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

Cover Photograph: Walter Wick Cover Subtitle: Tim Orcott



FAVORITES OF THE EDITORS OF GAMES MAGAZINE

Edited by Phil Wiswell

For some of us here at the magazine, selecting our favorite games for inclusion in *THE GAMES 100* is the most pleasant task of the year. These are the games that collect no dust on our shelves, the ones we like to relax with after a hard day, the ones we like to turn people on to. But don't get the idea that the process of choosing our personal favorites is easy work—er, play. We must have seen 1,000 new games this year alone, only 30 of which survived the gruelling play-testing sessions. Our review panel—staffers Jamie Adams, Wayne Schmittberger, and myself, and contributing editors Sid Sackson and Bernie De Koven—adheres to the motto that "When the playing gets tough, the tough get playing."

The major additions this year were to the categories of strategy, electronic, and adventure games, though there are also some new card, family, and action games as well as puzzles. You'll find a motorized construction set, harmless dueling swords, a programmable tank, games of evolution and of nuclear

war, ancient games like go and senet, an indoor shuffleboard set, and a play-by-mail spacewar game in which you never have to face your opponents! Not surprisingly, many of our old favorites are included again this year.

For every game, we aim to give you a player's-eye-view of what's under the shrink-wrapping. Following the symbols (see below) will give you much information at a glance about each game, and its special appeal, telling you approximately 1) how easy or difficult a game is to get into, 2) the average playing time, and 3) the mix of chance, strategy, and action involved. New games are denoted by a red dot, and games previously reviewed or featured in this magazine are so indicated by a parenthetical reference to the issue date (J/F 81 would be the January/February 1981 issue, and so on). The postage stamp means you can order the item from *Games*.

Now, are you ready for a stroll through the game store of our dreams? We think you'll find something for yourself there. —P.M.W.

Photographs by
Stan Fellerman

ENTRY LEVEL



EASY MEDIUM DIFFICULT

PLAYING TIME



MINUTES HOURS

GAME TYPE

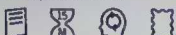


CHANCE STRATEGY ACTION ELECTRONIC

MAIL ORDER



ACE OF ACES (Nova Game Designs, \$14.95)



Ace of Aces is an ingenious WWI dogfight game contained in two small books. Pages show cockpit views and a list of maneuvers. Players select a maneuver and then compare their books, which direct them to new pages that show where the planes wind up. Quick, easy, and portable.

(J/F 81, p. 52)

AIR TRAFFIC CONTROLLER (Bandai, \$50)



This game of dexterity and reaction time puts you in an airport control tower. Incoming and outgoing flights, all traveling at different speeds and altitudes and on different flight paths, must be skillfully juggled . . . or else



BLACK BOX (Parker Brothers, \$11)



One player secretly hides four or five balls in an 8 x 8 grid. The opponent then tries to deduce their locations as quickly as possible by sending imaginary rays into the box and obtaining the rays' exit locations from the hider, who must calculate the various deflections.

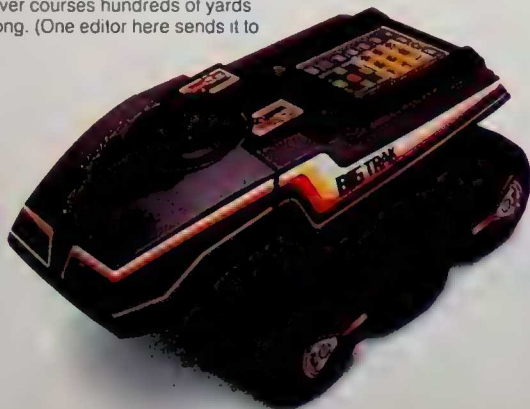
(N/D 78, p. 49)

BIG TRAK (Milton Bradley, \$50)



Big Trak is a battery-run tank that can be easily programmed to make dozens of intricate turns over courses hundreds of yards long. (One editor here sends it to

the receptionist for his mail.) A great challenge is to program Big Trak to run through an obstacle course, without pacing off the distances



ACQUIRE (Avalon Hill, \$16)



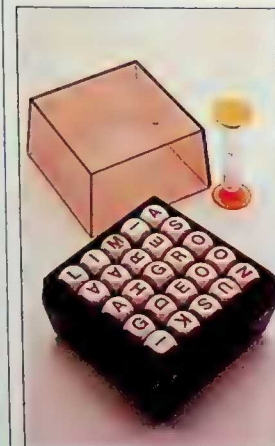
In this game, which combines the flavors of Monopoly and the stock market, players create,

build, merge, buy, and sell hotel chains. Since the object is to acquire cash, careful timing of investments (and raids on competitors' chains!) is critical to winning

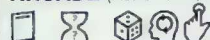
BASEBALL 3 (Entex, \$50)



The secret to success in this game is pitching. The detachable pitching control should be hidden from the batter's view entirely—and he should be made to sweat by mixing the six different pitches. With one or more men on base, stay with the breaking stuff and forget the fastball—he'll knock that over the fence



BALLY PROFESSIONAL ARCADE (Astrowision, \$300)



A new company has taken over this four-year-old system this year and introduced five new games and a keyboard for converting the system to a home computer. Our favorite cartridges are the classic Gunfight, Red Baron air war, and Demolition Derby

(N/D 78, p. 53, J/A 81, p. 48)

BIG BOGGLE (Parker Brothers, \$12)

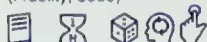


Like Boggle, its predecessor, this word game really moves fast. It's a race to form the most and the longest words using adjacent letter cubes before the three-minute timer runs out. Suitable for any number of players. (M/A 80, p. 55)





BRIDGE CHALLENGER
(Fidelity, \$350)



This machine can bid and play for one, two, three, or all four sides of a game, making it an

ideal teacher. The cards are read into different parts of the computer memory one by one at the deal. The computer's hands are then placed face down on a board, from which cards can be recalled by number.



