

GAMES

*"Toto, I have a feeling
we're not in Kansas
anymore."*

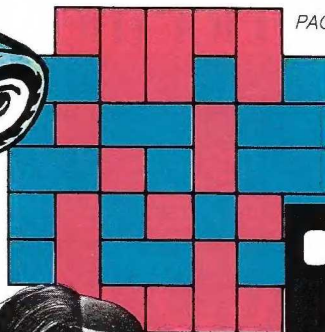
And we're not in Oz, either.
Enter the enchanted city
and name all the games
here and on page 29.

WIN 100 GAMES

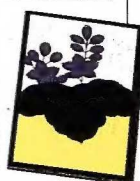
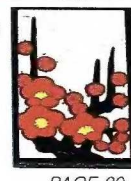
Rules, page 4
Clues in the Games 100,
pages 30-48



PAGE 10



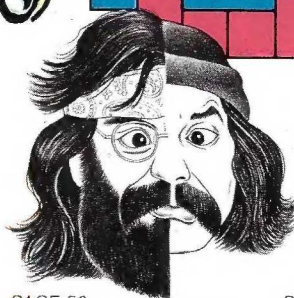
PAGE 60



PAGE 29



PAGE 14



PAGE 56

PAGE 16



FEATURES

- 10 Addled Adages** Fractured Folk Wisdom From Two Great Britons *Frank Muir and Denis Norden*
- 14 Hexed Signs** A Symmetry Puzzle From the Pennsylvania Dutch *Johnny Claypoole*
- 16 Cinemath** What Do These Movies Add Up To? *Richard Chevat and Debra Kagan-Chevat*
- 29 The Games 100** 1984 Favorites From the Editors of GAMES *Edited by R. Wayne Schmittberger*
- 59 Shelf Analysis** Scrap Books Make for a Spine-Tingling Puzzle *Lori Philipson*
- 60 Beguilers** Bewitched, Bothered, and Be Logical *Keith Ringkamp*
- ?? Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 74)*

PENCILWISE

- | | | |
|------------------------------------|--|------------------------------|
| 21 Cross-O | 28 Categories | 52 Double-Crostic |
| 22 Film-Flam: Cryptograms | 49 Sobriquets | 53 Ornerly Crossword |
| 24 Quote Quest: Word Search | 50 Cryptic Crossword | 56 Double Billing |
| 26 Hold It! | 51 Across Anagrams: Variety Cryptic | ... and other pencil puzzles |

CONTESTS

- 4 City Limits** Identify the 51 Games on the Cover and Page 33 for a Chance to Win the Games 100
- 64 Contest Results** Tally-Ho!, from May; Off and Running, from June

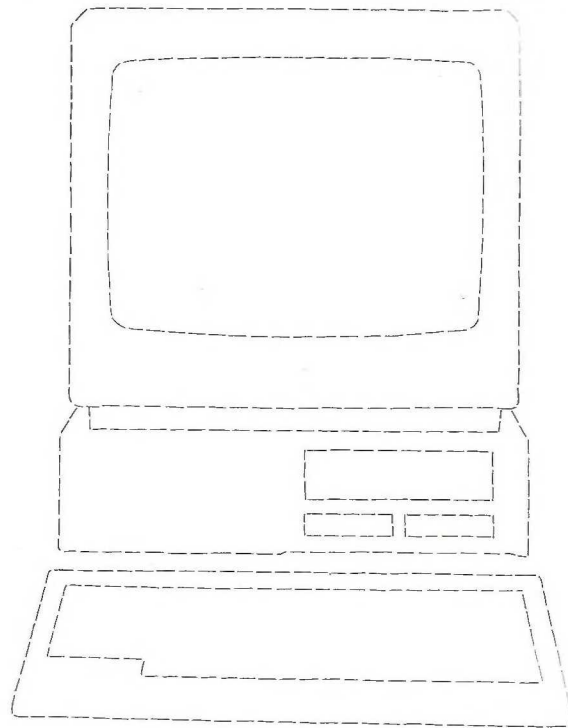
DEPARTMENTS

- | | |
|---------------------------|-------------------------|
| 7 Gamebits | 67 Wild Cards |
| 62 Eyeball Benders | 72 Answer Drawer |

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

Cover Construction Don Wright **Photograph** Walter Wick **Puzzle** Robert Leighton

Picture a computer under \$1000
that runs over 1000 of the best programs
written for the IBM PC.



Now picture this.

There's a lot that's new about PCjr and it's all good news for you.

PCjr now has a lower price. A new typewriter-style keyboard.

A new option that can give

user memory a dramatic boost.

And new business and personal programs to add to its fast-growing library of up-to-date programs.

All of which can make PCjr the most useful computer a little money can buy.

