

TABLE

WINTER 1976

TOP

VOL 2, NO 1

SPORTS

Julian E. Compton's
THE ALL-GAMES RATING SYSTEM

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THE ALL-GAMES RATING SYSTEM

A Guide for Game Players, Reviewers, and Advertisers to use in Describing, Classifying and Evaluating any kind of Game.

- I. DESCRIPTION** – Describe the game fully, using the following items which are applicable, but do not grade any game on these items. They merely define differences for the buyer.
- Materials** – boards, charts, markers, all game parts.
 - Method** – dice, spinner, cards, etc., a typical turn.
 - Age level/sophistication.**
 - Superior feature** – on rare occasions a totally original game concept will appear.
 - General information** – price, reputation of game company, or creator, versatility of play, extra information, etc.

II. CLASSIFICATION – Classify each game as Level One, Two or Three to establish how to evaluate it.

1. Level One: Playability – Any game that is not using data in an attempt to reproduce actual events which have already occurred (as do Level Two games) is a Level One game. Probably 90% of all games are of Level One, although they may be as diverse as Checkers, Scrabble, and Monopoly. The test of such a game is "how well it plays" as judged by having (1) a steady flow, and (2) a suitable unified method. They are graded as follows:

- A – Game has a steady flow and a suitable unified method.
- B – Game is less than perfect in either flow or method.
- C – Game is somewhat weak on both flow and method, or substantially weak on either.
- D – Serious flaws.
- F – Unplayable.

Level One games should be classified further as to their (A) Domain, and (B) Principal Activity, to better define the game, but should be graded only on playability, the only common factor.

A. Domain (No grade)

- Numbers
- Words
- Spatial relationships
- General information
- The game itself
- Other

B. Principal Activity

- Luck
- Ability – physical, mental, etc.
- Manipulation – of game parts, etc.
- Strategy/tactics
- Other

2. Level Two: Simulation – Any game which employs data to simulate or reproduce events which actually occurred, such as last year's baseball season, is a Level Two game. Sports and war games dominate this category. A Level Two game is judged on playability, but also on "how lifelike it is" as determined by realism and accuracy of the event simulated and by strategy/tactics available for the player. All Level Two games are classified the same on both domain and principal activity.

A. Domain: Realism and accuracy of the event. Graded as follows:

- A – Game plays from mix of detailed team and individual offense and defense ratings.
 - B – Offense and defense rated with detail, but not mixed.
 - C – Limited general individual ratings.
 - D – Group or team ratings only.
- Grade will be lowered somewhat for category ratings rather than percentage ratings and for lack of accuracy.

B. Principal Activity: Strategy/Tactics. Graded as follows:

- A – Sufficient strategy/tactics for the most knowledgeable.
- B – Satisfying strategy/tactics.
- C – Some strategy/tactics, but not satisfying.
- D – No strategy/tactics.

3. Level Three: Normalization – The term normalization, used by **Extra Innings** (3d Edition) is used here to define a few select games which allow for the match-up of individuals and teams from different time periods which never actually met. By means of such games and their elaborate formulae, hypothetical match-ups can be made. A Level Three game is graded on the features of a Level Two game, plus "how comprehensive it is," i.e., does its normalizing concept allow for varieties of style, rules and trends in the history of the sport. Graded as follows:

- A – Game covers virtually all contingencies within a sound normalizing concept.
- B – Game omits some features of an adequate normalizing formula.
- C – Game allows matchups from different ages, but has no developed normalizing formula.
- D – Game is a normalizing failure.

III. EVALUATION – Grade each game according to its classification on a simple A to F scale as indicated on the outline. (1) A Level One game is rated on Playability alone (100%). Pluses (+) and minuses (-) will be used when needed. (2) Level Two games will be rated 50% on Playability, 25% on Realism and Accuracy, and 25% on Strategy/Tactics; the three grades will be combined to give a final grade. (3) Level Three games will be rated 33% on Playability, 16% on Realism and Accuracy, 16% on Strategy/Tactics, and 33% on Normalization. Notice that more complex games are judged less on Playability, without omitting it entirely. Level One games are almost always better on playability.

To illustrate how the system works, consider that Monopoly is a Level One game. Its domain is the game itself, the principal activity is a combination of Strategy/Tactics and luck. Its grade for playability is B, graded down for not having the optimum rating for flow or pace. The game is not a Level Two game for it does not simulate monopoly capitalism. A Level Two simulation business game would use mathematical analysis of last year's stock market or some such previous data on which to base the game. The domain of monopoly is the game itself, for one can win at monopoly by learning the game without knowing anything about monopoly capitalism. In a Level Two simulation game the domain would be actual events and one would need to know something about those events to employ the appropriate strategy and tactics. As with most popular games, Monopoly is a Level One game which does not require the interest in and knowledge of the data which Level Two and Level Three games demand.

NOTE: The author is willing to evaluate any game sent to him according to this system. The author extends to serious reviewers the right to use this system, in whole or in part, when it is properly identified by author and title.

HIGHEST RANKED GAMES

Grade	Level 1: Playability	Area	Activity
B	Monopoly	Game itself	S/T, Luck
B	Scrabble	Words	Ability
A	Word-spelling cube games	Words	Ability
A-	Chess	Spatial relationships	Ability, S/T
A	Checkers	Spatial relationships	Ability, S/T
A+	Krypto *	Numbers	Ability
A-	Password	Words	Ability, S/T
A	Poker	Memory	S/T
B	Clue	Game itself	ST/Luck
A	Basket	Game itself	Manipulation
A	Rock-em Sock-em	Game itself	Manipulation
B-	Foto Electric Football	Play selection	S/T

A	Jim Prentice Football	Play selection	S/T
B	Pro Quarterback	Play selection	S/T, Luck
B	Red Barber Baseball	Game itself	Luck

RANDOM THOUGHTS

I had intended to do a game review on "CHAMPIONSHIP BASEBALL" for this issue, but learned through correspondence with creator Tod Lansing that the game is no longer being marketed nor are there any inventories left. Championship Games Inc. liquidated several years ago, but Tod Lansing still markets the "PRO QUARTERBACK" game on his own. If "PRO QUARTERBACK" is anywhere near the quality of "CHAMPIONSHIP BASEBALL" (as I am reasonably sure it is), I would highly recommend it to the avid football fan. "PRO QUARTERBACK" did receive a very nice writeup in the February 18, 1966 issue of "Time Magazine." "PRO QUARTERBACK" is designed for head-to-head use, and pits two equal teams with nameless players of differing abilities. I am sure Tod Lansing will send you a brochure if you write: Tod Lansing: Games, Box 1000, Southport, Conn. 06490.

Incidentally, I believe that Tod is now a subscriber to "Table Top Sports" as a result of my correspondence.

	(50%) Play	(25%) R & A	(25%) S/T	Total
Level 2: Simulation				
Strat-O-Matic Baseball	B	B	A	B+
Extra Innings	C	A	B	B-
BLM Baseball	C	A	A	B
APBA Baseball	A	B+	B	A-
Replay Baseball	B	A	B	B+
Statis-Pro Baseball	A	B	B	B+/A-
SI Paydirt Football (college)	B	D	B	C+/B-
TSG Football	C	A	A	B
THE Football	C	A	A	B
APBA Football	B	A-	B	B+
Statis-Pro Basketball	A	B	B	A-/B+
Fast Break Basketball	B+	B	A	B+/A-
PTG Basketball	C	B	D	C
SI Decathlon	A	C	C	B
21st Century Track	B	B	B	B
Pro Boxing	C	B-	C	C+
Data Boxing	B	A	A	B+/A-
APBA Golf	B	A	C	B
APBA Horseracing	B	A	A	B+/A-
Negamco Bowling	B	C	C	B-/C+
21st Century Tennis	C	B	C	C+

NEW DEVELOPMENTS

APBA....APBA is coming out with their "MASTER ADVANCED BASEBALL GAME" in January. The new game is to be sold only to previous owners and will include 25 pitching and running ratings, outfielder throwing rating, calling steals option, lefty-righty strategy, and individualized fielding. The new advanced game should have a serious effect on such competitors as "SOM," "Longball," "Replay Games," and "ASG Baseball."

SOM....A hockey game is on the drawing boards at Strat-O-matic as well as more old timer teams.

Replay Games....Replay has the 1955 season for those gamers who have been clamoring for seasons from the '50's. If you are about 118 years old or just a history buff, they have the 1876 season. They have also made changes in their chart book to reduce reference time by 50% (so they say).

Statis-Pro....A Spring issue of the Statis-Pro newspaper indicated that cards from the 1967 season would be printed, but they have not been issued yet. Perhaps the cards will be issued in 1976 for the Bicentennial.

BLM....A variety of changes have been made in almost all the games in the BLM game chest...too numerous to get into here except there seems to be some major changes in BLM Baseball and Basketball.

NEW GAMES

"BALL PARK BASEBALL"...Ball Park, Inc., Lawrence KS

"ASG BASKETBALL"...ASG Games, Inc., Rutherford, NJ

"PLAYOFF BASKETBALL"...Playoff Games, Metuchen, NJ

	(33%) Play	(16%) R & A	(16%) S / T	(33%) Normal	Total
Level 3: Normalization					
Extra Innings Baseball (3d edition)	C+	A-	B	A-	B
Data Boxing	B	A	A	A	A-
Decathlon	A	C	C	C	B-
APBA Golf	B	A	C	B	B
APBA Horse Racing	B	A	A	B	B+
APBA Baseball	A	B+	B	C	B
APBA Football	B	A-	B	B	B

S/T: Strategy/Tactics R & A: Realism and Accuracy

* Krypto - a mail order mathematics card game, rates tops because its flow is lightning fast. It can be played by experts in two or three seconds.