CAREERS (Parker Brothers, \$8.50)



In this classic family game, players choose their personal formulas for success (some combination of happiness, fame, and fortune), then set out on careers which they think will help them achieve their goals. Equally good for two to six players

CONQUEST (Conquest, Inc., \$40 with metal pieces as shown, \$15 with plastic pieces)



Players maneuver soldiers, horses, elephants, boats, galleons, and chariots around the mapboard in a colorful game that bridges the gap between chess and wargames. Also available in a four-player version (J/F 79, p. 51)



BOFFERS (from Grand Dance Boffers, Box 02301, Portland, Oregon 97202; \$17 includes postage and handling).



The fine art of boffing is "soft-war" at its fighting best. Here

you can really slash away at your favorite (or least favorite) opponent without fear of damaging anything but his pride. Eye and ear protectors are included.

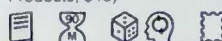


COMPULSION (Edventure, \$14.95)



In this game you can travel on the outer board and make staid, dependable investments; or you can risk as much as you like (often the whole game is wagered!) at the race track on the inner board. For a twist, trying playing with just the horsetrack (S/O 79, p. 55)

COSMIC ENCOUNTER (Eon Products, \$15)



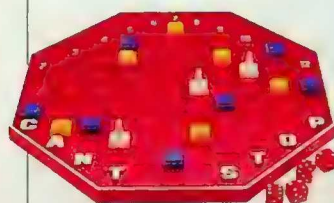
The unique premise of this game is wonderful: each player assumes the identity of an alien with one special power allowing him to break a general rule of the game that all other players must follow. Expansion kits (highly recommended at \$4 each) allow for more than four players and increase the variety of amusing confrontations (S/O 78, p. 56)



CAPELA, 700 Series (Play-Jour, \$55)



A construction set that is more than child's play, Capsela comes with instructions for making the crane shown as well as 99 other projects. The transparent parts make it easy to learn about motors, gear ratios, and transmission of energy

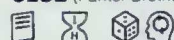


CAN'T STOP (Parker Brothers, \$10)



Can't Stop has the fast pace of backgammon, the wild gambles of craps, and the logical appeal of a numbers game. "Lucky" players can win by defying the laws of probability in this two-to four-player race to the tops of the number columns. (J/F 81, p. 52)

CLUE (Parker Brothers, \$9.50)



Professor Plum, Miss Scarlet, and the other characters in this 32-year-old game have become household words. Requiring at least three players, Clue is best played with four to six. We think it was Plum, in the dining room, with a candlestick (J/F 80, pp. 13-15)



COUNTERSTRIKE (Essex Game Company, \$16)



Movement in this two-player race game is governed by dice rolls. As in backgammon, strategy is a matter of calculating the odds more efficiently than your opponent. (M/A 79, p. 43)



● DARK TOWER (Milton Bradley, \$40)



Two to four players circle the board, searching for and building supplies of gold and men, battling computer-controlled Brigands, and finally making an assault on the Dark Tower. The tower itself swivels so that each player alone views what happens to his own band of warriors. (J/A 81, p. 46)

ELECTRONIC DETECTIVE

(Ideal, \$40).



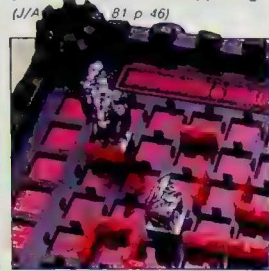
This very involving game is designed for dedicated sleuths only. Each of the 130,000 murder mysteries that the machine can generate may be approached on various levels of difficulty. You can play alone or against three other detectives. (J/F 80, p. 49)



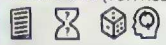
● ELECTRONIC DUNGEONS & DRAGONS (Mattel, \$50).



One or two players try to find a way through an invisible maze laced with treasure but guarded by a nasty dragon. The sound effects are very good (particularly the dragon awaking), and you must listen carefully, for they are your clues to what's happening. (J/A 81, p. 46)

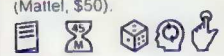


DUNGEONS & DRAGONS, Basic Set (TSR Hobbies, \$12)

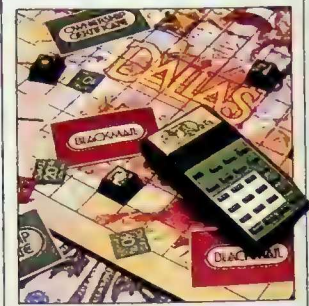


This game is actually a set of books that tell you how to create adventures in a magical fantasy world. One player designs and operates the game world, and the others play the wizards, warriors, thieves, and elves who people it. This starter set comes with a scenario for a complete adventure to help players learn the game. (S/O 79, pp. 10-12)

● ELECTRONIC DALLAS (Mattel, \$50).



In this game you can be whoever you please: Miss Lucy, Bobby, Ellie, Jock, or none of the above. Players compete against one another and the hand-held computer (who plays the role of J.R. Ewing and is programmed to cheat at random!) until one player has a net worth higher than J.R.'s and is declared the winner. More strategy than luck.

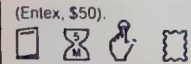


DIPLOMACY (Avalon Hill, \$17).



This classic game simulates European power struggles just prior to WWI. Each nation attempts to expand its territory at the expense of all others, making and breaking alliances along the way. A deceptively simple game of strategy, cooperation, and betrayal. (N/D 77, p. 43)

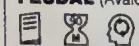
● ESCAPE 1000 MAZES (Enlex, \$50).



Each maze generated by this game is different. The player tries to find footstep clues and "travel" from one end of the maze to the other, searching for magic keys. The liquid crystal display (LCD) creates a remarkably realistic three-dimensional perspective.



