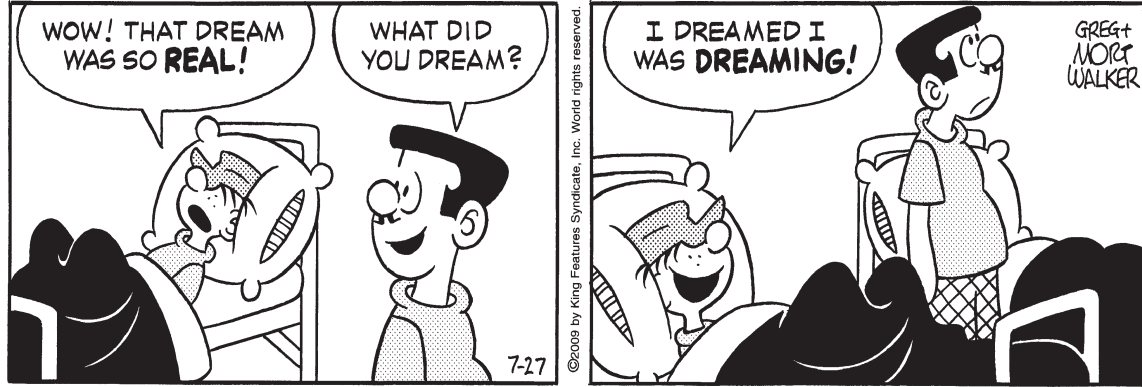


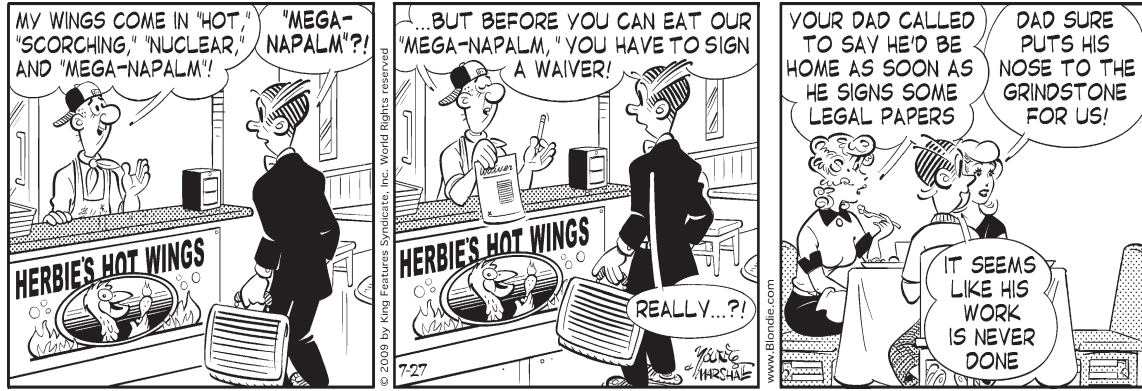
**Baby Blues** • Rick Kirkman & Jerry Scott