Game Reviews Cont'd. on p. 4

GAME REVIEWS

One might think that one game review per game is enough, but sometimes you need three or four. For example, Bob Hunter in "Table Top Sports" gave an excellent review of "LONGBALL" and stated that it could be the game of the future. Gerald Gauthier in "All Sports Digest" indicated the game had many problems and did not recommend it. Somewhere inbetween these two was a review by Steve Goldstein in the "Trader Speaks." At this point I am still unclear as to the quality of "LONGBALL," particularly its defensive system which really disturbed Gauthier.

THE INEVITABLE SURVERY AGAIN!

Which of the following types of articles do you like best? Please rate them, giving a 10 to your top choice, 9 to the second choice, etc.

Single game reviews

Comprehensive reviews of all the games available in a single sports field

Table gaming "tips and hints" type of articles

News from around the table top industry

Letters from the readers

Brilliant editorials

Newsletter columns by game designers

Replay stats sent in by readers

Articles about forming table game leagues

Classified Ads

General Advertising

Inevitable Surveys

League Directory

FROM THE EDITOR/Jerry Faulk

As we write this column from the editor, we (probably like you) are wondering where the hell the Fall issue of TTS is. We finished it in early December and whisked it off by mail to Speedy Offset Printers in Ohio. Today, after two full months of waiting, the only thing we have to show for our effort and for five long distance phone calls is one measley post card informing us the finished product would be shipped on Feb. 12. Although Speedy widely advertises such things as "fastest delivery" we regretfully report to the world the truth: Speedy ain't speedy. These ding-a-lings have cost us \$50 worth of cancelled ads, hours of time answering letters from subscribers, and quite a bit of good will. The only way we have of getting close to even is by writing this nasty column and perhaps by writing a few nasty letters to certain magazines and the postal authorities. We'll give Speedy the same treatment we got when we were late ourselves this past summer.

In regards to the special offers in Fall TTS, I don't even recall what they were. However, all offers in regard to football are extended to May 31. And we will run free classified ads for the next two issues at least; i.e., the Spring and Summer issues. We intend to get a classified ad column started by hook or crook. The rules are the same - no commercial ads, etc. Check the Fall issue for details.

In this issue we have a freebie game - College Basketball by Wayne Winston. Included are ratings for Indiana, Kentucky, and UCLA. That should be enough to provide a little excitement to you college basketball buffs.

We intend to make a freebie game a standard item for each issue. We have a small baseball game by John Swistak coming up for the Spring issue. If any of you readers out there have short, interesting sports games in football or hockey and you can type well enough so that we can reprint directly from your typewritten pages, then send them to us. If we choose your game for publication, we will reward you with a one year free subscription to TTS. (Wow!)

Also coming up is our gigantic basketball game survey by Julian Compton. It covers every game currently on the market except one. Names and addresses will be furnished for those companies that provided complimentary games for review.

When we get settled down and into routine production we hope to have comprehensive surveys as a part of every issue - each year, for example, we would completely cover baseball in the Summer issue, football in the Fall issue, basketball in the Winter issue, and hockey in the Spring issue. Good Idea?

TABLE TOP SPORTS

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Editor: *Jerry Faulk*

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Subscription Rates: One year, \$4.00

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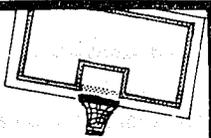
All address changes should be forwarded to TTS at least two weeks in advance of issue date. TTS will NOT be responsible for replacement of issues lost because of late or non-notification of change of address. Back issues are available at \$1.00 each.

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If a date is listed after your address label, this is your expiration date. Many labels still do not carry this date; however, all labels will be converted to this form within one year.

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MANIA PRODUCTIONS

321-M1 East Superior Street
Duluth, Minnesota 55802.

T.H.E. Pro Football

OPINION POLL

- 1) Some players have asked about the possibility of making separate sections for punters when kicking inside the 40, and outside the 40. Would this appeal to you?
 - 2) What is your opinion of giving running backs a rating on their blocking ability? Do you think this would enhance your game playing or just slow things down?
 - 3) Out of all the teams that have been produced by T.H.E. to this point which do you consider the strongest? The weakest?
- Send all responses to: P.O. Box 113, Glyndon, MD 21071

FROM THE READERS

We haven't gotten any letters lately, principally because nobody has received a copy of TTS upon which to comment — thanks to "Speedy" Printers. Oh, we have gotten a few dealing with our delays but they are repetitious, not to mention unprintable. Dave Terry has written and said that he hopes we have lots of fan participation. We'll make it up to you in the Spring issue, Dave, by printing a full page of letters.

BPS NEWS Cont'd.

Now ready — complete player ratings (roster form) for the following NBA champions: 1966-67 Philadelphia 76'ers, 1967-68 Boston Celtics, 1969-70 New York Knickerbockers, 1970-71 Milwaukee Bucks, and the 1971-72 Los Angeles Lakers. These ratings are enclosed with each new game purchased. (If you have already purchased BPS before this offer was made available, send us a stamped, self-addressed envelope for your free copy of the ratings.)

Ready March 1 — 1975-76 Rookie ratings — based upon first half of season. Send self-addressed, stamped envelope.

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Who said that a great basketball game has to be filled with complicated charts to provide realism and accuracy. Aren't you tired of searching for results, changing boards, struggling to interpret complex instructions. At last a basketball game that plays like the pro's. **PLAYOFF BASKETBALL** — quick, accurate, and *without charts!* You will feel your players charging up and down the court, clearing the "boards", drawing an important foul, or making a key basket.

PLAYOFF BASKETBALL has eliminated the frustrations of playing professional basketball on your table top. No more time consuming mathematics to make a simple substitution! No more misuse of players to achieve victory without accuracy! No more being wiped out on that critical rebound because the charts give you no chance. With this game there will always be hope! Each player card has been individually computed to achieve maximum offensive and defensive results. Look at our features:

- * Field Goal % Accuracy
- * Scoring Average
- * Field Goals Attempted
- * Rebound Average
- * Team Scoring
- * Injuries
- * Free Throw % Accuracy
- * Assist Average
- * Free Throws Attempted
- * Team Turnovers
- * Team Defense
- * Fouling Frequency

PLAYOFF BASKETBALL is ideally suited for solitaire or head-to-head competition. Either way you control the tempo of play. You will find Chicago a tough opponent, where you feel as though you had just been in a street fight; Washington as a powerful team that can "blow you out" on any night; or Golden State as a team that just will not quit. Each team will reflect its own personality — as well as the individual player cards. Yet with all this a complete game will average between 55 to 65 minutes once you have mastered the easy fundamentals.

The 1st edition of **PLAYOFF BASKETBALL** includes Washington, Boston, California, Chicago, New York, Houston, K.C.-Omaha, Seattle, Detroit, and Buffalo. The game comes complete with 100 individual player cards, game boards, dice, markers, instructions, and scoresheets. **ONLY \$7.00**, postpaid. To order clip coupon below. New Jersey residents must include sales tax. If we have not sold you yet send 10¢ in coin or stamps for our descriptive brochure. Once sold out this edition will not be reprinted.

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state

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..... **LIKE THE PRO'S**

1975 ROSTERS - AMERICAN LEAGUE

(The numbers after the fielder names represent games played;
the numbers after pitcher names represent innings pitched.)

Baltimore

Singleton 155
Davis 116
Baylor 145
Muser 80
Northrup 84
Bumbry 114
May 146
Grich 150
Decinces 61
Belanger 152
Blair 140
Hendricks 85
Duncan 96
Robinson 144
Shopay 40
Nordbrook 41
Palmer 323
Alexander 133
Jackson 48
Cuellar 256
Grimsley 197
Miller 46
Torrez 271
Mitchell 57
Garland 87

Boston

Lynn 145
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Cooper 106
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Beniquez 78
Evans 128
Yastrzenski 149
Carbo 107
Burleson 158
Griffin 100
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Heise 63
Blackwell 59
Miller 77
Burton 53
Moret 145
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Wise 255
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Segui 71

California

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Collins 93
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Lahoud 76
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Doherty 30
Llenas 56
Miley 70
Hampton 31
Harper 89
Sudakis 30
Brewer 35
Figueroa 245
Scott 68
Singer 179
Hockenbery 41
Dobson 28

Tanana 257
Kirkwood 84
Ryan 198
Lange 102
Hassler 133

Chicago

Orta 140
Hairston 69
Kelly 133
Varney 36
May 128
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Henderson 140
Downing 138
Melton 149
Nyman 106
Coluccio 61
Richard 43
Bradford 25
D. Johnson 148
Muser 43
Squires 20
Gossage 142
Kaat 304
Hamilton 70
Osteen 204
Hinton 37
Gogolewski 55
Forster 37
Upshaw 47

Wood 291
Osborn 58
Jefferson 108
Bahnsen 67

Cleveland

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Powell 134
Kuiper 90
Manning 120
Bell 153
Gamble 121
Hendrick 145
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McRae 126
Mayberry 156
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Coluccio 22
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Gomez 89
Darwin 48

Bane 28
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Corbin 90
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Johnson 52
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Piniella 74
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Gura 151
Dobson 208
Martinez 37
Tidrow 69
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Pagan 31

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Haney 47
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Fosse 82
Alexander 63
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Holtzman 266
Siebert 61
Bahmsen 100
Hamilton 36
Lindblad 122
Blue 278
Bosman 123

Abbott 114
J. Perry 68

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Spencer 132
Fregosi 77
Howell 125
Davis 42
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Cabbage 58
Nelson 28
Lovitto 50
Sunberg 155
Tovar 102
Perzanowski 66
G. Perry 184
Kekich 31
Jenkins 270
Foucault 107
Wright 93
Brown 70
Thomas 81
Bacsik 27
Hargan 189
Hands 110
Umbarger 131
Bibby 68

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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 "El Now Ready," and "New Newsletter - New Title."
Vol. 1, No. 2 April 1975. Game Review: "Tabletop Football's Big Three - APBA, TSG, and T.H.E." "T.H.E. Newsletter," "TSG Newsletter," and "El Newsletter" with "1927 Yankees Set Pace for 40 Team Marathon" and "Resource Materials for Rating Past Players for El."
Vol. 1, No. 3 Summer 1975. Table Baseball 1975!, Two New College Football Games; Table Game Talk; Review: The Lineup Guide; Revisions for Extra Innings; Defense is the Name of the Game in Table Football; New Jersey TSG Football League Replay; Questions and Answers on T.H.E. Pro Football.
Vol. 1, No. 4 Fall 1975. 21st Century Sports: Tennis, Boxing and Track; Review: Sherco II Baseball; Hasselblad's Thoroughbred Racing Game; Ratings for Cadaco Baseball; Tips and Hints for Extra Innings; Solo Play for TSG Pro Football; Searching for Table Top Opponents; Modifications for Basketball Pro-Style.
Vol. 2, No. 1 Winter 1976. Ratings for all Major Sports Table Games; News from Around the Table Gaming World; Major League Rosters; Freebie game: College Basketball; Offense in TSG Pro Football; Future Additions to T.H.E. Pro Football; Short Replays for Extra Innings; Updated Ratings for BPS.

