafts, and sciences. To become the most civilized nation, you'll need the trading instinct of a Monopoly champ, the foresight of a chess player, and the judgment of a Diplomacy whiz. And when you think you've evolved to the level of classical Greece, watch out for volcanic eruptions, plagues, and civil war. (J/A 82)

**59 DIPLOMACY** (Avalon Hill, \$17) P 3-7 (5-7)/C 3/T 5h

Players represent the major European powers on the eve of World War I. Since there are no dice or random events, your success depends solely on wits, negotiating skill, strategically placed forces—and treachery. Like chess, Diplomacy has spawned numerous variants, detailed analyses of openings, and a vigorous play-by-mail following. (N/O 77)

**60 GETTYSBURG** (Avalon Hill, \$16) P 2/C 3-5/T 3h

No American battle has been the subject of more games (Avalon Hill alone has published three prior versions), and this is the best of an excellent lot, a rare wargame that will please novice and expert alike. Gettysburg provides three sets of rules that afford varying degrees of detail and historical accuracy in the play.

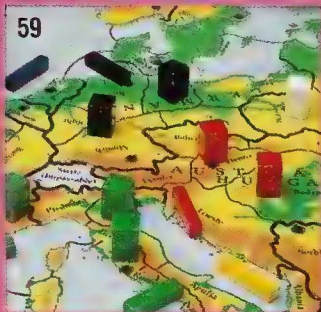


**61 A HOUSE DIVIDED** (Game Designers' Workshop, \$9.98) P 2/C 3/T 90m

Rules to this exceptionally simple Civil War game take only four pages, and all necessary playing information is shown on the board and the pieces. True to history, the Confederacy must strike quickly and effectively or be worn down by superior numbers. Unlike history, the game can be painlessly and enjoyably repeated several times in an evening. (M/A 82)

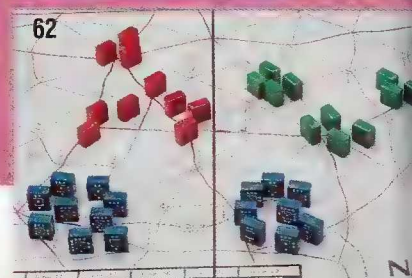
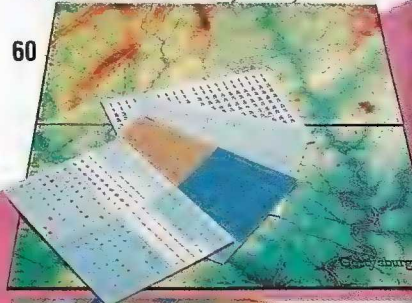
**62 NAPOLEON** (Avalon Hill, \$14) P 2-3/C 3/T 1h

This exciting reenactment of the Battle of Waterloo proves that a wargame can be fairly realistic without sacrificing simplicity. French, Anglo-Dutch, and Prussian units are represented by wooden blocks whose strengths are kept hidden from the opponent until they are used in battle. The French advantage in mobility is offset by the fact that Napoleon must win by the 12th turn.

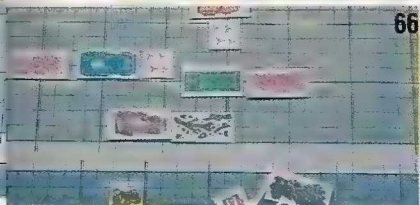


**63 STORM OVER ARNHEM** (Avalon Hill, \$16) P 2/C 4/T 2h

The famous World War II battle depicted in the film *A Bridge Too Far* is re-created with a unique movement and combat system. Turns are divided into "impulses"; in each, a player commits troops in a single area to move or to fire. Once committed, troops are more vulnerable to attack in later impulses of the same turn, so figuring out the optimal order of attacks is very tricky.







66

**65 BEYOND THE STELLAR EMPIRE** (Adventures by Mail, Box 424, Cohoes, NY 12047; \$17 for rules, plus \$4 per move; no photo) P 1/C 5/T many months

This computer-moderated game of space exploration is played by mail. Its scope is immense, and there's a high degree of player interaction. You join one of a dozen "companies," each specializing in exploration, trade, imperial service, or other less reputable pursuits. The gamemasters who run your turn through the computer are very helpful to beginning players.



**64 VICTORY IN THE PACIFIC** (Avalon Hill, \$14) P 2/C 4/T 2h

Probably the most popular naval wargame since Avalon Hill's Midway, this strategic-level simulation covers the entire Pacific theater of World War II. Players earn points for the sea areas they control at the end of each of the game's eight turns. All the important battleships and aircraft carriers are accounted for, as is the initial surprise attack on Pearl Harbor.



