

Our Man Hoppe**Shut Up and
Play Watergate****Arthur Hoppe**

OUR FURIOUS congressmen are about to arrest the President or somebody. That's because nobody in the White House will talk to them about The Watergate Scandal.

Thus the nation is in the grips of a Grave Constitutional Crisis. An aroused public is asking searching questions, such as, "What IS The Watergate Scandal?"

Actually, to understand The Watergate Scandal, all you need do is buy a set of the exciting new fun game, "Watergate!" Once you have read and comprehended the simple rules, the whole thing becomes crystal clear and you will become a Well-Informed Citizen.

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FIRST OF ALL, Watergate! is played by 4371 players and two dice — all 4373 of which should be loaded.

The object of the game is to get to the White House. Or, if you are so inclined, simply to get the White House.

The first players are a group of Cuban refugees and ex-CIA agents. They land on a square marked Watergate! They land there to get Larry O'Brien. They hate Larry O'Brien because he is a hippie.

Each of these players then receives a card which reads: "Go to Jail. Go directly to Jail. Do not pass Go or any other information. Collect \$10,000 a year."

The other players then draw cards and money. They draw their money from a box marked, "Stans." There is lots and lots of it. It is very clean money. It has just come back from a laundry in Mexico.

The cards the players draw are most interesting. For example, should you draw a card reading, "Segretti," you immediately—poof!—vanish.

Many of the cards force you to leave the White House. The "Chapin" card makes you move to Chicago. And you can't talk. The "Mitchell" card is a bit

better. With it you resign from The Committee to Re-elect the President Among Other Things and become a rich Wall Street lawyer. But your wife's name is Martha. So you don't get to talk either.

In fact, only one player in the whole game gets to talk. He's the lucky one who draws the "Zeigler" card. This entitles him to say, "No comment," 16,347 times.

A good card to draw is "FBI." This empowers you to investigate crime. To investigate crime you go directly to the White House. The players there don't know anything about crime. You are so grateful you give all your secret information about crime to their attorney. He will keep your secret because he, of course, can't talk.

Sometimes the wrong cards get mixed in. One might say, "Remember to contribute \$300,000 the day after the election. Receive either one Ambassadorship to Luxembourg or one phone call entitling you to get out of a Swiss jail free." But such cards are from a similar, but different, game.

This brings us to where you draw your cards. You draw your cards from the President. The reason for this is Rule 246a. It says: "As long as nobody talks, the President holds all the cards."

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ONCE you have mastered these simple rules, you will understand The Watergate Scandal better than our congressmen now do — or, most likely, ever will.

Unfortunately, pilot tests show that 98.6 per cent of potential players become frustrated and take up three-dimensional chess instead.

With a well-informed public critical in this hour of Grave Constitutional Crisis, it's clear that what this country desperately needs is a return to the simpler scandals of yesteryear.