

**TABLE****TOP****SPORTS**

JANUARY 1975

VOL 1, NO 1

## GAMECRAFT BUYS "EXTRA INNINGS"

### REVIEW: STATIS-PRO FOOTBALL

by John Swistak

The game box compliments Statis Pro's baseball game, with bright colors and "statis action."

Statis Pro claims there is no set-up time. While it is true you're not adding up numbers or making up and down or left or right adjustments before play, it takes about half an hour of separating cards and collating them into team envelopes before you're ready to play. There's a lot in the box and first look says it might be confusing; but after reading the instructions (which, by the way, are clear and concise, but would look better in a booklet) and playing a game with them close at hand, you may never use them again. You get enough scoresheets for four or five games and re-order packets include enough for fourteen games; which hints that Statis Pro has designed this game with a season replay in mind. It does seem that their "play-by-play" scoresheets could use at least one more line; as I found myself doubling up two lines at the end of two quarters.

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### REVIEW: "FACE-OFF"

by Jack Kavanagh

Here is the hockey game many table gamers have been waiting for. It is a dice and charts approach to ice hockey. As such, it will not satisfy all table gamers. A point arises whether those who engage in mechanically operated sport games are "table gamers" or whether this designation is reserved to those who use charts and an activator (dice, spinner, cards).

Hockey and basketball have not been as successfully transferred to the game table via dice and charts as baseball, in particular, and football to some extent. This is probably because of the continuous action of these sports as contrasted to the alternating offense and defense of baseball and football.

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### Also T.H.E. and TSG Pro Football

Gamecraft, Vernon, Texas, has obtained the exclusive rights for the manufacturing and marketing of "Extra Innings" table baseball and "TSG Pro Football." The company will also begin exclusive distribution of T.H.E. Pro Football game June 1, 1975.

Gamecraft was purchased last year by Jerry Faulk and Larry Davenport who thereby acquired a table football game which has been on the market since 1968. This year they have added a basketball game. Now, with the addition of three more table games, all highly respected in their fields, Gamecraft has become one of the fastest growing table game companies in the sports field.

The sales agreement reached between the three new table game acquisitions and Gamecraft provides that the new owners will manufacture and market the games. The copyrights will remain with the designers who will handle game revisions and player ratings. They will also contribute gaming ideas and marketing recommendations. In this way, it is expected that each game will retain its own distinct individuality but will have the strength of a full time professional organization behind it.

Gamecraft is also publishing "Table Top Sports," a table gaming quarterly. The new publication is actually a continuation of the old "Extra Innings Newsletter," with a broadened line of content so as to appeal to the entire table gaming public. In addition to general table gaming articles, the new publication will contain "newsletter" sections — one section for each of the games in the Gamecraft stable.

The editing, printing, and a portion of the typesetting is being done at the Gamecraft facilities in Vernon. The rough editing of each of the newsletter sections is being handled by the respective game designers.

## EXTRA INNINGS NEWSLETTER

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## FROM THE EDITOR

As you have probably noticed by now, this is a new, albeit late, publication. Published by the wonderful people here at Gamecraft, "Table Top Sports" is intended to serve the following purpose: To provide a forum for the dissemination of information pertaining to any and all aspects of sports table gaming. What this means in actual practice can best be ascertained by looking at the contents of this issue. This should tell you better than anything else, including the lofty words used above, what we have in mind.

In line with our purpose as expressed above, TTS will contain game reviews, comprehensive surveys of entire table game fields, articles by game designers, delightful editorials, special feature articles from time to time, plus the old standbys — letters from the readers (well, not very many in the first issue, of course), advertising, and so on. We intend to try our darnedest to follow Jack Kavanagh's credo for "Extra Innings Newsletter," that is, to put out a publication based on the belief that table game players are bright, intelligent, deserving of serious, adult treatment — but always with a sense of fun and humor!

The publication will also contain "newsletters" for each game in the Gamecraft family. Newsletters provide for a constant exchange of ideas and experiences among the players of a particular game. They enable each game to reach its ultimate development through stimulation of exchanges with fans. It is our intent to provide a newsletter for every game that we market — now and in the future.

If you wish to subscribe to "Table Top Sports" and you do not own one of the Gamecraft games, don't look upon the newsletters as a "waste" of money. TTS is well worth the subscription price for the game reviews alone. You can consider the newsletters as a free bonus. On the other hand, if you own one of the Gamecraft games but don't care for reading about any other games, don't let it bother you. Look upon the general section as a "freebie." Use it for the dog. (This is especially addressed to all of you "EI" fans.)

Can a game company publish an objective table gaming magazine? We think we can. To help ensure objectivity, we are having all game reviews and summaries done by "outsiders," people with no connection with Gamecraft. Well, they may have a connection with Gamecraft in that they write articles for TTS but they have no financial interests in us. None of the reviewers would lose over three seconds of sleep if we were hauled off to the poor house tomorrow. (We will have to make this one time exception for Jack Kavanagh — but he did not review a game competitive with "EI.")

Now let me explain the setup of the newsletters in more detail: Each newsletter is (or will be) co-edited by the respective game designers and

myself. When a piece is done by the game designer, his name or his initials will appear with it. An article done by myself or any of the other Gamecraft personnel will either have the notation "Ed." associated with it or will be unsigned. Unless the designer's address is given, all correspondence to him should be sent in care of Gamecraft.

In this issue we only have one large newsletter section ("EI") and a couple of small ones. In the next issue a newsletter section for "TSG Pro Football" will be added and, later on, a couple more sections. All will eventually be expanded to approximately the size of "EI Newsletter."

That's a glimpse at our intentions. Let me just finish by saying, "There are better things to come... so stick with us!"

## REVIEW: "FAST BREAK"

by Rick Teverbaugh

The two biggest hurdles for a table top basketball game to cross are length of playing time and duplication of action. "Fast Break" by Mickey Games accomplishes both these tasks well even though failing in a couple of areas that are much easier to deal with.

The game's playing time, after establishing a pattern and rhythm of play, is under one hour. In fact, one low scoring game with few fouls took only 47 minutes to play. Depending on what details you want to add to the game, from the simple or basic version that surely could be played by any youngster who understands basketball, to the more complex version for all students of the sport, the time can run as high as one hour and twenty minutes.

Ball movement as such is not controlled in a pass-by-pass situation as is the incredibly weighty detail of APBA's roundball effort. One pass is all

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that would ever be covered, much like the same passing set up of Statis-Pro.

In order to have some of the decision placed in the coach's hands though, a couple of interesting factors have been added that I have not seen anywhere before. One of the guards is designated the playmaker, and through a device called "player determination cards," similar to Statis Pro's "Quick action cards," this playmaker guard will handle the ball more than the other back-court man.

The forwards also have a distinguishing factor in that one is labeled a forward while the other is labeled a strong forward, which puts the offensive minded forward in a position to handle the ball more.

This could still lead to a problem though if a team such as Milwaukee has a player such as Jabbar, who is not a playmaker or a strong forward but will handle the ball more than perhaps anyone on the team. This is settled by a device called "triggerman." In each quarter a triggerman is named from a list printed on the roster of the team's triggermen. For the Bucks, this will get the ball to Jabbar more often than any other game can get it to him.

Shooting percentages, at least from the field, can't be judged over a short span of games, but rather need to be judged over a long season, so I won't comment on them. Free throw shooting has no outside influence, such as a good assist pass to help it out, so I can say that the tosses from the charity stripe are based on sound mathematical principles and will without a doubt work effectively.

Many advanced features make this the most realistic pro game I have yet tested. Along with some advances for a much detailed, but simple rebounding system, a great deal of thought has been given to an intelligent way to include: pressure shooting, using up the 24-second clock, intentional fouls, player's mandatory rest, player's tendency to commit the sixth foul or avoid it, fast break, press or home court advantage.

## COMING IN FUTURE ISSUES !!!

*\*Game reviews. \*Comprehensive game summaries of entire sports fields. \*Articles on building a library useful for table gaming; on the history of table games, on the development of games now on the market, and on many other subjects. \*TSG Newsletter \*real/life Basketball and Pro Football NL.*

But before I lose your attention I desperately need to put my two digs into this game, as well as APBA and Statis-Pro. Where on earth is the ABA? If not to be included with the base price of the game then surely some cards and rosters could be printed and offered as an extra. The same stats used for the NBA to put together the formulae that work for the established league, could also be obtained for the ABA. It wouldn't even be necessary to include red, white and blue dice, just the players and the three-point shot.

Another and the last feature that I don't like about "Fastbreak" are the rookie offerings. How can it yet be known about Bill Walton's value to Portland? It can't. So why worry? This game doesn't make trades that occurred last season and it also bases everyone's cards on the performance of last season. So why should the rookies be given the advantage of having cards based on half a season or less? They shouldn't.

To Mickey Games, discontinue the rookies and give instead the ABA some attention and then you just might have the best pro basketball game going.