63



64



67

**66 CAR WARS** (Steve Jackson Games, \$5) P 2 or more/C 4/T 90m

If you liked the film *The Road Warrior*, or if you live in Los Angeles, this may be your game. Cars with various speeds, weapons capabilities, and abilities to maneuver whiz about the highways of the future, turning flame-throwers on passing cars and dropping tire spikers in front of tailgaters. Two expansion sets—Sunday Drivers and Truck Stop—can be added for even wilder play.

**67 COSMIC ENCOUNTER** (Eon Products, \$20) P 2-4 (4)/C 3/T 90m

Every player is a different alien with a unique power that allows him to break one of the game's otherwise simple rules. The aim is to gain bases on other worlds through combat (using cards and tokens) and diplomacy. We recommend buying Expansion Set 2, which introduces the Gambler—an alien who can bluff his way through a fight—and the Anti-Matter, for whom inferiority means victory. (May 83; S/O 78)

**68 DRAGON PASS** (Chaosium, \$17) P 2-3/C 5/T 2-12h

The rich mythology of Runequest (see page 43) is the backdrop for this grandest of all fantasy wargames, which has undergone several revisions since first appearing as White Bear, Red Moon. Dragons, superheroes, magicians, and a myriad of other creatures battle on material and spirit planes for control of Dragon Pass. Many characters have exotic powers that can be used just once. Sir Ethirist's Hound, for example, can make a Doom Run straight across the board, killing everything in his path, while the Stormwalkers can flood every river simultaneously. (The game may be hard to find until January, when an Avalon Hill version will appear.)



68



69



70

**69 DUNE** (Avalon Hill, \$16) P 2-6 (4-6)/C 3-4/T 3h

Readers of Frank Herbert's classic will not be disappointed with this board-game version. The Atreides family, the Bene Gesserit, the Guild, and other factions employ military force, treachery, and special abilities to gain supremacy on an inhospitable planet where giant sandworms produce a spice that is the key to galactic control. Beware of keeping too many troops in Arakeen when a storm is approaching: You never know when someone may use the Family Atomics to blow away the Shield Wall.

**70 ILLUMINATI** (Steve Jackson Games, \$6) P 2-6 (4-6)/C 3/T 2h

In this lighthearted spoof of conspiracy theories, players represent such secretive factions as the Gnomes of Zurich, the UFOs, and the Bermuda Triangle. These Illuminati—"enlightened ones"—attempt to control the world by subverting various powerful and not-so-powerful groups (represented by cards), ranging from the CIA and the Cattle Mutilators to the Post Office and Madison Avenue. Players deceitful enough to win at this game may want to liven things up even more with the two expansion sets, which add such nasties as the Society of Assassins and the Orbital Mind Control Lasers. (Feb. 83)



71



72

**71 IMPERIUM** (Game Designers Workshop, \$9.98) P 2/C 4/T 3h

A classic among space wargames, Imperium pits Earth's descendants against an empire that rules much of the Milky Way. Earth's main chance to survive lies in the fact that we are but a minor annoyance to the Empire, unworthy of a costly attack. Played as a series of wars, the game sometimes favors those who lose the early rounds in order to improve their political position for the final battle.

**72 SANCTUARY** (Mayfair Games, \$17.50) P 1-6/C 4/T 1-3h (solitaire 15m)

In this neatly balanced game of greed and spite, your thief tries to pull off heists and avoid the ever-present imperial guards, the Hell Hounds. While carrying your loot back to your cache, you can send Hell Hounds to harass the other players. This tense board game is derived from Robert Lynn Asprin's anthology, *Thieves' World*.



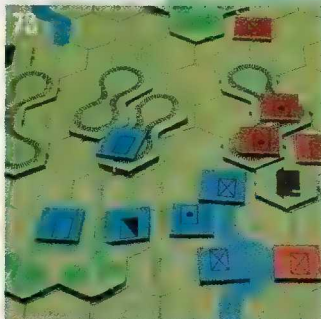
# ABSTRACT CONFLICT

## 73 BATTLE (Yaquinto, \$9) P 2/C 3/T 30m

An ideal introduction to basic wargame concepts, Battle is a quick tactical struggle in which players try to break through the enemy's line and capture his headquarters. The absence of hidden movement keeps the game simple, and the absence of dice simplifies the strategy. Terrain, army composition, troop capability, and opening setup can all be varied, allowing players to re-create the flavor of battles from a variety of historical periods. (M/J 81)

## 74 BORDERLANDS (Eon Products, \$15) P 2-4/C 3/T 90m

Players seek to build cities by producing or trading for iron, timber, horses, and other resources. Since conflicts are resolved without dice or luck, good trading and diplomatic skills are required (except in the two-player game, which is one of nearly pure strategic planning). An expansion set allows for a fifth player and enlarges the map board.

