GAME REVIEW/John Swistak

COMPETITIVE OPTIONAL WAY

The basis of this game is in the "fine-tuning" by use of the "degree of difficulty". Batters are rated against left- and right-handed pitchers. Looking at the Don Demeter card we read from the left across the top.

B & T   are the obvious, bats and throws
P   is power index. This is the batter ability to homer on DFB's and can be affected by the stadium and the wind.
X   is speed. The batter ability to advance on hits, flyouts, and groundouts.
T   is theft. The batter base stealing ability.
C   is bat control and measures the batter bunting ability.
II   (or I, III, or IV) is used in conjunction with the Situation Cards to designate the fielder involved with the play.

Now reading down the columns headed by LHP and RHP (which stand for left-handed pitcher and right-handed pitcher) we first find BB and K which (trivially) mean walks and strikeouts. Expanding our view to include Juan Pizarro (the L next to his name means he's left-handed) we see

BB   51 - 54
K   61 - 69
PE   71/74

This means when Demeter faces Pizarro the results of the first card (or roll or random number) will be:

Walk   1 - 06 and 51 - 54
Strikeout   21 - 35 and 61 - 69
Pitcher Error   71 and 74
(this refers to wild pitch, balk, etc.)

If we assume Pizarro started the game and there are no runners on base, we also have "pitcher adjustments" as follows:

79 - 82 are defined contact (usually outs)
90 - 91 are defined contact (usually hits)

Any other number drawn means contact has been made and a second card is drawn for a new random number to determine the type of contact.

SFO   are usually-routine flyouts
MFO   of different depths
DFO

LPR   (looper) is a short-hit ball, over the infield usually falling in for a hit.

GAME TINKERING/David Minch

HOW TO FIX A FIGHT

and Other

Experimental Procedures for DATA BOXING

On September 24, 1922, "Battling" Siki defeated Georges Carpentier for the light heavyweight championship of the world. Legend has it that the fight was fixed. Examination of the cards of Siki and Carpentier in **Data Boxing** will show just how unlikely Siki's sixth round knockout of Carpentier must have been.

The legend, supported by Siki's own admissions, is that he was supposed to lose. Well, things do go wrong.

It is relatively certain that some fights are fixed. If your sense of reality is as twisted as mine, here are some suggestions for bringing the criminal element to **Data Boxing**.

For solitaire play, let's assume that one fight in a thousand is rigged. To check a fight for honesty, roll three dice before it begins. If you roll an 18, roll the dice again. A roll of 14 or more means the fix is in. To find who has the action, roll once for each fighter. High dice is the scheduled winner. A tie means they both think they have the fix and they will proceed to fight "normally".

You may simply write up the decision now, or if you wish, you may go through with the fight. That brings up the next set of procedures.

Fights may be fixed in three ways, at the players' discretion. The first is for one fighter to take a "dive". In some round, agreed upon before hand, the loser will go down for the count on a convincing blow. To add this to **Data Boxing**, make this fighter "K W" in the particular round. This is not subject to modification for declining power.

The second possible fix is for the loser to fight as a "stiff"; i.e., to be utterly uncompetitive. To do this, the scheduled loser is stripped of all of his Control, Power and Aggression ratings. He retains power blows only on numbers 3 and 18. If he is not already, he becomes "N2 W" and "K1 W".

The third possible fix is to buy the officials. Judges and Referees, especially "homers", are subject to monetary inducements. Within the limits of their consciences and the watchful eyes of the Boxing Commission, they will score the fight so as to produce the "right" winner. Depending on the size of the bribe, the importance of the fight and sheer chance, officials may be persuaded to add 1, 2 or 3 points per round to a selected fighter's card. If more than one official will be judging a bought fight, roll three dice to see how many of them will be vacationing this year in Monte Carlo -- or at the bottom of the bay. If the number you roll is even, two officials have succumbed, the referee and one judge. If the number is not even but is divisible by 3, all three officials have gone over. If the number rolled does not fit either of these criteria (5, 7, 11, 13, and 17), you have pocketed only the referee. A bought referee will handle the favorite as "A" and the victim, "S".

In order to make things appear honest, bought officials will add as many points as is necessary to as least tie the round for their boy. They will never add more than 3 points. They will score the other fighter honestly; use "N" scoring. After the fight, roll the dice one more time if the fix has gone off as intended. A roll of 3 means someone squealed. You, your fighter and the fixed officials

From the Editor

Welcome to the fourth year of **TABLE TOP SPORTS**. We're cele-
brating our anniversary by making this a jam-packed issue. A bit of
something for everybody is included - a dab of hockey, baseball,
football, basketball, boxing, track, and horse racing.

