

GAME REVIEW/Julian E. Compton

21ST CENTURY SPORTS: TENNIS, BOXING, AND TRACK

I recently received three new games by 21st Century Sports for Tennis, Boxing, and Track and Field (Summer Olympics). Along with the college portion of their football game, which I previously reviewed, I now have played all of their games, save only the "pro" portion of the football game. I mention this to put into perspective a company and a game creator, apparently Bob Williams, although he is not listed on all of the games.

21st Century Sports is producing games at minimum cost without lavish parts or multi-colored boards and game boxes. The printing is acceptable, but the paper for the game parts could be done on thicker stock. The selling features of the games are the games themselves, rather than the packaging or the materials. I do not object to this practice, but want to suggest that for those of us who play sports games with individual ratings, that we prepare ourselves for playing new games from new companies which vary in their quality of production due to increased costs. Not all games will have the material quality of APBA, Strat-o-Matic or the Sports Illustrated games, but many will be equal or superior to them. Probably some of the best games that exist are out there on the desks of anonymous "gamebreaks" who are wondering, "What do I do now?" Well, let's be prepared to support these new games and maybe find some new pleasures. Now to the games!

Tennis. \$7.75. As far as I know this is the only tennis game with individual ratings on the market. Twenty current players (16 men including Bobby Riggs, and 4 women) are rated on first and second serves, forehand, backhand, lobs, net defense--forehand and backhand, overhead, net volley and net coverage. The game is

Cont'd. p. 6

GAME REVIEW/John Swistak

THE THOROUGHBRED RACING GAME

A cardboard box wouldn't cost too much and would result in a more efficient method of storage than the present brown envelope. The game strikes one as being what is necessary without frivolous addenda, except for colored track sheets. The track board and horse tokens have been eliminated. The track sheet is the track board, and supplies a complete record of the race for posterity.

Horses are rated for their running style as well as speed. Some horses start fast and tire, others start slow and pick up speed, some are consistent throughout the race, and some even peak in the middle and then tire. This gives a more accurate picture of the horse's ability than a rating based merely on average speed and usual distance run.

The instructions not only concisely show how to play the game; but also how to tell which horses are better at which distance, how to set up for a full evening of races, how to set up a "league" or racing stables; and give the American records for both dirt and turf courses.

Included in the game are 126 horses' cards (about 3 inches square) divided into four envelopes (Two Yr. Olds, Fillies and Mares, Three Yr. Olds, over Three Yr. Olds), an eleven page instruction booklet, enough track sheets for more than forty races, charts on 34 races of the season (re-run the important ones), sixty-nine rated jockeys, a listing of the horses in the set in approximate order of ability, a booklet of random numbers and post positions, and most importantly--Secretariat!

The play of the game is simplicity, itself. A random number (or the roll of two dice) gives a number off the six-by-six chart on

Cont'd. p. 8

GAME REVIEW/Robert Jones

SHERCO-II BASEBALL

Indeed with the vast number of tabletop baseball games on the market, there certainly must be a game for every individual's tastes and interests. The variety of formats and styles is evident with minimal investigation of the market. Despite the variety, much of the games' approaches must be similar, of necessity, to produce an accurate picture of major league baseball to the game player. When a game comes along which drastically breaks from the overall mold, it must be noted and its creator applauded. Such is the case for Steve LeShay and Sherco-II Baseball.

This game is designed with the pure baseball strategist in mind.

The uniqueness of the game is immediately apparent. A game board which is a baseball stadium divided into 784 squares is an excellent attention-getter. The most important feature of playing Sherco-II Baseball is the defensive positioning of the fielders upon that game board. Hence, the tabletop player who has felt inhibited by only being a spectator to the dice action upon his team cards will realize a greater sense of fulfillment with Sherco-II than with any other game on the market. If you want to put on that big shift for the left-handed pull hitter, simply move your fielders. If you want your infielders to guard the lines late in the game, move them accordingly. To take away the short bloop hit from the spray hitter, move your outfielders in a few spaces. Every defensive shift employed in the major leagues is available to you.

There is even one further added dimension to this strategist's delight. Charts are included with the game which define the locations of the fences in each major league ballpark, giving added excitement to home game at Wrigley Field, Fenway Park, or Yan-

Cont'd. p. 6

From the Editor

Those of you who have keen eyes may have noticed that we have had a rather wavering policy toward classified ads. When we began TABLE TOP SPORTS last January, our feeling toward classifieds was "Who needs them?" We didn't think the income produced by these small ads would ever pay for the typesetting involved. So we decided we would set our rates at a level where the classifieds would either pay their way or people wouldn't bother us with them.

Since then we have found that classified ads are one of the more popular features of this type of magazine. (This was one of the results from our survey conducted in the first two issues.) Gamers evidently like looking for old card sets, games, and other bargains; so we lowered rates, but the response was certainly not overwhelming. We only have one classified ad in this issue and it's a freebie. (So much time elapsed between Dave Yamada's submission of his ad and the publication of the summer issue of TTS that the WFL had already gone the way of the Edsel. Dave has informed us that the ad still holds, however, so we're running it again.) So we're going all out for the Winter issue. FREE CLASSIFIEDS! Yep, you read it right. FREE. Here are the restrictions: No more than 50 words (extra 50's at 50 cents each); no commercial ads, only individuals; subject must deal with table top sports games. We'll probably go to press about February 1, so don't delay too long.

Boy, this is going to be embarrassing if we don't get any response now.

In the April issue we made mention of a service we were thinking of starting to help our subscribers, customers, etc. get together for some head-to-head talk and/or combat. Jack Kavanagh was very jealous since I personally came up with this brilliant idea, and he snidely referred to it as the "EI Dating Game." Well, we have had a tremendous response to the idea - at least two, maybe three, letters - so we are now announcing that we are ready to give it a try. Here's how it will work: You send us one dollar and we will send you the names of the four closest (by Zip Code) owners of whatever aspect of table games you have an interest in (EI, TSG, T.H.E., TTS). If you don't have any luck with the names, you can have another set free if you write us and **swear** that you got no response.

The best results will be obtained by those who live in large cities, of course. We regret to inform Ted DeVries of Valley City, North Dakota, that he is one of only eight people in that entire state that throughout all of history has purchased a copy of EXTRA INNINGS.

If you're sore about having to shell out a buck for just four names, here's our excuse: we will not get more than two or three requests for names per week. To fulfill these requests, we'll have to go to the proper box of address stencils and drag it out from under a pile of unanswered correspondence that gets placed there daily. (We clean off the tops of the address stencil boxes every day or so but they are so handy to lay things on that they don't stay uncluttered for more than an hour.) We'll then have to thumb around near your zip code, eliminate all old purchasers that have never re-ordered, and try to figure out the four closest owners to you, the requester. We then have to type a letter, list the addresses, address an envelope, fold the letter and place it inside the envelope, seal it, and lick a stamp and place it on the envelope. Finally, we will have to replace the address stencil box. If I think about this any more, I'll probably cancel the whole project. You guys will be getting a bargain.

What do we have coming up? Our biggest project is a super survey of every table top basketball game on the market - at least all that we can round up. It will be authored by Julian E. Compton and will, I assume, use the new Compton Rating System. I can think of at least twelve games that will be included - five of which have just recently been introduced. We hope to have this in the Winter issue, but Julian is skeptical about making the deadline. Considering our publishing performance to date, however, he probably shouldn't be worrying about rushing to meet deadlines.

We also have a review of Proto Hockey coming up, reviews of Program IV Football and Baseball, maybe something on BLM Baseball, and other assorted little goodies. We're also trying to

expand our coverage of gaming tips and hints. Larry Green is going to have a regular column. He chose "Extra Innings" for his first article but he plans to cover the field. We hope to add one or two more regular columnists in the future with articles on such general gaming subjects as tips and hints. We've grown in size, maybe we can grow in stature.

In the meantime, don't forget our motto of service: "Checks deposited same day received!"

From the Readers

A black mark against us....

Dear Sirs,

Quite a while ago I sent a check to cover cost of an "Extra Innings" game plus issues of "Table Top Sports" and "Extra Innings Newsletters" (The entire set I believe). I received the game itself plus a complimentary issue of Table Top Sports.

I now wish to cancel my order for the back issues and subscription -and- am asking for a refund. The reason is twofold - (1) I have found your service to be very poor and (2) I found that you had no screening staff and published an article that was quite misleading and detrimental to a game company.

I am an instructor at the State University of New York at Fredonia. I am in the Bus. Ad. and EC Dept. and am an econometrician and teach upper and lower level statistics courses. I have played "Replay Baseball". The person criticizing the various baseball games said that it took him 45 minutes to play and it was impossible to get the time down. What is the difference between flipping a page in a booklet to check a 3 column vs turning a board in APBA to check for a man on 2nd? I have played quite a number of games and my game time is about 15 minutes - (I know of many others who can play in this time) of course for a low run ball game.

Also - the stats have been unbelievably accurate - both pitching and batting - fielding has importance - the stolen base and caught stealing ratio comes out near perfectly. Even runs scored ability and rbi's ability are programmed into the "4" and "6" columns respectively.

Well - enough - I'm not trying to sell you a game - but to obtain a refund.

Thank you, D. B., Dunkirk, N. Y.

P.S. Good luck in trying to find more competent authors for the future.

Dear Mr. Biahaszewski:

Enclosed please find..... There are no valid reasons for our not filling your order but I'll have a go at some: 1) When your letter arrived we had just sold out two of the back issues of EIN. It took us about 9 days to get plates made and to find time to work it into our printing schedule. 2) In the meantime your order was filed away in "correspondence" by one of the two incompetents who operate Gamecraft rather than being placed in the proper file "EI Special Order to be Filled." This was a mistake on

Cont'd. p. 4

TABLE TOP SPORTS

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Deadline for all Advertising: 20th of month preceding issue date.

AIDS FOR EXTRA INNINGS

The following are a few playing tips and suggestions which should be of particular value to "Extra Innings" fans.

Gameboards - A number of game companies, such as Extra Innings, provide playing charts but not stand-up gameboards. The charts can be awkward to use when you have to use several during the course of a game. One solution to this is to design your own easel-backed gameboard to which you can attach some of your more critical playing charts. The materials you need are the appropriate size poster board and a cardboard easel. The items are available at your nearest art supply store. The easel sells for about 10¢ and can be cut to fit whatever size poster board you choose. You simply cut the poster board to make the size gameboard you desire and staple or tape the easel to it. Then just attach your charts and you have a gameboard that stands up for use and folds up for non-use.

Player Cards - Purchase a package of lined index cards 4"x6" and cut them in half. You will have a neat 3"x4" player card ready to record your data. Ideal for Extra Innings.

Dice - Have you ever had your dice roll off the table at a crucial moment? Have you been in a situation where you had enough time for a game but not a table large enough to throw your

dice on? Well I have a solution for you too! You can purchase a "dice popper" (my own name for it) at most toy and hobby stores where you could purchase dice. This "dice popper" comes in a box labeled simply "Dice Games". It consists of a metal base topped with a green layer of felt upon which the dice lie. On top of this is a clear plastic top into which the dice are "popped". To operate this contraption you press the lever which pops the dice into the clear plastic top and then they bounce back onto the green felt base. Dice can be added or subtracted from the popper by unscrewing the clear plastic top. You could start playing APBA with two dice, add one die and play Extra Innings or add two more dice and play Championship Baseball (a game which we will tell you more about later). This "dice popper" costs about \$2.00.