FEUDAL (Avalon Hill, \$16)



In this chess-like game for two to six players, the initial set-up is done secretly, so the game is constantly surprising. You can move some or all of your pieces whenever it's your turn, but the varying board terrain affects their mobility and their fighting powers. (S/O 77, p. 17)

● DOMINIQUE (Great Games, \$10)



As in dominoes, two players form "hands" by picking pieces from a face-down draw pile. They then alternately place pieces on the tableau, and score by getting three or more dots of the same color in a row, column, or diagonal. Fast, colorful fun.



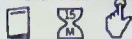
FOOTBALL STRATEGY (Avalon Hill, \$14).



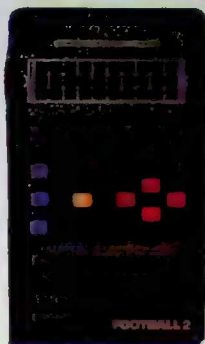
Another Avalon Hill classic, Football Strategy is the gridiron pick of our armchair quarterbacks. Offense and defense select their plays simultaneously from the 20 available to each, and then evaluate the resulting position. Hint: a haphazard game plan will not work.



FOOTBALL II (Mattel, \$40)



Though the players are blips of light and you can't tell one team from the other, this is still our favorite electronic football field. Contrary to popular opinion, Football II is not a running game. Learn the subtleties of passing and you will make it to the hall of fame. (J/F 80, p. 49)

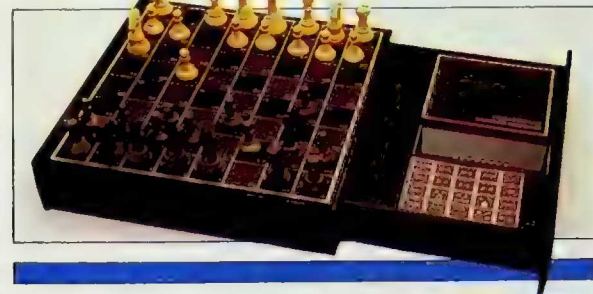


● GREAT GAME MACHINE with Morphy Edition Master Chess (Applied Concepts, \$350; \$100 for Morphy cartridge)

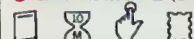


Not only does this machine play chess well, it even offers three different chess cartridges. Each

has special expertise either in the opening, the middle game, or the endgame, and the three can be used sequentially to create an extra-strong opponent. The machine also accepts cartridges (about \$100 each) for backgammon, reversi, checkers, blackjack, poker, etc (J/A 81, pp. 46-47)



● GALAXIAN 2 (Entex, \$55)



We used to be addicted to Entex's Space Invaders, but Galaxian 2 goes light years beyond

One by one, the alien ships (controlled either by the machine or by another human) peel out of formation to attack your laser bases.



FRISBEE and MASTER

FRISBEE (Wham-O, \$4 and \$6).

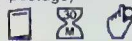


Lots of round plastic objects fly, but few do it as well as the Frisbee discs. They are, after all, the only true descendants of the original flying disc—tin pie-plates from the Frisbee Pie Company



FORE-PAR TABLE GOLF

(from World Wide Games, Box 450, Delaware, OH 43015, \$88 plus postage)



Using a puck as in hockey, a

cue stick as in pool, and a course of 18 holes as in golf, this game can accommodate up to four players at a time. The equipment, as with all the games from the World Wide catalogue, is beautifully produced. (N/D 78, p. 53)



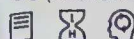
GRASS (Euro Commerce Corp., \$6.95).



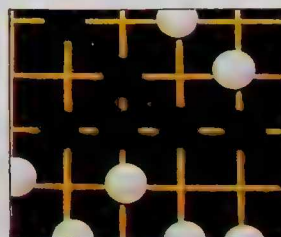
Here is a game to get really silly with. Though played with cards, the action simulates the illegal business of selling marijuana: from growing your own and getting high to stealing, cheating, and busting those you deal with



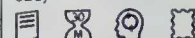
GO (Milton Bradley, \$10).



In our opinion this is the finest pure strategy game ever invented. The game developed in China and spread to Japan in the eighth century A.D. It is still played professionally in the Far East, where good players can become wealthy. The inexpensive set shown here is fine for new players.



4000 A.D. (House of Games, \$20)



One to four players start with a home star system and a number of spaceships each, which they try to increase by conquering new worlds. Though the board is flat, players maneuver their forces through three dimensions as they attempt to occupy their opponents' home systems.

(M/A 79, p. 42)

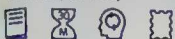


● **HEXAGONY** (Avalon Hill, \$14).



A colorful game of territory and capture, Hexagony blends equal amounts of luck and skill. The player who can best judge when to push his luck and when to consolidate will win. Good for two to six players

● **HEX-MEISTER** (John Hansen Co., \$11.95)



In this attractively produced game of abstract strategy, players try to maneuver their pieces into winning configurations of five in a line or six in a ring, while doing battle with their opponent's pieces. (S/O 81, p. 64)



● **IMPUZZABLES** (Lakeside, \$2.50 each)



These maddening little three-dimensional puzzles come in six

different "shades" of difficulty, from the easy Mellow Yellow to the extremely hard Baffling Blue. Each consists of only a few pieces, but once spilled from the container... well, you try it!

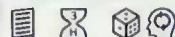
● **ISOLATION** (Lakeside, \$7)



As the name suggests, the object is to leave your opponent stranded on an isolated platform. Each time you move your pawn one space, you may punch out a platform anywhere on the board. The game is simple to learn, but the strategy is very tricky. (S/O 78, p. 56)



● **IMPERIUM** (Game Designers Workshop, \$10)



In this science-fiction game, one of the best space games of all time, two players fight for supremacy among the stars. The rival star fleets can contest a single battle or an entire campaign. Under the unique combat system of the campaign game, it actually pays to lose all battles but the last one



● **IBEX** (from Ibox International, 875 N. Michigan Ave., Suite 1557, Chicago, IL 60611, \$9.95 includes postage and handling).