As a last added thought, the game plays equally well whether used solitaire or head-to-head.

**Note - If you wish to inquire about or purchase "Fast Break" the address is Mickey Games, Box 193, Rochelle, IL 61068. Price: \$11.00 complete.**

**Ed: Rick Teverbaugh, Anderson, IN, is a table gamer of long standing and is a sports-writer for THE MUNCIE STAR and MUNCIE EVENING PRESS, Muncie, Indiana.**

# REVIEW: "THE WORLD'S GREATEST HOCKEY GAME"

by Al Simon

Utilizing the point system created by this author TWGHG rates as follows:

A.	4
B.	4
C.	2
D.	4
E.	4
F.	3
G.	3
H.	5
I.	4
J.	3
Tot. 36. or V.G	

The name of this game is a bit overstated. It certainly plays well and is easy to understand for the most part — but there are reservations which have to detract from its title.

Lacking a defensive rating structure it is based solely on the shooting, or offensive abilities of individual players. That it does — even if excessively, with some uncanny excitement — i.e., the Espositos and Orrs get and shoot the puck quite a bit. But the shots on goal bear little resemblance to their actual averages. Face-offs are totally chance by team — and do not reflect individual abilities — even on occasion. Injuries are non-existent although a fact of life in the real game. The penalty system is confusing and unnecessarily complex. Assists are duplicated to such an extent that it becomes frustrating attempting to identify the second assist on a play. A distinction is necessary between shooting ability and the rate or scoring percentage — as well as the defensive ability to effect a play. SOGs appear to be exorbitant and rely totally on the goalie's ability to stop them.

Despite these comments the game features a relatively up-to-date team with more than sufficient players available (but rated how?). Like most games (with the exception of FACE-OFF) it lacks line/rosters, especially for power plays and penalty killing. However unique ratings for such situations — when recognized — suggest players usage. Generally the inability of even published rosters to identify left or right defenses is annoying. The match-up utilized in TWGHG is alright — i.e.,

RD LD C RW LW Vis.  
LW RW C LD RD Home

but is seemingly better arranged:

RW RD C LD LW Vis.  
LW LD C RD LD Home

with shots taking place against zones, as in FACE-OFF. This game plays reasonably fast and is probably best suited for the younger than

adult fans. Utilizing cards for the chance factor and optional timing works very well. In general TWGHG should be considered comparable to PTG, below FACE-OFF, but above NEGAMCO.

An added interesting note was comparing a BOSTON-NY RANGER game played with FACE-OFF and then TWGHG. Both ended up close — F.O. 4-3 favor of NY, and TWGHG a 4-4 tie. F.O. scoring goals were made by: Hodge (2), and Orr for Boston, and Vickers, Irvine and Gilbert (2) for New York. TWGHG had (2) each by Esposito and Orr, whereas NY had Vickers, Sanderson, Gilbert and Fairbairn (1) each, BUT THAT'S AS FAR AS THE SIMILARITY WENT.

**Note** - If you wish to inquire about or purchase "The World's Greatest Hockey Game" the address is JWW Corp., Box 188, Western Springs, IL 60558. The price is \$18.95 postpaid.

**Ed:** Al Simon, Old Bridge, NJ, is well known for his many columns and reviews that have appeared in "All Sports Digest." In a future issue we hope to explain Mr. Simon's rating system for table games and to summarize many of his already published findings.

## FACE-OFF cont'd

"Real life" characteristics cannot be obtained with a purely mechanical game, such as those which move players within the limits of slots on a simulated ice rink (or soccer field, etc.) There are, of course, "hockey games" which use air jets or paddles, etc. and pit one person against another's reflexes.

We have been aware of the development of "Face Off" for several years and applaud the patience of Harry Conover, Bob Frost and any others who have developed this game. We know that the game was thoroughly tested in prototype stage by a "play-by-mail" league before being offered to table gamers.

The result is a game which will gratify those who want to have hockey players perform with the same characteristics which are held by actual players. While we probably tend to underestimate the intellectual capabilities of teen-agers, we believe this is a game form which fits into the perceptions of those who use Avalon Hill products. In short, unless you are already thrusting beyond the levels expected of the APBA or Stratomatic games player, "Face Off" can overwhelm you.

"Face Off" asks your imagination to visualize the actual action. There is no simulated rink with miniature players to be moved up and down the ice. There are no plastic performers to be bent into pretzel shapes after a body check.

This is a game which permits replays between the NHL teams and also adapts easily into "draft leagues." The designers have an inclination themselves toward PBM "draft league" type of competitions and have provided individual player cards for easy transfer to various personally conducted franchises.

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# Journal-News compares 11 top adult models

## Baseball table games: A try as big league manager

(Ed. Note: We wish to thank Bob Hunter, Assistant Sports Editor of the Hamilton, Ohio, JOURNAL-NEWS, for his kind permission to reprint the following article.)

By BOB HUNTER  
Assistant Sports Editor

Every evening when you settle back in your favorite chair to watch the networks' television offerings, an unusual phenomenon is occurring in millions of homes.

Countless numbers of adults and children excuse themselves from the dinner table to take on the secret halves of their double lives. Lawyers, doctors, and factory workers by day, then don the uniforms of major league baseball managers by night. And though the managerial abilities of most will never be judged in a big league ballpark, the results of their decisions will be important just the same.

Baseball table games have emerged from obscurity in recent years to gain status as a prominent part of the American scene. Many of the average table games might not care to admit it to others, but the victories and defeats in their own table game circles have all of the meaning to them that a valuable coin does to a numismatist.

PICK UP one of the nationally known baseball publications at your favorite newsdealer, flip through the book and you might be surprised. The day of the two or three big table game companies is over. The field is saturated with baseball games, and for most, that saturation has brought on an increase in quality.

While the number of games and the quality have jointly increased, the market has jumped proportionately.

Indications are, it may climb even higher in the future as more and more adults shed their pride and join the rush to the table game circuit.

That adults are table game participants might come as a shock to many, but in practice more baseball table gamers are adults than children. Leagues flourish all over the nation, many which include entry fees, draft fees, and winners and losers shares. And statistically, most of the congregations keep records as accurate as those of Organized Baseball.

In recent weeks, the Journal-News has gathered as many of the leading baseball games as possible in an effort to make some sort of comparison between the advantages and disadvantages of each. Hopefully, this will help the prospective table gamer decide which game is best for him.

Although many are extremely similar in structure and play, each individual usually has a personal preference for one feature or the other.

Generally speaking, prices range from \$7.50 to \$15.00. One game, the Program IV put out by T. L. Harris Publications is different from the others and sells for \$1.

MOST GAMES include individual players cards for a majority of the current major league stars, although some include more than others. These are designed to give an accurate representation of how that player did in the previous campaign. In other words, if Pete Rose hit .338 in 1973, his player card for this year should hit near .338 over a season of play.

Pitchers cards should also accurately reflect the pitchers' record of the previous year, although naturally some variance is likely. Some of the game that will be discussed here judge statistics to be more important than others, but that is a factor that each individual must weigh himself.

All of the games included were played as often as possible to insure a fair representation, but it is possible that an error or two could occur when discussing some of the more minor features.

Of all the games tested, Extra Innings was judged to be the buy for its \$9.95 price. The only apparent drawback that the EI game seems to have is its lack of individual player cards, but that inconvenience can be glossed over by the fact that the game includes the player ratings of 63 old-time teams in addition to the standard 24 present major league clubs.

JACK KAVANAGH, the game's creator and producer, has also advanced one step ahead of the other game-makers by revealing his formula for rating individual players and teams. In effect, what this does is allows the serious table-gamer to rate and play with any team of the past that he likes. And the bonus is it's all at no extra cost.

Of course, this is not to imply that Kavanagh's creation is the only good game in the field, or that it stands head and shoulders above the rest. But when a number of persons were queried and those who helped on this project were quizzed, nearly all agreed that Extra Innings offers the most in the way of statistics and value.

Oddly enough, Extra Innings is one of relatively few games included in this survey which does not depend upon small children for a market. In both packaging and fundamentals, the game is one of the least glamorous of the lot. It is probably the last game that a youngster or even an adolescent would choose.

As far as packaging, card design, and glamour, the original of the table baseball games, APBA, is likely to get the call almost every time. Most of the other table games have patterned themselves after APBA, and it is easily the most successful of all the games included here.

UNFORTUNATELY, though it has its strong points, APBA is no longer the emperor of the table game world. Many of its original ideas have remained unchanged through the years, while others have both copied and improved upon them. While the company has the greatest financial assets of any included here, the company displays a marked lack of class. It was one of just two companies that refused to co-operate with this study.

Brief mention should also be made of a new game that only recently made its debut in the table game world, an APBA-Strat-O-Matic offspring called Longball. The new entry has attempted to improve on some of the phases of the APBA technique, and has adapted some of the facets of another table-game empire, Strat-O-Matic.