Game Summaries - In addition to the statistical records most gamers keep, I like to keep a record of the highlights of each game. Keeping such highlights allows me to throw away the scoresheets once the statistics are recorded. I can't claim originality for the game summary since I extracted the basic format from the World Series section of Macmillan's Baseball Encyclopedia. Following is an example of a game summary for a three game series between the Padres and the Orioles using the Statis-Pro Baseball Game.

(Ed.: Larry Green is an experienced hand at table game writing, having written in the past for AJ, ASD, and SOM Review. He will have a regular column in Table Top Sports with baseball games being his principal subjects.)

GAME SUMMARY

ORIOLES VS: PADRES

	R	H	Starting Pitchers	Homers	Highlights
ORIOLES	7	18	Cueller		Bumbry's single in the last of the 15th Inning scores winning run for Orioles. Caldwell and Reynolds hurl shutout relief ball - Caldwell for 11 innings and Reynolds for 9 innings.
PADRES	6	11	Grief	Grubb	
PADRES	4	8	Kirby		Designated hitter Leron Lee lasted a single in the last of the ninth to beat McNally and the Orioles.
ORIOLES	3	9	McNally	Robinson, Davis	
ORIOLES	6	12	Alexander	Davis	Grant Jackson gets Roberts to ground out with the bases loaded to preserve victory for Alexander Davis's 3 run homer is the key blow for the Orioles. Orioles win it in 10 innings.
PADRES	5	11	Arlin	Colbert	

TABLE TOP SPORTS

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Vol. 1, No. 1 Jan. 1975. Game Reviews: "Face-Off," "World's Greatest Hockey Game," Statis-Pro Football, "Fast Break," and a detailed summary of all the major baseball games. Plus "Extra Innings Newsletter" with "New Top 400," "Fourth Edition of EI Now Ready," and "New Newsletter - New Title."

Vol. 1, No. 2 April 1975. Game Review: "Tabletop Football's Big Three - APBA, TSG, and THE." "T.H.E. Newsletter," "TSG Newsletter," and "EI Newsletter" with "1927 Yankees Set Pace for 40 Team Marathon" and "Resource Materials for Rating Past Players for EI."

Vol. 1, No. 3 Summer 1975. "Table Baseball: 1975!" (a survey of ALL of the table baseball games on the market); "Two New College Football Games," "Table Game Talk," "Review: The Lineup Guide," Possible Revision of EXTRA INNINGS, Defense in TSG Football; TSG and T.H.E. season replays.

Vol. 1, No. 4 Fall 1975. "Sherco-II Baseball," "The Thoroughbred Racing Game," "21st Century Sports: Tennis, Boxing, and Track," "Aids for Extra Innings," "Ratings for Cadaco Baseball," "Solo Play in TSG Football," Book Review: "Guide to Baseball Literature," "Searching for Table Gamers," and "Revisions of Basketball Pro-Style."

RATINGS FOR CADACO BASEBALL

This system is very similar to the one I wrote which was published in the Aug.-Sept., 1974, issue of "All Sports Digest", but that system was based on Keith Henricksen's batter rating system.

We aren't saying this is the system for rating players for Cadaco, we don't know what their system is. Our objective in this was to come up with a system which would produce batter ratings similar in appearance to those in Cadaco - and to come up with a pitcher rating system which would not affect the batter rating system.

The next step (meeting with reader approval) would be to begin reworking the Cadaco game to put more detail into it, or (if more appetizing to the fans) we could work on rating batters for Cadaco's strategic game. Remember, this is your magazine, so let us hear from you.

To Rate A Batter For Cadaco Baseball

Statistics Needed:

AB, Hits, 2B, 3B, HR, SF, BB (Total-Intentional), HP, SO, & GDP

Statistics Derived:

BB' = BB + HP
 PA = AB + SF + BB' FB' (FB x Outs) (FB GB) Carry these
 S = Hits - 2B - 3B - HR S' (S x 45) - 43 numbers to
 FB = SF x 51.7 D' D S - S' two decimal
 GB = GDP x 45 GB' Outs - FB' places

Statistics Used:

BB', S', D', 3B, HR, SO, FB', GB', -All divided by PA and multiplied by 360 degrees. Round off to the nearest half degree and check sum - should be 360 degrees.

D' is number of degrees for No. 11.

3B is number of degrees for No. 5.

HR is number of degrees for No. 1.

S' is number of degrees divided between Nos. 7 and 13 (if split not even, give more to No. 7).

GB' is number of degrees divided among Nos. 2, 6, and 12 (if split not even, give more to No. 6).

BB' is number of degrees divided between two No. 9's.

SO is number of degrees divided among three No. 10's.

FB' is number of degrees divided among Nos. 3, 4, 8, and two 14's (No. 3 should be between 4 degrees and 8 degrees, other four numbers should be equal).

When filling in the batters disc begin at the bottom (6 o'clock) with No. 6 and fill in spaces counterclockwise as follows: 6, 7, 4, 10, 9, 14, 1, 10, 3, 2, 5, 8, 13, 12, 9, 10, 14, and 11.

From The Readers Cont'd.

our part but it was aided by the fact that your order was contained within the contents of a two page letter rather than on either of the two order blanks sent with the promotional materials. It was only after a lengthy search that it was finally located after your letter of complaint arrived.

Now, about your cancellation of your TTS subscription: I think your reasoning is ludicrous. Can you really imagine that we could ever print an article containing negative criticisms of any game whatsoever if we had to check to see if every player of the game in the world agreed with the criticisms? Your logic leads to the following: 1. Occasionally we are going to have a feature that mentions some faults of particular games as seen by the author of the article. Any publication is going to if it contains game reviews. 2. Somewhere there is going to be someone that likes the game. This is a safe bet considering the fact that there are a heckuva lot of table gamers in the world - of all sizes, shapes, and tastes. 3. We would not publish the article. It would be obviously "detrimental" to the company and "misleading" to the readers at least in the opinion of one person. 4. Net result - we never publish anything except accolades.

I agree that we should not publish any article written by an obvious crackpot, but the review by Bob Hunter certainly doesn't come close to this classification. Bob and other members of the staff at his newspaper spent

Mickey Mantle - 1961			Roger Maris - 1961		
6 - 12%	1 - 30.5%	13 - 25%	6 - 43%	1 - 31.5%	13 - 20%
7 - 26.5%	10 - 21.5%	12 - 11.5%	7 - 22%	10 - 11.5%	12 - 42.5%
4 - 24%	3 - 6.5%	9 - 33%	4 - 15%	3 - 4%	9 - 26%
10 - 21%	2 - 12%	10 - 21%	10 - 11%	2 - 42%	10 - 12%
9 - 33%	5 - 3.5%	14 - 24%	9 - 26%	5 - 2%	14 - 15%
14 - 24%	8 - 24%	11 - 7%	14 - 15%	8 - 15%	11 - 6.5%

This rating system is my own creation and has no connection with the company marketing Cadaco.

To Rate A Pitcher For Cadaco Baseball

You need the following chart:

Result On Pitcher Disc	If This Result On Batter Disc	Then Read This Result For Action
P	Groundball III	Single II
Q	Groundball III	Base On Balls
R	Groundball III	Strikeout
S	Single II	Groundball III
T	Base On Balls	Groundball III
U	Strikeout	Groundball III
X	-	Wild Pitch, Pass Ball, or Balk

In any case the pitchers spin is followed immediately by the batters spin. Having been through rating batters, use the same formulae to calculate league rates for S'/PA, GB'/PA, BB'/PA, SO/PA, and Hits/PA.

Individual Statistics Needed:

BFP, Total BB, Int BB, HBP, SH, Hits, SO, WP, and Balk.

Individual Statistics Derived:

BFP' BFP - Int BB - SH

BB' Total BB - Int BB HBP

X' WP Balk

Team Statistics Needed or Derived: PB, BFP'.

Add: Individual X'/BFP' and team PB/BFP'. Sum times 720 degrees is pitcher "X" rate.

Further derive differences as follows:

Individual	Leagues
Hits/BFP' - Hits/PA	B Multiply B'
BB'/BFP' - BB'/PA	W by 360 W'
SO/BFP' - SO/PA	K to Obtain K'

These must further be divided as follows (Divide by League Rates):

If Positive	If Negative
B' - GB'/PA	Degrees of "P" - S'/PA
W' - GB'/PA	Degrees of "Q" - BB'/PA
K' - GB'/PA	Degrees of "R" - SO/PA
	-Degrees of "S"
	-Degrees of "T"
	-Degrees of "U"

I could come up with no particular ordering of the pitcher disc. It would be difficult, since a pitcher with no strikeouts would have 360 degrees of "U" on his disc - some overlap is possible, but don't allow "P", "R", and "Q" to overlap each other.

many hours playing and comparing the various games, much in the style of a Consumers Union project. I think the result was a very useful addition to the literature of table gaming.

In my opinion, a more useful effort on your part would have been to write a letter to TTS defending Replay against Mr. Hunter's statements (which you have done, essentially) AND NOT cancel your subscription. Part of the purpose of TTS is to serve as a forum - not as a whipping post. Besides, we need the money. The plush carpet in my office suite does not fit into this year's refurbishing scheme as envisioned by our interior decorator and it's probably going to have to be replaced with a different color.

Cordially, Jerry Faulk

Additional comments: Since we published Bob Hunter's article in the January issue we have had quite a few letters about the piece - nearly all complimentary. We have had three letters, however, (from Gerry Bliss,

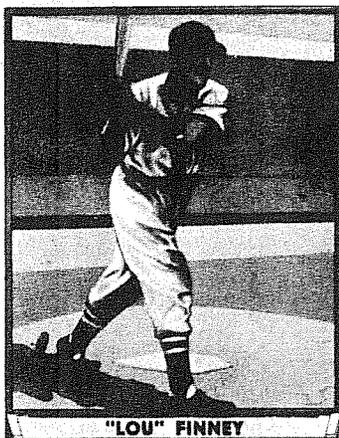
Cont'd. p. 7

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21st Century Sports Cont'd.

activated by one die! Roll it and consult the player's card for the number which you then refer to on the Master Result Chart. Shot descriptions (slow twist, high bounce, smash, etc.) and either results (fault, point won, etc.) or shot advantages (for, against, or even) follow each number. All players' shots except serves and overheads are rated in three columns for advantage, disadvantage or even (no advantage) gained from the previous shot. Some shot results require a certain response (forehand or backhand). Others allow a chance to play around a weakness. A court is provided and net rushers can do it whenever they dare. The game plays simply with two brief pages of rules and two game boards (one--double-sided) to consult. The game is well-conceived and seems quite accurate--Billy Jean beat Chrissy in a real cat fight when I played it. The game flows a little to slowly for me, and perhaps flipcards, such as those used in Status-Pro games, are a better method for a tennis game, but it is a pioneer effort in the sport. It is a game without major flaws, and I like it. I would suggest that the best players of the past might be incorporated into future editions.

