

September 1982

PUZZLING AMERICA SINCE 1977

02811

\$1.50

# GAMES

**FIFTH ANNIVERSARY ISSUE**

**INTRODUCING  
MONTHLY  
PUBLICATION**

*Fun Up  
of the Year*





# For \$99.95 you can have a full powered personal computer.

Most people know by now that the ZX81 from Sinclair Research is the lowest priced personal computer in the world.

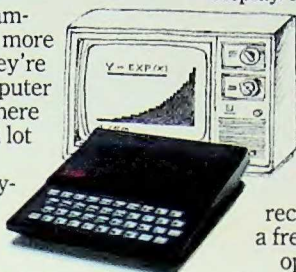
But serious programmers are looking for more than a low price. They're looking for true computer power. And that's where the ZX81 surprises a lot of people.

Just look at the keyboard and you'll get some idea of the ZX81's power. It has more than 60 BASIC commands, 20 graphic symbols, and complete mathematical functions. And there's even more power that you can't see.

**A breakthrough in personal computers.** The ZX81 offers features found only on computers costing two or three times as much.

Just look at what you get:

- Continuous display, including moving graphics
- Multi-dimensional string and numerical arrays
- Mathematical and scientific functions accurate to 8 decimal places
- Unique one-touch entry of key words like PRINT, RUN and LIST
- Automatic syntax error detection and easy editing
- Randomize function useful for both games and serious applications
- Built-in interface for ZX Printer
- 1K of memory expandable to 16K
- A comprehensive programming guide and operating manual



**Sinclair programs are available**

The ZX81 is also very convenient to use. It hooks up to any television set to produce a clear 32-column by 24-line display. And you can use a regular cassette recorder to store and recall programs by name.

**What you get.** When you order your ZX81, you get everything you need to start programming.

It comes with connectors for your TV and cassette recorder, an AC adaptor, and a free programming guide and operating manual that completely documents the capabilities of the ZX81.

**Options and add-ons.** Like any full-powered computer, the ZX81 can be expanded and upgraded.

Its 1K memory can be expanded to over 16K just by plugging the Sinclair Memory Module onto the back of the unit. The cost is only \$49.95.

Sinclair has also published pre-recorded programs on cassettes for your ZX81. We're constantly coming out with new programs, so we'll send you our latest software catalog when you order your computer.

**How did we do it?** The question most often asked about the ZX81 is, "How can so much computer power cost so little money?"

The answer is that Sinclair Research simply took a different approach. Our only goal was to make programming power as affordable as possible. So we developed a radical new design that cuts costs dramatically without cutting computer power. For example, our unique Master Chip replaces as many as 18 chips used in other personal computers.

The success of the ZX81 speaks for itself. It is now the fastest-selling personal computer in the world. And we stand behind our product. If anything goes wrong in the first 90 days, we'll repair or replace your unit free of

charge. Even after that, you can take advantage of our national service-by-mail facilities for a minimum fee.

**Order now and try it out for 10 days.** Simply send the coupon along with a check or money order. For faster delivery, call our toll-free number and use your MasterCard or VISA.

You have 10 days to try out the ZX81. If it isn't all we say it is, just send it back and we'll refund your money.

Why wait any longer? With the Sinclair ZX81, you can finally afford to have the computer power you've always wanted.

**Call toll free 800-543-3000.** Ask for operator #509. In Ohio call:

800-582-1364; in Canada call: 513-729-4300. Ask for operator #509.

Phones open 24 hours a day, 7 days a week. Have your MasterCard or VISA ready.

These numbers are for orders only. If you just want information, please write: Sinclair Research Ltd., 2 Sinclair Plaza, Nashua, NH 03061.



**Free guide to programming** information, please write: Sinclair Research Ltd., 2 Sinclair Plaza, Nashua, NH 03061.

**To order call toll free: 800-543-3000.**

AD CODE 09GM		MAIL TO: Sinclair Research Ltd., One Sinclair Plaza, Nashua, NH 03061.	
	PRICE*	QTY.	AMOUNT
ZX81	\$99.95		
16K Memory Module	\$49.95		
Shipping and Handling	\$4.95		\$4.95
*U.S. dollars	TOTAL		
Name			
Address			
City		State	Zip

Sinclair technology is also available in Timex/Sinclair computers under a license from Sinclair Research Ltd.

