

TABLE**TOP****SPORTS**

SPRING 1976

VOL 2, NO 2

TABLE BASKETBALL 1976!

SOLITAIRE TECHNIQUES/Bill Rehrig

REPLAYS: THE SHORT AND LONG OF IT

Those of us who are solitaire baseball enthusiasts are faced with a problem which few other table-top gamers must deal with: the replaying of an entire season takes anywhere from 12-24 months for the average player. Let's face it, if you wanted to replay the entire 1975 season, you would have to play 972 ball games, and that's just for one league. Now, if the average playing time per game is about 20 minutes, it'll take you about 324 hours just to play the games. Add to that the time it will take to maintain statistics and check your player use, etc., and you have a project which is going to occupy a major portion of your waking hours.

Beginning a full-season replay without a full awareness of the total time involved could result in any of the following: 1) using the same 8, 10, 12, or 16 teams for an extended period of time could bore you enough to quit the replay, 2) if the race isn't close and interesting, you might get bored and chuck the whole thing, thus wasting a lot of time for nothing, and 3) each replay will take so much time that you will find it difficult to keep current from year to year.

Another, perhaps more significant problem also exists: how will you feel if you get all the way through this replay of yours, using each and every player realistically, and the stats are off? I once

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GAME DISCUSSION/LEAGUE TIPS/Robert Jones

STRAT-O-MATIC BASEBALL

Being a devoted baseball fan, I was thrilled to learn a few years ago that table-top baseball games were on the market that would simulate the previous pro baseball season. The first game that came to my attention was Strat-O-Matic Baseball. I immediately joined a league of SOM players, and I was completely overwhelmed by the reproduction of baseball that it offered. The annual discussion in this league centered around the defensive ratings of the players. It was suggested that other games on the market might have a better system for rating the players' defensive abilities. I was involved in this search, and my conclusions after looking into six other games on the market was that no baseball game has an adequate system of defensive ratings. In fact, it seemed that SOM had all of these other games beaten in every respect. My reasons for stating this so summarily even when I hold reservations about SOM will follow.

I'll begin my defense of SOM from a negative point of view. I'll point to its weaknesses, none of which were improved upon in any other game. Pitching is not as important in SOM as it seems to be in real baseball. Thirty-six percent of the outcomes depend upon the pitchers' abilities, with hitting and defense collecting fifty and fourteen percent each. Pitching would seem to be equal to or superior to hitting in the majors, yet I have had a perfect game pitched by Roger Nelson of the 1972 Royals. In our league last week John Mon-

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GAME SURVEY/Julian E. Compton

REVIEWING SEVENTEEN TABLETOP BASKETBALL GAMES

This review seeks to familiarize the tabletop game player with all of the available basketball games, both simple and complex, and to evaluate them on the items developed in my **All Games Rating System**. Since seventeen games are being considered, I will simplify the game descriptions, generalizing concerning all the games where possible, in order to spend more time on the unique characteristics of each game.

Level One - Playability Games: Any game that is not using data in an attempt to reproduce actual events which have already occurred is a Level One game. No individual players or teams exist on this level: You play the game itself rather than basketball. Such games are graded solely on how well they play as judged by having (1) a steady flow, and (2) a suitable unified method.

Basket (Cadaco, \$4.95, 12½ x 20½, Rated A). A ping pong ball rolls around a molded paper floor, into one of six shot holes for either of the players to flip with metal flippers into the basket. It is probably the most played sports game ever made. **A best buy!** Domain: Game itself. Activity: Manipulation.

Kareem Abdul Jabbar Basketball Game (Gotham \$?, 15½ x 28½, Rated A). Same as above except for metal floor and slightly more consistent flippers. It may be hard to find. Domain: Game itself. Activity: Manipulation.

All-Pro Basketball (Ideal, \$7, 15½ x 28½, Rated D). A tactical game in which each player moves his unrated player-markers around the floor on 257 dots and rolls one die for shot results. An interest-concept, but about a six-hour game. Domain: Basketball floor location. Activity: Tactics and luck.

Basketball Strategy (Avalon Hill, \$10, 16 x 22, Rated C). A sophisticated tactical game in which unnamed players rated on defense, rebounds, offensive shooting, ball handling and freethrow shooting are maneuvered among seven zones and offensive choices are matched against nine defensive strategies. Two dice give shot results. Timing is by moving a marker through 180 four-second interval circles on the board, making it cumbersome. The game claims to be a "simulation" game. However, although it approximates basketball action and strategy, it does not reproduce any league activity which has occurred: it does not use the names of the players or teams, nor does it indicate what kind of statistics would justify the ratings it gives to the unnamed player-markers. Its major contribution is the nine different defensive choices which perhaps could be adopted by some of the simulation games. Domain: Basketball decision making. Activity: Strategy/Tactics, and luck.

Level Two - Simulation Games: Any game which employs data to simulate or reproduce events which actually occurred, such as last year's basketball season, is a Level Two game. The domain of each is realism and accuracy of the basketball events. The principal activity of each is strategy and/or tactics. (See chart for grading method.)

Some of the following games will include more features than others. However, unless otherwise indicated, all of them will: rate ten players on each NBA team (for which the base price is given) on shooting, rebounds, and fouls; have an individual card for each

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From the Editor

It appears that this may be the first issue of Table Top Sports to be on time. This issue is being sent to press on April 7. Allowing seventeen days for printing time (we're not using Speedy Printers this time) gives a mailing date the last week of April. We're not clapping ourselves on the back yet, but we're certainly optimistic. We'll be shooting for a mailing date the first week of July for the next issue.

Included in this issue is another freebie game — this one a baseball game courtesy of John Swistak. John left us the task (privilege?) of naming the game. Can you think of an exciting, catchy name for a baseball game that hasn't already been used? We tried "Strikeout!" —that's catchy but we thought people might think it said something about the quality of the game. Same thing for "Bloopers." On the other hand, "Walk" didn't infer anything (except possibly boredom) but it wasn't very catchy either. Modesty not being one of our characteristics, we finally decided upon "Grand Slam!" Considering the profusion of new games to hit the market this year, the number that were already on the market, and the score that have folded in the past, this title has probably already been used. If it has, we apologize — but not sincerely.

If you have any comments about the game, send them to John Swistak, in care of TTS. We'll forward all mail relating to the game on to John and let him worry about explaining the fine points.

We've received some feedback on Wayne Winston's College Basketball game in the Winter issue of TTS. Wayne has notified us that he would like to hear from anybody that has played the game, so, if you have some comments you would like to make, write to Wayne Winston, School of Business Building, Indiana University, Bloomington, Indiana 47401. (Now you know how he got his interest in college basketball.) Wayne also forwarded these corrections/additions: 1) Kent Benson's CF should extend to 561, not 501; and 2) the following rule may be added to enable the offense to freeze the ball. If offense calls 'freeze' at the beginning of a play then all offensive readings are disregarded except CF, 2F, G-F, TO, and Charge. These readings are played as usual. Finally, in case you're interested, Wayne has said something about having new ratings for the just finished season ready sometime in May.

A series of articles on solitaire techniques by Bill Rehrig has been initiated in this issue. Bill is a junior high teacher in Maryland and an APBA and EI player.

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TABLE TOP SPORTS

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From the Readers

First the bad news or.... What's a page of reader opinion without a little controversy?

I'll admit that I don't know or have any idea how publications are put together, never said I did. I just want what's coming to me in my subscription. OK, so your issues are up to date irregardless of date, how am I supposed to know that unless you say something? I really don't think you have to date your issues ahead just for me, tho its nice of you to say you would. I prefer to keep my subscription intact, as I paid for the issues and want them. The gist of my letter was my concern for my 4 issues. After all Nov-to-April really is not a year. I am not going to return the summer, fall, and winter issues, I don't want the 4.00 back — Just the full subscr. I paid for. The pleasure will illude you to cancel, sorry. To me it is a hobby, yes but after I inform my friends of what a poor publication you put out, your interest will decline. You devote to much of your paper to baseball and your games only. ASD is a much better paper as they speak about varied games and not only there own, paragraph for paragraph, ASD beats your paper all over. I personally like basketball, and have heard about gamecraft from others around here and elsewhere saying your service is shoddy. I guess its true. Your paper should not be for your games only, I don't think its very fare. I am sorry of the misunderstanding and "ignorance" of my letter, but I only want what I pay for — I'm sure you can understand that. You'll be sad to know I'll happily await my spring 1976 or whatever the next issue is. I would never, under any circumstances, give you the satisfaction of a cancellation, even tho its probably a good idea, Sorry, hope your business is booming! (really do) Mike E., Duluth, MN

As you may or may not have gathered from reading Mike's letter, this is his second letter to us. The first one was a letter of complaint because Mike did not like subscribing to TTS in the fall and receiving the Summer issue as his first installment. On the surface, that doesn't sound like much of a complaint but the manner in which it was rendered was something else. The tone, content, and style were much like those of the above letter. To top it off, it ended with a threat to "critique" us in ASD. Well, nothing raises my dander as much as a threat. We dashed a letter off to Mike informing him that his letter was undoubtedly the most ignorant one ever received at TTS and urged him, even pleaded with him, to return the issues he had already received so that we could refund his money and blot him from our books and our memory. We also explained that the Summer issue had only been published about three weeks before he received it and, thus, was current.

Now that I've received Mike's second letter....

Well, I didn't think it would be possible to top his first letter but I believe he's accomplished it. The only item with a semblance of a smattering of thought behind it is the remark about too much emphasis on baseball. This is probably true, although I haven't taken the time to measure the space used for each sport, and it may even be reinforced by the Spring and Summer issues. This has been caused by two factors: baseball is still the pre-eminent table sports game (because it is the easiest to reproduce with dice, paper, pencil etc.) and TTS is sort of an outgrowth of the old "Extra Innings Newsletter." However, as explained in the editorial we intend to even things up in the future. In the meantime, if you have any complaints, feel free to bitch, but, please folks, no threats. And, Mike, this is your fourth and last issue, permanently. Sorry, old buddy.

So on to the good news now. We received the following letter from Charlie Kilgus of Philadelphia. We bleeped one title from Charlie's letter because we didn't think it in good taste for us to print a letter critical of our competitors in actual name. We aren't interested in starting any feuds between publications, especially those that are our friends. The first part of the letter alludes to problems that we've encountered with postal service.