Is it magic? Witchcraft? Pyramid power? No, it's magnetism that allows you to perform endlessly fascinating feats that seem difficult or even impossible. Booklet and carrying pouch included.

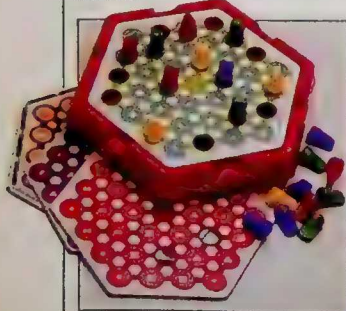
(M/J 81, p. 56)



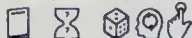
● **INNER CIRCLE** (Milton Bradley, \$9).



This new board game for two to four players requires concentration. Four different boards are used, the top one being discarded (along with many of the playing pieces) when its holes are filled by pieces that will thereby survive.



● **INTELLIVISION, Master Component** (Mattel, \$300)

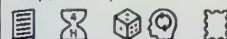


This system provides the best graphics available in a home video game, and can be converted to a home computer by

adding a Keyboard Component (\$500). Our favorite games are Space Battle with its futuristic graphics, Baseball with its sophisticated play and sound effects, and Basketball because we like the sport. (J/A 81, p. 47)



● **JUNTA** (Creative Wargames Workshop, \$13.95)



The more news one reads about Central America, the less whimsical this game appears. Each player tries to fatten his Swiss bank account while staying alive in governmental power struggles. Easily the most Machiavellian cooperation game ever invented. (M/J 80, p. 54)



Smart Sets

For chess people on the move.

Now you can keep up with your game wherever you go, with Executive Chess, the newest computer chess game from SciSys. Incorporating the latest computer programming and microprocessor technology, Executive Chess also features the largest LCD chessboard available today. The chess pieces are electronically displayed, and are moved by a unique four-sided, touch-sensitive cursor control.

Executive Chess won't accept or allow

illegal moves, and offers automatic castling, "en passant" and pawn promotion. Its 8-level computer program will entertain the novice as well as fully extend the enthusiast. Years ahead of all other portable

electronic chess games, it slips comfortably into an attache case. At just under \$130., Executive Chess is just one of eight SciSys computer games, that range in price from under \$50. to under \$500.

Executive Chess, one of the Smart Sets from SciSys, the ultimate intelligent computer games.

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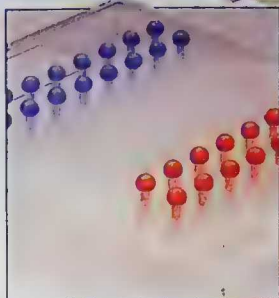
GAMES

KANGAROO (Great Games, \$10).



Kangaroo is a simple, checker-like game of capture in which the pieces must jump in order to move. Since you can jump pieces of either color, you can often find long sequences of jumps that will severely punish any looseness in your opponent's formation.

(M/J 79, p. 43)



LEVERAGE (Star Game Co., \$13).



Leverage is a game of seesaw strategy—literally. The goal is to

tip the board toward your opponent by moving pieces deep into his territory. Pieces vary in weight and in their abilities to move and capture.

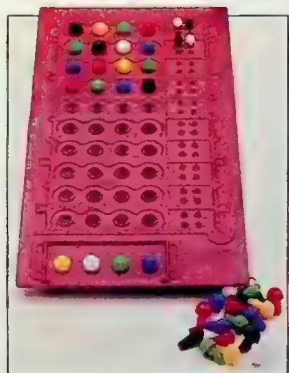
(J/A 80, p. 59)



KINGMAKER (Avalon Hill, \$14)



As many as seven fifteenth-century noblemen, each controlling an heir to the English throne, try to gain undisputed control of the crown, while overcoming revolts, Parliament, natural disasters, and the other players. A good wargame that will also teach you to tell one Henry from another



MASTER MIND (Pressman, \$7).



In this Jotto-like game of deduction, one player creates a sequence of colored pegs that the opponent then tries to deduce. It has become a classic played around the world. (J/F 78, p. 48)



● LIGHT FIGHT (Milton Bradley, \$40)



In this electronic tabletop unit, all five games challenge one to four players by activating a target

light that players must "hit" by pressing the correct two buttons on their side of the board. It's not only a test of reaction speed, but also of your ability to figure out the coordinates of the target light

MICROVISION (Milton Bradley, \$50)



The first hand-held electronic game to use interchangeable cartridges (10 are available for \$18 each) and one of the first to use a liquid crystal display, Microvision has spawned a number of imitations. We recommend the Blockbuster cartridge since we've never met anyone who didn't like it. (J/F 80, p. 48)



MARRAKESH (Xanadu Leisure Ltd., \$49.50)



An addictive blend of card play, backgammon, and ESP for two players, Marrakesh is only two

years old but has all the elements of a classic game that will endure the test of time. The beautifully designed playing equipment is a valued addition to any game collection.

(M/J 80, p. 53)

MILLE BORNES (Parker Brothers, \$6).



This card game for two to six players is a motor race in which you try to gain mileage points and prevent your opponents from doing the same by using ploys like red lights, flat tires, and speed traps. It's quick, unusual, and easily learned.





MONOPOLY (Parker Brothers, \$10).



Initially rejected by both Parker and Milton Bradley as containing "fundamental errors" that the public would not accept, Monopoly has obviously overcome these perceived handicaps. It's one of the most popular games in the world, and deservedly so. (M/A 78, pp. 10-13)

NO JIVE YO-YO (Tom Kuhn Custom Yo-Yos, \$9.95).