**Beetle Bailey** • Mort Walker



**Blondie** • Chic Young



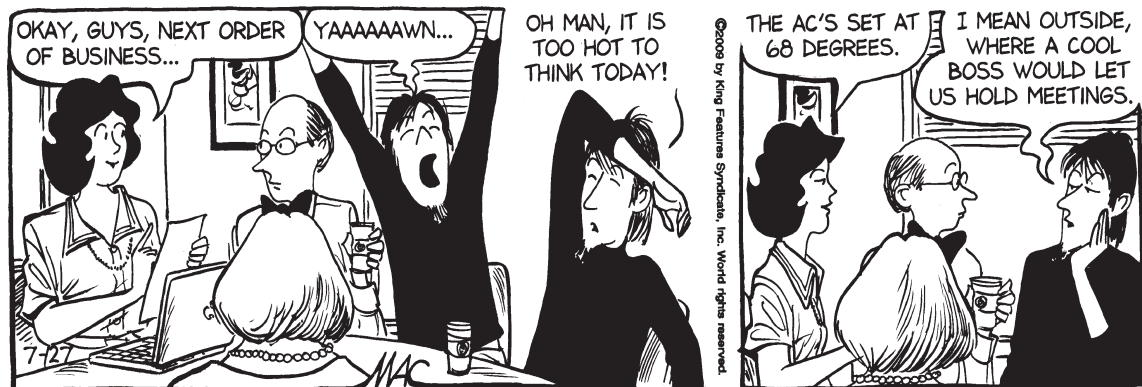
**Hagar the Horrible** • Chris Browne



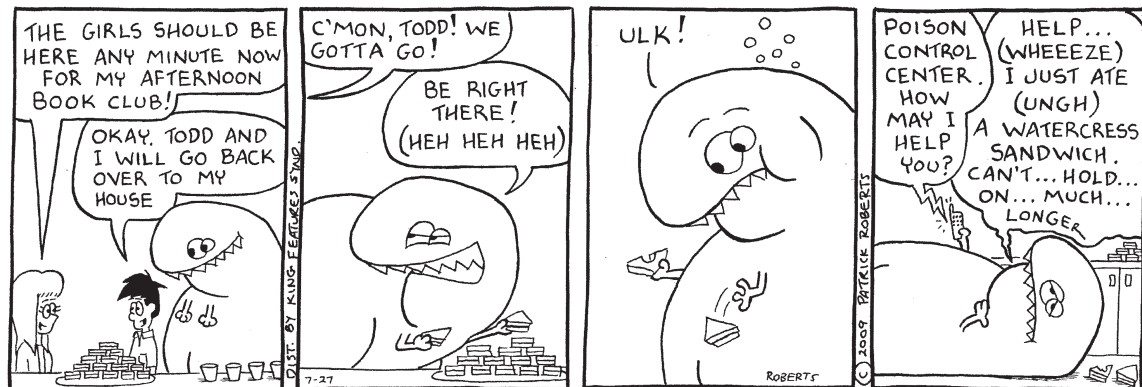
**Mother Goose and Grimm** • Mike Peters



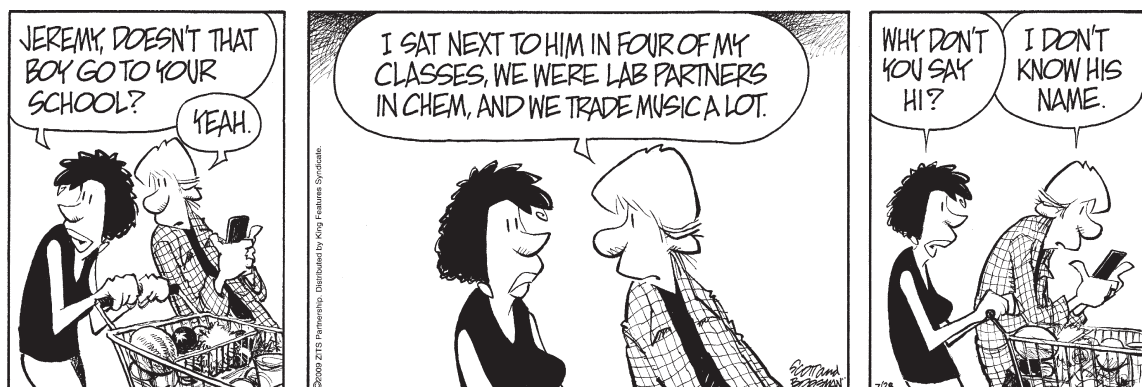
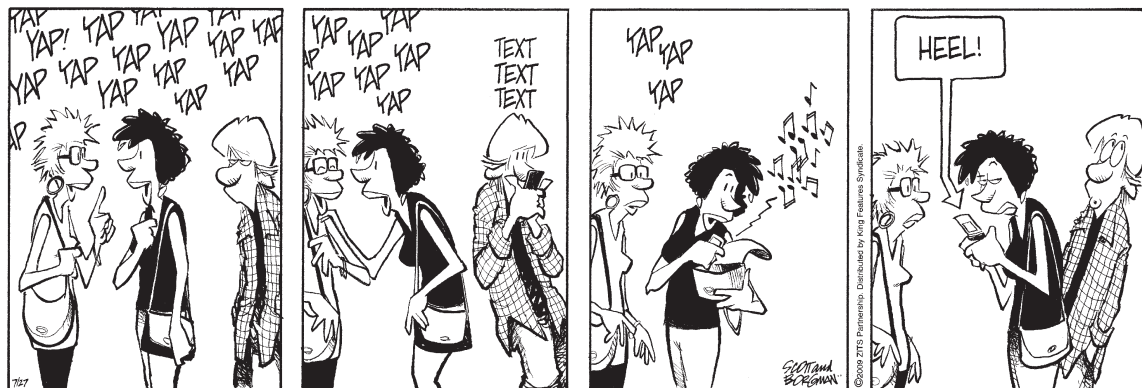
**Sally Forth** • Greg Howard



**Todd the Dinosaur** • Patrick Roberts



**Zits** • Jim Borgman & Jerry Scott



**Dr. Joyce Brothers**

• Ask Dr. Brothers

**Servicepeople don't believe her**

Dear Dr. Brothers: I have been having a terrible time with my car. I bought it from a friend, who never had any trouble with it. I am very particular about how my car sounds and rides, and every time I bring it in to the shop to investigate some strange noise or a hesitation, the servicepeople say they can't "duplicate the issue." I literally am seeing them rolling their eyes when I drive in. What can I do to motivate these so-called professionals to take me seriously? — T.D.