Just thought I'd wisk off a few lines to let you know that I'm not entirely one-sided in my overall judgement of a product. First of all,

I've been pouring over the latest (Winter '76) issue of TTS with friend Bob Keeley. It's his issue, not mine, I haven't received my copy yet, but I don't like our Postman anyway, maybe he's making me suffer (again); I still haven't seen the original second set of THE Charts, although you did give me a break by sending out the charts again anyway, overlooking the fact that they may still be in transit somewhere between Texas and Penna. The latest issue was great, and how promptly it arrived. Right on the heels, as it were, of the Fall issue. Hope this is just the beginning of an outstanding and long-lived periodical. TTS far and away out-classes the likes of...., and it's my fervent hope that more and more people come in contact with it, and subscribe/contribute to its success. Judging by the 5 or so issues already published, you've cornered the market on intelligent and sophisticated "co-editors" and reviewers. In conclusion, keep the faith, and continue the good work.

Now, in response to your "inevitable" survey: 10—Comprehensive reviews of all games (single sports) rates highest. 9—Single game reviews; (can be considered a 9+, if you will). 8—News from around gaming industry. 7—Gaming "tips and hints". (also could be considered 7+). 6—Letters from readers. 5—Newsletter columns by game designers. 4—"Brilliant" editorials. (smile when you say that). 3—Inevitable Surveys (not to be taken lightly, by any means). 2—Classified Ads. 1—Replay stats sent in by readers.

The small comment (size that is, nothing implied there, believe me) regarding game reviews (on page 4, upper left column) says it all, therefore the need for multi-reviews/opinions by several people on the same game is essential. As Jack Kavanagh so eloquently puts it, "It's the marginal areas (of various Games) which give one player pleasure and another a pain in the scorepad." Quite frankly, I cannot, for the life of me, understand the great following that APBA enjoys. I've advanced this opinion to you in a previous letter, I think, but it's a Baseball game (among other games) that simply is not as good as many others on the market. I attended the APBA Convention, strictly out of curiosity, in '73 or '74 held in Philadelphia, and I was amazed at how many APBA'ers had no knowledge whatso-

ever of the other table-top sports games on the market. The few I encountered had no interest at all in other games on the market (that is, the few I encountered that were aware that others existed) and yet I was never, ever satisfied by the play of APBA Baseball. These are the people that you must reach. I see that APBA has finally decided to implement changes that other games have incorporated for years. You and I both know it wasn't done because of concern for their customers but simply because other games began attracting knowledgeable APBA'ers from their market. Do you think this was apparent to APBA followers? Okay, that's all from me for now. I really wish you continued success.

In regards to Charlie's comments about APBA'ers, we have found aspects of the situation rather amusing. Reading APBA Journal in the month or so before the Master Game finally arrived, we ran across several columns on the subject of its probable contents. One author enthused something to the effect of "it even brings into play external factors, like player ejections, injuries, and rainouts." Gosh, really? And only about twenty years after these possibilities were first introduced by Big League Game Company and others. Reading AJ is really very similar to dreaming. When I get my monthly issue, I thumb through it, reading the parts of most interest to me. I then have to stop and take a glance over my library of games stacked on the shelves around me — BLM, Statis-Pro, SOM, etc. It's exactly like waking up from a dream and having a few moments of bewilderment before reality gratefully sinks in.

I'm not knocking AJ. It is an excellent journal. I only hope TTS grows to serve the interest of all table sports gamers half as well as AJ serves the interest of APBA baseballers. I'm just adding to Charlie's comments about the seemingly limited game knowledge of many APBA'ers. And thinking about the profits from the Master Game makes me drool like a baby. Every APBA baseballer I've spoken to in the last two months had ALREADY purchased the game at \$16 a

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Classified Ads

Rates for TTS subscribers: Free for up to 30 words. No commercial ads. Subject must involve tabletop sports games. 5¢ per word over 30 words. Suggested categories: Wanted, For Sale, For Trade, Opponents Wanted, and League Members Wanted. For Opponents Wanted be sure to also specify the game, your age, and —if you wish— your phone number.

Rates for non-subscribers: 5¢ per word.

Rates for owners of Gamecraft games: Free for Opponents Wanted or League Members Wanted for these games: EI, TSG, T.H.E., or BPS. Paid otherwise.

FOR SALE — 1975 21st Century College FB Game (Mint) — \$5.00 ppd. Other games write: M. Berke, 5424 Ben Ave., No. Hollywood, CA 91607.

For sale or (preferably) trade for BLM BB & BsB or APBA BB card sets: 1. 1974 World Cup Soccer Game 2. 1974 Negamco Boxing Game 3. 1973 Strat-o-matic Football Game. 1973 cards. 4. Twentieth Century Tennis Game 5. 1974 Season Statis Pro baseball cards only. I will accept any reasonable offer as I'd rather see them played than gathering dust. Aaron Mintz, 138 Fuller St., Apt. 5, Brookline, MA 02146, 1-617-731-9441.

Table Top Baseball Fans . . .

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IMAGES

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1185 Oak Park Drive
Galloway, Ohio 43119

Sample Sheet and Instructions, 25¢

APBA MASTER BASEBALL GAME

One otherwise uneventful December afternoon brought my neighborhood mailman and a letter from APBA. The bulk mail address list hadn't forgotten that I once played APBA baseball — before I rejected their ease of play in favor of my puristic beliefs toward table gaming. I opened the envelope and read, "Announcing—A Milestone in APBA History: The APBA Major League Baseball Master Game."

As I read further there were promises of lefty-righty match-ups, pitching off the stretch, allowances for pull-hitters, holding runners, individual fielding, arm, and baserunning ratings — a veritable goldmine of added features. Think of it, the leading exponent of the quick, simple baseball game moving into the realm of the sophisticated table game! I then noticed the price — \$16.25 for the Master Game with only the 1951 Dodgers and Giants (the current teams run an additional \$8.75). The pricetag seemed steep, but visions of champagne and Rolls Royces entered into the thoughts of an advanced table gamer committed to a beer and Gremlin life.

The game arrived pronto in a heavy cardboard box. The super-thick chart stock that I had come to know from APBA products was used to present almost three times as many charts and tables as their basic game. An hour of reading the instructions coupled with a working knowledge of the basic game assured confidence that I was ready for that "big move" to the Master Game.

Game set-up took about ten minutes longer than usual, as a row of player codes had to be transposed from card to scoresheet. As the dice were rolled again and again I became impressed by the smooth flow of play. I found the Master Game to be only slightly more complicated and time consuming than their basic game.

Although continued testing showed the '51 teams to be surprisingly mundane, play was as fluid and advanced as I had hoped it would be. Only one area of play drew my suspicion regarding the game's realism; more about that later. APBA had indeed produced a sophisticated game with the same playability as their basic game; certainly a rare combination. Here is a complete, stimulating, up-to-date game with all of the additaments found on the diamond itself.

The experienced APBA'er can now enjoy all of the current trends-in-feature found in the other games being marketed. If this sounds like the type of baseball re-creation you've been searching for, read no further. Rather spend the few minutes it would take to read through this review in brushing-up on basic APBA concepts, for you'll certainly need them in playing the Master Game.

For those of you still with me, let me say that I find only one fault with the Master Game. Unfortunately it is a massive one, left virtually uncorrected from the basic game: PITCHING. The basic game categorizes all pitchers into seven classifications — a concept so ludicrous that it upsets any notion of realism in an otherwise fine game. Now along comes the Master Game, excellent to this point and seemingly confident of its position as one of the "gems" of table gaming. But, rather than install a realistic evaluatory system for the hurlers, they opt for an expansion of the old over-generalized mess. The Master Game has thirty pitching categories, an apparent improvement until you notice that a full sixty per-cent of last year's starters are grouped into only six categories. The remaining forty per-cent are found in the other grades, with none gaining better than an "18"! Are we to believe that over one-hundred fifty starting pitchers can be condensed into eighteen grades without a significant sacrifice of accuracy? Like a chain, a top-rate baseball game is only as strong as its weakest link, and inaccurate evaluation of pitchers is no minor shortcoming. If the folks in Lancaster insist upon these gross generalizations in the name of research and production expediency, I cannot endorse this product in the manner in which its potential exhibits.

In summary, I find the APBA Master Game to be an enjoyable, easy to play, yet sophisticated game. However, at \$25.00 for a twenty-six team set, my champagne has revealed itself as "domes-

tic" — and at that price I can do better for a lot less money. The actual product rates a "B+", slightly below ASG, Statis-Pro, and Extra Innings (rated "A"). When a correlation between value and cost is calculated my final evaluation must slip a bit. RATING — B.

The APBA Master Baseball Game is a product of APBA Game Company, Inc., Lancaster, Pa.

Mr. Goldstein welcomes comments sent to 3113 East Derbyshire Road, Cleveland Heights, Ohio 44118.

REPLAYS Cont'd.

replayed the AL 1949 season and in that replay George Kell hit .409, the Red Sox finished 4th, the Tigers finished 3rd, and most batting averages were 10-20 points too high. The game I used was APBA, but the point is that any game can be off on several players and even teams in any one replay.

The major advantages to the season replay are the testing of your managerial skill, testing pet theories of yours, and a yardstick against which to test the game's accuracy.

If you are not all that hung up with playing exactly as many games as the majors, or measuring teams and individual players over a full season's schedule, there is an alternative which will solve most of the problems, especially the one regarding time. This solution is the short season replay.

A short season schedule allows you to set up things any way you wish. You can make each season as long or as short as you wish. You can maintain continuity of records by simply using the same length season for each league you play. While it is true that playing a short season will rob any game of some statistical accuracy, this will not be a problem unless you are a person who just can not live unless each player gets his just number of at bats and innings pitched.

So, the option is yours. One of the beauties of table-top sports is that it allows you to structure things your way. If you still want to go the full season replay route, simply get a major league schedule. (Old ones are available at larger libraries. Simply look in the NEW YORK TIMES INDEX for the year you want under the heading BASEBALL, and it will tell you the date of issue and page where the schedule appears. Most libraries have copying facilities which will allow you to have a copy for use at home.)

If you plan to play a shorter season, making a schedule can be a time-consuming and tedious task. Here are some suggestions which may help you in planning your schedule:

1. Decide how many games each team will play, then how many each will play against each other.
2. Give each team a number, and schedule them according to the following formula (8 team league):

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

3. Go through the above formula as it appears, and then play it again, reversing home and visiting teams.
4. If you are playing more than 6 games between teams (3 home, 3 away), split the games up so that you don't play more than 3 or 4 games between any 2 teams in each series.
5. 6, 10, 12 team leagues can be structured using a formula patterned after the one above.

The most important consideration is a realistic assessment of the amount of time you will have for your replay. It is much better to play a season which is a little too short, than one which is just too long.

Next time, I will discuss some ideas on how to plan lineups and pitching rotations so that you can get realistic numbers of at bats and innings pitched from each player.

I would be most happy to exchange correspondence and ideas on solitaire play and its many variations at Box 234, Joppa, MD 21085.