Hand-carved by laser and well balanced, this yo-yo feels great in your hands. It can be taken apart and put back together in three different configurations, and comes with a booklet to teach you the trick throws.



PARCHEESI (Parker Brothers, \$10).



A simple race game adapted from the ancient Indian pachisi, this is one of the easiest board games to learn and is perfectly suited for family play. For two to six players, the more the merrier.



OH-WAH-REE (Avalon Hill, \$14).



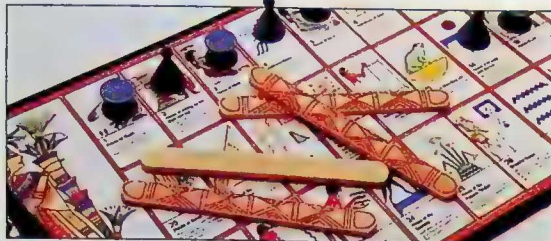
There are many commercial versions of pit-and-pebble mancala games, but only this one includes rules for several of the best variations, as well as illustrative examples of entire games.



NUCLEAR WAR (Flying Buffalo, \$9.95).



Despite the title, this card game is really light in spirit. Two to seven players poke cynical fun at the arms race by using either propaganda or missiles to destroy "foreign" populations. A launched missile cannot be recalled, and the two parties involved must then fight to the finish.

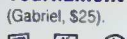


PASSING THROUGH THE NETHERWORLD (Kirk Game Company, \$15).



This version of senet, the ancient Egyptian game found in King

OTHELLO, Tournament Set (Gabriel, \$25).



Almost identical to the Victorian game of reversi, Othello has become so popular that Gabriel now markets a computer version



and a players' association publishes a quarterly magazine. The pieces—white on one side and black on the other—are flipped back and forth as new pieces are played onto the board. (S/O 77, p. 17)

ODYSSEY² (Magnavox, \$180)

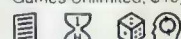


Odyssey² competes well with Atari's V.C.S. and its numerous games. Although Magnavox offers only half as many cartridges as Atari, some are unique

games that utilize a board and pieces as well as the TV screen (for example, Quest For The Rings). Our other favorites are UFO (something like Asteroids) and Blockout/Breakdown for two players. (N/D 78, p. 53)



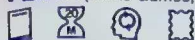
OREGON TRAIL (Fantasy Games Unlimited, \$13).



This is the best application of role-playing concepts to a board game that we've seen. Each player is a trail boss, guiding a wagon train to the golden west. Along the way, he must cope with wild animals, floods, Indians, desertion, and starvation. It may sound gruesome, but it's fun. And it can be played solitaire.



PENTE (Pente Games, \$80).

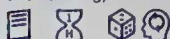


Pente is a beautiful board for playing go, ninuki-renju, and other Oriental strategy games. It also makes a nice wall decoration when not in use. A roll-up vinyl board with stones is available for \$15, but it doesn't compare with playing on the hard, silk-screened surface.

(J/A 79, p. 52)



QUINTESSANCE (from Pentagames, 316 E. 83rd St., New York, NY 10028; \$9.95 plus \$1 for postage and handling).



This abstract board game of getting power and keeping it will accommodate two to five players and is suitable for the whole family. It may be the only good board game using pentagonal spaces. (M/J 79, p. 42)



● QUIRKS (Eon Products, \$12)



One to four players piece together weird creatures and plants from cards depicting various traits. The object is survival, as players evolve their beasts and plants to suit the changing climate. This lighthearted game has a simple variation for children. (J/A 81, p. 8)



● REVERSI CHALLENGER

(Fidelity, \$150).



This machine plays reversi, popularized by Gabriel as Othello, from two different opening positions, has nine novice skill levels and nine expert, and plays a strong game. It also features Fidelity's patented touch-sensitive board.

● REMOTE CONTROL VIDEO COMPUTER SYSTEM

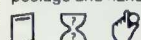
(Atari, \$299.95)



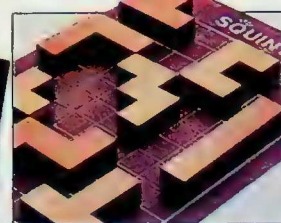
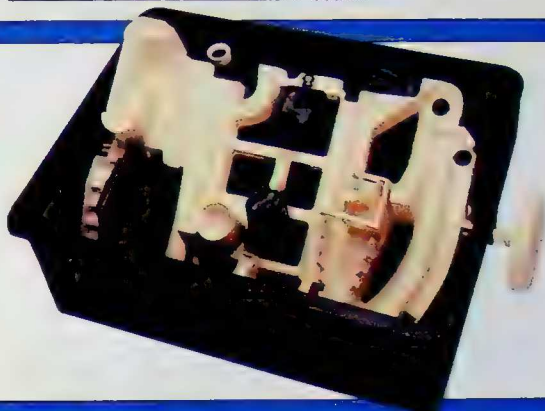
The remote control joysticks on this updated V.C.S. eliminate the cumbersome wires, and allow you to play from anywhere within 50 feet of the TV set. Adapted from the Atari arcade games of the same names, Asteroids and Missile Command give you sophisticated challenges at home. Activision cartridges like the one shown here—Dragster—also fit the system. (J/A 81, p. 47)



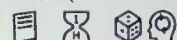
● REACTRAC (from Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$18 plus \$4 for postage and handling).



This nearly impossible challenge reminds us of the classic Labyrinth taken to the nth degree. Not only do you need a steady hand to guide the ball away from drop-out holes, but you must also master about a dozen different tricks to get all the way through the maze.



RISK (Parker Brothers, \$15).



In this classic game of global conquest, two to six players struggle against each other and the shifting tides of fortune. An advantage of Risk is that it's easy to make up new variations, tailored to your tastes.