Dear T.D.: There are few things more annoying than having phantom car trouble. It's like scheduling a doctor's appointment, only to have your problem clear up. You start to question your sanity when your complaints resolve themselves. Sometimes problems don't appear on cue. But just because those noises don't happen when you bring your car in doesn't mean you're crazy.

Your best bet is to start taking matters into your own hands. Knowledge is power, and it's always best to glean a bit of specific information about your car before talking to your mechanic. A Google search can help you find out if others have experienced the same problems, and can provide a good starting point. You gain more control of a situation once you understand what you're up against. It is difficult for a mechanic to diagnose what's wrong if he can't replicate the problem. Be specific when describing your problem, and note the circumstances under which it occurs. A little knowledge can go a long way in ferreting out the problem — and not wasting time.

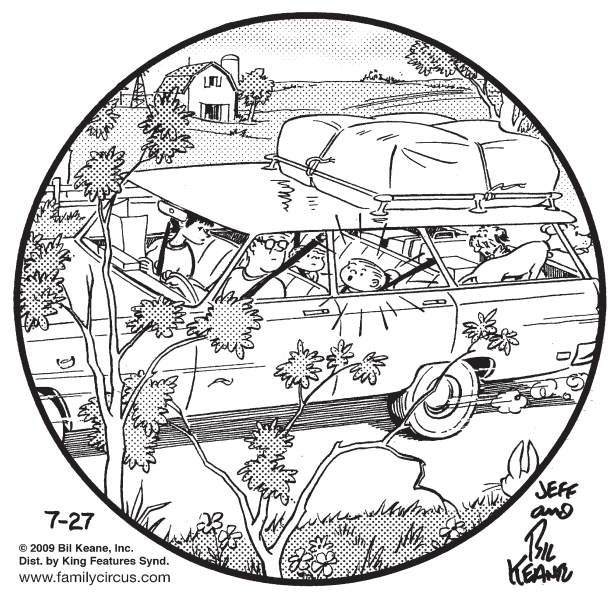
Dear Dr. Brothers: I suppose I am a hypochondriac. I almost always think there is something wrong with me — from minor syndromes to life-threatening illnesses. The problem is, I am not the kind of person who runs to the doctor. I'm afraid of going to the doctor, so I look up everything on the Internet and "consult" the online doctors who will give you advice if you pay a fee. So if they tell me I have to go to the doctor, what will I do? I'm sick of being afraid! — C.S.

Dear C.S.: You seem to be up against the hypochondriac's greatest dilemma. Though hypochondriacs self-diagnose themselves, they often avoid going to the doctor. Because their fears are based on a "boy who cried wolf" scenario, it's much easier for them not to know if anything really is wrong. The thing that scares them most is a definitive answer.

You need to start to realize that there is no substitute for a face-to-face doctor's visit. It is likely that online experts are more concerned with profit than with your health. The money could be better spent on a hands-on consultation. Ask yourself what are the benefits of not knowing — do you feel content, or are you in a constant state of anxiety about your health? Perhaps the best prescription to cure your hypochondria once and for all is to get a full physical on an annual basis. If you're ready to put your anxiety behind you, a visit to the doctor in the "real world" can do wonders.

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**Family Circus** • Bil Keane



7-27  
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www.familycircus.com

**Conceptis Sudoku** • Dave Green

	4		1	9			5	
5			4	8	6			7
		1				4		
1	6			7			9	3
	8						4	
3	7		2					1
		6				3		
4			5	2	3			1
	5		6		8		2	

Difficulty Level ★

This is a logic-based number placement puzzle.

The goal is to enter a number, 1-9, in each cell in which each row, column and 3x3 region must contain only one instance of each numeral.

The solution to the last Sudoku puzzle is at right.

2	1	3	4	6	9	5	8	7
5	7	8	3	2	1	9	6	4
4	9	6	5	7	8	1	2	3
8	2	1	9	5	7	4	3	6
6	3	9	2	1	4	8	7	5
7	4	5	8	3	6	2	9	1
3	6	4	1	8	2	7	5	9
1	8	7	6	9	5	3	4	2
9	5	2	7	4	3	6	1	8

**Cryptoquip**

M CWLQ BI TLXRRJ ZXOB BI  
 ULDIPL X DGXPNMIO NIYLT  
 NRXJLT, UCB M TLDYIO MB  
 ZXWO'B MO BGL DXTQW.