With exception to the container that houses the Longball game, which is rather flimsy, it is an excellent game and was judged to be one of the better games now on the market. In fact, it is conceivable that it might be the best game on the market within a few years.

Based on pure enjoyment, the ASG baseball game was also given good marks and judged quite high on the list.

With the introduction, here is a brief description and a few comments on each of the table games involved in this study. Bear in mind that while most of the games below were not listed above, most have certain characteristics that will appeal to select groups of table gamers.

In any cases where the price or other information is not known, it has simply been omitted.

**EXTRA INNINGS — \$8.95 plus \$1. postage \$9.95 total.**

Game consists of regular looseleaf binder with special trim with instructions and paying charts included therein. No players cards are used, its major drawback, but roster sheets list and grade all of the players on each club. This has the effect of allowing the manager to perform with all of the players who spent time on the club, instead of a specific number.

Instructions could cause a few minor stumbling blocks, and it is not advisable to attempt all in the first sitting. But it is very enjoyable and extremely accurate statistically.

It bears little resemblance to other games, so is not a carbon copy, and has unique advantage of allowing its owner the knowledge of the game's formula. None of the other games allows a participant to play with so many teams from so many different eras at such a nominal cost. It plays with three different colored dice, and an average game can be completed in 30-40 minutes.

An added feature is a list of 400 top players of all time, with their best years adjusted to compare with players of other eras. This "normalization" process, as it is called, mathematically adjusts a player's statistics in relation to the average performance for that year. Thus, all players, for all years, are listed on an adjusted level.

Anyone desiring greater satisfaction from this game can get it by making individual player cards himself. This would take little time, but it reduce the countless number of time that he must search through the lists for individual statistics.

**STATIS-PRO — \$11 with spinner,  
\$15. with fast action cards, postage paid.**

Game includes 600 individual players cards, 25 per team, which come in perforated sheets that are easily broken apart. Spinner game takes longer, but deluxe version with fast action cards can be played in approximately 20 minutes. Although the drawing of cards seems a little less accurate than the rolling of dice statistically, the large number (390) of the cards seems to neutralize this aspect.

This game achieves balance between the pitcher and the hitter by the inclusion of the cards' numbers on both the pitchers and the hitters cards, with the hitter gaining the advantage when the random number falls on his card and the pitcher when it falls on his.

The player cards are similar to those found in the APBA game although not quite as attractive, but the box is one of the sturdiest and most handsome of the lot.

Included are elements for a tiring pitcher, a weak pitcher who is having an unusually good day, and opportunities for great defensive plays. Also included is a newspaper containing team schedules and lineups for each month of the previous season.

Owners can purchase cards for each succeeding season for \$8.50 per set.

If you have any adverse feelings towards dice and spinners but still want realism, then this is definitely your best buy. For a draw game, it plays very fast.

**ASG Baseball, Gerney Games.**

One of the most enjoyable of all of the baseball games included here, ASG contains 600 players cards encased in clear plastic packets. The packets are the best container of any found in table game play, and can be opened and resealed as often as you like.

The game uses the two dice method, i.e., a 3 and a 6 is equal to a 36 and not a nine, and here as in other games the pitcher also makes a separate roll. In a number of games played, ASG was judged to be accurate statistically as the most popular of the games, and has a few advantages of its own.

Pitchers are rated with a distance factor which shows how long a hurler can pitch before tiring. At that time, his rating drops.

The packaging is rather cheap, a plain white box with a ASG Baseball sticker pasted on the top, and runners steal bases with or without regard to the situation and without consent of the manager.

But in spite of these minor difficulties, this game definitely shows promise. If you plan to simply spend one evening by playing a game with a friend, ASG ranks high on the basis of enjoyment.

**PENNANT RACE, by Sports Illustrated,**

**\$9.95 plus \$.50 postage. Total \$10.45.**

Probably the best game for a young baseball enthusiast, SI's Pennant Race lacks the statistical accuracy and decision-making possibilities of its adult-game counterparts.

Pitchers have little effect on the results of the game, and hitters almost completely dominate. Twenty player cards are included per team for a total of 480, but the cards are in miniature.

The game uses three dices, combining two for a double figure total, and plays faster than almost any game on the market. Past teams are available in a different Sports Illustrated game.

Play is relatively smooth and pleasant, and is perfect for youngsters too small to be taught complicated details.

The cards also present one obvious drawback, that being their distant printing date. The players are listed with their 1972 teams, and not their 1973 teams as with more of its competitors.

**SHER-CO BASEBALL, \$7.50 plus \$1. postage.**

**Total \$8.50.**

Different from every other game included in this study, Sher-Co offers the serious baseball strategist an opportunity to display his baseball profundity.

Although hardly accurate from a statistical standpoint concerning major league player's previous season of play, Sher-Co give the manager an opportunity to manage. Sher-Co is the only game of the 11 listed that uses heavy fold-up playing board, with the board adaptable to each of the 24 major league parks.

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# THE DEVELOPMENT OF A HOCKEY GAME

by Joseph Woodlock

The World's Greatest Hockey Game really began about 10 years ago — growing out of disappointment with a table hockey game I purchased to play with my three sons. The game was too slow, the players weren't really different except for goals and penalties, and using a spinner led to arguments about which number the pointer indicated. I decided to see if I could do better.

The spinner had to be replaced. Dice were too awkward, too slow and too limited in numbers. Random number tables were also awkward although the number range was better. Eventually special number cards were developed to overcome these problems, and to provide automatic timing as well.

Next, decisions were made on the range of numbers to be used, and how many cards would constitute a 20-minute period. Thus, the full deck of 200 special number cards came into being. The all important "last digit rule" was a natural outgrowth of this full deck.

The players were individualized to eliminate the need for a special reference chart on every play. Formulae were developed to calculate all of the ratios needed for each player.

Then began the long series of testing with my sons as willing and avid participants. The early games were fun, but the results were still short of our goals of realism and playability.

Statistics were analyzed to see where they differed from the NHL figures, and corrections were made to the formulae. The game rules were flexible and were modified as we found a way to make the game play more realistic, easier or faster.

For example, the original goalie cards had all of the "Goal" numbers in one sequence. This seemed to have a biasing effect on certain shooters. In separate stages these numbers were broken into 2, 3 and eventually the present 4 sequences of numbers.

As the basic game reached the point where it played quickly, easily and produced realistic results, we began to add the refinements that would make it even more like NHL hockey. These included the Rebound Shot which enables an offensive player to fire the puck right back at the goalie after a shot has been turned aside, slow whistle penalties where the goalie is replaced by an extra skater and the power play and penalty killing ratings.

We found we were more interested in playing the current season teams than in replaying a season that was already history. This made it necessary to develop a method for predicting how rookies would perform in the NHL. This required testing and retesting of formulae to achieve the reasonably good predictions necessary. These are constantly reviewed to measure any changes as the NHL expands.

Hundreds upon hundreds of test games were played to develop the game to its present state. More test games will be needed to test the improvements and innovations now under consideration. Fortunately, these test games are also a lot of fun.

## STATIS-PRO cont'd

The method of timing is like most other football games, with the general play taking 30 seconds; and out of bounds, penalties, time-outs, etc. taking 15 seconds. You also have the option of trying to go out of bounds at the end of the half via a table and roll of the dice.

The offensive plays are basically simple with 5 runs and 5 passes forming the basis; and sneaks, flanker sweeps, and running back passes being limited-but-allowed. The draw play is called by the game during the pass rush (which, itself, is called by the game). The beginning of play procedure is similar to Strat-O-Matic, with three dice being used; the first differentiating between offense and defense. The play option cards and the dice roll combine to tell you which two offensive or defensive players to add together for the proper column on the master defense chart or players card if you've chosen a run, or which two defensive players to add together or the receiver for the proper column if a pass. The other two dice are added for the result in that proper column. Special team plays are governed by distinct cards for each team.

Charts are included in a separate booklet for kickoff, onside kick, penalty, who intercepted the pass, who recovered the fumble, injuries, and Statist Pro's own special "X" charts. By the very nature of the game, changes brought about by injury or managerial whim are smooth and not at all time consuming. Their team charts might look bulky, but they save a lot of time.

The game is fast compared to other of its caliber. I timed two quarters at 100 minutes, including all statistics and summary of the half. When you consider that I am not a "football fanatic," but a game player ("table-top jock" as it was aptly put by one athlete who shunned such pastimes as ours); and I am not that well acquainted with the personnel of the teams, having to look at the ratings to decide on plays to call instead of knowing how to play them; you can see that a true devotee of the game of football should be able to play a full game in about two hours (including stats). By the same token, without knowing much about the teams, game play gets down to about 150 minutes in short order (including stats).

One improvement Statist Pro could make is adding some player stats (as a minimum: rushes/game, receptions/game, and passes attempted/game) to the team sheets. This wouldn't be of any use to the player who wants to run Csonka up the middle three plays out of four and see him gain 3000 yards a season; but, if the game is aimed mostly at replay, it would help in coaching



the opposition teams; and it would be a big help to those who don't follow football enough to have an idea of how often certain players are used.