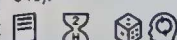
● QUINTILLIONS (Kadon Enterprises, Inc., 1227 Lorene Drive, Suite 16, Pasadena, MD 21122; \$29 includes postage and handling)



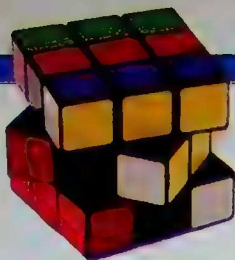
Numerous games and variations can be played with these 12 laser-cut wooden pieces. All are pure strategy, involving placement and rearrangement of the pieces. Also included are many solitaire puzzles that will reduce the best of puzzlemasters to tears. (S/O 81, p. 62)



● ROARING 20s (Yaquinto, \$10).



The Roaring 20s recreates the era of running boards, low-brimmed hats, and tommy-guns in this car chase game. Players take turns as mobsters or corrupt policemen, and try to make crime pay. Easily learned, but strategically subtle, this game is best with four or more playing.



RUBIK'S CUBE (Ideal, \$10).



Almost everyone has an opinion about Rubik's Cube by now, to which we add our own: we have never seen so diabolically challenging a puzzle, and we hope never to see another

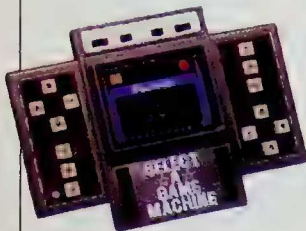
(N/D 79, p. 78)

SELECT-A-GAME MACHINE (Entex, \$75)



This unit accepts various cartridges (about \$10 each)—such as Space Invaders, Football, and other action games for two players—which Entex has developed from their successful line of hand-held games. Although twice as expensive as Entex's hand-held Space Invaders, the Select-A-Game machine allows constant two-player action

(J/A 81, p. 46)



SHOGI (from The Shogi Association, Bromley, Kent, United Kingdom; \$30 plus postage).



No, shogi are not Japanese window screens. Shogi is a Japa-

SCRABBLE BRAND CROSSWORD GAME, Deluxe (Selchow & Righter, \$25).

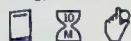


Still the best of the commercial word games, Scrabble constantly presents players with challenges like how to make a bingo (seven-letter word) with the tiles A A G M N R. We're glad to report the tiles are still made of wood, though the racks, alas, are plastic in this deluxe set.

(S/O 78, p. 11-13)



SHUFFLE SHOT (from The Surveillance Company, 7400 La Grange Rd., Suite 302, Louisville, KY 40222; \$39.95 plus \$4 for postage and handling)



Most indoor versions of shuffle-

board don't come close to simulating the level of skill required by the real game. But an ingenious method using ball bearings inside rings of plastic for pucks makes Shuffle Shot a very satisfying challenge—for either two players or teams of two



SKYRO (Parker Brothers, \$5)



If you have a large field to play on, you might like to try out the Skyro. It will sail 100 yards easily, so your problem will be accuracy, not distance. (J/A 80, p. 58)



SORRY! (Parker Brothers, \$8.50)



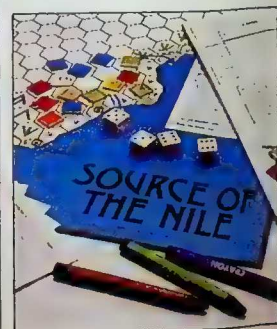
This exciting race game, ideal for family play, is not as mindless as it may appear. Make the wrong decision about which piece to move or whose piece to send back to start, and you'll be sorry!

SOURCE OF THE NILE

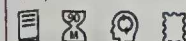
(Avalon Hill, \$16).



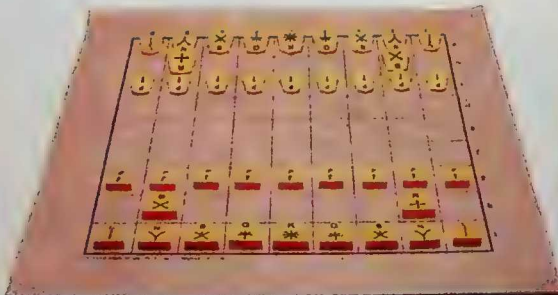
Each player is a nineteenth-century explorer out to map uncharted Africa. Points are earned for discovering plant and animal species, geological deposits, and rivers; points are lost through disease, disaster, and unfriendly natives.

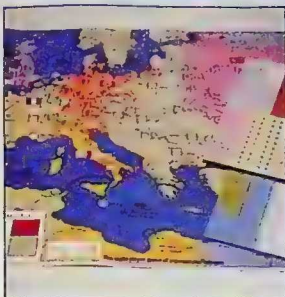


SPEED CIRCUIT (Avalon Hill, \$14).



In this race game, considered by some players to be the best sports game of all time, the winner will be the skillful driver, not the lucky one.





● **SPIES** (SPI, \$15).



The time is just before WWII; the place is Europe; the theme is bribery, secrets, and diplomacy. Each player represents a country trying to preserve its secrets and discover the enemies' by controlling a spy, the police, and money. Most of the action takes place in negotiation between players rather than on the board.

● **SUPER SIMON**

(Milton Bradley, \$60).



The only electronic game that as many as eight can play simultaneously, Super Simon has five different games that can be played on various skill levels, either solo against the machine or with other humans. Unlike the

original Simon, each pattern of increasing tones and lights is different (M/J 81, p. 56)

● **STAR WEB** (from Flying Buffalo, Box 1467, Scottsdale, AR 85252; \$2 for rules and \$3.50 per turn)



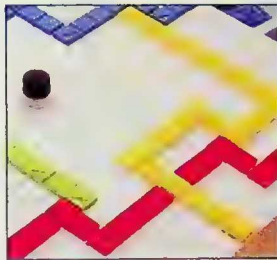
In this space game, which is played by mail and can last for years, players are pirates, em-

perors, merchants, apostles, etc. Each type of character has special abilities and a different objective. Coded moves are sent to Flying Buffalo, whose computer assimilates them and sends a printout of the results back to begin the next turn.

