

GAME DISCUSSION/Dennis Bialaszewski

REPLAY BASEBALL

I, as many of you, started playing table baseball games at about the age of 13. The kids in the area drafted teams and it was fun to have a card that was labeled Nellie Fox. Before college I put the game away because it was kids' stuff and during college I did more mature things - like go to bars.

After graduating from college, just for the heck of it, I ordered a baseball table game. It was some fun and I started to replay an entire season. I quit after about 45 games because not only did the game become quite boring but the statistics were terrible. That marked the end of table gaming for about three more years. The gaming then became quite sporadic as I would purchase one game, then another, and another. Then I found REPLAY BASEBALL, a game which was fun and reproduced accurate statistics. (I became so engrossed in it that it probably took up more of my time than studying did during the third year of my doctoral program.)

The method of play is quite simple. A black and white die is rolled and the result is obtained from the addition of a pitcher's number to a number found on a 36 square grid on a batter's card. The result is then checked in a chart book. (Or if you are not recording individual outs it can be found on the chart books' last page - a summary sheet). There is an exception to the above. If the fourth column on a batter's card comes up the number found is added to an infielder's rating - this makes fielding a quite important part of the game.

The game is fun to play because infield maneuverability is important. Some ground balls may be hits or outs depending upon where the fielders are playing (there are 3 infield positions: normal, DP depth, and in). The game is fun because crazy plays can happen. The REPLAY RARE PLAY CHART includes player ejections, rainouts, 3 base errors, etc. - although a rare play only occurs once out of 4 games on the average and many of the results depend on the fielding ratings of the players involved. A baseball game that would take a long time to play would not be fun for me. It took me approximately 30 minutes to play the first game that I ever played with REPLAY. Many solitaire low-hit games take about 15 minutes (although it is also because I no longer need to check a chart book). My longest games now are probably my head to head games with my wife, as we try to out-strategy one another.

A fun game - but what about the stats? An example of the rating system: As I have said a pitcher's number is added to a batter's number (usually) to determine the results. In the rating system each batter is first examined to see what he would do in 720 plate appearances (about $4\frac{1}{2}$ per game if playing every game). Each of the blocks on the batters cards takes on a value of 20, therefore 36 spaces worth 20 each would show 720 appearances. Let us say a batter would walk 38 times. How could they be reproduced?

There are 6 columns on a batters card. The fifth column is primarily for walks. Each pitcher is given a control number. (Remember, the batter's and pitcher's numbers are added together). Once the 5-column is rolled a result of 6 or more is

GAME THEORY/David Minch

ACTIVATORS:
A PROBABLE TOOL

The vast majority of table sports games use some sort of activator. The activator is a necessary part of the game. If the same outcome were generated by each offensive/defensive pairing, whatever the sport, the game would be unrealistic, not to mention boring. From this necessity spring the spinners, dice, flip-cards, random number tables and other, less common, devices for introducing variability and chance into gaming outcomes.

Table sports gamers are ahead of war-gamers in their understanding of the numbers involved in their games. This is probably due to the availability of statistical material for sports; no one keeps season stats for wars. Still, most gamers and a lot of designers are unaware of the differences among activators; worse, they know little or nothing of the many other ways to generate random numbers. Table sports has yet to exhaust the possible activators. Let's start by considering the differences among the currently common activators.

Spinners are perhaps the oldest and probably the least liked activators around. Their bad reputation is certainly deserved. The potential for conflict when the spinner stops on a line is unparalleled. Most spinners are used to generate a number. Here lies the advantage of the spinner. The range of possible numbers is whatever the designer wants it to be; 1 to 50 or, say, 17 to 143. Moreover, the numbers can be equally likely, as is the case with most spinners, or the likelihood can be varied, as with the results in Cadaco's baseball game. The size of the section for each result on the Cadaco player discs determines its likelihood. There's really not a lot more to say about, or for, spinners. They have an unequalled flexibility combined with inherent difficulties that are also unequalled. Still, if your game design uses equally likely numbers between 1 and 15, for instance, your only options will be a spinner or random numbers.

Dice are easily the most common activators. From one to four cube dice are the activators one most frequently encounters. Two or more dice can be read as either a sequence (APBA) or as a sum (TSG). Three or more dice can follow either system or combine the two (SOM). Four or more dice can be combined in even more ways; multiple series or sums and devious combinations of series and sums. Let's start with the easiest - two dice.

Two dice produce thirty-six results whether read as a series or sum. The series results are equally likely, while sum results generate eleven different numbers of, necessarily, different probabilities. If you've been playing table games (or craps) for any length of time, you know that 7 is the most likely result, occurring six times as often as 2 or 12, the least likely results. This distribution of probabilities is one of the reasons dice sums are used as activators. The number of different outcomes is more limited than with a series read-out, but the different likelihoods are sometimes more desirable. The designer's decision must be based on the necessities of the game system he has developed and his own preferences. The differences between APBA and SOM baseball are due less to the read-out systems than to differences in the design philosophy.

Three dice produce two hundred sixteen outcomes. As with two

From the Editor

This issue is really crammed full of what I refer to as "general content" articles. We didn't plan it that way; they just kept coming in - a couple from sources that we hadn't planned on - and it appeared for awhile that all of the newsletters were going to be completely shoved out. We have dropped TSG Newsletter for this one issue, but it will be back for the next.

We're introducing three new writers this issue and giving a belated introduction to a second-timer. Dave Minch is one of those unexpected sources mentioned above. Our exchanges of letters so far have consisted of little trickles from me and torrents from Dave. I'm harboring suspicions that he is going to be another John Swistak in the area of prolificness. In other words, a trouble-maker. As point of fact, I'll merely state that he already has articles written and on file here at TTS for the next three issues.

The article from Al Wasser was another unexpected arrival - sort of an affront to my favorite organization, Planned Authorhood. I ran it, quite frankly, because I was impressed by the detailedness of his system. Something like Al's system should be ideal for those gamers that like certain features to be present in their games. Maybe you have a hang-up on blocked shots. A quick check of the chart and you know which games take into account shot blocking. Superb detail. My only suggestion would be to add a section stating what current teams are available for each game (NBA, ABA, NBA Playoff, college) whether past teams are available, whether or not normalization is used, and a miscellaneous section covering such items as whether or not the ratings formulas are provided. These things can be gleaned from the ads, of course, while the information contained in Al's chart cannot. (Can you feature me advertising "Ability to Draw Fouls Not Considered!!" for REAL LIFE BASKETBALL? Davenport would have me hauled away in a straitjacket, as well he should.)

Gerald Gauthier actually debuted last issue with a play chart for T.H.E. Those of you who have subscribed to ALL SPORTS DIGEST in the past are probably familiar with his articles. If not, a reading of his review of SPORTS ACTION FOOTBALL will show you the thoroughness of his work. We're very pleased to have Gerald as a regular contributor.

Dennis Bialaszewski is not a stranger to TTS. He and I had a battle some issues back but we've made up. I think Dennis finally decided he couldn't change the thinking of a blockhead so he would go directly to the readers. And as long as he writes articles as lucidly as his current contribution on REPLAY, it's fine with me.

All of our other contributors are either regulars or repeaters. You can purchase back issues if you wish to know more about them. Before signing off on the subject of contributors, however, I do want to devote some space to the repair of Julian Compton's balloon. Dave Minch and Al Wasser took a couple of pot shots at it this issue and so, since Julian isn't going to have a chance to defend himself this time, I'll apply a temporary bandage. To set it up, I should tell you that Dave purchased two games from Gamecraft - DATA BOXING and another game. After a bit, back came a long letter with a detailed description of the failings of the second game. At the very end of the letter was a single line: "DATA BOXING is a GEM!" And the emphasis is exactly as Dave wrote it.

On the subject of what's coming up next: The only item I want to mention is an article by Julian Compton covering the major baseball games that have past teams/seasons available (EI, APBA, REPLAY, BLM, SOM, STATIS PRO). He discusses the number of past teams available for each game, briefly covers the subject of the use (or, more appropriately, the non-use) of normalization for these oldies, and summarizes his opinion of the playability and accuracy of each. The article was supposed to run in this issue but it was the last general content piece to arrive and we either had to hold it for the next one or bump all the newsletters. So, you'll have something to look forward to for the summer along with Dave Minch's article already on file, our decision about going bimonthly, and a projected huge pictorial spread covering the Annual Skinny-Dipping Outing of the APBA Rabbits, a club composed entirely of Playboy Bunnies.

From the Readers

Friends: I have received the first issue of my subscription to **Table Top Sports**, as well as some back issues I had ordered and I wish to thank you for a very enjoyable publication. I am a "game freak", having played games as far back into my youth as I can remember (more than twenty years). I've been designing them almost as long.

My major gaming interest has been in wargames. It's only recently that I've discovered the confraternity of sports gamers. I'm happy to have found you, and I'd like to take this opportunity to comment on Julian Compton's rating system (Winter '76) and Jack Kavanagh's letter in the Fall '76 issue.

Personally, I saw little usefulness in Dr. Compton's system; it impressed me as a waste of space. All game reviews are subjective and it is thus the reviewer's function to provide enough information about the game being reviewed and his own preferences that a reader can make yet another subjective decision about the game. I know little about Dr. Compton and even less about some of the games he reviewed; thus I am at a loss to assess the letter grades he assigns to games. Contrast this to Rich Berg's reviews of table football games. The table at the end of his reviews is no less subjective. Of course, the written reviews that form the body of the piece provide the information necessary to evaluate his subjective judgements. Thus, when Berg evaluates the "Passing Accuracy" of APBA at "4", I know why (if not how) he arrived at this. Compton's evaluation of APBA's "Realism & Accuracy" at "A-" means absolutely nothing to me.

As little as I care for Mr. Compton's review system, I would still like to answer Jack Kavanagh's complaints about the subjectivity involved and the suitability of his criteria.

First, I think everyone should, and probably does, realize that all reviews are necessarily totally subjective. In what manner could they be objective, other than in a truthful listing of game components?

Next, as long as the reviewer clearly states the criteria he has used for his judgement, arguments over the suitability of the criteria are moot. If a reviewer chooses to rate table games solely on the attract-

cont'd p. 14

TABLE TOP SPORTS

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COURT ACTION

RULES - Choose 2 players. For this demonstration of setting up the ratings I will use Jimmy Connors and Arthur Ashe. You will notice on each player's card there are 10 ratings: S, B, F, L, M, SD, BD, FD, LD, MD. These ratings stand for serve, backhand, forehand, lob, smash, serve defense, backhand defense, forehand defense, lob defense, and smash defense respectively. Each athlete by the time you finish adding or subtracting will have 5 ratings, which are S, B, F, L, M. To get the first rating, serve, you simply subtract the second player's "SD" rating from the first player's S rating. Jimmy Connors' S rating is 3, and Arthur Ashe's SD rating is 3, so Connors' S rating is 0 when playing Ashe. Do the same for B, subtract the defensive players BD rating. Do this for F, L, M ratings. Then do the same for the second player.

START - Player one starts the game by throwing 2 dice, one red and one white, and reading them red-white, look under this number on the SERVE chart, but before reading result, consult the server's S rating. Connors' rating is 0, so no change would occur. But if his rating was +3 for example, you'd up the "ins" on the serve chart by 3, so instead of being 36, the final number of "in" on the serve chart would be 43. This also occurs on backhand, forehand, lob, and smash, using the player's already combined B, F, L, and M ratings respectively.

If on the first serve, the result is "in", roll one die. A 1-3 means to use the "B" chart, and 4-6 use the F chart.

If the result is blank (out), roll dice again and look again under serve chart, except this time add 6 to the server's rating.

If "ace" is the result, the score is 15-love, and serve again.

LOB-SMASH - At any time, the returner may lob or smash. To do so just use his rating and roll and read result the same way as all other charts.

TIRING FACTOR - When player's "tiring factor" runs out, reduce all his ratings by 2.

NOTE: Women should not play men, or the results will be unrealistic.

All questions should be directed to me - Mike Daughan, Oakledge Rd., East Harpswell, ME 04011.