## sinclair



**Finally  
you can afford  
to satisfy  
your lust for  
power.**



**ZX81**



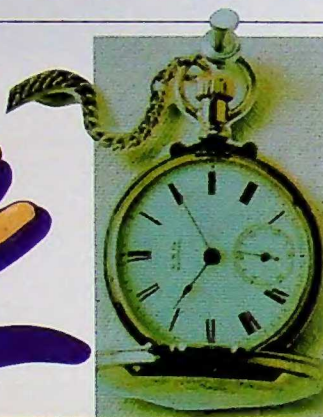




PAGE 15



PAGE 35

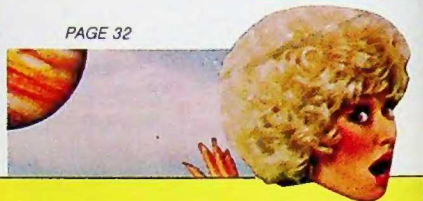


PAGE 30

PAGE 58



PAGE 32



## FEATURES

- 26 Puzzledom's Reigning Queen** A Profile of Margaret Farrar *Robert D. Spurrier*
- 30 Time Piece** What Makes This Sequence Puzzle Tick? *Walter Wick*
- 32 Take Five** The Official Fifth Anniversary Collage Quiz *John Craig*
- 35 Alphabet Coup** A Murder Mystery With a Letter-Perfect Solution *J. F. Peirce*
- 58 Extrasensory Deception** Can You Demystify the Master of Mentalism? *The Amazing Randi*
- 60 Couples** Do They Think, Dress, and Look Alike? Or Do Opposites Attract? *Hugues Colson*
- 63 Rock 'n' Roll Is Here to Play** Call Our Bluff Hits the Charts *David Marsh and Kevin Stein*
- ?? Find the Fake Ad** Which of the Pitches is Full of Hitches? *(Answer Drawer, page 86)*

## PENCILWISE

- |                                 |                               |                              |
|---------------------------------|-------------------------------|------------------------------|
| <b>37</b> Right Angles          | <b>42</b> Thinking Physics    | <b>52</b> Double Crostic     |
| <b>38</b> "Double Meant" Twins  | <b>50</b> Shedding Light Maze | <b>56</b> Rebus Charades     |
| <b>40</b> Find the Word Squares | <b>51</b> Cryptic Crossword   | ... and other pencil puzzles |

## CONTESTS

- 22 Record Breaker** Try Your Hand on a Word-Wheel of Fortune
- 73 Sign-Us Trouble** The Typewriter Is the Key (and the Prize) to This Message Contest
- 74 Contest Results** Postage Due, from May/June

## DEPARTMENTS

- |                          |                                 |                             |
|--------------------------|---------------------------------|-----------------------------|
| <b>4</b> Our Move        | <b>18</b> Logic: Martin Gardner | <b>70</b> Card Games: Babel |
| <b>8</b> Letters         | <b>20</b> Magic                 | <b>77</b> Wild Cards        |
| <b>10</b> Laundry/Events | <b>65</b> Games & Books         | <b>85</b> Answer Drawer     |
| <b>13</b> Gamebits       | <b>68</b> Eyeball Benders       | <b>92</b> Eureka            |

Difficulty Rating Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★☆

Cover Puzzle and Wardrobe Joan Steiner

Cover Photograph George Obremski

Cover Logo Photograph Walter Wick



## Art Decko

Now you too can be an art dealer. Simply buy "The Deck of Cards" and start dealing. Each card in this otherwise standard 52-card deck (plus two jokers) was designed by a different

contemporary British artist. We've dealt out two poker hands using these intriguing designs. Can you figure out which one wins the pot?

"The Deck of Cards" is available in two sizes (standard deck, \$20; post-cards, \$25; add \$2 for shipping) from Sointu Designs, 20 East 69th St., New York, NY 10021.