Summer Olympics (Track and Field). \$7.75. Seventy current international stars, 7 running events (100 through 3 mile), 6 field events, 1 track, a Time and Endurance Chart, and 5 pages of instructions, add up to 21st Century's best game. Bob Hayes, Bob Seagren, Dave Wottle, Frank Shorter, John Carlos, Steve Prefontaine, Jim Ryun, Dwight Stones, Marty Liquori, John Walker (the 3:49.4-miler) they're all here, rated at their best, for your pleasure. The game is activated by one die and the performer's card divides the event into parts--a column for each. For the dashes and field events, simply roll once for each of three columns and add for the result. For the 440 through the 3-mile (my favorite event in the game) each performer is rated for slow, normal, and sprint paces, as well as endurance. The player decides when to sprint, and if he does it too soon, his endurance is used up and he falls back. It makes for a great tactical game which goes beyond Sports Illustrated's **Track Meet** (formerly Decathlon) in these particular events. 21st Century and Sports Illustrated have the only two track games on the market, and I highly recommend both of them. (Is track easier to capture in a game than other sports?) 21st Century deals with current competitors and SI emphasizes historical Decathlon competitors starting with Jim Thorpe, so each serves a unique purpose.

Boxing. \$7.75. Twenty heavyweights (18 champs plus Jerry Quarry and Luis Firpo) are rated on style class--primary (inside) and secondary (outside) ability, counter punching, ability to change from inside to outside or vice versa, aggressiveness and KO defense by "A" to "D" letter grades. They are rated on primary and secondary punches on a 1 to 5 scale, on endurance in 3 categories over fifteen rounds, and on offensive KO's and knockdowns for a one to six die roll. The game is activated by dice and involves consulting five charts and the two boxer's cards on virtually every series of which there are six per round. The game has some good features involving style matchups which can give either boxer the initiative. (The word is misspelled throughout the instructions!) But the game defeats its good features by being almost unplayable. It does the one thing I find most difficult in playing any game--it uses several methods of creating action. For most of the game each of the six-series per round requires: (1) Roll two dice and consult the Action Chart to see if the series is primary (inside) or secondary (outside). (2) Roll 1 die to see which boxer gains the initiative. (3) Roll 3 dice (one of a different color) and consult a random number selector for a number 1-24. (4) Look up that number on the appropriate chart while matching up factors from the two boxers' cards. (5) Once a result is obtained on Step 4, the other boxer rolls one die to see if he can counterpunch, and if he may. (6) Step 3 is repeated for the second boxer, and (7) Step 4 is repeated for the second boxer. Rolling 1 die, then 2 dice, then 3 dice and consulting a random number selector (Why not supply a random chart, as if that alone could solve the problem)--all of this adds up to an unplayable game. Send it back to the drawing board! **Pro Boxing** is a more playable simple

game which has more boxers--some 250 current and old timers. But even that game is a gradeschool variety when compared with the many great baseball and football games which are based on detailed statistics. Since there are no books of statistics available for boxing as there are for other sports, boxing fans must still wait for the blending of research and playability which will produce a high-level game in the sport.

Compton Rating (A to F)	Playability	Realism & Accuracy	Strategy & Tactics	Overall
21st Century Tennis	C	B	C	C+
21st Century Summer Olympics	B	B	B	B
21st Century Boxing	F	C	C	D

Ratings are based on the All-Game Rating System which will be explained in a future issue.

(Ed. Julian Compton is a regular columnist for TTS while moonlighting as a professor at Florida A & M University.)

Sherco-II Baseball Cont'd.

kee Stadium with its spacious center field. This, of course, dictates further differences in defensive strategy. To the average tabletop player, this abundance of possibilities may be a bit mind-bending. Experience in such maneuvering undoubtedly would be the best teacher.

If, however, you are not such a strategist, but you are more of a statistician, you may be left somewhat unsatisfied by Sherco-II. Mr. LeShay gives the formulae in the instructions for building a team or league for Sherco-II based on a set of statistics. Anyone who batted would be assigned a letter rating to correspond to his batting average, but the ranges for such ratings are 50 point ranges. A man who hit .345 would have the same chance of getting a hit as a .305 hitter. The same range rating system applies to pitchers. One range would equate a pitcher with a 3.05 ERA to a pitcher with a 3.95 ERA. Interesting features involved are pitchers' tiring innings, base runners' speeds, power ratings, strikeout and walk ratings. However, all of these factors are based on ranges too wide to allow for truly close reproduction of statistics.

The game can be played solitaire, but the excitement is in the defending of the opponent's team, a feature which cannot be adequately handled on a solitaire basis. Another interesting feature of the game is Mr. LeShay's inclusion of guidelines for those players who would like to design their own standardized teams, with good and bad pitchers and hitters, followed by playing such imaginary teams. To this reviewer, the game seemed to have too little scoring. Boston lost two games at Fenway Park to the Baltimore Orioles, 1-0 and 2-0. Only by designing two standardized teams was this reviewer able to find a game totaling eleven runs.

All of this being said, Sherco-II is an excellent baseball game with a different type of gameplayer in mind. If you are a frustrated strategist, you must buy this game. If you fall into the common mold of a statistician, you would not appreciate it. For Mr. Average Fan, you will enjoy this simple, rapid-moving baseball simulation called Sherco-II Baseball.

(Ed.: Robert Jones' interest in table sports games covers all the various sports, with baseball his slight favorite, and includes membership in a S-O-M football and baseball league. He has also made a few design contributions to his friend Jim Mickey's Fastbreak basketball game.)

From The Readers Cont'd.

Richard Berg, and Mr. B. above) defending REPLAY BASEBALL against Mr. Hunter's opinions so we can say that that part of the article was definitely controversial. On the other hand, you cannot say that Bob was wrong and should have been screened out since I have read at least one other review of REPLAY (in The Trader Speaks) that really ripped it apart.

Let me repeat two points: (1) Write us a defending letter if you disagree with one of our articles - don't cancel your subscription, and (2) Send your orders in on a separate piece of paper from any personal correspondence - each goes in a separate file.

And a white feather in our cap.....

Dear Larry and Jerry,

Thanks for quick reply to my EI Newsletter order. I appreciate it. See there people. We're not always so slow. Now if I can find time to read my EI's. I have read page to page your TTS's. They are the best Table Top fanzines out. If you want you can print my opinion that your game company has the most class of any game company in the world including APBA. We probably will, but our modesty very nearly prevents us from doing so. Your TTS is the only really honest objective fanzine in existence. Your honesty makes the APBA Journal look sick. Ben, we print them as we receive them. Also your company isn't afraid to plug other companies - something the (THE?) game (APBA) refuses to do.

APBA simply sits back and makes like they have the only games in creation. They do have the best baseball game What??? (built on National Pasttime though) but some of their other games lack the class that their baseball game has. True. I do like their golf and horse racing games though. Their football game may be good. Nope. Their basketball game is a joke. True. I like PTG - What??? something I hope you review. Our editorial covers that. I hope to write Jack Kavanagh in about three months. We exchanged quite a few letters. He helped expose APBA baseball. Good luck. He writes us only twice a year, and then it's just to ask why his royalty check is late. Now, thanks for ASG's address and Longball's. This is another unique class thing that separates you from the rest of the table top world. You have the most class. Again, our modesty very nearly prevents us from printing your letter. APBA used to. Now (hopefully this is the last request from me for some time as it is an imposition on your time). True, but we're so magnanimous. Can you give me the addresses of Julian Compton and Steve Goldstein? Is Julian Dr. Compton? How should I address him? "Doc," if you don't want a reply; "Dear Dr. Compton," otherwise.

I am fortunate to already write the tireless John Swistak! Tireless is right. John sends in articles faster than my typist can type-set them. He prints his articles and capitalizes every word, which drives my type-setter right up the wall.

Someday I'll get.... In fact why not tell me now Jim Hallo's address

Cont'd. p. 8

ACKNOWLEDGMENTS

The following companies furnished complimentary games for review in this issue: SHER-CO GAMES, Box 524-T, Malaga, NJ 08328, \$10.95ppd; VICTOR HASSELBLAD (Thoroughbred Racing Game), 5843-S Sandstone Dr., Durham, N.C. 27707, \$6.00ppd; and 21st CENTURY SPORTS, 5801-ST North Park, Kansas City, MO 64118, \$9.00 ea ppd.

NOTICES

As a courtesy, we will furnish the address of any game company (up to three) that you wish, provided that the request is accompanied by a stamped, self-addressed envelope.

If you order a game because of something you have read in TTS, please be sure to mention that fact in your order. This will help us to obtain more games for review in future issues.

If you wish to respond to an ad in TTS, but do not want to clip the coupon, feel free to send in your order on a plain sheet of paper. It's the check that is enclosed with the order that counts, not the coupon.

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We're overloaded with blank Play Option Cards for BASKETBALL PRO-STYLE. These are great for composing and using your own play options for the game. Regular 60¢ per deck of 40 cards. We're unloading them at the rate of 40¢ for the first deck (ppd) and 20¢ for all additional decks.

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For a sampling of the magazine, we'll send you our latest issue for \$1. You may subscribe to BPS for one year (four big issues) for \$4., or save by subscribing for two years (eight issues) for only \$7.

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I enclose \$ _____ for the following:

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Send to: BASKETBALL PRO-STYLE 4790 Medina Road Akron, Ohio 44321



Thoroughbred Racing Game Cont'd.

each horse's card. This is added to the horse's number for the particular furlong and track condition, and divided by two to obtain the number of forward moves the horse may make (half a move is good for a sideways move). Forward moves may be converted to sideways moves, and the jockey rating supplies extra sideways moves. On the turns it is more difficult to move sideways, and takes longer if the horse stays outside.

The timing is simple to apply, and there is a different timing chart for each different track. You actually run at Belmont, Saratoga, etc.

I ran ten races, picking horses randomly from the packets, and jockies by dice roll. Interesting occurrences in the races were:

Fourth: Only two-fifths of a second separated the first three finishers; Angle Light led for the first six furlongs.

Sixth: Annihilate 'Em led for eight furlongs with Secretariat in

the pack until the final turn.

Seventh: Icecapade had a seemingly unbeatable lead going into the turn, but slowed there enough for Riva Ridge to win.

Ninth: Life Cycle led for seven furlongs, but the race went eight.

Tenth: Big Spruce moved from last going into the turn to first coming out.

Complete order of finish and times are at the end of the review.

Additional track sheets may be purchased as a diversified group (four each dirt, two each turf) or one particular track. There is a set of forty-eight all time great horses and one past season available. Other past seasons will be made available as sales and/or requests warrant.

I believe this game will be a welcome addition to any collection. The game takes little more than ten to twelve minutes to play, results are realistic, and it is fun. The only thing wrong with the game (aside from the lack of a game box) is there isn't enough of it.