STATIS PRO BASEBALL

I thought it would be difficult, if not downright impossible, to develop a baseball game that played as well, on a solitaire basis, as APBA. STATIS PRO has done it, however, with the introduction of their fast action cards. These unique cards have, in my judgment, made STATIS PRO one of the top solitaire games available. I don't know how and when most adult table gamers play their games, but I play most of mine while my wife and children watch television. STATIS PRO is ideal for this because there are no noisy dice or spinners to disturb the other members of the family. Some table gamers concerned with statistical accuracy might reasonably question the exactness of a system that uses 390 cards, but after playing over 100 games I am satisfied as to its statistical accuracy as well as its ability to recreate the drama and excitement of Major League Baseball.

How to Play

After first recording the lineups and ratings, you divide your fast action cards into four piles and place these face down. The first step is to determine whether the result will be read from the pitcher's card or the batter's card. To determine this, you draw one card and refer to the PB number. If the PB number on the fast action card falls between the pitcher's PB range (which usually varies between 2-5 and 2-8), the result will be off the pitcher's card. Otherwise it will be read from the batter's card. Another fast action card is drawn, and this time you refer to the random number. You look up the random number on either the batter's card or the pitcher's card, depending on the result of step one. In this way you will find the resulting play. Most of the time not more than two cards need to be drawn, and once you play a sufficient number of games, you will seldom have to refer to the charts that come with the game.

Suggested Improvements

The major improvement necessary to make this good game even better is in the area of fielding. There is presently no way to penalize a poor fielder who just happens to make few errors. There needs to be a system whereby ground balls and line drives result in base hits because the fielder lacks the range to get to them.

The pitchers' endurance system ought to be restructured along the lines of STRAT-O-MATIC'S method. STATIS PRO will have to be more careful with their ratings. Tommy Harper and Matty Alou are rated as having better arms than Reggie Jackson. There were also several catchers with better throwing ratings than Johnny Bench (1973 ratings).

Considering the fine quality of the STATIS PRO BASEBALL GAME, it is amazing that the company has not promoted and marketed this product more extensively. Their newsletter, which was needed to maintain fan interest in STATIS PRO products, has been dropped. Despite the clamor by table gamers for seasons from the fifties, STATIS PRO has not issued such a set. Some game manufacturers are restricted by a "no reprint" policy, but STATIS PRO is not. There is considerable interest among gamers for "all time teams" for each of the original franchises, but no manufacturer, including STATIS PRO, has decided to market this product as of this date. (I understand BLM is considering it, however.)

In conclusion, it would seem that STATIS PRO'S BASEBALL GAME sales would increase if they would offer more card sets for customers to purchase other than the current year's sets.

From the Editor Cont'd.

We have gotten a few (more than we expected) results back from our Inevitable Survey Again. However, we're going to wait until we receive more before summarizing anything for you.

One thing was definitely indicated by the Fall issue, however. Jack Kavanagh was right about the "EI Dating Game." We got three takers - all total. So - recognizing a dead horse when we see it - we've changed directions a bit and decided to copy a feature of the

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STRAT-O-MATIC Cont'd.

tufusco and Jerry Reuss each registered shutouts against a team with Willie Montanez, Greg Luzinski, and Ken Griffey. The teams with the pitching and defense still win in SOM. Defensive ratings are unsatisfactory at times. It seems that SOM gives better fielding ratings to the first and second place teams, with good fielders on the lower teams suffering from their team's lack of success. Secondbasemen do not make harmful errors in SOM as they occasionally do in the majors. Outfielders make a large portion of their errors on throws, but this is absent from SOM. In spite of these and other problems, no other game handles defense any better than SOM. It could be due to the subjective nature of defense in any sport.

The best feature of SOM is its readability, a feature that no other game that I have tried comes close to imitating. After the three dice have been thrown, the outcome is read directly from either the pitcher's card or from the hitter's card. The only other chart involved in the basic game is the fielding chart which is consulted on cue from the pitcher's card. A deck of "split" cards, numbered from 1 through 20, is used for the defensive plays and for an occasional outcome on the pitcher's or hitter's card. In my experience there is no game which has the immediate readability of flyball, popout, line-out, single, or homerun as does SOM. No game plays faster even when the advanced features (catcher's throwing arm, outfielder's throwing arm, righty-lefty strategy, hit-and-run, bunting) are used. I have played six games solitaire in two hours, keeping full record of every batter. No game handles the walks and homeruns better than SOM even though revisions could improve it further. Some batters do not walk very much, and their cards so reflect. Some pitchers give up many homeruns, and this also is reflected on their cards. Only in a few extreme cases will these outcomes be less than realistic, and these problems would plague all of the games which I have seen. The advanced version is exciting, realistic, and fast-moving; the basic version is simple with much of the same realism and strategy. Injuries are also a part of SOM, although the system is less than satisfying. Again, it has been my experience that injuries are difficult to handle in all of the baseball games. An interesting aspect of the defensive part of SOM is that some poorer fielders may make a play when a better overall fielder would have made an error. This does not occur as often as the reverse case, but that it is possible makes anyone capable of making any play.

To the skeptic and to the fanatic for another baseball game, all I ask is that you try SOM. My contention is that you will like it. You can watch the likes of Fred Lynn field, throw, and hit well. You will see Mike Schmidt and John Mayberry power the ball over the fence with regularity. You will witness Rich Gossage "put out the fire" with the bases loaded and no one out. Few runners will succeed or even try to steal a base with Johnny Bench behind the plate. Bill Madlock will ring up those singles with amazing consistency. A total of 576 players will perform realistically and with great accuracy against their own league or in a draft league, since SOM is especially adaptable for draft league play. Other games have their interesting features, many being better than SOM in some respects, but no game, in the opinion of this review, is better when everything is considered than SOM baseball.

FORMING A DRAFT LEAGUE

This reviewer has been involved in draft leagues for baseball, football, and basketball. Incidentally, our leagues use SOM for baseball and football and Fastbreak for basketball. The suggestions to follow can easily be adapted to any game with individualized player cards or ratings. I think that to achieve a well-balanced league with realistic results, there must be good and "bad" players on each team. If teams have a blend of players of various qualities, then the managerial skills and strategy of the game surface as the determinative factor in success. Statistical accuracy of any game depends upon the players facing opponents of high and of low quality as well. To accomplish this blend of players, try a random selection process. Place all of the starters for a certain position from all of the teams in a bag and have the league members draw out their starter at that position. By taking turns at being the first to draw out of the bag, all members will have equal chance to receive

good or "bad" players at each position. This process should continue for the reserves as well or the value of the method is destroyed. Subsequent years can have "rookie" drafts for the purpose of injecting "new blood" into each team. The "rookie" draft should give the teams with the poorest record the first opportunity to select as is done in the major leagues.

Each league will function better if a commissioner is appointed to handle specific rule problems and to draw up a schedule which meets the personal schedules of the league members. Dedicated players are essential to the success of any league. A schedule long enough to establish which team is the best but short enough that the less successful members don't lose interest is desirable. Decisions must be made on how often to play and how many complete games to be played at one meeting. Perhaps one date for all of the league members to gather and to play might be best. Many other decisions are involved in making a draft league successful, but the rewards of a well-run league are great for all who enjoy table-top sports.

BASKETBALL Cont'd.

player which will be lined up opposite his defender on a playing board; have some method to give random numbers for percentage accuracy; and refer to charts (8½ x 11) for the play result.

The Big Three

Statis Pro (\$10, Rated A-/B+). Statis Pro pioneered the using of a deck of cards to replace dice or spinners in basketball games. The concept eliminated referring to charts. The game is played on the cards of the ten players in the game and the action card from the deck which has just been turned up. The deck has 180 cards and when all are used the quarter ends — no extra timing mechanism is needed.

The game uses the numbers 11 through 88 but omits all 9's and 10's such 19, 20, 29, 30, etc. This is a minor inconvenience when subtracting defensive ratings from shooting averages. Shot distribution is not calculated in the game. Substitutions are forced by the card deck — a convenience at first, but it proves to be inaccurate. Though the timing method is helpful it also can be inaccurate in a game with many fouls for a card is turned over for each shot.

Overall, the game provides most of the elements of basketball, and is a fast-paced game. Open and guarded shooting, assists, blocked shots, fast breaks and the full court press are included. The A rating for playability is a miracle for such a detailed game and gives it a slight edge over the next two. Four complete leagues from the past are also available, but no ABA. The game company is less cooperative than most and it has made several changes (for which the player is forced to pay), indicating the game was not originally well-conceived.

Fast Break (\$12, Rated A-/B+). This game does things a little differently. First, it is the only game to provide two cards for each player — the larger is for offense, the smaller for defense. (Their cards are larger and easier to read than those of other games.) The five individual offense cards of one team are matched against the five individual defense cards of the other team on one court. Another court matches players for the other end of the floor. Second, the game uses both action cards and dice. The action card tells who has the ball and whether one reads the run and gun (high percentages) or pattern column on the offensive card or the defender's card. Two dice are added to give the results for that situation.

The position labels use current terminology: one guard is called the play maker; one forward is called the strong forward. The game comes with a team information sheet which tells who the playmaker is by quarters and also who the triggerman is. (The triggerman gets more shots as in the real game.)

Considering that the player must turn cards and roll the dice, the game still flows well. The game has a simple version to which one can add as many advanced features as he wishes. Pressure shooting, stalling, intentional fouls, safe-guarding, for those in foul trouble, fast breaks, and the press are all possible and don't slow the action.

Timing is accurate, but involves moving a counter along 64 circles on a rather flimsy play board. Minor weaknesses include shooting percentages coming from either the offense or defense and not

from a mix of the two, and shooting frequency being keyed from the deck, which may result in one team getting all the triggerman shots. The game seems to be the most successful in capturing the color of the current NBA. Since it depends on statistical categories only recently kept in the NBA, I do not believe the game is flexible enough to incorporate the style of the older NBA with the same success. No past teams of the ABA are available yet. There is an independent newsletter for serious players of this game.

A kudo to the game producers for a chart giving the statistics of every player in the league on a per minute basis. It is the single most helpful piece of information provided by any sports game on the market, and should be adopted by all the other games.

Basketball Pro-Style (\$10.95, Rated B+/A-). BPS has "gone to school" on the other games on the market and this most recent addition has all the features to prove it. For example, only APBA has used floor location, but now BPS uses shooting from eight different floor locations without slowing the action. Several games have used cards to key the action, but BPS gives each team a deck tailor-made to reproduce the action of that team, including shot frequency, fast breaks and penetration. No other game comes close to reproducing the nature of a team with such accuracy. No other game approximates the way a penetrating guard like Nate Archibald or Kevin Porter can take over a game. BPS gives each player a rating on this illusive commodity.