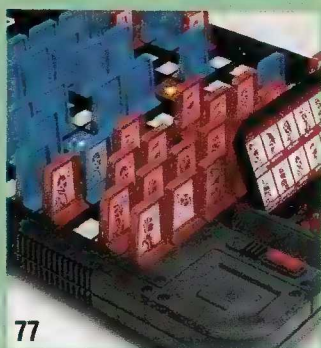


## 75 COLORLOC (Victor Talalay, \$10) P 2/C 3/T 1h

In this tense tactical struggle, pieces for both players come in various colors and types. A piece's color defines the board lines along which it can move, while its type prescribes the maneuvers and captures it can perform. Some pieces are so powerful that in the right situation, they can capture all opposing pieces in a single turn. The constant danger makes players feel as though they are walking a tightrope. (Feb. 83)

## 76 CONQUEST (Conquest, Inc.; with metal pieces, shown \$42.50 [76A]; with plastic pieces, \$16.50 [76B]) P 2/C 3/T 90m

Medieval armies—all with their own special powers of movement, capture, and transport—are at war. A player may make up to 20 moves per turn. If he captures a piece, his opponent may interrupt to recapture it, a rule that makes defense a manageable task. Also available is a larger four-player version, which can be played just as well with only two or three. (J/F 79)

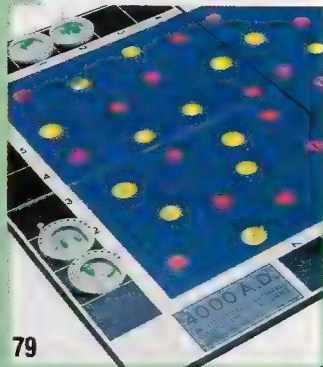


## 77 ELECTRONIC STRATEGO (Milton Bradley, \$59.95) P 2/C 3/T 45m

The classic military game of "steal the flag" now has a mind of its own. Only the computer can see the faces of the opposing pieces, and it indicates the winner of an attack without revealing the exact identity of either the winning or losing piece. The computer also keeps track of hidden mines (which are not represented by playing pieces as they are in regular Stratego) and permits players to probe any enemy piece, at the cost of a turn, for limited information about its type. (Sept. 82)

## 78 EXTINCTION (Carolina Biological Supply Co., \$19.95) P 2-4/C 3/T 2h

Survival of the fittest in a changing ecosystem is the theme of this game, which is as entertaining as it is educational. The island of Darwinia has six different habitats, ranging from marsh to meadow, and each player manages a species made up of genetic traits that define its mobility, optimal habitats, reproduction rate, and degree of resistance to predators and environmental changes. A species may overpopulate, risking famine, or be reduced by human encroachment and pollution. Luck plays a large part, but players can improve their chances by strategically changing their gene cards.



## 79 4000 A.D. (Waddington's House of Games, \$24.95) P 2-4/C 3/T 90m

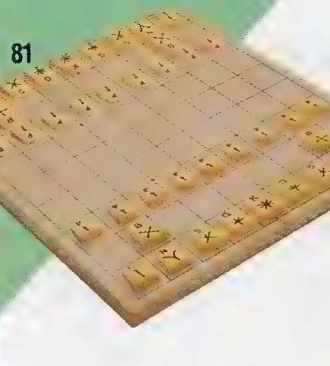
In a clash of interstellar empires, starships maneuver among 24 sectors of space by means of warp travel. A fleet in the warp moves in any direction but must reappear on the board exactly as many sectors away from its point of departure as the number of turns it spent in the warp. Because big fleets wipe out smaller ones, players must watch alertly for coordinated attacks. Capture of certain planets earns additional ships; capture of the opposing home-star systems wins the game. (M/A 79)

## 80 RISK (Parker Brothers, \$18.95) P 2-6/C 3/T 90m

Alexander, Genghis Khan, and Napoleon would have loved matching wits in this game of global conquest, which is sufficiently simple to have become a family classic despite its bellicose theme. Seesaw battles can rage in the late phases, when players alternately acquire huge numbers of reinforcements and sweep them from continent to continent, recapturing countries lost the previous turn.

## 81 SHOGI (The Shogi Association; westernized pieces with folding wooden board shown, \$30 [81A]; Japanese pieces, same board, \$25 [81B]) P 2/C 3/T 1h

More popular in Japan even than go, shogi has the same goal as chess—checkmating the other king—but contains a rule that makes it a completely different kind of game: A captured piece becomes the property of the capturer and may later be dropped back on an empty square as part of his army. The Shogi Association (Box 77, Bromley, Kent, U.K.) also produces several ancient shogi variants and an outstanding bimonthly magazine on the game.





