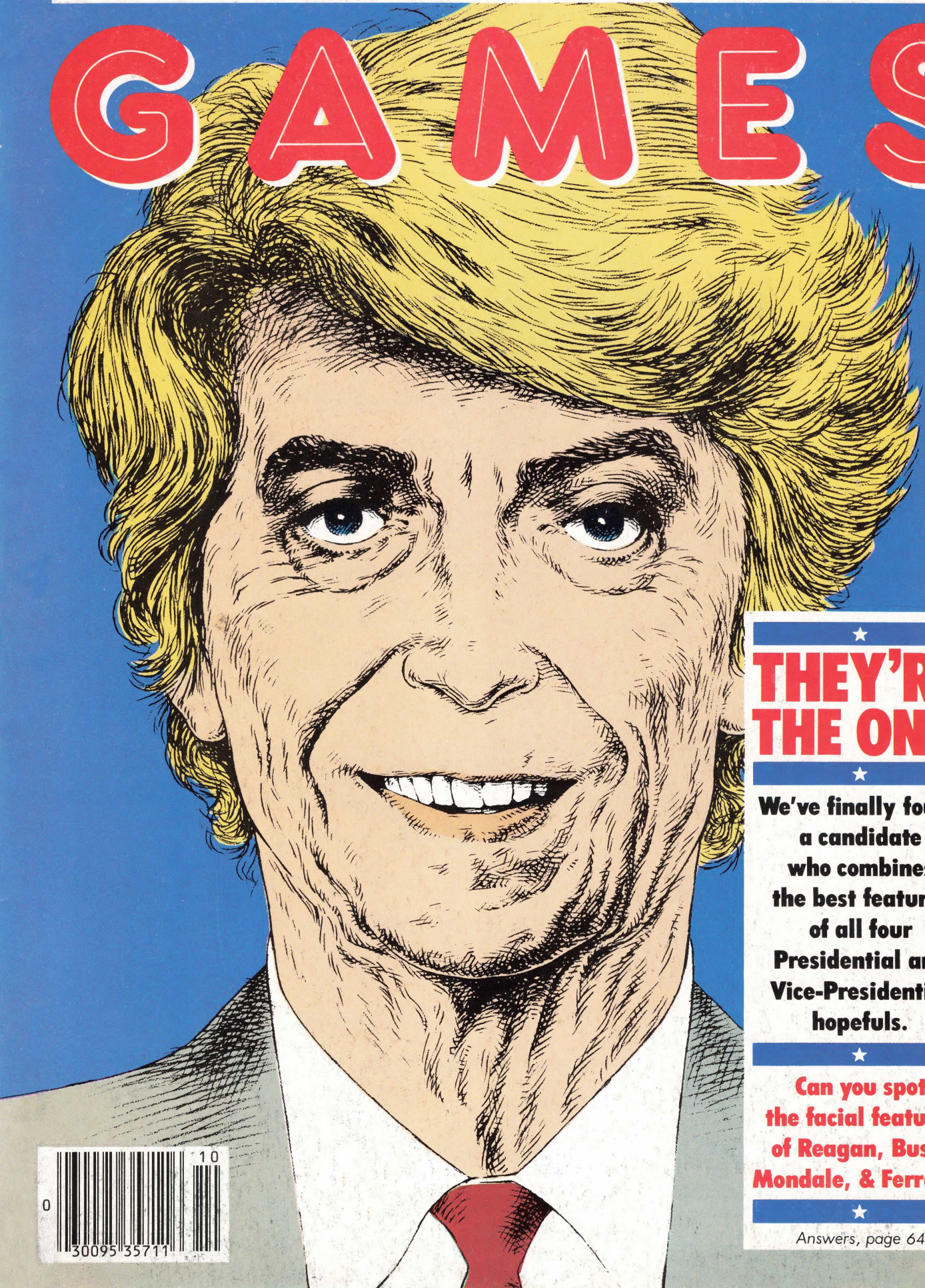


OCTOBER 1984

★ THE MAGAZINE OF THE PUZZLED PARTY ★

\$1.75

GAMES



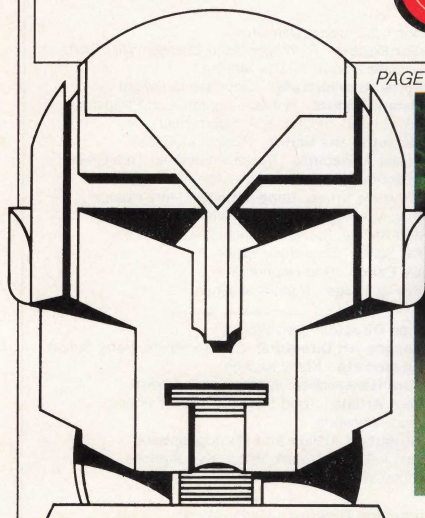
★
**THEY'RE
THE ONE!**

★
We've finally found
a candidate
who combines
the best features
of all four
Presidential and
Vice-Presidential
hopefuls.

★
Can you spot
the facial features
of Reagan, Bush,
Mondale, & Ferraro?

★
Answers, page 64

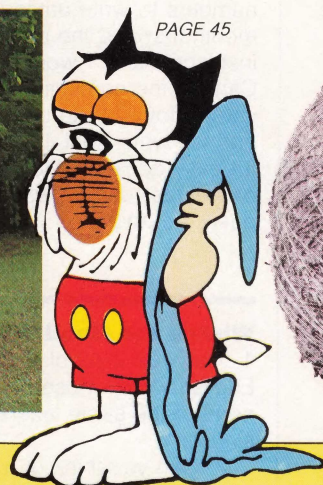




PAGE 22



PAGE 20



PAGE 45



PAGE 13

PAGE 18



FEATURES

- 13 Strings Too Short to Use** The Pride and Passion of Collecting *Karin Lipson*
- 18 The Big Chill-Out** Get to the Roots of This Logical Garden Plot *Emily Cox and Henry Rathvon*
- 20 Photo Finish** Can You Find the Pictorial Missing Link? *Arlene Alda*
- 22 Flip, the Psychic Robot** It's Man Vs. Machine in a Coin-Flipping Game *Martin Gardner*
- 42 No Place Like Rome** A Mappit With an International Touch *Terri Soda*
- 45 Good Grief!** Something "Funnies" Going on in This Comic Strip Tease *Mark Mazut*
- 46 Son of Toddler** More Exercises in Creative Problem-Solving *GAMES Readers*
- ?? Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 60)*

PENCILWISE

- | | | |
|------------------------------------|---------------------------------------|------------------------------|
| 25 Square Routes | 30 Dszquphsbnt! | 36 Double-Croctic |
| 26 Trick or Treat | 32 Puzzles of Pierre Berloquin | 37 Ornerly Crossword |
| 28 Sea Hunt: Word Search | 34 Cryptic Crossword | 40 Skeleton Keys |
| 29 Siamese Twins Crosswords | 35 Analograms | ... and other pencil puzzles |