1st - AQUEDUCT Fillies & Mares 8 Furlongs - Dirt		2nd - HIALEAH PARK 2 Yr Olds 7 Furlongs - Dirt		3rd - PIMLICO RACE COURSE 2 Yr Olds 6 Furlongs - Dirt		4th - SANTA ANITA PARK 3 Yr Olds 1 Mile - Dirt		5th - HOLLYWOOD PARK 3 Yr Olds 1 Mile - Dirt	
Name	PP Time	Name	PP Time	Name	PP Time	Name	PP Time	Name	PP Time
Desert Vixen	1 1:34	Protagonist	1 1:23.2	Raisela	4 1:11.1*	Royal & Regal	3 1:36.1	Golden Don	5 1:33.3
Convenience	3 1:35.1	Such A Rush	5 1:23.3	Green Gambados	2 1:11.1*⊕	Twice A Prince	5 1:36.2	Bemo	3 1:34.4
Susan's Girl	5 1:35.3	Holding Pattern	7 1:24.1*	Wedge Shot	6 1:11.1*⊕	Warbucks	2 1:36.3	Amen II	4 1:35.4
Alma North	7 1:36	Century's Envoy	3 1:24.1*	Talking Picture	1 1:11.3*	Angle Light	4 1:36.4	My Gallant	1 1:36
Summer Guest	2 1:36.4	Lover John	2 1:24.3	Be A Native	7 1:11.3*	Ecole Etage	7 1:38.2	Out Of The East	2 1:36.1
Light Hearted	4 1:37	Cannonade	6 1:25	Hosiery	3 1:12	Blue Chip Dan	6 1:38.3	London Company	6 1:38.1
Minstrel Miss	6 1:37.3	Money Lender	4 1:25.1	Prince Of Reason	5 1:12.3	Pvt Smiles	1 1:39.1		

6th - ARLINGTON PARK 3 Yr Olds 9 Furlongs - Dirt		7th - CHURCHILL DOWNS 4 Yr and Up 1 Mile - Dirt		8th - BELMONT PARK 4 Yr and Up 1 1/4 Miles - Dirt		9th - HIALEAH PARK 4 Yr and Up 1 Mile - Turf		10th - BELMONT PARK 4 Yr and Up 1 1/8 Mile - Turf	
Name	PP Time	Name	PP Time	Name	PP Time	Name	PP Time	Name	PP Time
Secretariat	6 1:47.2	Riva Ridge	1 1:33.4	Key To The Mint	2 1:59.2	Quack	5 1:36	Big Spruce	2 1:46
Annihilate 'Em	7 1:47.4	Icecapade	3 1:35.1	Prove Out	7 1:59.3	Life Cycle	2 1:36.2	Cougar II	4 1:46.3
Sham	4 1:48	Kennedy Road	2 1:35.4⊕	Forage	5 2:00.3	Wing Out	4 1:37.2	Tri Jet	3 1:47.1
Forego	3 1:48.1	Tentam	6 1:35.4⊕	True Knight	1 2:00.4	Kentuckian	1 1:37.3	Windtex	1 1:47.4
Linda's Chief	1 1:49*	Briartic	7 1:36.2	West Coast Scout	4 2:02	Royal Owl	3 1:38.3	Queen's Hustler	5 1:48.4
Our Native	5 1:49*	Onion	5 1:36.4	Rule By Reason	8 2:02.2				
Shecky Greene	2 1:50.4	Full Pocket	4 1:37	Loud	3 2:02.4				
				Vertee	6 2:04.4				

*Note: Times are the same, but finish is as given by a nose. ⊕These horses finished in a dead heat. All tracks were fast (hard).

From The Readers Cont'd.

and Steve Keplinger's, also. Al Simon?

Also what is the address of Rick Teverbough. Thanks. Good grief! This is what we get for filling an order on time.

Among my interests are APBA baseball, APBA horseracing, APBA football, PTG basketball, PTG hockey, Saturday afternoon Metropolitan Opera Broadcasts (starting this Saturday 12/6), pornographic plays which I help compose, Double Good Grief!! I thought I was corresponding with another ordinary pesky 12 year old. British and Scottish Soccer Leagues and Table Top Sports.

Thanks, Doug, La Puente, CA.

Classified Ads

Classified rates: See From The Editor.

SUBSCRIBE to "WFL, Gaming Style" for rosters, ratings, and articles pertaining to the World Football League. Our huge August issue followed by three supplementary news-letters cost \$4.00. Make checks payable to DAVE YAMADA at 7216 Magoun Avenue, Hammond, Indiana 46324.

EXTRA INNINGS

WORLD SERIES OFFER!!

(See last paragraph below)

El's players find this game makes all others seem like child's play. Truly an adult game that is matched 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. El lets you do your own thing...play solitaire or head-to-head games in 20 minutes. What's more El 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. El 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 \$8.98, 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.

Special World Series Offer: Purchase EXTRA INNINGS from this ad and receive the 1974 ratings now, along with the game, plus the 1975 ratings—free of extra charge—when they are released in January.

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P. O. Box 1531 • VERNON, TEXAS 76384

Send game now - enclosed check or money order for \$9.98 (\$8.98 for game, \$1.00 postage and handling)

Send more details about game. Enclosed \$1.00

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NEWSLETTER

Game Designers: *Jerry Faulk*
Larry Davenport

Game Statistician: *Bob Shepherd*

DESIGNER'S CORNER/Jerry Faulk

Welcome to "real/life Basketball by Gamecraft," alias BASKETBALL PRO-STYLE! We liked the name created last year by Bob Shepherd for his new magazine so we entered into a partnership with him: he helps us with our game and we help promote his magazine. So far, we're getting along together okay and we hope to keep it that way.

Last year was the first year for our basketball game. We enclosed a small survey form with each game we sold and used these to determine what revisions, if any, needed to be done for the next year. The two most frequent complaints were excessive length of playing time and lack of individual rebounding. We have corrected these (we hope) and we have also worked on some of the less frequent complaints such as ratings. We'll describe the major revisions:

PLAYING TIME: Achieving a fast playing, but accurate, basketball game is a near impossibility. Regardless of advertising claims, every game we've tried is a compromise - some tending toward accuracy, some toward speed. Ours is a compromise. We've lowered the playing time for this year's edition by reducing the number of options on each Play Action card to either two or one; we've also moved some of the shooting and foul results from the Play Scoring Chart to the Shot Cards.

PLAY ACTION CARDS: Besides streamlining the Play Action cards, we have added enough cards so that each player has his own deck. Best of all, extra cards are provided so that each player can assemble his deck so as to reflect the actual shooting characteristics of his team. For example, the Play Action card deck for Buffalo will automatically have McAdoo shooting and scoring more than any player on the team. Complete deck assembly instructions are given for each of the pro teams.

INDIVIDUAL REBOUNDING: Individual rebounding, including rebound battles, has been added to the game. The turnover, blocked shot, and foul provisions have been improved. The free throw chart has been expanded to ten columns for increased statistical accuracy.

COMPLETE RATINGS: Complete player ratings are provided this year. All of the important categories are on a statistical basis, including defense! (In case you are wondering how this was done, we'll tell you: Each team's total defensive rating was normalized to the team's defensive stats, i.e., "points scored against", and this total was distributed subjectively among the top ten players. The total offensive rating is also normalized to each team's total offensive stats, but in this case the total is distributed among the players on a statistical basis.) Instructions (greatly expanded from the first edition) are given for doing the ratings yourself.

OUTSIDE ADVICE: The subjective ratings for the new edition have been done by Bob Shepherd, the editor of "Basketball Pro-Style Magazine" of Akron, Ohio, after numerous interviews with many professional basketball players. Bob follows the pro scene more closely than anyone we know and we decided he would be the ideal person to team up with. We are promoting his magazine as the ideal source to use for updating player ratings as the season progresses.

QUALITY OF MATERIALS: The overall quality of the components of the game have been improved. The cards are now 2"x2.8", are printed front (black) and back (red), and pre-collated. The playing court board has been enlarged and the game box/shipping carton has been factory printed in two colors.

We hope to have new normalized ratings for all of the teams by the next issue. These ratings will be based upon the teams' performances during the first half of the year and should increase the correlation between actual results and table top results. We'll

leave it to you to adjust the individual ratings to correspond to the new team ratings.

INSTRUCTIONS FOR CUSTOMIZING THE PLAY ACTION CARD DECK

As we mentioned above, we have provided a means for building a Play Action deck to represent any particular team. We used the average of 14.0 points per game as the minimum cut off point to qualify a player for extra cards. This number is arbitrary and we settled upon it by trial and error. To determine the number of extra cards, first calculate each of the qualifying players' average field goal attempts per minute. If he has an average fga/min in the range of .451 - .509, give him two extra cards. If he has an average .510 or above, give him three. Again, these numbers are arbitrary and were settled upon by trial and error.

ADVANCED ADJUSTMENTS

We have made mention in the instructions for BPS that overall shooting percentages may be altered by shifting the column headings of the Play Scoring Chart either right or left. In addition, you can also alter shooting percentages by remarking all the letters on the Shot Cards (i.e., the Play Scoring Chart row designations) up or down a notch. For example, all "f's" would become "e's" or "g's". Raising all letters one notch increases the shooting percentage 3% (more accurately, 2.8%) and vice versa. Actually, a better method is to raise or lower the letters two notches on half the Shot Cards. It gives the same result with less work. These modifications would be primarily useful for playing the various college conferences.



THE ULTIMATE IN TABLE BASKETBALL!

Truly a basketball fan's idea of the complete table game, BASKETBALL PRO-STYLE makes all others seem like second rate substitutes. Blending accuracy with gamesmanship, BPS allows you to reproduce the performances of the pro teams to the last statistical detail or, if you prefer, to make trades, strategy changes, substitutions, etc. in an attempt to coach your favorite pro team to the championship. What's more BASKETBALL PRO-STYLE shows you how to rate the players from stats! You don't have to keep buying new cards each season unless you wish to.

With the game you get player cards for the top 10 players on each NBA and ABA team, rated for all aspects of play: inside shooting, outside shooting, penetrations, free throws, defense, offensive and defensive rebounding, ball handling, fatigue, fouling, and injury. The contents also include a durable, colorful game box; top quality action cards; shot cards; easy-to-use charts; multicolored court; complete details on how to play head-to-head or solitaire; and full instructions on how to convert stats into player ratings in the future. Don't miss out on the fun...order today!

Two complementary publications are also available for use with the game - BASKETBALL PRO-STYLE MAGAZINE contains in-depth interviews with key players and coaches in the NBA and ABA, comprehensive individual and team statistics and analysis of important events and developments in pro ball. Although the stats are perfect for up-dating the BPS game during the season, the magazine is designed for all pro fans, not merely BPS game owners. In contrast, our general publication, TABLE TOP SPORTS, contains a special section entitled "Basketball Pro-Style Newsletter" with features that pertain only to the table game itself - the latest developments in game design, letters from fans, playing tips and hints, and so on. Sample issues of both publications are available.

Gamecraft products are not sold on approval. However, exchanges for other Gamecraft products may be arranged.

Please send the following. Payment is enclosed.

-NBA game set \$9.95 plus \$1.00 shipping
-ABA game set \$8.95 plus \$1.00 shipping
-NBA-ABA deluxe set \$11.95 plus \$1.00 shipping
-NBA-ABA Extra Player set (80) \$2.00
-Sample issue BPS MAGAZINE \$1.00
-1 year BPS MAGAZINE \$4.00
-Sample issue TABLE TOP SPORTS (includes "Basketball Pro-Style Newsletter") \$1.25
-1 year TABLE TOP SPORTS \$4.00

.....I enclose \$1.00 for more information on the game and publications. If I purchase, the \$1.00 may be credited to my order.

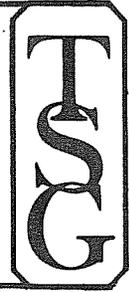
All payments must be in U.S. funds. Texas residents add 4% sales tax. U.S. residents may add \$3.00 extra for Air Mail shipment if desired.