## GAMES OF DEXTERITY

**82 BLOCKHEAD** (Pressman, \$7.99)  
P 2 or more/C 1/T 10m or more

Equally fun and funny for all ages, this is the game incarnation of "the straw that broke the camel's back." Players take turns adding oddly shaped blocks to a tower while trying to keep it as unstable as possible for the next player. If you knock a tower down three times, you're out of the game.



**83 FORE PAR TABLE GOLF** (World Wide Games, \$112) P 2-4/C 1/T 30m

A few compromises were made to fit an 18-hole golf course onto a board the size of a coffee table. The balls are pucklike, the fairways are wooden, the clubs look like pool cues, and the hazards are bumpers—but it all works beautifully. The game has elements of croquet, since knocking the other balls out of position and blocking a direct line to the hole to force a bank shot are fair play. (N/D 78)



**84 NERF PING-PONG** (Parker Brothers, \$13.95) P 2/C 1

If you can't fit a Ping-Pong table into your living room, try this portable version. The net adjusts up to four feet in length, and the spongy balls can't damage anything they hit. For variety, try a game on a round table, or handicap one player by moving the net closer to his opponent. (Jan. 83)

**85 NHL STANLEY CUP HOCKEY** (Coleco, \$29.95) P 2/C 1

This blast from the past has all the lightning action of pro hockey but none of the brawls. Each player controls a team of plastic skaters, which are attached to metal rods. The rods are pushed or pulled to slide a player up and down the rink, or twisted to rotate him, which allows passing and shooting the rubber puck. If you haven't worked up a good sweat by the game's end, you're not playing winning hockey.



**86 NO JIVE YO-YO** (Tom Kuhn Custom Yo-Yos, \$12.50) P 1/C 1

Rock-the-baby, walk-the-dog, and loop-the-loop are all made easy with this high-quality hardwood Yo-yo, which comes with a complete instruction booklet. The Yo-yo can be taken apart and reassembled in three different ways, each best for certain tricks.

**87 SIDEWINDER** (Parker Brothers, \$19.95) P 2/C 1/T 5m

Adults can't seem to put this "silly kids' game" aside once they pick it up. Shaking the board randomly disperses steel balls beneath pictures of shrubbery. Each player then unwinds his plastic snake by turning two knobs, and tries to retrieve balls with his snake's magnetic head. With practice, you can make your snake twist and turn around obstructions, steal a ball from the opponent's snake, and dart back to the safety of your den. Resetting the game is a bit of a nuisance; we suggest making the previous game's winner do it.



## MAKING ENDS MEET

**88 KALI KO** (Future Classics, \$30) P 2-4/C 2/T 45m

One of the most graphically appealing games ever produced, Kaliko is played with clear Lucite tiles, each having a unique pattern of red, white, and/or blue paths. Each turn, opponents play one or more tiles (from a hand of seven), linking previously unconnected paths of the same color. Points are earned according to the length and number of twists in the path, and are doubled if a path is bent into a closed loop. Comebacks from huge deficits are possible but require both skill and luck. (May 83)



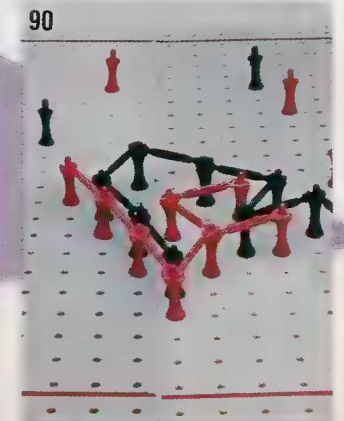
**89 TRAX** (Excalibre Games, \$8) P 2/C 2/T 30m

Both players use the same set of pieces in this tricky test of ingenuity and foresight. All 64 tiles have a black and a white path segment on both sides. A player wins by completing a loop in his own color or by creating a path that crosses eight rows or columns. Certain plays set off chain reactions of forced moves, and a player who doesn't look ahead may be embarrassed to find that he's completed a winning path for his opponent. (Oct. 82)



**90 TWIXT** (Avalon Hill, \$18) P 2/C 2/T 45m

Unlike the old game of Bridg-It, Twixt has no known winning strategy. One player attempts to build a fence north to south, the other east to west, across the board; opposing fences cannot cross. As in other connection games, the best offense is a good defense.





## THINGS THAT FLY



92

**91 FRISBEE** World Class 165G Model (Wham-O, \$7)  
P 2 or more/C 1

This top-of-the line model gets the best distance, with the greatest accuracy, of any Frisbee. It's also the official "ball" in the popular sport of Ultimate, which has elements of soccer and football.