It comes standard with 128KB of user memory — twice the memory of its most popular competitor. An advanced 16-bit processor. And a double-sided diskette drive that can store over twice as much information as most single-sided drives.

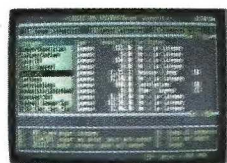
With all these features, PCjr can run over a thousand of the most popular programs written for the IBM PC. And with the new optional 128KB Memory Expansion Attachment,

it can run over a thousand more.

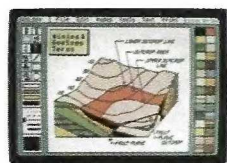
PCjr also runs a growing number of powerful cartridge programs. They work faster than



Right now, PCjr can run the powerful Lotus 1-2-3™ on diskette (with Lotus 1-2-3 PCjr Installation Kit and additional memory). The new cartridge version, requiring no additional memory, will be available this fall.



Managing Your Money™ by Andrew Tobias, new on cartridge for PCjr, is a comprehensive personal financial advisor and manager.



Turn your screen into a canvas. The new cartridge program, PCjrColorPaint, lets you create with the added dimension of color.



The new PCjr Memory Expansion Attachment can give memory a quick lift to 256KB. Or, along with a PCjr Power Expansion Attachment, all the way to a hefty 512KB.

computer that weighs a mere 10 pounds.*

Takes up just a bit over a square foot of desk space. And costs less than \$1,000†, without monitor.

Picture yourself with a PCjr. Try one out and see what's new at an authorized IBM PCjr dealer or IBM Product Center.

For the name of the store nearest you, call 1-800-IBM-PCJR. In Alaska and Hawaii, call 1-800-447-0890.

diskettes, and don't take up a bit of user memory. The three newest examples being Lotus 1-2-3,™ the fascinating PCjr ColorPaint and Managing Your Money™ by financial expert Andrew Tobias.

As its library of software keeps growing, PCjr keeps growing, too. By leaps and bounds. Because IBM designed it with 13 ports for add-on options. And a modular construction that will accept new capabilities down the road. Even those that haven't been invented yet.

All this in a

More computer for your money.

See how PCjr compares with other computers at its price.

Memory	Software
User Memory (RAM): 128KB (expandable to 512KB)	Runs over 1,000 programs written for the IBM PC
Permanent Memory (ROM): 64KB	Runs both diskette and cartridge programs
Diskette Drive	Display
Double-sided, double density	40- and 80-column
Capacity: 360KB	Resolution:
	4-color: 640h x 200v
	16-color: 320h x 200v
Processor	Expandability
16-bit 8088	Open architecture
Keyboard	Optional 128KB Memory Expansion Attachment(s)
Typewriter-style	13 ports for add-ons, including built-in serial interface
Detached; cordless	
Warranty	
1-year limited warranty	



PCjr's new typewriter-style keyboard adds a nice touch to business, home or educational computing.

IBM PCjr

Growing by leaps and bounds.

Managing Your Money is a trademark of MECA. 1-2-3 and Lotus are trademarks of Lotus Development Corporation.

*Weight does not include power pack and monitor.
†IBM Product Center price.

Played Any Good Books Lately?

The plot goes something like this: An intrepid adventurer, under orders from his agency, must fly to South America to locate a lost city of fabulous wealth. Along the way he will meet untold perils, aided only by his sidekick, Paco, a talking parrot.

Sound like a new Michael Crichton novel? Well, it is by Michael Crichton, but it's not a novel. It's Crichton's first computer adventure game, *Amazon*, just published by Trillium Software.

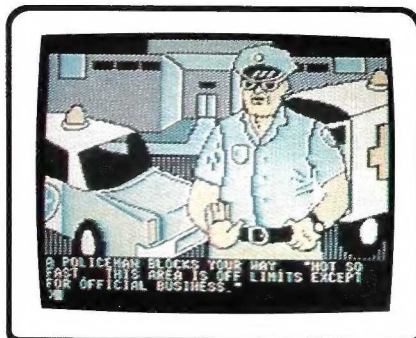
The game is the first in a new line of "interactive novels," as Trillium calls them, written by such prominent science fiction authors as Crichton, Ray Bradbury, Arthur C. Clarke, and Byron Preiss. The games, promises Trillium's Seth Godin, are a breed apart:

"You've got the author's sense of humor and writing skill, not the debugger's mentality." The writer's touch, he says, means the games can be unraveled by understanding plot and character, not merely by solving puzzles.

For example, in an upcoming game based on the novel *Dragonworld*, by Byron Preiss and Michael Reaves, the player takes the role of Amsel, a shy, retiring scientist. At one point Amsel meets a crying woman. In most computer adventure games the player would have to find some imaginative way to speak to the woman and get information from her. In *Dragonworld*, says Godin, you must ask yourself, "What would Amsel normally do in a situation like this?" Since Amsel is only four feet tall and a gentle soul, he kisses the woman on the cheek. Be have out of character and you get nowhere, no matter how clever you are.