	S	B	F	L	M	
11	ace	winner	winner	in-4	winner	11
12	ace	winner	winner	in-4	winner	12
13	ace	winner	winner	in-3	winner	13
14	ace	winner	winner	in-3	winner	14
15	ace	winner	winner	in-2	winner	15
16	in	in	winner	in-2	winner	16
21	in	in	in	in-1	winner	21
22	in	in	in	in-1	winner	22
23	in	in	in	in-1	winner	23
24	in	in	in	in-1	winner	24
25	in	in	in	in-1	winner	25
26	in	in	in	in-1	winner	26
31	in	in	in	in	winner	31
32	in	in	in	in	in	32
33	in	in	in	in	in	33
34	in	in	in	in	in	34
35	in	in	in	in		35
36	in	in	in	in		36
41		in	in	in		41
42		in	in	in		42
43		in	in	in		43
44		in	in	in		44
45		in	in	in		45
46		in	in	in		46
51			in	in+1		51
52				in+1		52
53				in+1		53
54				in+1		54
55				in+1		55
56				in+1		56
61				in+2		61
62				in+2		62
63				in+3		63
64				in+3		64
65				in+4		65
66				in+4		66

CONNORS 1976	ASHE 1976	BORG 1976	ROSEWALL '76	LAVER 1976	NASTASE 1976
S 3	SD 2	S 4	SD 3	S 2	SD 3
B 2	BD 2	B 3	BD 1	B 1	BD 2
F 2	FD 3	F 3	FD 1	F 1	FD 2
L 1	LD 1	L 1	LD 2	L 3	LD 2
M 3	MD 2	M 1	MD 2	M 1	MD 2
Tiring 5 sets	Tiring 4s, 2g	Tiring 5 sets	Tiring 4 sets	Tiring 4 sets	Tiring 4s, 6g
EVERT 1976	CASALS 1976	GOOLAGONG '76	BUDGE	TILDEN	RIGGS
S 4	SD 4	S 2	SD 2	S 3	SD 3
B 4	BD 4	B 2	BD 2	B 4	BD 1
F 4	FD 2	F 3	FD 2	F 4	FD 1
L 2	LD 2	L 1	LD 3	L 2	LD 2
M 1	MD 3	M 1	MD 3	M 2	MD 2
Tiring 4 sets	Tiring 3 sets	Tiring 3 sets	Tiring 5 sets	Tiring 5 sets	Tiring 5 sets

TABLE BASKETBALL 1977!

This Basketball Game Rating System was devised as a response to another game rating system. Julian E. Compton rated 17 games for Table Top Sports, Vol. 2, No. 2, in which he, in the opinion of this writer, dealt only superficially with each game. After rating four games with this author's system, Mr. Compton's ratings on certain games (PTG, BPS) seem unjustified. This new rating system is more sensitive to each game characteristic, bringing into light the individual strengths and weaknesses of each game. Each characteristic or factor is rated in four areas: playability, statistical accuracy, realism, and strategy and tactics.

Rating the Games

Four games were rated (BPS or Real Life BB, APBA, PTG, and Fastbreak). These four games have been owned by the author. They were rated on 45 different characteristics or factors, ranging from shooting frequency to length of playing time. For each factor four measures of quality were rated. Thus, instead of making a general statement such as "this game has good playability", we can estimate what the playability is for each characteristic of the game.

Defining the Characteristics

Playability — If the game player achieves an immediate comprehension of a play result, the game may be said to be highly playable. The main factor involved in playability is speed. Thus, adding a long series of numbers, maintaining column indexes, cross referencing using charts, etc. would tend to block the game players comprehension of game action. A highly playable game flows smoothly and easily, almost effortlessly for the game player.

Statistical Accuracy — How accurately does the game reproduce the statistics for each player and team for a given season? High and low statistical accuracy are thus self explanatory.

Realism — Does the game player feel like he is playing a basketball game, or are his feelings more on the playing mechanics of the game? Does a Boston fastbreak feel like a Boston fastbreak? Does Rick Barry sparkle on offense? The key concept involved in realism is the feel of the flow of the game.

Strategy and Tactics — Does the game player have any choice concerning game strategy? If a game places limitations upon substitutions, does not consider fast breaks or pressing and other strategic decisions, then the game would rate low in this category. A game would rate low in this area if it considers these characteristics but does not develop them fully.

Ratings

Each of the four characteristics was rated with a numerical rating from 0 to 30. This is explained below.

Rating Meaning

30	Excellent: Superior in nature.
21-29	Good: The higher the number, the higher the quality.
20	Average or acceptable
1-19	Poor: The lower the rating, the lower the quality.
0	The game does not include this factor in its format.
-	The factor is not relevant to the given characteristic.

Reading the Chart

First look at the Definition of Factors sheet. Factor number one is shooting frequency. Go then to the next page to see how BBPS or Real Life BB rated out on this characteristic. Reading under the FAC (factor) column we see that BBPS rated 15 for PL (playability) a 20 for SA (statistical accuracy), a 15 for RM (Realism), and a 25 for ST (Strategy and Tactics). Note factor number 5-shooting while open. Real Life BB has a 0 0 0 — rating. The number 0 means that ST is not relevant in this case.

Discussion

Real Life BB (BPS)

Rated as one of the "Big Three" by Mr. Compton this game has several glaring weaknesses. First and foremost, factor number nine—a players ability to draw fouls, was not considered. How can a game be considered among the very best around when it leaves out this vital characteristic? It is beyond my imagination. Also, no technical fouls (fac 10), no loose ball fouls (fac 13), no full court press

(fac 33), and a lack of several other key characteristics (fac 16, 21, 34, and 38). The need to add or subtract ratings for field goal shooting and then to cross reference the result to 2 chart limits playability. Can all the players fit into 9 or 10 categories for free throw shooting percentage?

Good characteristics include shooting from varying floor locations, penetrating ability, and revealing how to rate the players. Overall the game rates better than most, but it is still far from the top. The game was probably developed in a hurry in order to be placed on the market. Amazing how Dr. Compton rated it so high.

APBA

Good detail but painfully slow. Strategy being its strong point, the playing time runs two hours plus. Game is top heavy on passing and dribbling, and numerous column indices must be maintained which limits playability. Good quality of game parts but does not rate anywhere near top.

PTG

Good, but simple. Mr. Compton rated it low in playability but I have played games in 40 minutes. Extremely fast with good accuracy falls down in strategy and is limited greatly in number of features covered to make it competitive with games at the top. A game for those who desire rapid play and accurate statistics. No ball handling whatsoever is covered. Not a game for those who desire complete reproduction of action.

Fastbreak

Rated excellent in all categories and probably rates as the top basketball game, and near the top for all table games on the market. The only important characteristics not covered are Fac 3-shooting from varying floor sections, and Fac 28-penetration ability. The game shows a tremendous amount of creativity and was well conceived, unlike most companies who produce a game only to achieve part of the gaming market.

BLM

This game is very similar to APBA in that too many steps are involved in order to get a play result. The playability is extremely low, and many advanced features have been left out. This game probably rates as low man on the basketball gaming pole. No technical fouls, intentional fouls, fouls called on players other than defenders, and home court advantage plus a lack of several other key characteristics, sink the ship for BLM. When reviewing this game, I felt like I was doing research on advanced quantum physics! The charts are just overwhelming. The game has good quality of game parts, and would suit the needs of anyone who could sit through two hours of ball-handling.

Statis-Pro

This game is regarded very highly in the gaming world. However, I was disappointed with it. It did have good playability, but its accuracy was lacking on many factors. Also, many key factors were not covered (3,5,12,14-16, 20, 21, etc.).

For example, there is no difference in pressing ability among the teams — Boston's press being no better than Atlanta's or Milwaukee's. Shooting frequency is not covered. Thus, Wes Unseld could average over 30 points per game because of his high field goal percentage. The timing method is lacking, a card is read for every event (each foul shot, rebound, shot, pass, etc.).

Also, rebounding is not divided into offensive and defensive categories.

The major asset of this game is its ease of play and simplicity. Most likely, this would be the primary reason behind its popularity. However, my opinion is that it is overrated.

Final Comments

- 1—Best overall game: Fastbreak
- 2—Game which has the most unused potential: PTG
if the inventors of PTG would develop the game, it could become a super game. This game has very good structural qualities.
- 3—Most overrated game: Statis-Pro
- 4—Most underrated game: PTG
- 5—Most developed yet least enjoyable to play game: Tie, APBA, BLM

REAL-LIFE				APBA				PTG				FASTBREAK				STATIS-PRO				BLM				Definitions of Factors	
RM	ST	PL	SA	PL	SA	RM	ST	PL	SA	RM	ST	PL	SA	RM	ST	PL	SA	RM	ST	PL	SA	RM	ST		
15	20	15	25	05	05	15	30	29	30	30	28	30	30	30	29	30	18	24	30	5	25	15	26	1-Shooting frequency	
15	20	20	-	10	30	15	-	25	27	25	-	30	28	30	-	30	28	30	-	3	30	15	-	2-Shooting percentage	
15	30	25	15	10	30	15	30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3-Shooting from varying floor sections	
0	0	0	0	10	30	15	30	0	0	0	0	30	30	30	30	30	27	30	30	5	30	26	30	4-Shooting under pressure of the 24 sec. ck.	
0	0	0	-	0	0	0	-	0	0	0	-	30	30	30	-	0	0	0	-	0	0	0	-	5-Shooting while open	
15	20	20	-	10	30	15	-	25	25	30	-	30	26	30	-	28	28	28	-	5	30	10	-	6-Shooting while guarded	
20	15	28	-	15	30	25	-	30	27	30	-	30	30	30	-	30	28	30	-	15	30	25	-	7-Free Throw percentage	
20	25	20	-	10	30	23	-	28	26	30	-	30	30	30	-	23	25	28	-	8	24	20	-	8-Tendency to foul	
P	P	P	-	15	25	20	-	30	30	30	-	30	30	30	-	27	21	25	-	0	0	0	-	9-Ability to draw fouls	
0	0	0	-	25	20	30	-	28	20	30	-	29	29	30	-	30	30	30	-	0	0	0	-	10-Technical fouls	
30	5	25	-	15	30	25	-	30	26	30	-	30	30	30	-	30	5	25	-	12	18	17	-	11-Offensive fouls	
0	0	0	0	21	30	25	30	30	28	30	30	29	30	30	30	0	0	0	0	0	0	0	0	12-Intentional fouls	
0	0	0	-	20	30	20	-	0	0	0	-	30	29	30	-	30	23	29	-	0	0	0	-	13-Loose ball fouls	
0	0	0	-	0	0	0	-	0	0	0	-	30	30	30	-	0	0	0	-	0	0	0	-	14-Tendency to foul out	
0	0	0	-	0	0	0	-	0	0	0	-	24	30	28	-	0	0	0	-	10	25	20	-	15-Playing safe to stay in game	
0	0	0	-	21	30	20	-	27	29	30	-	29	30	30	-	0	0	0	-	0	0	0	-	16-Fouls called on players other than defender	
20	15	20	-	5	24	15	-	25	25	28	-	28	30	30	-	27	27	29	-	10	25	15	-	17-Offensive rebound	
20	15	20	-	5	25	15	-	28	28	29	-	30	29	30	-	27	27	29	-	10	25	15	-	18-Defensive rebound	
26	25	20	-	20	30	25	-	30	28	29	-	30	28	30	-	30	26	30	-	10	25	15	-	19-Reb. of miss. FT.	
0	0	0	-	25	25	25	-	0	0	0	-	30	20	30	-	0	0	0	-	10	30	15	-	20-Tip in of missed shots	
0	0	0	-	16	30	23	-	0	0	0	-	28	30	30	-	0	0	0	-	0	0	0	-	21-Reb. contested for by players from different positions	
20	20	20	30	15	29	15	25	25	19	28	30	29	30	30	30	28	26	29	30	10	30	25	24	22-Ability to limit opp. player FG%	
30	5	20	-	15	20	15	-	30	5	30	-	30	30	30	-	24	28	25	-	18	20	25	-	23-Ability to block shots	
30	5	20	-	15	20	15	-	30	5	30	-	30	30	30	-	30	1	22	-	18	20	25	-	24-Ability to steal ball	
0	0	0	-	0	0	0	-	0	0	0	-	29	30	30	-	0	0	0	-	0	0	0	-	25-Defensive Centers abil. to pick up unguarded players	
20	5	20	20	15	30	15	30	26	25	29	10	29	30	30	30	20	25	20	25	3	28	25	25	26-Assists	
15	15	20	-	5	30	15	-	30	25	30	-	30	30	30	-	15	15	20	-	5	29	25	-	27-Turnovers	
15	20	17	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	28-Penetrating ability	
15	20	15	15	5	30	15	30	0	0	0	0	0	0	0	0	0	0	0	0	3	30	20	20	29-Passing ability	
15	20	15	15	5	30	15	30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	30-Dribbling ability	
30	10	25	-	0	0	0	-	0	0	0	-	30	30	30	-	30	20	25	-	0	0	0	-	31-Home court adv.	
10	25	20	30	20	15	20	30	0	0	0	0	26	30	30	30	28	22	29	30	5	28	20	20	32-Fast break ability-team	
0	0	0	0	20	15	20	30	0	0	0	0	27	30	30	30	0	0	0	0	5	27	20	20	33-Pressing abil.-team	
0	0	0	0	15	25	25	30	0	0	0	0	30	30	30	30	0	0	0	0	0	0	0	0	34-Style of play-fast or slow-team	
20	-	30	30	0	-	0	0	0	-	0	0	0	-	0	0	0	-	0	0	0	-	0	0	0	35-Double teaming opp.
30	15	24	-	30	30	30	-	30	28	30	-	30	30	30	-	30	15	24	-	30	30	30	-	36-Timing method of game	
15	-	25	30	5	-	15	30	30	-	30	30	30	-	30	30	30	-	30	30	25	-	25	30	37-Substitutions	
0	0	0	0	5	30	25	30	30	1	30	1	30	30	30	30	30	30	30	30	5	30	15	30	38-24sec. clock	
20	20	25	-	20	30	26	-	25	28	29	-	0	0	0	-	30	28	28	-	5	30	21	-	39-Jump ball frequency	
28	5	25	-	20	25	20	-	28	24	26	-	30	30	30	-	30	15	25	-	5	20	21	-	40-Jump balls	
20	-	-	-	-	-	-	-	30	-	-	-	29	-	-	-	24	-	-	-	3	-	-	-	41-Playing time of game	
25	30	30	-	20	25	25	-	25	10	30	-	29	30	30	-	30	29	29	-	0	0	0	-	42-Injuries for indiv. players	
25	25	25	25	5	30	25	30	30	30	20	20	30	30	30	30	0	0	0	0	1	30	15	25	43-Endurance per player	
0	0	0	-	22	30	20	-	30	10	30	-	30	30	30	-	0	0	0	-	0	0	0	-	44-Jump ball ability	
0	0	0	-	20	30	25	-	26	23	30	-	30	25	30	-	30	25	30	-	15	25	25	-	45-Goal tending	