A few articles were shoved aside but will be in the next issue:
the continuation of Dave Minch's game design series; articles on a
wrestling game, SI's PAYDIRT; AH's WIN PLACE, AND SHOW;
and an update of Al Wasser's basketball survey. This is merely the
material that is already on hand. Who knows what will arrive in the
next week or so? If we weren't publishing bimonthly now there
would be some excellent material that would have to be consigned
to the wastebasket simply for lack of space.

We wish to thank ALL SPORTS DIGEST for letting us reprint Mike
Stephen's article, so here it is . . . thanks, Keith! We'll finish the
reprint next issue.

The mailing schedule for TTS is as follows (and remember we mail
third class) Jan-Feb, Feb. 15; Mar-Apr, April 15; and May-Jun, Jun 15.
We're printing the schedule so you guys will quit bugging us about
not getting your magazine. Usually the reason you haven't gotten it
is because our mailing date is late with respect to the date on the
cover. Eventually we'll try to remedy this but for now just try to
understand our mailing schedule. Or, more simply, just expect your
issues to arrive about two months apart.

Table Top News

compiled by Larry Green and Jerry Faulk

Avalon Hill has issued a revised set of rules for PAYDIRT! which
substantially change the game.

The 1922 and 1938 baseball seasons have been offered for sale by
APBA. A new course, Pine Valley, has been released for the golf
game.

Gamecraft has added AMERICA'S FINEST GOLF GAME to its line-
up of products.

Statis Pro has announced that it is dropping out of the table game
business. Its line of games will be taken over by **Avalon Hill**.

THOROUGHBRED RACING GAME

The Thoroughbred Racing Game is again avail-
able. For those not familiar with it, the game
uses 150 different horses, 60 different jockeys,
and 15 different tracks to give the owner the
opportunity of recreating any major race with
more realism than in any other race game. Each
horse has his own pace, as well as a preference
for sprints, middle, or long distance races.

The game includes horses and jockeys for the
1975 season, but does not include dice. The
result is that price has been reduced to $6.00
postpaid ($6.50 Canada, $7.00 foreign). Printed
copies of manually produced sheets for the 1976
season are available for only $2.00. Other
seasons and all-time greats will be available
soon. Send a check or money order, or write for
further information to Vic Hasselblad, 8805
Boar's Head Court, Raleigh, NC 27612.

B	T	P	X	T	C	II
R	R	10	0	2	1	

DON DEMETER

LHP		RHP	LHP		RHP
1-06	BB	1-02	38-40	SLO	39-41
21-35	K	21-31	41-52	RTN	42-57
			53-56	DP	58-66
1-04	SFO	1-04	57-60	SHP	67-72
5-16	MFO	5-17	61	CHP	73-74
17-21	DFO	18-20			
22-24	LPR	21-22	62-85	1B	75-91
25-34	PU	23-37	86-89	2B	92-93
35-37	LD	38	90-91	3B	
			92-98	HR	94-97
	H&R	1 A	99-100	DFB	98-100

POS	F	D	A	E
CF	3		2	2

L JUAN PIZARRO *

BB	51-54
K	61-69
PE	71/74
SS	17	RS 7

	BATTING			
P L	P 4	X 2	T 1	C 1

BASES EMPTY

| 79-82 | 79-82 |
| 90-91 | 90-91 |

| BB | 1-06 | CHART |
| K | 21-48 | C |

| 1B | 1-18 | |
| 2B | 19-26 | F 1 |

BASE RUNNERS

| 81-86 | 83-85 |
| 90-91 | 90-91 |

3B		D 1
HR		E 1
DFB27		

PU   is a routine pop-up

LD   is a line drive

SLO   is a slow-rolling ground ball that can occassionally be beaten out for a base hit

RTN is a routine groundball which can be converted to a double play if the fielders are good

DP   is a harder hit ground ball, fairly easy to convert into a double play

SHP is a sharply hit grounder which if readily converted to a double play if the infielder can get to it

CHP is a high bouncing grounder, extremely difficult to field and make the play at first

DFB is a deep fly ball which falls in for a hit or clears the fence depending on the park and power index of the batter -- can also be affected by wind.

Once the type of contact has been determined and error check has been made, the basic "degree of difficulty" (DoD) is found in the oppropriate chart, if necessary (an MFO with no one on base has no DoD as the batter is out automatically; however if there are runners on base, there is a DoD for the advance). The DoD may be adjusted by the fielder arm, the runner speed, etc. to find DoD. A new random number is selected and the result is found. DoD's run from 0 (about 15% safe) to 10 (about 15% out).