Like *Dragonworld*, most of the games in the series will be based on existing novels rather than written expressly for the computer (as Crichton's *Amazon* was). In the works are adaptations of Bradbury's *Fahrenheit 451*, Clarke's *Rendezvous With Rama*, and others. The authors are involved to varying degrees; some (like Preiss) take an active role in creating the game world while others (like Bradbury) simply supervise and give a final OK. All combine text and graphics, run on Apple and Commodore computers, and will cost around \$30 to \$40.

"It's very different writing a computer game," says Preiss. "It's like writing a novel that can be read forward, backward, up, and down. You have to take into account so many variables



Thanks to a talking parrot, roadblocks don't hold much of a challenge in Michael Crichton's *Amazon*.

and still try to preserve the flavor of the tale."

Just how successfully the writers have met this challenge is hard to determine. The first game, *Amazon*, is disappointing. Its premises are thin, situations unbelievable, and solutions to problems illogical, even within the context of the game. For example, early on you and Paco go to the airport, where a mysterious stranger hands you a backpack containing everything you'll need in the jungle. You don't have to search—it's all simply given to you. In the jungle, you're confronted with a variety of arbitrary catastrophes, with equally arbitrary solutions. Anyone who's enjoyed cracking the tough but logically solvable puzzles posed by the best computer adventures will find all this irritatingly naive.

Still, the premise behind the new Trillium games is an intriguing one. We look forward to seeing more of these literary hybrids, and hope they'll be as involving and exciting as the novels on which they're based.

—Randi Hacker

Say It With Roses

"Revenge is sweet" isn't a philosophy Phil Dunaway and John Beals live by. But it is a philosophy by which they make a living.

Not too long ago both men were unwinding on an Oregon ranch after chucking unpleasant, high-pressure jobs in California's Silicon Valley.

"I'd like to send that whole crowd a bunch of dead roses," said Beals of his former employers.

First they laughed. Then they acted. Returning to Campbell, California, a suburb of San Jose, they opened Dead Rose Delivery, a florist's shop that caters exclusively to those people who top anyone's enemies list.

For \$20 Dead Rose Delivery will send one dozen long-stemmed dead roses, set off with dead ferns, to your nearest un-dearest ones. The roses come in a white florist's box, neatly wrapped with a black ribbon. Sentiments expressed on accompanying cards are also black: The front of one says, "I can't forget what you did for me." The inside reads, "Well now, turkey, it's my turn." "The very thought of you," says another, "makes me mad as hell."

Dunaway says that most of his orders are practical jokes. "Somebody will give a birthday lunch for a friend, and in the middle of it, we show up with our box of roses. We hope to be delivering in a hearse pretty soon."

Dead Rose Delivery has spread well beyond the Silicon Valley to doorsteps in Sacramento, Los Angeles, San Diego, and as far away as Michigan.

"We deliver anywhere in the world with no worry about damage or delay," Dunaway boasts. "Our roses are already dead."

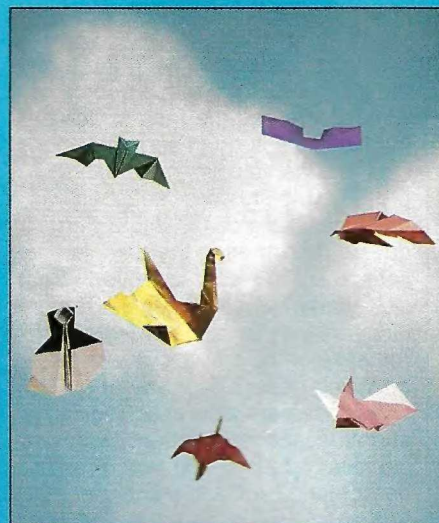
—R. D.

PHOTOGRAPH BY STAN FELLEMAN

Flying Light

Tired of tossing the same old dart-shaped paper airplanes at office mates? Follow the blueprints in *Wings & Things* (St. Martin's Press, \$8.95), and you can captain the spiffiest fleet of paper planes in the skies.

This how-to book, written by Stephen Weiss, offers step-by-step instructions for building 32 different model aircraft the origami, paper-folding way. No cutting, glueing, or taping is necessary to construct aerodynamically sound planes in such exotic shapes as bats, nuns, kites, tubes, swans, fish, and maple seeds. You can even make a glider from a dollar bill. Now that's flying first class. —C. S.



The origami airforce takes flight.