SUMMARY OF RESULTS

Areas not covered

BPS		APBA		PTG		FASTBREAK		STATIS-PRO		BLM		BPS		APBA		PTG		FB		STATIS-PRO		BLM	
Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg	Tot	Avg
PL	579	20.6	540	14.2	790	28.2	1145	29.3	781	27.9	259	9.3	PL	17	7	17	6	17	17	17	17	17	17
SA	430	17.2	958	26.6	582	22.3	1086	29.3	592	22.8	694	26.7	SA	17	6	16	5	16	16	16	16	16	16
RM	589	21.8	747	20.1	784	29.0	1138	29.9	735	27.2	562	20.8	RM	17	7	17	6	17	17	17	17	17	17
ST	245	22.2	415	29.6	149	21.2	329	29.9	205	29.3	255	25.5	ST	5	2	9	5	9	9	9	9	9	9

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Replay Baseball Cont'd.

equal to a walk. If the number "5" is placed in a square in the 5-column it would be worth twenty walks since any pitcher's number added to it would give a result of six or more. Pitchers are rated in control from 1 to 5. Let's say about 10% of the pitchers are given a "1" rating - very good control. How many walks would the number "4" be worth if placed in column 5? 10% of the time that it came up, it would be against a 1-pitcher. 10% of the time the result would total 5 which would not be enough for a walk. 10% of the 20 value would not be a walk. A 4 placed in column 5 would be worth 18 walks. Therefore if a 4 and 5 were placed on a batters card in column 5 - this would represent 38 walks. As you can see, this method also works with hits, home runs, etc. - so the results can be quite accurate.

I would like to give you a couple of amazing results of my players in mail league plz They are from the B.I.G. League - a twenty team league run by Nite Mahan.

	G	R	2B	3B	HRR	BI	SB	W	K	BAT AVE	SLG. %
ACTUAL Grich	160	92	29	6	19	82	17	90*	117	.263	.431
REPLAY Grich	158	111	30	8	23	74	15	81	128	.259	.439

* Includes 6 intentional walks.

My 5 top pitchers' ERAs were:

	REPLAY	ACTUAL
Ryan	2.61	2.89
Morton	3.06	3.14
J. Palmer	3.20	3.27
Hiller	2.75	2.64
B. Forsch	3.16	2.97

In addition, Ryan issued 198 walks in 331 innings. His actual stats were 202 in 333 innings.

One noticeable facet is that Grich's GP and Ryan's IP are extremely close. This is built into the REPLAY system. A number rolled in the batter's 2-column may force him to miss games. (Of course, the number can fluctuate since the batter's number is added to the pitcher's number). Therefore, the batter's cards are regulated to only be used the right amount of games played or at bats. Pitchers have two sets of ratings. A "B" rating takes effect when he becomes "tired". This stops pitcher overuse.

Blyleven led our league in pitching but was only 4th in the majors. P. Niekro was 2nd with a 2.42 (he actually was 2nd in the N.L. with a 2.38).

Another noticeable facet of my stats was Grich's 15 SB's compared to an actual total of 17. One can call his own steals in REPLAY and use an optional Stolen Base Chart or use a method designed on the cards. Some on-base numbers on player cards are followed by asterisks. They are stolen base attempts and must be used if the optional chart is not. The SB and CS are extremely realistic and this feature is one that far surpasses other game reproductions. It allows for the person who stole one base and got caught four times to have a good chance of having the exact same stats in a table game.

We did not keep CS stats (I don't know why!) in the B.I.G. League but we did in the IRBL. Here are some stats from my team based on the 1973 season. (I left the league after the 1974 season).

	ACTUAL		REPLAY	
	SB	CS	SB	CS
R. Cey	1	1	3	1
Henderson	3	4	5	4
Kirkpatrick	3	7	5	7
Grabarkewitz	2	2	2	1
Monday	5	12	9	12
Powell	0	2	0	2

Remember - the SB and CS are built into REPLAY.

The game also has fine Hit and Run, and Sacrifice ratings.

Thus far I have described what I believe to be the best game on the market but it definitely is not perfect. The two major complaints that I have is that LH vs. RH is handled by one number on the batter's card and is handled as a fudge factor. The number is a

hit when it is LH vs. RH (or vice versa) or is an out if LH vs LH (or RH vs. RH). It can also handle switch hitters. I cannot reproduce a good lefthanded batter who hit left handed pitchers extremely well.

Another fault is in the outfield defensive ratings. The outfielders are given only one overall defensive rating. It would make much more sense to give one for fielding and one for throwing arm and to separate the outfield defensive plays into two categories rather than one.

Also it is difficult to have an exact replay since not all starts are included. This is not really a strong complaint though since the 1977 set gives 3,787 of the actual 3,878 starts (98%).

Also, all players are not included. The 1977 set does include 624 players (you do not purchase fringe players separately) which is on the average of 26 players per team. Not all teams include 26. The lowest are the Orioles and the Yankees with 24, to a high of 28 for the Tigers, White Sox, and Expos. There is a slight collation problem and some fringe players may be found in other team packets. All in all I find the complete game to be a buy at \$14.95.

Activators Cont'd.

dice, a sequential read-out gives equally likely results, while a summation divides them among sixteen numbers, unequally. If you were to graph the number of ways each number can be rolled, against the numbers themselves, you would find a "bell" shaped curve quite similar to the statisticians' friend, the "normal curve of error". The more dice you use, the closer summation results will approximate the normal curve. Designers would be well advised to get a statistics text and read up on the normal distribution. It has a number of special attributes that game designers could use well.

Combination systems are as involved as the designer wants. The Strat-O-Matic system, as an example, produces six different 2 to 12 distributions. Each distribution is equally likely, though the numbers within each have different probabilities. Double sum systems, such as Pro Quarterback or Sports Action Canadian Pro Football, yield probability distributions too involved for consideration in a short article, but not so involved that gamers should ignore them. Anyone designing a sports table game should read up on statistics and probability. What you learn can only help.

A number of games have appeared recently which are dependent on random numbers (equally likely) on the range 1 to 50, 1 to 10 or 1 to 100. Games of this type, such as Ball Park Baseball, have helped to make random number sheets "popular". Sports gamers often express annoyance with random number lists, (it's mostly a matter of taste) but, like the weather, nobody does anything about it. In this case the war-gamers got the answer first; percentage dice.

Percentage dice are icosahedral (twenty sided), each die numbered from 0 to 9. Two such dice are read as a sequence to give one hundred different results, 01 to 00 (which is read as 100). Obviously, percentage dice could be applied to many of the games now using random number sheets. Ball Park's 1 to 50 range could be achieved by dividing a percentage dice result by two and rounding up. For some reason, table game designers have made little use of the four other types of dice besides cubes. Longball is the only exception I can think of. Percentage dice and the other polyhedral dice have lately become popular in war-gaming. You can probably find them at any hobby shop selling to war-gamers.

Random number sheets are preferred by some gamers for their ease of use and because they never fall off the table. Whatever the reason, some gamers find random number sheets preferable to other activators. The obvious drawback to random numbers is that they are hard to get. Tables of random digits such as you might find in a statistics book will not be particularly useful to a fan of Ball Park. He might just as well roll percentage dice. Also, random number tables are not interchangeable in most cases. A Ball Park random number sheet won't help with Extra Innings. Lastly, random numbers in tables are evenly distributed. That is, all of the numbers are equally likely. Thus, they must be specially handled if they are to

substitute evenly

be substituted for the summation of two or more dice. You could not substitute evenly distributed numbers from 2 to 12 for the roll of two cube dice. The difference in the distributions will produce fantastic statistical inaccuracies in the game results. As with all the other systems, it's all in the designer's preference.

If you own an inexpensive calculator, especially one with a memory, you can use it to generate "pseudo-random" numbers. These numbers can be evenly distributed across any range desired. This is an ideal substitute for the random numbers of **Ball Park** or the split deck numbers of **SOM** baseball. This method will not work where dice must be summed.

You'll need a random number to start with. It must be written as a fraction (like .14159265) and it must have as many digits as your calculator can handle. If you can't find a table of random digits, just make up a number that meets the criteria. Punch that number up and store it, if you can, in your calculator. You will also need a two digit number, between 11 and 99. Write that number down so that you don't forget it. To get a random number, multiply the first number by the two digit number. Then subtract the integer portion (any digits to the decimal point). Store the remaining number in memory. This number is your random number. For easy use, you can change it, quite simply, into a whole number in any range you choose. Just multiply it by the width of the range you wish and add the lowest number in that range to the result. For a number between 1 and 20, say, multiply by 20 and add 1. Your random number is the integer portion of the result; simply ignore the numbers to the right of the decimal point. To get the next number, recall the number from memory and repeat the procedure.

Since dice read as a sequence are evenly distributed, this can be used for dice sequence numbers. The 111 to 666 range in **Extra Innings** can be had by turning your random number into a number 1 and 216. You'll have to mark your game tables to find which sequence this number represents. Another option would be a conversion table.

The last common activator is a deck of flip, or "fast action" cards. These are particularly convenient for use in timed sport games -- hockey, basketball, or even football. A flip deck can produce numbers in any range and with any distribution desired. Some table gamers substitute flip cards for dice rolls as if the two were interchangeable. They aren't.

In mathematical terms, flip cards follow a **hypergeometric** distribution. Dice rolls don't. In practical terms, this means that result tables designed for use with dice will yield up statistical inaccuracies if used with flip cards. For example, consider a deck of one hundred cards, twenty-five types, four each. Let us also say that if

one of those types designates a special event of some kind; penalty, injury, fight, etc. When the first card is drawn, there is a 4% chance that it will indicate a special event. If it does not, the chance that the next card will increase to 4.04%. If it does, that chance decreases to 3.03%. On each turn following, the turn of a special card decreases the chance of turning another. Every time another type card is turned the chance of drawing a special card is increased. With die rolls, the chance of any result coming up is constant. Worse, if your timing system requires that you run through the deck once in each period of play, each of the results will turn up four times. If those results represent random numbers, evenly distributed from 1 to 25, the result given by the flip deck (four each) bears only a vague resemblance to what you'll get with any other random number generator. If you have a calculator, try it. You probably won't get exactly four of each and every number.

Another activator could be borrowed from war games; it's the "randomizer". It's quite simple, consisting of a container in which are chits or markers. To get your random number, draw a chit from the container. If you do not replace the chit, this system is no different than flip cards. If you do replace it, the choice of a chit is truly random and it can be substituted freely for dice, spinners, or random numbers. Randomizer chits can't roll off the table or stop on a line. You only must take care not to knock over the container.

Randomizers offer some other advantages. As a game progresses,

chits can be added to or subtracted from the mix to change the chance of events. In a baseball game, a pitcher tiring could be simulated by adding chits which refer to the batter's card as the game continues.

This survey of activators is neither exhaustive nor definitive. Other activators are possible and other uses exist for some of the ones now common. The continued progress of table gaming depends on such improvements. The literature of table game design (at least what I know of it) is extremely limited. The only bibliography I can give you is John Swistak's excellent article *Theories of Table Top Ratings* (**Table Top Sports**, Summer 1976). I also recommend a good statistics book to serious designers. I'd like to hear from anyone who'd care to discuss this topic, too.

GAME REVIEW/Steve Goldstein

ANOTHER LOOK: BALL PARK BASEBALL

In the words of a former chief executive, "make no mistake about it" — this is a superior product. Fresh, innovative, unique, and challenging are adjectives which illustrate well the attributes of **BALL PARK BASEBALL**.

BALL PARK is shipped in a small, flat box (mine arrived in a carton marked "American Cookbook Series"). Player cards and accouterments of ten teams were housed tightly, but manageably within. Available are all World Series teams from the infamous 1919 Black Sox affair to 1970, plus the four division winners from 1971 and 1975. On the drawing board are sets for all American League teams from 1931 to 1933. Also available are twenty-four past and present stadiums more about them later.