**92 M17 BOOMERANG** (Benjamin Ruhe, \$7 for either right-handed model [92A] or left-handed model [92B]) P 1/C 1

One of the easiest 'rangs to learn to throw and catch, this 17-inch Australian model is ideal for novices. Made of high-quality plywood, it's definitely not a harmless toy, so use it only in wide-open spaces (half a football field will do). For other models or information about the sport, write B. Ruhe, 1882 Columbia Rd. NW, Washington, DC 20009.

**93 TRAC-BALL** (Wham-O, \$15)  
P 2/C 1

Ideal for medium-size lawns, Trac-Ball gives you two plastic lacrosse-type rackets and two hollow, rough-surfaced balls. Tracks inside the rackets, which are used for both catching and throwing, are lined with teeth that impart a lot of spin, making the ball curve, rise, or sink according to the thrower's motion.

## MYSTERY GAMES

**94 CLUE** (Parker Brothers, \$13.95) P 3-6 (4-6)/C 2/T 1h

In this classic game of inference and deduction, players compete to discover the who, where, and how of a murder in a stately old mansion. Players travel to different rooms and pose hypothetical solutions to the crime, which the other players try to refute by showing one of the cards in their hands. Although only one player sees the card that's shown, the others can often deduce a surprising amount—at some risk of being tricked by a good deception. (J/F 80)

**95 A PUZZLE MOST MURDEROUS** (Springbok, available in Hallmark stores, \$8)  
P 1 or more/C 2

With this new mystery jigsaw, solvers find that "all done is only just begun." The 500 assembled pieces reveal a murder scene that includes the corpse, the clues, and all the suspects. An accompanying brochure augments what you see with short bios of the people pictured and a description of the circumstances. Now you must piece things together for the second time in order to figure out who-, how-, and why-dunit.

94



**96 SCOTLAND YARD** ( Ravensburger, \$21.50)  
P 2-6/C 3/T 90m

In this strategic chase game, one player—"Mr. X"—is pursued by all the other players—detectives—who play as a group. The board is a map of London showing 200 locations connected by a network of taxi, bus, and underground routes. The detectives win, collectively, if one of them lands on Mr. X. The trouble is, Mr. X moves around secretly, and is required to reveal his position only occasionally. Fewer than four detectives haven't much of a chance, but a single player can control more than one detective if there's a shortage of players.



95



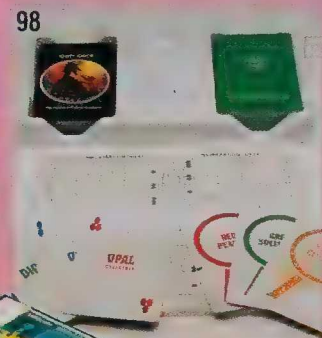
96

**97 SHERLOCK HOLMES CONSULTING DETECTIVE** (Sleuth Publications, \$25 [97A]; Mansion Murders supplement, \$12 [97B])  
P 1 or more/C 4/T 1h or more

Best played cooperatively or solitaire, this game provides 10 very difficult cases for the world's most famous detective. The fewer places you need to search, the better your score will be, but just solving the cases at all is satisfying. After reading about a crime in the casebook, you may visit any of 250 locations in 1886 London; some places provide clues and suggestions of where else to look, others are dead ends. The Mansion Murders supplement provides five new cases set in an old house, and includes detailed floor plans.



97



98

**98 SLEUTH** (Avalon Hill, \$7.95)  
P 3-6/C 2/T 1h

This card game becomes a different logic puzzle each time it's played. One card is removed from a deck of "gem cards," and the others are dealt out. Players ask questions about each other's hands, such as how many "opal solitaires" or "red pairs" they have. By choosing the right question for the right opponent, players attempt to discover the identity of the missing card.

**99 221-B BAKER STREET** (John Hansen, \$13.95)  
P 2-6/C 3/T 45m

Players move around the streets and shops of London, looking for clues to one of the 20 cases provided (up to 100 more can be ordered separately). More than enough clues are given to solve each crime—from charades (for instance, a representation of the first syllable of the killer's name) to hard information (such as a suggestion of the motive or the weapon). An important strategy is to lock up the locations of the more important clues to slow the opponents' progress.