BPS uses three decks of cards to make the action go — one for each team's unique characteristics, and a third shot deck, which tells which of eight zones the ball is in, and gives a letter rating (A to Z) to compare against the player's ability. Reference is made to the Shot Chart for the result or to the Special Play or Free Throw Charts when needed. Timing is done by the home team's deck — when it runs out the quarter is over. The game incorporates more unique features than any other game into an easy-flowing format. In addition, the game introduces a feature which will probably become "standard operating procedure" for many game players. Substitutions are simplified by rating players on a one-to-eight scale for the number of half-quarters played and suggesting make substitutions only at the half-quarters.

In addition, BPS rates each player in fourteen different categories, all on a one-to-ten scale. The formulas are given so you never need buy them again. The ABA is available, and past teams as well. A newsletter is published. The game will be discussed further under **Level Three — Normalization Games**. The NBA and ABA for \$12 is a "best buy."

Two Worth Considering

The lunch-hour special: **Negamco's Pro Basketball** (\$6.95, Rated B-). This game was a surprise to me. I had seen it advertised for years and assumed it was for kids. Well, it is for kids six or 66 who play games for fun. The game is not statistically accurate. For example, on spinner numbers from one to 100, Rick Barry scores on one through 77. But who cares! The game flies. I love it. Each coach stacks his five players in a deck, and whatever happens on that play the player does. If its a rebound and your guard comes up against your opponent's center — tough break! Put him at the bottom of the stack and hope he comes up when it's time to shoot. There is little strategy: shoot when the numbers tell you to. Players are rated on field goals, free throws, rebounds, fouls, assists, and rests — the last two are really extras for this game. No charts, there is but a one-to-100 spinner built into a 10x12 box, and five players in a stack (five on the bench as well) for each team. Timing is by 50 total points per quarter: no marking on a sheet. Put it in your briefcase for spare moments, or give it to a game lover who hates statistics. One suggestion: extend the spinner point or lower the line numbers for easier reading. The ABA and 230 current college teams are available as well as the best teams of the past. Given its limitations, it is a good inexpensive game.

Goal (\$12, Rated B-) This game will not be to everyone's liking. First, it is mimeographed on ordinary paper. Secondly, it doesn't have individual player cards: each team's players are all on one sheet which could be cut up, but would then be flimsy. Third, the game strikes me as more suitable for solitaire play. However, the

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GRAND SLAM!

BY JOHN SWISTAK JR.

BATTER RATINGS:

1st Number Rates BA
Letter Rates Power
2nd Number Rates Speed

PITCHER RATINGS:

1st Number Rates ERA
2nd Number Rates Endurance

PLAY PROCEDURE:

Add batter and pitcher first numbers for column on RESULT CHART; roll dice and find result.

If power hit: Go to POWER CHART; roll dice and check in column of batter's rating speed rating explained on STEAL CHART.

Pitcher endurance number is number of innings pitcher is effective at given rating. For each inning over this add one to rating; unless he has allowed no earned runs. As soon as he allows an earned run his rating is changed as though the run were allowed the first inning he pitched.

Pitcher Batting: 3a0

Consider all catchers rated 1 for Steal.

STEAL CHART

	0	1	2	3	4	5	6	
2	S	E	E	S	S	E	E	
3	S	S	S	S	S	S	S	S - Safe
4	O	S	S	S	S	S	S	O - Out
5	O	S	S	S	S	S	S	E - Safe On Error
6	O	O	S	S	S	S	S	(No Stolen Base)
7	O	O	S	S	S	S	S	
8	O	O	O	S	S	S	S	
9	O	O	O	O	S	S	S	
10	O	O	O	O	O	S	S	
11	O	O	O	O	O	O	S	
12	E	O	O	E	E	O	O	

2nd - Runner Rating Catcher Rating
3rd - Runner Rating Catcher Rating -1
Home - Runner Rating -3

1961 AL

NEW YORK YANKEES

Bill Skowron 1B 8f0
Bobby Richardson 2B 8a2
Tony Kubek* SS 9b1
Clete Boyer 3B/SS 6c1
Roger Maris* RF 8i0
Mickey Mantle** CF 11h2
Yogi Berra* LF/C 8g0
Elston Howard C/1B 12e0
Hector Lopez OF 6b1
Johnny Blanchard*C/OF 10h0
Bob Cerv OF/1B 8f1
Billy Gardner 3B/2B 6b0
Joe DeMaestri SS/2B/3B 3a0
Jack Reed OF 3a0

Whitey Ford* 3-8
Ralph Terry 3-7
Luis Arroyo* 2-2
Bill Stafford 3-6
Jim Coates 4-4
Rollie Sheldon 4-5
Bud Daley* 4-6
Bob Turley 6-5
Hal Reniff 3-2
Tex Clevenger 5-2

DETROIT TIGERS

Norm Cash* 1B 13g2
Jake Wood 2B 8b3
Chico Fernandez SS/3B 7a1
Steve Boros 3B 8b1
Al Kaune RF/3B 11d2
Bill Bruton* CF 8d3
Rocky Colavito LF 9g0
Dick Brown C 8f0
Mike Roarke C 6a0
Dick McAuliffe* SS/3B 8c1
Charlie Maxwell* OF 6f0
Bubba Morton OF 9b1
Bobo Osborne* 1B/3B 6c1
Reno Bertoia 3B/2B/SS 6c1

Frank Lary 4-8
Jim Bunning 3-8
Don Mossi* 3-7
Paul Foytack 4-6
Phil Regan 6-4
Terry Fox 0-2
Ron Kline 3-6
Hank Aguirre* 4-2
Bob Bruce 5-4
Hal Woodeshick*8-2

BALTIMORE ORIOLES

Jim Gentile* 1B 10h0
Jerry Adair 2B/SS/3B 8c1
Ron Hansen SS/2B 7c1
Brooks Robinson 3B/2B 9a1
Whitey Herzog* RF 10b1
Jackie Brandt CF 10d2
Russ Snyder* LF 10a1
Gus Triandos C 7f0
Dick Williams OF/1B 5d0
Dave Philley** OF 7a1
Earl Robinson OF 8e2
Marv Breeding 2B 5a2
Jim Busby OF 8a2
Hank Foiles C 9f0

Steve Barber* 4-7
Chuck Estrada 4-7
Milt Pappas 3-7
Hal Brown 3-7
Jack Fisher 4-6
Hoyt Wilhelm 2-3
Billy Hoefft* 2-4
Dick Hall 3-5
Wes Stock 3-3
Dick Hyde 6-2

* - Left Handed ** - Switch Hitter

RESULT CHART

7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
FC36	SF7	W	SF9	LO1	K	FC64	FC54	PC	S	S	PC	SF9	K	PC	W	PC	S	11
PC	FC46	SF9	PC	FC54	SF7	DP363	PC	W	S	K	FC54	PC	SF7	W	S	DP463	PC	12
K	PC	DP643	S	PC	PC	S	DP463	SF9	SF8	SF7	D	W	PC	PC	S	PC	S&E	13
SF9	DP643	FC46	DP643	S9	S	PC	SF7	S	PC	PC	SF8	S	W	PC	DP163	PC	PC	14
W	S	S	W	DP363	PC	SF9	W	PC	K	W	DP363	PC	PC	SF9	PC	S	D	15
DP463	K	LO6	FC64	PC	DP463	SF9	S	DP163	PC	PC	PC	DP463	S	S	SF8	W	PC	16
FC46	SF8	PC	K	LO5	FC64	K	PC	S	DP363	FC36	PC	SF8	S	PC	W	PC	PC	21
W	SF8	PC	FC36	S	PC	K	W	SF9	PC	W	E	SF7	PC	PC	S&E	PC	PC	22
PC	FC36	FC36	SF9	PC	SF8	W	SF7	PC	S	SF9	S	PC	PC	S	DP363	W	DP643	23
SF8	DP463	S	FC36	SF8	DP543	S	SF9	PC	PC	S	K	DP543	PC	SF8	PC	PC	W	24
DP643	PC	K	S	K	PC	PC	PC	DP363	SF7	PC	DP543	D	PC	W	SF9	S	PC	25
W	K	W	PC	PC	W	DP463	FC46	LO5	S	LO4	SF7	W	PC	PC	S	DP643	S	26
K	SF9	LO3	LO1	W	S	FC54	DP643	PC	PC	S	PC	PC	SF8	D	S	PC	W	31
FC54	FC64	DP643	DP643	S&E	PC	SF8	S	PC	K	DP643	S	SF7	PC	PC	PC	W	PC	32
S	W	S	W	K	K	K	PC	SF7	D	PC	K	W	S	W	SF9	E	PC	33
PC	S	SF9	PC	DP463	SF9	PC	SF8	S	FC54	SF8	W	K	D	PC	DP543	S	S	34
SF7	LO5	FC64	SF7	PC	FC46	PC	E	W	PC	W	FC64	PC	S&E	PC	SF7	PC	D	35
LO5	DP643	PC	K	PO2	S&E	W	PC	FC54	DP463	S	SF9	PC	DP363	PC	W	PC	PC	36
LO6	SF8	K	K	SF8	PC	S	PC	FC46	PC	FC46	PC	PC	PC	S	PC	SF9	W	41
FC64	PC	PC	PC	SF7	SF9	PC	S&E	DP543	K	PC	W	DP643	K	SF7	D	S	E	42
DP643	PC	LO1	S	PC	DP643	SF7	K	PC	SF7	SF9	S	PC	PC	S&E	PC	PC	PC	43
SF9	FC54	FC54	FC46	PC	K	FC36	LO6	S	W	DP543	K	PC	SF9	PC	W	D	PC	44
PC	K	DP463	DP463	W	PC	LO4	SF9	PC	PC	W	SF8	S	PC	PC	PC	PC	PC	45
K	K	W	K	K	PC	LO3	PC	SF8	DP543	PC	PC	SF7	S	W	PC	PC	S	46
FC36	SF7	PC	SF8	PO1	FC54	FC46	K	S&E	PC	K	PC	SF9	PC	W	D	S	PC	51
W	S&E	K	W	DP543	W	PC	FC36	SF9	PC	PC	SF7	PC	S	DP463	PC	W	PC	52
S	LO6	SF7	PC	PC	SF8	W	DP543	K	FC36	PC	W	S	DP463	SF7	PC	PC	DP463	53
LO3	PC	SF7	PC	FC64	PC	S	LO4	SF8	SF8	S	PC	W	PC	PC	PC	DP163	PC	54
K	PO2	PC	FC56	LO3	PC	SF7	PC	K	W	PC	DP643	W	SF8	PC	S&E	PC	S	55
PC	DP463	FC16	DP463	S	K	K	W	PC	PC	PC	PC	PC	PC	S	PC	PC	W	56
PC	FC14	DP463	S	FC46	FC36	PC	LO1	SF7	PC	W	PC	PC	DP643	DP543	S	SF7	PC	61
SF8	PO1	PC	K	SF7	W	PC	K	E	SF9	S&E	PC	SF8	W	PC	PC	PC	PC	62
FC46	PC	PC	K	SF7	DP643	SF8	FC64	LO5	K	S&E	W	SF9	PC	PC	D	PC	PC	63
DP463	K	PC	SF8	W	PC	SF8	PC	K	FC64	SF7	PC	PC	PC	S	W	PC	PC	64
K	LO4	K	FC14	S	LO6	PC	W	SF8	PC	DP363	PC	K	S	SF8	PC	PC	W	65
LO4	W	K	E	S	LO5	K	S	PC	W	PC	SF9	S	PC	DP643	PC	W	S	66

er On 1st; Otherwise, Groundout: Runners Hold Single-Runners Adv One Base; Two Bases If Two Are Out
 1st; Otherwise, Groundout: Runners Hold Double-Runners Adv Two Bases; Score If Two Are Out
 Error-Batter Safe At First; Runners Adv One Base
 Single & Error-Batter Safe At Second; Runners Adv Two Bases