EXTRA INNINGS SURVEY

I would like the following Great Teams of the Past issued for "EI":

I would like the following entire seasons and leagues issued for "EI":

If you wish, place your name, address, and any other comments below:

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COLLEGE BASKETBALL

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1. Introduction

This paper describes a method of recreating the performance of college (or professional) basketball teams in the sense that if a large number of games are played, individual and team statistics will approach their real-life values. The model to be described could be used for predictive purposes, but past experience indicates that satisfactory prediction (i.e. prediction at a level which enables one to win money when wagering with a bookie) of the outcome of sporting events is very difficult. Although the model has not been put on a computer, this could easily be done; the main purpose, however, of the model is to enable basketball fans to "coach" their favorite teams and see if they can do a 'better' job than the team's actual coach.

We begin by describing how the model (hereafter referred to as game) operates. Then we describe the general principles that were used to create the model. Finally, we include in the Appendix player cards for Indiana, UCLA, and Kentucky's 1974-1975 basketball teams, the nation's three best (in descending order, of course) basketball teams. Ratings for Louisville, Alabama, Tennessee, USC, Oregon State, Rutgers, Syracuse, Marquette, Notre Dame, Arizona State, the entire Atlantic Coast Conference and all NBA playoff teams are available.

2. Description of the Game

The description of how to play the game may seem long and tedious, but we assure the reader that if he plays several games he will memorize all contingencies and be able to complete a game in under two hours. To understand what follows the reader should refer to any of the player cards included in the Appendix.

To start each player selects his starting five, and announces which of the other team's players he wishes each of his players to guard. We then simulate the center jump as follows. Each player rolls two dice and adds the total count to his center's rebound rating; the higher total gains possession of the ball. In case of a tie the team whose center has the higher rating gains possession of the ball.

The team with the ball will be referred to as the offense and the other team will be referred to as the defense.

Play now proceeds according to the following routine:

1. Offense chooses the player to whom he wishes to give the ball and says 'ready', when he has made his decision.
2. Defense announces the member of the offensive team to whom he feels the offense has given the ball. This player is considered to be the "double-teamed" player.
3. Each player chooses a random number between 1 and 1000 from a table of random numbers, and locates the number on the card of the player to whom the ball is given and the man who is guarding the man with the ball. The reading on the offensive player's card is then paired with the rating found on the defender's card, and the result of the play is found from the following:

Offensive Reading	Defensive Reading	Is Player with Ball Doubleteamed?	Result
G	Nothing	Irrelevant	Credit basket to player with ball
G or G-DT	TO or TOM	Irrelevant	Offense loses ball on turnover
G or G-DT	M	Irrelevant	Credit Missed Shot to player with ball
M	TO or TOM	Irrelevant	Offense loses ball on turnover
M	Nothing or M	Irrelevant	Credit Missed Shot to player with ball
G-F	Nothing	Irrelevant	Credit basket to player with ball and check foul procedure (described below) to see if foul was committed; if foul was committed player shoots free throw.
G-F	TO or TOM	Irrelevant	Use foul procedure to see if foul was committed; if no foul is committed, turnover occurs; if foul is committed then credit basket and free throw attempt to player with ball

Offensive Reading	Defensive Reading	Is Player with Ball Doubleteamed?	Result
G-F	M	Irrelevant	Credit Missed Shot to player with ball
G-DT	Nothing	Yes	Credit Missed Shot to player with ball
G-DT	Nothing	No	Credit basket to player with ball
CF	Nothing or M	Irrelevant	Check Foul Procedure to see if non-shooting (common) foul is committed
CF	TO or TOM	Irrelevant	Check Foul Procedure to see if non-shooting (common) foul is committed; if not, then turnover is committed
2F	M or Nothing	Irrelevant	Check foul procedure to see if two shot foul is committed; foul is committed
2F	TO or TOM	Irrelevant	Check foul procedure to see if two shot foul is committed; if not, then turnover is committed
TO	M or Nothing	Yes	Turnover
TO	M or Nothing	No	Nothing happens
TO	TO or TOM	Irrelevant	Turnover
Charge	M or Nothing	Yes	Check Charge Procedure to see if charge is committed
Charge	M or Nothing	No	Nothing happens
Charge	TO or TOM	Yes	Check charge procedure to see if charge is committed; if not turnover is committed
Charge X/Y	TO or TOM	No	Turnover
Charge X/Y	Z	Yes	Interpret offensive reading as X and defensive rating as Z and look elsewhere for result
X/Y	Z	No	Interpret offensive rating as Y and defensive rating as Z and look elsewhere for result
A	Anything	Anything	See Assist Procedure
Nothing	TO or TOM	Irrelevant	Turnover
Nothing	M or Nothing	Irrelevant	Nothing
'Buckner'	Anything	Anything	See Player Column Procedure

Foul Procedure

Pick Foul Card from Foul Deck (see description of Foul Deck in Appendix), to determine which defensive player might have committed foul. Look at this player's personal foul (PF) rating (i.e. on Buckner it is 100-682); adding 20 to the larger number if the defensive team is on the road, and subtracting 20 from the larger number if defensive team is at home and leaving rating unchanged if game is on a neutral court. Choose a random number. If it falls within adjusted foul rating, foul has been committed; if not, no foul is committed. If no foul is committed and defensive reading was TO or TOM a turnover is committed; otherwise nothing happens.

Charge Procedure

Choose another random number to see if player with ball has committed an offensive foul. If offensive team is at home charge occurs on 1-500, on neutral court on 1-750, and on road charge is automatic; if no charge occurs, then nothing happens unless defensive rating is TO or TOM, in which case a turnover occurs.

Free Throw Shooting

To shoot free throws, find player's FT rating (i.e. Buckner's is 1-583) and choose a random number. Free throw is good if it falls with player's FT rating. If opposition has committed fewer than seven fouls within a half, only two shot fouls are shot; after the opposition has committed their seventh foul of a half common fouls (CF) and offensive fouls committed by opponents are shot as one and one opportunities.

Assist Procedure

This part of the game reflects the importance of good ball handling to a team's offense. If offensive reading is A, this means that player with ball has made a good pass to another player who is 'open'. To determine who receives the pass, choose a card from the Assist Deck (composition of assist deck is described in Appendix). Choose a random number and observe reading under the 'Open' column of the player who receives the pass. This reading is interacted with the original defensive reading in the following manner:

'Open' Reading	Original Defense Reading	Was Original Passer Doubleteamed?	Result
Nothing G	TO or Anything Nothing or TO	Irrelevant Irrelevant	Nothing happens Credit basket to 'open' player and assist to original ball handler
G	Miss or TOM	Irrelevant	Credit 'open' player with missed shot
G-DT	Nothing or TO	Yes	Credit open player with missed shot
Miss	Anything	Irrelevant	Credit open player with missed shot
Nothing G-DT	Anything Nothing or TO	Irrelevant No	Nothing happens Credit basket to 'open' player and assist to original ball handler

Player Column Procedure

Some players were so active we could not fit everything they did onto their card. We therefore provide for these players (people such as David, Thompson, Quinn Buckner, Skip Brown, Adrian Dantley, Gus Williams, etc.) to sometimes 'receive' the ball, even when the offense gives the ball to somebody else. To see how this works suppose offense gives ball to Ken Benson and chooses random number 48. The reading is 'Buckner'. To complete play we look at the 'Buckner' column of Quinn Buckner's card, and choose another random number and find a new offensive reading. This new offensive reading is now interacted with the original defensive reading. 'Buckner' is considered doubleteamed, however, only if original ball handler was double teamed.

Rebounding

Choose rebound card from rebound deck (see Appendix for composition of rebound deck). Then add one to rebound rating of defensive team player whose card is chosen; if this number is not less than number on rebound card, credit player with rebound; if not choose another card and subtract one from rebound rating (i.e. number after rebound) of offensive player whose card is chosen. If result is not less than the number on the rebound card credit offensive player with rebound. Continue alternating between offense and defense until somebody gets rebound. When determining who gets the rebound of a missed free throw follow the same procedure, but add 5 to each defensive player's rebound rating and subtract 5 from each offensive player's rebound rating.

PT: This is the number of minutes per game each player played.

Optional Rules

To increase realism you may allow the defense to choose, in addition to guessing who the ball is going to, whether they wish to play a man to man zone, or pressing defense. If a man to man defense is called, the above rules hold. If a zone or press is called, however, the following changes are made:

1. Zone: Multiply size of TO on each defender's card by 1/2 and subtract 100 from largest number of each player's foul rating. For example, Steve Green's TO would become 900-944 and his foul rating would become 1-362.
2. Press: Double size of TO on each defender's card while subtracting 125 from the smallest number in each player's foul rating and adding 125 to the largest number in each player's foul rating. For example, Steve Green's TO would be adjusted to 810-989, and his foul would become 876-587 ($1-125 = -124 = 876$).