—L.F.

Answer Drawer, page 88



## Double Crossing Crosswords

As if we weren't disillusioned enough by Ann Landers's admitted recycling of 20-year-old letters, days later a similar scandal shook our confidence in another great institution—*The New York Times*.

The embarrassed newspaper confessed to having run a crossword puzzle last April that was, in fact, a slightly revamped version of a *Times* puzzle from the late 1950s. A devious Californian, unnamed by the *Times*, had flopped the old puzzle so that the "across" words became "downs" and vice-versa, and then submitted the work as his own. Before the puzzle was published on April 16, the *Times* did give the contributor one stern warning: In future submissions, please make fewer typos in the clues.

The theft probably would have gone unnoticed but for a lucky coincidence and a persistent solver. Steve Zlotnick, a New York State employee and a regular *Times* solver, had barely begun tackling the puzzle when the central entry, THE EMPEROR JONES (Eugene

O'Neill's 1920 play), struck a familiar chord. The previous day Zlotnick had encountered the same answer in an anthology of past *New York Times* puzzles. The more he studied the "new" puzzle, he said, the more familiar it looked. Finally, Zlotnick called the *Times* and pointed out the pirating. When the paper didn't respond after a week, he called their competition. Editors at the *New York Post* were more than happy to print the story.

The aftermath? The *Times* sent the California contributor a letter warning that he was subject to legal action and thanked Zlotnick for catching the slip. And they offered to refund the 30 cents he had spent for the April 16 *Times*.

—M.S.

## Pulling the Plug on Video Games

If you've had it up to your joystick with videomania, *The Official I-Hate-Video Games Handbook* by Emily Prager (Pocket Books, \$2.95) offers some comic relief. From the very first video game—Pac-Tut—to the very last—Limited Nuclear War—Prager offers the

tongue-in-cheek truth about the insidious effects of this debilitating craze.

From the book, here's a quiz to determine whether your loved one is a depraved video addict:

1. The last time you saw your loved one was . . .
  - a) five days ago
  - b) two weeks ago
  - c) don't remember
2. When you last saw him/her, he/she was . . .
  - a) slack-jawed and drooling
  - b) running to the bank for quarters
  - c) wearing earmuffs
3. Upon awakening, your loved one . . .
  - a) checks under the sofa cushions for loose change
  - b) sings "Punk-Man Fever" in the shower
  - c) calls in sick
4. Are any of the following items missing from your home?
  - a) TV set
  - b) grandma's wedding silver
  - c) your newborn baby

If you circled any answer, he/she is a certified video addict and you'll probably want to show him/her our review of *Ken Uston's Guide to Buying and Beating the Home Video Games*, on page 65.

—C.S.



# HOW MANY ACTIVISION VIDEO GAMES





So, the next time you're out hunting up a new video game, look for Activision. We promise our entire line will be quite easy to find.