The game has one major drawback. If you want a game where two "coaches" are matching wits on offense and defense, you'll have to look elsewhere for now. But have faith, Statis Pro is receptive to fan mail and criticism; they'll work in defensive plays without cumbersome adjustments in short order. But, if you're playing solitaire, the game is strong enough on defense so you won't have an attack of conscience when you call your "big play" and the defense lets it through. You can concentrate on offense and know the defense will be prepared. This is not to say there are no defensive options. You can employ a goal line stand; but it's tougher to pick up yardage inside the five, anyway. You can bring in a fifth defensive back or a fourth line-backer on certain third down situations to make the pass more difficult to complete.

My first game saw Miami defeat Minnesota 29 to 21. Minnesota's defense held Csonka to 51 yards in 20 attempts, while Morris gained 126 yards in 16 tries (mostly on the strength of two 43 yard runs). Griesse completed only 12 of 27 and was sacked once, but that one time forced a fumble which Larsen recovered in the end zone for a touchdown. The only part of Miami's offense Minnesota had trouble with was Garo Yepremian's foot — he kicked 5 field goals in 7 attempts.

If Csonka and Morris were held-up, Minnesota's runners were robbed, gaining only 48 yards against the "no-name" defense. Tarkenton fared slightly better gaining 232 yards via 23 completions in 44 attempts, but Miami's secondary destroyed those good points with four sacks and three interceptions. Minnesota didn't really play until the fourth quarter, when, after 45 minutes of watching Miami play, they began to click. In fact Miami got off only 12 plays in the last quarter.

The second game witnessed Pittsburgh's 23 to 14 defeat of Washington, high-lighted by the Redskins' inability to move the ball on the ground. It looked like Washington would make a comeback as the third quarter began, when Fuqua joined Harris and Pearson on the injured list; but Davis came through when needed, gaining 87 yards in 15 carries and scoring one touchdown. Bradshaw completed 24 of 41 for 220 yards and was sacked twice, while Jurgenson hit on 16 of 28 for 206 yards and three interceptions after replacing Kilmer.

The third game saw O.J. Simpson gain 166 yards in 36 attempts as Buffalo defeated Los Angeles 28-27 in the least lopsided of the three games. Braxton picked up 69 yards in 11 rushes and Ferguson was 13 of 25 for 121 yards. The dimmest spot of the team was Leypoldt who missed all three of his attempted field goals.

The Rams suffered 5 defensive injuries in the game (there seem to be too many injuries, but three games is not really enough to tell; it could

just be probability rearing her ugly head), but Hadl was 21 or 38 for 290 yards and 2 touchdowns. Their running game did not fare as well though, the two backs gaining only 32 yards in 18 carries. But Ray fared better than Leypoldt, placing two of three attempts between the cross-bars.

Although some may dispute my choice of plays, I feel the three games worked out well and the game in general is very good. I will reiterate the game is designed for solitaire play, but those of you who play head-to-head can probably come up with adjustments for your style and you might want to have this edition of ratings (Simpson's 2000 yard season, Miami's second consecutive Super Bowl) for use when Statis Pro gets the game totally to your liking.

**Note - If you wish to inquire about or purchase Statis-Pro Football the address is Statis-Pro Games, Inc., Box 484, Waterloo Iowa 50704. Price: \$17.00 plus \$1.50 postage.**

**Ed: John Swistak, Rome, NY, is an experienced table gamer whose background includes many contributions to "Extra Innings," particularly with regard to the concept and application of "normalization."**

#### FACE-OFF cont'd

We can't fault this game. It even includes an "intimidation factor" which reduces the effect of average players when the bully boys are on the ice. It makes realistic use of the abilities of goalies. It's just a well-thought-out game.

The only flaw, if it can so be considered, is the length of time to play each contest. Right now it strikes us as a "two hour" game, perhaps shorter with more familiarity with charts and player characteristics. That need not be a problem for many table gamers, only those who are attempting to conduct full season replays. The designers advise they are working on means to telescope some of the action. That is always a problem in game design. Realism constantly leads to amplification; extra dice rolls, etc.

We recommend "Face Off" to the serious, sophisticated table gamer. You are assured of a first class product.

**Note - If you wish to inquire about or purchase "Face-Off" the address is CF Enterprises, 3 Clobertin Court #4A, Bloomington, IL 61701. Price: \$14.95 complete.**

**Ed: Jack Kavanagh, North Kingstown, RI, is the designer of "Extra Innings" table baseball game. For more of his writings and thoughts see the "EI Newsletter" section of TTS.**

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# 1974 ROSTERS—AMERICAN LEAGUE

## X Baltimore Orioles

Davis  
Robinson  
Bailey  
Powell  
Grich  
Blair  
Williams  
Coggins  
Cabell  
Bumbry  
Belanger  
Fuller  
Etchebarren  
Hendricks

Jackson  
Reynolds  
Garland  
Grimsley  
Cuellar  
Palmer  
Hood  
McNally  
Alexander  
Jefferson

## X Boston Red Sox

Yastrzemski  
Fisk  
Burleson  
Evans  
Cooper  
Beniquez  
Petrocelli  
Griffin  
Miller  
Montgomery  
Carbo  
Guerrero  
Cater  
Blackwell  
Harper  
McAuliffe  
Hughes  
Tiant  
Drago  
Lee  
Moret  
Wise  
Segui  
Pole  
Cleveland  
Marichal

## X California Angels

Rivers  
Nettles  
Lahoud  
Bochte  
Heise  
Valentine  
Llenas  
Doyle  
Doherty  
Rodriguez  
Chalk  
Meoli  
Schaal  
Sands  
Ramirez  
Egan  
Alomar  
McGraw  
Oliver  
Robinson

Hassler  
Ryan  
Singer  
Tanana  
Figueroa  
Sells

Lange  
Lockwood  
Dobson  
Stoneman  
May

## X Chicago White Sox

Bradford  
Orta  
R. Allen  
K. Henderson  
Muser  
Kelly  
Dent  
Herrmann  
Sharp  
May  
Melton  
Hairston  
Downing  
Santo  
Richard  
Leon

B. Johnson  
Kaat  
Wood  
Forster

Accsta  
Gossage  
Pitlock  
Moran  
Bahnsen  
Kucek

## Cleveland Indians

Carty  
McCraw  
Gamble  
Ellis  
Hendrick  
Spikes  
Brohamer  
Bell  
Robinson  
Lowenstein  
Duffy  
Lee  
Hermoso  
Alvarado  
Crosby  
Duncan  
Lis  
Torres

G. Perry  
J. Perry  
Ellingsen  
Busky  
Bosman  
R. Johnson

Peterson  
Kline  
Beene  
Wilcox  
Hilgendorf  
Arlin

## Detroit Tigers

Knox  
Horton  
Freehan  
Sanders  
Oglivie  
Kaline  
LeFlore  
Sutherland  
G. Brown  
Moses  
Lane  
N. Cash  
Nettles  
Rodriguez

Brinkman  
Lamont  
Stanley  
Sharon  
Northrup

Hiller  
Ruhle  
Lemanczyk  
Lolich  
Holdsworth  
Coleman  
Fryman  
Ray  
LaGrow  
Slayback  
Walker

## Kansas City Royals

McRae  
Otis  
Brett  
Pinson  
Rojas  
Wohlford  
Solaita  
Healy  
Cowens  
Mayberry  
Patek  
White  
Martinez  
Cepeda  
Bevacqua  
Scheinblum

Bird  
Fitzmorris  
Mingori  
Dal Canton  
Busby  
McDaniel  
Hoerner  
Pattin  
Briles  
Splittorff  
Garber

## Milwaukee Brewers

Hansen  
Money  
Scott  
Briggs  
Yount  
Moore

T. Johns  
Mitchell  
Porter  
Berry  
Hegan  
May  
Colucci  
Gargia  
Yukovich  
D. Johns

Murphy  
Sprague  
Champion  
Rodrigue  
Slaton

Kobel  
Colborn  
Wright  
Travers

## Minnesota

Carew  
Hisle  
Olivia  
Brye  
Braun  
Soderholm  
Darwin  
Borgmann  
Thompson  
Terrell  
Kusick  
Killebrew  
Gomez  
Roof  
Hundley  
Holt

Campbell  
Blyleven  
Goltz  
Decker  
Butler  
Albury  
Burgmeier  
Corbin  
Hands  
Woodson

## New York Yankees

Blomberg  
Piniella  
Maddox  
White  
Murper

Alomar  
Munson  
Michael  
Chambliss  
Mason  
Nettles  
Dempsey  
Sudakis  
Velez  
Gonzalez  
Stanley  
Williams

Lyle  
Gura  
Wallace  
Upshaw  
Dobson  
May  
Kline

Stottlemire  
Medich  
Tidrow  
McDowell  
Woodson  
Pagan

#### X Oakland A's

Rudi  
Campaneris  
Jackson  
C. Washington  
Alou  
North  
Bando  
Holt  
Mangual  
Green  
Tenace  
Kubiak  
Fosse  
Maxvill  
Garner  
Haney  
Bourque  
D. Johnson  
H. Washington

Lindblab  
Hunter  
Fingers  
Abbott  
Holtzman  
Hamilton  
Blue  
Odom  
Knowles

#### X Texas Rangers

Hargrove  
Randle  
Burroughs  
Tovar  
Spencer  
Cardenas  
Fregosi  
Harrah  
Grieve  
Sundberg  
Nelson  
Lovitto  
Sims  
L. Brown  
Johnson, A.