The game is learned quickly — the advanced "Level II" took me twenty minutes to master. Playing time waivers between forty-five and sixty minutes, of which five minutes were directed to scoresheet set-up.

Pitching is wholly individualistic, including pitcher-batter match-ups, and realistic frequencies of strikeouts, walks, wild pitches, holding runners, and balks. I found these features to be portrayed quite accurately.

The hitting aspects appear to be true-to-life, and in an accurate framework of pitching, fielding, and individual performance considerations.

Not to minimize the points made thusfar, the true genius of **Ball Park** lies in its amazing recreation of fielding powers. No other game has even approximated this asset. Each hurler will accurately portray abilities to encourage either ground- or fly-balls. Infields adjust to any of three positions (deep, half-in, or in), and outfielders may be placed either in, or at regular positioning. All fielders are rated for both range and throwing, including the propensity to turn the double play. In addition to these card features, the idiosyncrasies of the home stadium play a great role in game outcome. Although I've been living in Cleveland for over two years, I wouldn't be able to direct a sightseer to the area where **League Park** once stood if I had to. However, I do know that it sits next to the Polo Grounds and Ebbets Field inside the **Ball Park** gamebox. Not only do depths of outfield fences determine the frequency of longball hitting, but the rock-hard Sportsman Park infield makes an interesting contrast to the springy artificial turf of Riverfront Stadium.

Catchers are rated for fielding, throwing, passed balls, and their abilities to handle the hurlers. In my opinion, this is the only game on the market to give proper attention to the fielding aspect so essential to the game itself.

Play generates from random-number tapes (rather than dice or draw-cards) and their results transformed to a large playbook. The options to steal, hit-and-run, and sacrifice are activated solely by managerial strategy, with results contained in the playbook. I am curious to learn whether any other game has provisions for the "hidden ball trick", for **Ball Park** does.

BALL PARK President Tom Beisecker, an alert, personable, and rightfully proud gentleman coincides with my observation that solitary play requires a high degree of manual dexterity. The game is both more enjoyable and more highly-playable with two sets of hands working the playbook, cards, and random-number tapes, but play is possible either way.

There is only one problem with **BALL PARK BASEBALL**, and this I am assured has already been remedied. The major fault lies with the use of random-number tapes. Though computer produced for random accuracy, they are clumsy and difficult to utilize. The game now includes a three-die chart as an optional replacement.

The color-coded player cards are of a high quality glazed stock, and are comfortably hand-held. An excellent and unique game in all respects, BALL PARK is priced high, yet a fine value for both the novice and the experienced table gamer. The "basic set" of two teams and their stadia retail for \$10.80 (\$9.95 plus .85 postage and handling). Additional teams are available for \$1.00 each, and stadia for \$1.50.

Information is available from BALL PARK, INC. — P.O. Box 3422, Lawrence, Kansas 66044. The game is highly recommended by this author and rated accordingly. **RATING — A-**

GAME REVIEW/Gerald Gauthier

SPORTS ACTION CANADIAN PRO FOOTBALL

I. GENERAL GAME DESCRIPTION

A. MANUFACTURER: Sports Action Game Co. Ltd., Box 6090, Wetaskiwin, Alberta, Canada, T9A 2E8.

B. COST: \$15.95 plus current shipping charges. New player cards are available each year for \$9.95.

C. RULEBOOK: Describes how to play the game; also contains solitaire charts.

D. ROSTER SHEET: Lists those players individually rated on each team.

E. FOOTBALL FIELD: A foldable board made of heavy cardboard. Contains playing field and clock. The clock consists of a series of discs printed on the board, each of which indicates the time remaining in the quarter. A plastic disc is moved manually to indicate the correct time. The football and 10 yard marker are made of paper.

F. PLAYBOARD: Made of thin card stock. This board contains a penalty chart, injury chart, weather chart, turnover return chart, and supplementary result chart.

G. FORMATION CARDS: There are 10 defensive formation cards which are used in the advanced version only. Four of the defenses are zone, four are man-to-man, and two are blitzes. Each card lists the defensive adjustments to be made and the player ratings to be made and the player ratings to be referred to, depending on the offensive play called.

H. PLAYER CARDS: All cards are made of medium card stock and are 3" x 4½". Each team has the following cards:

1) **Defensive Card** - contains the team's seasonal record, defensive adjustment chart and interception return rating chart for the basic version, and defensive fumble recovery and return rating charts for both the basic and advanced versions.

2) **Roster Card** - lists the team's offensive linemen, defensive players, and substitutes. Also contains various ratings for each player.

3) **Kicking Card** - contains statistics and kicking charts for one placekicker, one punter, and one kickoff specialist.

4) **Kick Return Card** - contains statistics and return charts for three kickoff returners and three punt returners.

5) **Individual Player Cards** - contain personal data, statistics, charts, and numerical ratings for each runner, receiver, and passer. (Note: Each team has approximately 11 to 14 players individually rated. See the Fall 1976 issue of TTS for a sample of Johnny Rodgers' individual card.)

II. SIMULATION AREA

A. KICKING GAME

1) **Punting** - each punter is rated for average, longest kick, and number blocked through the use of two result columns.

2) **Placekicking** - each placekicker is rated for accuracy and distance of kicks in each of five different line of scrimmage ranges through a separate extra point

2) **Placekicking** - each placekicker is rated for accuracy and distance of kicks in each of five different line of scrimmage ranges through the use of a result column for each range. Placekickers are also rated for extra point accuracy through a separate extra point re-

sult column.

3) **Kickoffs** - each kicker is rated for average and longest kick through the use of one result column. Each team is rated for its ability to recover onside kicks through the use of an onside kick result column on its kicker's card.

4) **Punt Returning (offense)** - each returner has a numerical range which dictates how many punts he will return. Each returner is also rated for average, longest return, and propensity to fumble through the use of two result columns.

5) **Punt Returning (defense)** - each team is rated for its ability to limit the opposition's punt return yardage through the use of letters on its punter's result columns which dictate which result column the returner will use.

6) **Kickoff Returning (offense)** - each returner has a numerical range which dictates how many kickoffs he will return. Each returner is also rated for average, longest return, and propensity to fumble through the use of two result columns.

7) **Kickoff Returning (defense)** - each team is rated for its ability to limit the opposition's kick return yardage through the use of letters on its kicker's result column which dictate which result column the returner will use.

B. RUNNING GAME

1) **Offensive Blocking** - all offensive players except the quarterback and wide receivers are given a numerical rating from -2 to +2 which represents their blocking ability on running plays. This rating is not used on all running plays; it is only used when called for by the defensive formation card.

2) **Defensive Strength** - all defensive linemen and linebackers are given a numerical rating from -2 to +2 which represents their ability to stop running plays. This rating is only used when called for by the defensive formation card.

3) **Running Ability** - each ballcarrier is rated for average, longest run, and propensity to fumble through the use of five result columns. He is also rated for ability to run inside with a numerical rating from -1 to +1 and ability to run outside with a numerical rating of -1 to +1.

C. PASSING GAME

1) **Offensive Blocking** - all interior offensive linemen are rated for their ability to pass block through a dice roll range which is utilized when called for by the defensive formation card.

2) **Pass Rushing** - all defensive linemen and linebackers are rated for their ability to sack the passer through a dice roll range which is utilized when called for by the defensive formation card.

3) **Receiving** - each receiver is given three separate numerical ratings ranging from -4 to +4 which represent his ability to catch short, medium, and long passes. Each receiver is also rated for average yards per reception, longest reception, and propensity to fumble through the use of a result column for each type of pass.

4) **Defending** - each linebacker and defensive back is given a numerical rating from -3 to +3 which represents his ability to force incompletions.

5) **Intercepting** - each linebacker and defensive back is given a dice roll range which represents his ability to intercept passes. He is also given a numerical rating from 1 to 7 which dictates what turnover return column he will use on the Playboard.

6) **Passing** - each quarterback is rated for ability to complete passes and propensity to fumble while attempting to pass through the use of five result column on his card. He is rated for his ability to throw long through a numerical rating from -4 to +5. He is rated for the likelihood of being intercepted or sacked through the use of separate result columns for short, medium, and long passes. Finally, each quarterback is rated for the ability to scramble away from potential sack through a sack result column.

D. MISCELLANEOUS

1) **Injuries** - each player is given a numerical rating from -7 to +7 which represents his injury proneness.

2) **Fumbles** - each team has a fumble recovery column which represents its ability to recover fumbles while on defense.

3) **Penalties** - each team is rated for offensive penalties through the placement of penalties in the result columns of its passers and runners. Each team is rated for defensive penalties through separate

dice roll ranges for running and passing plays.

4) Quick Kicks - a one column quick kick chart and a one column quick kick return chart is provided for the use of all teams. Provisions are also made for a kick returner to kick the ball back to the kicking team.

5) Weather - a one column weather chart is provided for optional use. This chart adjusts play results depending on the weather conditions.

6) Note: in all references, numerical ratings and dice roll ranges are utilized only when dictated by the defensive formation cards.

7) Note: in all references, "result column" refers to a column of play results for which the game player obtains the appropriate result by rolling two dice, summing them, and crossreferencing the result column.

III. DESCRIPTION OF PLAY

A. RUNNING PLAY The defensive coach secretly selects a defensive setting from 1 (strong against the run) to 5 (strong against the pass). He also selects one of ten possible defensive formation cards. The offensive coach selects a ball carrier and one of eight possible running holes which correspond to end run right, outside right tackle, outside right guard, etc. Once the play has been chosen and the defense set, the defensive formation card is consulted to determine whether a player's rating should be used to adjust the original setting. Once the final setting has been obtained, the offensive coach rolls and sums two dice and crossreferences the result column of the ball carrier's card corresponding to the adjusted defensive setting. (Note that there are five possible defensive settings and the runner's card has a result column corresponding to each setting). In practice, it works as follows: the defensive coach selects a "50 ZONE" formation and a "2" defensive setting. The offensive coach selects Johnny Rodgers to run through the "5" hole (outside left guard). The formation card indicates that the left guard's run blocking rating should be used on runs through the "5" hole. Consulting the team roster card, we find that the left guard has a rating of +1 so the adjusted setting is "3". Rolling two dice, we obtain a sum of six. Crossreferencing six under the "3" column, we find the number 7. Johnny Rodgers has gained seven yards.

B. PASSING PLAY The defensive coach secretly selects a defensive setting from 1 to 5. He also selects one of ten possible defensive formation cards. The offensive coach selects a receiver, a type of pass (short, medium, long), and a zone to which the pass will be thrown (there are 3 short zones, 3 medium zones, and 3 long zones). Once the play has been chosen and the defense set, the defensive formation card is consulted to determine whether a player's rating should be used to adjust the original setting. The formation card also indicates whether a player's dice roll range should be used to check for interception and sack possibilities. Assuming there are no sack or interception possibilities, the dice are then thrown and crossreferenced under the appropriate result column on the passer's card. If the pass is complete, the dice are thrown again under the receiver's pass gain column for the type of pass thrown. In practice, it works as follows: the defensive coach selects a "50 ZONE" formation and a "3" defensive setting. The offensive coach selects a medium pass to Johnny Rodgers in the "5" zone (over the middle). The formation card indicates that the defensive left end's pass rush range should be checked first. If no sack takes place, the medium pass receiving rating of the receiver should be used to adjust the defensive setting. Checking the defensive left end's card, we find that he has a pass rush range of 2 to 5. Rolling the dice, we obtain a "four". Since a sack is now possible, we roll the dice again and check the quarterback's card to see whether he is indeed sacked. Assume that the quarterback isn't sacked. We now take Rodgers' medium pass rating of -2 and adjust the original setting from "3" to "1". Finally, we roll the dice again and crossreference the "1" column of the passer's card to determine whether the pass is completed. Assuming that it is, we roll again and obtain a sum of "seven" which is crossreferenced under Rodgers' medium column and yields a gain of 21 yards. Note that the preceding was a rather involved pass play. It is also poss-

ible to check the formation card initially and find that no ratings or ranges need be checked. In this case, the offensive coach would simply roll the dice and crossreference the result under the initial defensive setting on the passer's card.

