

GAME REVIEW/Patrick M. Premo

GAME THEORY/Julian Compton

## TRACK MEET SUMMER OLYMPICS

**A Study and a Comparison -- In-depth**

Sports Illustrated's TRACK MEET (nee DECATHLON) only has one competitor on the market--21st Century Sports' SUMMER OLYMPICS. The pro's and con's of these two games will be discussed in great detail.

### I. THE CONTENDERS

#### TRACK MEET (© 1972)

Comes in an attractive box and has a quality (albeit uncolorful) game board that is ruggedly built and will stand years of playing--especially since you can play without it except for the running events, and even there the game board is not an absolute necessity. The official Olympic scoring system for the Decathlon is included and used in the game. The rules are well written and clear--no real complexities except possible injuries and fatigue factors. The Score Sheets are very well done and really make the game board a non-necessity (except for the visual affects that some players prefer) as mentioned above. Each athlete has a personalized sheet containing a biographical sketch and photo on one side and individualized results for the 10 events on the other side.

#### SUMMER OLYMPICS (© 1975)

Comes in a rugged mailing box that is functional only. The rules are mimeographed and, although clear enough, detract from the quality of the game. There are no real complexities here, either, except for some Endurance Points and Super Efforts. There are no score sheets, which is a definite drawback but not a major one. The gameboard itself is on heavy cardstock and only contains a racetrack for the running events--where it is definitely needed. A "General Rating Sheet" as well as the individual player cards are on heavy cardstock, both of which are mimeographed. The player cards are not perforated and must be cut apart by hand--more of a nuisance than anything else. Although each athlete is individually rated, no biographical sketch appears.

### II. THE EVENTS

TRACK MEET contains the 10 (ten) events of the Decathlon:

1. 100 Meter Dash - only one roll of the dice decides the time for each athlete and the best time wins; not very exciting or realistic
2. Long Jump - three attempts for each athlete are possible and can be attempted using any one of three efforts: All-Out, Average, or Safe; injuries and fouls are more prevalent in an All-Out attempt and less- so in a Safe attempt : one dice roll per attempt
3. Shot Put - same idea as the Long Jump
4. High Jump - each athlete tries to clear a certain height and continues jumping until he misses three consecutive attempts; the more attempts he makes will "fatigue" him for the last event of the first day, the 400-Meter Run; again, one roll/attempt
5. 400-Meter Run - this time four rolls of the dice are needed before determining the winner

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## WHAT BASEBALL NORMALIZATION IS NOT

"When I use a word," Humpty-Dumpty said, "it means just what I choose it to mean--neither more nor less."

ALICE'S ADVENTURES IN WONDERLAND  
by Lewis Carroll

Humpty's observation serves well for a lot of table game players when they use the word normalization. The word doesn't mean anything to them so they just make up a meaning.

The word normalization has been used variously in statistics, metallurgy and foreign relations. It will continue to be applied by statistical principles to a wide variety of activities. Games are one such area into which normalization has been introduced.

Normalization in a general sense means to "cause to conform to a standard or norm" (American Heritage Dictionary). But when I used the term normalization as a separate category for games creating THE ALL GAMES RATING SYSTEM, (TABLE TOP SPORTS, Vol. 2, No. 1 (Winter, 1976), I had a particular definition in mind. I did not invent a definition, but based the category on the use of the word in Jack Kavanaugh's EXTRA INNINGS (3d Ed.), for Kavanaugh and his interpretation of baseball, it meant "to compare statistics from various eras in baseball's history against the same point in time." More particularly, it meant comparing a player's ability to his "league average in each department" and then "to the average of the decade 1946-1955."

For Kavanaugh the norm or standard was the decade 1946-1955. He gave several social, geographical and anthropological reasons for choosing his standard. Neither the reasons nor the standard itself is so important, but that he established a standard is important. Once the standard is established, then all computations must be compared to the standard to make normalizations work.

Obviously ninety-five per cent of sports games have no such standard. Most games are computed on the basis of the league average for the year, and ratings are figured on the basis of deviating from the average. Therefore most sports games are accurate only for the year which they are simulating. If you want to play the '27 Yankees against the '76 Reds you can do it, but there is no suggestion that you will get realistic results. Indeed, one should assume that he will not get realistic results if the game is not based on sound normalizing procedures.

We must now suggest what normalization is not:

1. In a recent rating of Olympic basketball players appearing in ALL SPORTS DIGEST the author suggested the teams would not play correctly against college teams but they will be "normalized" against each other and be "accurate and realistic." That is not normalization. If they were normalized that would be "accurate and realistic" against the other teams as well. What he meant was the teams will be statistically accurate against each other. Accuracy is not normalization.

(cont'd p. 3)

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## From the Editor

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This issue is being put together by Robin and Kathy, our typesetters. The article selection is mine, as usual, but everything else is a result of their hands---which articles to put on the front page, where to continue them, where to put the Table Top News section, etc. If they have done a good job drop us a note saying so. They've been asking for a raise. Or, better yet, if anything is amiss drop us a note. We don't like to give raises.

We've got three articles on leagues in this issue--in response to several requests for information on this type of game play. The article by Dave Terry is from a defunct game magazine and Dave has graciously allowed us to reprint it. The article by Charlie Marshall is going to be continued in the next issue (I think) with some more nuts and bolts on running a league. Likewise the material on the WFL head-to-head league.

I'm not sure whether we're going to have room for a freebie game this issue or not. If we do, it will be included. If not, it probably won't be.

Next issue marks our first bi-monthly try. Of course, the real difficulty won't come about until we try to publish another one two months later. So, we'll see you in 90 days and then, if the old subscription money keeps rolling in, in 60 days.

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## Table Top News

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compiled by Larry Green and Jerry Faulk

**Strat-O-Matic** has revised its X chart (defense chart) for its baseball game to provide for more precise fielding percentages. The hockey game will not be available until Fall 1978.

New football games on the market include "Booth's Pro Conference Football," sold by **Sherco Games** and "21 Zip Pro Football," marketed by **Wight Company**, Montebello, CA.

**Longball** has been seen in several retail stores all the way from New Hampshire to Georgia - packaged in an attractive display box.

**Avalon Hill's** new tabletop magazine **All Star Replay** is now available. The magazine is devoted to only the AH line of games. Revisions are being planned for several of their recent acquisitions from Sports Illustrated and 3M.

A recent "Sport Magazine" contained an article called "Cutthroat Baseball" which was about 4 **APBA** hobbyists.

**Gamecraft Company** has released a new horse racing game entitled "THEY'RE OFF!"

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## From the Readers

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Dear Jerry: In Vol. 3, No. 1 of "Table Top Sports" Julian Compton chose what were in his opinion the 10 best games on the market. I won't argue with his choices because they are opinion but I do wish to argue with one comment be made concerning Strat-O-Matic baseball.

I feel that as long as the term normalization was coined by Jeff Sagarin to describe a series of related equations he derived from one I set forth as a possibility of eliminating constraint when moving individual BA's from one league to another I have a right to say that

normalization as Jeff and I created it (with the blessings and through the efforts of Jack Kavanagh) would probably rate an "E" on Dr. Compton's scale since it will almost never produce a batter's actual statistics.

Our purpose in normalizing was not to produce accurate annual statistics, but rather to transform actual stats into relative stats and then into base stats; i.e., what would the records be if every seasons BA was .2606 ERA was 3.96, etc. I believe this was the thing Jack liked the least (that and Richie Ashburn's disappearing homerun).

Strat-O-Matic (as I pointed out in an article on rating theory) operates on a "double-deviation from the mean" principle which I term equalization. It is akin to but more elaborate than that which I applied to BA and ERA in Grand Slam.

Dr. Compton misses the real point of the Strat-O-Matic statement he quotes. Does he really believe that a 1927 Babe Ruth replacing a 1968 Mickey Mantle should hit .356? In BLM he would, in APBA his average would drop because the 7's would not produce as many hits (the more A's in the league the lower the hit value of the 7) and his homeruns would stay the same, in Negamso his average and homerun out put would drop, but in Strat-O-Matic the Bambino would hit about .323 with around 70 homeruns.

"....their own league and period..." means they will perform realistically (this means reasonably close to their actual stats) in their league (if played a large enough number of times - very close) and period - which means given similar league statistics the players will perform relatively close to their won stats.

Saying that the result coming from the batter card or pitcher card is not as accurate as mixing. It is mixing where the loss in accuracy if each is made with the consideration that half the results will come from the other?

Nothing personal, Julian. It's just that if I were to design a "big time" baseball game deep down it would have a lot in common with Strat-O-Matic. I realize it's not the "only way" to go - but it is a reasonable way!

Keep up the good work.

Sincerely,  
John Swistak, Jr.

### TABLE TOP SPORTS

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## (What Baseball Normalization is Not, cont'd)

2. In Rick Dean's HOOP MANIA ALL-STAR BASKETBALL GAME, he says the game is normalized so old timers "are not unduly penalized." Pure statistics do not penalize, but rather represent reality, when properly understood. And normalization cannot be looked upon as a protection against properly rated ability.

To pursue further, who is the best pro rebounder of all time? Hoop Mania rates Russell 24, Chamberlain 23, and Daniels, Stokes, Unseld and Boerwinckel as twenty. Others fall below this. The ratings are apparently based on career statistics which cannot be normalized using the procedure previously outlined, for there is no yearly league average to compare with, so I am skeptical of the process utilized here. More to the point, I'll list some big rebounders in RB per 48 minute game, the average RB's per team for that year and the per cent of the average which the rebounder got. Russell '60, 27/73 (37%); Chamberlain '62, 26/71 (37%); Gilmore '72, 20/52 (38%); Chamberlain '73, 21/51 (41%); Walton '77, 20/46 (43%); Malone '77, 21/46 (44%). Looking at these percentages, Gilmore rated 19 and Boerwinkel rated 20, are probably underrated. Chamberlain and Russell of the old days are probably greatly overrated here and in several other games. In fact, the current Walton and Malone, who are not yet in Hoop Mania, are probably much better. The best rebounder may be Boerwinkel, but of course he only played about half a game.

This is just a small part of an otherwise credible game, but I'm using it to indicate one small area where more work needs to be done by all game creators.