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GAMECRAFT COMPANY - Dept. ST, Box 1531, Vernon, Texas 76384



TSG I: Pro Football Newsletter



Game Designer: *Jim Hallo*

Game Statistician: *Jed Duty*

T. M.

T. M.

DESIGNER'S CORNER/Jed Duty

SOLO PLAY IN FOOTBALL

Solo play in a football game has always been a matter of trying to force the offensive play selection to be realistic without relying upon the individual to select plays and personnel which do not have the greatest chance of success just to achieve a realistic statistical outcome. In other words the ideal solo game should allow a maximum flexibility in defensive sets and at the same time camouflage them well enough that when it comes time to select a play, the defense isn't so over-committed that the call becomes obvious. For this reason TSG has arrived at a set of defenses for solo play which is designed to adversely affect the most likely call in a particular situation, in most cases without completely discouraging this play from being called.

In designing a defensive game plan for solo play it is wise to look at the opponent's offense and note strengths and weaknesses, and observe if there is a great disparity between the ground game and passing attacks. The set of All Purpose defenses should be the backbone of your defensive strategy and probably should occupy 70-80 per cent of all defensive calls during the game. Only when the offensive team is in a short yardage or passing situation should one of the specialty defenses come into play. Gambling defenses are not percentage defenses and are a reflection of desperation on the part of the defensive coordinator. True, if a mismatch of teams exists or the defense is behind late in the game, then gambling defenses may be the only resort.

Certainly, many more defensive combinations could be drawn up than we have here in TSG. Some of us play solo games differently than others and some of the defensive sets in TSG may be of no use while a new defense or two may be of tremendous value. The point is not to over complicate defensive strategy with too many widely varying defenses. Probably six to eight different sets are all one needs for any given match-up of opponents.

Not much has been said about offense here as most of us are well aware of how we want our teams to move, and play selection really isn't that much different from what it is in head to head play. One big difference does exist, however, and that is that there is no keying by the defense in solo play against a particular offensive play. So, overuse of certain players can become a problem. Thanks to the secondary receiver chart, which I feel is one of the finest modifications TSG has to offer, misuse of receivers has certainly been minimized if not eliminated. One could achieve statistical realism in the past and yet continually throw to the best receiver in all the clutch situations; not so any more. The running game is more difficult to regulate in a realistic manner and at this point we are still left with the onus of responsibility for proper usage resting mainly on the shoulders of the solo player. Soon we hope to develop a palatable usage formula. One idea I've found useful is to remove a runner for one play after a gain of 20 or more yards or a receiver for one play after having run the fly pattern (the one designated as the receiver on the secondary receiver chart).

CONCLUSION OF 1973 REPLAY

Here is the conclusion of the 1973 New Jersey TSG Football League replay continued from the preceding newsletter.

1973 NJTFL SUPER BOWL IV

	1	2	3	4	TOT
Dallas Cowboys	0	6	7	3	16
Baltimore Colts	7	3	7	0	17

SCORING

1st Quarter - 7:45 Baltimore: Mac Lane, 1 yard plunge (Jim Bakken PAT)
 2nd Quarter - 3:00 Baltimore: Bakken, 18 yard Field Goal
 6:45 Dallas: Horst Muhlmann, 31 yard Field Goal
 11:00 Dallas: Muhlmann, 34 yard Field Goal
 3rd Quarter - 0:15 Baltimore: Vic Washington, 95 yard kick-off return (Bakken PAT)
 9:45 Dallas: John Roland, 6 yard pass from Jim Hart (Muhlmann PAT)
 4th Quarter - 3:15 Dallas: Muhlmann, 35 yard Field Goal

SUMMARY

Rushing - Dallas (23 for 73) Roland 13 for 55, Walt Garrison 8 for 18, Dave Parks 1 for 1, Frank Lewis 1 for -1
 Baltimore (27 for 97) Lane 17 for 81 1TD, Wendell Hayes 5 for 9, Washington 4 for 7, John Gilliam 1 for 0.
 Passing - Dallas Hart 10 of 24 for 196 yds., 1 int., 1TD, 3 sacks for 27 yds.
 Craig Morton 6 of 10 for 89 yds., 1 int., 1 sack for 5 yds.
 Baltimore Charlie Johnson 16 of 28 for 185 yds., 1 int., 2 for 28.
 Receiving - Dallas (16 for 285) Lewis 6 for 164, Ed Bell 4 for 47, Roland 3 for 15 1TD, Garrison 2 for 59, Parks 1 for 0
 Baltimore (16 for 185) Rod Sherman 4 for 61, Lane 4 for 41, Hayes 3 for 19, Washington 3 for 15, Ray Chester 1 for 38, Gilliam 1 for 11.

COMMENTARY

Vic Washington's return of the second half kick-off ninety-five yards for a touchdown was the big play of the game as Baltimore defeated Dallas in Super Bowl IV. The return was actually Washington's second chance as Dallas was offside on the first kick. Trailing 6-17, the Cowboys dominated the entire second half, holding the Colts to just two first downs and one scoring threat, while putting ten points on the board themselves and just failing to pull out the victory.

The Colts scored first after Rod Sherman's thirty-one yard punt return gave them possession at the Dallas forty-four. Nine plays later MacArthur Lane bulled over from the one. The Cowboys took the ensuing kick-off and, with the aid of three penalties moved to the Baltimore three yardline. On second and goal, Morton, subing for Hart, who had been knocked unconscious on the second play of the game and who did not return until the second half, threw to Bell who was stopped six inches short of the goal; on third down, Morton, attempting to pass, was thrown for a five-yard loss. That was the big play of the game. The Colts went ten points up after Jon Staggers fumbled a punt away at his own nineteen, Bakken hitting three plays later from the eighteen. Dallas got on the board when Johnson was intercepted by Jack Tatum at the Cowboy twelve and returned sixty-eight yards to the Colt twenty. Three plays later, Muhlmann kicked a thirty-one yard FG. On the ensuing series, Washington fumbled the ball away at the Colt thirty-nine, and Muhlmann hit from the thirty-four.

After Washington's kick-off return, Hart threw seventeen yards to Bell and forty-seven yards to Lewis to give the Cowboys first and goal at the Colt five. On the next play, Henry Davis intercepted in the endzone, but the Dallas defense forced two quick punts and the Cowboys narrowed the gap to four points with twenty minutes to play, driving sixty-nine yards in seven plays, Hart accounting for all the yards through the air. There followed three punts before Muhlmann hit from the thirty-five with nine minutes to play. Baltimore took the ensuing kick-off and drove to the Cowboy thirteen where Wendell Hayes fumbled the ball away. Dallas achieved three straight first downs and advanced to their own forty-seven; Roland rushed for four but a penalty on the following play moved the ball back to the forty-six. Hart tried to hit Lewis twice but failed and Widby punted to the Colt fifteen. Baltimore ran three plays and punted, Stagers returning thirteen yards to the Dallas forty-seven with three minutes to play. Hart threw incomplete to Lewis before Walt Garrison carried twice for eight yards to the Baltimore forty-five at the two-minute warning. On fourth and two, Hart looked for Lewis who was covered and then threw intended for Roland, but incomplete. Dallas got the ball back at their own ten with thirty seconds to play, but could not advance the ball.

but none compare to your game. No game has ever blended the team and individual talents so well as does your game. I find this game to be the most accurate simulation of football play anywhere without entering the field. The inventors of your game should be inducted in the Pro Football Hall of Fame for outstanding contribution in the field of entertaining and interesting the tablegame fan and the armchair quarterback.

Please send the game to the address indicated above. I hope I will receive my new game as soon as possible. I am looking forward to another season of TSG: Pro Football!

Sincerely yours, J. L. Arrington, Twin Falls, Idaho

Ed. Mr. Arrington, on behalf of Jim Hallo and Jed Duty, both of whom now have heads about five sizes too large for the football helmets they wear while playing TSG, we thank you. We also apologize to you and the other long time fans of TSG for the quality of this year's card sets. We simply did not have the time, foresight, and money needed to do a first rate job. We plan to begin typesetting next year's cards in the spring as soon as Jed Duty can get the ratings to us. This will give us time to do a thorough proofreading job and to have the cards printed by someone with more experience at running card stock. In the meantime here are some more corrections for the 1975 edition to supplement those published in the summer newsletter: Howell (NYJ) uniform number 20; Washington (Buff) KO2; and Tarver (NE) line 12 of both the OD and ER columns should be a "26".

LETTER AND CORRECTIONS

Gentlemen:

I have found your game to be by far the most realistic football game ever introduced on the market. I have tried Strato-matic, APBA, Statis Pro, Sports Illustrated, Vince Lombardi, and others,

CURRENT TCC DRAFT LEAGUE STANDINGS

Reproduced below is a computer printout of the standings of the TSG TCC Football League as of November 21, 1975. TCC stands for West Inghouse Tele-Computer Center. The principals behind the league are Jack Snyder, Randy Kuny, and Mike Smith who work at the computer center (we assume) when they are not on the telephone to us wanting to know such things as "Where are our card sets that we ordered two months earlier?," "Which middle guards got a rating of '5'?" "Aren't there a couple of errors on Englebert Humperdinck's card?," and "How are things in Texas?"

We thought this reprint of a current draft league weekly report plus the publication of the very well done 1973 NJTFL draft league results would show that draft leagues can be organized and carried through to completion, and that the results of individual players will be realistic. (We're sure that Fran will get his passing arm limbered up before season's end.) What we can't show you is that they are a lot of fun. (Snyder and company even have a formal drafting complete with a celebration dinner.) We'll leave that to your imagination.

NOVEMBER 21, 1975

TCC FOOTBALL LEAGUE

NINTH WEEK'S RESULTS
HEXAGRAMS 10, PACERS 16 (OVERTIME)
PODHOLDS 51, TURTLES 14
TITANS 24, PITTS 0
PENTACLES 14, CATS 6

TENTH WEEK'S GAMES
TURTLES AT PITTS
PACERS AT PENTACLES
HEXAGRAMS AT CATS
PODHOLDS AT TITANS

DIVISION STANDINGS
EAST W L T PTS WEST W L T PTS
POTH 7 2 0 7 TITA 7 2 0 7
HEXA 5 4 0 5 PITT 5 4 0 5
TUPT 3 6 0 3 CATS 4 5 0 4
PACE 1 8 0 1 PENT 4 5 0 4

PLAYER INJURED FOR FUTURE GAME
RON JESSIE (PITT) FOR 10TH GAME

TEAM OFFENSIVE STATISTICS (AMOUNTS GAINED)

TEAM	POINTS	RUSHING YARDAGE	NET PASSING YARDAGE	TOTAL OFFENSE	FIRST DOWNS	TOTAL RETURN YARDAGE	TURNOVERS
CATS	177	1,153	1,193	2,306	122	1,649	22
HEXA	125	1,583	1,202	2,785	147	1,700	25
PACE	111	930	1,285	2,224	104	1,232	27
PENT	146	1,114	1,179	2,293	113	1,908	27
PITT	117	1,197	1,124	2,321	110	1,653	34
POTH	226	1,308	1,324	2,632	171	1,227	20
TITA	199	770	1,164	1,934	101	1,755	26
TURT	141	1,324	1,572	2,828	155	1,624	39

TEAM DEFENSIVE STATISTICS (AMOUNTS YIELDED)

TEAM	POINTS	RUSHING YARDAGE	NET PASSING YARDAGE	TOTAL OFFENSE	FIRST DOWNS	TOTAL RETURN YARDAGE	TURNOVERS
CATS	131	956	1,272	2,178	111	1,633	28
HEXA	118	936	1,263	2,199	108	1,432	22
PACE	223	1,731	1,287	3,018	155	1,581	24
PENT	130	1,123	1,285	2,388	130	1,629	32
PITT	145	1,231	1,185	2,416	138	1,475	23
POTH	128	1,009	1,376	2,445	121	1,600	35
TITA	127	1,388	1,060	2,428	127	1,711	37
TURT	200	956	1,947	2,923	133	1,288	19