Looking down further on Demeter's card we find he has a hit and run rating of 1A. The "1" means he's not too good, but the A makes up for it since runners forced to steal can have a better chance of being safe than they normally would.

Demeter is listed as a centerfielder with:

F   a range factor of 3

A   an arm(assist) rating of 2

E   an. error chance of 2

which means he's slightly above average.

At the bottom of Pizarro's card we find his batting card - "chart C" refers to the contact chart used if the contact of the second random number is not defined on Pizarro's card.

You will also note SS and RS; these are his starting and relief stamina ratings which are increased or decreased as the game progresses. In addition to the pitcher "getting tired" when his stamina units are gone, he can also improve by pitching consecutive "perfect innings".

Besides the charts to determine the final DoD, the chart for original DoD, and the pitcher contact charts, the game includes:

The bunt chart which will determine the method of out and DoD using the batters "C" rating.

The error/injury chart which differentiates and determines who was injured and for how long when error/injury occurs on the DoD chart.

The park differential chart which gives the plus/minus effect of the specific parks to the players "P" rating on DFB's.

The "Defensive Adjustments to DoD" chart

The "Pick-off Play".

The "Bunt Prevent" which is adjustments to normal play.

The "Steal Prevent" and "Steal" charts.

The "Hit and Run" which involves selecting a first random number which will give a result or refer to the batters card.

The "Power Hitting" chart which increases the chance of a home-run or strikeout, and lessens the chance of a walk.

The "DFB Completion" chart which determines the type of hit a DFB becomes.

A table of alterations to fielding ratings as a player is placed in a position he is not rated for.

A chart of the effect of the wind on DFB's.

COW comes equipped with 213 batters cards and 154 pitchers (some pitchers have complete batting cards, most do not) and roster sheets listing the starting eight, the pitchers, and reserves for each year for each of the eight National League teams. The creator intends to add to these players at some future date. These so called "fringe players" will be on paper. There will also be an American League of the 50's (probably the last set of 10 year span ratings)

to compliment the present N.L. cards. Other teams will be forthcoming as print out (the buyer will have to fill in cards or make his own -- it allows the price to remain reasonable.)

The 112 card Situation deck contains 5 sets of random numbers (1 - 100), cross-references the batters number (I, II, III, or. IV) with the type of contact to give the fielder involved on the play, an error number, and special cards with pick-off, etc. The seven perforated sheets which make up this deck are available seperately at an undetermined price of about $1.00. The player cards are also on perforated sheets -- but the quality of the perforations runs the full range from excellent to not there.

The game is not for the novice; and the instructions sometimes take time to sink in -- I still haven't figured out how to use the error numbers on the situation cards; the method in the instructions is logical enough. The instruction booklet, by the way, contains peripheral information such as rule changes during the 50's, how to compute averages, how to make a line-up, etc.

Taking about 50 minutes to play solitaire - it is not the slowest game nor is it the fastest, but the detail of ratings and the smooth play (once the play is mastered) make it a worthy (albeit of long gestation) addition to the gaming world.

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will all go to prison. Those are the breaks.

There are other ways for things to go wrong. If the officials have not been able to award the fight to the high bidder, the money spent has been wasted. There may also be some annoying phone calls from the Boxing Commission but these are outside the scope of the game. You may, of course freely add procedures for investigations, grand juries, criminal prosecutions and congressional hearings. The fallout can be deadly.

If a fighter goes into the bout expecting to face a stiff or an opponent who will dive, he has no reason to be prepared for the fight. Against stiffs, all fighters should make the adjustments for being out of shape. Barring a real accident, they should still win.

If he expects his opponent to take a dive and he doesn't, things can go **very** wrong. At the appointed time, his opponent may not go down; he may not be able to land a convincing blow, or maybe "the Kid" will have a change of heart and fight clean. Whatever the reason, the fighter who expected the fix is **immediately** "psyched-out". From there on out, he takes his own risks. Try it with Siki and Carpentier; the results can be quite convincing.

A few fixed fights can lend a nice polish to replays of a division's history. Occasionally, the title will change hands unexpectedly. Sometimes fighters will mysteriously disappear. A few of them will fight their last contest in the ring at Leavenworth.

In 1923, "Battling" Siki lost his crown to Mike McTigue. In 1925, Siki was found shot to death in New York's "Hell's Kitchen".