Foucault  
Jenkins  
J. Brown  
Hargan  
Merritt

Clyde  
Bibby  
Stanhouse  
Shellenback  
Broberg

#### NATIONAL LEAGUE

##### Atlanta Braves

Garr  
Aaron  
Perez  
Baker  
Johnson  
Murrell  
Office  
Evans  
Correll  
Lum  
Tepedino  
Robinson  
Oates  
Casanova  
Foster  
Miller

House  
Capra  
P. Niekro  
Leon  
Morton

Reed  
J. Niekro  
Krause

Harrison  
Frisella

##### Chicago Cubs

Madlock  
Monday  
Cardenal  
Williams  
Morales  
Thornton  
Kessinger  
Mitterwald  
Stelmaszek  
Grabarkewitz  
Swisher  
Sperring  
Ward  
Alexander  
Rosello  
Harris  
Fanzone  
Tyrone  
La Cock

Zamora  
Hutson  
Bonham  
Frailing  
Todd  
Pina

Stone  
Dettore  
Reuschel  
LaRoche  
Hooten  
Kremmel  
Burris

##### Cincinnati Reds

Morgan  
Rose  
Concepcion  
Driessen  
Geronimo  
Bench  
Perez  
Foster  
Griffey  
Crowley  
Plummer  
Rettenmund  
Chaney  
Kosco  
Gagliano

C. Carroll  
Gullett  
Norman  
Borbon  
Kirby  
Nelson

T. Carroll  
Billingham  
Hall  
McEnaney  
Baney

##### Houston Astros

Gross  
Watson  
M. May  
Milbourne  
Helms  
Cedeno  
L. May  
Rader  
Metzger  
C. Johnson  
Edwards  
Howard  
Gallagher  
Menke  
Campbell  
Brown

Forsch  
Dierker  
Wilson  
York  
Roberts  
Cosgrove

Griffin  
Siebert  
Scherman  
Richard  
J. Johnson  
Osteen

#### X Los Angeles Dodgers

Auerbach  
Buckner  
Garvey  
Crawford  
Lacy  
Mota  
Wynn  
Russell  
Lopes  
Yeager

Cey  
Ferguson  
McMullen  
Paciorek  
Joshua  
  
Zahn  
Marshall  
Brewer  
Messersmith  
John  
  
Sutton  
Downing  
Rau  
Hough

X **New York Mets**

Kranepool  
Jones  
Millan  
Staub  
Grote  
Milner  
Hahn  
Harrelson  
Garrett  
Hodges  
Martinez  
Boswell  
Dyer  
Schneck  
Theodore  
Gosger

Matlack  
Seaver SD  
Koosman  
Sadecki  
Apodaca  
Aker

Miller  
Parker  
McGraw  
Swan  
Stone

**Montreal Expos**

Lyttle  
Mangual  
Jorgensen  
Davis  
Bailey  
Singleton  
Morales  
Foote

Foli  
Breedon  
Lintz  
Cox  
Frias  
Woods  
Parrish  
Day  
Stinson  
Hunt  
  
Murray  
Taylor  
Carrithers  
DeMola  
Montague

Blair  
Torrez  
Walker  
Renko  
Rogers  
McAnally

**Philadelphia Phillies**

Taylor  
Montanez  
Cash  
Johnstone  
Schmidt  
Bowa  
Luzinski  
Unser  
Anderson  
Boone  
Hutton  
Robinson  
Brown  
Cox  
Harmon  
Bannister  
Grabarkewitz

Garber  
Lonborg  
Carlton  
Linzy  
Schueler  
Ruthven

Watt  
Scarce  
Twitchell  
Hernaiz  
Culver  
Farmer

**Pittsburgh Pirates**

Oliver  
Zisk  
Stargell  
Stennett  
Hebner  
Sanguillen  
Parker  
Kirkpatrick  
Taveras  
Howe  
Robertson  
Clines  
Mendoza  
Popovich

Hernandez  
Rooker  
Ellis  
Brett  
Giusti

Kison  
Reuss  
Demery  
Morlan  
Moose

**St. Louis Cardinals**

McBride  
Smith  
Brock  
Torre  
Dwyer  
Simmons  
Reitz  
Heidemann  
Hickman  
Cruz  
Sizemore  
Heintzelman  
Tyson  
Melendez  
McCarver  
Da Vanon  
Alvarado

Pena  
Garman  
McGlothen

Forsch  
Hrabosky  
Folkers  
Curtis  
Gibson  
Siebert  
Foster  
Thompson

**San Diego Padres**

Grubb  
Locklear  
Tolan  
Winfield  
Beckert  
McCovey  
Thomas  
Hilton  
Barton  
Hernandez  
Kendall  
Gaspar  
Gaston  
Colbert  
Alou  
Morales  
Clarke  
Cannizzaro  
Roberts

Freisleben  
McIntosh  
Laxton  
Spillner  
Tomlin  
Jones  
Romo

Greif  
Hardy  
Corkins  
McAndrew  
Palmer  
Arlin  
Gerhardt

**San Francisco Giants**

Rader  
Matthews  
Maddox  
Miller  
Goodson  
Ontiveros  
Rudolph  
Bonds  
Speier  
Fuentes  
Thomason  
Arnold  
Kingman  
Phillips  
Boccabella

Barr  
Williams  
Caldwell  
Sosa

( cont'd next page)

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*the ultimate  
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table baseball*

EI's players find this game makes all others seem like child's play. Truly an adult game that is unmatched for accuracy, and is skillfully designed to blend realism with gamesmanship. Use it for competition with today's teams, with the greats of earlier years - whatever pleases you most. EI lets you do your own thing...play solitaire or head-to-head games in 20 minutes. What's more EI shows you how to rate players from stats - you don't have to keep buying new cards every season. You can bring back any team or star who ever played. EI comes in a binder. All charts and instructions are in place. Use the binder to keep your own records...take the charts out and tack them up-handle it the way you want. With the game, you get - ready-to-play - all major league teams on 1974 records...over 600 players, rated to hit accurately for average and power, for fielding skills, running, team DP's. Pitchers graded to ERA and rated precisely for walks and K's. In addition to today's teams, you get 39 of the great teams of the past...plus all Hall of Famers, career rated...plus the "Top 400 players of all time", best-season rated! Order direct for \$8.95, plus \$1.00 for postage. Or, send one dollar and ask for more information. When you purchase, the dollar will be credited to the sale.

This is "EI's" sixth great year. A review by Steve Goldstein in May '74 THE TRADER SPEAKS said, "EI Baseball is nothing short of fantastic, and fully deserves the highest rating thus awarded by this columnist. **RATING - A-**"

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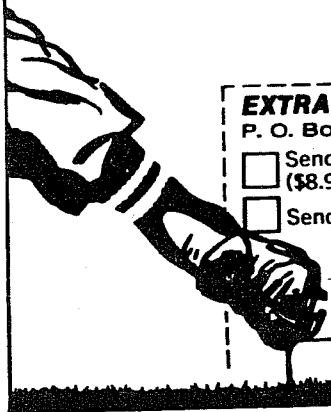
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The playing surface is divided neatly into 784 squares, and each manager positions his fielders in the squares he feels will stop his opponent from gaining a safe hit.

Players are responsible for fielding and throwing the ball the proper distance to the desired location, while the runner decided exactly how far he will attempt to run. Deep flies in some parks become home runs in others.

No player cards are included, but a sheet with player ratings is part of the package. Hitters are rated only as either .280 or more, .230-.279, or .000-.229, but as stated before, this game wasn't designed for the statistic-minded fan.

The game's designer, Steve LeShay, has shown great class and originality in giving birth to a game unlike any of the others. For the fan with a little time on his hands, this one-two hour game will give many hours of enjoyment.

#### REPLAY GAMES, Major League Baseball.

Includes 576 individual players cards in team envelopes, encased in a bookshelf type cover. Pitchers are listed on two different cards, and each team also includes ten pitcher cards separate from the rest.

The cards themselves are of heavy material and very attractive, but the game itself is confusing in some aspects. However, the approach is different from other table games that look almost alike, and once the player has sorted through the instructions, the game becomes more interesting.

Pitching doesn't seem to have quite the bearing on the game's result as in some of the others, but Replay features relief pitcher ratings that are better than any other. Pitchers are rated on the number of hitters they can face at full strength, and after that, their rating falls. It also takes account of a poor pitcher having a good day.