BOSTON RED SOX

Pete Runnels*	1B/INF	11a1	Don Schwall	3-8
Chuck Schilling	2B	8a1	Bill Monbouquette	4-8
Don Buddin	SS	8b1	Gene Conley	6-7
Frank Malzone	3B	8c1	Mike Fornieles	5-3
Jackie Jensen	RF	8c2	Ike Delock	6-6
Gary Geiger*	CF	6e2	Dave Hillman	3-3
C. Yastrzemski*	LF	8b1	Billy Muffet	6-3
J. Pagliaroni	C	7f0	Tracy Stallard	5-4
Vic Wertz*	1B	8e0	Chet Nichols*	2-3
Pumpsie Green**	SS/2B	8d1	Arnie Earley*	4-2
Russ Nixon*	C	9a0		
Carroll Hardy	OF	8a1		
Billy Harrell	3B/SS/1B	3a1		
Lu Clinton	OF	8a0		

MINNESOTA TWINS

Harmon Killebrew	1B/3B/OF	9h0	Camilo Pascual	4-8
Billy Martin	2B/SS	7b1	Jack Kralick*	4-8
Zoilo Versalles	SS	9b2	Pedro Ramos	4-7
Bill Tuttle	3B/OF/2B	7b1	Jim Kaat*	4-6
Bob Allison	RF/1B	7g1	Bill Pleis*	6-2
Lenny Green*	CF	9b2	Ray Moore	4-2
Jim Lemon	LF	8d0	Al Schroll	6-5
Earl Battey	C	10d0	Don Lee	4-4
Jose Valdivielso	SS/2B/3B	5a1	Chuck Stobbs*	8-2
Dan Dobbek*	OF	4f1	Danny McDevitt*	2-2
Hal Naragon*	C	10b0		
Ted Lepcio	3B/2B/SS	4i1		
Julio Becquer*	1B/OF	7g0		
Don Mincher*	1B	4g0		

LOS ANGELES ANGELS

Steve Bilko 1B/OF 9g0
 Ken Aspromonte 2B 6a0
 Joe Koppe SS/2B/3B 7b1
 Eddie Yost 3B 5b0
 Albie Pearson* RF 9b2
 Ken Hunt CF/2B 8g2
 Leon Wagner* LF 9g1
 Earl Averill C/OF/2B 8g0
 Lee Thomas* OF/1B 9f0
 Ted Kluszewski* 1B 7g0
 Rocky Bridges 2B/SS/3B 7a1
 Eddie Sadowski C 6d1
 George Thomas OF/3B 9f1
 Gene Leek 3B/SS/OF 6d0

Ken McBride 4-7
 Ted Bowfield* 4-4
 Eli Grba 5-6
 Tom Morgan 2-2
 Ryne Duren 6-3
 Art Fowler 4-2
 Jim Donohue 5-3
 Ron Moeller* 6-4
 Ron Kline 6-5
 Johnny James 6-2

KANSAS CITY A's

Norm Siebern* 1B/OF 10d1
 Jerry Lumpe* 2B 10a1
 Dick Howser SS 9a3
 Wayne Causey* 3B/SS/2B 9c0
 Deron Johnson RF/3B/1B 6e1
 Bobby Del Greco CF 6c1
 Leo Posada LF 8c1
 Haywood Sullivan C/1B/OF 7c0
 Jim Pignatano C/3B 7b1
 Jay Hankins* OF 4c1
 Gene Stephens* OF 5d1
 Lou Klimchok* UT 6a0
 Jim Rivera* OF 7b2
 Reno Bertoia 3B/2B 7a1

Norm Bass 5-5
 Bob Shaw 5-6
 Jim Archer* 3-6
 Jerry Walker 5-5
 Joe Nuxhall* 6-4
 Bill Kunkel 6-2
 Ray Herbert 6-7
 Ed Rakow 5-3
 Lew Krause 5-5
 Art Ditmar 6-3

WASHINGTON SENATORS

Dale Long* 1B 7f0
 Chuck Cottier 2B 7a2
 Coot Veal SS 5a1
 Danny O'Connell 3B/2B 8a2
 Marty Keough* RF/1B 7c2
 Willie Tasby CF 7e1
 Chuck Hinton LF 8b3
 Gene Green C/OF 9f0
 Gene Woodling* OF 11c0
 Jim King* OF/C 8e1
 Pete Daley C 5b0
 Bob Johnson SS/2B/3B 10c1
 Harry Bright 3B/C/2B 7c0
 Billy Klaus* 3B/SS/2B/OF 6d1

Bennie Daniels 4-7
 Dick Donovan 2-8
 Joe McClain 4-7
 Ed Hobaugh 5-5
 Marty Kutyna 4-3
 Pete Burnside* 5-4
 John Gabler 5-4
 Johnny Klippstein 7-2
 Dave Sisler 5-2
 Tom Cheney 9-4

1961 NL

CINCINNATI REDS

Gordy Coleman* 1B 9f0
 Don Blasingame* 2B 6a1
 Eddie Kasko SS/3B/2B 8a1
 Gene Freese 3B/2B 9f1
 Frank Robinson RF/3B 11g3
 Vada Pinson* CF 12c3
 Wally Post LF 10g0
 Jerry Zimmerman C 5a0
 Gus Bell* OF 7b1
 Leo Cardenas SS 10c1
 Elio Chacon 2B/OF 8b1
 Johnny Edwards* C 4c0
 Jerry Lynch* OF 11g1
 Bob Schmidt C 2d0

Joey Jay 4-8
 Jim O'Toole* 3-7
 Bob Purkey 4-7
 Jim Brosnan 3-2
 Ken Hunt 4-5
 Ken Johnson 4-6
 Jim Maloney 5-4
 Bill Henry* 2-2
 Sherman Jones 5-3
 Jay Hook 8-3

LOS ANGELES DODGERS

Norm Larker* 1B/OF 8b0
 Charlie Neal 2B 6d1
 Maury Wills** SS 9a3
 Jim Gilliam** 3B/2B/OF 7a2
 Tommy Davis RF/3B 9d2
 Willie Davis* CF 7e2
 Wally Moon* LF 11d1
 Johnny Roseboro* C 7f1
 Ron Fairly* OF/1B 11d0
 Gil Hodges 1B 7e0
 Frank Howard OF/1B 10f0
 Norm Sherry C 8f0
 Duke Snider* OF 10g0
 Daryl Spencer 3B/SS 7f0
 Bob Aspromonte 3B/SS/2B 7a0

Johnny Podres* 4-6
 Sandy Koufax* 4-7
 Stan Williams 4-6
 Don Drysdale 4-7
 Ron Perranoski* 3-2
 Dick Farrell 6-2
 Roger Craig 7-3
 Larry Sherry 4-2
 Jim Golden 6-2

SAN FRANCISCO GIANTS

Willie McCovey* 1B 8g0
 Joey Amalfitano 2B/3B 7a1
 Jose Pagan SS/OF 7b2
 Jim Davenport 3B 9c1
 Felipe Alou RF 9e2
 Willie Mays CF 10g2
 Harvey Kuenn LF/3B/SS 8a1
 Ed Bailey* C/OF 7e0
 Orlando Cepeda 1B/OF 10g2
 Matty Alou* OF 10c1
 Chuck Hiller* 2B 7a1
 Ed Bressoud SS/3B/2B 5d1
 John Orsino C 9f0
 Hobie Landrith* C 7d0

Stu Miller 3-2
 Jack Sanford 5-6
 Juan Marichal 4-7
 Mike McCormick* 3-7
 Sam Jones 5-4
 Billy O'Dell* 4-3
 Billy Loes 5-5
 Jim Duffalo 5-3
 Dick LeMay* 4-4
 Bobby Bolin 3-2

BASKETBALL Cont'd.

game has much appeal. With one 8½x11 page which has two charts for floor play and rebounding, one 1-50-random number sheet, and a sheet for each team, you are ready to play. A number (1 to 50) tells you who gets the ball. If you want him to shoot you try his shot frequency (1 to 50) against another random number. If he can shoot, he does, according to his Field Goal percentage. A unique rebounding system has the two players to the right of the shooter contest the rebound and if neither gets it, you go to the team rebounding chart where somebody gets it. Although lacking in some of the finer features, it flows well and incorporates two defensive ratings against floor play and against shooting percentage. Blocked shots, fast breaks and technical fouls are included within a relatively simple framework. In addition, **Goal** supplies its rather simple rating formulae, so that if you want to work, you can rate your teams and never have to purchase other game cards or ratings.

The "Also Rans." There is a considerable drop-off from the first five to these. If you have played any of these, but not any of the top five, you don't know what you've been missing. If you've played any of the top five, don't bother with these.

Strat-O-Matic (\$10.95, Rated C+). The game uses three dice (two are added) and a deck of cards for rebounds and shot numbers (1-20) not automatic on the players cards. It has simple and advanced versions. In the simple method, the odd third die on 1-3 keys the individual offensive card, a 4-6 keys the defense's team defensive card for the result. There is a double team option. In the advanced method, the third die keys who is eligible to shoot. (A low number eliminates the infrequent shooter on that play.) Defense chooses close, back (playing safe when in foul trouble) and double team guarding for each player. Offense chooses inside or outside for the center and outside or penetration shooting. These decisions are made with player-markers on the game board. Timing is by moving a marker through 60-time circles on the board. The tactical decisions are time consuming and the flow is slow. The game has an attractive appearance.