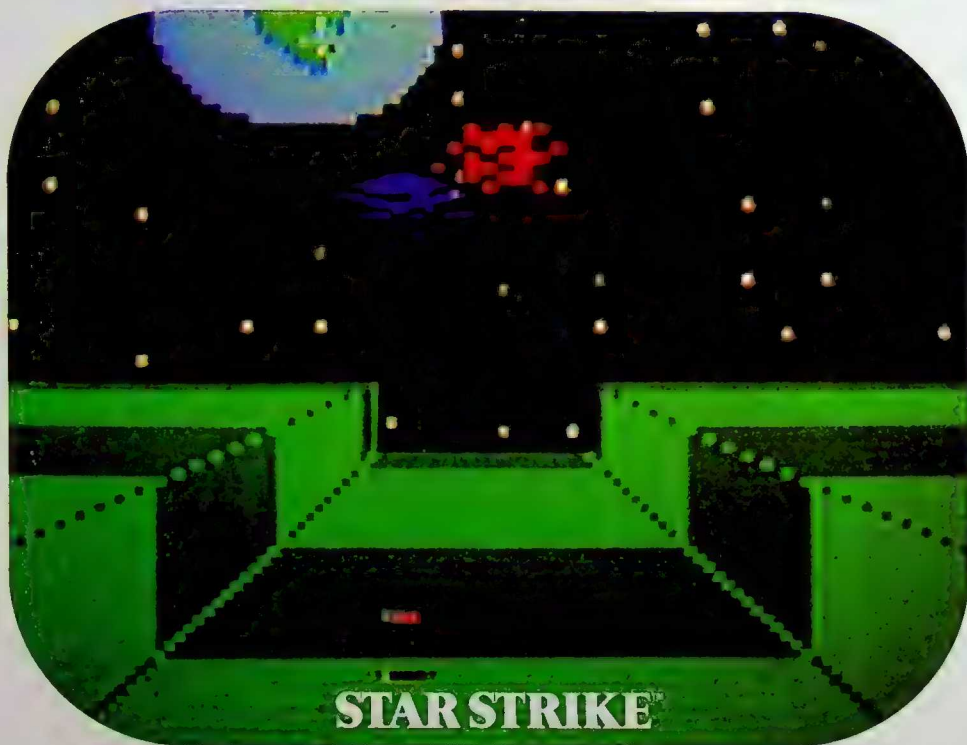
**WE PUT YOU IN THE GAME.**

1. Laser Blast™
2. StarMaster™
3. Bridge
4. Barnstorming™
5. Checkers
6. Skiing
7. Ice Hockey
8. Chopper Command™
9. Droster™
10. Stomped™
11. MegaMania™
12. Kaboom™
13. Pittali™
14. Tennis
15. Grand Prix™
16. Boxing
17. Fishing Derby™
18. Freeway™

Also for use with the Sears Tele-Games® Video Arcade™  
Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.



**“EITHER THIS IS  
THEIR BEST  
SPACE GAME EVER,  
OR MY  
LIVING ROOM IS  
GOING 165 MPH.”**



Presenting Star Strike™. The exciting new space game with brilliant colors, gripping tension, and special effects so realistic they appear three-dimensional. Compare it to other space games. We think you'll agree that color, excitement and special effects make Intellivision® Star Strike the clear winner.

MATTEL ELECTRONICS®

**IntelliVision®**

Intelligent Television

# Astrocade<sup>TM</sup> THE PROFESSIONAL<sup>TM</sup> ARCADE

# GIVES YOU MORE!



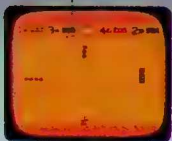
## ASTROCADE BASIC

**MAKES YOUR VIDEO GAME A PERSONAL HOME COMPUTER**  
With your Astrocade unit you get an easy to learn basic language programming cartridge and the basic manual which allows you to create your own games, music and video art. You can save your program creations on standard cassette tapes using the built-in audio interface for more fun and for learning more advanced programming techniques.

**MORE FEATURES...MORE EXCITEMENT...MORE CAPABILITY...AND MORE FUN**

make Astrocade the best all around value in the video game business! Exclusive features include a 10 memory video display calculator and three exciting built-in games — Checkmate, Gunfight, and the highly acclaimed Scribbling.

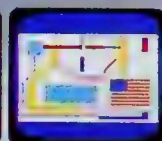
### 3 EXCITING BUILT-IN GAMES



CHECKMATE<sup>TM</sup>



GUNFIGHT<sup>TM</sup>



SCRIBBLING<sup>TM</sup>

**REMOTE GAME  
SELECTION**  
on controller



### ASTROCADE GIVES YOU MORE...

256 color variations, 8-way pistol grip controllers, remote game selection, 4-player scoring and play capability, highest quality realism and fastest action of any home video game, built-in cartridge storage bin, 3-octave music and sound effects synthesizer.

**ASTROCADE Includes FREE  
Over \$200 Worth of ATARI<sup>TM</sup>  
Comparable Options.\***

**MORE  
EXCITING NEW  
GAMES TOO!**

- Incredible Wizard
- Creative Crayon • Cosmic Raiders • Solar Conqueror
- Artillery Duel • Music Maker • CONAN<sup>TM</sup>
- Bowling • Missile Attack
- Chess • Kong • Haunted Mansion • Soccer
- Pirate's Chase and MORE TO COME!