**100 WHO KILLED ROGER ELLINGTON?** (Jamie Swise; available from Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$17 postpaid; no photo)  
P 5-8 (7-8)/C 3/T 2h

In this role-playing party game, players act out the parts of murder suspects. By questioning one another and periodically opening new packets of information that tell them more about their characters, the players—except for the culprit—try to solve the crime. The second game in the series, Murder by Proxy, works similarly (and is available for the same price), but has an "R-rated" theme. (Mar. 83)

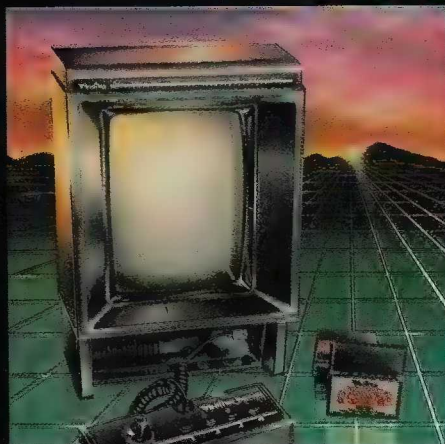


99



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GRAPHIC COMPUTER SYSTEM

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GRAPHIC COMPUTER SYSTEM

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\*Pole Position™ is created and licensed by Namco. © 1982.

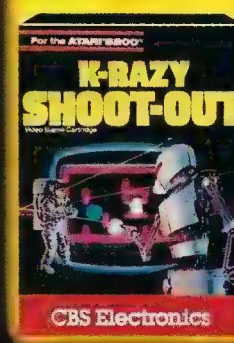
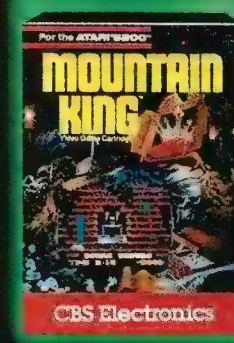
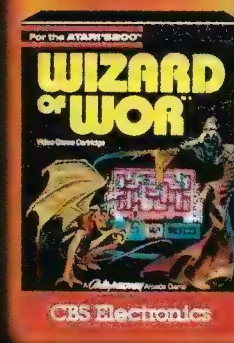
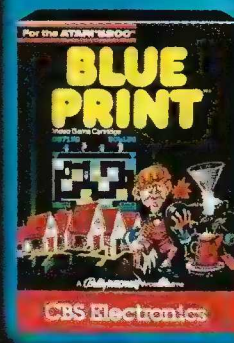
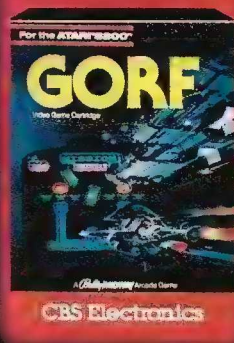
\*\*Trademark of and licensed by Konami Industry. © 1981.

†Trademark of and licensed by Stern Electronics Inc. © 1980.

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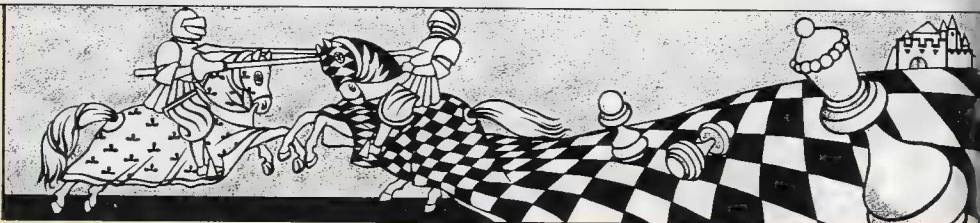
Please send me \_\_\_\_\_ DUB-L or NUTH-N™ card and dice game(s) at \$4.95 each plus \$1.00 postage and handling. (Illinois residents add 6% sales tax.) Enclosed is my check or money order payable to FAMILY FUN GAMES, INC.

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## WORDPLAY

### Add Two and Mix

If you add the same two letters to each of the following eight words and then rearrange the letters of each, you'll find yourself with a new set of eight common English words. What are those two letters?

- |          |          |
|----------|----------|
| 1. CHAT  | 5. LET   |
| 2. PET   | 6. TEA   |
| 3. COLT  | 7. LIKEN |
| 4. CHIPS | 8. GLUM  |

—Henry E. Leabo

Answer Drawer, page 80

## REAL LIFE TOPOLOGY

### One Good Turn

We're so used to seeing things the way they are that trying to imagine them in some other way can be surprisingly disorienting. Take an ordinary glove, for instance—a right-hand glove. If you turn it inside out, will it now fit your right hand or your left?

Too easy? Then try this: Imagine that you're wearing a long-sleeved pullover sweater in the normal way—that is, with the label in the back, inside the sweater. If you remove the sweater, turn it inside out, put your arms back in the same sleeves they were in before, and put the sweater back on, will the label now be on the inside or the outside? In the front or the back?

—B.H.

Answer Drawer, page 80

## HALL OF FAME

### Name the Nickname

Ethelred was called "the Unready" because he always kept his dates waiting. But seriously, folks... Can you identify these fictional or historical personalities by their often appropriate monikers?