RUNNING A LEAGUE IS FUN

Earlier, I offered suggestions on how to get your league started. Then came the question: "Now that you have your league, what will you do with it?". Well, to answer the question, I'll discuss a league that I ran successfully, and why I feel it worked. Hopefully, there will be useful information for any crazed gamer out there attempting to run his own league.

First off, no league can be a success without good members. Someone once said; "a league is only as strong as its weakest member". I was lucky, I had no weak members. The managers in my league - Len Busch, Bill Mattfeld, Jim Mehern, Dave Schollaert, and Tom Springer - all brought a tremendous amount of maturity and reliability. We replayed the 1955 season using the actual schedules for that year. Each of the six managers took a team in both leagues, leaving 2 open teams in both leagues. Jim Mehern sent out instructions for the A.L. open teams, and compiled their stats, I did the same for the N.L. Jim played the games between the A.L. open teams, I did the same for the N.L. teams. Thus, every manager was required to play their away games against the open teams. Amazingly enough, despite the extra burden on each manager, we completed the season only 3 weeks behind schedule! Again, the importance of sound managers.

The league rules should be set up to suit the purposes of the league. There was only one disagreement concerning the rules, and the dissenter ended up not joining the league anyway. I insisted that all managers pay their dues in advance before I sent them the schedule and roster of managers. This prevented losing money if anyone would have dropped out before paying as has been known to happen in other leagues. The amount of dues should be levied according to what the league commissioner feels will be necessary to operate the league. To keep things uniform, the league supplied all stat sheets, which may raise the amount of dues, but at the same time, we could produce our sheets at about 1 cent per page, as opposed to buying sheets elsewhere for as much as 3½ cents a sheet. So, even though it may have upped the dues figure, everyone actually saved on the cost of sheets, (scoresheets, stat sheets, highlights sheets, etc.). Another advantage of this was that we used sheets of our own design that would best suit the league. I would suggest being open-minded regarding suggestions concerning the league rules, as it may prove to be quite helpful.

Next to good members, I feel the most important aspect for a league's success is communication. Mail should be answered promptly, otherwise interest in the league can wane. I made it a point to answer all mail the same day if possible, otherwise within 24 hours. There's no excuse, no matter how busy a person can be, to not find a few minutes for a reply. It does not take long to write a short note if you really try hard enough to find the time. Keep that interest going!

A league newsletter is also a necessity. It can be as simple or as detailed as desired. I tried to make our newsletter more than just the usual standings and stats. In addition, our newsletter featured highlights of the games, various features and articles, and biographies of the league managers among other items. Our newsletter usually ran 4 - 6 pages in length, and we had two special issues running 8 and 13 pages respectively. A lot of work, sure. But work that was well appreciated by eberyone according to the comments I received. I feel our newsletter was a great source of enjoyment to the league. Our yearbook (currently in production), will continue along the same lines.

A league commissioner also has to be a psychologist, and be flexible as well, but strong. In one instance, one of the members disagreed with a league policy and was considering quitting. I explained my reasons for this policy, but at the same time I left it open to suggestion. Fortunately, this problem was resolved without any difficulty, and the league rolled on. It's important, for a commissioner to stand his ground, but not to the extent of becoming a dictator. One can't expect everyone to be happy all of the time, but

one must do his best to at least make the decisions work.

Well, as you can see, running a league is no picnic, but seeing the final standings come in made all the aggravation (and pleasures far out-weighing the aggravation) all worthwhile. Have fun, commissioners!

THE WORLD OF BOXING

The biggest news on the boxing game scene is the improved second edition of the **Truco Boxing Game**, created by James and Thomas Trunzo.

The early problem with this game was the abbreviations. One was very like another and very confusing until nearly 50 or so bouts would have been played and many gamers wouldn't have that patience.

Abbreviations have been simplified, explained and put on a chart for easy reference and that has made this game extremely more playable. Fighters are now included down to the lightweight class for a total of 220 fighters, still less than half of what **Data Boxing** has offered and not in nearly as many weight classes, but they are gaining.

Another nice feature of this game is the rate-them-yourself feature that makes this game not only a shade more enjoyable to play, but at the same time reveals a weakness of the game.

The weakness is the less detailed descriptions of each fighter's intricate abilities and disabilities. With a game such as **Data Boxing** the fighters couldn't possibly be rated by the gamer because so much more research is put in on each card in information not available to any gamers.