3. In Faulk and Davenport's REAL LIFE BASKETBALL, normalization is set up on the basis of height. Since I praised this game, several have quarreled with me. Let me point out that this game has a sound basis for normalizing rebounds. Rebounds are related to height, and in that sense, the formula is sound. It does not take account of percentages of the team total, as suggested above, but it does serve as a beginning worth considering.

What is weakest about RLB's normalization is not that it uses height, but that it applies height to factors which may be irrelevant to height, such as team power ratings. Normalizing power ratings might better be done by utilizing shooting percentages. A fully-developed normalization procedure probably needs more than one norm for different areas of the sports activity. However, RLB still has gone the furthest in supplying a unified system to its players.

I have focused on basketball, because more normalization is being done there and I know its data better than that of most other sports. To operate within Kavanagh's guidelines, basketball would compare individual data to league average data and then compare to some standard to make adjustments. However, two problems exist for basketball, normalization, and probably for football and hockey too, which Kavanaugh did not have to face with baseball.

(1) Basketball is a continually progressive sport as indicated by the gradual rise in shooting percentages. To set an absolute standard such as RLB has done for the NBA since 1966 and the ABA since 1972, does not allow for future development in a sport which is surely still getting better.

(2) Basketball is uniquely a team sport. Individual statistics must be considered within the context of the team for which they occurred. In this regard RLB is way ahead in adjusting power points to the team first and then to the individuals. It is an arbitrary approach but a consistent one.

Most of the games based on non-seasonal sports are in some sense normalized--racing, boxing, track, etc. Seasonal sports reproductions have been content to reproduce the last season. Now comparisons across time are possible by normalization in those sports too. In a sport which develops in a non-linear, up and down manner such as baseball, it may be easier. Football and hockey, with continual progression, may be harder to normalize to a standard. But basketball, with its additional particular ingredient of team play among five distinct contributors may be the hardest to normalize. Individual data, team data. The leagues average for

the particular year, and some "absolute" standard for each of the categories are the stuff of normalization. Anything less may or may not be accurate or consistent, but it is not normalization.

Suggested reading: Earnsha, W. Cooke, PERCENTAGE BASEBALL  
Min S. Yee (ed.) THE SPORTS BOOK  
Jack Kavanagh, EXTRA INNINGS, 3rd Edition, assisted by John Swistak & Jeff Sagarin  
Jerry Faulk & Larry Davenport, REAL LIFE BASKETBALL

## LEAGUE PLAY/David Terry

# YOU CAN MAKE FRIENDS BY MAIL LEAGUE PLAY

One avenue of enjoyment that has been found by many table-sports fans is the play-by-mail league. This concept of using the mails for expanding one's sports acquaintances has grown quite large in popularity. No longer is it necessary for one to be limited by locale to a small number of fellow gaming enthusiasts.

But unfortunately, quite often the novice in play-by-mail leagues can become very disheartened by the methods that are used by some in this brotherhood. Lack of foresight and dedication on the part of an organizer can leave a lasting negative impression that could easily quell the enthusiasm of a newcomer, and could result in his lack of participation in any other league of this type. Hence, an excellent managerial prospect will have been lost to the gaming-world forever.

It is with this thought in mind that I have written the following observations.

League organizers . . .when you are deciding whether or not to form a league ask yourself these questions first:

- (1) Will I be as enthusiastic about this idea in five or six months as I am today?
- (2) Do I have the time to devote to this league, to make it as good as I possibly can? Remember, you are asking others to use their free time to assist you in your enjoyment.
- (3) When the choice arises as to getting those league stats completed or to using my time elsewhere, which will I choose?
- (4) Have I planned my league's rules in an impartial manner? Sure, it's fun to win but you will find winning without just competition lacks satisfaction.
- (5) Are the rules complete enough so that if a protest arises that situation will have already been covered?
- (6) What will I do if halfway thru the season a manager decides to call it quits? That team's games still must be played . . .can I handle it?
- (7) Am I financially well off enough to cover those long-distance phone calls which could be necessary to settle league disputes? Sometimes, this can be the only realistic method to use.
- (8) If the league membership votes to change a rule which I don't like, will I adhere to the change?
- (9) Have I a method for league communication, such as a monthly report? Lack of communication will be the death of any play-by-mail endeavor.
- (10) Will my family life tolerate all of the time required to see my idea through to completion?

If you can answer "yes" to all of the above, the chances are you're on your way to forming a successful play-by-mail league. If any of your responses are "no" I would caution you to think twice about bringing your idea to fruition.. Only disappointment and failure can result.

# 1977 BASEBALL ABSTRACT

Bill James (a fellow member of SABR) puts out a compendium of statistics not available elsewhere (except through another diligent study such as he has performed).

The first portion deals with batting. Statistics included are games, at bats, runs, hits, doubles, triples, homeruns, RBI's, stolen bases, and batting average. These are given for all players with 100 or more season at bats (that's 211 players) and each team - month by month and season total. Also included are the month by month league leaders in those categories.

The second section gives month by month win-loss records for most pitchers (it looks like 8 rescissions minimum is the requirement) team by team.

Next come the stolen bases against sections - first catcher then pitcher. Here we have an unfortunate compromise. Since the author's only source of data are daily box scores he has had to give credit(?) for all steals in a game to the starter of the game (both the catcher and the pitcher) and has set a minimum requirement of 20 starts. It's not a statistic to use as is in a baseball simulation, but it does show a trend and could be used as a guideline.

The section titled "Pitcher Run Support" is preceded by an explanation of its creation (one I'm sure most of us have theorized at one time or another). Again we are limited to starting pitchers with at least 20 starts. Here we are given the average number of runs scored in games started by specific pitchers. This shows how Carlton was able to win 27 games in 1972 with a team that won 59.

Then average attendance per start is given for the same pitchers; mostly showing how valuable Fiedrich is to the Tigers. And finally a listing of average time per start for the same pitchers.

Statistics for umpiring crews? You got it - strikeouts, walks, runs, and time per game for nine inning games only.

The author then goes into an 8½ page editorial detailing what's wrong with fielding statistics and offering an alternate course. Mr. James is the author of a recent article in "Baseball Digest" entitled **Big League Fielding Stats Do Make Sense**; which defines a players "range factor". Range factors are then given for the main players at each position for each team.

In between the author gives us an age analysis - the average age of the main starters for each team.

Next a listing of pitcher's homeruns allowed per thousand batters faced with a minimum of 100 innings pitched.

Next to last, (of the statistical section) is an item called "seasonal notation" which gives lifetime stats (offensive) of all active players with 200 or more at bats. The "seasonal notation" gives in the "years" column the player's lifetime games divided by 162. Then each other statistical category is divided by the "years" figure to yield an average per 162 games (or a full playing season). The author then picks his own all-time all-star team and gives their career statistics in "seasonal notation."

The final item of the abstract, titled "Power Percentages", gives the difference between slugging and batting averages for 209 players in both leagues - a measure of the players' extra-base-hitting abilities.

The earstwhile raters and creators will find this book invaluable for rating and creating - especially the articles on "Pitcher Run Support" and "Range Factors."

The monthly records sections will point out which players tire and which "pick up steam" as the season wears on. You can see some rookies learn to hit major league pitching while others are learned how to pitch to.

The price seems reasonable, especially when On Base is added. The game comes equipped with 24 players ratings, so you can play A.L. versus N.L. or whatever; but you only get one DH and there are no batting ratings for the American League pitchers (after all, they don't bat). The game plays in 35 to 45 minutes and is fairly smooth. Fielding ratings are given to all players for errors and catchers and outfielders for throwing. There is also a running rating (for stealing

and running) and a bunt rating (how often the sacrifice is successful). The activator is an ordinary 54 card deck of playing cards (you get to use the jokers in this one). Each card has its own particular result and the jokers signal the possibility of an error. Batters and Pitchers have ratings which are strings of letters; e.g., Bucky Dent has a batting code GHNOSY and Vida Blue has a pitching code IJLNYZ. Plays run from the simplicity of the 4 of Diamonds, "If pitchers coded 'I', strikeout. If not, grounder to 2B." to plays such as the 7 of Clubs, "If batter and pitcher both left handed, grounder to short. Otherwise, turn the next card. If the card is red, the batter singles to his pull field; if it is black and ten or below, he doubles to his pull field. If it is a black face card, he triples. If black ace or joker, he homers." Some parks are easier to homer in; whether the field is grass or "astro-turf" makes a difference on certain plays; and some pitchers give up more homeruns, etc. than others.

Additional plays covered are advancing on hits and outfield flies where you add a number given to the specific situation to the runner's speed plus or minus the outfielder's throwing; stealing which employs runner's speed, catcher's arm, and the situation; double plays which sums the DP rating of the three fielders and subtracts the batter's speed for completion; sacrifice which uses the batter's bunt rating; and advancing on groundballs which uses the sum of the two involved fielder's fielding ratings minus the runner's speed. For these plays the cards have been given a sequence number from 1 to 52.

The game is definitely different than anything on the market today - it's also refreshingly enjoyable to play. The author offers any team from this decade at the price of \$0.50 - when you consider he's out to sell the book not the game, the price seems fair for the work.

After talking with the author we find he would sell ratings for a complete league at about four-to-five dollars. He has completed ratings for this decade, but is not sure of what will happen to the batter - pitcher balance if he were to go back to different eras of play.

This is the first edition of **Baseball Abstract**, but there will be more. In fact Mr. James is giving serious thought to including the entire major leagues ratings for On Base with the 1978 edition.

**Baseball Abstract** is available from Box 2150, Lawrence, KS 66044 for \$4.00.

GAME DESIGN CONT'D/Dave Minch

## ALICE THROUGH THE ACTIVATOR

Once more, dear friends, into the breach/ In the last installment, we had devised batter and pitcher ratings and built an activator. Now we'll take up the matter of fielding ratings.

For infielders in modern major league ball, the fielding average hovers around .970; for outfielders it's a bit higher, call it about .980. There are two obvious methods of turning these numbers into playing data.

One method is to use the percentage dice from our activator. Each player will have a numerical rating dividing X-chances into put-outs and errors. For reasons which will arise later, this number will not simply be the player's fielding average; sorry.

The other method is to fit players into categories by fielding average. This is the design philosophy of many baseball games. Once we have them split by categories we can write a chart which will decide X-chances, using the poker chips from our activator to make the final distinction. Let's tackle the dice method first.