After the result corresponding to each defensive reading is found, six seconds is assumed to have elapsed and play continues with the offense again choosing a ball handler, and the defense again guessing to whom the ball is going to be given.

Examples

Assume that Ken Benson is being guarded (mauled) by Phillips. Here are some examples to clarify the above rules.

Off. Random Number	Def. Random Number	Is Benson Doubleteamed?	Result
100	400	Yes	Possible Charge
100	340	No	Nothing happens
680	400	Irrelevant	Basket
625	200	Irrelevant	Missed Shot
635	500	Yes	Missed Shot
635	500	No	Basket
600	400	Irrelevant	Possible two shot foul; check foul procedure

Example of Foul Procedure

Offense chooses number 500; defense 80. If there is no foul there will be TO. Suppose card from foul deck says to check Grevey for foul. Defense now chooses random number 674. If game is at Indiana this would be a non-shooting foul on Grevey; anywhere else this would be a turnover.

Example of Assist Procedure:

Offense chooses 320 while defense chooses 70. Offense now draws card from assist deck to see who Benson got open. Suppose it is Steve Green. Offense chooses another number. Suppose 90 is chosen. Then Green will be credited with a missed shot if Benson was doubleteamed; if not, then Green is to be credited with a basket and Benson with an assist.

4. General Comments

- i. By making visiting teams commit more fouls, we are giving the home team an advantage of approximately 5 points.
- ii. The statistical accuracy of the model is dependent on each player being given the ball approximately 1/5 of the time. If you give the ball too much to your star player the team will not get full benefit from assists, and your star player will probably foul out early on offensive fouls.
- iii. The strength of the schedule played by each team has been figured into their ratings by adjusting each player's shooting percentage and defensive ratings. For example, the fact that Indiana played a schedule that was 8 points stronger than the average major college team was accounted for by raising each player's shooting percentage by 2.8% and adjusting their defensive ratings so that their opponent's shooting percentage will be reduced by 2.8%.
- iv. Each time an 'A' occurs the open player has a 67% chance of making the shot.
- v. It is assumed that all teams commit an average of four offensive fouls per game. To translate the number of free throws by each player into the number of times he is fouled, we assume fouls occur according to a Poisson process. This allows us to calculate what fraction of all fouls against a team were CF's and 2F's. From this it is easy to calculate how many 2F's and CF's will yield the actual number of free throws for each player.

APPENDIX

Assist Deck: Label 40 cards equally dividing the labels between LG, LF, RF and RG. Note: At the beginning of the game each player designates a forward and guard to be left forward and left guard respectively and the other forward and guard are the right forward and right guard respectively. Player whose card is picked is considered open unless his position is picked, in which case the center is considered open.

Foul Deck: Label 50 cards by equally dividing the labels between LF, LG, RF, RG, and C (C stands for center.) Also label 10 cards as 'opponent'. If a LF, LG, RF, RG, or C card is picked the defensive player guarding the offensive player at that position is targeted as the player who might have committed a foul; if an opponent card is drawn then the player guarding the ball handler is the player who might have committed a foul.

Rebound Deck: Include 105 cards labelled as follows: LF1, LF2, ..., LF21, RF1, ..., RF21, LG1, ..., LG21, RG1, ..., RG21, C1, ..., C21.

Indiana

Centers -- Benson, May, Abernathy

Forwards -- Laskoski, Green, May, Abernathy, Radford

Guards -- Wilkerson, Buckner, Laskoski, Crews

Ken Benson PT-30 FT 1-743 PFI-519 Reb-14

Off.		Open	
1-53	Buckner	1-94	G-DT
54-186	Charge	95-468	G
187-291	TO	469-538	Miss
292-418	A		
419-501	CF		
562-608	2F		
604-629	G-F	Def.	
630-658	G-DT	1-23	TOM
659-748	G	24-90	TO
749-837	M	91-333	Miss

Quinn Buckner PT-29 FT 1-583 Reb 6 PF 100-682

Off.	Buckner	Open	
1-133	Charge	1-19	G-F
134-238	TO	20-55	G-DT
239-699	A	56-181	G
700-780	CF	182-318	M
781-806	2F	319-351	2F
807-822	G-F	352-446	CF
823-844	G-DT	447-1000	A
845-915	G	1-23	TOM
916-1000	M	24-90	TO
		91-378	M

Steve Green PT-29 FT 1-797 Reb 7 PF 1-462

Off.		Open	
1-53	Buckner	1-95	G-DT
54-186	Charge	96-476	G
187-291	TO	477-550	M
292-436	A		
437-635	CF	Def.	
636-690	2F		
691-725	G-F	1-212	M
726-760	G-DT	900-922	TOM
761-864	G	923-989	TO
865-929	M		

Scott May PT-27 FT 1-766 Reb 12 PF 1-403

Off.		Open	
1-53	Buckner	1-121	G-DT
54-70	Charge/A	122-607	G
71-186	Charge	608-698	Miss
187-191	TO		
192-270	TO/A	Def.	
270-403	A		
404-578	CF	100-122	TOM
579-625	2F	123-189	TO
626-654	G-F	300-572	Miss
655-691	G-DT		
692-811	G		
812-948	Miss		
949-1000	TO		

John Laskoski PT-24 Reb-6 PF 1-185 FT 100-928

Off.		Open	
1-53	Buckner	1-78	G-DT
54-186	Charge	79-389	G
187-291	TO	390-449	M
292-413	CF		
414-450	2F	Def.	
451-474	GF		
475-494	G-DT	1-192	M
495-550	G	200-222	TOM
551-644	M	223-289	TO
645-944	A		

Bob Wilkerson PT 27 Reb 8 FT 1-623 PF 200-667

Off.		Open	
1-53	Buckner	1-61	G-DT
54-186	Charge	62-307	G
187-291	TO	308-356	M
292-346	CF		
347-368	2F	Def.	
369-382	G-F		
383-398	G-DT	1-20	TOM
399-446	G	21-90	TO
447-538	M	200-487	M
539-932	A		

Abernathy PT 12 FT 1-574 Reb 12 PF 300-805

Off.		Open	
1-53	Buckner	1-62	G-DT
54-186	Charge	63-312	G
187-291	TO	313-358	M
292-374	A		
375-406	G-F	Def.	
407-424	G-DT		
425-466	G	1-167	M
467-529	M	800-822	TOM
530-708	CF	823-889	TO
709-758	2F		
759-828	2F		

Radford PT 8 FT 1-703 Reb 11 PF 1-542

Off.

1-53	Buckner
54-186	Charge
187-291	TO
292-516	A
517-556	G-F
557-578	G-DT
579-627	G
628-668	M
669-905	CF
906-969	2

Open

1-54	G-DT
55-270	G
271-312	M
	Def.
1-23	TOM
24-90	TO
800-951	M

Jim Crews PT-6 Reb 4 FT 1-1000 PF 1-242

Off.

1-53	Buckner
54-186	Charge
187-291	TO
292-690	A
691-699	G-F
700-711	G-DT
712-752	G
753-834	M
835-858	CF
849-862	2F

Open

1-52	G-DT
53-260	G
261-302	M
	Def.
1-152	M
300-322	TOM
323-389	TO

UCLA

Centers -- Drollinger and Washington
 Forwards -- Washington, Johnson, Meyers, Olinde
 Guards -- Mcarter, Trgovich, Spillane

Ralph Drollinger PT-27 Reb-12 FT 1-659 PF 1-571

Off.		Open	
1-133	Charge	1-59	G-DT
139-196	TO	60-295	G
197-296	CF	296-343	M
297-350	2F		
351-365	G-F		Def.
366-383	G-DT		
384-440	G	300-316	TOM
441-501	M	317-384	TO
502-632	A	400-613	M

Richard Washington PT-29 Reb-12 FT 100-823 PF 1-524

Off.		Open	
1-133	Charge	1-96	G-DT
134-196	TO	97-477	G
197-216	G-F	478-550	M
217-251	G-DT		
252-373	G		Def.
374-446	M		
447-669	A	1-17	TOM
670-806	CF	18-85	TO
807-875	2F	100-328	M

Dave Meyers PT-32 FT 1-736 PF 1-300 Reb-11

Off.		Open	
1-133	Charge	1-116	G-DT
134-196	TO	117-580	G
197-217	G-F	581-670	M
218-245	G-DT		
246-337	G		Def.
338-479	M		
480-638	CF	100-116	TOM
639-715	2F	117-184	TO
716-964	A	660-935	M

Pete Trgovich PT 29 FT 1-640 Reb 5 PF 1-277

Off.		Open	
1-133	Charge	1-84	G-DT
134-196	TO	85-418	G
197-502	A	419-483	M
503-576	CF		
577-620	2F		Def.
621-632	GF		
633-648	G-DT	100-116	TOM
649-702	G	117-184	TO
703-827	M	200-443	M

André Mcarter PT-29 FT 1-729 PF 1-230 Reb 4

Off.		Open	
1-32	Charge/G	1-59	G-DT
33-133	Charge	60-293	G
134-196	TO	294-337	M
197-723	A		
724-793	CF		Def.
794-844	2F		
855-868	G-F	1-229	M
869-879	G-DT	250-266	TOM
880-999	M	267-334	TO

Wilbur Olinde PT-9 Reb-12 FT 100-659 PF 1-571

Off.		Open	
1-133	Charge	1-89	G-DT
134-196	TO	90-447	G
197-568	A	448-575	M
569-589	G-DT		
590-613	G-F		Def.
614-675	G		
676-809	M	1-214	M
810-991	CF	215-231	TOM
		232-299	TO