**ASTROCADE, Inc.**

6460 Busch Blvd., Suite 215, Columbus, Ohio 43229  
Call Toll Free 800-848-6989

\*Manufactured under license from BALLY MANUFACTURING CORP.

\*Data Source: Atari<sup>TM</sup> 1982 Price Sheet.



# GAMES & BOOKS

Edited by R. Wayne Schmittberger



**Trivial Pursuit** (available from Horn Abbot Ltd., P.O. Box 560, Niagara-on-the-Lake, Ontario, Canada L0S 1J0; \$29.95 plus \$2.80 postage and handling)

Who was the youngest Beetle? What's the official animal of Canada? Which is heavier, a baseball or a softball? If these questions whet your appetite, Trivial Pursuit is your game.

The mechanics are simple: Each player in turn moves his token around the board according to the roll of a die, then answers one of 6,000 questions, determined by which color space he lands on. The six colors match the question categories—geography, entertainment, history, art and literature, science and nature, and sports and leisure. (A "Silver Screen" edition, with 6,000 movie questions, is due out in September.) A player's turn continues as long as his answers are correct. A right answer on a "category headquarters" space earns one of the six colored wedges needed to attempt a game-winning question in a category of his opponents' choice.

With good players (two to 24 can play), the wait between turns can be uncomfortably long, especially because the many "roll again" spaces help players avoid unwanted categories. But the questions themselves are the core of the game, and they are excellent in quantity, scope, and level of difficulty—on a par with the old *Jeopardy!* shows and a refreshing step up from most quiz games.

The answers to those questions, by the way: George Harrison, the beaver, and a baseball. —M.S.

## Vis-à-Vis (Selchow & Righter, around \$12)

This fast-moving, original game, known in England as Entropy, is an abstract duel of two opposing aims. It was created by Dr. Eric Solomon, a prolific British inventor whose other games include Black Box (*Games*, November/December 1978).

The attractive equipment consists of a grab bag holding 25 discs (five each of five different colors) and a simple 5 × 5 grid. One player—the "defender"—draws discs, unseen, from the bag one at a time and places them on empty grid spaces. After each placement, the other player—the "scorer"—may move one disc (not necessarily the one just played) along a horizontal or vertical line, but not past another disc. When the board is filled, the scorer receives points for every symmetrical pattern of adjacent discs on a horizontal or vertical line. Two adjacent discs of the same color score 2 points; a three-disc pattern, such as red-green-red, scores 3 points; and so on. But three discs of the same color score 3 points *plus* 2 points each for the two-disc patterns within, for a total of 7 points. Five of the same color scores a whopping 30 points. In the second round the roles of the players are reversed; the higher scorer wins.

While the luck of the draw does affect the outcome, there are ample opportunities for skillful planning. The scorer should set up as many potential scoring patterns as possible and the defender should try to move key discs out of the action. In the endgame, consideration of which colors remain in the bag can affect both players' choice of play. —S.S.



## Ken Uston's Guide to Buying and Beating the Home Video Games

by Ken Uston (Signet, 1982, 675 pages, \$3.95 paperback)

Already, there are five major home video game systems and more than 200 cartridges to play on them, and many more are on the way. Comparisons are in order, and this new book by a world-renowned blackjack player, who is also the author of *Mastering Pac-Man* and *Score! Beating the Top 16 Video Games*, makes that task easier. Of the four books available on the subject at press time, this is by far the best.

Beginning with thoughtful evaluations of the Atari VCS, In-

tellivision, Astrocade, and Odyssey<sup>2</sup> systems (as well as the little-distributed Fairchild/Zircon), Uston compares their durability, usability, versatility, and future potential. He then moves on to the play and basic strategies of more than 180 game cartridges. For the cartridges we are most familiar with, Uston's evaluations and ours are virtually identical.