SCORING	TEAM	TOUCH-DOWNS	FIELD GOALS ATTEMPTED	FIELD GOALS MADE	FIELD GOAL PERCENTAGE	EXTRA POINTS	TOTAL POINTS
COCKROFT, DON	CATS	25	20	19	.950	11	71
BLANDA, GEORGE	TITA	23	23	23	.739	26	71
SMITH, JOHN	HEXA	24	19	19	.792	9	66
MARCOL, CHESTER	PENT	24	16	16	.667	14	62
TAYLOR, CHARLEY	POTH	8	13	10	.769	15	48
GERALD, BOB	TURT	14	11	11	.786	10	43
STERNBERG, JIM	PACE	16	12	12	.750	6	36
RODER, MERRI	POTH	6					36
SANDERS, CHARLIE	POTH	6					36
MAXSON, ALVIN	TITA	6					30
PEARSON, DREW	TURT	6					30
METCALF, TERRY	CATS	6					30
MYERS, CHIP	PACE	6					30
WAGE, CHARLEY	TITA	5					27
MUHLMANN, HORST	POTH	4	7	6	.857	9	27
PARISH, LAMAR	CATS	4					24
SIMPSON, DJ	PITT	4					24
MCCLEARD, BILL	PITT	6	4	4	.667	12	24
SWANN, LYNN	HEXA	3					18
HARRIS, FRANCO	PACE	3					18

RUSHING

TEAM	ATTEMPTS	YARDAGE	AVERAGE	TD	
MCCUTCHEON, LARRY	HEXA	245	1,020	4.16	1
BROCKINGTON, JOHN	TURT	214	894	4.03	2
ARMSTRONG, OTIS	POTH	149	649	5.14	4
METCALF, TERRY	CATS	197	742	3.76	4
MCKINIS, HUGH	PITT	161	622	3.86	2
WOODS, DON	PACE	153	590	3.79	2
CUNNINGHAM, SAM	PENT	150	573	3.82	2
MAXSON, ALVIN	TITA	104	522	3.18	5
DAVIS, CLARENCE	HEXA	90	390	4.33	1
FOREMAN, CHUCK	CATS	107	387	3.61	1
ELLIOTT, LEWIS	PENT	92	319	3.47	2
SIMPSON, DJ	PITT	67	260	3.88	3
HARRIS, FRANCO	PACE	103	256	2.49	1
PODDLAK, ED	POTH	52	240	4.61	1
HAMPTON, DAVE	TITA	74	215	2.90	1
MITCHELL, LYDELL	TURT	55	212	3.85	2
KEYWORTH, JIM	TURT	40	159	3.97	2
MALONE, ART	POTH	47	158	3.36	1
DAVIS, CHARLIE	POTH	30	139	4.63	1
RIGGINS, JOHN	HEXA	19	112	2.87	1

RECEIVING

TEAM	NUMBER	YARDAGE	AVERAGE	TD	
SANDERS, CHARLIE	POTH	44	505	10.52	6
TAYLOR, CHARLEY	POTH	41	636	15.51	8
JOHNSON, BILLY	PENT	37	511	13.81	5
PEARSON, DREW	TURT	35	288	18.48	5
BRANCH, CLIFF	HEXA	35	448	13.37	2
METCALF, TERRY	CATS	35	327	9.34	1
RASHAD, AHMED	PENT	30	597	19.90	2
MYERS, CHIP	PACE	28	594	21.39	5
FOREMAN, CHUCK	CATS	27	296	10.96	1
RODER, MERRI	TURT	26	606	23.30	1
RILEY, KEN	HEXA	25	427	17.08	1
SMITH, JACK	POTH	23	422	18.34	2
WAGNER, BOB	PITT	21	358	17.04	2
PARKER, JOEL	PACE	21	59	2.80	1
WOODS, DON	TITA	20	366	18.30	1
KNIGHT, DAVID	PITT	19	295	15.52	1
CASTER, RICH	TITA	18	108	6.00	1
MAXSON, ALVIN	PACE	18	102	5.66	2
HARRIS, FRANCO	TITA	18	374	18.44	5
WAGE, CHARLEY	POTH	17	177	10.41	1

KICKOFF RETURNS

TEAM	NUMBER	YARDAGE	AVERAGE	TD	
BLOUNT, MEL	HEXA	10	388	38.80	0
MOORE, NAT	TURT	29	455	36.53	0
MCKINIS, HUGH	TITA	19	450	28.94	1
LAIRD, BRUCE	HEXA	20	565	28.25	0
JONES, LARRY	PITT	21	569	27.00	0
METCALF, TERRY	CATS	21	626	29.80	0
METCALF, TERRY	POTH	12	107	25.58	0
ARMSTRONG, OTIS	POTH	10	250	25.00	1
PARISH, LAMAR	PENT	14	348	24.85	0
JOHNSON, BILLY	PITT	10	248	24.80	0
TINNEY, GERALD	PENT	19	470	24.73	0
PRUITT, GREG	PACE	18	495	23.55	0
GANN, STEVE	CATS	9	104	21.55	0

PUNT RETURNS

TEAM	NUMBER	YARDAGE	AVERAGE	TD	
TINNEY, GERALD	PITT	14	358	25.57	3
PARISH, LAMAR	CATS	20	417	20.85	4
MORGAN, DENNIS	TITA	19	386	20.31	1
HEXA	25	392	15.68	0	
PRUITT, GREG	PENT	12	156	13.00	2
JOHNSON, BILLY	PENT	15	191	12.73	0
RODER, MERRI	POTH	17	216	12.70	0
MOORE, NAT	TURT	15	190	12.66	0
METCALF, TERRY	CATS	14	176	12.57	0
SCOTT, JAKE	PITT	6	110	12.22	0
THOMPSON, RILL	TURT	10	109	10.90	0
BEYELSEN, JIM	PITT	15	158	10.53	0
CASANOVA, TOM	HEXA	20	210	10.50	1
BRYANT, CULLEN	POTH	11	76	6.90	0

INTERCEPTION RETURNS

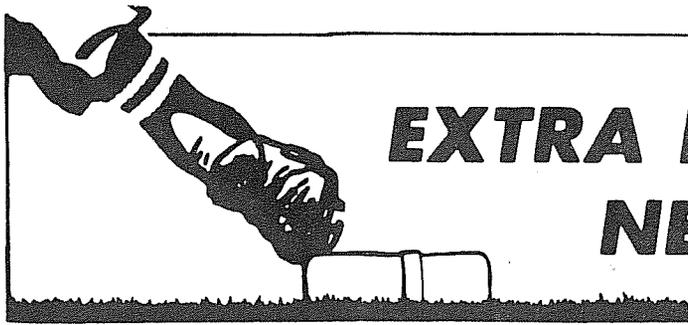
TEAM	NUMBER	YARDAGE	AVERAGE	TD	
BARNEY, LEM	CATS	9	149	16.55	0
BASS, MIKE	TITA	4	141	17.62	0
JACKSON, DICK	POTH	8	127	15.87	0
JOHNSON, JIMMY	PENT	8	121	15.12	0
ELLIS, MEN	TITA	6	180	26.66	2
JACKSON, HERNARD	TITA	6	72	12.00	1
RILEY, KEN	POTH	6	58	9.66	0
THOMAS, EMITT	POTH	5	78	15.60	0
HARRIS, CLIFF	PENT	5	46	9.20	0
PARISH, LAMAR	CATS	5	18	3.60	0
THOMPSON, MERV	TURT	4	90	22.50	1
RODER, MERRI	PITT	4	46	11.50	0
HAYES, TOM	PACE	4	40	10.00	0
SCOTT, JAKE	PITT	3	62	20.66	1
TAYLOR, CHARLEY	CATS	3	33	11.00	0
HALL, JIMMELAN	TITA	3	22	7.33	0
JOHNSON, BOB	PENT	3	20	6.66	0
WEHRLI, LEO	PITT	3	5	1.66	0
FISCHER, PAUL	HEXA	2	68	34.00	0
CHEVONSKI, JIM	TITA	2	22	11.00	0

PUNTING

TEAM	NUMBER	YARDAGE	AVERAGE	BLOCKED	
COCKROFT, DON	CATS	16	664	41.50	0
BLANCHETT, TOM	PITT	49	2,029	41.40	0
WILSON, JERRELL	TURT	29	1,179	40.65	2
VAN-HEUSEN, BILL	TITA	54	2,194	40.62	1
METCALF, TERRY	CATS	35	1,413	40.37	1
OWY, RAY	POTH	34	1,367	40.20	2
JAMES, JOHN	PACE	46	1,841	40.20	1
PARICE, DENNIS	PENT	49	1,973	39.73	0
BAFEMAN, MARV	HEXA	43	1,686	39.20	0

QUALIFIED PASSES (AT LEAST 90 ATTEMPTS)

TEAM	ATTEMPTS	COMPLETE	YARDS	TOUCH-DOWNS	INTER-CEPTIONS	PCT COMPLETE	PCT TD	PCT INT	YARDS/ATT	PASS PTS
DANSON, LEN	PENT	124	79	1,124	7	5.63	4.80	0.07	7	0
HART, JIM	POTH	164	93	1,239	10	9	54.88	6.10	5.49	7.55
ANDERSON, KEN	POTH	136	83	935	7	6.15	2.94	6.87	12	73
GABRIEL, ROMAN	PENT	105	55	732	4	5.24	3.77	6.81	18	18
STABLER, KEV	PITT	160	75	1,162	5	4.68	3.13	8.75	7.26	24
NORTON, CRAIG	TURT	167								



EXTRA INNINGS NEWSLETTER

Game Designer: **Jack Kavanagh**

BOOK REVIEW/Jack Kavanagh

GUIDE TO BASEBALL LITERATURE

Here's the answer to a baseball bibliophile's prayer... and many questions. When we learned in the April SABR Bulletin that Anton Grobani had published his seven year research project, "Guide To Baseball Literature", we rushed in our order.

We are very pleased with this book about other baseball books. What faults we find in its organization are such that we can't really propose a better way to have done it. What ever way you separate into categories leaves some items meriting inclusion in more than one.

One value established by this book is that it provides a standard cataloging system and numbering index. There is a prefix number (1 to 33) to establish the category, followed by another set of numerals which follow a chronology more or less. The listings run through 1972 so these identifications can be expanded in future editions.

To baseball publication collectors this will now serve as a ready reference much as the Card Collector's Catalog coding does for those who glibly identify early tobacco issues as T-206. Applying that technique to "Guide To Baseball Literature", Leonard Koppett's "The Thinking Man's Guide To Baseball" will be referred to as 2-36.

"Guide To Baseball Literature" now identifies items for collectors by establishing that they do exist (somewhere) and can be sought for. Perhaps the greatest value will be to provide competent identification of books offered by mail, in auctions, etc. in collector publications. We have several times paid more than we should for something with a promising title which was a disappointment we'd have avoided had we a better idea of its content.