Jim Spillane PT-13 Reb 4 FT 1-762 PF 1-506

Off.		Open	
1-133	Charge	1-92	G-DT
134-196	TO	93-460	G
197-204	G-F	461-533	M
205-219	G-DT		Def.
220-271	G		
272-397	M	100-116	TOM
428-464	CF	117-184	TO
465-494	2F	300-530	Miss
495-897	A		
898-903	G		

Marques Johnson PT-22 FT 100-785 PF 1-500 Reb 14

Off.		Open	
1-133	Charge	1-96	G-DT
134-196	TO	97-481	G
197-216	G-F	482-556	M
217-247	G-DT		
248-351	G		Def.
352-451	M		
452-596	CF	400-617	M
597-668	2F	700-716	TOM
669-903	A	717-784	TO

KENTUCKY

Centers -- Robey and Phillips
 Forwards -- Guyette, Greve, Givens, and Johnson
 Guards -- Flynn, Connor, Greve, and Johnson

Kevin Greve PT-33 FT 1-790 Reb 9 PF 200-664

Off.		Open	
1-133	Charge/A	1-128	G-DT
134-222	TO/A	129-642	G
223-265	TO	643-743	M
266-291	G-F		
292-349	G-DT		Def.
350-555	G		
556-725	M	1-271	Miss
726-896	CF	300-318	TOM
897-971	2F	319-393	TO
972-1000	A		

Jimmy Dan Connor PT-31 FT 1-609 Reb 5 PF 100-464

Off.		Open	
1-133	Charge	1-79	G-DT
134-265	TO	80-396	G
266-279	G-F	397-458	M
280-315	G-DT		
316-445	G		Def.
446-555	M		
556-906	A	100-118	TOM
907-965	CF	119-193	TO
966-1000	2F	200-455	Miss

Robey PT-20 Reb 15 FT 1-810 PF 1-938

Off.		Open	
1-133	Charge	1-89	G-DT
134-265	TO	90-448	G
266-279	G-F	449-517	M
280-321	G-DT		
322-476	G		Def.
477-576	M		
577-657	A	400-640	M
658-757	C	700-719	TOM
758-807	2F	720-793	TO

Phillips PT-14 Reb 14 FT 100-652 PF 1-983

Off.		Open	
1-133	Charge	1-107	G-DT
134-265	TO	108-535	G
266-358	A	536-617	M
359-377	G-F		
378-424	G-DT		Def.
425-595	G		
596-739	M	1-19	TOM
740-846	CF	20-94	TO
847-898	2F	100-325	M

Johnson PT 16 Reb 6 FT 1-514 PF 1-983

Off.		Open	
1-133	Charge	1-61	G-DT
134-265	TO	62-305	G
266-649	A	306-350	M
650-662	G-F		
663-681	G-F		Def.
682-746	G		
747-867	M	100-119	TOM
868-901	2F	120-193	TO
902-997	CF	200-425	M

Givens PT 19 FT 100-840 PF 100-501 Reb 11

Off.		Open	
1-133	Charge	1-93	G-DT
134-265	TO	94-465	G
266-281	G-F	466-539	M
282-320	G-DT		
321-462	G		Def.
463-598	M		
599-682	CF	300-540	M
683-726	2F	600-618	TOM
727-867	A	619-693	TO

Guyette PT 21 Reb 14 FT 200-896 PF 1-748

Off.		Open	
1-133	Charge	1-74	G-DT
134-265	TO	75-370	G
266-430	A	371-432	M
431-552	CF		
553-610	2F		Def.
611-630	G-F		
631-662	G-DT	300-318	TOM
663-768	G	319-393	TO
769-876	M	400-665	M

Flynn PT 27 FT 100-837 Reb 6 PF 1-377

Off.		Open	
1-47	Charge/A	1-63	G-DT
48-133	Charge	64-315	G
134-265	TO	316-361	M
266-283	G-F		
284-308	G-DT		Def.
309-388	G		
389-482	M	1-271	M
483-582	CF	300-319	TOM
583-632	2F	320-393	TO
633-1000	A		

T.H.E. PRO FOOTBALL

NEWSLETTER

Game Designer: *Steve Keplinger*

DESIGNER'S CORNER/Steve Keplinger

USE YOUR GAME TO ITS FULLEST POTENTIAL

Playing T.H.E. on a regular basis will point out certain things that you may not notice when playing only occasionally.

As many players have noticed, the + and - ratings for the matchups in individual games are nowhere near as important as they may seem at first. Just because you are a +2 running an end run to the right does not necessarily make this your best running play. You may find your fullback up the middle is a much better ground gainer, even though you will be in the -1 column. Consequently, if you start a game and your opponent seems to have it all over you as far as the ratings are concerned, remember that this is only one facet of the game. There are many other things involved.

Another tip regarding your game playing is in regards to the use of substitutes. Look down your list of subs on offense and defense. You may want to replace an injury prone player, to protect him for a later game. Check out your linebackers and cornerbacks. Often substitutes are better against either the run or pass. If you are having trouble stopping a certain phase of your opponent's attack, try substituting at your weakness. Overcompensation on your defensive play calling may just compound your problem. Use substitutes in the key offensive positions often. Your team will probably perform better. Diversify your offense and defense.

When calling defenses, do not over react. If you are not sure what your opponent is doing, your chances are much better sticking with a basic defense. Use the high risk defenses with the realization that they are just that, a high risk.

If you are not involved in a replay, and are only playing individual games, do not pass up the .500 and below clubs. You will be missing a lot of action.

Plan your replays well, starting with all the information you would like to keep throughout the season. A mad scramble at the end of the year to compile season statistics is a pain. Compile as you go a running total. This will save time and be much more enjoyable.

For a change of pace, from either season or individual play, have events like round robin tournaments. These are great for swift moving, playoff type excitement. Try both single and double elimination.

A NOTE ABOUT 40 MAN ROSTERS

Please remember that in head to head competition, you should always slice your roster to 40 players before starting. This eliminates possible occurrences later in a game as for example, a player would have a choice as to what field goal kicker to use from a certain distance. You should always work from the 40 man base. (The 1975 charts of course will be based on 43 man rosters.)

UPCOMING NEWS

In response to your requests, T.H.E. is planning a release of charts on the 1958 Baltimore Colts and the 1962 Green Bay Packers.

After collecting results of the surveys taken, these two teams seem to be the first choices. Initial plans call for these teams to be released at the same time the 1975 charts are ready. Barring any drawbacks between now and then, you can look forward to the possibility of attaining these two teams.

Any comments regarding this decision are welcome. Depending on the response to this year's release, this may grow to be an annual occurrence.

Below is a capsule summary of the two teams:

1958 Baltimore Colts -- The victor of what is commonly referred to as "the greatest game ever", the Baltimore squad of 1958 is definitely considered to be one of the best of all time. This team has placed more of its players in the Pro Football Hall of Fame (five) than any other team in history. They include Art Donovan, Gino Marchetti, Raymond Berry, Jim Parker, and Lenny Moore. Another, Johnny Unitas is a shoo-in for the Hall in years to come. Their season record of 9-3 put them into that famed championship game against the New York Giants. Their only losses came when one, Unitas was injured, and two and three, after they had already clinched the Western conference title. 1962 Green Bay Packers -- Even with their star Paul Hornung injured most of the year, the Packers put together a 13-1 season, with an overwhelming defense and a never-give-up offense. Jim Taylor led the league in rushing (knocking off Jimmy Brown) and Bart Starr threw for a 62.5% completion percentage, throwing to the likes of Ron Kramer, Boyd Dowler, and Max McGee.

The defense was astounding, including such greats as Herb Adderley, Willie Davis, Henry Jordan, and Willie Wood.

The Packers beat New York 16-7 in the 1962 championship.

Something to anticipate in the months to come!

THE BEST? THE WORST?

In this issue of TTS, you will find a small opinion poll. The first two questions regard game revisions which we would like everyone to consider. Both have been brought up a few times by game players. Let us know what you think before we make a final decision.

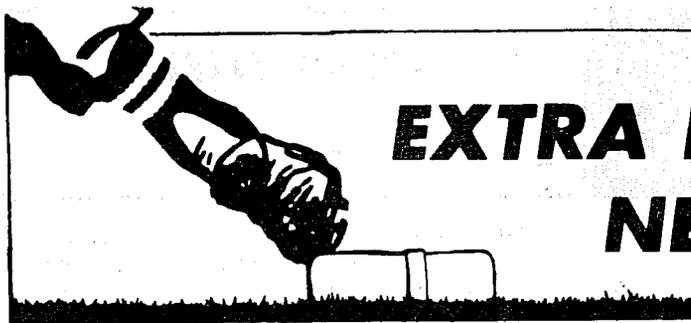
The third question is a real argument provoker. It would seem at first glance that most everyone would go with the Miami team of 1972 (14-0-0 fame). However, initial reactions by game players tells us that may not be the case. Some say that the Miami squad is lacking something. While their offense is plenty potent, they say the defense is not better than average. This is partially true, although the defense is still a far cry from average. The next thought often goes to one of the Oakland teams. One player said he personally had never seen Oakland lose after months of playing. Before the end of the week however, he watched Pittsburgh of '74 rip them 33-13. The '72 Washington team certainly will get some votes; with that stalwart defense, and strong offense. Pittsburg of '74 will definitely be in the running. Others to consider include Los Angeles of '73, Minnesota of '73 and '74, Dallas of '72 and '73, and Pittsburgh of '73.

Sleepers include Cincinnati of '72 and '74, St. Louis of '74, and Buffalo of '73 and '74. These are the type of teams that coaches with the right personality can bring out the best in.

How about the worst? This is where the real fun comes in. If you have never had a tournament of losers, you don't know what real fun is. Houston of '72 versus Houston of '73. What a battle! Chicago of '73 versus New Orleans of '73 is another titanic struggle. You can get some of the greatest matchups in games of this sort. Give it a whirl, and let us know your choice.