Replay uses a separate blue chart-book which is quite professional looking and nice, but the policy of turning the pages for each hitter to find the results sometimes gets irritating. It doesn't seem as statistically accurate as a few of the others, and plays in a little longer amount of time, despite the claims. Playing time is approximately 45 minutes.

The bookshelf style of box is very handy and attractive.

#### BIG LEAGUE MANAGER, \$14. postpaid.

One of the major baseball table games sales-wise and historically, this game offers the detail and length for the fan who likes more of a pitch-by-pitch progression.

Big League Manager is very accurate statistically, but is not for the fan who wants to play a quick game with a less than enthusiastic table-gamer. It comes with 600 major league playing cards, 25 per team, but labors under one disadvantage that the others have yet to contend with.

The firm had to stop printing players names on its individual player cards by court order, the result of a lawsuit with the Major League Baseball Players Association, so each card now has only the correct number blank spaces in the players and his uniform number. Filling these in causes some inconvenience, mostly in finding the names and numbers of some of the more marginal players.

Copies of several magazines usually list rosters and uniform numbers, but some of the numbers were incorrect or players' names were not included on the rosters. Finding all of the players names for the cards might be quite a lengthy chore.

However, if this is type of game that is desired by the purchaser, such a lengthy period of time spent at the first sitting would prove to be well worth it in the long run.

The game comes in a large attractive box, and includes two large, colorful, stand up boards to use for play results. BLM uses a spinner to find the results of most plays, and the indicator and the board that it rests upon further enhances the desirability of the game.

To play a standard game still requires a great deal of effort (sometimes three or four spins are required to find the result of the play), and for this reason, BLM doesn't rank as high as many of the others in ease and pure fun of play. Generally, it offers more for the table-game fanatic who wishes to indulge in a lengthy contest.

Baseball's great teams of the past are available for \$1.50 per team, and past season's sets are available at approximately \$6. for each league, \$10. per set.

#### APBA BASEBALL, \$13.50 postpaid.

The originator and most copied of all table games, APBA comes complete with 20 cards per team, 480 players in all. The game is very simple to play and very enjoyable, although it has several statistical drawbacks.

Pitchers are divided into just four general grades, and the individual home run ratings for hitters seem a little distorted. Statistically, it is probably not quite as accurate as some of the others, but for pure pleasure and professional attractiveness, it ranks near the top.

The player cards themselves are the most colorful and attractive of all, and the boxes in which the game is encased are the best of the lot. Many of the methods and ideas for other table games were copied from this one, although APBA seems to have made little effort to keep up with the changes of modifications of other table games.

It was here that the dice roll with two numbers was first originated, and in most cases, the results of a hitters' at-bat can be found with just one roll. This makes the game most enjoyable, while offering the realism that most desire.

The only major drawback in the method of play itself is the handling of the playing boards from which the results of each play is siphoned. For each play situation, i. e., bases empty, runner of first, first and second, etc., a different board must used, so the play can tire from the endless shifting of boards to find the final result. These boards are apt to get quite worn and shabby through years of play. Fringe players must also be purchased separately at \$2. per set. These are a must for realistic play.

Past teams are available at \$1. per team, and new player cards for each succeeding can be purchased for \$8.50 per set. A number of sets of past World Series' sets are also available.

APBA disciples are the most fanatical of all table-game "freaks", and some sets of APBA cards for past seasons sell as high as \$80 or \$100 per set. This can probably be traced to APBA's role as the originator of the table baseball game circuit.

#### Longball, \$12.50 plus \$1. postage, \$14. total.

A rookie in the baseball table-game market. Longball has improved on several methods used by other companies and should fast approach the leadership in the field.

Longball includes 672 playings, more than any other, which works out to 28 per team. As a result many of the fringe players are included in the original game, and do not have to be purchased separately for an additional cost.

Longball makes an effort to keep rosters as up-to-date as possible, an obvious break with the other companies who give purchasers the teams as they were during the past season. The teams themselves are the most-up-to-date rosters that are available.

The game also includes two eight-sided dice for more playing accuracy, and the playing boards where play results are obtained are built to stand up for easy viewing.

Play itself concerns use of a pitchers and hitters

**MINNESOTA**  
**DANNY THOMPSON**  
 SS R 4 E 5 4  
 225  
 \*38 R 3 E 0  
 Games 89  
 1 2 3 4 5  
 11 27-17-17-23-23  
 12 K-K-K-K-K  
 13 24-24-24-24-24  
 14 25-26-26-26-26  
 15 29-18-25-25  
 16 26-26-26-26  
 17 25-25-25-25  
 18 4-4-4-4-4  
 19 6-6-6-6-6  
 20 40-40-40-40-40  
 21 26-27-27-32-33  
 22 8-8-8-8-8  
 23 9-9-9-9-9  
 24 18-18-35-35-35  
 25 10-10-10-10-10  
 26 38-29-29-28-27

**MANNY SANGUILLEN** BR  
 PITTSBURGH PIRATES  
 C+3 1 6  
 HR 26  
 B/AVG .309

Bat: RIGHT  
 Throw: LEFT  
 G Pos F T PH  
 66 1B 2 39  
 (23)  
 BB 10  
 BA 28  
 2B 1-14  
 3B 41-48  
 HR 61-81  
 K 24  
 SBA 34

**Jerry Hairston**  
 Chicago (A) '73  
 OBR: C SP E HR- 0 BD- 0  
 CD- 0 Sac- DD INJ- 7  
 def- OF (E6) T4 1B (E2)  
 DH  
 1Bf: 11 3BB: 33  
 1B7: 12-15 HR:  
 1B8: 16-18 K: 34-38  
 1B9: 21-24 W: 41-52  
 2B7: 25-26 HPB: 53  
 2B8: 27-28 Outs: 54-88  
 2B9: 31-32 Chart SN  
 G: 60 H: 57 K: 30  
 AB: 210 2B: 11 W: 33  
 AVE: .271 3B: 1 SB: 0  
 RBI: 23 HR: 0 CS: 0

**CHUCK GOGGIN**  
 Bats-Both Throws-Right  
 00-2 10-8 20-11 30-8  
 01-20 11-2 21-20 31-28  
 02-38 12-20 22-8 32-37  
 03-46 13-20 23-20 33-11  
 04-30 14-15 24-20 34-27  
 05-24 15-8 25-11 35-9  
 06-26 16-35 26-34 36-20  
 07-45 17-25 27-25 37-25  
 Injury Factor Ratings  
 0-7 5-2 10-3 2b(5)  
 1-6 6-1 11-4 ss(4)  
 2-5 7-0 12-5 of(3)  
 3-4 8-1 13-6 c(3)(t-4)  
 4-3 9-2 14-7 Speed M(6)

**JIM WILLOUGHBY** Bats: R  
 (1) Age: 24  
 1 2 3 4 5 6  
 1 30 1 31 1 2 36  
 2 3 5 2 7 32 8  
 3 35 1 5 1 2 36  
 4 4 1 37 17 32 36  
 5 35 1 30 1 3 36  
 6 5 1 37 1 32 11  
 Pitcher-1  
 1 2 3 4 5 6  
 H&R 2 18 32 10 10 25  
 SAC 2 20 2 15 15 2

Bats: Left Throws: Right  
 Height: 6-2 Weight: 194  
 Born: 4-1-44 New Orleans, La.  
 Daniel Joseph  
 "Rusty"  
**STAUB**  
 Outfielder (2)  
 11- 0-1 31- 9-1 51- 9-1  
 12- 25-6 32- 26-6 52- 27-6  
 13- 14-6 33- 0-1 53- 15-6  
 14- 30-6 34- 31-6 54- 32-6  
 15- 8-1 35- 40-4 55- 8-1  
 16- 28-6 36- 14-6 56- 34-6  
 17- 30-6 41- 24-6 61- 24-6  
 22- 7-1 42- 14-5 62- 32-6  
 23- 26-6 43- 29-6 63- 31-6  
 24- 13-6 44- 7-1 64- 13-6  
 25- 8-1 45- 14-6 65- 35-6  
 26- 12-6 46- 32-6 66- 0-1

**PLAYER CARDS** — Some of the different individual players cards that are found in many of the table baseball games are displayed here. From top to bottom, the left row of cards are from ASG Baseball, Statis-Pro, and Replay Baseball. The right row, top to bottom, are from Sports Illustrated, Big League Manager, Longball, and APBA Baseball. Notice the blank spaces for the name on the Big League Manager card.

card, use of which is decided by the roll off the dice, and the game appears to be very accurate statistically. Managers can direct their runners to steal in this game as the situation, rather than having runners steal because a dice number says they must. Playing time is approximately 30 minutes.

Only major drawbacks are the box which houses the game and the lack of a rule that allows for a tiring pitcher. The container opens at the end and is quite irritating to use. It is attractive, but flimsy.