The author has done an absolutely fantastic job of identifying publications of the past. He has even dug into the periodicals which have proliferated so much; included paper cover items, booklets, etc. The scope of the project was so vast it is inevitable that some minor works have eluded the author's search. Absent from periodicals is "Fogels Baseball Magazine" which was a short lived publication (we've seen Vol. 1, No. 4) produced by Horace Fogel, once a sports writer, then the owner of the Phillies, who was forced out of the league by the other owners following his charges of bias against National League umpires and the league president in 1912.

However, it is a commendation of the scope of Anton Grobani's research that you have to look to such a minor item to find any kind of an omission.

"Guide To Baseball Literature" belongs in the hands of any serious collector of baseball books and other publications. It will save searching for non-existent items ("Who's Who In Baseball" which didn't appear between the first in 1912 and the next in 1916, for example). We will hope for an updating every five years or so. With this basic work now established, the future historian and collector will have a reliable guide to the many publications, both major and minor, which have been printed in the past.

Ed. "Guide To Baseball Literature" is available from Gale Research Company, Book Tower, Detroit, MI 48226. 363 pgs., hard bound, \$15.00.

'22 BROWNS WIN IT!

Jon Landman's Summer League Newsletter - Number 3 August 2, 1974.

1974 FINAL STANDINGS

TEAM	W	L	GB	HOME RUN LEADERS
1922 Browns	8	3	-	Hodges (1955) 7
1929 Cubs	8	3	-	Hornsby (1929) 6
1927 Yankees	7	4	1	Covington (1957) 5
1969 Orioles	7	4	1	Mathews (1957) 5
1957 Braves	7	4	1	
1939 Yankees	7	4	1	PITCHING - WINS
1955 Dodgers	6	5	2	Kelp (1922) 3-0
1946 Cardinals	5	6	3	Malone (1929) 3-0
1961 Yankees	4	7	4	Conley (1957) 3-0
1969 Mets	4	7	4	Cuellar (1969) 3-0
1963 Dodgers	2	9	6	
1906 Cubs	1	10	7	LOSSES

PLAYOFF GAME

TEAM	R	H	E
1922 Browns	4	7	2
1929 Cubs	2	9	0

HR: Tobin, P. Collins, K. Williams
WINNING PITCHER: Shocker
LOSING PITCHER: Blake

ONE-TEAM RECORDS:

MOST RUNS IN A GAME: 16 (1955(vs.1929))
MOST HITS IN A GAME: 20 (1955(vs.1929))
LEAST HITS IN A GAME: 2 (1963, 1906)
LEAST HITS IN A WINNING CAUSE: 2 - 1906 beat 1969 O's, 4-3.

TEAM HOME RUNS

1906	1
1922	8
1927	8
1929	17
1939	10
1946	2
1955	20
1957	21
1961	15
1963	7
1969 O	11
1969 M	8

SHUTOUTS

Ford (1961)
Ruether (1927)
Townbridge (1957)
Wright (1922)
Cuellar (1969)

TOTAL: 128

Mr. Faulk: First of all, let me say I am an EI fan. I wish to discuss a few matters: 1) How many issues are left on my subscription? 2) Enclosed is one of my SUMMER LEAGUE NEWSLETTERS. In regard to the survey in the January issue, I would like to see a section on replays and leagues. Also possibly a classified section: this would help form PBM leagues. 3) I have a few of my own ratings that I feel were accidentally omitted in the EI rosters. Here they are: Otis T-1; Vukovich SD-3B; R. Jackson SD/T-1 (that is obvious); Millan MK; Bonds SD/T-1. 4) I am glad H. Washington is an AAR- few people realize that he is not deserving of an S. He stole 29 bases, but was caught 16 times, not by any means an outstanding season. Sincerely, Jon Landsman, Valley Stream, NY

Ed. 1) We have begun placing the date of all subscriber's expiring issues after their names on the address label for TTS. We'll leave it up to you guys from now on to keep up with your own expiration dates. All addresses should be converted to this form by the next issue. 2) We have printed Jon's newsletter above. We will try to print as many replays as space will allow in each issue and we will allow free space to anyone wishing to publicize

FROM THE GRANDSTAND MANAGERS

We'll reprint below a few letters containing questions about "EI" that we've received in the past few months. The lead-in commentary is by GAMECRAFT and the answers are due to Jack. If the answers seem briefer than usual for Jack, it's because of the haphazard process we have of forwarding questioning letters to him for a possible answer, when and if he has the time.

The first letter is from Peter Nocerini, Milwaukee, WI, a news reporter for a suburban newspaper. Everyone please note the compliment about our quick service. That proves we don't always lag behind. However, we're not quite sure of what Peter meant by stating that he expected it to come a week later. Perhaps he has ordered from us before.

Dear Sirs: First of all, thank you for the quick shipment of the Extra Innings game. I, quite honestly, had been expecting it to come a week later. In the past several days I have been reading over the instruction sheets and I have several problems.....

STRIKE OUTS BY BATTERS - Is there an adjustment for PK and MK batters, as there is for PW and MW batters? This is implied in the second paragraph of the "Strike Outs By Batters" section, but it is not spelled out as it is in the "Walks by Batters" section. Please advise me. **ANS:** (We goofed. This section was omitted from the instructions. We'll reprint Jack's directions from "EI Newsletter," Vol. 3, No. 3.) A batter rated MK will be one who strikes out on less than 10% of his outs. A batter rated PK will be one who strikes out on more than 30% of his outs.

By "outs" we mean those times he is retired or, by hitting into a force play, causes an out and is charged a time at bat.

What we'll do is subtract hits from at bats and regard the remainder as outs. There'll be some at bats included when the batter reached first on an error. However, we are not provided stats which tell us this. Since major league teams field at less than 2% errors (and many of these are made on plays on runners other than the batter, etc.), it doesn't materially effect the way a batter is retired.

Now, for a reasonably effective way to employ the MK and PK factors without creating a mechanical monstrosity. When an MK player is at bat, reduce the pitcher's strike out lines by half. If the pitcher's K rating is 6-1-1 (a strike out on all rolls between 6-1-1 and 6-6-6) when he faced an MK player it would be 6-4-1. Rolls between 6-1-1 and 6-3-6 would be read from the Second Roll Chart as they appear and not converted into Ks for the pitcher.

For the PK rated batter we'd add half as many lines to the pitcher's strike out lines. If he was rated 6-1-1, when Reggie Jackson or any PK batter was at the plate they'd increase to 5-4-1 and any form of put out on the Second Roll Chart would be regarded as a strike out.

INJURIES - I quite frankly can't figure that section out - can't see how it all works together. The "First Roll" section under 2-2-3 to 2-3-4 says "All have limiting conditions relating to Second Roll action."

Then turn to the "First Roll Chart" itself. It lists, from 2-2-3 to 2-3-4 the various situations under which injuries take place.

Now turn back to page 7 and check out the "Injuries" section. Undereath the charts that tell how long ordinary players are shelved, special layoff periods for pitchers are listed. Pitchers? According to the limiting conditions in the First Roll Chart, it is impossible for pitchers to become injured unless they do so as batters or runners.

Now check the "Injured Player" subsection, the last paragraph before the "Rating the Players" section starts. Events are listed here (such as catcher injured at a play at the plate) that are completely inconsistent with the First Roll Chart limitations.

Could you please clarify all this for me? Am I missing something in the instructions or what? **ANS:** If there are any inconsistencies in this aspect it results from my own ambivalence. As my own use of the game is for replay purposes, using each team's actual games played,

at bats, innings pitched per player, I don't utilize this phase. I included it because I'm aware that some table gamers like it for extra drama, gamesmanship, etc.

In the next (final?) edition of "EI", I'll alter the instruction on the First Roll Chart for 2-3-4 to read: Injury to runner on a put out at first base; if third out of the inning, injury to player covering first base.

This'll give the pitcher a chance to get hurt.

SPECIAL DOUBLE PLAY RANGE - Do you use this with the same procedure used for the regular double play situation? Specifically, can a batter's hit erase a DP in this situation too? Do you go to the Double Play Chart to find out the scoring (assists, etc.) or the play? - obviously, the one runner is out, but do you follow the same scoring as on the DP Chart? **ANS:** Yes, a batter's hit erases the DP. No, always score it 6-4-3. Yes, advance other runners not involved in DP. What happened was that the original design of DPs was mathematically pure for team DP totals. However, the idea of having an ensuing base hit cancel the DP reduced the totals. So, by adding in the Special DP Range, I got back the numbers I was losing. Teams are now registering DPs quite close to team totals; variables are DPs resulting from a failure to score on a would be sacrifice fly and a strike out in a hit and run situation with the runner being thrown out. Both result in DPs being registered and both results from optional choices by the manager.

TRIPLE PLAYS & THE FIRST ROLL CHART - Here I only need to know exactly what "If followed by In. F. fair fly ball" means. Is it "infield fair fly ball"? This refers to the listing on the First Roll Chart.

As I said, I've only had time to play half a game since receiving the game. You may be very AMUSED TO LEARN THAT I used 10 men in my batting order - it wasn't intended that way but that's what I found out when looking over the scoresheet. Seems that I chose two shortstops. **ANS:** An In F Fair Fly Ball is a reading from the second chart of a 3, 4, 5, or 6 (first baseman, second baseman, third baseman, short stop) making an unaided put out of a ball which is not a foul out. Virtually all triple plays start with a line drive to an infielder.

I think that covers the questions. I guess there's no end as every time you stitch up one thing, it seems to unravel another.

Anyway, we're going to continue working on the game today (minus one of my shortstops). At this point my 1969 Baltimore Orioles are leading my wife's '69 New York Mets. The Mets ended Dave McNally's no-hitter when the first batter of the game, Ed Kranepool, singled. Cleon Jones shipped him to third on another single. Kranepool then scored on Ed Charles' sacrifice fly to left.

But I managed to grab a 2-1 lead in the third inning off Tom Seaver (natch!). Andy Etchebarren opened the inning with a walk. After Dave Johnson and McNally flied out to right, Mark Belanger, one of my two shortstops, doubled in Etchebarren and Don Buford followed by singling in Belanger. Frank Robinson flied out to left to end the party. I got two runners on base in the fourth with two out and my wife did the same in the fifth but nothing come of it.

First observations: This is an extremely complex game. I'm well satisfied that it is very realistic and that a lot of work has gone into it. It's a simple game in that it goes without the needless complications I have seen in other games, thank God.

I just hope I'm going to be able to remember all the possibilities involved in the game. My best hope, I guess, is to read and reread the instructions and try to memorize that whole big book.

Anyway thank you for wading through all three pages. When I write in the future, I'll try to be briefer and I hope to have fewer questions.

And I promise to use only one shortstop in the future.

Cont'd from p. 12

the formation of a league using a Gamecraft game such as "EI." The more leagues that are formed, the more games that we sell; and the more games that we sell, the more money coming into Gamecraft. 3) We're always getting letters with disagreements on the subjective ratings. (They're done by Jack, incidentally.) We'll print opinions but we won't argue about them. Jon is definitely correct about Millan, however. He should be an MK. 4) On behalf of Jack, thanks.

T.H.E. PRO FOOTBALL

NEWSLETTER

Game Designer: *Steve Keplinger*

DESIGNER'S CORNER/Steve Keplinger

SEARCHING FOR TABLEGAMERS

Probably the biggest problem for the table game enthusiast is finding someone to share his discovery with. I'm sure you have gone through the feeling of emptiness when you cannot find anyone to play your game with.