Dr. Julian Compton, who created **Data Boxing** has in some cases spent years in chasing information on a boxing card. **Truco** relies on the information on boxers that they have gotten from three boxing magazines; and one has seen through the past U.S. Boxing Championships that sometimes magazine records and ratings aren't quite as accurate as individual research.

The new **Truco Boxing** game is a few steps ahead of its past effort and probably now the second best game on the market for ring reproduction.

A new boxing game, **Challenge of Champions**, has come on the market with ads in all the major magazines, but two letters to this company have produced no replies, which reminds this writer of the response from APBA on many occasions.

Still three boxing buyers that I know have bought the game and all three responses were negative. This game is evidently exceedingly complex, with humerous chart references, and extremely costly. At least two of the gamers, both of whom have good boxing history backgrounds, have doubted the accuracy of the game also. For the present time it appears to be a good game to let alone.

Data Boxing is in the continuous process of trying to give its fans what it wants. According to Compton, rather than try to cover the champs from the lower weight classes, more heavyweights will be worked into future editions of the game.

Also in the interest of fairness to the customer, Gamecraft and **Data Boxing** have offered through **Table Top Sports**, 20 new boxer cards during the past year, helping to keep **Data Boxing** atop the list of ring games.

As a parting note it should be mentioned that the Trunzo duo is among the most friendly and cooperative in the gaming business. Their expediency in getting a copy of the new edition of the game to me months before its release was a great help in doing a lot of work with the game and having a review done not long after the second edition hit the market.

FACE-OFF HOCKEY:
Class on Ice.

I am not, by choice, a hockey fan. I find the game - at least on the professional side - permeated by a mentality of violence that allows both owners and players to decry escalating violence in public print while pandering, sub rosa, to the Neanderthal mentality of the fan (not all hockey fans are this way, to be sure) who likes nothing better than to see two people whacking each other with sticks while totally failing to understand the combination of speed, power and finesse that is hockey. Witness the recent pack of young players brought up from minors to "put some excitement into the team"; most of these players are goons on skates, with reputations consisting solely of intimidation. That they can't play the game in its truest sense fazes the owner not; they provide the "excitement" - i.e., blood - that the "fan" wants.

I am, however, a game designer and critic by profession, as well as a lover of sports as a genre. And it is for this reason that I can overlook my inherent distaste for Professional Hockey and view Robert Frost's **Face-Off** Pro Hockey Game as one of the finest simulations of sports I have ever had the pleasure to play. The game provides the serious table gamer with virtually every aspect of the sport and does so in such a way that the player feels he is truly playing a "Hockey Game", rather than just spinning for numbers. **Face-Off** is in its Second Edition, with considerable revisions to its initial format, revisions that have improved the game greatly. It is not - nor was it ever - a simple game, vis a vis Negamco or Statis-Pro. But neither is it a mindbender. It is a serious design for the serious player, and it must be viewed in that light. Mr. Frost is so serious about his design that he is willing to offer anyone a copy of his rulebook for $3 - just to see what the game is like - with the $3 being applied to any future purchase.

And even anyone receiving just the rules booklet will be able to tell that this is a First Class operation all the way. **Face-Off** is one of the most esthetically pleasing sports games available. In an era when most companies are de-emphasizing the physical attractiveness of their product (witness the deterioration of Statis-Pro, the new BLM basketball game, and even the cards in Longball's retail game) Frost's Confro Company has gone all out to make the game as nice-looking as possible. And for anyone who doesn't think that this is important, they have no concept of marketing. A perfect example of this is the continuing draw of APBA Baseball. That APBA is passé as far as the State of the Art is concerned will be disputed only in diehard APBA circles. But it is as fine a physical game as money can find: it looks good, it feels good, thus it must be good. And, voilá, it seems better than it really is. This is not to say you can package chaff and sell it as wheat; you must have a half decent product to start with. But you can **make** your game sell if you make it look good.

And Frost has done just that. Rather than trust to his own devices for graphics he handed the entire job to the folks at Game Designers' Workshop in nearby Normal, Illinois. GDW has long had a reputation for Excellent artwork in their chosen field - wargames (they won the industry award last year for Best Graphics) - and they have done a top-notch job for Confro. The game comes in an attractive, useful blue-white-black game box. The rules are in book form (and have finally been reprinted; no more six page errata sheet). The three charts are on heavy, vinyl-coated stock, and there is a utilitarian two-piece board for arranging your lines. The playing cards - and there are almost 550 of them, include, if you wish, players who were in only a few games - are large (3" x 4"), handsome, and easy to read, despite the tremendous amount of information they contain (See Sample). In addition, there is a Team Card (4½" x 6") for each team, containing the names of all Players, the lines (down to the last sub) for each team, the team Assist Tables, and ratings for other items such as Power-Play, Short-Handed, and Bench Penalty indices. There is also another set of cards for determining Assists and Retaliation as well as the usual score sheets (well arranged and handy). Each team has its own zip-lock

bag and the miniature black puck that is used as a play indicator tops off one of the handsomest games around.