If we were to use only the fielder's fielding average for his rating, we'd encounter trouble. Let's take an infielder who fields .975. For good measure, let's make him a third baseman. Every time a dice roll and chip draw refers to "infield chance" there is not necessarily a chance of an error. That is only possible if the chip drawn was red. Our third baseman will only be involved if the chip drawn is also numbered 3. Now, his fielding average is calculated from

# PELE COMES TO THE GAME WORLD

World Cup Soccer, Universal Game Company, Box 45141, Westlake, Ohio 44145, \$9.95. Also NASL Soccer (for 1976 season), \$9.95.

**MATERIALS INCLUDE:** playing field, two ball possession sheets, 13 pages of charts, schedule sheet, standings sheet, five simple score-sheets, all of which are xeroxed on paper 8½ x 11, three advanced scoresheets on 8½ x 14 paper, four 9/16 inch dice—two red and two white, four plastic markers, 24 teams on 2 & 5/8" by 4" cards, and six pages of instructions.

I have heard of another soccer game, Professional World of Soccer, which is based on British play, but this one, designed by Piero Capicchioni, is the first I've seen. On first seeing the game, the endless charts may put one off, but the instructions will get one going inside of an hour.

Play is preceded by listing the eleven men line-ups on the score sheet (simple scoring). This is easy, for the line-ups are listed on each team's card, with about five reserves, if you wish to alter things somewhat. Play occurs on a field divided into eight zones which run across the field, with no differentiation between the center and the flanks. Action begins with the higher roller of two dice putting the ball in play at midfield, four zones from the opponent's goal. A marker is put on the player chosen to kick off on the ball possession chart. The player may choose to keep (safe play, usually advances one zone), short pass (moderately safe, usually advances two zones), or long pass (high risk of losing ball, advances three or four zones if successful). Let's say you have Pele of 1958 Brazil kicking off. I would keep the maximum of three times with his A4 ball handling rating, then shoot with his A5 shooting rating from Zone two. Against good goal keepers the shot percentage is not too good, but at least ball possession will be virtually assured until the shot is taken. A shot involves two rolls of two dice, one tells whether the offensive player got off a good shot based on his rating (there are 22 different ratings A to K and A1 to A11). If he got off a good shot the second roll tells if the goalkeeper saved it (there are 25 ratings, A to Y, for goalkeepers). If good, it scores, if not, it is a save or an offensive or defensive rebound, with shot possibilities on the offensive rebound. If the shot attempt had not been a good attempt on goal, it would produce either a goal kick or corner kick.

Suppose instead Pele had tried a short pass. On each ball handling turn, four dice are rolled. The two red ones tell you whether to refer to the offense or defense (split 50-50). The two white ones give you the result or compare against either the offensive player's rating (15 different A4 through K) or the defensive team's rating (1 through 17). On a few results reference is made to an individual defensive player rating. Whether successful or not, an additional roll is required to see who receives the pass or steals the pass. Reference is made to a chart comparing who passed, what kind of pass it was, and the dice roll. Play proceeds with forty-five passes or shots per half marked on the score sheet. All of the elements of soccer can come into play—penalties, injuries, pressure defense, and substitutions.

Those are the basic mechanics of the game. But to leave it at that, would be so much dry bones in the desert. But these bones can live; they can put Pele and Lato, the 4-2-4 and "The Bolt" in your game room. I had anticipated this game for weeks before it came, for it was a chance to play the all-time best in a new sport. I hoped for an accurate game that played quickly and had a sound normalizing framework. I did not necessarily expect a game with full details in every area of the sport. I was pleasantly surprised.

World Cup Soccer plays quickly, not as quickly as the advertised 40 minutes, but in about an hour. I wouldn't think a game with 13

pages of charts would play easily, but once one gets the hang of it, it flows rather well. By telescoping each minute's action into one pass or shot, not all action is simulated, only enough to mirror the event. This reductionism makes it quick enough.

The game is accurate when playing matchups from the same year. (The World Cup is held every four years.) It has more detail in ratings than one would suspect is necessary—15 for ball handling, 22 for shooting, 25 for goalkeeping and 17 for team defense. This was certainly more than I expected.

World Cup has some significant omissions which I would have liked included, but taking a proprioceptive view, I will comment only on minor weaknesses which arise from what the game was trying to do. The game has penalties but no individual penalty ratings. Some "bullies" might have been rated for this. The game does not seem to have enough penalties but that's hard to verify. Injuries too might have been rated individually, but that is probably covered by players with superior ratings who were not regulars, such as Pele in 1962. And although provision is made for pressure defense, no way to mark an opponent or deliberately foul is provided. These are minor points hardly worth quibbling over, but with so much other detail, it invites more questions on detail.

However, beyond all of these minor points, one major flaw lies at the heart of World Cup Soccer—it has no normalizing framework, i.e., it does not evaluate the different eras of soccer against a common standard. The best teams should probably come from Brazil 58, England 66, Holland 74 or West Germany 74, but in world Cup Soccer Uruguay 30 or Italy 34 could probably beat any or all of them. I don't think many serious soccer historians would agree. Further, all individual shooting ratings are done on the same scale of shots-per-games played, without consideration for the quality of defense against which they played.

By matching up teams from different eras, the game requires normalization formulas which go beyond mere statistical accuracy for one year.

As a level two simulation game, rated on playability, realism and accuracy, and strategy and tactics, the game does alright. But as a level three normalization game, the game is lacking. For this reason, the NASL game based on the North American Soccer League of 1976, which does not attempt to go beyond reproducing one year's activity, must be considered the better of the two games. It will reproduce the season accurately without requiring normalization formulas. Its expanded 8½ by 11 team charts provide a somewhat more playable format as well.

Note: The NASL Game produced in August 1977 does not reproduce the just-finished 1977 season in which the NY Cosmos won, but rather the 1976 season which the Tampa Bay Rowdies won with the slogan "Soccer is a kick in the grass!"

	Playability	Realism & Accuracy	Strategy & Tactics	Normalization	TOTAL
NASL	B	A-	B	-	B / B
World Cup	B	B-	B	C	B-

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His total chances will be determined by the proportion of red plus blue chips to total chips, the proportion of chips numbered 3 to total chips and the proportion of infield chances to all chances.

Since the only chance for an error by our sample player depends on a combination of a red, 3 chip and an infield chance dice result on the pitcher's card, his chance of making an error must be big enough to account for all the errors he might make in a season. The average of zero errors in all the other situations and some errors in this one special case must account for those he does make.

You have no doubt noticed that the mix of chips in the can is going to be important to figuring fielding numbers. I intend to discuss that later on; I'd rather not get ahead of myself now. If you've been experimenting with the game since last issue, you probably have a mix that satisfies you. Use that one, for the time being. This is as much your game as mine. Also, rather than use the space to talk about it, I'll just give you the formula. It's in Table 2.

Now, we've worked out how to figure the chance of a player committing an error. What if he does? Was it throwing or fielding? How serious - one, two or three bases? Again, I'll leave you to your own devices. I've a few suggestions to supply, though.

1) Most errors by outfielders are over-throws with men on base, dropped balls with bases empty.

2) Infielders are even less likely to make throwing errors with bases empty. The majority of infielder errors will be fielding errors in any case.

3) Except for balls thrown away by a fielder, few errors are worth more than one base.

4) Unless you're keeping fielding records, absolute accuracy is pointless.

On to the other method. Fielding charts abound in other baseball games. Better still, someone else has already done the work for you, player ratings, too. Of course, you'll lose the personal touch if you steal one from another game. If you're still with me, let's work out our own system.

First, we'll need an activator for the X-chart. I recommend those poker chips. Draw three and add the numbers. If the numbers 1, 2, and 3 are equally represented in the mix (an assumption basic to this discussion; if your mix is different, you'll have to allow for the difference), the chance of drawing a number from 3 to 9 is given in Table 3. The second column of Table 3 gives the chance that the number drawn will be less than or equal to a selected number.

Since I don't have detailed figures on major league fielding at hand, there will be some rough edges apparent in this discussion. The principals are basic, however, and can be applied using the more complete data you ought to have.

You will have to calculate the chance of each player making an error, using the system discussed for the dice-roll system. Once these have been calculated, group the players according to position fielded. You can make this first grouping as rough or as detailed as you wish. At the very least, divide them by infielders and outfielders. In each grouping of fielders, you'll also have to make some more divisions -- call them 1 through 5, say. These are the fielding categories into which you must divide your players. The number of fielding categories is pretty much up to you. There is one limitation you should know about, though.

If you use three chips, as previously suggested, there are twenty-seven possible combinations, producing seven different numbers. There is no way to make a distinction between numbers any finer than 1/27, about .037. If you divide the range of fielding ratings, expressed as decimals, by .037, this is the maximum number of categories you can use. You may not be able to use as many as this predicts. For example, if the best fielder in one of your positional groupings has a rating of .636 and the worst fields .450, you can't possibly use more than five categories  $(.636 - .450 / .037 = 5.027)$ .

Once you have the fielding numbers and decide how many categories to use, divide the fielders by category and assign the ratings. This done we have to write the chart to give us the ultimate outcome of X-chances. To do this we'll have to define the outcomes that are possible. Do we want only outs or errors? Should the out and error results be standardized one outcome fits all, or should different types of outs and errors be defined? If we split outs and errors by type, do we do this in one step or two? I'm going to (briefly) discuss a one step chart with a built-in

distinction for errors.

Since the fielding categories are based on fielding RATINGS, not averages, no further modification of the numbers is necessary. Each of the categories will include a range of fielding ratings. Let's say that one such category centers about .825; that is, the mean of the fielding ratings in that category is .825. Dividing .825 by .037 gives about 22 (rounding off). What we must do now is separate out 22 chances of those 27 possible, to be defined as "out". Referring to Table 3 column 2 shows the happy coincidence that the chance of drawing any number less than 7 is .852, 23 chances out of 27. You may think that's close enough, or you may want exactly 22 chances, which you can get by listing OUT beside numbers 4 through 7. Let's say that the remaining chances all represent errors. A fielding rating of around .825 represents pretty good fielding with most chip mixes; a high fielding average for the player. This probably means he doesn't make a lot of serious errors. So, let's list "one base error" with numbers 8 and 9 on our chart. Number 3 will be "two base error\*", \* indicates that it is a one base error with men on base.

This chart is subject to your approval. If you don't like it, do it your way. Follow the procedure outlined, though. As you go through the fielding categories, remember that the lower fielding ratings indicate poorer play. Thus, more serious errors are likely. Also, these players probably cover less territory in the field, so some of the results should be hits. Have fun finishing it.