- |           |                 |
|-----------|-----------------|
| 1. _____  | the Baptist     |
| 2. _____  | the Red         |
| 3. _____  | the Conqueror   |
| 4. _____  | the Confessor   |
| 5. _____  | the Lionhearted |
| 6. _____  | the Terrible    |
| 7. _____  | the Lip         |
| 8. _____  | the Man         |
| 9. _____  | the Moocher     |
| 10. _____ | the Pelvis      |
| 11. _____ | the Stilt       |
| 12. _____ | the Surf        |
| 13. _____ | the Knife       |
| 14. _____ | the Greek       |
| 15. _____ | the Freeloader  |

—Eleanor McKinlay

Answer Drawer, page 80

## TOUGH NUTS

### Surrounded

You'll probably need to get out the atlas to solve this one:

You are in a city in the continental United States. If you proceed directly from some part of this city in any of the four directions (north, south, east, or west) you will, without enter-

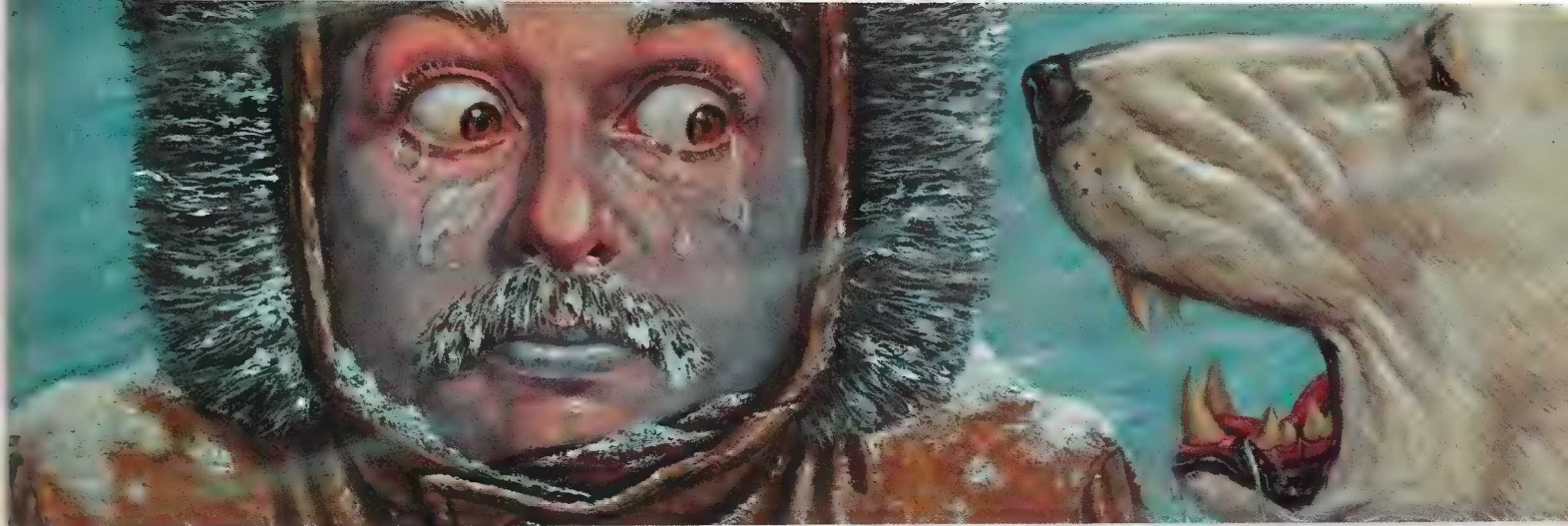
ing any other city or town in your own state, enter a different state. It will be the *same* state in all four directions.

What city and state are you in, and what state will you enter?

—Chad Goodchild and Bill Bechem

Answer Drawer, page 80





# If you can't stand the heat, get out of the Arctic.

## THIS ICE IS NOT NICE.

It's slippery and moving fast. No place to play hopscotch, but if Frostbite Bailey™ wants an igloo, he'd better hop to it. With every bounce, his ice-house grows. That is, if he doesn't fall in.

## THE ZERO FACTOR.

Construction starts at a balmy 45° above — and dropping. Frostbite has to finish work and be inside before it hits zero,

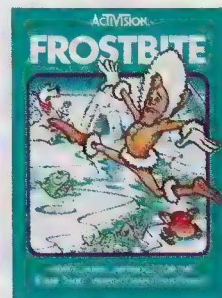
or he becomes a polar popsicle.

## FOES IN THE FLOES.

Perils surround this Arctic architect. King crabs, killer clams and snow geese, all ready to help him take a dive. And lurking at the front door of his Klondike Condo — a ferocious grizzly polar bear.