CONTESTS

- 53 Pick 'Em Poker** Deal Yourself in on the World's Biggest Seven-Card Stud Game
- ?? Hidden Contest** The Trick Is to Find It; the Treat Is to Enter
- 52 Contest Results** Gumball, from March

DEPARTMENTS

- | | | |
|---------------------------------|--|-------------------------|
| 2 Your Move | 10 Logic: Evil Cerebral | 55 Wild Cards |
| 4 Letters/Laundry/Events | 48 Games & Books | 58 Answer Drawer |
| 6 Gamebits | 51 Eyeball Benders: Kaleidoscopes | 64 Eureka |

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

Cover Puzzle Created and Illustrated by Oliver Williams

GAMES & BOOKS

Edited by R. Wayne Schmittberger

Wizard by S.A. Moore and Steven Luedders (Progressive Peripherals & Software; on disk for Commodore 64; \$39.95)

Like a growing number of other computer programs, this magnificent climbing maze is both a game and a construction set. In each of 40 mazes, your character, a wizard, must pick up a key (by touching it) and carry it to a keyhole, whereupon a more difficult maze appears. You work against a timer; the sooner you bring the key to the keyhole, the more bonus points you earn. But for really high scores (and extra lives at each 10,000 points), you must also pick up the treasures strewn about the maze by running around walkways, climbing ropes and ladders, and jumping over fires. Then there are bats, rats, monsters, arrows, fireballs, and flying missiles, all of which must be avoided or destroyed. Some mazes are so tough, however, that just getting the key and bringing it to the keyhole are significant accomplishments.