But handsome is as handsome does, as my **mater familias** used to drill into me. And "handsome" could be used to describe all aspects of **Face-Off** - especially its play. You can see immediately from the sample card that there are a lot of items to consider; **Face-Off** is not a simple game. The players, other than goalies, are rated for Shooting Ranges (normal and short-handed), Forechecking capability (some players), Blocked Shot Capability and Rating (some defensemen only), Face-Off Rating (some players), Point Man Capability, Intimidation Factor (some players only), Position and Performance Rating (how much can they play), and Team and Total games played. And this is only at the top of the card!

The major body of the card uses, as does the majority of the game, a dice system in which three dice are thrown. One die is read as 1 - 6, the other two are added in 2 - 12 fashion. This is seen easily in the main section of the cards; but it also applies to Shooting range: a 2 - 7 range means the player would have to throw a "2" on the first die and a total of seven on the other two, or any number lower than that (e.g., a 2 - 6 or a 1 - 11) to take a shot that would be on target (at which point the goalie picks up the action).

Most of the numbers on the card are numbers that are compared to the defensive ratings (the big number at the bottom of the card) of the players defending against the shooter, to see whether that skater gets off a shot. Some shots are automatic (i.e., automatically taken, not automatically good), some are automatic if the player is on the Home Team, some are shots only on Power Plays, etc. Other numbers are for Icing (I) or Penalties (X, Xh, Xv, etc). The type of penalty usually garnered is also on the card (to the left of the 2 - 12 column), the "5" column concerns itself with ability to control the puck (versus Intimidation), while the 6PO column uses a Pressure Offense system which incorporates breakaways and injuries. At the bottom of the card are ratings for Retaliation and Misconducts, plus assists and passing capabilities, as well as Out-of-Position ability.

Simply from a look-through at the card you get a fair idea of how deep Face-Off goes. **Everything** is covered. There is even a chart to take into effect the weather: the hotter the weather and the later the season, the more tired players get. (It gets pretty sticky in Atlanta by the time May rolls around). It is therefore apparent that **Face-Off** is appealing mainly to the serious hockey buff; and it works, because there are few buffs who will not find the game not only appealing but enthralling. The haphazard gamer, looking for a "quickie" is sure to be put off by the seeming complexities of the game. But it is no worse than many of today's simulations; it is surely easier to comprehend than many of the football games around, and items such as The World's Greatest Baseball Game (a misnomer if there ever was one) are asuredly more frightening in this aspect.

A quick survey of some of the play mechanisms (leaving out quite a bit) should suffice to get the flavor of the game. The players first determine which 17 skaters (plus two goalies) they wish to suit up for the game. Each player then sets his lines for the game (suggested lines are provided along with a system for inserting the new lines quickly) and places his players on the board. No addition, other than what one can do visually, is necessary. And now we're ready.

The face-off is a simple die-roll, with skaters having face-off ratings (AA or A) earning a better chance to direct the puck. The Face-Off Table quickly determines who has the puck and the gamer now rolls three dice for that skater. If a number appears, as is most likely, the gamer checks the total defensive strength of the defensive zone in which he's skating (quite easy to determine) and sees whether his skater's rolled number is greater than that of the defense. If it is, it's a shot; if not, the puck has been intercepted. (Other things may happen, but let's not get carried away here). Let's say the skater has taken a shot. We now check his Shooting Range and roll three dice again. If those dice fall within his Range there is a possibility of a Goal, and we go immediately to the Goalie's card to see if it was blocked. If it is, the Goalie Table will usually say who retrieves the puck. If it is a Clearing or Rebound situation other systems are resorted to.

All this is much simpler than the game itself. Skaters may pass the puck, ice the puck, or incur penalties. The latter is handled with amazing statistical accuracy, even down to the type of penalty

(Face-Off Hockey, cont'd.)

earned. The penalty system, however, is one area of **Face-Off** that is a bit over complex. Sometimes I'm not too sure what's supposed to be happening, given the variety of possibilities. Most of the time penalties are fairly obvious, but when one gets into major infractions and unusual occurances (like brawls) there are a few too many numbers to check out. This is but a minor annoyance, all things considered.