Send all responses to: P.O. Box 113, Glyndon, MD 21071

Opinion Poll Cont'd. p. 5



EXTRA INNINGS NEWSLETTER

Game Designer: Jack Kavanagh

FROM THE BENCH/Jack Kavanagh

SOME THOUGHTS ON "FINE TUNING"

There's a point in adjusting a table baseball game beyond which tinkering is not worth the effort. The major problem which "fine tuning" presents is increasing the length of time required to play each game. Table games are divided roughly into two groups: those which play in 20 to 30 minutes and those which can go on for an hour, sometimes more. "Extra Innings" has always dug in the heels of its spiked shoes to resist injecting amplifications which extend the length of time of games. One of the reasons many, perhaps most, table gamers take up the hobby is to either re-play actual seasons or to create their own championship seasons with appropriate stats worked out. It argues in favor of relatively short games; action compressed with a put out or hit coming off one dice roll rather than a progression of balls and strikes preceeding putting the ball into play.

This is why we have side-stepped, for instance, a "tiring factor" other than that proposed with the text of "EI" which is offered largely to assuage those who are enticed by this. Actually, we can't overcome a certain reluctance to alter the effect of a pitcher's ERA by lowering or raising its potential. One of the traps of logic is that pitchers tire and are less effective as a game progresses. In reality, many pitchers improve - at least to a point - as a game goes along. Mickey Lolich is a prime example, often having control problems in the first few innings then, as his accuracy improves, being much improved. Any study of runs scored by innings shows an amazing consistency in the probability of runs being scored in any number in any inning.

One might, in an effort to achieve balance, divide a pitcher's innings into thirds and presume his middle three would agree with his total ERA; that the first three innings would be lower (by an arbitrarily assigned value) and the last three innings higher by the same value. For example: a pitcher with a 3.00 ERA would have that for his middle three innings but pitch to a 2.00 for the first three and a 4.00 for the last three. In addition to giving the player of the game the burden of remembering to adjust after each set of three innings, there'd be the temptation to lift a pitcher who was going strong after he'd worked six innings because he was going to automatically advance his ERA. As a result you'd have 3.00 ERA pitchers working largely to a 2.50 ERA and create a distortion in realism. I'm not going to get into considerations of a tiring factor involving relief pitchers.

My point is this: diddling with a game gratifies the innovator but doesn't have much effect on the play of the game or the season's stats. Against the complaint that a high ERA pitcher might produce a shut out for seven innings and should be penalized going into the last frames, I argue that the laws of probability are already at work. Despite the age-old argument of mathematicians that the odds are the same each time a coin is flipped, I'd be happy to cover all bets against another head coming up after seven straight head's are tossed (of course, I'd want to examine the coin closely first.)

My compliments to those who innovate and gain more enjoyment from the game as a result. However, unless such innova-

tions clearly improve the statistical accuracy of the game **without extending the playing time and/or giving the player another manipulation to remember to use**, then I have only an academic interest.

DEPARTMENT OF AMPLIFICATION

Adjusted ERA Chart
and other things that keep requiring letters.

We are sure Earnshaw Cooke finds no difficulty in understanding his "Percentage Baseball." What is lucid to him is lost on us. We seem to have cast a haze over our "Adjusted ERA Chart" and will try now to clarify.

If everyone will take out their "Historical Team Rosters" and locate the 1969 Mets and Orioles, we'll demonstrate.

We'll use a low ERA pitcher, Tom Seaver. His 2.21 reduces each batter's lines by nine singles, three doubles, two triples, three homers.

Bring Paul Blair to the plate. His 1-2-3/1-2-5/1-4-4/2-4-3 now read, against Seaver, 1-1-6/1-2-3/1-4-1/2-2-6. Roll the dice and read appropriately.

Now, bring Boog Powell up. His 1-3-3/ - - -/1-5-1/2-5-6 now read, against Seaver, 1-2-6/ - - -/1-4-4/2-4-3. He still can't hit a triple. He didn't in 1969 and we're aiming for accurate replays.

Let's use a high ERA pitcher, Lopez of the Orioles against several of the Mets. His 4.43 increases each batter's lines by seven singles, two doubles, one triple, two home runs.

Bring Cleon Jones to the plate. His 1-1-5/1-1-6/1-3-5/3-1-3 now read, against Lopez, 1-2-1/1-2-1/1-4-1/3-2-4. So, is a 1-2-1 now a HR or a triple? It's a HR and his triples are adjusted to 1-2-2 (doubles remaining unchanged). When you can't raise the bridge, lower the river.

OK, bring on Bud Harrelson. His - - -/1-1-3/1-2-3/2-3-4 now read - - -/1-1-4/1-2-5/2-4-5. He rolls a 1-1-1, it's still a triple.

If there are any further questions, see me after class.

Now, about stretching singles into doubles, doubles to triples, triples to home runs. Some surrogate managers would like to have the option of sending Pete Rose hustling to the next base. However, if the manager was as aggressive as Pete, his season's stats could become quite lop-sided. They are based on actual performances. His doubles rating, etc. already include the ones he stretched.

Also, there are no stats on the times a runner does stretch a hit into an extra base. A double is a double whether the runner reached second standing up or with a head first slide.

If, as the manager, you are not content with having Rose stopping at first when what you wanted was for him to get into scoring position, have him try to steal before the next batter hits.

BUBBLE GUM CARDS WANTED

I'm afraid this is going to be read as a "put down" by many of my collector friends who are serious about their hobby of collecting baseball cards (football, hockey, basketball, etc., too).

However, at the Adeline LaPlante Memorial Center, a sheltered workshop for retarded teenagers and adults, we find they are very much enjoyed. My own son, Brian, mildly retarded and paraplegic, has made a major hobby from his cards. He sorts them by teams, positions, uniform numbers, etc. etc. At The Center we find these cards make great "rewards" for clients (many of whom are bussed each day from the State Institution for the Retarded and have no opportunity to acquire cards on their own). The thing has really caught hold and, despite checking flea markets and yard sales, I just can't bring in enough cards.

From time to time we find older cards and these we market if they have any real value to collectors. We put such "profits" into sports equipment. A shoe box of gum cards from the 1930s was turned into softball uniforms, including shoes.

So, if you've got an out grown collection or accumulation, we could use it...any vintage...any condition. Please send to: Jack Kavanagh, Executive Director, South County Chapter, R.I. Assn. for Retarded Citizens, P.O. Box 56, Peace Dale, Rhode Island 02833.

FROM TABLETOPS HERE AND THERE

Tom O'Toole has requested that we print some short replays, stating that he rarely finishes any of the longer ones that he begins himself. So, in that spirit, we'll dedicate this section to Tom.

Dear Sir:

I purchased your baseball game "Extra Innings" last March and enjoyed playing 162 Pittsburg Pirate games using their real schedule with it.

Then when I saw your basketball game ad, I sent away for it fast. I know I can't play a whole season now, but if you rush me your "Basketball Pro-Style" game as fast as you can, I can play through the rest of the season and the tournaments. So please hurry so I can get going before the start of my 2nd "Extra Innings" season!

On the back of this letter I have some actual statistics I kept during the last baseball season with your game "EI." Also included is an all-time, all-star game boxscore I played last July.

Jay Rombach, Elyria, OH

PITTSBURG TEAM RECORD ("EI" STATS) - 84-78 .518

Name	AB	R	H	2B	3B	HR	RBI	AVE
Al Oliver	596	79	169	35	18	9	62	.284
Richie Zisk	539	56	145	21	6	12	64	.269
Willie Stargell	547	61	136	40	3	22	95	.249
Rich Hebner	611	71	171	22	2	13	55	.280
Manny Sanguillen	513	42	137	14	4	8	47	.267
Rennie Stennent	672	73	198	25	4	4	37	.295
Frank Tavaras	358	32	84	2	2	1	19	.235
Dave Parker	530	53	135	19	6	8	45	.255

ALL TIME ALL STAR GAME: at YANKEE STADIUM - New York

NATIONAL LEAGUE VS AMERICAN LEAGUE

National					American				
	AB	R	H	RBI		AB	R	H	RBI
H. Wagner	4	1	1	1	T. Cobb	4	0	1	0
R. Hornsby	4	2	3	2	T. Speaker	3	1	1	1
S. Musial	4	0	1	1	T. Williams	3	0	2	1
B. Terry	4	0	2	0	B. Ruth	4	0	0	0
M. Ott	4	0	0	0	L. Gehrig	4	0	1	0
R. Campenella	4	0	1	0	M. Cochrane	4	1	1	1
P. Waner	4	0	2	0	C. Gehringer	4	0	1	0
J. Robinson	4	0	0	0	J. Cronin	3	1	0	0
P. Traynor	4	1	1	0	F. Baker	3	0	0	0
D. Dean	0	0	0	0	W. Johnson	0	0	0	0

N. L. .36 4 11 4 TOTALS A. L. 32 3 7 3

Nationals 0 0 1 0 2 0 0 1 0 - 4
Americans 0 1 0 0 0 0 0 2 0 - 3

E - None. DP - Nationals 2, Americans 2. LOB - Nationals 5, Americans 5.

2B - Musial, Waner, Speaker. 3B - Gehringer. HR - Cochrane, Wagner, Hornsby. SB - Cobb 1. SH - None.

Name	IP	H	R	ER	BB	SO
D. Dean (W)	9	7	3	3	2	4
W. Johnson (L)	9	11	4	4	0	6

HBP - By Dean 1 (Cronin). WP - None. PB - None. Balk - None.

T - 26 Minutes Att - 51,009

**STAR OF THE GAME: Roger Hornsby

Dear Sirs:

Enclosed is \$4.00 to renew my subscription to "Table Top Sports," beginning with the fourth volume.

Also, since Gamecraft now owns "EI", which is in my opinion the best tabletop baseball game, I'd like to know if Gamecraft also has a basketball game. If so, could you please send me a brochure? Thank you.

I have just finished the 1972 National League Baseball season. Here are my top five hitters in every category. (Real life in parentheses.)