Even solitaire players need a break once in a while to pit themselves against real competition. And I'm sure there have been many times when you've thought about splitting a replay with someone else.

The thought of an entire season replay with twenty-six players involved probably makes some of your mouths water. Hopefully, we can help you search out some "hidden table gamers" to add to your enjoyment.

First of all, look right in front of you. The guy you hang around with in school, or maybe the sports fan at work. All sports fans are potential game players. When you approach anyone with the idea of trying your game, most likely they will be immediately turned off. You'll probably get a reaction like, "Oh, really?" Or, "You mean you still play those games?" Very rarely will you ever get a positive reaction the first time you mention the idea to someone. The key is to get them to play a game with you once. Just once. Somehow, someday, talk them into playing a game with you. There is no way you can explain to someone what a table game is like. They must play it for themselves, and invariably, after they play once, they want more.

As an example, I have been acquainted with a certain individual for over a year. Since the day we met, I casually discussed tabletop sports. He is a real sports fan, but showed absolutely no interest in tabletop football, as many times as I brought it up. Finally, I sat him down to play a game. After 20 minutes of explaining, he was completely engrossed in T.H.E. Game. Since that day a few weeks ago, he has pulled a few "all nighters", and has been completely absorbed in T.H.E. Game. Now I cannot get him off the subject.

Not everyone will react this quickly, and this favorably, but once you sit someone down to play, chances are they will really enjoy it.

There are certain qualities to look for in individuals that very often point out that they are a potential table game fanatic. Obviously, if someone discusses sports often, they will in most cases make a good candidate. Especially if they discuss sports past the level of how well the home team did last week. Anyone with a high level of competitiveness would also be a prime candidate. Those sports fans who play other "adult" type games will almost certainly enjoy table games. Athletes, especially those that compete on a high intellectual level, make good prospects. Frustrated athletes have always been attracted to table games, once they are exposed to them. Anyone who coaches on any level, or expresses interests along those lines, are usually food bets. Anyone who reads about sports on a regular basis is also a good choice.

The main point is - very rarely will you find someone who will immediately want to try table games. But even more rare is the case of the person who plays at least one game, and does not come back for more.

Send us your personal experiences with T.H.E. We really enjoy hearing from you. Questions, ideas, responses, etc., are always welcome. Send your letters to Steve Keplinger, Box 113, Glyndon, MD 21071.

CORRECTIONS FOR 1975 T.H.E. CHARTS

We have already apologized for our sloppy proofreading on TSG and T.H.E. until we're red in the face. So all we're going to say here is "Oh, my! It appears we may have made a couple of minor errors on the 1975 T.H.E. charts. Tut. Tut. We'll rectify the situation immediately." (Note that we did give all purchasers of the 1975 chart sets a revised and updated Master Chart - free of charge! That's unusual for Gamecraft.)

On Joe Namath's quarterback card, in the first column, under Q-D, number 9 should not be a C. It should be an I. (Sorry about that, Joe.)

FS Ratings

Ray Easterling -1	Charlie Babb -1	Larry Marshall -1
Al Randolph -1	Tony Plummer -1	Clarence Jason Duren +1
Bill Cahill -1	Richard Conn -1	Mike Sensibaugh -1
Dick Jauron +1	Thom Darden -3	Kerry Reardon -1
Jack Tatum -1	Eddie Brown -3	Brig Owens +1
Jimmy Warren -2	Preston Anderson -3	Artimus Parker -1
Ron Smith -2	Tom Maxwell -1	Larry Marshall -1
Norm Hodgins -1	Reggie Berry -1	Cliff Harris -1
George Atkinson -1	Tim Rudnick -1	Benny Barnes -1
Spider Lockhart +1	Tom Casanova +1	Prentice McCray -1
Dave Mason -1	Chris Farasopoulos -1	Jack Mildren -1
Terry Brown -1	Clarence Ellis -1	

Receiver Ratings

Foreman - MN 4	Barkum - NYJ 3	Torkelson - GB 0
Lash - MN 2	McNeill - NO 1	Donohue - GB 0
Herron - NE 3	McDaniel - CIN 1	Tanner - NE 0
Metcalf - SL 3	Siani - OAK 2	Marshall - NE 1
Caster - NY 3	Thomas - NO 0	McCullouch - NO 0

	R	P
BUF Earl Edwards	2	
LB BUF Rich Lewis	2	1
LB BUF Doug Allen	2	1
BUF Bill Cahill	2	
TS ATL Easterling	2	

On Chicago's team chart, top right hand card, Perry Williams delay pass catch column is missing. In order from 3 to 18 the numbers are 17; 11y, 0; 17; -1y; 13y; 2y; 19; 20; 18; 22; 23; 8y; 11y, 0; 17, 1; -1y; 17. The next column on the card is Williams short pass column, the next two are Garrett's Delay and Short columns respectively.

On Cincinnati, Williams kickoff return column is missing. His column reads from 3 to 18, 22y, 22y, 11y, 11y, 22y, 22y, 11y, 22y, 11y, 11y, 22y, 22y, 11y, 11y.

SURVEY OF T.H.E. OWNERS

We recently took a survey of T.H.E. Pro Football owners to determine their opinions of the game. The following are some of their likes and dislikes.

Likes: All the players are on 1 chart, all results from 2 charts. Dislikes: Special teams for defense & punters with good "hang-times" have no effect. Guy Lasky, Santa Rosa, CA.

Likes: Unusual Play Chart is nice, but everything is great too. Dislikes: Plays are called, but you don't see it evolving into a play. Like cards to show specific blocking assignments and other parts of that play. Like a transparent sheet for defense to go over offensive play. Roy A. Hernandez, West New York, NJ.

Likes: All elements of the game are great. Specialty teams are accurately portrayed & the defense plays an important role as it should. Dislikes: Teams should be rated for interceptions. For instance, after an interception is indicated, refer to team chart to see if it stands, or goes incomplete. In this manner, the high interception teams will pick off more passes. Blake Lawrence, Dallas, TX.

Likes: The way you can pre-set defense for specific situations

by making slight changes to the Game Chart. Ease of play — once your set there is no more figuring to do. And it's playability — it's down right fun!! Dislikes: It is a bit disgruntling to be late in the game and 80 yds from pay dirt & KNOW it's impossible to get more than 25 yds on a pass. In other words, just because a receiver never went 80 yds for a TD doesn't mean it's impossible — like maybe a 1-100 shot could be arranged! Bruce L. Scott, Lincoln, NB.

Likes: Great amount of options on defense, dual R&P ratings for linebackers and cornerbacks, large variety of offensive plays. Dislikes: The Team Charts — these could be made in 15 or 16 smaller charts per team. Some of the printing is too small on the team charts and difficult to read. Henry E. Dressel, Etna, Pittsburgh, PA.

Likes: Total roster, out of bounds plays, injury ratings, penalties, timing, freak plays, defenses. Dislikes: Need additional solo play defenses for situational response; no change in pass rush is important player injured; "keyed defense" does not account for interceptions, fumbles, losses; no play by play charts. Frank Kastelic, San Diego, CA.

Likes: Realistic matchup of running & passing against particular strengths & weaknesses of defense. Ability to have many defensive plays. Dislikes: (1) The single team sheets. (2) Failure to take into account how certain outstanding special teams (such as the Redskins) can block field goals & prevent excessive returns on punts & kickoffs. (3) Need to have a special penalty column for kickoffs since these should be clipping in fractions for the most part. Richard B. Robertson, McLean, VA.

Likes: Play selection (off. & def.), amount of players, importance of individuals in blocking & tackling, general playability. Dislikes: Inflexibility regarding team make-up, perhaps too much set-up time required. Alan Minkoff, New Hyde Park, NY.

Likes: The large charts. It's very compact and no cards to mix up, misplace or lose. I hope you keep them. Dislikes: None. David Tracey, Dearborn, MI.

Likes: Takes everything into account. Dislikes: A little slow & cumbersome. Sigurd M. Swenson, Sacramento, CA.

Likes: Overall comprehensiveness. Good data placement. Dislikes: Too long. Ricky Phillips, New York, NY.

Likes: All except card format. Dislikes: Use of single large sheet per team makes player trading difficult and team changes or updates difficult. Leslie J. Willis, Oakridge, TN.

We need to clean the shelves for baseball season so we're trying to clean out our remaining football games. In that spirit then we make this.....

END-OF-SEASON OFFER

Replay the 1973 and 1974 Super Bowls!!

Mention this offer in your order for T.H.E. PRO FOOTBALL and we will include special T.H.E. team charts for the 1973 and 1974 SUPER BOWL teams, i.e., the

- 1973 Miami Dolphins
- 1973 Minnesota Vikings
- 1972 Miami Dolphins
- 1972 Washington Redskins

These team charts are in the usual 11"x17" T.H.E. format except that they are printed front and back on 50 lb. offset paper stock rather than the usual 67 lb. bristol card stock. These four teams are available as a separate package for \$1.95 but are free if you enclose this flyer with any order for T.H.E. PRO FOOTBALL.

Could the 1972 Dolphins have beaten the 1974 Steelers? Why guess? Order now and find out!! (This offer does not apply for a purchase of the partial set (NFC or AFC) version of T.H.E.)

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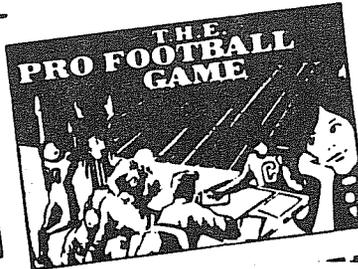
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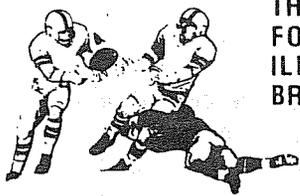
TSG I: PRO FOOTBALL

12 PITTSBURGH 12												4
TERRY BRADSHAW												
Position: QB (4)												
R P G: 2												
	S	M	L	X	R	P	O	D				
3	1	21	22	27	4	7	3					3
4	15	1	20	6r	6	21	10*					4
5	3	20	21	27	8	22	16					5
6	16	14	4a	5	10	22	20					6
7	5	8	16	14r	12	22	22					7
8	X	10b	7	24	14	23	23					8
9	20	X	X	22r	16	23	24					9
10	8	16	X	25	18	23	25					10
11	19	21	20	24r	20	24	25					11
12	X	X	X	26	22	24	26					12
13	9	15	21	19r	24	25	26					13
14	10	X	10b	26	26	25	26					14
15	17	6a	15	27	27	25	26					15
16	12	20	30	8r	28	25	18					16
17	18	30	20	3	29	21	13					17
18	30	21	22	28	30	7	5*					18

TSG I is an action packed game for the serious and sophisticated table game fan.....the *most authentic* simulation of professional football ever produced! TSG I brings you the true strengths and weaknesses of *all the NFL teams* plus the individually rated abilities of 832 of the players. At the left is a full scale reproduction of Terry Bradshaw's player card for the last edition of TSG I. Cards such as this in this year's edition will enable you to reproduce exactly Bradshaw's and all the other NFL players' real-life performances at home in your own living room.

TSG I offers a wide variety of offensive plays and defensive calls with your *coaching playing an important role* in the outcome of the game. The defensive match-ups and the relative importance of position are reflected accurately in this sensational product that is winning over experienced gamers from coast to coast. Designed for the ultimate in both realism and ease of play, either solo or head-to-head, TSG I brings all the NFL pro teams into your home.

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