Playoff (\$7, Rated C+). The game uses three dice and a deck of 50 cards for each team. The deck has ten cards for each player with numbers one to ten on them. For action, rebounding and assists, these cards are turned up and compared with the player's rating at that position to see if it was successful. The game is set up on categories of one to ten for all ratings. For shots the odd die keys one to three individual offensive card, four to six individual defender. The other two are added. The game controls shot frequency well, but to rebound sometimes several player cards have to be turned just to get a rebound - a time consuming aspect. Timing is by pencil: 84 marks, 98 to the last quarter. The first edition includes only ten teams, but expansion is planned.

BLM (\$10.95, Rated C+). This is a big (15x21x2), attractive game with two red, white, and blue boards which stand up. Other parts of the game include a yellow and brown line-up board, a timer clock and a 1-50 spinner. It is an unplayable game in a nice box! Players are rated on ball handling, which is about two-thirds of the game. Their numbers are found on the master board opposite the spun number of one to 50. This gives you a third number, which is looked up on the Ball Handling Chart. There are just too many useless steps. Rebounds and shooting are equally complicated. The game has some nice features, such as a separate tip-in rating and different shooting ratings for being open or guarded. I think the game is as accurate as any on the market, and it does look good; it's just too, too slow. The optional rules speed it up only a little and take away considerable team realism.

APBA (\$12.50, Rated C+). The game uses two dice which are read linearly for 36 possibilities which key to each individual's pass, dribble or shoot columns on his card. The offense chooses from eight play cards, the defense from two. There is a tear-off slip for each player which you place on the game board in one of six floor locations. The game has all the detail anyone needs for a game, but plays slowly. It is one of three games rated here as having serious flaws (D) on playability. The simplified game cuts all but shooting, but is not satisfying. Great teams of the past and two all-time star teams are also available.

PTG (\$12.95, Rated C.) **PTG** is a simple game played with four dice - two are added, and a team shot card tells you who shoots. Two are read linearly and referred to the shooter's card. The card gives you a number for the chart which gives the result. There is no complex decision making - turnovers are covered in general; passes and assists are eliminated. Rebound and defense ratings play a small part. Timing is by 50 pencil marks per quarter. The game is dull - just one dice roll after another. The ABA and the top 40 college teams are also available.

Pro Action (\$5.50, Rated C). The game is cheaply produced by xeroxing on paper. It is one of two games in this group without individual player cards; all the individuals are printed on one team sheet. It plays with two dice which are read linearly, keyed against 17 categories of shooting (A to Q) on the Shot Chart. Players shoot from one of four locations arrived at by a previous use of two plays and a dice roll. The game has detail which is confused by exceptions on top of exceptions, seven charts, a lack of individual players cards and cumbersome instructions. There are entirely too many adjustments required to make it better than a D on playability.

Research Games, Inc. I have seen this game but not played it. It lacks the detail of some of the more sophisticated simulations games. I do not think it is still being marketed.

ASG. An examination copy was requested but not received. The game is currently available.

General Conclusions on Level Two Games. If one keeps statistics, there is no quick basketball game. However, this discussion indicates that the more recent games have outclassed the older ones in this regard. With the exception of Negamco's extra-simple game, none of the bigger multi-game companies have produced a playable game. They have followed old formulas, producing games which are as accurate as their baseball or football games, but they don't simulate fast-paced basketball. The best games all use some kind of flip cards to speed the action. Most of them eliminate time-keeping, letting the completed deck end the quarter. BPS further simplifies substitutions by half-quarters, while keeping playing-time accuracy. Charts and game boards are being used less. With all of these new playability features available, the old order has passed. Now a basketball game can have detail and still be playable. The perfect combination of all the best features does not yet exist, but the borrowing of concepts between the games is continuing to improve the basketball games on the market.

Level Three - Normalization Games: Any game which allows for the match-up of individuals and teams from different time periods is a Level Three game. Several game companies have put out great teams of the past which can be matched against today's teams. However, one gets the feeling that the league winner from some distant past years doesn't belong on the floor with some of the better current teams and yet they're rated fairly equal. I would rate any game's futile attempts at producing past teams as "C" even when based on weak formulae. However, two games, APBA and Basketball Pro Style would rate a "B" in normalization for more developed efforts. APBA has always been willing to make judgments across time periods on the quality of teams, although they have not developed a full normalization system.

BPS suggests how to normalize rating against the league average using its own elaborate formulas. However, it seems normalization is not simply comparing a player to the league average, but also comparing that year's league average to the average of all teams in all years and on all available categories. BPS does not go all the way with this, but it sets up the possibility, and offers the best hope at this time for a total basketball game system.

It should be observed that unless one has been gathering all of the data of pro basketball since 1947, he could not be ready to normalize basketball. (Not even the NBA has the information - I've tried.) Now all that has changed. Just as the normalization of baseball in **Extra Innings** was not possible until the Macmillian Baseball Encyclopedia appeared, so was the normalization of basketball impossible until **The Sports Encyclopedia: Pro Basketball** appeared in December, 1975. Now the data is available and full nor-

malization is possible. Instead of dashing off a game which needs constant revision, the market needs a true lover of the sport who will live with the data until it becomes his life. Only then will the ultimate basketball game appear.

SIMULATION GAMES

Total Grade	Game	Playability - 50%	Realism and Accuracy -25%	Strategy/Tactics-25%
B+/A-	Statis Pro	A	B	B
B+/A-	Fast Break	B+	B+	A
B+	Basketball Pro			
	Style	B+	A-	B
B-	Negamco Pro			
	Basketball	A-	C-	D
B-	Goal	B	B-	C
C+	Strat-O-Matic	C	B-	B
C+	Playoff	B-	C	C
C+	BLM	D	A-	B
C+	APBA	D	B	B
C	PTG	C	B-	D
C	Pro Action	D	B	B

The above category grading of the games indicates the strengths and weaknesses of each game and the percentage of importance the author gives to each category. Depending on what you want in a game, refer to that category for the best rankings. However, it seems that playability should not be minimized in a basketball game where pacing is important.

The author wishes to thank the following for full cooperation as this review was being prepared:

Big League Game Company, 321 East Superior Street, Duluth, Minnesota, 55801, distributor of Negamco, BLM, PTG and Basketball Strategy.

Mickey Games, Box 193, Rochelle, Illinois, 61063, distributor of Fast Break.

Gamecraft, Box 1531, Vernon, Texas, 76384, distributor of Basketball Pro-Style.

Goal Game Company, 2280 Dallas No. 5, Aurora, Colorado, 80010, distributor of Goal and Pro Action.

Playoff Games, P. O. Box 902, Metuchen, N. J., 08840, distributor of Playoff.

FROM THE READERS Cont'd.

whack. Such devotion makes me green with envy and sick with greed, especially when I estimate to myself the number of probable APBA fans and, hence, the thousands of dollars they took in, more or less automatically, just by producing the thing. Gads! I only wish I had 100 "automatics" for any game that I ever produced. You could hear me whistling "Dixie" clear up in Yankee land.

Continuing on, here's an interesting letter from Bill Parks, Toledo, Ohio:

I just received my Winter, 1976 (Vol 2-No 1) edition of TTS. It is all I expected and more....here is my opinion on what I like to see in your paper.

First, Tabletop News/Larry Green - More of this, including Game Co. addresses, etc. It is good to know what is happening - new developments.

Second, Game Ratings & Reviews - primarily single game reviews, of both old and new games, and some sort of rating as to how they compare with the competition. Ex. Compton's All-Games Rating System - publish in every issue, but up-date - adding new games and revising the ratings. Review single games in every issue, at least one new and one old. Stick to the major sports mostly Baseball, Football, Basketball, Hockey. In Compton's Ratings, he does not have STATIS-PRO FOOTBALL or HOCKEY, or the new games - ASG Basketball or PLAYOFF BASKETBALL. Single Game Reviews (a comprehensive article about playing methods, rosters, stat accu-

racy, etc.) about one or two of these in your next issue, then insert them into the All-Games Rating List by Compton so comparisons can be made. Also when changes in existing games are made, as will be in BLM, APBA's new game (Master Baseball) these can be reviewed singly and rated.

Third - Sort your sections out - each game has a section - THE, EI, BB Pro-Style, TSG Football, etc. for their newsletters. These are great - keep it up - add more individual game newsletters if possible. (I own but do not play E.I., but I have played it some in the past. I still enjoy the newsletter very much - ditto T.H.E. Football.) I have never played TSG I Pro Football (but I own it) and do not own BB Pro-Style, but I read the newsletters and have decided to purchase the basketball game soon. The sorting of the newsletters into sections is fine. Do the same with the ads for Game Co. products. Put them in a special section - commercial ads at the end. Do not disperse them throughout the paper. Printing layout problem? Not so bad as you might think - try it! The Winter 76, Vol 2 No 1 is beginning to look like ASD - which I feel is a very badly laid out publication - looks (and reads) very disorganized.

Sections: 1. Game Newsletters 2. Commercial Ads (Specify to advertisers what must be included in every ad - control) 3. Table Top News (expanded greatly) 4. Game Reviews & Ratings 5. From The Readers - 1 Letters & 2 Ads 6. From The Editor - Editorial plus all sections dealing with change of address, expiration dates, company info and any overall surveys 7. Game Co. Directory, League Directory

Your Survey - Sectioned Off - My Ratings Circled (2) Single Game Reviews - Sect 4 (2) Comp. Reviews - Sect 4 (10) Table Gaming Tips & Hints - Sect 1 (1) News From Around Indust. - Sect 3 (9) Letters From Readers - Sect 5 (3) Brilliant Editorials - Sect 6 (4) Newsletter Columns - Sect 1 (X) Replay Stats - Sect 1 (5) Articles Forming Game Leagues - Sect 5 (6) Classified Ads - Sect 5 (7) Gen Advertising - Sect 2 (X) Surveys - Sect 6 (8) League Directory - Sect 7.

I have been playing APBA Baseball in two PGL leagues and STATIS-PRO Basketball in another PGL league. I also own (and play) the following games and subscribe to their journals. APBA Baseball & Football, STATIS PRO Baseball, Football, Basketball & Hockey, PTG Basketball & Hockey, REPLAY Baseball, S.O.M. Baseball, T.H.E. Football, TSG I Football, ASG Baseball (73 season), E.I. Baseball, BLM Baseball, NEGAMCO Baseball. Papers: APBA Journal, SOM Review, ASD, STATIS-PRO (until it folded), also STRATEGY & TACTICS Wargames paper (This is a good one to use as an example - get one!) I will soon purchase new editions of many of these games plus some new games. I enjoy trying out new games and their innovations. It is a major source of enjoyment from this hobby, but sometimes expensive. I would like to expand my mail league activity soon also!