Chuck Shipan, Chicago, IL

1972 NATIONAL LEAGUE REPLAY

	HR	BA	Wins
Bench	40 (40)	B. Williams .336 (.333)	Carlton 28 (27)
Colbert	39 (38)	Garr .329 (.325)	Seaver 23 (21)
B. Williams	39 (37)	Baker .319 (.321)	Jenkins 22 (20)
Stargell	35 (33)	Cedeno .319 (.320)	Gibson 21 (19)
Aaron	34 (34)	Oliver .318 (.312)	Sutton 20 (19)

	RBI's	ERA
B. Williams	126 (122)	Carlton 1.96 (1.98)
Bench	125 (125)	Sutton 2.01 (2.08)
Colbert	116 (111)	Nolan 2.03 (1.99)
Stargell	109 (112)	Gibson 2.37 (2.46)
Simmons	104 (96)	Matlack 2.39 (2.32)

David Lempke, Indianapolis, IN, an old friend of "EI" has submitted results of his 1964 replay after the first 12 games:

PARTIAL 1964 REPLAY

	W	L	GB
Reds	10	2	-
Giants	7	5	3
Pirates	7	5	3
Phils	7	5	3
Cards	6	6	4
Dodgers	5	7	5
Cubs	5	7	5
Braves	5	7	5
Colts	5	7	5
Mets	3	9	7

with the help of a few Dodger errors. Thanks again for your great game.

David Jenkins, White Bear Lake, MN
P.S. The Dodgers were beat in the next game 3-1, Twins lead series 2 games to 1.

As you have probably noticed, Jack has replied to David's letter (and several others on the same theme) in his "Amplification" article on another page.

Cont'd. from p. 17

FROM THE GRANDSTAND MANAGERS

Dear EI:

"FANTASTIC!!! There is no other word to describe Extra Innings. I've had EI for about 12 days and the game seems to get better every game. I've played such games as APBA and SOM, but your game outclasses them by far." It makes me mad that APBA and SOM are more popular than EI, when EI is so far more superior. I feel privileged to own such a super baseball game. I'd also like to thank you for your unbelievable service. Why, my game took only 2 weeks to arrive. I plan to begin a league as soon as I play enough games to get "the hang of it." I'll keep you up to date on all of my enjoyable experiences.

Thanks again for THE ONLY TRULY MAJOR LEAGUE baseball game.

A well-satisfied customer, Patrick Uding, Ste. Genevieve, Missouri

We thought we would start off on a high note. After Patrick's letter, anything else is certain to be a low spot in comparison. We will even admit to receiving some downright bitchy letters, but we just casually put them in the can next to the desk. That's one of the many joys of being an editor.

Here's another nice letter, even though it's addressed to Jack.

Dear Mr. Kavanagh:

I am writing to compliment you on your fantastic game. I have been a table-top gamer from way back and your game is the best I've seen anywhere in any sport. A few ideas I really like are the walk and K ratings, most of my other games really overdo those two. Your game has also given me the most important thing, along with your great newsletter - a sense of pride in my hobby, something I've never had. I've always been sort of ashamed, I guess you could say. I have enclosed the coupon for the '75 teams and \$4.00 for your newsletter "TABLE TOP SPORTS." Don't send me the January 1975 issue, I already have that one. I would also like a favor. I am a bit confused about the ERA ADJUSTMENT CHART in connection with reducing and adding to extra base hits. Could you please send some examples on how it works. Thanks.

As to some of my great games, I have been replaying the 1965 World Series and in the first game, Don Drysdale 2 hit the Twins and won 4-0. He had a perfect game for 7 innings. In the next game believe it or not the Twins killed Koufax 8-1,

solitaire version of BPS. We carefully equalized the total number of options available for each position in the basic Play Action card deck. However, to take care of the problem of how to have your imaginary opponent in solitaire play make a choice of options when confronted with one of the double option cards, we stated that the top option should automatically be chosen. We then failed to check to see that each position had one and only one representation by the top option. They didn't. Post was used twice and LF none. The solution is simple: Take the double option card that has the Post shooting in the top option and the LF shooting in the bottom option and flip flop them.

Feeling better? Good. The game doctor will be back in his office next quarter in case you have a relapse.

UPDATED TEAM RATINGS

We have updated the normalized offensive and defensive team ratings for the first half of this pro season. To be more exact, they are updated through January 25 for the NBA (an average of 44 games played) and through an average of 40 games played for the ABA. We will leave it to you to distribute the new totals among the top 10 players of each team if you wish to bring your player ratings up to date.

NORMALIZED POINTS

	Defense	Offense
Atlanta	54	50
Boston	50	58
Buffalo	46	57
Chicago	60	40
Cleveland	57	51
Detroit	42	54
Golden State	56	60
Houston	46	52
Kansas City	45	48
Los Angeles	40	56
Milwaukee	56	45
New Orleans	53	49
New York	50	51
Philadelphia	47	56
Phoenix	47	53
Portland	51	50
Seattle	47	50
Washington	58	49
Denver	45	60
Indiana	55	48
Kentucky	58	47
New York	60	49
St. Louis	52	44
San Antonio	55	51
Virginia	40	40



NEWSLETTER

FROM THE DESIGNER/Jerry Faulk

SOME MINOR REVISIONS

We recently received a long letter from Ron Gold of Wheaton, Maryland, about this year's edition of BPS. Ron, as many of you who read "APBA Journal" probably know, is an indefatigable APBA baseballer. Even so, judging from the length and the preciseness of his letter, he is not a complete meathead - especially considering his first paragraph:

Dear Larry and Jerry,

I have just purchased Basketball Pro-Style from Gamecraft and my first impression is very positive. Considering the statistical considerations which form the basis for this game, I have a couple of questions concerning what appear to be problems.

In the "Instructions for Do-It-Yourself Ratings" it states that "The Play Scoring Chart is set up so that the 'O' Shooting Factor column of the chart provides a 46% field goal shooting percentage, the NBA average." Furthermore, the columns to the left and right decrease and increase that percentage in increments of four percentage points, respectively. As I analyze the chart (copy enclosed), this is not the case.

Since, field goals missed because a player is fouled do not count as field goal attempts (FGA), the actual FG percentage for each Shooting Factor is as follows: (chart omitted).

Obviously, something is wrong. Can you explain? Clearly, if the number of "2's" increases from 7 for the (-10 to -7) column to 17 for the (+7 to +10) column in increments of 1 and the total FGA remains constant at 24, then the respective field goal percentages range from .292-.708 (.042). This makes more sense to me.

We hate to be caught with our pants down, especially by an APBA devotee, but Ron has an ironclad case here. Somewhere in our juggling, revising, and rerevising we omitted some rebounds in favor of more fouls, thus decreasing the number of attempted field goals. We propose the following: Replace the 22 "Foul" designations on the Play Scoring Chart that are NOT preceded by a "2" with 22 rebound designations copied at random from other positions on the chart. Now, to keep the same number of conditional foul possibilities in the game that presently exist, add the conditions that have been eliminated (the sets of numbers bracketed by parentheses that followed some of the now banished "Foul" designations) to a like number of the "2, Foul" designations remaining on the chart.

This leaves one problem: the chart now gives the correct FGA percentages but is lacking in fouls. To solve this problem, take the three blank Shot Cards included with the deck and label them "SHOT MISSED, SHOOTER FOULED." (For the special play keys, use MM, SS, and YY.)

Now, in the advanced game there is a minor problem regarding the use of the position - designated Play Action cards. Since those players who shoot more do not always play the entire game, those cards may apply to a substitute for the player for whom they were intended. Also, a player may start a quarter at left forward, for example, with the extra Play Action cards appropriately added. Then, due to your opponent's substitutions, he may be moved to right forward for defensive purposes. Again, the extra Play Action cards do not serve their intended function.

A solution might to designate those players who would ordinarily be identified as qualifying for extra Play Action cards as A, B, C, and

D. Then the Play Action card could read "Pass to A player who shoots from ...," for example. "If A player not in the game, skip this card." Thus, for Boston, Cowens might be the A player, Havlicek the B player, and White the C player. There would be no D player. Then, one would simply insert two A cards, two B cards, and two C cards into the deck. By this method Havlicek, for example, would get his extra shots regardless of whether he was playing LF, RF, LG, or RG. And, when he was not in the game, the A card would not increase the FGA of another player.

Okay, we agree with Ron on this point also. Here's how we suggest going about it. Label the RF optional Play Action cards as A(F) and the LF optional Play Action cards as B(F). The A means player "A" and the F stands for forward. Likewise for B(F). In the options on the A(F) cards change RF to "player A" or simply "A". LF on B(F) would become "B". Similarly, label the RG optional Play Action cards as C(G) and change RG in the options to read "player C." Label the LG optional a D(G) and make the appropriate change in the options to player D. The optional cards for the center should be labeled E(C) and the post becomes player E.

When you choose the optional play cards for each qualified player, choose the appropriate cards for his position, then forget about it. Label the player as A or B if he is normally a forward, as C or D if he is normally a guard, and as E if he is normally a center. You can label the player by marking his card, placing a light erasable mark on the playing court, or by taking a small scrap of card stock labeled A, B, C, D or E and placing it above or below his card. When the player is removed from the game, remove his letter (unless you wrote it on his card.) When you draw one of the optional Play Action cards that refers to this player, ignore it. If you substitute the player back into the game, his optional cards will be there waiting. If you switch him to a different position, don't change his cards. For example, if Player A starts out as a forward but is switched to a guard, he continues to use the optional Play Action cards marked A(E).

In the basic game the 20 Play Action cards result in the following FGA by position: LF-3; RF-4; C-5; LG-4; RG-4.