This could be the game of the future as far as table games are concerned. In its first year in existence, it has already climbed among the leaders.

**STRAT-O-MATIC, BASEBALL**, Price not received.

Strat-O-Matic would have to be considered on of the two major table games (along with APBA), but unlike APBA, SOM has made some attempt at improving the play of its game. Players performance against right and left handed pitchers are included this year for the first time on the back of the regular playing cards.

Like APBA, SOM includes only 20 cards per team or 480 total, requiring the purchasers to send an additional \$2. for fringe players that are desired. The cards themselves are slightly bigger than those in the other games, and this makes for ease in readability as well as ease in handling.

Play is through the use of a pitchers and a hitters card, with the result coming off one of the two by means of a roll of three dice, two of which are combined to give two numbers. Play is simple, and although sometimes there seems to be an absence of the widest possible variety of plays, SOM is fairly accurate statistically.

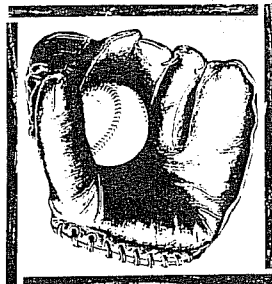
It plays easily and is very enjoyable, but again proves that the games which have the most money to spend on advertising aren't always the best.

**PROGRAM IV**, \$1. postpaid.

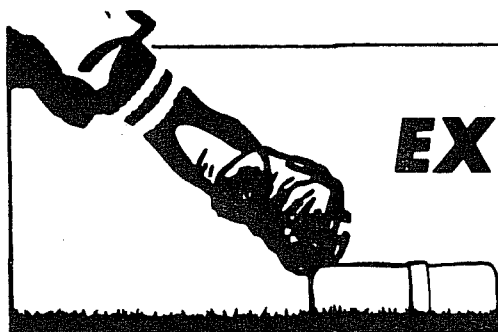
The perfect game for someone with little money but a love for tabletop baseball, Program IV provides the formula and you provide the game. At one dollar, Program IV is actually a mini-computer that provides results of play by statistical conversion.

The purchaser is provided with a handsome color folder with all of the charts necessary for play. The prospective player need only find two different color or different size dice and a sheet of player statistics to be used.

While not nearly as elaborate or as complicated as the others, this game can provide most of the enjoyment the others can at a pittance of the cost. For small fans who love to play with statistics and spend a great deal of time with card and dice games designed on their own, it is well worth the one dollar price tag.







# EXTRA INNINGS NEWSLETTER

Game Designer: Jack Kavanagh

## FOURTH EDITION "EI" NOW READY

### NEW "TOP 400" 16 FULL TEAMS

After two years of providing a "Top 400 — Normalized" special supplement, "Extra Innings" has dropped the "normalization" feature. This statistical adjustment to measure all players against one standard, regardless of when they played in the big leagues, was pleasing to a small minority of table gamers. However, most seem content to use the actual statistics from a season.

This decision brought about a revision in the "Top 400" makeup. The original pool, leaning heavily on batting achievements, produced a disproportionate number of outfielders and first basemen.

The "Top 400" has been redesigned to provide enough players to make up 16 full teams to consist of six outfielders, two first basemen, six other infielders, two catchers and nine pitchers.

The infielders and catchers have been increased and the "Top 400" now includes previously overlooked players such as: Johnny Kling, Birdie Tebbetts, Muddy Ruel, Luke Sewell, Pepper Martin, Bobby Avila, Rod Carew, Bobby Richardson and Eddie Stankey.

The number of pitchers remains at 144 (with Babe Ruth included and also appearing as an outfielder). However, now included are: Jack Coombs, Mike Marshall (although on his 1972 ERA 1.78 with Montreal, not his 1974 achievements based largely on frequency of appearances with the L.A. Dodgers), George Mullin, Mel Parnell, Gaylord Perry, Bob Turley, Luis Tiant and Vic Willis. Dropped to make room were: Johnny Klippstein, Don McMahon, Al Orth, Camilio Paschal, Slim Sallee, Jerry Staley and Virgil Trucks.

No matter how you approach a "Top 400" concept, you are going to produce some problems. As with the original grouping, each player appears on the basis of his "best season." For many, particularly super stars, it is difficult to specify one of many great seasons. Babe Ruth's 1920 season was selected; Ty Cobb's 1911; Rog-

The new Fourth Edition of "Extra Innings" has just been released by Gamecraft. Although manufactured by the Vernon, Texas, game company, all revisions have been made by the designer, Jack Kavanagh.

Rather than being a major revision, the new edition is more in the category of a slightly refined version of the Third Edition. The major change to the text has been the addition of a new section entitled "Strike Outs by Batters." This section provides for rating batters according to their strikeout frequency: MK for those who strike out on less than 10% of their outs and PK for those who strike out on more than 30% of their outs. Other revisions, mainly minor, have been made of about half of the remaining sections. In addition, several typographical errors have been corrected and, undoubtedly, a few new ones added.

The major difference in the charts section has been the revamping of the ERA Adjustment Chart. The chart now provides for up and down adjustments for all of a batter's hit lines — HR, T, D, L and R — according to the ERA of the pitcher. (For more details see the July 1974 issue of "Extra Innings Newsletter.") Minor revisions have been made of the First Roll Chart, Second Roll Chart, Advancing on Singles and Double Chart, Error Designations Chart, and Sacrifice Fly Option Chart.

The new edition is being published in bound form rather than the loose-leaf form used in the past. The only other major change in the game package is the dropping of normalization and the substitution of a new un-normalized Top 400.

The game is still priced the same: \$8.95 plus \$1.00 for postage and handling.

ers Hornsby's 1924. When the margin was close, we leaned toward the season which was most significant, that the player himself would probably identify as his "best year."

We were tempted to try to put into the pool enough players from each team so that an "All Time" team for each franchise could be selected. For the most part, and except for expansion teams, you'll find a suitable supply. However, we

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# From The Bench

NEW NEWSLETTER.....NEW TITLE

Jack Kavanagh

When we started the "Extra Innings Newsletter" we liked the sound of a pragmatic title. We didn't want to be cute and contrive a publication name from some phrase associated with baseball. We had no difficulty in resisting "Diamond Dust," "On Deck," etc. We did use "From The Bench" for our editorial column as that seemed appropriate.

When "EI" became part of Gamecraft's line of sport table games it was obvious that the title "Extra Innings Newsletter" had to be replaced with something more general as it would now contain material from other sport fields than baseball and reflect other brand names.

We like "Table Top Sports." We feel it is sort of a declaration. For some time we have wondered about the reasons why sport fans take up table games as a hobby. We know there are many different reasons. There's a strong flavor of fantasy in the way some table gamers relate. However, we believe that a sport table game has always been intended as a substitute for the real thing. There might be some table gamers who are so deeply immersed in a make believe world that they would prefer to play a table game than to play, or watch, a real game.

We hope that most table gamers aren't fat kids with thick eye glasses who use a table top form of a sport as a substitute for actually playing the game at which they are inept as actual performers. Maybe it is better to "be Babe Ruth or Hank Aaron" than be put in right field and bat ninth on the neighborhood team. But, we believe the majority of table gamers use a simulated version of the sport as a substitute for playing or watching the real form.

We would never turn off the television set during the World Series in order to play our own version with dice. We would not stay home with a table game if we were still young enough to even go out and shag flies or play catch. Table sports games have always been a substitute to fill in between seasons, on rainy days or after they turned off the playground lights. They can be a satisfying substitute; they can be a condensation of actual play with all the drama developing more rapidly. But, can they compete for primary satisfaction with an actual game, either played or watched?

There's one thing: the opportunity to play ends with youth and table top sports can be a legitimate replacement. They give us our own "extra innings." Also, with sellout crowds at many events, the threat to curtailment of "free sports events" with the coming of closed circuit and cable TV, and ticket prices zooming, along with the ancillary costs of attending live events, parking, programs, refreshments, etc., table top versions are becoming competitive to the actual sports. It is in this sense that we like the separa-

tion implicit in the new title of this newsletter. "Table Top Sports" should be defined as a special branch of sports. Softball, which was first played indoors during winter months, began as a substitute for baseball. It has developed its own identity and is now less of a substitute. Let's expect as much from table top sports.

## Heard From The Grandstand Managers

Tom O'Toole of Norton, Mass., writes the following: Last year after I had bought "Extra Innings," you invited me to keep in touch. Here then is a belated and meager message.

I have enjoyed the last year with "EI," although it took a few games for me to appreciate it. My first few games were with six 1972 American League teams (KC, Boston, Yankees, A's, Orioles and Brewers), and when none of them became classics I began to wonder. However, then followed a 2-1 Montreal victory over St. Louis (both 1973) on Bob Bailey's two-out, ninth-inning home run; Cy Young's 2-1 win over Christy Mathewson in a 1908 inter-league game between the Red Sox and Giants; and most recently Walter Johnson's 1-0, one-hit victory over the 1913 Yankees.