Next time out, I'll try to cover the mix of chips in the randomizer can. We'll see what develops.

TABLE 2

The formula for calculating a player's fielding rating is:

$$c = 1 - \frac{(1 - p)(b' \times \text{NFCp} + w' \times \text{NFCB})}{(2 - p)(r' \times \text{NFCB})}$$

The symbols are:  $c$  is the fielder's fielding rating;  $p$  is his performance in the field---his fielding average;  $r'$ ,  $w'$  and  $b'$  are the number of red, white and blue chips marked to refer to the player's fielding position (use the chips marked 2 to figure shortstops and second basemen);  $\text{NFCp}$  is the proper fielding chance---infield or outfield---figured from the average pitcher the player backed in the field;  $\text{NFCB}$  is the proper fielding chance taken from the average batter faced in the field.

For an example, let's take a chip mix where  $r' = 4$ ,  $w' = 16$  and  $b' = 12$ . To calculate Bobby Grich's fielding rating we'll need the infield chance for an average Oriole pitcher, which I find to be .383. We can take  $\text{NFCB}$  from Table 1 and, with Grich's .985 fielding average, calculate his fielding rating. I get .896. This represents Grich's chance of successfully handling an X-chances, rolling 8-9-6 or less is an out. The kind of out and the outcome of rolling higher than 8-9-6 is up to you. If you prefer a "fielding chart", you'll have to decide which players to include in the chart. A chart treating all infield positions the same is easy to write but not awfully realistic. Presumably, shortstops and second basemen are enough alike in performance to treat with one chart. On the assumption that you don't want to write a different chart for each league, inter-league play, and every season you want, you'll have to generalize some.

It's unlikely that a player can play regularly and stay in the majors with a fielding rating less than .650. It's impossible for a player to have a rating greater than 1.000. Using these as upper and lower limits, we find that nine is the maximum number of categories. Since other fielding positions are not likely to have such a wide range, let's use five. These categories will be 1.00 - .650 / 5 = .070 "wide". They will "center" at .965, .895, .825, .755 and .685. Grich's .896 puts him in the second category. Using the center rating, fielders rated "2" have  $.895 / .037 = 24$  chances in 27 of successfully handling an X-chance. If you're using the chips to decide the outcome, refer to Table 3 and write the chart.

If your game is modelling something other than major league baseball, a minor league or even little league, bear in mind that the same system works for figuring fielding ratings in any league. Of course, subject to the fielding averages in your league and your chip mix, you'll get different fielding ratings. The numbers used in the example involving Grich are not, by any means, the last word. In a league with lower average fielding, the lowest possible rating may be considerably lower than .650. In any league, the maximum rating will be 1.000. As a result, you may expect wider categories unless you divide players into more categories.

(See Table 2 at top of next column)



TABLE 2

The following table lists the number of chances, out of 27, of drawing any number from 3 to 9. The second column lists the number of chances in 27 of drawing a number less than or equal to any number from 3 to 9. These figures are valid for chip mixes equally divided between 1, 2 and 3 only.

Number	Chance	Less than or equal to
3	1	1
4	3	4
5	6	10
6	7	17
7	6	23
8	3	26
9	1	27

## LEAGUE PLAY/Charlie Marshall

# ORGANIZING A LEAGUE

I can only speak from the experience of the leagues I've been involved with; a mail league I was recruited for, a mail league I organized and successfully ran, and a face-to-face league I helped to organize.

Let's start with the league I was recruited for. I received a letter from the commissioner of the league seeking new members. He explained that he received my name from a list sent to him from the game company; something that would be useful to me for my own league. This was my first contact with a league of any sort, and I eventually joined. For my own league, I also requested and received a list of gamers from the game company. I placed an ad in TABLE TOP SPORTS (I obtained the final league member this way), an ad was placed in the game company's independently produced games magazine, plus I asked those already in the league to see if they had any friends that would be interested. Finally, the face-to-face league was organized by a combination of word of mouth and some phone calls, aided by a listing from the game company.

Once you start receiving applicants, outline the type of league, and your plans for it, along with a little background about yourself and gaming experience, and request the same from the potential manager. You don't want anyone that may drop out and place a hardship on the league so a screening process is vital. If possible, contact the commissioner of any prior leagues the applicant has participated in to check on his reliability-- remember, a league is only as strong as its weakest member.

Once you have your membership, hopefully you'll have backup managers if needed. Set down the league rules and schedule, all to best serve the needs of your league. Okay, now that you have your league, what do you do with it? Such is the basis for another article. Happy dice-rolling!

## 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**.

## GENERAL COMMENT/Larry Green

# PITCHING SYSTEMS AND RATINGS

Steve Goldstein's criticism of the APBA pitching system in his article on the MASTER GAME led me into thinking about the various systems available. I am in disagreement with Steve on this subject and this article will explore my views. I use the following criteria in judging the effectiveness of the various pitching systems:

- 1) The system must distinguish clearly the abilities of the Seavers, Palmers, Suttons, etc. from the rest of the pitchers.
- 2) The system must allow for the possibility of a poorer pitcher getting a batter out when a better pitcher would not have.

The first of my criteria is the most controversial. EXTRA INNINGS fans will proudly point out that their game uses 29 different pitcher ratings whereas APBA uses only 6 (basic game). They say that this provides for far more accurate earned run averages. This is probably true, but a pitching system based solely on earned run average is very inflexible. Earned run averages don't always tell the whole story about a pitcher's performance. The perfect example is the 1975 Luis Tiant. Tiant won 18, lost 14, and had a 4.02 ERA. His EXTRA INNINGS adjustment is 42-1up. I have not found this rating capable of producing a typical Tiant performance. In contrast, APBA rated Luis Tiant a Grade "B" for 1975. This takes away hits from batters rather than add them as does EXTRA INNINGS. They took into consideration the fact that Tiant had to pitch half his games in Fenway Park and that many times he was left in too long (on his bad days) because of an inadequate Red Sox bullpen. It only takes a few "bad" games to destroy a pitcher's earned run average. When Tiant was sharp (which was most of the time), he was very tough. APBA's Grade B will accurately reflect the typical Tiant performance while still allowing for him to be "bombed" on occasion. In the final analysis, gamers will have to decide whether they prefer the "per game realism" of APBA or the full season statistical ERA accuracy of EXTRA INNINGS. How about the 29 ratings versus the 6 ratings? I question whether it is necessary to account for minute differences in pitchers' earned run averages. Who had the better pitching performance in 1976, Jim Bibby or Doug Bird? I'll bet you couldn't answer that question without looking it up. If you couldn't why bother to distinguish between the two pitchers as EXTRA INNINGS did. (Bibby's ERA was 3.20 and Doug Bird's was 3.36)

The second criteria is an often overlooked one. Why yank a 2.30 ERA hurler for a reliever with an ERA of 3.50 if statistically he can't possibly do better. In EXTRA INNINGS he cannot do better, but in APBA he can. There are certain situations on the APBA game board when a Grade "C" pitcher can get a batter out when a Grade "B" or Grade "A" pitcher will give up a hit. Games such as SOM which have a pitcher's card with results randomly placed on it will do even better in this area. This is important for "per game realism".

Obviously one's views on a particular game company's pitching system (as well as all areas of the game) are dependent upon a gamer's method of play. Those people who have the time to play an entire season will have a different viewpoint than those gamers whose play is limited to elimination tournaments, etc. My own time is such that I can only manage 125-150 games a year. Under the circumstances "per game realism" is more important to me than how a season's statistics compare to actual. I am more concerned with reproducing performance and not statistics.

Short Shakes . . . What is the only baseball table game available at the Cooperstown Baseball Hall of Fame? You guessed it -- the APBA World Series Game! For a card baseball game similar to the freebie football game in a previous T.T.S. issue, try Syd Sackson's book A GAMUT OF GAMES. A review of the June, 1977 SOCIETY FOR AMERICAN BASEBALL RESEARCH membership directory indicates about 20 table gamers among their members.

# T.H.E. PRO FOOTBALL NEWSLETTER

Game Designer: *Steve Keplinger*

In this issue we have included a story from Bob Greenlee of Maple Shade, New Jersey. We usually do not include articles about one specific game, but this time we made an exception due to the comments Bob made at the beginning of the story.

Bob notes that when he originally purchased T.H.E., it seemed rather complicated, and soon was placed to rest in his closet. If we all take ourselves back to our first experience with table gaming, we may remember similar feelings. That first confrontation with the instruction booklet was rather frightening. For some of us it may have seemed much better at the time to chalk all of that up as a bad experience, and forget about it. For those who got over that initial shock however, and began to get a little understanding of T.H.E. Game, it soon became apparent that it would be well worth the effort.

Almost everyone, and we include ourselves in this group, are taken completely aback by the complexities of their first table game. Don't think that you are the exception to the rule. The point is, if T.H.E. Game was not a little complex, and difficult to grasp initially, it would not be worth its weight in salt.

So take heart sports fans, and stick with it. We bet you'll be back for more. Just ask Bob Greenlee.

## T.H.E. FOOTBALL

Last year I purchased a copy of T.H.E. FOOTBALL with thoughts of replaying the Dallas Cowboy's schedule. But, after attempting to play a very complex game immediately after arrival, I realized it was not one to be played solitaire. Frustrated, I banished the game to the closet to collect dust.

Along came August of 1977 and with it the first pre-season game. It was shortly afterward that I realized the football bug had bitten for yet another NFL season. Then for some unknown reason I decided to take out my ol' football game and play a full, unabridged game with complete stats whether it killed me or not (It didn't).

I pulled out the team chart of my NFL heroes, the Dallas Cowboys, and pitted them against the world champion Oakland Raiders. Of course this is last year's edition and the Raiders didn't reach the Super Bowl in '75, but nonetheless they had a strong team and weren't going to be pushovers.

Getting all the various matchups (offensive guards and center versus def. Tackles and middle linebacker, etc.) figured out before beginning play took almost 20 minutes. Then, unfortunately for the Raiders, came the opening kickoff. They won the toss and elected to receive. Poor Clarence Davis fumbled the opening kickoff (he later redeemed himself with a 64 yd. runback) which set up an early Cowboy TD on a 5 yard run by Robert Newhouse, Oakland quickly moved the ball upfield on their next possession with some fine passing by Ken Stabler. Banasak capped the drive with a 6 yard touchdown run.