The game descriptions and strategy tips are necessarily brief, except for the 13 pages devoted to Atari's Pac-Man. As is inevitable in this fast-growing field, the book was a little out-of-date as soon as it was published. The new Colecovision and Atari 5200 systems, for example, are mentioned only briefly. But Uston's information is excellent, and the book is strongly recommended to anyone shopping for a home video game system or cartridges. —J.A.





### The Great Wall Street Fortune Hunt

(N.A.P.C.E.C., for use with Odyssey<sup>2</sup> Home Video Game System; around \$49.95)

This is the only stock market game with a moving videotape and newswire to simulate the atmosphere of the New York Stock Exchange. The result: an unusual video game that is both fun and (gulp) educational.

Like Quest for the Rings and Conquest of the World, the first two games in the Odyssey<sup>2</sup> Master Strategy Series, this game uses a gameboard as well as a TV screen. The colorful graphs on the board depict how the values of 30 stocks react to news relating to the gross national product, interest rates, and politics. The prices of the stocks continuously travel across the top of the screen, while one of 20 different news flashes periodically moves across the middle, each affecting stock prices differently.

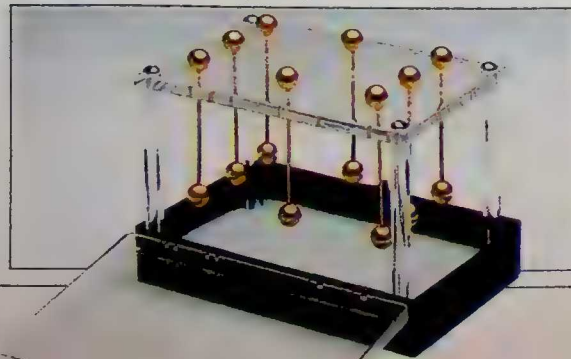
The object is to invest \$100,000 as profitably as possible by trying to anticipate price fluctuations quickly and accurately. In the two-player game, the player with the greater net worth after 20 five-minute "quarters" of play wins.

Most of the corporations on the board are real, although their behavior in the game is only an approximation and may at times be unrealistic. Still, one learns how the market works. When you've mastered the basic game, you can add such complications as treasury bills, buying on margin, and stock options. Beyond that, there's the real thing. —P.M.W.

## ETCETERA

**Eternal Suspension** (Ibex Int., 875 N. Michigan Ave., Suite 1557, Chicago, IL 60611; \$19.95 includes postage) would make good training for the bomb squad. The idea is to suspend

metal balls and rods from holes in a table by means of residual magnetism. The gold-plated set shown is of medium difficulty. Easy and difficult versions (not gold) are \$14.95 each.



### Electronic Stratego (Milton Bradley, around \$70)

The introduction of electronics into the classic game of Stratego has been accompanied by rule changes that alter the game significantly. And in this case the newer, more expensive product is better than the original.

Each player controls 24 pieces (Generals, Majors, Scouts, Miners, etc.), which face their owners to keep their identities secret. All pieces move one space at a time, except that Flags are immobile and Scouts move like chess queens. The object is to capture the opponent's Flag.

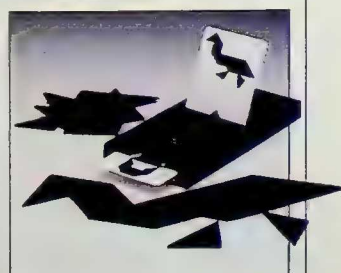
Before the battle starts, each player programs the game computer with the secret locations of six mines, which "explode" with appropriate sound effects when landed on by an opposing piece (except Miners, which defuse the bombs). A player's own pieces may safely occupy squares he has mined, something they can't do in ordinary Stratego.

When one piece attacks another by landing on it, the computer awards victory to the higher ranking piece, but without revealing the identity of either. A player may use his turn to "probe" the enemy position and discover the general class of an opposing piece. This rule cures a slight flaw in the original game, in which both players are better off defending than attacking. Probes also help a player to locate the Flag late in the game and attack it from a distance with Scouts, some of which should be preserved for this purpose.

The game is a satisfying blend of planning, tactics, and memory skills. Playing time is around 45 minutes. —R.W.S.