● **SUDDEN DEATH** (Gabriel, \$18).



In this frantic two to four player game, you have about four seconds on your turn to pick up a piece, place it legally at the end of your color line without hitting any obstacles, and reset the timer button in the center of the board. A cool head wins every time (S/O 80, p. 57)



● **TOURNAMENT STADIUM CHECKERS** (Shaper, \$15).



By rotating the concentric rings of the "board," you try to maneuver your marbles into the correct hole at the bottom of the stadium while attempting to force your opponent's marbles into drop-out holes along the way.

● **THE GENERALS** (Ideal, \$35)



An electronic "judge" is used in this game to award the victory in any battle to the stronger piece, but without revealing its identity to the opposition. It's a kind of blind combat. A player wins by either capturing the opponent's flag or moving his own flag across the board

(M/A 81, p. 58)



● **3-D GRAND PRIX** (Entex, \$50)



This electronic auto race is made more frantic than most by giving you a driver's-eye-view of the track. Although designed for only one player at a time, it's still the most sophisticated game of its kind.



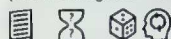
● **TOTAL CONTROL 4** (Coleco, \$50, with Football cartridge).



Here is the sports fanatic's dream—a tabletop game that accepts cartridges (under \$30 for a set of Basketball, Hockey, and Soccer) to play all the popular sports games. (Coleco continues to produce the individual one-game units for much less money.) Not only can two players play at all times, but each controls two members of his team instead of one. Hence, four people can play as two teams.

● **TRAVELLER, Deluxe**

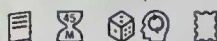
(Game Designers Workshop, \$20)



This science-fiction role-playing game allows groups of at least four players to recreate their favorite movie or novel. The deluxe set includes the remarkably thorough basic rules system, and a prepared adventure to give you an idea of how to create your own.



● **THE CREATURE THAT ATE SHEBOYGAN** (SPI, \$8)



Inspired by those awful-but-fun "science" fiction movies from the 1950s, this game pits one player (the monster out for a night on the town) against another (the hapless commander of the national guard). As you may have guessed, this wargame takes place on the shores of Lake Michigan.



TRIPPLES (Avalon Hill, \$11).

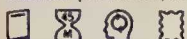


A fascinating strategy game of moving tiles. Each move must be in one of the three directions

shown on the square *under* the piece your opponent last moved. Tricky isn't an adequate description for it.



TWIXT (Avalon Hill, \$16).



One player tries to build a fence of his pieces from the top of the board to the bottom while the other player tries to build a fence from side to side. The best of-fense, oddly enough, is a good defense.

221-B BAKER STREET (John Hansen Co., \$14)



Playing this Sherlock Holmes detective game makes you feel more like a real sleuth than any other game. Players search the back streets of London for clues, piece together shards of evidence, and even solve charade-like riddles along the path to victory.



TWISTER (Milton Bradley, \$7).



To become a grandmaster at Twister, the first requirement is agility. The dial tells each player

in turn where to place a hand or foot, and this must be done without losing balance. Like any good party game, Twister can be fun or it can be humiliating.



WORD RUMMY (Gabriel, \$6)



This card game incorporates the best features of the classic tile game Anagrams. Players try to form words from the letters on

the cards in their hands; but once played, a word can be stolen by any player who adds one or more new cards and rearranges the letters to form a new word. (M/A 81, p. 59)



WILDFIRE (Parker Brothers, \$45)



Still our favorite hand-held game of pinball, Wildfire is not a game you tire of easily. There are plenty of targets to shoot for. And you can give the machine body English. But watch out—it tilts! (J/F 80, p. 49)



WATERWORKS (Parker Brothers, \$5).

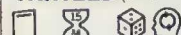


This interesting card game is played out visually on a table as

two to five players try to be first to connect a workable pipeline between their faucet and spout cards. Leaks can be plugged with tiny metal wrenches.



YAHTZEE (Milton Bradley, \$3)



An addictive adaptation of the older game Yacht, this is as much fun solitaire as with any number of opponents. Players roll and re-roll five dice, filling in their scorecards as they go. After several rolls, it gets harder and harder to find usable open spaces on the scorecards.



WAR OF THE RING (SPI, \$20).



The two wargames in this box are based on Tolkien's *Lord of the Rings* trilogy. Containing lots of artful counters and tokens, the game is especially interesting and realistic to those who have read the books.

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69 Cryptic Warm-Up Puzzle

ACROSS

1. USHER. The word USHER (meaning "seal," as a verb) combines US ("you and me") and HER ("the woman over there").

4. ICING. If you take the phrase "look into exotic ingredients" literally, you'll find the consecutive letters of the answer, ICING ("cake topping").

5. EASEL. The word EEL ("fish") placed around AS ("while") forms EASEL ("art equipment").

DOWN

1. UNITE. The letters of UTE IN "dancing"—i.e., in rearranged form—spell the answer, UNITE ("join").

2. HAIRS. The word HAIRS ("fur") sounds the same as the word HARE'S ("rabbit's"). The homophone is indicated by the word "say."

3. REGAL. The word REGAL ("fit for a king") is the word LAGER ("beer") "served up"—i.e., spelled from bottom to top in the puzzle grid.