The game really takes on depth with its system for Power Plays and Penalty Killing. For here is where some of the strategy of **Face-Off** comes into play. Heretofore, most of the play is controlled by the dice; the gamer had little to say about what happened. But it is in determining who goes in on Power Plays - especially your heavy checkers if you're looking to kill time - and how you work your plays that the game takes on an added dimension. This is the area that designer Frost seems to have spent most of his energy on, for it is simulated with a feeling that no other game can approach. Certain players are designated as Point forwards, and then there are a whole range of adjustments to be made. None of these adjustments involves more than a rudimentary knowledge of math, but some of it can be confusing. I was never too sure - and still am not - exactly how this area works (It helps to know exactly how playing "point" works in reality). Perhaps the wording of the rules could be clearer, or perhaps a greater use of examples could be instituted. In any case, it all seemed to work out. I was constantly shifting lines and throwing in my "heavy guns" when short-handed, praying that the players wouldn't drop from fatigue (an added rule I insist on using for total realism).

There are also a host of optional rules, including Forechecking, Blocked Shots, Injuries, Optional shooting ranges, using a Checking Game or a Pressure Offense, and even passing ratings for Draft Leagues. The designer has gone out of his way to provide as many things at as many levels as can possibly be considered. Timing is based on a :24 second base, with most plays earning one time sequence. Certain plays take no time, and all times are listed in the appropriate sections. Timing is also handy for determining penalties as well as the usage of lines.

There is also a seemingly complex system for determing assists, a system which, in practice, is not complex but is still quite accurate. Assists is an area which other games have had a great deal of trouble in, in terms of statistical accuracy. The original version of **FO** had a disastrous system; this new system is a major improvement and takes into account both season replays and draft leagues. There are, at the end, of the rules book, quite a few notes written by Mr. Frost concerning the "whys and wherefores" of his design. They are quite informative and provide a good deal of information on the thought processes of the designer. They also help to clarify some questions that arise in the rules. It also seems that Mr. Frost had a great deal of help from a goodly number of people, all supposedly expert in this area (including the Cleveland Barons' play-by-play announcer). Most of this help went into determing the necessarily subjective defensive ratings, ratings which I find to be, within the limited sphere of my knowledge, pretty accurate.

I have refrained from making any definitive comments within the body of this critique, mostly because I wanted to convey an idea of what the game was like but also because there is not that much to say about the game other than that it is   exceptional. Some players will find it confusing at first, but that is the way with any game which attempts to portray a sense of realism. The game plays in something over an hour (maybe less by the time you master everything), but novices will find the number of things to be remembered a bit off-putting. There **are** a lot of things to do, but nothing so grotesque as can be found in APBA Basketball or even Julian Compton's marvelous **Data Boxing**. Some, to be sure, will complain that the "spirit" of hockey is missing - the fast passes, the speed, the brilliance of the rush down ice, etc. And, if that is what you want, you will not find it in a simulation sports table game of this type. To recreate a passing game is to invite disaster, much the same as it would be to do a baseball simulation on a pitch-by-pitch basis. (Does anyone remember the old BLM?). And there is no need to have players pass the puck back and forth to recreate the excitement of hockey. The play-flow of **Face-Off** is such that it conveys that feeling without actually having the gamers do it.

Statistically the game is exceptional. All aspects of hockey are recreated at a level of accuracy rare in a game in which so much is left untabulated. In terms of playability (i.e., ease of play) I would way that **Face-Off** would be rated on a level with some of the more involved football games, although once you've mastered the major areas the facility picks up considerably. But APBA baseball it is not, so the casual gamer best beware. As far as creating a balance between offense and defense, **Face-Off** is again superior. Not only is a player given a defensive rating, but he also has shot-blocking capabilities, intimidation, as well as a host of other factors to consider.

Face-Off is one of the best recreations of a sport that I have ever played. It is informative (you can tell a player's worth, in almost any aspect of the game, by a quick look at the cards, once you've mastered the system) and it is fun. It is accurate and yet it is not overbearing. It can be played at a relatively simple level, or it can be mined for a myriad of interesting complexities. And all of this in a beautiful physical package. For the casual gamer I would hesitate to recommend Face-Off. But for the hockey fan of any persuasion or depth, or for any gamer who has a more than passing interest in game design, Sports simulation or even good fun, Face-Off is a masterpiece. Buy it.

Face-Off is available from Confro, Inc., P.O. Box 345, Bloomington, Illinois 61701, for a variety of prices, depending upon how many players you order, the basic game is $16.95. Additional players and/or the Soviet team are extra. The 1976-77 season is available now.