IV. STATISTICAL ANALYSIS

The following is a partial recap of statistics which were obtained by replaying the Ottawa Rough Riders' 1975 season:

RUSHING AVERAGE	ACTUAL	REPLAY
Green (282 att)	4.6	4.6
Holloway (60, att)	8.0	9.8
Foley (41 att)	6.3	8.9
Bledsoe (34 att)	4.7	7.1
Clements (31 att)	3.1	2.6
Colvey (8 att)	1.8	0.4
"OPPOSITION"	4.7	4.9

COMPLETION PCT.	ACTUAL	REPLAY
Clements (282 att)	57.1	53.7
Holloway (156 att)	40.5	41.7
"OPPOSITION"	50.5	44.2

YARDS PER PASS	ACTUAL	REPLAY
Clements (282 att)	8.0	7.7
Holloway (156 att)	6.7	7.4
"OPPOSITION"	6.1	7.0

SACKS/YARDS LOST	ACTUAL	REPLAY
Clements	13/143	21/229
Holloway	11/83	14/103
"OPPOSITION"	7/247	39/375

KICKOFF RETURNS	ACTUAL	REPLAY
Marcelin (28 ret)	22.6	22.6
Jackson (17 ret)	26.4	24.5
Green (8 ret)	26.2	26.6
"OPPOSITION"	21.1	22.5

KICKOFF AVG.	ACTUAL	REPLAY
Organ (75 kicks)	51.0	54.6

FUMBLES/LOST	ACTUAL	REPLAY
Ottawa	15/10	16/9
"OPPOSITION"	23/15	18/12

FIELD GOALS MADE/ATT	ACTUAL	REPLAY
Organ	27/44	25/51

TEAM RECORD	ACTUAL	REPLAY
Won	10	10
Lost	5	4
Tied	1	2
Points For	394	370
Points Against	280	214

PASS RECEPTIONS	ACT	REP
Gabriel	65	77
Green	47	50
Jackson	29	22
Nixon	27	28
Foley	25	26
Kuzyk	14	8
Organ	4	4
Bledsoe	3	1

YARDS PER CATCH	ACT	REP
Gabriel	17.2	16.4
Green	11.4	12.2
Jackson	14.8	18.8
Nixon	16.7	15.5

Foley	14.0	13.0
Kuzyk	17.3	15.8
Organ	31.3	30.2
Bledsoe	9.3	21.0
"OPPOSITION"	12.0	15.8

PCT INTERCEPTED	ACT	REP
Clements	5.2	3.5
Holloway	6.1	3.2
"OPPOSITION"	8.6	5.6

PUNT RETURNS	ACT	REP
Marcelin (71 ret)	11.4	10.9
Green (27 ret)	10.2	8.6
Adams (20 ret)	12.1	10.3

PUNTING AVG.	ACT	REP
Adams (123 punts)	39.6	39.9

YARDS PENALIZED	ACT	REP
Ottawa	1203	1096
"OPPOSITION"	937	923

INTCPT/RET AVG.	ACT	REP
Tosh	9/13.7	0/ 0.0
Woodward	8/23.6	4/25.0
Campbell	4/ 9.5	7/ 5.3
Marcelin	5/10.4	3/25.3
Adams	5/18.8	7/23.6
Crepin	4/11.2	6/13.7

It should be noted here that statistics obtained from football replays are generally not as accurate as those obtained in baseball replays. One reason is that baseball players have 500 - 600 chances (at-bats) to approximate their batting average, while football players have a maximum of 200 - 400 chances (rushing or passing attempts) to approximate their stats (except rbi's) generally do not depend on his teammates, game situation, etc. In football replays, a passer's completion percentage depends on the ability of his receivers, the type of pass thrown, the down and yardage situation, etc. In this particular replay, I began the season by devising a solitaire defensive chart to select Ottawa's defensive formations. Because a particular defensive back had a poor rating against the pass, I excluded those defenses which utilized his ratings. Upon tabulating interception stats at seasons end, I was amazed to find that in actuality he had led the conference in interceptions while he had none in the replay. This incident portrays part of the difficulty in analyzing football stats. If I had used all of the available defenses, this player would have intercepted numerous passes, the opposition's pass completion percentage would have improved (because of the player's poor rating in that area), and undoubtedly some other defensive stats would have been altered.

V. FINAL COMMENT

On the negative side, I found the game lacking to some degree in the following areas:

1. Double Teaming - there is generally no disadvantage to keying on the wrong runner or double-teaming the wrong receiver. To avoid keys and double-teams on every play, I found it necessary to eliminate this feature during my replay.

2. Penalties - 67% of the penalties against a team returning a punt are roughing and running into the kicker. This seems unrealistic and when playing the game, the possibility of this penalty plays a major role in every punt.

3. Each runner and passer has five result columns numbered 1 through 5 which correspond to the defensive settings. Because of adjustments to defensive settings, results are occasionally read from a standard supplementary chart which covers result columns 0 and 6. In one game, a runner who had an actual longest gain of 17 yards managed four runs of 18 - 32 yards because of results read from a

supplementary column. The game could be improved if each passer and runner were given his own 0 and 6 columns.

On the positive side, consider the numerous worthwhile game features covered in previous sections of this review. The game provides numerous options in person-to-person play while the solitaire charts are adequate. There is a basic version for those gamers who don't want to be bothered with running holes, blocking ratings, etc. Playing time for the advanced version is roughly 75 - 90 minutes. There is no doubt in my mind that this game belongs in a class with the best NFL games such as T.H.E., S-O-M, and BLM.

For gamers desirous of replaying the Canadian Football League, Canadian Pro Football is the only game currently available. Fortunately the lack of competition has not deterred the manufacturer from both providing a quality product and also continuing to improve on it. For gamers in this category, this game is definitely a worthwhile purchase.

For those gamers only mildly curious about the CFL, the game offers the opportunity to experience "three down" football. You will find that "second and six" is a passing down, the kicking game and kick returning is very important, while field position is vital. The CFL is also the home of the "rouge" and the five man backfield. For gamers in this category, only you can determine whether it's worth \$16.00 to sample the different rules and players.

Finally, for those gamers interested in the simulation itself and not necessarily the CFL, there are some interesting ideas here. To the best of my knowledge, this is the only football game which has individual pass and run defensive and blocking ratings for each lineman. It is also the only pro game offering a weather chart. In addition, the game provides features found only in the better NFL games: teams rated for ability to limit kick returns; ability to run to eight different zones; defensive backs rated both for ability to intercept and ability to force incompletions; and 50 possible defenses. Rules changes have been made each year indicating that the manufacturer intends to continue to improve his product. For gamers interested for simulation purposes, the game is certainly worth playing at least a few times. Once again, only you can decide whether it's worth \$16.00 to sample an interesting product.

In any event, the manufacturer offers an attractive brochure for 25¢ and I would recommend that anyone interested send for it. If I recall correctly, the company offers package plans where the gamer can purchase less than the full league. This may be the answer for those who are interested but not \$16.00 worth.

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DEFENSIVE RATINGS AND SYSTEMS

Most knowledgeable baseball people will tell you that defense is an important part of the game of baseball. It is reasonable to assume, therefore, that game manufacturers would provide for a defensive system that will accurately reflect each player's abilities. Some companies do a good job in this area and some don't. Those companies that don't do a good job fail for one of two reasons. Their system itself is a poor one or they don't do their homework when it comes to researching the player's abilities. **NEGAMCO** is an example of a game with an inferior system, and **STATIS PRO** is an example of a company that needs to do more research. In my judgement, **STRAT-O-MATIC** has the best defensive system and does an excellent job on research. I have never disagreed with any of their ratings because they really do their homework. In the July, 1974 issue of the **STRAT-O-MATIC REVIEW**, company executive Steve Barkan explained the factors used in determining player ratings. For fielding, the factors are listed in order of importance:

- 1) A player's performance in the balloting for the Golden Glove Awards.
- 2) Defensive changes made by the various managers in close games.
- 3) Statements made by reliable sources such as front office personnel, managers, sports columnists, broadcasters, and players.
- 4) Actual observation of the players.
- 5) Fielding averages.

Ratings for outfielder's arms are based primarily on items 3 and 4. Barkan notes that an outfielder who compiles a great number of assists does not always have a great arm. For many years, Roberto Clemente was well down the list in assists for the simple reason that no one tried to run on him.

If you study **NEGAMCO'S** system you will find that errors are determined on fielding average alone. This should be considered the least important factor by a game company. Applying **NEGAMCO'S** error system is distracting and inaccurate. They would be better off without it. **NEGAMCO** can be forgiven because it sells for only about five dollars. However, such a system should not be tolerated in a major game.

STATIS PRO has a dual system. It appears to use fielding averages for its error system and the other factors for its clutch defense ratings. I find myself disagreeing with so many of their CD ratings that I don't have confidence in their research. In addition, **STATIS PRO** does not provide a negative defense rating for the poor fielders.

I have found **APBA'S** ratings to be accurate, but their basic play system is very inadequate. The Master Game has an excellent individual defense system, but it has such at the expense of playability.

The SD and LD ratings for **EXTRA INNINGS** seem to be quite accurate. Jack Kavanagh expressed a very sound philosophy on fielding ratings in the instructions to his very first edition. (1970 season) I did, however, question Jack on the distribution of LD and SD ratings. It seemed to me more LD ratings were needed.

More from Larry Green....

"TABLE TOP SPORTS" THE BEST OF NEWSLETTERS

I was delighted to hear of Jerry's plans to possibly go bi-monthly. Jerry has put together an excellent publication and I am proud to be part of it. Like Julian Compton and John Swistak, I would have no problem putting together a column on a bi-monthly basis. **TABLE TOP SPORTS** has provided a forum for exchanging gaming ideas and a vehicle for discussing the merits of a variety of games. Game reviews and comparisons would not be possible in such publications as the **APBA JOURNAL** and the **STRAT-O-MATIC REVIEW**. Freebie games were not made available in other newsletters. Let's hope subscriptions grow to a point where a bi-monthly or even a monthly publication is warranted.

The first section I read when I get my issue is the editorial. I love Jerry's flamboyant style, even if I don't always agree with what he has

to say. One area of disagreement is his criticism of **APBA**. Why rap **APBA** to enhance the marketing position of **EXTRA INNINGS**? **EXTRA INNINGS** is an excellent game which can and should be judged on its own merits.

I agree with Julian Compton's assignment of 50% to playability. After all, if a table gamer doesn't consider a game playable, he will probably stuff it in a closet regardless of how statistically accurate it might be. The definition of playability is, however, open to question. In the final analysis, playability means the game is enjoyable to play. Whether a game is enjoyable to play is a matter of judgement for the individual gamer. Overall, I have found Julian Compton's ratings and reviews to be interesting and fair. I believe that most subscribers understand that a game review represents the writer's personal opinion and does not constitute a final authority.

TABLE TOP SPORTS is now entering its third year of publication. Its future depends on you, the subscriber. Tell your friends about it. Let us know the types of articles you want to see. If you have any suggestions or questions to ask me directly, you may do so by writing to me at 16 Monrovia Street, Springfield, MA 91104.

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 Managers Wanted. For Opponents Wanted be sure to also specify the game, your age, and — if you wish — your phone number.

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

WANTED: ASG Baseball, any year. Richard Berg, 1185 Park, 14L, New York, NY 10028.

AVAILABLE: 1967 Boston Red Sox roster for EI; slightly revised EI charts condensed to single page. 25¢ each with stamped, addressed envelope. JH, 37 Claremont St., Newton, MA 02158.

FOR SALE OR TRADE: SI Paydirt-1972, College Football, Golf, and Baseball- 1973, Stephen Sandhop, 704 Lindenwood, Baytown, TX 77520.

FOR SALE: '74 edition of **LONGBALL**, '76 edition of **BATTER-UP**; Both \$10.00 plus '75 edition of **APBA BASKETBALL**, \$14.00. Also have baseball & football cards to sell. Want T.S.G. Football cards and APBA baseball cards. I pay postage. Send check or money order to Todd Tomasic, 2043 East Homestead St, Pittsburgh, PA 152212.

FOR SALE OR TRADE: Best offer, **LONGBALL** (1976), **STATIS PRO** baseball (1975), **STATIS PRO** basketball (1975-76), **Real-Life** basketball (1975-76) Interested in 1961 or 1973-74 **REPLAY**. W.D. Wright, 2817 Yeonas Dr., Vienna, VA 22180.

CORRESPONDENTS WANTED!: I would like to correspond with anyone owning a Data Boxing game. Patrick Donovan, 33 West Main St., Mechanicsburg, PA 17055.

WANTED: 1973 season and all time great horses from Hasselblad's Thoroughbred Racing Game. Write Cliff Schulman, 800 West Ave., Apt. 422, Miami Beach, FL 33139.

WANTED: I am interested in obtaining copies of old ABC Yearbooks (Issues 1 thru 17), old PBA TV-Radio Press Guides, old Pro Tour Guides, action photos of Pro Bowlers, wooden bowling balls, old bowling games, anything else concerning bowling. Contact Mike Wammes, 1048 N. Main Lot 47, Bowling Green, OH 43402.

MANAGERS WANTED: A draft basketball league is being formed. The season will begin in Oct. or Nov. for a 16 team league. **FASTBREAK** will be the basketball game used. For further information, write: Dennis Bialaszewski, 35 McDonough St., Dunkirk, NY 14048.

LEAGUE MANAGERS WANTED: For a multi-sport league called the CTGL. It includes baseball, basketball, boxing, bowling, golf, and hockey. Write Jeff Caldwell, Rt. 18, Box 229, Tumwater, WA 98502.

FOR SALE: **APBA BASEBALL CARDS** - 1960 season in excellent condition. Last year of 16 teams. Mazerowski's HR beats Yankees! 1961 season in excellent condition. Maris' 61 HRs! **PRICES** - 1960 for \$90.00 or highest offer. 1961 for \$110.00 or highest offer. Larry Fletcher, 6604 Cheyenne Ave., Lawton, OK 73505. Phone 415-355-8980.