## WILL FROSTBITE BAILEY BE HOME FREE?

Probably not. It's like we told you. Life is no picnic at the North Pole. Come see if you're hot enough to handle Frostbite.™



A CHILLINGLY CLEVER DESIGN BY STEVE CARTWRIGHT FOR YOUR ATARI® 2600.™

# FROSTBITE™

**ACTIVISION®**  
We put you in the game.



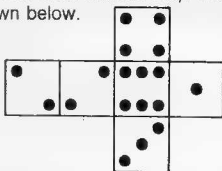
### 30 Con Quest

- Control (con troll)
- Congesting (con jesting)
- Contribute (con tribute)
- Consent (con scent)
- Conceal (con seal)
- Conduct (con ducted)
- Confined (con fined)
- Condescending (con descending)
- Contraction (con traction)
- Concave (con cave)
- Conceding (con seeding) *or* construing (con strewing)
- Consensus (con census)
- Contest (con test) *or* concourse (con course)
- Conceited (con seated)
- Conserving (con serving)
- Contract (con tracked)
- Contour (con tour)

### 28 Mental Gymnastics

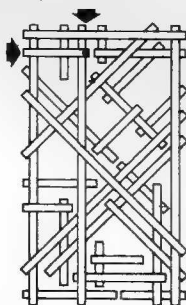
#### 1. The Curious Die

The face directly opposite the six has two spots (we *did* call it a most curious die). The expanded cube is shown below.



#### 2. Highest Point

The dot (as marked by the arrows) indicates the highest point in the pile of rods:



#### 3. Yes or No?

Yes! What you are being asked is simply, "If the problem you solved before this one was harder than this one, was the problem you solved before this one harder than this one?"

#### 4. Sands of Time

The minimum overall time is just 15 minutes! The correct procedure is as follows: (1) Put the egg into boiling water and start *both* timers. (2) When the small timer runs out after seven minutes, turn it over to start timing again. (3) When the large timer runs out after 11 minutes, the small timer will have been running for four minutes; turn the small timer over again. (4) After a further four minutes the small timer will run out. Eleven minutes plus 4 minutes equals 15, and your egg is ready.

#### 5. Railway Routes

There are 2,501 different ways of traveling from A to E without going over any section more than once during any journey. The various routes may be summarized as follows:

- 2 routes visiting 4 stations (e.g., ABDE)
- 9 routes visiting 5 stations (e.g., ABCDE)
- 24 routes visiting 6 stations (e.g., ABCDE)
- 90 routes visiting 7 stations (e.g., ABCDCDE)
- 288 routes visiting 8 stations (e.g., ABCDCBDE)
- 504 routes visiting 9 stations (e.g., ABCDCBCDE)
- 1584 routes visiting 11 stations (e.g., ABCDCBCDBDE)

Total: 2,501 routes

### 62 Eyeball Benders

- Hairbrush
- Green pepper
- Straight pins
- Center of a razor blade
- Grapes stem, after the grapes have been eaten

#### Fake Advertisement

The Fake Ad announced in the Table of Contents was for Sale of the Year and appeared on page 70.

### 53 Double Parking



#1



#2

## Extend your survival against alien invaders.

Maneuver through the video galaxy with the Discwasher® PointMaster™ competition joystick.



Its fighter pilot's hand grip gives you total control. The top mounted, fast action thumb trigger makes right or left handed play unearthly easy. And the PointMaster is compatible with most popular video game systems.

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# These instructions could save your life.



Phasers are armed and ready for constant fire. They are the only weapon effective against the mighty Nomad.

Impulse engines let you maneuver the Enterprise through minefields and enemy ships.

Warp speed will get you out of tight situations fast. And it's about the only way you can get close enough to fight Nomad.

You can replenish your supply of weapons and shields by docking the Enterprise at a Starbase. But every time you dock, it costs you points.

A photon torpedo can take out a cluster of Klingons. But they're in short supply, so don't waste 'em.



**Made for:**

Atari® 2600™,  
Atari® 5200™,  
Atari® Home  
Computers,  
Commodore 64™  
and VIC-20™ Texas  
Instruments 99/4A™

Read this page very carefully before you play Star Trek Strategic Operations Simulator, the home video game that's so fast, so challenging, it comes with its own Combat Control Panel.

This is Star Trek as you've never played it before. Born in the arcade. Tested under fire. Then made even better. More challenging.

You fight Klingons and alien saucers throughout the galaxy. Maneuver through fields of space mines. And confront the ultimate enemy, Nomad. An enemy so powerful you'll need full phasers, warp speed and your Combat Control Panel to defeat him.

Star Trek. With the exclusive Star Trek Combat Control Panel. Don't leave Earth without it.

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The Arcade Winners.