**Gridlock** (Gabriel, \$3) is the best puzzle so far in the Hi-Q line. The board consists of raised squares, crosses, and circles in seven rows of four columns. The 14 rectangular or L-shaped pieces have squares, crosses, and circles cut from them. The object: to cover the board using different combinations of 12 pieces. Fifty puzzles are provided; the solutions are not!



**Tangoes** (Rex Games, 447 New Grove St., Wilkes-Barre, PA 18702; \$7.95 includes postage) is a one- or two-player race to solve more than 50 tangram puzzles, each on a card with the answer on the back. Two sets of the seven tangram pieces are provided, allowing you to experiment with larger pictures. —P.M.W.





**You have journeyed far...  
Your starship has landed...  
Your adventure has just begun.**

## **SPACE CAVERN**

VIDEO GAME  
TO BE USED WITH  
JOYSTICK CONTROLLERS  
WITH THE  
Video Computer System™ by Atari  
and  
The Sears & Roebuck System™



You've conquered space, blasting through the asteroid belts, annihilating every obstacle. Now you're there—the misty caverns of Zenon—ready to face the greatest challenge of all. Winged Electrosauri swoop down from above, firing deadly blasts of electromolecular energy. The dread Marsupods lie in wait. One touch of their hideous tentacles can turn you into a glowing skeleton. If you've done well at lesser games, then you *may* be ready for SPACE CAVERN.™ But beware...

SPACE CAVERN™ from GAMES BY APOLLO.

For use with the Atari® 2600 Video Computer System™.

**GAMES BY APOLLO, INC.**

1300 E. Arapaho Road  
Richardson, Texas 75081

Atari® and Video Computer System™ are trademarks of Atari, Inc.





# Phaser Patrol



## ENTER THE NEXT DIMENSION

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

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

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

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

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

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

1 Atari, Asteroids, and Video Computer System are trademarks of ATARI, INC. ARCADIA CORP. is not related to ATARI, INC.

© ARCADIA CORP., 1982.

### ARCADIA™

**ARCADE ACTION COMES HOME**

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

Andy Breyer  
Champion  
1981 International Atari®  
Asteroids™ Tournament

A handwritten signature in black ink that reads "Andy Breyer".

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





# CRUSH THE EMPIRE IN MEGAWARS

ENLIST



MegaWars, a real-time space battle between the forces of the Colonists and the Kryon Empire. Join an intergalactic shootout with up to eight starship commanders transmitting orders from the keyboard cockpits of their craft anywhere in the U.S.A.

## THE ULTIMATE COMPUTER CONFLICT

Attacking, evading, scanning, communicating. That's MegaWars. Easy to learn but difficult to master. That's why CompuServe will give one free hour to every MegaWars player entering a game before December 31, 1982.

Call toll free  
800-848-8990.

You'll receive the illustrated guide to CompuServe, America's most comprehensive Videotex service, plus the MegaWars Commanders Briefing.

### CompuServe

5000 Arlington Centre Blvd.  
Columbus, Ohio 43220  
800-848-8990





## LEARN TO BRAVE NEW WORLDS.

Your kids already know how to use a computer if they've ever sped through hyperspace with Star Raiders™ or challenged magnetic force fields with the new Caverns of Mars.™

And when you use an ATARI® Home Computer you'll also discover how easily new worlds can open up for you.

ATARI has programs that help solve problems of everyday life, like Mortgage and Loan Analysis.®

Or educational programs like My First Alphabet,™ which is an easy-to-use and beautifully graphic way to teach letters and numbers to children.

In fact, the ATARI Home Computer is your whole family's vehicle to a more imaginative, exciting and manageable world. And the best part is that getting there can be so much fun.



**ATARI® HOME COMPUTERS**  
We've brought the computer age home.™



For more information, write: Atari, Inc., Dept. G4P, P.O. Box 16525, Denver, CO 80216. \*A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation © 1980. Estimated availability of Caverns of Mars and My First Alphabet, mid-1982. © 1982 Atari, Inc. All rights reserved.