Staubach, fearing a fine Oakland secondary, kept to the ground and moved the Cowboys throughout the first quarter and put them on the board for six more points when Doug Dennison scored on a one yard plunge. Fritsch missed the extra point and at the end of the first period the score was 13-10, Dallas.

Stabler hit Cliff Branch twice in the clutch to set up a Banasak

TD, and a Blanda field goal. Oakland led at the half 20-16.

Dallas took a 23-20 third quarter lead on a 30 yd. Staubach to Drew Pearson pass. Stabler anxious to regain the lead connected on a bomb to Biletnikoff. But Ken went to the well once too often and hung a pass up for Charlie Waters to grab. The Texans capitalized when Newhouse scampered in from 8 yards out.

Now trailing 30-20 a not-so-cool Stabler began an aerial attack which was halted when he fired into the hands of Cowboy safety Cliff Harris. Toni Fritsch later booted a 28 FG which gave Dallas a commanding 33-20 4th quarter lead. Stabler now desperate with under seven minutes remaining launched a bomb up for grabs. Mel Renfro came down with it, and the Cowboys sat on the lead. After three time consuming runs Mitch Hoopes came in to send the silver and black reeling back for his booming punt. Neal Colzie got under it and avoided Cowboy headhunters and broke loose for a 64 yard return to the Dallas 9 yd. line. Three plays later, Banasak was called upon to make his third TD burst of the day. This one from 4 yards out. George Blanda muffed the extra point attempt giving the Cowboys an important 7 pt. margin with under one minute to play.

It seemed that everyone in the Stadium knew that the Raiders were going to try an onside kick except special teams man Calvin Peterson who let the football and almost the game slip through his hands. On first down the Cowboys put the rush on and Stabler threw it away. With just ten seconds to play and the Cowboys in a pass prevent defense which shut the end zone off totally Stabler found Branch in between the team for a 23 yard pass which was about 12 yards short of the goal line. Final Score: Dallas 33 Oakland 26.

### SOME STATS

Oakland rushed for 125 yards while the Cowboys gained 167 Staubach was 9 for 15 with 1 TD pass while Stabler was 10 for 20 Branch caught six passes for 140 yards and Biletnikoff had 2 for 42 yards. Drew Pearson caught 5 for 116 yards for the Cowboys.

Total yards DALLAS 334; OAKLAND 304

Turnovers DALLAS 1; OAKLAND 6

The playing time was not that bad, consuming slightly over 2 hours. Including set up time and statistical summary total time was about 150 minutes. The game is ideally suited for head to head competition but there are a few weak points when playing solitaire. These seem to stem from the play variability chart, such as excessive defensive calls and a multitude of offensive plays (mostly passes) which have to be called to which direction also. With a simplified play-call system and an occasional defensive key you'll have a game equally rewarding whether played alone or face to face.

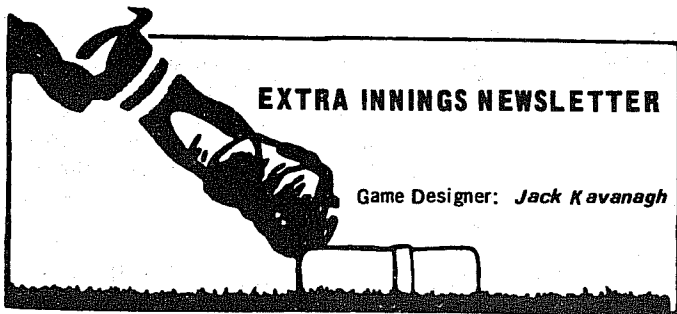
Bob Greenlee  
Maple Shade, New Jersey

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## FROM THE BENCH/Jack Kavanagh

Every six weeks or so Jerry Faulk sends a 9 x 12 envelope containing letters from table gamers asking questions about "EI". Jerry tries to flatter me into responding, cagily suggesting ideas offered might be worked into a future edition. Actually, he's loath to try to find answers to questions asked among the pages of fine print. Yet, much of the material which reaches me deserves more than just the reply it gets, it rates appreciation for some very useful ideas. A majority of the useful ideas fall into the "over-kill" area which we try to avoid. Before I share some of this material with you remember, for better or worse, we hold certain guide lines. These are: the game is designed to be played in a half hour or less so the table gamer can accomplish enough games to establish league stats of his own. We've nothing against more intricate games, whether they be "pitch-by-pitch" or trace the movement of the ball from bat to player to player, etc. Such games serve a devotee who is turned on by a closer simulation (in length of time spent playing a table version).

We resist utilization of stats which are not contained in MacMillan's "The Baseball Encyclopedia" or Neft's "The Sports Encyclopedia: BASEBALL." What's good for Catfish Hunter has to apply equally to Matty and Walter Johnson; stats measuring the effect of Johnny Bench's throwing arm must also be available to compare for Dickey, Cochrane and Kling.

Let's work our way thru the mail pile. Here's an easy one to incorporate into your games as it only requires your imagination to do so: Any batter rated an S is considered to have hit a home run inside the park when it is exactly the top of his hitting lines. Or, you could make that on any 1-1-1 (doesn't affect the chances and is easier to remember.) It also doesn't affect the outcome of the game but adds a dollop of realism. Additionally, I always seem to envision a tape measure job when one of the highly productive home run hitters tags one on a 1-1-1.

I'm going to give credit for that idea to Albert Romano of Uniontown, PA. He listed about 15 questions in his letter and, to simplify my answer, I returned his letter to him. If I've innocently plagiarized some kindly table gamer of his neat idea, let me know and we'll place kudos where they belong in the next issue.

Brad Biondo, Albany, N.Y. questions the fact the runners don't advance on infield hits. I think the problem here is that I've envisioned such hits as those which handcuff infielders, not topped roller. In the first instance a runner would probably not try to advance. Now that Brad has brought attention to the matter I can't see why the instructions "Effect On Base Runners" on page three of the "EI" text can't be applied to infield singles. You'd have to accept that a runner on first would move to second on the infield hit. Other than that, you've got a means to learn who has handled the ball (bottom of column one, page 4) and the logic of movement on ground outs seems just as appropriate.

Gregg Hanchett, Succasunna, N.J., speaks out boldly against having "EI" adopt individual playing cards. His perceptions are so like ours (tho' we didn't coach him in this) we'll quote from his letter: "...I feel that using individual playing cards for Extra Innings would be a mistake. It seems that every review of "EI" I have read says that the only flaw of the game is "the lack of individual playing cards." What the surveys fail to say is that you have one of the few games on the market that doesn't need them. The other games need the cards because the batters' codes are secret and every dice possibility must be shown.....'EI' team charts only have to be referred to maybe once every four or five dice rolls.....In other games the playing cards are referred to every roll of the dice.

Gregg goes on to detail more of the tedium involved with keeping track of the cards. Myself, I've also contended that those who began with a game which utilized cards, such as APBA or SOM, become accustomed to the presense of individual cards. For some whose imaginations are perhaps more rampant than most they become personalized and tangible.

There are a number of letters here which, one way or another, take up the problem of rating players in the subjective areas: base stealing, base advancing and defense, good, bad and limited. This keeps coming up and I guess we're going to have to try and do a definitive reply and have it appear as an article in TTS and then mail it as a reprint. That is something of a cop out and we try to reply to everyone personally ... but there comes a point when you tire of explaining that fielding percentages are not the only way you measure defensive skills. If Jerry will provide the space ... next issue of TTS.

Here's a new idea of my own which I've been using in my games and find quite gratifying. I've been bothered by the dearth of assists to outfielders and, as they've only occurred when a runner was out trying to stretch or trying, unsuccessfully, to advance after a fly ball, these have been garnered by outfielders randomly.

What I do now is have a runner attempting to advance thrown out by a T-1 outfielder, rather than inhibited, when the white dice is a six. If the Advancing On Singles and Doubles Chart advises a runner goes from first to third on a hit, but has an asterisk indicating the advance is limited to one base if a T-1 outfielder is in position, we have the runner out at third if the second (white) dice rolled is a six. This gives the T-1 outfielders the edge they deserve in this category, puts more "gamesmanship" into the play, and, in two handed play, provides another reason for the manager of the trailing team to "play safe." In that situation all runners are limited to one base advances and the chart isn't consulted.

Another alteration I've introduced (already yet, since the fifth edition) is applied when, after an error has been signaled on the first roll, the second roll produces a one on the white (second) dice on a ball hit to an SD rated fielder. When that happens the error is erased and play follows as though there'd been no error signaled. What this does is provide a logical advantage to the superior defensive fielder. As errors are now produced as a team statistic, the removal of some in this way compensates for the introduction of errors via the Stolen Base chart and the Sacrifice Bunt Chart.

## BUBBLE GUM CARDS WANTED

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

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

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

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

# WFL DRAFT LEAGUE HANDBOOK

In this issue of TTS we are presenting the WFL Draft League Handbook. The WFL is composed of 12 members, all of whom live in Pittsburgh, Pennsylvania. All play is face-to-face, beginning with the drafting of players in August and culminating with a Super Bowl in January. The league has used TSG as its official "game" since it first arrived on the market in 1971. In the next issue we will present the complete WFL Rulebook which contains the special rules for adapting TSG to league play.

## PART I LEAGUE ORGANIZATION

### Section 1. MEMBERSHIP

- 1.1 The WFL Draft League consists of franchises divided into three divisions, East, West and Central. The franchises and their owners are:

EAST: 1. POLLOCKS - Randy Kuny  
2. MARTI-MARS - Rich Lovelace  
3. JOCKS - Brooks Dutton  
4. MUDDERS - Rich Snyder

WEST: 1. DYN-O-MITE - Dave Dalzell  
2. SHARKS - Al Henigin  
3. BOHUNKS - George Bocan  
4. ZODIAKS- John Solka

CENTRAL: 1. VIXENS - Bill Vukmir  
2. BUZZARDS - Floyd Thompson  
3. KILLSHOTS - Dan Hradesky  
4. GODFATHERS - Frank Mazzei

- 1.2 In the case that a franchise is made available for a new owner, the following procedure will apply:
- Any franchise owner knowing of a person or persons desiring to participate in the WFL should submit their name(s) to the president as applicants.
  - After receiving all applicant names, the president will discuss the applicants with all other franchise owners.
  - If after these discussions the president feels that a general consensus of the majority of the owners is apparent, the president will notify the franchise owners of the general consensus and if no strong opposition is viewed, the president will notify the accepted applicant.
  - If, however, the president does not notice any general consensus, the applicants will be discussed at a special meeting of ALL franchise owners with a vote taken after all discussion. A majority will be needed to accept a new applicant. Should a majority vote not be possible and after due consideration, the applicant with the most votes will be accepted. Should all this fail to yield acceptance, the president will award the available franchise to the applicant who deems most worthy of it after due consideration of all aspects of all applicants.