It takes some believable classics for me to begin to look forward to playing. Another reason I enjoy "Extra Innings" is the control over the steal and the realistic hit-and-run play. The Senators' only run in the above game came on the hit and run. And recently Leo Eastham of the 1947 Waterbury Timers stole home to tie Bridgeport at three-all. (Such dramatics probably were not needed as the Timers won going away 14-3 but it's very satisfying to be able to get right in there with the action.)

My praise for your game is based on almost twenty years of playing baseball table games (more than that if you care to include Red Barber's game and the Cadaco-Ellis All Star Game). You have certainly helped my economic condition. Now I no longer spend \$10 each year on new cards plus \$1 for Great Teams of the Past. I did spend almost \$10 for your game, \$11 for a Baseball Encyclopedia and (hopefully) another \$11 for the All-Time Rosters but I would have spent that first \$11 anyway no matter what game I have. In addition, not needing coded cards anymore, I sold some, for as much as \$100. (I think that's ridiculous and I thank you for rescuing me from such absurdities.)

Ken Barto, Red Bank, N.J., had the thrill of watching the dice roll out a perfect game in which Sandy Koufax of the 1963 Los Angeles Dodgers fanned 12 of the 1972 Orioles.

Staked to a three-run lead in the first inning, Koufax ruthlessly cut down the Orioles, ending the game with a flourish by registering his final

K, ending the game by striking out Tommy Davis pinch hitting for Jim Palmer.

Ken Barto played it to the hilt, inserting Davis to hit for the weaker sticking Oriole pitcher, even though he represented the final out of a rarity, a perfect game.

Koufax allowed no one to reach base: no walks, no hit batters and the Dodgers fielded flawlessly behind him.

All runs scored in the opening frame when, with one out, Maury Wills singled. Then, after Junior Gilliam popped to Brooks Robinson for the second out, the roof fell in on starter Jim Palmer. Big Frank Howard poled one into the stands at Dodger Stadium. Ron Fairly singled and Willie Davis did the same. The dependable Oriole defense then blew wide open as Bobby Gritch, short stop, miscued on Roseboro's ground ball and Brooks Robinson booted Dick Tracewski's grounder to allow Fairly to scamper across the plate. Koufax ended the opening inning by grounding out, Gritch to Powell. That ended the scoring as Palmer matched Koufax with goose eggs the rest of the way. However, with Sandy mowing down batters as fast as turned up in the batter's box, the game had been decided in the first frame and the balance of the game was to learn if Koufax could rack up a perfect game.

Note: We wish we had space to print Ken's boxscore as it is a real fine job of scoring and shows how to set up a game for "EI" play. Ken uses printed boxscores from Score-Rite Company. He enters at the top of each team's page the SO and Walk rating of the starting pitcher, and the team DP and error rating.

Ken uses two colors of ink. Rating data is written in first when writing the lineups; then, while scoring the game he shifts to another color. He notes in the margin for each team the SD and T-1 rated players on the opposing team. He writes in, on the boxscore line for each player, the top of his hitting range and his running rating.

We envy Ken the excitement he must have felt as Koufax neared the end of his perfect game and the delicious apprehension that accompanied each roll of the dice. (J.K.)

## TOP 400 cont'd

short changed the St. Louis Browns of their best ever pitcher, Urban Shocker. His best season was with the New York Yankees when, in 1927, he won 18 and lost 6 and a 2.84 ERA.

Players like Tris Speaker, Eddie Collins, Rogers Hornsby, Goose Goslin, Jimmie Foxx and others who had great years with more than one team are identified only to that one team for whom we judged they had their career best year.

However, "EI" table gamers can shift the players anyway which pleases them and, if they have the stats, can re-rate any player to another year; replace our choices with their own; or, as we enjoy pointing out, do whatever they want as they know the method of rating players.

We doubt if anyone is going to divide the "Top 400" into 16 balanced squads and set about two eight team league replays of 154 or 162 games. But, potentially, you can now draft the 400 players and do just that. Or, you can choose players from certain teams or different eras. (J.K.)

Note: Those who already own "Extra Innings" can purchase the new "Top 400" supplement for \$1.95. Order directly from Gamecraft.

## From Table Tops Here and There

The following box score was sent in by Bob Bucknam, Sun City, AZ, for a battle between members of the "EI Top 400."

BROOKLYN	AB	R	H	NEW YORK	AB	R	H
Keeler rf	5	0	1	Lindstrom 3b	5	1	3
Reese ss	5	0	2	O'Doul lf	5	1	1
Fournier lb	5	0	0	Terry lb	5	1	3
Medwick lf	4	1	0	Ott rf	5	0	1
Reiser cf	3	1	1	Mays cf	3	1	1
Robinson 2b	4	2	1	Doyle 2b	3	0	0
Lavagetto 3b	4	1	2	Jackson ss	4	0	0
Campanella c	4	0	1	Bresnahan c	3	0	1
Vance p	1	0	0	Nehf p	3	0	1
Casey p	0	0	0	Wilhelm p	0	0	0
F. Herman ph	1	0	0				
Higbe p	1	0	0				
	37	5	8			36	4 11

Brooklyn 010-000 004 - 5  
New York 000 001 300 - 4

E - Lindstrom, Jackson. RBI - Reese, Robinson, Lavagetto 3, O'Doul 2, Terry, Mays. 2B - Reese, Reiser, Robinson, Lindstrom, HR - Mays, O'Doul, Terry. SH - Nehf. SB - Robinson. DP - Brooklyn 1. LOB - Brooklyn 6, New York 8. SO - Nehf 4, Vance 4. BB - Vance 2, Casey 1, Nehf 1, Wilhelm. HO - Vance 9-6 1/3; Casey 0-2/3; Higbe 2-2; Nehf 4-8; Wilhelm 4-1. Winner - Higbe. Loser - Wilhelm.

### NOW AVAILABLE!!

Scoresheets - Specially designed for use with "Extra Innings." 50 for \$1.50; 250 for \$6.00. Postpaid. Available 3-hole punched or unpunched. State preference.

1947 National League and 1948 American League team rosters preterated for use with "Extra Innings." 75¢ each, both \$1.00. Ppd.

Back Issues of "Extra Innings Newsletter." \$1.00 each. Complete set of 11 issues - Vol. 1, No. 1 thru Vol. 4, No 3 - \$7.50 ppd.

GAMECRAFT  
Box 1531, Dept. S  
Vernon, Texas 75384

# **T.H.E. PRO FOOTBALL**

## **NEWSLETTER**

Game Designer: *Steve Keplinger*

We felt the best way to introduce you to the ultimate in table football would be to give you a little historical background.

T.H.E. Pro Football Game made its debut on the wild tabletop market with the issuance of charts based on the 1972 season. Of course, like most of its competitors, T.H.E. was really born years before. Maybe it all started when someone saw an advertisement in BOYS' LIFE Magazine for a "totally realistic" sports game. Maybe it was the realization that "totally realistic" was not what someone thought totally realistic meant. Or maybe it was that night someone noticed that O.J. Simpson had slightly over a one yard average six weeks into the season, using a game known for its realism.

At any rate, T.H.E. was soon underway. It started more as an attempt to convince ourselves that the game we wanted, and we felt the overwhelming majority of sports game players wanted, could possibly be designed. Within a six month period from that time, we were convinced it could be done. Years later, it was done.

This season will make T.H.E.'s third edition, and as of June 1st, 1975, Gamecraft will take over the manufacture and sale of T.H.E. We will still handle all the designing and computing of players statistics, etc. We feel this will give us the extra time needed to concentrate our efforts at keeping T.H.E. at its present level of sophistication. The burden of handling all aspects of the

business of T.H.E. Game sooner or later would have to affect the quality of it. We now feel we can avoid losing our game to that big dollar bill in the sky.

For those of you who are not familiar at all with T.H.E., let us give you a little basic information. T.H.E. Pro Football is based on the roll of three dice, added together. The individual player cards are produced on a team chart that includes every player who made a single offensive or defensive contribution to his team. Along with all individual ratings, there are team ratings for such things as fumble returns, interception returns, injuries, "unusual plays," offensive and defensive ball aggression and penalties.

T.H.E. Game has been acclaimed by many as the most sophisticated game of its kind on the market, i.e.: Al Simon, All-Sports Digest; Reeder Herrick, Scoreboard Magazine; Roger Verhulst, Chicago Tribune. We recommend you give us a try. Our 30 day money back guarantee protects you in case you are not satisfied. Our deluxe game, containing all twenty-six teams, sells for \$15.00 plus \$1.00 for postage. Partial games with various numbers of teams are also available. You can order or write to us for more information at: T.H.E. Game Company, P.O. Box 113, Glyndon, Md. 21071 until June 1st. At that time, T.H.E. Game can be purchased directly from Gamecraft.

**TABLE TOP SPORTS**  
Box 1531, Dept. S  
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**TO--**