



ARRL Periodicals Archive – Search Results

A membership benefit of ARRL and the ARRL Technical Information Service

ARRL Members: You may print a copy for personal use. Any other use of the information requires permission (see Copyright/Reprint Notice below).

Need a higher quality reprint or scan? Some of the scans contained within the periodical archive were produced with older imaging technology. If you require a higher quality reprint or scan, please contact the ARRL Technical Information Service for assistance. Photocopies are \$3 for ARRL members, \$5 for nonmembers. For members, TIS can send the photocopies immediately and include an invoice. Nonmembers must prepay. Details are available at www.arrl.org/tis or email photocopy@arrl.org.

QST on CD-ROM: Annual CD-ROMs are available for recent publication years. For details and ordering information, visit www.arrl.org/qst.

Non-Members: Get access to the ARRL Periodicals Archive when you join ARRL today at www.arrl.org/join. For a complete list of membership benefits, visit www.arrl.org/benefits.

Copyright/Reprint Notice

In general, all ARRL content is copyrighted. ARRL articles, pages, or documents--printed and online--are not in the public domain. Therefore, they may not be freely distributed or copied. Additionally, no part of this document may be copied, sold to third parties, or otherwise commercially exploited without the explicit prior written consent of ARRL. You cannot post this document to a Web site or otherwise distribute it to others through any electronic medium.

For permission to quote or reprint material from ARRL, send a request including the issue date, a description of the material requested, and a description of where you intend to use the reprinted material to the ARRL Editorial & Production Department: permission@arrl.org.

QST Issue: Dec 2005

Title: Bob Dennison, W2HBE, Silent Key

Author: John H. Dilks III, K2TQN

[Click Here to Report a Problem with this File](#)



2009 ARRL Periodicals on CD-ROM

ARRL's popular journals are available on a compact, fully-searchable CD-ROM. Every word and photo published throughout 2009 is included!

- **QST** The official membership journal of ARRL
- **NCJ** National Contest Journal
- **QEX** Forum for Communications Experimenters

SEARCH the full text of every article by entering titles, call signs, names—almost any word. **SEE** every word, photo (including color images), drawing and table in technical and general-interest features, columns and product reviews, plus all advertisements. **PRINT** what you see, or copy it into other applications.

System Requirements: Microsoft Windows™ and Macintosh systems, using the industry standard Adobe® Acrobat® Reader® software. The Acrobat Reader is a free download at www.adobe.com.

2009 ARRL Periodicals on CD-ROM

ARRL Order No. 1486
Only \$24.95*

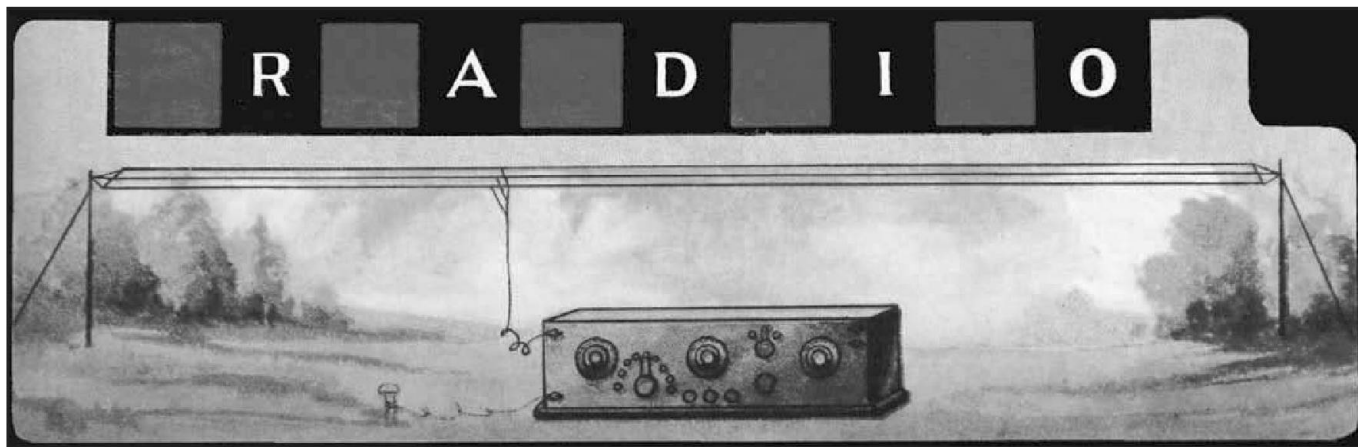
*plus shipping and handling

Additional sets available:

2008 Ed., ARRL Order No. 9406, \$24.95
2007 Ed., ARRL Order No. 1204, \$19.95
2006 Ed., ARRL Order No. 9841, \$19.95
2005 Ed., ARRL Order No. 9574, \$19.95
2004 Ed., ARRL Order No. 9396, \$19.95
2003 Ed., ARRL Order No. 9124, \$19.95
2002 Ed., ARRL Order No. 8802, \$19.95
2001 Ed., ARRL Order No. 8632, \$19.95



ARRL The national association for **AMATEUR RADIO™**
SHOP DIRECT or call for a dealer near you.
ONLINE WWW.ARRL.ORG/SHOP
ORDER TOLL-FREE 888/277-5289 (US)



ful. Most of the colors returned and the cover picture really started to look great.

Next I placed the box lid and bottom, separately, under a heavy pile of books to help flatten them, as they were when new. Age and time had warped them. The weights were somewhat successful after a week and I was now ready to scan them into the computer.

The box was slightly longer than the glass on my scanner, so I had to scan it twice and splice the result into a single picture. Several hours of retouching with my photo editor filled in the missing spots and darkened the colors where needed.

Making a QSL Card

After I printed out the picture file, it occurred to me that the "RADIO" in the picture had the same number of characters as K2TQN. So I searched for a font in my computer that somewhat resembled the one used with the exaggerated "RADIO" in the picture. Finding none, I decided to make my own characters. Several hours later I had all five. I edited the picture and replaced R A D I O with K 2 T Q N. Next I removed the word G A M E and replaced it with my name. I put my mailing address in the open area near the bottom. The proportions of the artwork reduced nicely to 5½×3½ inches, that of a standard old-time QSL card. Now I'll have to find a company and have some printed up. This part of the project was not planned, but it worked out nicely for me. And I will have a great looking QSL card to pass out in the near future.

Rules of the Game

Here are the rules of the game if you want to play.

May be played by 2 players.

Each player selects 5 counters of one

color, which represents messages.

The players place them on the black spots marked R-A-D-I-O in front of the antennas.

The first player then uses the Detector as a spinner. He then moves any one of his messages the number of spaces indicated on the spinner.

Messages are always moved on black spots diagonally and away from the player, as in Checkers, never straight.

A message may be moved to a side space and then diagonally out. Thus, a message may be jumped though it is on a side space.

If you can jump an opponent's message, his message is put back to any one of his starting points he may chose.

If either player can land his message on the same spot as one of his opponent's messages by an exact count, this causes a Radio disturbance, the opponent's message is out of the game and is removed from the board. Messages can only be moved to the opponent's antennae by an even count.

The player getting the greatest num-

ber of messages through to the opposite antennas first wins the game.

More on the Game

The Wilder Manufacturing Company of St Louis made the game sometime in the 1920s. There is a number 27 on the box, and that might be the year. Wilder was a well-known company back then for its games, having dozens of new and different games every year, covering many interest areas.

Imagine the thrill, or disappointment, experienced on Christmas morning when you opened your gift. It would be a thrill if you liked games, or a big disappointment if you were expecting a real radio.

I'll place the files on my Web page so you can download them if you want them. I'll have photos of several other radio games on my Web site as well. www.eht.com/oldradio/arri/.

This month completes six years that I have been writing this column. Thank you for making it a success and for all your suggestions and e-mails. I'm looking forward to next year.—K2TQN



Bob Dennison, W2HBE.

W2HBE SK

While writing this column I learned that Bob Dennison, W2HBE, became a Silent Key in late September. Bob was best known as a prolific author over several decades writing about the radios he built in *QST*, the *AWA Old Timers Bulletin* and *Electric Radio* magazines. I featured Bob and his radios in my July 2005 "Old Radio" column. He will be missed. **QST**