TABLE BOXING 1977!

There are no simple table top boxing games on the market, save the obviously simple and only partially satisfying game by David Zea.

The four games that will receive most of the ink are the Truco Boxing Game by **STATIS PRO**, the 21st Century Sports Boxing Game, Realistic Pro Boxing by **NEGAMCO** and Data Boxing by **GAMECRAFT**.

I believe that there are several areas by which these offerings can be judged, but very little in the way of statistical comparisons that can be made since much of the rating done for boxers is of a subjective nature. Probably most gamers have not seen 95 per cent of the included fighters ever stand toe-to-toe with anyone in the ring. I too fall in that category.

But judgements can be made as to the playability, time involved, realism, versatility, and availability of boxers.

In these areas judgement will be made and the overall rating of the game will include these factors as well as value for money spent.

TRUCO BOXING GAME

Fast action cards keep this fight game moving well from bell to bell and the charts are kept basically simple with much of the information included on the cards or on the player cards themselves.

But the game has two drawbacks that pose all kinds of problems for my liking. The first lies in the abbreviations used on the player cards fast action cards, and charts. As an example, these will face any gamer who tries 15 rounds with this entry: CF,RN,KD,KDR,K,KOR,HP,END,CO,CR,CH. No explanations as to what words these stand for or why these letters were chosen is given and that explanation would aid in memorization of this part of the game.

My second problem is with the fighters included. Maybe not everyone is interested in heavyweights. If that applies to any prospective buyers out there, forget this one, because Truco has forgotten the other weight divisions.

The game's creator, James Trunzo has promised not to leave the game's buyers with only this product as it is without further refinements and improvements. Both are needed. **RATING--C-**

21ST CENTURY SPORTS BOXING GAME

This company, like **GAMECRAFT**, doesn't rely on frills to sell its game and in some cases I have heard some good comments about other games from this company. However on the boxing game I have never been able to pare the time for playing this game down to the time of a real fight.

Chart references are made with the same regularity as baseball home run records were checked each time Hank Aaron put another one out of the park last season. Perhaps a cross between this game and the Truco game is in order since 21st Century does provide a better set of instructions complete with the sections in which terms and abbreviations are defined.

The selection of boxers in this offering is even worse than those in the Truco game. Perhaps the best key as to the time and trouble to which the game designer Bob Williams and the company has taken with this effort could be found in the Brown Bomber's card. This great of the ring has his name spelled Joe Lewis.

These people should go to the back of the class and either start over or stay with a promising tennis game. **RATING--D.**

REALISTIC PRO BOXING

By far the simplest to play and ranks above the previous two in boxers available for the game.

This game reminds me a great deal of the **NEGAMCO** baseball game in which realism suffers a little for simplicity, but there is a general satisfying feeling after completing a match that the time was worth spending.

Chart use is minimal. Abbreviations and codes are used sparingly and are well explained in a short but concise two-page set of

directions. One part of the game which could be questioned for realism but not for gamesmanship and color brought to the game, is the identification of individual blows as to type and power.

Simplicity will keep some of the rarer things from happening in the ring, but again will keep the playing time under that of any of the other tested games.

Maybe not for the real boxing fan, but casual observers that would like to see Rocky Marciano chase Muhammed Ali around the ring in their living room will like it. **RATING--B-**

DATA BOXING

This is the third comprehensive review I have done for TTS and it is the second time that a **GAMECRAFT** game has finished on top. For those who don't think this is a true pick, but rather a homer opinion, then try these games for yourself. There isn't any on the market that can compete with Data Boxing.

Creator Julian Compton has indeed done his homework and the bugs for this game were worked out prior to marketing. In one respect this game reminds me of Extra Innings in that the instructions are intricate and not for the simple minded. I found myself playing a large number of matches without using all the correct rules and one case misinterpreting a rule all together, which changed the results of many fights. But Compton will help with any inquiries and he must be tireless in his following of the fight game. I take my gloves off to his work.

There are over 300 fighters included in the second edition, which came out early this year. Practically every matchup a ring fan could want to put together is possible. Not only are peak career ratings available, but also past peak ratings are given for some famous heavies who went past their prime and had some big fights in that condition. Ali alone is included on about a half dozen cards for his changing styles and periods of his career.

The game flows smoothly from open to finish and even a fight without good sustaining action can produce excitement as the gamer sees the referee and judges compiling points on their cards to signify the winner. Bouts can take place at practically any site and the site does make a difference as to how the fight is scored and maybe as to who wins.

Fighters get tired as they do in real life, try to hang on through some rough punishment, as they do in real bouts and the killer instinct is programmed into each fighter and the ability to put another hurt opponent away.

There are also several ways to end a fight such as TKO, TKO knock out, knockout or decision. There is even a way that a fighter quits in his corner and will not answer the bell for the next round.

It is by far the best boxing game around and it gets better. TTS publishes results of fights from gamers around the country and instructions on how to send in the results are included with the game. In all ways this is the game that the others will be trying to immitate. **RATING--A**

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T.H.E. PRO FOOTBALL NEWSLETTER

Game Designer: *Steve Keplinger*

CONFUSION CORNER/Steve Keplinger

Dear Sir, I have just completed playing a season of your T.H.E. Football game. It was very good except I do have a few questions now that I have finished.

1) On field goal attempts, do you add 17 yards to the line of scrimmage to determine under which column to use for the attempt? Your rules say 7 yards but nothing about the 10 yards for the distance of the goal posts from the goal line.

2) Does the quick out pass always go out of bounds? I noticed that very few players have OB after the number in their 1 column, unlike the short pass column which has many of these. Most quick out passes wouldn't go out of bounds because of this.

3) When you play alone, how can you determine which line backers blitz on the on side blitz plays?

My next few questions concern the defense charts used when playing alone.

1) What chart do you use, any down goal to goal?

2) What chart do you use on the 4th down and you want to go for the first down?

3) In a definite pass situation, one team is behind a lot, what chart do you use. I know a few times a team was behind and caught up to win because the regular charts were used and run defenses were used in definite pass situations and they scored.

Finally I have questions concerning the timing.

1) How much time is used when a fumble occurs on the snap? (Unusual play)

2) How much time is used when a sack occurs when attempting to pass?

3) Also, I finished playing the Buffalo season. In total I came up about 80 passes too few and 50 running plays too few. I am wondering if 40 seconds is correct to use for running plays. Since Buffalo runs quite a bit, I think this is why they came up short and wonder if running plays should be less than 40 seconds. Maybe 30 seconds is better?

A few general questions:

1) Do you use the power play number for draw plays even though the star for the draw play may be in another column like the OT or ER?

2) I noticed I wasn't getting enough penalties. Have they been computed correctly? Dave Goebels, Fairview Park, OH.

Dear Dave: Your first question was about field goals. You now do add the extra 10 yards of the endzone to field goal attempts. Of course, before the rule was changed in pro football, you only added the seven yards as it says in the instructions. When playing 1974 and after teams though, add the extra 10 yards.

All quick out passes do not go out of bounds. Less quick passes go out of bounds than short passes. This is the reason for less of the out of bounds plays in the quick column.

Using the solitaire chart, when the defense 'inside linebacker blitz' occurs, this means that wherever the offensive play is going, the linebacker is blitzing on that side of the field. You do not have to make any other determination.

Your next set of questions concerned the solitaire chart. Please keep in mind that this chart was put together as a guide. You can change it as you see fit during "must pass" situations, goal line stands, etc. On 4th downs you would probably want to use the chart for 3rd down.

Your next set of questions concerned timing:

A fumbled snap play takes 40 seconds, if a running play was called, and 30 seconds if a passing play was called.

A sack is considered a passing play and takes 30 seconds.

40 seconds is correct for running plays. If you were playing the 1974 or 1975 Buffalo team, remember that all kickoff returns, punt returns, and changes of possession take 10 seconds. Also, you possibly could have missed some out of bounds plays that also take 10 seconds. Other than this, it is possible in your replay that Buffalo was not able to control the ball as well as they actually did, especially if you played different teams.

Yes, you always use the power play rating for a draw.

Penalties have been computed correctly. Keep in mind you may have declined more than actually were, etc. Could you let us know how far off your penalties were? This information would be helpful in future charts. Also, any other statistical information you send us would be appreciated.

Dear T.H.E., Thanks for answering my questions. After playing 14 games more questions have arisen:

1) 1972 Miami- Csonka off tackle dice roll no. 5. How do I read this? Csonka rushes while the QB gets a fumble.

2) 1975 Cincinnati- There is no onside returner listed.

3) Do ball control plays include sacks and interceptions?

4) Half the distance to the goal on an uneven yard line. Example 9 yard line, is the penalty 4 or 5 yards.

5) On the rating sheet, where do I rate the two halfbacks on the '58 Colts since there is no flanker?

6) When totaling up the passing yards, do you subtract "sack" yards?

7) How should I time a sack, as a run or pass?

8) Is an interception an incomplete pass?

9) Is pass interference a complete pass and reception?

10) Muhlmann of the Eagles No. 17 40-49 yds it reads g(t18)?

11) I tried another game before T.H.E. and it had Cappalletti of the Rams rated for receptions but T.H.E. doesn't. Who is correct?

12) How can I use the onside return realistically with the two 1972 teams since they have no onside returners?

13) Is Torkelson of the 1975 Green Bay a (1) receiver?

14) 1975 Chiefs U.P.C. No. 9, is this a completion and reception?

15) 1975 Vikings interception return-long No. 9 it says rs. Is it TS or FS?

16) Is a penalty on an Extra Point recorded as penalty yardage?

17) Is a fumble by the punter (no punt) considered a rush?

18) Aren't there some penalties on punt returns where the receiving team keeps the ball and yards are marked off after the play?

19) If you play Houston with three linemen, how would you figure the run ratings and pass ratings? Do you use one tackle?

20) I'm not sure how to rule on pass interference when the pass is caught. Is any penalty yardage marked off or is any penalty yardage recorded? Is it a penalty but not for any yards? What if it is caught 5 yards short of first down? Is a 5 yard penalty recorded?

21) How many ball control plays should a team average per game? Counting runs, passes, sacks and interceptions I average only about 60 BCP per game. I use a lot of the out of bounds passes also. A normal occurrence in a game has been one team with about 62 BCP and the other with about 55 BCP. I have seen teams score 35 points and get only 51 BCP. I pass quite a lot, by the way. It took a slaughter to get 70 BCP. How many should occur?

22) A lot of times I get only 2 penalties on a team in a game. I have gotten 6 or 7 penalties only rarely. Is too low? Dennis Miller, Huntington Beach, CA.

Dear Dennis:

1) 1972 Miami, Csonka OT No. 5 involved a fumble as the ball was handed off. Csonka was credited with a rushing play, while Griese was credited with the fumble that occurred on that play. Treat as a normal fumble.

- 2) 1975 Cincinnati-Onsides kick returner column would read, Cobb, 0 yards, all the way down.
- 3) Ball control plays do include sacks and interceptions.
- 4) When marking a penalty half the distance to the goal, the ball always goes on the next yard line. For example, from your own 9 the ball would go on the 4½ or 5 yard line. On your opponents 9, the ball would go on the 4½ yard line or the 4.
- 5) Use an extra back section on the receiver ratings for the '58 Colts. Remember the defense treats the player as the modern day flanker, so his matchup would be the same as the flanker. You can thus use the flanker section if you like.
- 6) Yes, passing yardage should be net yardage. You should subtract yards lost attempting to pass for actual passing yardage.
- 7) A "sack" should be timed as a passing play.
- 8) An interception is a change of possession and should be timed as a 10 second play. It is not statistically considered incomplete, only intercepted.
- 9) Pass interference only counts as penalty yardage. It is not a complete pass.
- 10) 1975 Philadelphia-number 17 on field goal chart under 40-49 yds should be b(+18), not g(+18).
- 11) John Cappelletti did not catch a pass in the 1975 season.
- 12) When using an onside kick with the 1972 teams, just see what team recovers, since there is no chart to see what individual recovers. This feature was added on the later charts.
- 13) Eric Torkelson of 1975 Green Bay should be a 1 receiver.
- 14) 1975 Kansas City-Unusual Play Chart number nine, yes this is a completion and reception.
- 15) 1975 Minnesota number 9 on long interception return should be FS.
- 16) Penalty on an extra point should be recorded as penalty yardage.
- 17) A fumble by the punter is not considered a rush unless it is termed a run on the unusual play chart.
- 18) Penalties on punt returns such as clipping and personal fouls are marked off from the spot where the ball is returned to. In all of these cases the receiving team keeps the ball.
- 19) When using a 3 man defensive line, there are one tackle, two ends and 4 linebackers. This is known on the charts as one of the linebackers is marked in the position of the RT and shown as a linebacker. Houston's three man line has already been set up for you on the charts.
- 20) When pass interference is called on a completed pass you have the option of taking the play of the penalty, whichever is better. Statistically, you only count the penalty if it is accepted, and the same for the play.
- 21) Your ball control plays are right on the average, which is 120 total per game. Of course, this changes slightly every year, but you are very close to the actual amount of plays.
- 22) You should average approximately 6 or 7 penalties a game, depending on the year and teams you are playing. Individual games can run from two to twenty-two penalties.