I mention these facts about my gaming experience to give you a little background about myself. I did not want you to feel I was criticizing you without any knowledge of what I am saying.

From the Editor Cont'd.

war game mags. We'll offer free "Opponents Wanted" ads. This is no big deal since we've already been offering free classified ads but evidently no one thought to take advantage of them in this way. For further details, see the Classified Ad section.

Finally, let's take care of the "What's Coming?" question. We'll try to cover as many of the new baseball games as possible for the Summer issue with individual reviews, plus at least one other sport game, probably football. We have a comprehensive survey of all available football games scheduled for the Fall issue and a similar hockey survey for the Winter. All of this will be padded out with the usual material on individual games, replay techniques, tabletop news, and so on.

As our subscription base continues to grow we'll try to establish twenty pages as a minimum (starting with the Summer issue) and grow as fast as possible from there. (Sixteen pages really wasn't enough for this issue - we had to skimp in the newsletter sections - but we at least are getting it out on time.) So keep on giving us your support (and your money) and we'll eventually provide you with a first class publication.



NEWSLETTER

Game Designers: *Jerry Faulk*
Larry Davenport
 Game Statistician: *Bob Shepherd*

FROM THE DESIGNER/Jerry Faulk

The following letter was received from Harry Patton, Ashville, N.C. and rather than write an interesting, lucid column this issue, I'm going to content myself with providing a few answers to Harry's questions.

When you have a blocked shot on the shot card how do you know who gets the ball?

When a shot is blocked anyone can come up with the ball, including the guy that blocked the shot. In a televised game between Houston and Seattle a few weeks ago Burleson blocked a shot of one of the Houston players. The ball banged against the floor, came back up near Burleson, and he grabbed it and went tearing off down the court. For a sophisticated determination, draw the next Shot Card and consult the special play key and the tipoff column on the Special Play Chart to determine which team gets the ball. The play initiator on the next Play Action Card drawn will be taken to be the player that retrieved the ball. For a simpler method, just assume the defense takes possession and draw the next Play Action Card.

On your special play key you have an II, but there is no II on the Special Play Chart. What do we do?

We omitted the II from the Special Play Chart to prevent confusion with the number 11; however, we forgot to also omit it from the special play keys. For a solution, simply change the II to NN.

When you have a "split with center" on the Play Action Card, who gets credit for the assist, the person who passed it, or the center?

The credit for the assist, if one occurs, should go to the center. Actually, I'm not sure if a handoff of this type qualifies as an assist. Possibly someone out there more knowledgeable than I can give an authoritative answer to this question.

One of your Shot Cards says "Turnover if either of shooter's ball handling ratings is 8 or less." What do you mean by that? I thought each player had only one ball handling rating.

We consider both dribbling and passing to be ball handling categories. We usually give the same rating for both unless there is a marked difference in the player's skills in these two departments, such as for Boerwinkle of the Bulls.

When you say "Turnover if pass was made and play initiator's pass rating is 4 or less." By that you mean the first passer, not necessarily the person with the assist, right?

Right.

Can you make a substitution on an injury? And when an injury occurs, does the half-quarter in which it occurred count toward fatigue?

Yes, you make substitutions on injuries. Otherwise, you'd be running power plays in basketball. To make a decision as to whether or not to count the half-quarter toward the player's fatigue count, take a quick glance at the remaining Play Action Cards for that half-quarter. If it appears that more than half have been used, count the half-quarter. If not, don't. If close, rule in your favor. That's my method on all close decisions.

I'm sorry, we've got to close the office now. We want to get in a few rounds of golf today before the sun goes down. The game doctor will be back next time.

"BPS is easier to play than Strat-O-Matic and more realistic. Not as easy and as fast as Statis Pro, but statistically more accurate scoring stats. Not as fast or as accurate as P.T.G., but more variety of plays. Still, it is accurate but not as much as P.T.G. Better in all phases than APBA.

I like the different types of shots and plays. Makes for excellent post game reviews and write ups. Also like play action cards which allow individual team styles. Also can play ABA vs NBA with or without 3-point play. Also like home court advantage feature."

DENVER NUGGETS at LOS ANGELES LAKERS

The Los Angeles Lakers who defeated the Denver Nuggets 111-100 in another Basketball-Pro-Style contest at Denver, made it 2 in succession over the Nuggets with a 111-106 thriller at the Forum in Los Angeles.

The Nuggets who trailed throughout the first half, closed to within 56-55 at intermission & then opened a 66-56 lead with 11 straight points to open the 3rd period. The Lakers stormed back with a 14-5 spurt in the final frame and took an 89-87 lead when Stu Lantz hit a bucket from the top of the key. The Nuggets tied it at 89 when Dave Robisch scored on a feed from Ralph Simpson, and then took a 92-89 lead when Claude Terry worked the give and go with Simpson, scored from underneath, was fouled by Gail Goodrich and made the ensuing free throw. The Lakers then stormed back with nine straight points for a 98-92 lead they never relinquished.

DENVER (106)			LOS ANGELES (111)			
player	G	FT	P. player	G	FT	P
Simpson	7	1-2	15 Hawkins	3	0-0	6
BJones	2	5-5	9 Hairston	7	0-0	14
MGreen	5	2-2	12 Smith	6	0-0	12
Calvin	11	2-2	24 Goodrich	10	4-4	24
RTaylor	4	0-0	8 Allen	10	4-5	24
Beck	1	1-1	3 Russell	2	0-0	4
CTerry	7	2-2	16 Beaty	3	0-0	6
Robisch	6	1-1	13 Lantz	6	2-2	14
McFarland	3	0-1	6 Winters	2	0-1	4
DWashington	0	0-0	0 PRiley	1	1-1	3
totals-46			totals-50			11-13

FROM THE TABLETOP

We received three nicely typed BPS replays from Joseph R. Rontino, Jersey City, NJ. We'll reprint one of them exactly as Joseph sent it in but first we'll let you read his comments (from our order blank survey) about BPS and other games.

DENVER-----20 35 27 24-----106
 LOS ANGELES----28 28 19 36-----111
 Fouled out--Calvin; Total Fouls--Denver
 20, Los Angeles 22.

T.H.E. PRO FOOTBALL

NEWSLETTER

Game Designer: *Steve Keplinger*

CONFUSED CORNER/Steve Keplinger

Billy "White Shoes" and the Golden Arm all at Once!

Anticipation. Yes sir, there is nothing like it. Now is the time of the year when many of you are looking forward to those new charts. You may be involved in a replay, or matching up some weird combinations for some unusual and exciting game, but in the back of your mind you're thinking about Billy "White Shoes" Johnson. Or maybe seeing that living legend arrive in your mailbox, Johnny Unitas.

For the first time, T.H.E. will release two old time teams with our regular yearly issuance. The 1958 Colts and the 1962 Packers will become available as you have requested. Hopefully, this will be just the beginning of this type of issuance. We look forward to hearing from all of you on what teams you would like to see, and what you think of the ones being released.

One of the things you can look forward to on the new charts includes the 1958 version of Lenny Moore. Unbelievable. That is the only word. An incredible runner, and an amazing pass receiver. He will give you some real thrills. Moore with Alan "the horse" Ameche, and Raymond Berry catching passes will be something else. Now how about those boys up against the '62 Packer defense? There will be some unexpected ratings in this bunch, some you may do a double take on.

But enough of the old timers. How about '75? Yes, Billy "White Shoes" is going to attract some attention. Punt returns in Houston are going to be wild. And how about 10 and 4 in Baltimore? Try comparing the 1974 Colts with the 1975 version. You will find the players will stay almost the same. But they will play just a little bit differently. How? Just wait and see.

Of course, O.J. will be back. 1817 yards is difficult to look past. And with Joe Ferguson around whipping passes, Buffalo will be probably the most potent offense you have seen in a long, long time.

Pittsburgh will be a different team than they were in '74, in many ways. You will approach your games differently when playing against Pittsburgh, but you will probably still lose. Can Dallas do it in T.H.E.? Can a wild card go to the Super Bowl? Very good offensive ratings, very good defensive ratings, they will match up well with most teams. Dallas will be a consistent team with a good opportunity to go all the way.

Then there is the Minnesota Vikings. Number one in pass defense, number one in rushing defense, and I thought defense was the name of the game? Well, maybe you can take this well balanced team all the way. Of course offensive standouts, Chuck Foreman and John Gilliam will catch your eye. Fran Tarkenton will once again be great.

The Los Angeles Rams? What are they missing? That is a defense to behold. The key is probably playing James Harris to his full capability. Then there is the perennial giant, Oakland. This year's squad compares favorably with last year's. However, in '75 they will probably be a little bit more of a big play team.

The biggest change in T.H.E. this year will be in the punting game. Due to popular demand, and the new approach to punting in the NFL, there will now be two punting columns. One will be for all punts inside your opponent's forty, and the other for all other kicks. This will give players much more flexibility in that area of the field where they face a tough decision. With fourth and 4 at your opponent's 38, you can try a 55 yard field with the probability of giving your opponent the ball at the 38. Or maybe going for it, and giving up the ball in some bad field position. Now the opportunity for the coffin corner punt will come into play. We are sure this will add much more realism and excitement to your games.

Are you ready for the coming season? Get yourself prepared by setting up your statistics tables, pre-filling out your scoresheets and pre-scheduling your leagues. Get ready for a great season of fun.

We are not in the habit of pushing products, but for reference we would like to mention a book on the market which could be of valuable use. This is the revised edition of **The Sports Encyclopedia: Pro Football**. Team and individual statistics have been compiled for each team of each season from 1920 to 1974. While of course every statistic is not covered, the book is easily the most comprehensive of its kind on the market. A short synopsis is written on each team in each season, total team statistics are kept for each team in each year, a full roster is listed for each team, and individual statistics are listed for rushing, passing, receiving, kickoff returns, punt returns, punting, interceptions, and field goals. The paperback version is a steal. It could be very useful to many of you in your replays.

QUESTIONS and ANSWERS on T.H.E.

In T.H.E. Football Game how would I come up with team ratings such as OBAI, DBAI, Penalty Index, etc., if I were to start a draft league? **Joseph Dluzniewski, Harrison, NJ**

OBAI, DBAI, and the Penalty Index are based on the individual team's performance in the year represented. If you are to have a draft league, of course this statistic would not be available for your team. Therefore, the most statistically accurate thing to do would be to take the average of all teams in the year represented, or from the teams you are choosing players from and average out their OBAI, DBAI, and Penalty Indices. Then use this average for your team.