Being a wizard, you can cast magic spells to help you—invisibility, teleportation, levitation, magic missiles, or any of six others. There's just one slight problem: You can't use the spells until you've picked up the key, which, as noted, is not

always a piece of cake.

When your joystick hand turns numb, go back to the main menu and choose the construction option. Building your own mazes is simplicity itself—you can make them as easy or as hard to play as you like, and you can save your best efforts on a separate disk.

Wizard fully exploits the C-64's renowned sound capabilities with a rich assortment of bells, gongs, deep organ tones, and sliding scales, each sound associated with one of the game elements (treasures, ladders, keys, etc.). Thus, you speed around the maze accompanied by a veritable symphony of your own making.

—B. H.



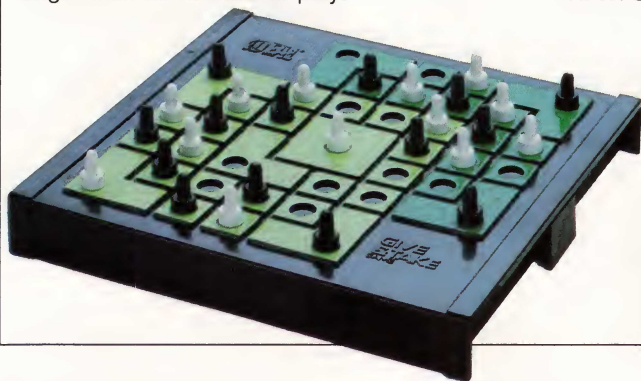
Give & Take (Ideal, around \$4)

Don't let the small box (or the small price) fool you: This is a real gem of a two-player strategy game, with a great deal of depth. The rules are simple. Each player in turn places one piece of his color on any board space that is not next to one he already occupies. When neither player has any more legal moves, the rules change. Now players must place pieces *adjacent* to one (or more) of their own pieces. Each new piece stays on the board, but the pieces next to it are removed. The player who first reduces his forces to a single piece wins.

During the placement stage, a thoughtful player may be able to force his opponent to make scattered placements that will be hard to link up later on. The removal phase is even trickier; careful timing is difficult to judge, because a seemingly good move will often open up a good counterplay for the opponent.

Give & Take has a short version in which only part of the board is used. But even the full game shouldn't take much longer than 20 minutes to play.

—R. W. S.



Venture (Avalon Hill, \$6)

This excellent card game, last published 10 years ago, has been deservedly reissued. Though two to six can play, it is one of the few really outstanding card games for two.

Two special decks are used, the "resource" deck and the "corporation" deck. Each player is dealt a hand of resource cards and gains new ones each turn. Most of these cards represent a fixed amount of money; but if a player is patient enough not to spend (play) these cards too quickly, matching sets can be collected that add considerable extra value.

Meanwhile, five cards (companies) from the corporation deck are kept face up. These companies come in six colors (representing different industries) and are marked with various combinations of the letters A through F (an abstract representation of their compatibility). Players use resource cards to buy corporations, and then may group differently colored corporations—provided they have at least one letter in common—into conglomerates. Conglomerates earn income for the players whenever a "profit" card is drawn from the resource deck, and also at the end of the game. The more companies in a conglomerate, and the more letters they all have in common, the greater the profits.

Players may also buy corporations held by opponents by playing a "proxy fight" card. Or they can spend money at any time to reorganize their growing holdings, both to create more profitable arrangements and to safeguard key companies from proxy takeovers. The goal, naturally, is to make the most money. Venture is a lively game with interesting choices at every turn. It was invented by Contributing Editor Sid Sackson, whose many other games include Acquire, Domination, and Can't Stop.

—Paddy Smith