69 Cryptic Crossword

ACROSS

- 1 Braiding (bring + aid)
- 5 Vassal (Va. + lass)
- 10 Night (thing)
- 11 Go on a trip (goon + at + R.I.P.)
- 12 Wait (a + wit)
- 13 Stereotype (see pottery)
- 14 Girl Scout (rig + Locust)
- 17 Lyres (liars)
- 19 Noted ("No, Ted")
- 21 Spaghetti (past eight)
- 23 Blank verse (Ken's verbal)
- 25 Muse (mews)
- 27 Pinocchio (pin + CC + Ohio)
- 28 Opium (O + pi + um)
- 29 Dressy (Dr. + ess + Y)
- 30 Verboten (verb + O + ten)

DOWN

- 1 Bandwagon (b and w + ago + n)
- 2 Angrier (rearing)
- 3 Duty (HinDU Tyrant)
- 4 Negations (on seating)
- 6 Ayatollah (pAY A TOLL AHead)
- 7 Sprayer (S + prayer)
- 8 Lapse (laps)
- 9 Door (do + or)
- 15 Sidekicks (pun)
- 16 Transpose (one's parts, & lit)
- 18 Spiderman (panderism)
- 20 Trainee (in a tree)
- 22 Tourist (sir + tout)
- 23 Bipéd (l + p + bed)
- 24 Echo (the CHORUS)
- 26 Boob (BB + OO)

61 Across and Down

ACADIA	CHIA	ARSENIC	BUS
LOPING	ALONG	COPPOLA	SPENT
BILL	EBURKE	THE ILL	CROCE
ELL	NYES	AIMEES	MADE FOR
ESS	ILTS	ENNUI	CMILASAGNE
HIES	WINK	HENRY'S	COOS
TATAMI	VOICE	EMERGE	THOU
EBBING	OME	IT IS	GABE
TOO	HEYERDAHL	DI JON	CRY
HONEST	MEN	AMS	GUENON
KEPT	YOU	AGA	PUN JAB
AUSTRAL	WALLA	STEELY	
OCCUPY	EST	TWENTY	FIVES
BOULIX	TAXES	KUMQUAT	
IN	NEED	SWAYED	WEE
SCAND	GNEISS	UAR	QUARTERLY
PEN	QUEEN	INSINUATE	RAE
ON	T	KNEW	GUMU
THAT	EPONYM	BVDS	HURRAH
PRES	DEERES	BEEP	HORS
RASLES	ASH	BONER	OOK
AT	LEAST	WHALES	OF
AV	AND	HANOVER	ACQUIESCENT
DOTT	Y	ELEMENT	COUNTRY
ANE		RODENTS	TOOK
			SMELLY

12 Chess

A. 1 Rg7! Black has no defense against 2 Rf3 mate.
B. 1... c4! 2 bc dc 3 Qxc4 (of no avail is 3 Bxc4 Rc8
4 Qd3 Be4 5 Qb3 b5 6 Bd3 Bd5) Rc8 4 Qb3 Bd5 and
White resigned. The point is that on 5 Qa4 b5! 6
Qxa6 Ra8 7 Qxb5 Ra5! White's queen is trapped.

24 Who's Buried in Grant's Tomb?

1. A ten-gallon hat holds only about three-quarters of a gallon. This "gallon" is derived from the Spanish *galón*, a braid used to decorate hats. It has nothing to do with liquid measure.

2. Launched in 1797, the frigate *U.S.S. Constitution* was nicknamed "Old Ironsides" because its wooden hull survived many sea battles.

3. A five-pointed star has ten vertices: five vertices point outward and five point inward.

4. U.S. nickels are 75% copper, and only 25% nickel.

5. "Oktoberfest" is a two-week celebration that begins in September, only the final few days are in October.

6. Chinese checkers, derived from an English game called Haima, was invented in Sweden and was marketed under the name Chinese checkers in the United States.

7. Tennessee Williams was born Thomas Lanier Williams in Columbus, Mississippi. He changed his name to "Tennessee" in honor of his East Tennessee forbears.

8. Panama hats were originally made in Ecuador. Panama was the distribution center for the hats.

9. The Battle of Bunker Hill, a Pyrrhic British victory in the Revolutionary War, was fought at neighboring Breed's Hill.

10. Mexico is the world's largest Spanish-speaking nation, with a population about double that of Spain.

11. The Canary Islands were named after the Latin *Insulas Canarias* (Islands of the Dogs), a reference to the wild dogs the Romans found there.

12. The Battle of Waterloo took place south of Waterloo, between Mont-Saint-Jean and Belle-Alliance.

13. Shakespeare's *A Midsummer Night's Dream* takes place in spring, around May Day.

14. Banana oil is the chemical compound amyl acetate, a colorless liquid used in fingernail polish and flavoring extracts.

15. Headcheese is not cheese at all, but is made from the head and feet of a pig and is molded to look like cheese.

16. Catgut used in tennis rackets (and musical instruments), comes from the intestines of sheep.

17. The Hundred Years War between England and France lasted 116 years—from 1337 to 1453.

18. Venetian blinds were invented by the Japanese.

19. The Monroe Doctrine was first enunciated by President James Monroe, but it was written by John Quincy Adams.

20. Honey bees collect nectar; later they convert the nectar into honey.

21. The Woodstock Festival was held in Bethel, NY.

22. Camel's hair brushes are made from the tails of squirrels.

23. The English horn is not a horn but an oboe, probably first developed by the Viennese and later refined by the French.

24. The core of the lead pencil is a mixture of graphite and clay. The word "lead" was misapplied to pencils because of its physical resemblance to graphite. Indeed, graphite was originally called *plumbago*, Latin for "acting like lead."

25. If you said Ulysses S. Grant is buried in Grant's Tomb, you're only half right. His wife, Julia, is in there with him. (Technically, they're entombed rather than buried there.)

64 Give and Take

1. Ties, binds
2. Brawl, fight
3. Seize, grip
4. Hovel, shack
5. Slash, cut
6. Recline, lie
7. Urged, spurred
8. Spin, gyrate
9. Heaves, casts
10. Severe, hard
11. Learned, sage
12. Ascent, rise
13. Area, range
14. Clutter, litter
15. Flat, boring
16. Locks, latches
17. Face, front



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