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# CONTEST: Guess Who's Coming To Dinner?

Yep, it's time for yet another contest with turkeys in it.

Last November, in what was one of the most popular (albeit silly) contests ever, readers were asked to count the number of turkeys that appeared in the magazine. The correct number was 349. A lot of people came up with that number but figured they had missed one along the way. After all, 350 is such a nice round number, why would we choose 349?

The truth is that we started out with 350 turkeys, but one of them strayed on the way to the contest page. Well, after a year of searching, we finally found the last turkey, and we'd like very much for her to come and join us for a Thanksgiving feast.

Unfortunately, she thinks we want to roast and serve her as dinner. The object of this month's contest is to chase Tammy the Turkey to the dinner table where all the feasting will take place.

**The Chase Begins.** Yep, this contest actually has some rules.

1. The object is to move through the board so that you and Tammy arrive at the dinner table on square forty *at the same time*. Not one square shy or one square too far, but exactly on square forty.

2. Notice that you begin on square one and Tammy begins on square three. She already has a lead, but as you chase her she might get farther ahead, or she might get behind you. Don't let that confuse you. The object is to get yourself and her to square forty. Somehow.

3. You make the first move. On each turn, you're allowed to move one, two, or three squares either forward or backward. Depending on how many squares you move on your turn, Tammy moves the same number in the same direction. If you move two forward, she moves two forward.

4. Tammy moves in two phases. First, she moves the number of squares you move. Next, she moves the number of squares that appears on the square she lands on. Thus, if you move two squares forward, she moves two squares forward. If the number on the square she lands

on is +4, for example, Tammy then moves an additional four squares forward and stops. You, however, ignore the numbers printed on the squares. Only when Tammy finishes her second set of moves does it become your turn to move. In short, for each one of your moves, Tammy moves twice.

5. You're allowed to move in only one direction per turn. If you want to move three squares, you must go either forward or backward; no fair going two forward and one backward and having Tammy move three forward.

6. It is legal to move backward. If you do so, Tammy must move backward also.

7. You must move on a turn; no fair moving zero squares and having Tammy move according to the square she's already on. You gotta keep moving.

8. Tammy must land on square forty at the end of her two-phase move. That means if you move forward three squares to land on square forty, Tammy must move forward three squares and then make her second set of moves (depending on the number printed on that square) to land on square forty.

Send in your entry with your moves like this:

I move:	Tammy moves:
+3 to square 4	+3, +6 to square 12
+1 to square 5	+1, -4 to square 9
-2 to square 3	-2, -1 to square 6
..	..
..	..
..	..

The second number in each of Tammy's moves refers to the number printed on the square she lands on at first. In the first move, for example, she moves ahead three (+3) and lands on square six, which tells her to go forward another six squares (+6) to square 12, where she rests and waits for you to take your turn. (Note: These are not necessarily the correct moves. But they might be. Who knows?)

The primary goal of this contest is to finish