### Section 2. PAYMENTS AND ASSESSMENTS

- 2.1 Each franchise will be assessed an annual franchise fee of \$15. This payment is due each year before the annual player draft occurs.
- 2.2 Each franchise will be assessed an annual dropout fee of \$5 payable before the annual player draft. This fee

will be refunded to those teams who have not dropped out of the league at season's end. Any franchise that does drop out of league, will forfeit this dropout fee.

- 2.3 Each franchise participating in a player trade and/or a draft choice trade will be assessed \$1. Each franchise is responsible for its trade fee and under no circumstance will one franchise be permitted to accept the payment responsibility of the other team's trade fee as part of the trade.
- 2.4 The loser of each regular season game will be assessed \$1.50. In case of a tie, both teams will be assessed \$.75.
- 2.5 A fee of \$.25 per selection will be assessed to any franchise making selections in extra rounds following the regular annual player draft.
- 2.6 A fee of \$.50 per selection will be charged to any franchise selecting players cut by other teams. one half of this fee is to be paid to the league and the other half is to be paid to the franchise that cut the selected player.
- 2.7 A fee of \$1 per day late will be assessed owners who are late in turning in game films.
- 2.8 Protests that are not upheld by the Rules Committee result in forfeit of the \$5 protest fee.

### Section 3. DISBURSEMENTS OF FUNDS

- 3.1 The price of the purchase of the football game that the league is playing will be deducted before any other disbursement is made.
- 3.2 The winner of each division will be rewarded \$20.
- 3.3 The second place winner will be rewarded \$10.
- 3.4 Each winner of the two playoff games will be rewarded \$10.
- 3.5 Each loser of the two playoff games will be rewarded \$5.
- 3.6 The winner of the Super Bowl will be rewarded \$60.
- 3.7 The loser of the Super Bowl will be rewarded \$20.
- 3.8 The remaining funds shall be used for the purchase of food and drinks for the Super Bowl Banquet.

### Section 4. LEAGUE OFFICERS AND COMMITTEES

- 4.1 A League President will be elected at the Super Bowl Banquet each year to serve for the next year's season. His responsibilities shall be:
- To act as Chairman at any league meeting.
  - To enforce all rules and legislation.
  - To be the deciding factor on all matters that cannot be decided by all other members.
  - To act as the Secretary-Treasurer in his absence.
  - To step in when deemed necessary on such matters as collaboration.
  - To act in accordance with all other matters as stated within this handbook.
- 4.2 A Secretary-Treasurer will be elected at the Super Bowl Banquet each year to serve for the next year's season. His responsibilities shall be:
- To act in place of the President in his absence at any meeting.
  - To be in charge of all payments, assessments and disbursements of funds.
  - To give an annual financial report at the Super Bowl Banquet.
  - To validate all player/draft choice trades.
  - To assist the President on all matters.
- 4.3 A Rules Committee consisting of one franchise owner from each division will be elected at the Super Bowl Banquet to serve for the next year's season. Their responsibilities shall be:
- To make a decision on all disputed matter concerning the rules for playing the football game during the regular season.
  - To make a decision on a matter when required by the

president as a result of indecision of other franchise owners.

- 4.3.1 Should a rule dispute include one or more of the Rules Committee members, another league member will be appointed by the president for that one meeting only.

## Section 5. PROCUREMENT OF A FOOTBALL GAME

- 5.1 At any time that a league member discovers a football game that he considers usable by the WFL, he shall present it to the other members for inspection.
- 5.2 The football game that the WFL will play the next season will be decided at the Super Bowl Banquet after all members have studied each game submitted.

## Section 6. PLAYER DRAFT

- 6.1 An annual player draft will be conducted before the start of each season.
- 6.2 Any player that has been on the NFL Roster for at least one year, will be eligible.
- 6.3 No owner may participate in the player draft unless his franchise fee and dropout fee have been paid.
- 6.4 The order in which owners will draft will be determined by using NFL rules.
- 6.5 There will be 17 regular rounds of drafting.
- 6.6 An owner may pass his choice on any round, but may not claim it at a later time.
- 6.7 If an owner drafts an ineligible player or a player belonging to another franchise, the drafting owner must be notified immediately by anyone noticing the error.
- 6.8 Each owner will be given five minutes to make his choice.
- 6.9 If an owner does not make a selection in the allotted time, he forfeits his choice for that round.
- 6.10 At the end of the 17 regular rounds, extra rounds of drafting may take place as long as any owner desires to select additional players.
- 6.11 When all owners have decided to terminate drafting, all selections are considered final and no other player may be chosen unless from other teams cuts.

## Section 7. TRADING

- 7.1 The trading period shall commence after the playing of the Super Bowl and will end at 12:00 noon, Friday before the first week of the regular season.
- 7.2 Any owner may trade players or draft choices to any other owner, but at no time may 'Players to be Named Later' be considered as part of a draft.
- 7.3 A trade is valid only after the trading teams have paid its trade fee and a Player Exchange Form has been completed and signed by all participants and verified by the Secretary-Treasurer.
- 7.4 The exchange of money cannot be part of any trade.

## Section 8. ROSTERS

- 8.1 All franchises will consist of 47 active players and 3 inactive players.
- 8.2 All owners are responsible for submitting his Active Squad List to the president before the first regular season game.
- 8.3 All owners are responsible for submitting his cut list to the president by 12:00 Noon, Monday, one week before the first week of the regular season.
- 8.4 After all cuts have been received by the president, he will circulate a list of the cut players to all franchise owners in the order of the regular draft. If an owner desires to select a player from among the cut list, he will notify the president of his choice and who he is cutting in order to make room on his roster. The new cut will then be added to the list.

## Section 9. SCHEDULE

- 9.1 Every team will be scheduled for 14 regular season games
- 9.2 Each team will play every other team in its division twice.
- 9.3 The remaining games will be selected by random.
- 9.4 Every game has a week in which it must be scheduled. The game must be completed before the end of the week.
- 9.5 Games may be played ahead of time providing both teams have completed the previous week's game.
- 9.6 Any time a game cannot be played within the allotted time, it must be brought to the attention of the president to decide on the matter.
- 9.7 Any owner may designate a substitute to play his game without penalty.
- 9.8 Game films must be completed by the winning team and must be submitted to the president prior to Monday noon of the week following the scheduled game. Owners who have not submitted game films cannot play any future games and are subject to late game film penalty fees (see 2.7)

## Section 10. GAMES

- 10.1 All results of games are considered final when the statistics and the play-by-play forms are handed in.
- 10.2 If a rules dispute occurs during the game, the owners involved have the following options:
- a) Come to a mutual agreement and continue the game.
  - b) Stop the game until the Rules Committee has decided on the dispute.
  - c) A formal protest can be written and the game continued. If the protesting team loses the game, the owner can submit the protest and a \$5 protest fee to the president, who meets with the Rules Committee. If the protest is upheld, the game will be played over from the point of protest and the protest fee returned; otherwise, the game stands and the protest fee is not returned (see 2.8).
- 10.3 If at any time an interpretation of a rule is questioned, the Rules Committee must be notified to clarify the rule.
- 10.4 All NFL rules for the prior year will be used in playing games.

## Section 11. CHAMPIONSHIPS

- 11.1 Each winning team is awarded one point for the victory.
- 11.2 Each team of a game ending in a tie is awarded one half of a point.
- 11.3 The team with the most points (in each division) at the end of a regular season play is the Division Champion.
- 11.4 The wild card spot will be the second place team with the most points.
- 11.5 In case of a tie, NFL rules apply. If there is still a tie a playoff game will be scheduled.
- 11.6 Post-season games will consist of two playoff games and the Super Bowl.
- 11.7 The playoffs will be scheduled as follows:
- a) Wild Card in East  
WEST DIVISION CHAMPIONS vs EAST DIVISION CHAMPIONS  
Wild Card vs Central Division Champion
  - b) Wild Card in West  
WEST DIVISION CHAMPION vs CENTRAL DIVISION CHAMPION  
Wild Card vs East Division Champion
  - c) Wild Card in Central  
WEST DIVISION CHAMPION vs WILD CARD  
EAST DIVISION CHAMPION vs CENTRAL DIVISION CHAMPION
- 11.8 The winners of the playoffs will play in the Super Bowl.

# BATTER-UP

As a brief review, Batter-Up used the pitcher roll-batter roll similar to Sports Illustrated; i.e., if there is no effect on the pitcher roll you roll on the batters card. Dice used are also similar to SI's. As in APBA the dice roll gives a number result which is then carried to the proper base situation chart for the outcome. Both the catcher and the pitcher affect the runner's ability to steal and the firstbaseman plays close or loose. Outfielders arms are also rated. Pitchers have an endurance factor and are rated for homeruns allowed. Batters have a bunt rating, two speed rating's (base running and stealing), and an injury rating.

Player cards come in perforated sheets; fielders in green ink, pitchers in red. The base situation charts are on two double-sided sheets. Special situations (injury, hit-and-run, errors, bunt, etc.) are in a booklet.

The price of the game is now \$13.50; player cards cost \$8.50; or you can buy just one league for \$6.00.

The player card has doubled in size to approximately 21/8" x 31/3", and carries bats, throws, height, weight, birthdate, birthplace and statistical information for the season rated.

Fielders are not just rated for errors, but now also have a range factor. A really good fielder at one position can make up for weakness at another; e.g. no.47 with bases empty reads, "Single to left (P.E. on LF) (x-5-5 makes great play batter out 6-3), "so a shortstop with exceptional range not only turns what would have been a single into an out, but also keeps the left fielder from fumbling the ball."

Individual battling for the pitcher has been dropped in favor of using seven generalized cards. This eliminates the two-sided pitcher card (which is cumbersome anyway) and considering how seldom the pitcher bats (especially in the "Junior circuit") accuracy should not be affected to any measureable degree. The only real fault is the lack of individual running and bunting ratings for the pitchers, but when the number of games on the market which have such ratings is considered --it becomes trivial.