1. How do penalties affect the timing of the football game?
2. Do you have any plans to issue seasons before 1972?
3. As a football game owner (1972 Season) will I receive word when new charts, rules, games, etc. are ready?

Let me say you definitely have the best football game on the market as far as statistical accuracy is concerned. I have Statis-Pro, Strat-O-Matic, Sports Illustrated and your game is far and away the best. I believe you should issue charts for many different seasons as many game owners would want these teams and seasons. **Martin Panzer, Elmwood Park, NJ**

1) Penalties, that is any play in which a penalty occurs, takes 10 seconds. As an example, if a complete pass is thrown, but the play is called back on a penalty, the play takes 10 seconds.

2) As you may or may not know by now, plans are to release the 1958 Baltimore Colts and the 1962 Green Bay Packers this coming season. Any requests for additional teams or seasons will certainly be considered and will depend on the demand. Make your choices known, and we will be considering all of them.

3) You should be receiving information each year on when the new charts become available, special offers, etc. If you find you are not receiving this information, let Gamecraft know.

4) Thank you for your compliments on T.H.E., and let us know which old teams and seasons you would like reproduced, other than the '58 Colts and '62 Packers.

Any other questions regarding game playing can be directed directly at P.O. Box 113, Glyndon, MD 21071



EXTRA INNINGS NEWSLETTER

Game Designer: *Jack Kavanagh*

Jack didn't get his column written this time. He is busy working on modifications on "EI" as outlined in the Summer 1975 issue of TTS. Hopefully, he'll be back next time. We received a note from Dr. Michael Traina, Box 602, Salem, Ohio 44460, saying, he had rated some old time teams for EI in case anyone is interested. They are (AL) the 1903 Red Sox, 1909 Tigers, 1915 Red Sox, 1920 Indians, 1947 Yankees, 1959 White Sox, 1961 Tigers, 1965 Twins, 1967 Red Sox, 1940 Indians, 1968 Tigers. In the (NL) he has 1912 Giants, 1915 Phillies, 1919 Reds, 1920 Dodgers, 1933 Giants, 1948 Braves, 1950 Phillies, 1953 Dodgers, 1961 Reds, 1962 Giants, 1967 Cardinals. If you are interested in purchasing any of these ratings he's offering them for 75 cents per team or all eleven in AL or NL for \$6.50 or all 22 for \$10.00. Contact Mike directly. We'll finish off this abbreviated version of EIN this time with a letter from Steven Mallory, Rapid City, South Dakota and a reprint of the 1973 Oakland A's (which we added to the historic teams this year.)

was ever worth the effort, but you have produced a game definitely worth it. One of my friends has APBA but it just doesn't have the realism that is a big part of your game. With other games it is a big hassle to make substitutions but in your game all you have to decide is who not all the team figures. Once again just let me say that your game is definitely number one in my book.

Now for a few questions that I have been unable to solve. In your directions on the hit and run you stated that there could be no home run. Does this mean you make any home run a triple (or double if no triple number?) Concerning strike outs, you show the formula but I couldn't find out how many lines to drop or add once you identified the batters involved. Other than these two questions I have nothing but praise for your game. It has provided me with hours of enjoyment and fun. I hope that you always maintain your high level of professional that you have shown in this game. Once again thank you very much.

This letter is in response to your game which I have enjoyed for almost a year now. First of all it is simply the best and I thank you for giving me a chance to enjoy it.

As for the game let me first say that I have been playing table-top games for 8 years and this is the first letter that I have ever written to any company. The reason is that I have never felt that any game

If you look carefully, Steven, you'll see that's "no home run with two out." You eliminate home runs, lower triples and doubles one line, and lower hitting lines six. The formula for strike outs was reprinted in Fall 1975 issue of EIN and is currently in the EI game within the reprint of the old "Extra Innings Newsletter". On behalf of Jack Kavanagh, we thank you for your kind comments about EI and hope we have helped to clear up a couple of points for you.

1973 OAKLAND A's W 94 L 68 MGR. DICK WILLIAMS DP 3-1-1 to 3-3-6 ERRORS 3-5-1 to 3-5-5															
PLAYER	KR	WR	DEF	B	POS	B.A.	G	AB	RNG	HR	3B	2B	L	R	
ALOU	MK	MW		R	OF	.306	36	108	AR	1-1-2	-	1-2-2	2-5-6	2-5-6	
JACKSON	PK		T-1	L	OF	.293	151	539	AAR	1-3-1	1-3-2	1-5-1	2-5-1	2-5-4	
BANDO				R	3B	.287	162	592	AR	1-2-5	1-2-6	1-4-6	2-5-2	2-5-2	
NORTH				B	OF	.285	146	554	S	1-1-2	1-1-4	1-2-2	2-5-4	2-5-1	
RUDI			SD/T-1	R	OF	.270	120	437	AR	1-1-6	1-2-1	1-4-1	2-4-5	2-4-4	
GREEN	PK			R	2B	.262	133	332	AR	1-1-2	-	1-3-1	2-4-5	2-4-2	
TENACE		PW		R	1B/C	.259	160	510	AR	1-2-4	1-2-5	1-4-1	2-4-2	2-4-2	
FOSSE		MW	SD	R	C	.256	143	492	AR	1-1-3	1-1-4	1-3-2	2-4-2	2-4-1	
CAMPANERIS			SD	R	SS	.250	151	601	AAR	1-1-1	1-1-3	1-2-3	2-3-6	2-3-6	
JOHNSON	PK		LD	R	DH/1B	.246	131	464	SLO	1-2-3	1-2-4	1-3-5	2-3-6	2-3-5	
MCKINNEY	MK			R	INF	.246	48	65	AR	1-1-3	-	1-3-1	2-3-6	2-3-5	
MANGUAL		MW		R	OF	.224	74	192	AR	1-1-3	1-1-4	1-2-2	2-3-2	2-2-6	
KUBIAK				B	2B	.220	106	182	AR	1-1-4	1-1-5	1-2-6	2-3-1	2-2-5	
MAXVILL		MW	SD	R	SS	.211	29	19	AR	-	-	-	2-2-6	2-2-3	
CONIGLIARO	PK			R	OF	.200	48	110	AR	-	1-1-4	1-2-2	2-2-2	2-2-1	
DAVALILLO	MK	MW		L	OF	.188	38	64	AR	-	-	1-1-3	2-1-3	2-1-5	
LEWIS				B	PR	.000	35	NONE	AAR	-	-	-	-	-	
HEGAN	PK	MW	SD	L	1B	.183	75	71	AR	1-1-3	-	1-2-3	2-1-2	2-1-4	
PITCHER	PK	MW		L		.160			SLO	1-1-1	-	1-1-4	1-6-3	1-6-5	
PITCHER	PK	MW		R		.160			SLO	1-1-1	-	1-1-4	2-1-1	1-6-4	
PITCHER	THR	GS	INP	ERA	WALKS	SO	PITCHER			THR	GS	INP	ERA	WALKS	SO
FINGERS	R	2	127	1.92	1-3-2	5-4-6	L	3	78	3.69	1-3-3	6-3-2			
PINA	R	-	88	2.76	1-3-6	6-2-4	L	11	70	4.39	1-3-3	6-2-6			
HOLTZMAN	L	40	297	2.97	1-2-4	6-2-2	ODOM SD AR	R	24	150	4.49	1-4-2	6-2-1		
KNOWLES	L	5	99	3.09	1-4-4	6-2-6	BLUE SD AR	L	37	264	3.28	1-3-6	6-1-3		
HUNTER	SD AR R	36	256	3.34	1-2-6	6-2-4									



TSG I: Pro Football Newsletter



Game Designer: *Jim Hallo*

Game Statistician: *Jed Duty*

T. M.

T. M.

FROM THE FANS

Jed Duty was too busy doing the ratings for the new TSG card sets to submit a column for this issue. To fill the void we're going to use a letter we received in March from John Richards of Seattle. John is a real TSG nut; unfortunately — genius or not — his writing resembles the scratchings of a mother hen. We have reprinted his letter as best we could decipher it. In some cases — where the going was rough — we paraphrased; in others, we omitted. John's letter doesn't read all that smoothly but he sent it in as a personal letter — not to be published. In answer to his question about where to get up-to-date rosters, I don't know of any other source besides the **TSN Football Guide**. You might try writing NFL headquarters — Public Relations Department. (If you do, for our sake **don't** tell them we sent you. They would blackball us forever!) They release rosters each year in November — or at least, that's what I am told. Ed.

The guy who said Hallo and Duty should be inducted into the NFL Hall of Fame should be inducted himself for suggesting it.

I meant to do a long critique of TSG for you as I am a boy genius and could tell you a lot (little joke there); but it doesn't need critiquing as you well know because it is a near-perfect simulation. In my estimation, among board games it ranks among Bridge and Go as being the class of its category.

I am enclosing my standings through week 6. My friend Larry Turner has been playing me head to head in some of the more critical games when we can get together. But, I need someone local so we can play all the time.

Here are some things I did to further try to perfect TSG: I cut up computer cards to proper size and made player cards for all teams, fleshing out teams to full 47 man rosters. I did not find it hard to

make player cards in most categories such as KO, R, PR, Running, etc. except those QB cards were murder! I hope in future editions you will try to rate more of the fringe QB's. The standard format makes it easy to rate players in some categories such as option passing; but I question your not giving Blanda a standout rating as he is still one of the finest QB's. (All right, I admit I'm a nit picker.)

I am using **The Sporting News NFL Guide** as my basic source, using the players of record unless they are injured. I gave the players multiple injury ratings using T.H.E. Pro Football and TSN. Also, I made a random chart allowing for more or less injury time than stated within the boundaries, i.e. a "3" might be out for more or less than one-half, but not too much.

I did full trading using T.H.E. and my own research. Can you recommend more sources of trade info?

My friend Larry and I devised a chart of effects based on the 3-4 defense.

I have an interception rule that makes it hard for low interceptors. I throw six dice (one is a big red one from APBA, the dice and the field are the only quality parts of the game), if the big one is over 1, a non-interceptor DB drops it. A 2—only interceptor DB hangs on if 1-5. The rest catch anything. It works pretty good statistically.

Some other innovations: Variable blocked kick loss distances. A wide range of "let roll" distances with average of 5 or 6 yards. A first down measure option rule that I never use. A highly realistic two minute timing system. (T.H.E. comes close but needs a five second segment for incomplete dump off passes, etc.) Variable incomplete distances for pass interference penalty.

Don't forget the foregoing is not a list of the game's shortcomings — they are things I have done to make it MORE.

That's enough. Time to play more football.

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