From the Readers cont'd.

iveness of their boxes, that's fine with me, as long as he states that criterion in the review. It won't be of much use to me but I'm sure that there must be somebody out there who can use the review as a purchasing guide. The point of this is that neither Compton's assessment of 50% for "Realism & Accuracy" nor Kavanagh's assessment that accuracy in reproducing statistics is the only measure has any inherent superiority.

What I want in a game review is information that I can use to make a decision whether or not to purchase the game. Berg's evaluation "Do You Get Your Money's Worth?" is not enough without the explanatory material that gives me a key to how he made his subjective judgements.

In case you hadn't noticed, I liked Rich Berg's reviews and I'd like to see more. On the whole the reviews you've published have all been fair and informative. Consequently I think there is little merit in continuing debate on subjectivity versus objectivity, or in printing tables of letters like Julian Compton's. Use the space saved for

more and better reviews.

The people at SPI have evolved a system whereby their readers, who are presumably game players, subjectively evaluate games on a numerical basis, each according to his own prejudices. The averages from these numerical ratings are published in **Strategy & Tactics** or **Moves**. In this way wargamers have available a cross section of the opinions of other gamers. These ratings are divided so that virtually every facet of the game is rated. This kind of "rate-it-yourself" approach has an obvious value not only to the gamer but to the producers of the games. Give the Public what they want. To find out what they want, ask them.

This approach has also been used to make the contents of **Moves** and **Strategy & Tactics** reflective of the readers' desires. Their "Feed-back" system insures that they will publish what the audience wants to read -- within limits, of course. You might want to consider applying either or both methods to **Table Top Sports**. SPI's success owes a lot to that system.

Anyway, thanks again for an interesting magazine. David Minch, Atlanta, GA.

Dear Sirs: I am very impressed with **Table Top Sports**. The magazine shows an amazing amount of objectivity, especially the bad review of TSG Football in the Fall 1976 issue. I have never played TSG and can't comment on it's quality. Still, it is a company with class that will print such a review of its own product. While on the subject of the football review, I liked the chart at the end of the article evaluating the characteristics of each game. I hope other reviewers will use this technique.

I was also happy to see Strat-O-Matic recognized for its marketing. More companies should offer individual teams and free brochures. But most companies aren't as responsive to their customers as Strat-O-Matic. This is evidenced by the many changes in the games that have come about from letters in the Strat-O-Matic Review. There is no attitude of "it's our game- we'll do what we want with it." In conclusion other companies should look to Strat-O-Matic as an example of a first class organization.

In the future, I would like to see a survey of hockey games. Also, I would like to see some reviews of minor sports, such as golf and tennis. (This would give you a great opportunity to objectively plug your bowling game!) I would also like to see a new review of Strat-O-Matic Basketball, since the last one was obviously written before the team defense cards were added to the advanced game. The game is now faster and much more playable.

Keep up your good work. Craig Heiland, South Gate, CA

Table Top News

compiled by Larry Green and Jerry Faulk

The "Barnes Gaming Guide" has been discontinued. The short-lived publication has been merged into "All Sports Digest".

The "APBA Journal" has gone monthly again - with a new editor and a much improved appearance.

Replay Games may issue a football game next season.

The February issue of the "Society for Baseball Research Bulletin" contained an obituary on TTS subscriber and friend, Gordon McGraw. At age 64 Gordon was one of our oldest subscribers.

ACKNOWLEDGEMENT

We wish to thank 21st Century Sports, 5801 North Park, Kansas City, MO 64118 for providing a complimentary copy of their boxing game for review in this issue.

RATINGS FOR GRAND SLAM!

First you need to obtain certain statistical information; i.e., for each batter you will need batting average, hits, homeruns and stolen bases (games played as well as positions played are also useful), and for each pitcher you'll need ERA, games, and innings pitched.

In my 1961 ratings I didn't rate any catcher arms out of ignorance, but for 1976 I'd give a "0" rating to Bench and Munson since they are probably with less than 20 games at position, and a 1 to everyone else unless you feel strongly in one direction or the other.

There is a chart for the running rating based on stolen bases, but don't consider the bounds to be law. A player with a 12-2 record should be a 2 runner, but if he played in 90 games or so I'd give him a 3.

There is a chart for the batter "Power Rating" based on homeruns-per-hit or hits-per-homerun; whichever is easier for you to work with.

The pitcher "endurance factor" is found by dividing innings pitched by games, dropping the fraction, and adding one.

To rate the batters you first need to calculate his "adjusted batting average". To do this, subtract the league BA from .271 and divide the

result in half- this is the adjustment. The adjustment is then added to each batter's BA to obtain his "adjusted BA"; hence if the league BA is below .271 each batter's adjusted BA will be higher than his actual, and vice-versa.

To rate the pitchers you will need to calculate an "adjusted ERA". To do this subtract the league ERA from 3.96 and divide in half - again this is the adjustment. The adjustment is then added to each pitcher's ERA to obtain his adjusted ERA; hence, if the league ERA is above 3.96, each pitchers adjusted ERA will be lower than his actual; and if the league ERA is below 3.96, each pitchers adjusted ERA will be above his actual.

Personally, I find it easier to adjust the ratings charts for each season instead of the player stats, but for a single team it is easier to adjust the player stats. To adjust the charts you subtract what you would normally add to the player from the ranges, and add what you would normally subtract.

The purpose of the adjusted ERA/BA is to equalize the differences of various years, and placing the blame half on the batter and half on the pitcher, not totally on the batter.

STOLEN BASES	RATING	HR PER HIT	RATING	HIT PER HR
0	0	.000-.041	a	over 24.0
1-8	1	.042-.069	b	14.5-24.0
9-20	2	.070-.097	c	10.4-14.4
21-49	3	.098-.124	d	8.10-10.3
50 & up	4	.125-.152	e	6.60-8.09
		.153-.194	f	5.20-6.59
		.195-.263	g	3.90-5.19
ADJUSTED BA	RATING	.264-.333	h	3.10-3.89
.000-.120	1	.334-.388	i	2.70-3.09
.121-.146	2	.389 & up	j	.000-2.69
.147-.172	3			
.173-.196	4			
.197-.219	5	ADJUSTED ERA	RATING	
.220-.240	6	0.00-1.41	0	
.241-.260	7	1.42-1.96	1	
.261-.279	8	1.97-2.53	2	
.280-.298	9	2.54-3.19	3	
.299-.318	10	3.20-3.96	4	
.319-.338	11	3.97-4.84	5	
.339-.362	12	4.85-5.87	6	
.363-.387	13	5.88-7.07	7	
.388-.415	14	7.08-8.43	8	
.416 & up	15	8.44 & up	9	

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

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

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

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

Vol. 2, No. 2 Spring 1976. Seventeen Game Survey "Table Basketball 1976!," Game Discussions: "Strat-o-matic Baseball," "Statis-Pro Baseball," "APBA Master Game." Plus "Replays: The Long and Short of It," and Freebie Game: "Grand Slam!" and usual newsletters.

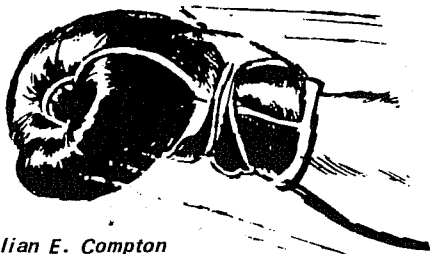
Vol. 2, No. 3 Summer 1976. Game Design - "Theories of Table Top Player Ratings," "Fast Action Cards for Baseball Games," "Calculation of Starting and Relief ERA's," Game Reviews: "Ball Park Baseball," "Statis Pro College Football," short survey of baseball games, plus others.

Vol. 2, No. 4 Fall 1976. Available first week of November. Planned as of Sept. 76: Comprehensive Survey of All Table Football Games, reviews of Instant Action Baseball, Batter Up, Ball Park, Rogers Basketball; discussion articles on BLM Basketball and Teams of the Past for APBA and T.H.E. Football; plus article on keeping stats for replays; plus much more - tips and hints, newsletters, and even more.

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.

DATA BOXING NEWSLETTER

Game Designer: *Julian E. Compton*



FROM THE DESIGNER/Julian E. Compton

A new edition with updated cards and all divisions of past boxing greats is now ready for \$9.95. Previous game owners can get the new cards for \$4.90. Willie Pep, Henry Armstrong, Jimmy Wilde, and Pete Herman are among the standouts.

To keep boxers updated, we'll offer freebies here between editions on occasion. Jimmy Young is offered this time.

Watch that N1 (1st Knockdown)!

The two main issues Data Boxers are raising these days are concerned with (1) knockdowns and (2) scoring. I'll deal with knockdowns now and scoring, including a fan's suggested score sheet, in the next issue.

DATA BOXING consists primarily of points, power, and control activity. Points and Controls occur automatically when rolled on offense. Power blows are never automatic and always require a second (defensive) roll and a third (power reduction) roll if you're using that feature for the added accuracy. Most boxers have seven different power ratings: KO, K1, TKO, N1, N2, Cut and Inj. However, only five power ratings are ever in effect at one time. Either a KO or a K1 rating applies at a given time, but now both. Likewise, either a N1 or an N2 applies but not both. The key is the N1.

When a bout begins the KO, TKO, N1, Cut, and Inj. power blows apply. Except for a few boxers who have different Cut 2 or Inj 2 power ratings on defense, the TKO, Cut and Inj ratings remain constant throughout the bout. However, the KO changes to the K1 and the N1 changes to the N2 at the end of the exchange in which the first knockdown occurs. For the boxer who scored the knockdown, his K1 and N2 now apply on defense. (K and N ratings with no number after them apply both before and after the N1 occurs. A K is a space-saver whenever a KO and a K1 both belong on the same number. N is a space saver for N1 and N2.)

A boxer must score his first knockdown to change to the K1 and N2 ratings on offense and likewise a boxer must have been knocked down for the K1 and N2 ratings to apply on his defense. A boxer who has scored an N1 on offense but has not been knocked down himself will be using the K1 and N2 ratings on offense, but will continue to use the KO and N1 ratings on defense. His opponent will continue to use KO and N1 ratings on offense, but will now use K1 and N2 on defense.

Other variations: There are the strong ratings (S) for knockdowns on offense which apply on any points-scoring roll and the weak ratings (W) i.e., they occur automatically on the second (defensive) roll. Some boxers are strong (S) or weak (W) only in the same round (SR) limitation (Ex: N2 W). Such boxers are weak on that item for the remainder of the bout. A few boxers have S ratings on N2 for offense without same round (SR) limitations. Such boxers as Foreman and Gans with N2 S ratings are particularly dangerous for they have second knockdown power for the remainder of the bout. No boxer has a K1 S rating yet. The ratings on Foreman, Moran, and Arguello should have an SR following them. The closest thing to it are the K2S ratings on Jeffries and Liston which require two knockdowns before the S rating applies for the remainder of the bout. Remember that no strong (S) rating is automatic, no matter how many times you roll it on offense; it still must be matched by a defensive roll before it occurs. Of course if the opponent is weak (W) on that item, if it is rolled on offense it is then virtually automatic, unless it is nullified

by the third roll for power reduction. Note that offensive power is not nullified by good defense such as Jack Johnson with a N2 on defense only on 18.

Additional variations to look for: Frazier has a N2 SR vs NW rating, meaning it applies in the same round only against opponent's with a W rating such as Ellis' N2 SR W or Carnera's N2W. DeJesus (JW) has a N2 W rating which applies after the round of the N1 but not in the same round. J. Duran (JM) has a N2 SR 9-18, meaning it occurs in the same round on defensive rolls 9 through 18. Such unusual cases are necessary to accurately reproduce the individual characteristics of boxers who don't fit the normal patterns.

Why all this complexity? It took six years and over twenty programs to develop a system which would do justice to all the multitude of possibilities that could result following a knockdown. Some boxers can knock you out without knocking you down; some can't. Some can't knock you out so well after they knock you down. Some will score several knockdowns in the same round; others will score several but spread them out. Other boxing games and even the computer heavyweight tournament, do not have the sophistication of these various possibilities built into their systems, and considering how long it took me to develop them, I can understand why they don't. Remember that the multitude of possibilities must also be built into the defensive ratings and the bout plays in a matchup of the two. (It should be noted that Jeffries, Fitzsimmons and Louis with their K2 ratings still did not fit completely into the system and were individualized, as I always will do when a boxer doesn't fit. The data must be represented, not rearranged for convenience).

Since each boxer is rated on the data of his own performance the ratings can be quite unique. Sullivan, Carnera, Braddock, and Johansson can't knock out an opponent after scoring a first knockdown. It's not unfair to them; that's the way they were. Fitzsimmons, Jeffries and Louis have rare K2 ratings which indicate they are stronger at scoring knockouts after softening their opponents with two knockdowns. Oddities in the ratings indicate accuracy; that's why some boxers are better than others. Studying the various K and N ratings will correct some of the established opinions about certain boxers and will also alert you to the subtle matchups of offensive power and defensive resistance to power which sometimes produce unexpected results. To return to the key, watch out for that N1. After that almost anything can happen.