A lefty/righty factor has been added which causes hits to become outs when batter and pitcher are corresponding and outs to become hits when they are not. The factor is not used with certain high average hitters or with switch hitters.

There is also a chart to affect the probabilities of homeruns being hit at each major league park.

Four teams of the past are currently being considered for production- 1954 Indians, 1955 Dodgers, 1957 Braves, and 1961 Yankees.

NOTE - In writing game reviews I've always tried to be objective believing that just because I don't like a game doesn't mean no one will; but to Robert Hager I must "tip my cap" and say, "I wish I'd done it!"

## CINCINNATI - N.L.

Bats: L                      Throws: R  
Ht: 5'7"                      Wt: 165  
Born: 9/19/43 Bonham Texas

## JOE MORGAN

2B: BX

SP: 5/6	B: G	INJ: A
1-8	11-11	21-28
2-14	12-21	22-12
3-43	13-5	23-23
4-6	14-33	24-39
5-1	15-10	25-19
6-1	16-19	26-24
7-25	17-39	27-38
8-32	18-40	28-26
9-16	19-20	29-27
10-50	20-44	30-48

## 1976 Performance

AVG.	2B	3B	HR	W	K	SB
320	30	5	27	114	41	60

## (Track Meet, Summer Olympics, cont'd)

- 110-Meter High Hurdle - same idea as 100 Meter Dash
- Discus - same idea as Long Jump and Shot Put
- Pole Vault - same idea as High Jump, including "fatigue" factor
- Javelin - same as Long Jump, Shot Put, and Discus
- 1500 Meter Run - track on gameboard is helpful here in that athletes roll dice and move certain number of spaces around track until each athlete finishes--time for event determines points for event

SUMMER-OLYMPICS contains 13 (thirteen) track and field events:

- 100 Yard Dash - runner rolls three time before determining winner--adds much more excitement than TM above because here you move runner spaces on each roll and time is not determined until after race is over; gameboard track needed
- 220 Yard Dash - five rolls of dice used here and runners again advance spaces according to dice roll
- 440 Yard Run - strategy is involved here in that runners can run at Slow, Normal, or Sprinting Pace; each runner has Endurance factors that are used up at differing rates, depending upon the Pace at which the runner is moving; Sprinting used more than Normak, etc.; there are also possible loss of endurance points if a runner is in the lead--more strategy
- 880 Yard Run - same idea as 440
- Mile Run - same idea as 440 and 880
- 2 Mile Run - same idea as 440, 880, and Mile
- 3 Mile Run - same idea as 440, 880, Mile, and 2 Mile
- High Jump - dice are rolled three times, for Run, Take Off, and Clearance: three results are added together to see if he cleared attempted height; a Super Effort may be taken an allotted number of times per athlete
- Pole Vault - same idea as High Jump
- Shot Put - same procedure as Pole Vault and High Jump except three rolls stand for Form, Power, and Follow Through
- Discus - same idea as Shot Put
- Javelin - same idea as Shot Put and Discus
- Long Jump - same procedure as High Jump except third dice roll refers to Landing Ability rather than Clearance

## III. THE ATHLETES

TRACK MEET has 7 (seven) world famous athletes individually rated for each of the ten events. Colored plastic markers and special Sports Illustrated dice activate each player's performance. The athletes are:

1. Milt Campbell - USA - sketch indicates his best events
2. Rafer Johnson - USA - same
3. Vasily Kuznetsov - USSR - same
4. Bob Mathias - USA - same
5. Jim Thorpe - USA - same
6. C.K. Yang - Taiwan - same
7. Bill Toomey - USA - same

Team competition is possible whereby total team points determine the winner or else only the best points scored for a particular event are used.

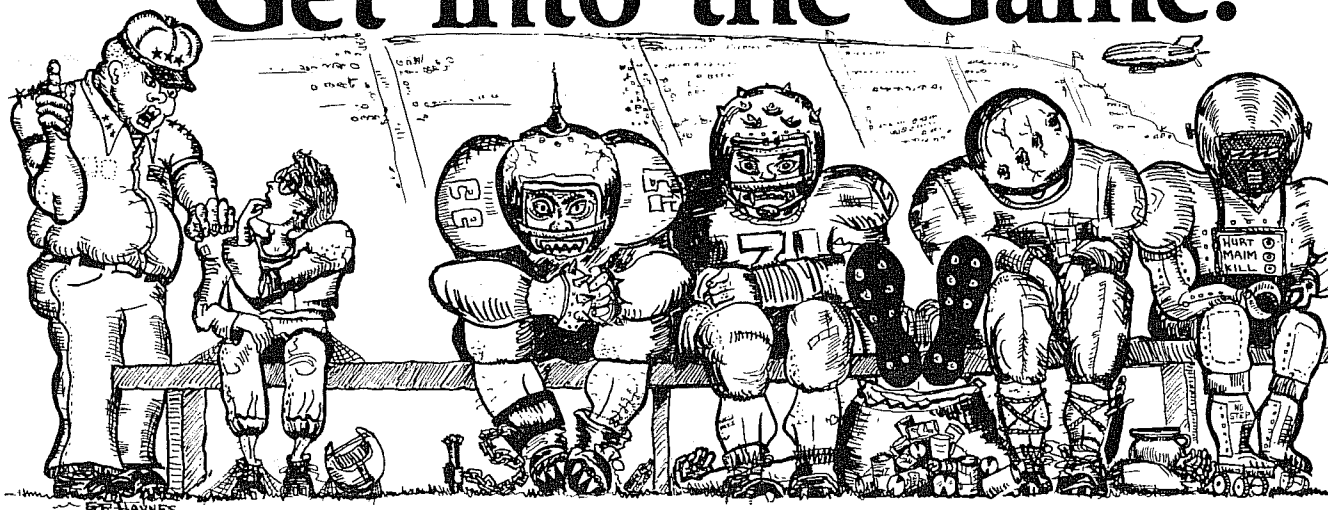
SUMMER OLYMPICS features 70 (seventy) world famous athletes, some of whom are rated for more than one event. Colored molded runners (cheaply done and they do not help the game's salability) and ONE regular die activate each player's performance. The athletes' cards have their event(s) and their country, but the game suggests dividing them into four world teams: US, USSR, Europe, and 3rd World for team competition. The athletes in the game are listed using this team concept:

(cont'd p. 15)

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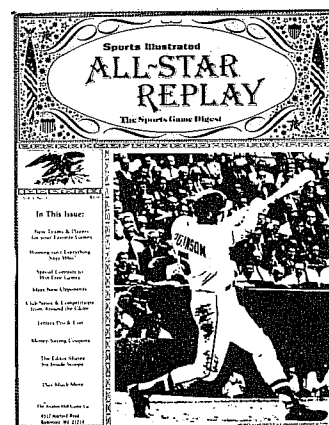
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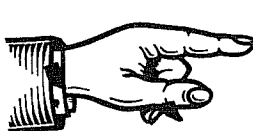
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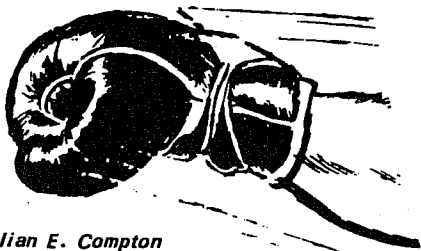
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# DATA BOXING NEWSLETTER

Game Designer: *Julian E. Compton*



## Inaugurating The Data Boxing Match-up Tournaments

Data Boxing, since its early testing period has been collecting results from all game players in all of boxing's divisions. Since the first computer tournament appeared in 1967, it has been obvious to me that you can't determine the all-time best boxer on the basis of four bouts. Rather, a boxer should be rated on how he would do against all the major boxers in his division. For example, if all twenty-five gloved heavyweight champs from Corbett through Foreman met each other, then we would have the record of each and could compare them. A boxer with twenty wins and 4 losses versus the champs would rank above another with a 19-5 record. But it isn't that easy. If each champ met every other champ just once, it would require 300 bouts. And if Patterson were to beat Dempsey, no one would believe it, so two more bouts would be required so that Dempsey could have a two to one lead in that matchup. Some matchups could be settled in one bout; others such as Louis vs. Frazier could require twenty bouts before a clear superiority is established. A lot of the matchups have been held many times: Ali vs. Dempsey, Tunney vs. Marciano. But how many times, if any, have you had a Hart vs. Burns match?

We propose to fill in all the matchups of the twenty-five heavy-weight champs. When this is done we will tabulate the results and rank the twenty-five champs from top to bottom in the most definitive evaluation of heavyweight boxers ever done. Thousands of results will go into the project. Many will participate in the activity. If you wish to participate, this will be the procedure. **Read Carefully.**

1. Each participant will be assigned one heavyweight and play him against each of the heavyweight champs from Corbett through Foreman 24 bouts for champs, 25 for non-champs. The one you play with will be assigned on the basis of the earliest postmark for that request. List at least five choices in order of preference and enclose a legal size stamped self-addressed envelope. Some of you, please choose Hart, Burns, Carnera, Johansson, Sharkey and Ellis. A few non-champs will be assigned after all the twenty-five champs have been taken.

2. All bouts will use boxer's peak cards only (when they are available). Bouts will be fifteen rounds, use normal handling, and normal scoring by a referee and two judges. Scoring will be by the advanced system prescribed in the game. Results should be sent in as described in the section of the game entitled "How to Send in Your Results" with the additional listing of the three score cards. (Ex.: R 10/7 J1 8/7 J2 13/9.) All items of play will be used except the Advanced Strategy Ratings. You may hold more than one bout for each match-up if you wish, but you need not overdo it. Others will be playing that match-up also.

3. List the boxer you play for at the top. List all results in historical order, starting with Corbett and going through Foreman. Do not write summaries; the data will tell the story.

4. You are expected to play fairly and objectively for both boxers and to utilize strategy which will best represent each boxer. Save tooing home your favorite for your personal bouts.

5. You must sign the results you submit as a pledge that you have followed all of these guidelines.

6. If you are not prepared to follow all of these guidelines and to give immediate attention of the project, wait until later. If you need time to sharpen your skills or to have time to play, we will use you in later projects with this and other divisions.