Now the LG shoots from areas 0, 1, 4, and 6 while the RG shoots from areas 0, 1, 7, 8. The probability that the LG will make an FGA is .496 while the RG has a .512 chance of making his attempt. So, one can have an effect on the scoring of an individual player over the course of a season by knowing that this difference exists. If I put a player who takes 1000 shots a season at LG, he will score 496 FG. But, if I put him at RG, he will score 512 FG. Now this difference is not substantial and will not have a serious effect on the player's scoring average.

But, let's consider what it does to the man who plays forward. First, the RF attempts more shots than does the LF in the ratio of 4:3. The probability of the LF scoring on a FGA is .544, while the probability of a RF scoring from the field is either .569 or .531 depending upon what is meant by the Play Action card which reads "RF shoots from free throw line." If this means he shoots from area "0", then his FG percentage is .569; if it means he shoots from area "7," then his percentage is .531. Let me assume the latter.

Consider the player who attempts 1000 shots as a LF. He makes 544 FG. But as a RF he would have 1/3 more attempts (1,333), and would make 708 FG. This difference amounts to 4.1 points/game over an 80 game season. Certainly some adjustment is necessary here, too.

In case you are lost as to what Ron is talking about here - as we first were - please be informed that he is referring to the

Cont'd. p. 16



TSG I: Pro Football Newsletter



Game Designer: *Jim Hallo*

Game Statistician: *Jed Duty*

T. M.

T. M.

DESIGNER'S CORNER/Jim Hallo

TSG OFFENSIVE STRATEGY IN HEAD-TO-HEAD PLAY

Offensive play calling requires more thought and creativity than the calling of defensive plays. The variables and jeopardies are greater.

If the defense makes a costly error the opponent scores — but you were half expecting him too anyway. Errors on the offensive side can and do turn games around.

Yet, ultra-conservatism on offense can keep a weaker team close enough that one break or a few good plays can let the weaker team win.

The offense strategy must be tailored to the team being run. Important information can be found on the cards. Two examples from the 1975 edition would be: QB Jurgensen has 2 X's in his short and long pass columns but only 1 in his medium pass column. As his X column yields mostly disaster the "M" pass should be favored. RB Metcalf has exceptional average and breakaway potential in his ER column.

Strict, definitive offensive strategy statements are almost impossible because of the variables involved: Field position, down and yardage, ahead or behind and by how much, playing a better, equal or poorer team, quality of your kicking game, defensive matchups. However, there are some general principals that can be communicated:

START OF GAME

Against Stronger Team

Play very conservatively; keep score low and close; wait for break with a chance to go ahead in 1 or 2 plays before opening up offense; call running plays and long pass only; be content to run 3 plays and punt.

Against Equal Team

Play conservatively as above from own goal to 50, but play wide open offense after passing the 50; limit jeopardy of turnovers.

Against Weaker Team

Start conservatively and unless breaks or dice seem capricious, open up wider and wider; try to blow them out; don't let them win with last minute score; play a high scoring game.

DURING GAME

Study Defensive Calls and Counter Accordingly.

If opponent never blitzes all linebackers 2 plays will suffice, the end run and long pass. If opponent blitzes all linebackers frequently, shift to off tackle plays and circle passes. Establish a rhythm in your play calling. You can achieve a calling rhythm that has your opponent guessing wrong; when you are moving the ball well, the calls seem to flow and the defense is almost always wrong.

"Opening Up" an Offense.

The best call, assuming reasonable down and yardage situation is the call your opponent least expects. Pick his defense first, then select an offensive play to beat that call; the defense is at the disadvantage as more than one play will beat his defense. (You can call his defense wrong and still get a net "up" result); he must call you nearly perfectly to get a "down" advantage.

Score When You Have 1st Down Inside Opponent's 20.

Always run your best backs and throw to your best receivers. Use plays that will score from where you are, not just ones that will get you close. Open up your offense. 3rd or 4th and goal from the 1 or 2. Defense simply must call short yardage; quick toss is best scoring shot.

4th and 1 Punt or kick that FG, don't go for it unless the potential TD you're giving up will "Definitely" win the game.

Dear Sirs:

I have just completed the Oakland Raiders 1974 football season. I had kept all these stats so that I could send them to you, to help you in determining where improvements are needed.

I must say I have played many football games but by far yours is the most entertaining. It is a very good reproduction of football. I particularly like the choices of offensive and defensive plays.

I am a statistics nut. I keep all the stats for football, baseball, etc....

Thank you very much for such a great game. I am highly recommending it to all of my friends.

By the way, I had previously dealt with TSG before they went out of business. I'm glad someone cared enough to start them again.

Thanking you, William Chamberlin, Pine Hill, NJ
P.S. Could you please tell me when the new football cards (1975 season) become available. I enjoy playing football all year round and would like to get them as soon as possible.

1974 OAKLAND RAIDER REPLAY (Actual results in parentheses)

	8 - 6 - 0	(12 - 2 - 0)	
OAK			OPP
13	Buff L	20	(20 - 21)
13	KC (H) L	23	(27 - 7)
27	PITT W	26	(17 - 0)
15	CLEV L	18	(40 - 24)
14	SD W	13	(14 - 10)
17	CINN (H) L	21	(30 - 27)
45	SF W	10	(35 - 24)
29	DENVER W	23	(28 - 17)
19	DET (H) W	17	(35 - 13)
20	SD (H) W	17	(17 - 10)
0	DENVER (H) L	10	(17 - 20)
21	NE (H) W	0	(41 - 26)
7	KC L	23	(7 - 6)
31	DALLAS (H) W	0	(27 - 23)

(H) home game

Cont'd. on next page

TEAM STATISTICS

	OAK	OPP		
TOTAL FIRST DOWNS	259 (284)	233 (237)	PUNT RETURNS	39 (45) 37 (40)
RUSHING	97 (127)	105 (110)	YDS RETURNED	385 (517) 344 (283)
PASSING	135 (137)	108 (106)	AVG YDS RETURNED	9.9 (11.5) 9.3 (7.1)
PENALTY	27 (20)	20 (21)	RET FOR TD	0 (0) 0 (0)
RUSHING YARDAGE (NET)	2050 (2334)	2214 (2108)	KICKOFF RETURNS	42 (50) 50 (69)
RUSHES	523 (561)	459 (459)	YARDS RET	974 (1140) 1052 (1455)
AVG. PER RUSH	3.9 (4.2)	4.8 (4.6)	AVG PER RET	23.2 (22.8) 21.0 (21.1)
AVG. YDS PER GAME	146.4 (166.7)	158.1 (150.6)	RET FOR TD	0 (0) 0 (0)
PASSES ATTEMPTED	360 (335)	280 (367)	PENALTIES	82 (92) 93 (61)
COMPLETED	196 (186)	143 (175)	YDS PENALIZED	628 (845) 741 (502)
% COMPLETED	54.4 (55.5)	51.1 (47.7)	FUMBLES	21 (22) 25 (32)
PASSING YARDAGE	2784 (2561)	2266 (2425)	LOST	14 (10) 15 (14)
TKLD ATT TO PASS	33 (24)	40 (36)	OWN REC.	7 (12) 10 (18)
YARDS LOST	295 (177)	352 (314)	OWN REC. FOR TD	0 (0) 0 (1)
PASSING YARDAGE (NET)	2489 (2384)	1914 (2111)	OPP REC. FOR TD	0 (2) 0 (0)
AVG YDS PER GAME	177.8 (170.3)	136.7 (150.8)	TOTAL POINTS	271 (355) 221 (228)
TOTAL YARDAGE (NET)	4539 (4718)	4128 (4219)	TOTAL TDS	33 (46) 26 (27)
AVG YDS PER GAME	324.2 (337.0)	294.9 (301.4)	TDS RUSHING	13 (15) 14 (12)
% TOTAL YDS - PUSHING	45.16 (49.47)	53.63 (49.96)	TDS PASSING	20 (28) 10 (12)
% TOTAL YDS - PASSING	54.84 (50.53)	46.37 (50.04)	TDS RET & REC	0 (3) 2 (3)
BALL CONTROL PLAYS	916 (920)	779 (862)	XP	28 (46) 20 (25)
AVG YDS PER GAME	5.0 (5.1)	5.3 (4.9)	XPA	32 (44) 26 (?)
INTERCEPTIONS	14 (27)	20 (18)	SAFETIES	0 (1) 0 (1)
YDS RETURNED	159 (378)	225 (276)	FG ATT	24 (17) 26 (22)
RET FOR TD	0 (1)	1 (2)	FG MADE	15 (11) 15 (13)
PUNTS	49 (74)	59 (73)		
YARDS	2030 (3124)	2289 (2911)		
AVG	41.4 (42.2)	38.8 (39.9)		

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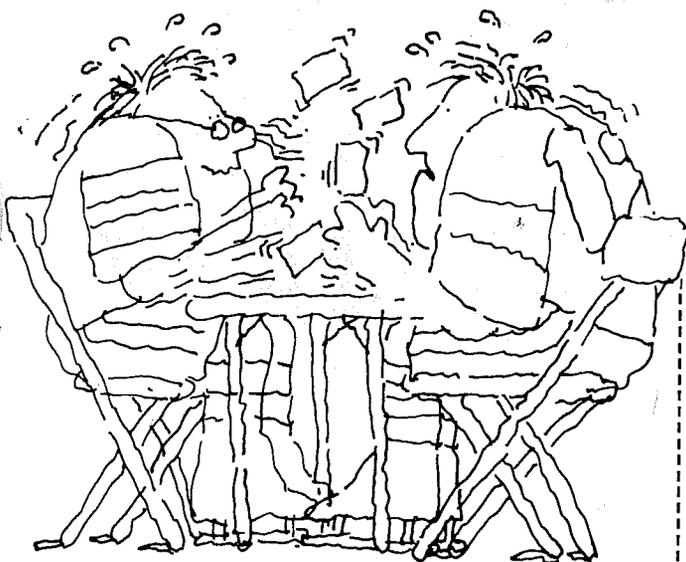


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