H 1977 6'2 213 2.9

B4 JIMMY YOUNG (L R i r)

6 In 31 36(30) C1-5(+1)
Out 02 C B

N2 SR S	N2 SR W
3 K/N2/INJ	3
4 INJ/1	4
5	5 K1/TKO
6	6 KO/TKO
7	7 K
8	8
9 JAB	9
10 ♦	10
11	11
12 1	12
13	13 N2
14 2	14 N/CUT
15	15 CUT/INJ
16 N/3	16 N1/INJ
17 N2/CUT/1	17 INJ
18 K/TKO/INJ	18

THE DATA BOXING WORLD

When you send in your results as described in the game, we assign you an official ring number and will periodically report your results. (Please send your age and occupation.) In doing this you become a part of boxing history by providing information for making all-time rankings. If you hold all-time tournaments in any division, send them in, even though they don't produce the requested twenty bouts.

#1-3 sentimental assignments to early DB experimenters

#4 Ray Cappochi, Burbank, CA - 170 bouts. In the most definitive tournament so far, 36 heavies including six current ones, met in an all-time triple elimination tournament. (107 bouts). The top twelve in order were Ali 9-2, Dempsey 8-3, Johnson 8-3, Ali (of 1970-72) 7-3, Louis 5-3, Tunney 6-3, Jeffries 5-3, Bobick 5-3, Liston 5-3, Dempsey (of 1925-27) 4-3, Frazier 4-3, and Baer 4-3. Ali's losses were to Tunney and Dempsey by decision. Dempsey's losses were to Marciano by KO in 1, to Tunney by decision, and to Ali by KO in 8 in the finals.

#5 Terry Baker, Rolla, MO - 75 bouts. A lot of replays of historical bouts have been staged. He wins the Bowen Burke Award for the longest bout reported so far, a TKO 4-3 for Johnson over Willard.

#6 George Pappas, Costa Mesa, CA - 294 bouts. Held the following ten-round single elimination tournaments: 32 man heavies - Ali won; 28 man heavies - Hart won; 32 man heavies - Ali again; 8 man LH - T. Gibbons won; 8 man middies - Greb won; 16 man heavies - Frazier won; 32 man heavies - Ali again.

#7 Donald G. Holmes, Albany, NY - 44 bouts. Has replayed several historical bouts including bouts with the major non-champ heavyweights. Firpo KO over Tunney - an upset.

#8 Rick Teverbaugh, Muncie, IN - 47 bouts. In a 24 man double elimination all-time heavyweight tourney Foreman went undefeated, beating Tunney with a TKO 11 in the finals. Jeffries, Dempsey, and Johnson were other standouts. A Foreman TKO of Johnson with six knockdowns was a questionable result during the tourney.

#9 Mike Tompkins, Eldon, MO - 117 bouts. Has held many current heavies bouts. In a 16-man single elimination middle tournament, Robinson beat Greb in the finals. In a 8-man current lightweight tourney DeJesus took Pineda with a K 14 in the finals and then promptly lost by KO 4 to Duran for the title. Will he ever lose?

#10 Pat Donovan, Mechanicsburg, PA - 87 bouts. In a 16-man single elimination tourney including 5 current boxers, Norton beat Bobick over 12 rounds by one and one-half points in the finals. All the big boys killed each other off.

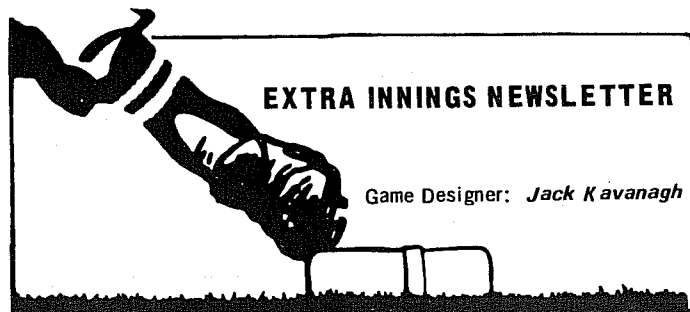
#11 Millard Wells, Rockford, IL - 48 bouts. All bouts with heavies. Langford is a favorite here beating six including Dempsey, losing only to Tunney and Marciano.

#12 Jeff Baker, Riverdale, IL - 15 bouts. Using the same pairings as the 1968 Middleweight Computer Tournament (Single Elimination), 16 champs fought for the all-time title. The final four were Ketchel, McCoy, Greb, and Robinson, with Ketchel decisioning Greb over 15 in the finals by a 141-140 score on the ten-must system. (The Computer Tourney had Cerdan, Ketchel, Walker, and Robinson as the final four, with Robinson beating Ketchel 147-139 in the finals.)

He also replayed the 1967 Heavyweight Computer Tourney of 16 champs. Final four were: Dempsey, Jeffries, Ali, and Johnson with Dempsey beating Ali by a single point over 15 rounds, in the finals. (The Computer had Dempsey, Louis, Marciano, and Jeffries in the semi-finals, with Marciano by KO 13 after six knockdowns over Dempsey in the finals. Can you believe that?) By the way, World Boxing (International Boxing) is now running a computer tourney in its magazine using ten round bouts which others might like to compare with their DATA BOXING results.

MOVING?

If you are planning a change of address, please notify Table Top Sports giving both your old address and your new address, as well as both your **OLD AND NEW ZIP CODES**.



We are interested in finding the best design for the "EI" blank player card. By "best", we mean the design that pleases the most people. The current card (model D on the last page) has space for both batter and pitcher ratings. Other designs have been submitted by various fans and are shown as Models A, B, and C. We would like to hear from those readers that have a distinct preference for one of these models or from those that do not care for any of them and wish to submit an original layout of their own.

"EI" SWAPPING POST

WILL BUY, WELL OR TRADE -- I am creating an Extra Innings team supermarket. I now have several teams (listed below) which I would be willing to sell for 10 cents a piece (the cost of photocopying). Or I would trade any teams on this list for any team not on this list, providing of course the team is a major league team, no matter what your team's record or year. Or I will buy, providing the price is reasonable, any team you have rated that is not on the list, again no matter what season or quality of team.

I hope through this effort to pool the resources of Extra Innings gamers who rate teams so that there will be less time spent rating and more time spent rolling and playing. If wanting to buy teams, please send a self-addressed stamped envelope with postage to send the rosters back to you. Rick Teverbaugh, Anthony Apts. #40, Muncie, IN 47306.

1963 Braves	1934 Cardinals	1961 Senators
1941 Dodgers	1942 Cardinals	1961 Twins
1947 Dodgers	1946 Cardinals	1965 Twins
1955 Dodgers	1897 Nationals	1927 Yankees
1963 Dodgers	1947 Braves	1932 Yankees
1906 Cubs	1957 Braves	1936 Yankees
1929 Cubs	1947 Cardinals	1939 Yankees
1935 Cubs	1963 Cardinals	1948 Yankees
1947 Cubs	1967 Cardinals	1953 Yankees
1963 Cubs	1894 Orioles	1961 Yankees
1940 Reds	1922 Browns	1913 Athletics
1947 Reds	1948 Browns	1929 Athletics
1963 Reds	1961 Orioles	1948 Athletics
1970 Reds	1969 Orioles	1961 Athletics
1963 Colt 45s	1946 Red Sox	1912 Giants
1904 Giants	1948 Red Sox	1915 Phillies
1922 Giants	1949 Red Sox	1919 Reds
1947 Giants	1961 Red Sox	1920 Dodgers
1951 Giants	1961 Angels	1933 Giants
1954 Giants	1906 White Sox	1948 Braves
1962 Giants	1919 White Sox	1950 Phillies
1963 Giants	1948 White Sox	1953 Dodgers
1963 Mets	1961 White Sox	1961 Reds
1969 Mets	1964 White Sox	1971 Pirates
1947 Phillies	1948 Indians	1903 Red Sox
1963 Phillies	1954 Indians	1909 Tigers
1909 Pirates	1961 Indians	1915 Red Sox
1927 Pirates	1935 Tigers	1920 Indians
1947 Pirates	1948 Tigers	1940 Indians
1960 Pirates	1961 Tigers	1947 Yankees
1963 Pirates	1968 Tigers	1959 White Sox
1966 Pirates	1924 Senators	1970 Orioles
1928 Cardinals	1948 Senators	1973 Complete Season

FOR SALE

Green vinyl 3-ring notebooks with the EXTRA INNINGS title and logo emblazoned on the cover. \$3.00 each. Gamecraft Co., Box 1531, Vernon, TX 76384.



NEWSLETTER

Game Designers: *Jerry Faulk*
Larry Davenport

Dear Sir: I am a player of Real Life Basketball and I enjoy it very much. However, I have misplaced the 1975-76 "Joe Meriweather" card. He was playing for the Houston Rockets. Could you please send me a copy of his ratings? Thank you. S.F. Coughlin, San Francisco, CA.

Mr. Coughlin, you didn't lose your Joe Meriweather card. Due to a slight screw-up here at Gamecraft (a slip of the scalpel, perhaps), Joe was left sitting on the bench. However, we've nursed him back to health and here he is, ready to play an average half of a game for 81 games. We all should be in such shape.

MERIWEATHER C-F

DEFENSE	3		
INSIDE SHOT	6		
OUTSIDE "	2		
Free Throws	4		
Penetrations	1		
Rebound-O	1	Fouls	5
Rebound-D	5	Injury	1
Dribbling	4	Fatigue	4
Passing	3	Assists	1
Quickness	5	B.L. Shot	10

HT 6-10 G 81 AVE
HOUSTON 10-2

We'll finish off this time with the results of a Great Teams of the Past tournament conducted by George Pappas, Costa Mesa, CA. George sends us similar results for all of our sports simulations but we usually don't have the space to publish them. This time, George, we dropped a very important item just to get your material published-my column, naturally.

Places on Points

- 1st 75-76 Nets 288 (Automatic Win)
- 2nd 75-76 Boston 307
- 3rd 71-72 LA 240
- 4th 74-75 Golden State 199
- 5th 66-67 Phila. 91
- 6th 74-75 Kentucky 74
- 7th 69-70 NY 62
- 8th 75-76 Indiana Univ. 53

MVP - Cowens, total points in 3 games - 98; rebounds - 47.
Highest game - 42 points.

74-75 Kentucky 74

West 20 pts.
Johnson 20 pts.

71-72 LA 112

71-72 LA 128

Cowens 42 pts.

69-70 NY 62

Scott 29 pts.

75-76 Boston 130

75-76 Boston 82

75-76 Boston 95

Cowens 41 pts.

75-76 Nets

75-76 Nets 94

May 22 pts.
Erving 22 pts.

75-76 Nets 97

75-76 Indiana Univ. 53

Erving 32 pts.

75-76 Nets 97

66-67 Phila. 91

Chamberlain 25 pts.

74-75 Golden State 92

74-75 Golden State 107

Player of 1976 - Lew Alcindor 70-71

Player of the Month - Nov. - Walt Frazier In 9 games he played in November he was consistent and he kept his team alive in most of the games they played. Here's his record:
Games - 9; Field goals - 72; Freethrows - 20; Points - 167;
Rebounds - 10; Average - 18.5.

Dec. - Lew Alcindor He played consistently for his team; was as cold as ice in 9 games. He practically one-manned it for his playing. His team won barely 3 games out of 9. Here is his record:
Games - 9; Field goals - 66; Freethrows - 36; Points - 168;
Rebounds - 66; Average - 18.6.

GAMECRAFT COMPANY

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Total enclosed _____

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WARREN SPAHN, P(SD) THR-L
BATS-L

E.R.A. - 3.01 (-6)
HR-2 G-38 GS-34
BB - 1-2-5 3B-1 W-L
2B-2 21 13
K- 6-3-1 INP-263

BRAVES

ROCKY COLAVITO, OF(T-1) RRG-SLO
BATS-R

<u>L</u>	<u>R</u>	<u>HR</u>	<u>3B</u>	<u>2B</u>
2-5-5	2-5-2	1-3-5	1-3-6	1-5-5

<u>AVG</u>	<u>HR</u>	<u>RBI</u>	<u>G</u>
.290	45	140	163

DETROIT

↖ A ↗

Steve Garvey -1973

Bats: R Speed: N
Games: 114 Ave: .304
1B OF

HR-115

T-121

D-135

L-262 R-255

W-122 K 624

B

Steve Garvey-INF

Bats: R Speed: N
Games: 114 Ave: .304
Def:

HR: 115

T: 121

D: 135

L: 262 R: 255

W: 122

K: 624

C

POS:	B:
G:	AB: PCT:
RRG:	DEF: W/K:
HR	T D L R
<hr/>	
T:	W/L: INP:
ERA:	W:
GS/G:	K:
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D

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