7. A re-evaluated peak card on Foreman is provided and should be used in the tournament and all future all-time matchups. It has an

individual adjustment which does justice to his unusual combination of strengths and weaknesses.

H 1970-74 6'3 215 2.9

## B4 GEORGE FOREMAN (LRIr)

3 In 20 27(18) P 1-3(+2)4-5(+1)  
Out 01 B B(C) C 1-3(+2)  
A 1-5(+1)

K1 SR,N2 S

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

+ vs. boxer with defensive power rating of AorB

## THE DATA BOXING WORLD

A report of all tournaments and selected other bouts from numbered RINGS of those players sending results as explained in the game.

No.4 Ray Cappochi, Burbank, Cal-52 bouts. 50 Middies single elim. tourn. Finals: Greb W15 Monzon. Semis.: Monzon K13 Robinson, Greb W15 M. Gibbons.

No.6 George Pappas, Costa Mesa, Cal-125 bouts (claims 550 total). 128 man Heavies tourney. Ali W12 Tunney in finals. Semis: Tunney W12 Johnson, Ali W12 Young.

No.10 Pat Donovan, Mechanicsburg, Pa-21 bouts. Louis T13 Marciano, Louis W12(s) Tunney, Norton K5 Foreman were features.

No.11 Millard Wells, Rockford, Ill-182 bouts. Replayed the history of the heavyweight division from 1882 to present, playing year-by-year with each boxer rated for each year except omitting lesser current boxers. He has had 41 champs. If you know boxing, try to guess which eight champs did not win the title here? 23 non-champs who did win? Who held the title the longest? What champs were able to repeat? What three retired undefeated? More about this later.

No.12 Jeff Bakker, Riverdale, Ill-24 bouts. Greb W15 Ketchel, Gans W15 Armstrong, Ali K11 Dempsey, Ali T8 Marciano were features.

No.15 Burce Altomare, Oakland, Cal-85 bouts. 26 Feather Tourney-Pep over Kaplan in finals, Arguello & McGovern to semis. 26 Bantam Tourney - Zamora over Lynch in final, Jofre & Burns to semis. 24 Fly Tourney - Wilde over Sperati in final, Perez & Ohba to semis. (First tourneys reported in these divisions). 13 Current Jr. Lt. Tourney - Shibata T3 Echegaray in finals, Escalera & Lunny III to semis.

No.16 Todd Tomic, Pittsburgh, Pa-101 bouts. (With brother Nick & Joe Broderich.) 18 Double Elim. Lt. Tourney - Leonard W15 Duran in finals. Ritchie & Dundee both lost split decisions in semis. (Most definitive Lt. Tourney thus far.) 18 Double Elim. Tourney - Ali W15 Dempsey, Johnson 3rd. 15 Single Elim. Tourney - Foster W15 Moore in finals, Greb & O'Brien in semis. 12 Current H Tourney - Norton W15 Ali in finls.

No.17 Keith Baker, St. Paul, Mn-27 bouts. 24 Heavy Tourney, Single Elim. with round robin for final 3. Top 3 - Tunney, Ali, Louis.

No.18 Max Kull, Auburn, Ala - 30 bouts. Two 16 Man Heavy Tourneys from random draw for entrirs. Frazier W12 Jeffries, Johnson W12 Dempsey in finals.

No.19 T.M. Worthington, Knoxville, Tn-67 bouts. Assorted Heavy bouts. Greb a favorite: D, Kby4, Kby2 to Dempsey, W Charles, T15 Wepner, D Firpo.



EVENT	ATHLETE			
	USA	USSR	EUROPE	3RD WORLD
100 yard Dash	Bob Hayes John Carlos Ivory Crockett Steve Williams	Val. Borzov Al. Kornelyuk	Pietro Mennea	Don Quarrie Silvio Leonard
220 Yard Dash	Reggie Jones Larry Black	Val. Borzov Al. Kornelyuk	Hans Bombach Pietro Mennea	Don Quarrie Silvio Leonard
440 Yard Run	Larry Jones Vin Matthews Lee Evans	Yev. Arzhanov	Dave Jenkins Karl Honz	Al Juantorena
880 Yard Run	Dave Wottle Rick Wohlhuter	Yev. Arzhanov	Jozef Plachy Pekka Vasala	Mike Boit Robert Ouko Ken Geest
1 Mile Run	Jim Ryun Marty Liquori Rick Wohlhuter Tony Waldrop S. Prefontaine	Ser. Abramov	Pekka Vasala	John Walker Filbert Bayi Kip Keino Ben Jipcho M. Gamoudi
2 Mile Run		B. Kuznyetsov	E. Puttemans Lasse Viren B. Foster	
3 Mile Run	Frank Shorter S. Prefontaine	B. Kuznyetsov	D. Bedford E. Puttemans Lasse Viren B. Foster	Ben Jipcho M. Gamoudi
High Jump	D. Stones	Kes. Sapka	J. Torring	T. Ghiassi
Pole Vault	Bob Seagren Steve Smith	V. Kishkun	K. Isaksson W. Nordwig	T. Slusarski
Shot Put	Geo. Woods Al Feuerbach	A. Barishnikov	H. Briensenick	Wl- Komar
Discus	John Powell	V. Penzikov	Rick Bruch	J. Van Reenen
Javelin	Sam Colson	Janis Lusis	H. Siitonen K. Wolferrmann	H. Schnell
Long Jump	A. Robinson	V. Podluzhnyi	H. Baumgartner	Josh Owusu

#### IV. ANALYSIS

**TRACK MEET** is a game with quality components and an excellent idea; however, the lack of excitement and feel of competition in some events is one big drawback. The major drawback, though, is the fact that only seven athletes are found in the game. Also, some of the other track and field events should be included--such as reaily races and women's events. Let's look at these items one at a time.

First, weak events: the 100 mtr. dash and the 110 meter high hurdles need more than one dice roll to decide the event - three or four rolls should be prevalent so that the runners are placed on the track and the feel of competition present (some runners start slow and then come on and vice versa). The 400 meter run should also involve moving spaces on the track rather than adding together times for the four 100 meter segments of the race: the feel of a RACE must be present. The 400 meter also suffers from the same deficiency that the 1500 suffers from--lack of strategy. Granted, there are some fatigue factors from the previous events, but what about track conditions and means by which the runners decide how they wish to run the race: start out fast, slow or whatever. The High Jump and Pole Vault events aren't too bad, but why don't they also contain a "Safe, Average, and All-Out" effort situation? Lastly, although one roll does the trick, it would seem to be more exciting if the Long Jump, Shot Put, Discus, Javelin, High Jump, and Pole Vault required more than ONE dice roll per attempt. One roll just doesn't seem to capture the flavor and excitement of the event.

**POINT:** why not designate by an asterisk or the like at the top column of each athlete's **strong** event--would let one know when that athlete will be making his move and also help set up team competitions.

Second, too few athletes: 7 is too few even though each is rated for 10 events, thus making 70 "competitors" in all. Other past competitors should be added to the Decathlon: Bruce Jenner (USA) is an absolute must; Nikolai Avilov (USSR), Glenn Morris (USA), Willi Holdorf (Germ), James Bausch (USA), Paavo Yrjola (FIN), Harold Osborn (USA), Helge Lovland (NOR), and Hugo Wieslander (Swe) round out all past winners of Olympic Decathlon since 1912. And there may even be other more prominent names that more research would reveal as being appropriate for the game.

**POINT:** the biographical sketch and photo is an excellent feature, but if more athletes are added, a briefer sketch may have to be adopted.

Third, too few events: why limit a game NOW called **TRACK MEET** to simply Decathlon events and athletes. And why does it have to just be a track meet--why not all the Summer Games (even some Winter Games could be included)? The game should most definitely include all the major track and field events plus the top **PRO** and **AMATEUR** (PAST and PRESENT) track stars--men and women stars alike!! In the next issue I will give a listing of the events that are a real must plus a **SAMPLING** of some of the stars that should be included for each event. I will then present my conclusions about these two games.

## 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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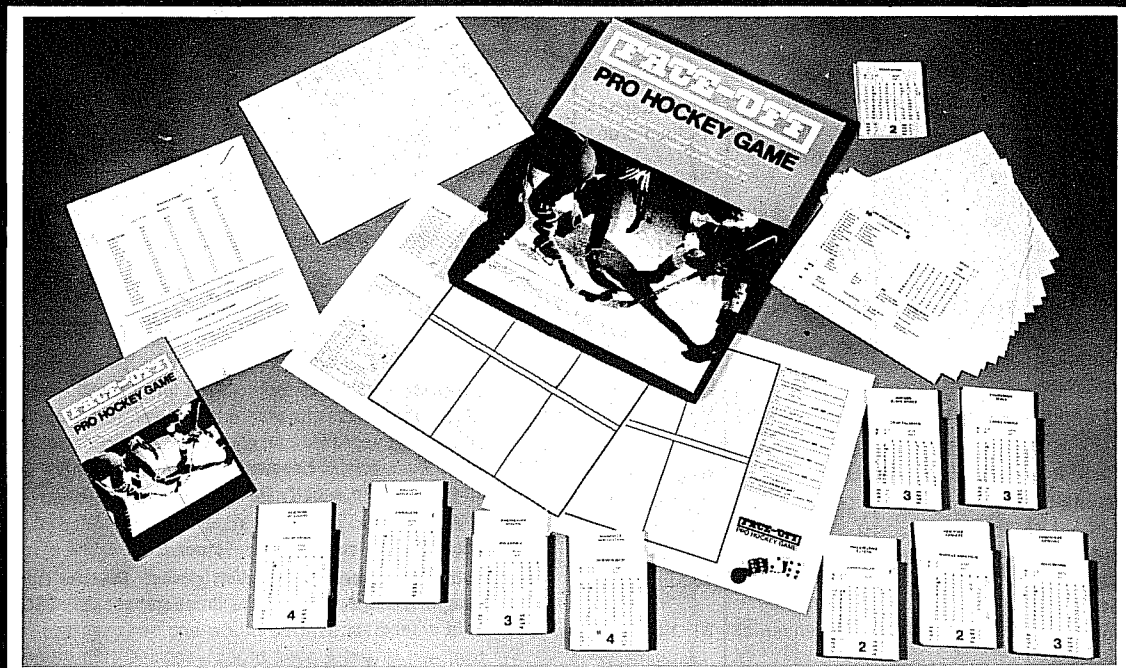
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