BATTLES FOR THE ARDENNES

(TSR Hobbies, \$20) P 2/C 4/T 2-8h

67 Actually six games in one, Battles for the Ardennes comes with four maps that can be used to re-create four World War II battles (St. Vith, Clervaux, Celles, Sedan) and two major campaigns (the 1940 blitzkrieg to the Meuse and the 1944-45 Battle of the Bulge). These games emphasize playability, but are detailed enough to be excellent simulations too. This game was originally published by SPI, some of whose best games have been reissued by TSR.

THE RUSSIAN CAMPAIGN

(Avalon Hill, \$14) P 2/C 4/T 6h

68 An oldie but a goodie, this very playable, well-balanced game won some major "best game" awards in 1976. It's still one of the most popular war-games, even though it is not as detailed as some players prefer nowadays. Operation Barbarossa—Hitler's fatal but nearly successful invasion of Russia—is re-created on the large game map, with players vying for control of key cities and rail lines. As in the real campaign, unpredictable weather changes can spell disaster for an unprepared player.

Mystery and Logic

SHERLOCK HOLMES CONSULTING DETECTIVE

(Sleuth Publications, \$25 [69A]; Mansion Murders supplement, \$12 [69B]) P 1 or more/C 3/T 1h or more

69 Armed with a map and directory of 1886 London, you set out—solo, cooperatively, or competitively—to solve 10 different cases (there are five more in the Mansion Murders supplement). At any of 250 locations, you may find suspects or clues which, in turn, are likely to direct you to several new locations. The mysteries are intricately con-

structed, and the mood of the Conan Doyle stories is sustained by such beautiful touches as simulated copies of London newspapers that must be carefully scoured for subtle clues.



SLEUTH

(Avalon Hill, \$8) P 3-6/C 2/T 1h

70 Logic-puzzle fans will enjoy this card game, in which the object is to deduce which card has been removed from a deck of 36 "Gem" cards. Each card represents a gem with a unique combination of color, stone, and setting (e.g., a "blue diamond cluster"). Using cards from a "Search" deck, players ask one another about what Gem cards they hold. Depending on the question, players must either say how many cards they hold of a certain type, or actually show the cards. The game has an even more challenging super-sleuth version.

MURDER AT THE MISSION

(Jamie Swise, available from Just Games, 133 Mead Brook Rd., Garden City, NY 11530, \$17 postpaid; no photo) P 5-6/C 3/T 2h

71 This is one of the newest in a series of role-playing murder mysteries designed for parties. Each player acts the role of a suspect, is given his own set of information about a crime, and actively questions the other players in an attempt to unravel the mystery. One player is the killer, who attempts to keep the truth hidden as long as possible.

The other games in the series (Who Killed Roger Ellington?, Murder by Proxy, and The Twelfth Night Murder), all of which are best with eight players, are available at the same source and price.

221-B BAKER STREET

(John Hansen, \$14) P 2-6/C 3/T 45m

72 Players travel around the board discovering clues (read from a book) at Scotland Yard, the Carriage House, or any of a dozen other locations in Sherlock Holmes's London. Some clues reveal facts about a case, while others are charade-like puzzles that name part of the case's solution. The cases are easy to solve once all the clues are in, so to win the race you often must risk an educated guess. Twenty different cases are provided, and several additional sets may be purchased separately.

Thinking Machines

CHESS CHALLENGER SUPER 9

(Fidelity Electronics, \$250) P 1/C 3/T 45m

73 A strong and reliable opponent, the Super 9 has all the features one expects of a chess computer these days. The board is sensory, so to move you need only touch the squares; you can take back moves, ask for hints, or even switch sides. At tournament speeds, it will play like a human rated around 1800—which means it will give the average player a lot of trouble.



MONTY PLAYS SCRABBLE BRAND CROSSWORD GAME

(Ritam, [74A] \$149.95; Vocabulary Modules 1 [74B] and 2 [74C], \$39.95 apiece) P 1-3/C 3/T 1h

74 This electronic Scrabble opponent plays at four different speeds, finding better moves the more time it is given. It knows 12,000 words (which you can expand to 44,000 with two Vocabulary Modules)—enough to make it a tough opponent if you play honestly. But if you get desperate, you can resort to playing phoney words: If a word looks pronounceable, Monty is unlikely to challenge it. (Sept. 83)



OMNIBOT

(Tomy, around \$250) C 3

75 This little robot (15" tall without the antenna) may not be a game, strictly speaking, but it's certainly playful. Omnibot can be programmed to move around (even on carpets), grasp objects, serve as an alarm clock, and even to turn itself on and repeat up to seven programs as much as a week later. A built-in cassette player allows Omnibot to repeat what you say or to play music. To serve hors d'oeuvres, Omnibot can go right to work as a butler with its detachable serving tray. The robot is battery operated, and comes with a built-in battery and recharging unit.