Yesterday's Cryptoquip: NEW GAME SHOW IN WHICH PEOPLE COMPETE TO PREPARE THE MOST PERFECT PILAF: "THE RICE IS RIGHT."

Today's Cryptoquip Clue: B equals T

**Bridge** • Steve Becker

South dealer.  
Both sides vulnerable.

**NORTH**  
 ♠ A 9 7 5 3 2  
 ♥ 7 5  
 ♦ 10 5  
 ♣ A 8 2

**EAST**  
 ♠ K J 8 6 3 2  
 ♥ Q 4 3  
 ♦ J 9 5

**WEST**  
 ♠ J 10 8 4  
 ♥ 9  
 ♦ K 6 2  
 ♣ K 10 6 4 3

**SOUTH**  
 ♠ A Q 10 4  
 ♥ A J 9 8 7  
 ♦ Q 7

The bidding:  
 South West North East  
 1♦ Pass 1♣ Pass  
 2♥ Pass 2♠ Pass  
 2NT Pass 3NT Pass  
 Opening lead — four of clubs.

**Famous Hand**

Declarer's principal concern is to make the contract. In attempting to meet this goal, he does not pay much attention to overtricks, but instead bends his efforts to fulfilling his primary assignment.

Consider this classic case from a rubber-bridge game many years ago. West led a club, and South, Harold Ogust, won East's jack with the queen. Ogust saw that he could make the contract easily if he cashed the K-Q of spades and the suit proved to be divided 3-2.

But he also realized that if the spades were divided 4-1, he would be in serious trouble and would probably be defeated. Unwilling to stake his all on a 3-2 spade division, Ogust devised a method of play that would give him a chance to make the contract even if the spades did not break.

At trick two, he cashed the spade king, then continued with the queen. When West followed with the eight, Ogust overtook the queen with the ace. This extraordinary play had solid reasoning behind it.

If East had followed to the spade, the plan was to continue the suit and thus establish dummy's remaining three spades to assure nine tricks. But when East showed out on the second spade, Ogust was able to substitute the alternate line of play he had reserved in case the spades were not 3-2.

He led dummy's ten of diamonds. It did not matter whether East covered with the queen or not. Ogust could not be prevented from winning four diamond tricks eventually, and he wound up making three trumps.

If he had cashed the K-Q of spades initially, Ogust would have been defeated. His play of overtaking the queen could have cost him a trick or two if the spades had been divided normally, but the overtake gave him a better chance to make the contract.

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**Crossword** • Eugene Sheffer

**ACROSS**

- Graceful bird
- Crafty
- Being (Latin)
- Honolulu's home
- Nay
- Author Bellow
- United nations
- Certain lenses
- First U.S. space station
- Chopping spree?
- Cupid's alias
- Scepter
- Manicurist's concerns
- Had on
- Simile center
- Ravi
- Shankar's instrument
- Charged particle
- Dull sound of impact

**DOWN**

- Weeps loudly
- Stroll
- "Hi, sailor!"
- Cell centers
- Representative —, Virgo
- Tug
- Money set aside
- Hand-cuffs
- Entreaty
- Tarzan's clique
- Eggs
- Verve
- Protuberance
- Kitten's comment
- St. Louis team
- Field or Heathcliff
- Show to a seat, slangily
- Got rid of slack
- Workshop cutter
- Caviar base
- Em halves
- Obey reveille
- Fat
- Other-wise
- Flowing need
- Curved lines
- Arrangement
- Mafia boss
- Grab (onto)
- Earthenware pot
- 500 sheets of paper
- Catches some rays
- Previous night

**Solution time: 27 mins.**

A	M	C	P	A	W	N	C	U	R	L
B	I	O	E	C	H	O	E	S	P	I
U	N	D	E	R	T	O	W	L	A	M
T	H	E	R	M	O	I	R	E		
	A	T	R	S	U	B	W	A	Y	
B	L	A	S	T	F	E	E	O	R	E
R	O	V	E	S	I	R	R	O	L	L
A	G	O	M	A	X	A	E	S	O	P
D	O	W	N	O	N	M	R	S		
	A	D	D	A	G	E	O	L	D	
O	B	I	T	B	E	L	O	W	P	A
P	A	C	T	O	A	T	S	A	V	E
T	R	E	Y	X	R	A	Y	L	A	W

Saturday's answer 7-27

1	2	3	4	5	6	7	8	9	10	11	
12				13			14				
15				16			17				
18				19			20				
				21			22				
24	25	26				27	28		29	30	
31				32			33		34		
35				36			37		38		
				39			40		41		
42	43					44	45		46	47	48
49						50			51		
52						53			54		
55						56			57		