SURVEY UPDATE/Julian E. Compton

TABLE BASKETBALL 1978

BLM ($?, 321 East Superior St., Duluth, MN 55802)
The 78 Edition is published in a thin 8 x 11 book with official statistics, player ratings for NBA in charts, blank cards for doing five teams, 225 all-time pros rated in charts, playing charts, instructions, NBA schedule for this year. It uses the 1 - 50 number method.
BLM II ($14.95, address above)
This new edition divides each NBA player into an offensive and defensive side, with all events except who gets the ball and rebounds, rated within a 1 - 100 readout on each card. (1 - 21 may be a FC, 22 - 25 a FC & foul, 40 - 44 a steal, etc.) By rating all items on defense as well, it offers defensive detail which only **Fastbreak** had previously. Playing procedure requires an extra step, of getting a random number, to determine whether one reads the card of the ballhandler or the defender. Timing also must be checked off. These two features slow down an otherwise superlative product. All league players are on individual cards. (College Edition, 20 teams, $13.95)
HOOP-MANIA ($12.95, order from **BLM**)
This game uses three dice for the action and a fourth for who gets the ball. A 3 - 18 in the play column gives a letter code for a second step. A 3 - 18 in the appropriate column gives the result or refers one to the defender's card. This extra step, plus check-off timing, slows this game too.
HOOP-MANIA ALL STAR GAME ($9) is a different concept - a game which has about ten all-time stars from the 17 original NBA franchises and 37 from the ABA. If one wants to play an all-time Celtics vs. Knicks matchup, this is the only game with rhis many prepared cards. There's also a College Edition with team and individual options of play for 222 teams.
REAL-LIFE ($9.95 Gamecraft)
One card deck instead of three is the new feature here. It now plays as fast as **Statis-Pro**, and with shot frequency ratings, it is more accurate. It has ten players per team on individual cards, with extras rated on a chart. The game includes statistics, a per-minute stat chart, 40 College teams rated on charts, 20 all-time pro players,

ANDRE DUPONT

4 LD{10} PH69

N 2-3
S 0

		1	2	3	4	5	6PO		
M	2	R	y	y	Xv	P4		
mM	3	6	*h	5	Xv	P5		
m	4	*7	*8	X	X	P4		
dm	5	*5	t	y	X	P1	△	
m	6	3	5	y	Xc	P	△	*
m	7	R	R	R	Xc	P	△	
m	8	6	R	4	X	P	I	*
m	9	*h	*h	t	X	P2	I	*
m	10	t	t	*9	X	P3	I	
m	11	3	4	*6	Xv	P5	.I	
dM	12	*6	*5	*5	Xv	P3	I	

MI 6   AS 9
MA 2   PS 0
GM 2   OP -1
MC 1-3

45

GUY LAFLEUR PP

3 RW{11} ML80

N 3-3(4-2)
S 0

		1	2	3	4	5	6PO		
m	2	*7	*h	*h	P	P4	△	*
m	3	10	8	8	P	P5		*
m	4	8	*9	R	P	P4	br	
m	5	*	12	9	X	P1		*
m	6	*	*	10	t	P		*
m	7	R	13	6	*h	P+	br	
m	8	R	R	R	*h	P	I	*
m	9	11	11	12	*h	P2	I	*
m	10	*8	9	7	P	P3	Ibr	
m	11	7	14	7	P	P5	I	*
m	12	6	14	14	P	P3	I	*

MI 0   AS 30
MA 0   PS +2
GM 0   OP -1
MC 0

3

GAME REVIEW/David Minch

LONGBALL

Longball is not a bad game. It could certainly use some work, though. I'd say that it is about where APBA **should** have been ten years ago.

It's a play-board game, like APBA, but using octahedral (eight-sided) dice instead of cube dice. They are read as in APBA, sequentially, to generate a number on a player card. This number yields another number which gives a result on the play-board. This result varies with the number and position of runners on base.

Unlike APBA (and like SOM), both the batter and pitcher are involved in step number one. Numbers 00 through 37 are read from the batter card while numbers 40 through 77 are on the pitchers. This gives the pitcher a direct input in about half the outcomes. As in APBA, the pitchers are still divided into classes (I through IV) and this will give the pitcher a second input to the result at a later step in many cases.

The consequences of this are that pitchers will perform considerably more realistically than they do in APBA. Longball pitchers are not only graded (approximately by ERA) but they are classed for the type of pitch they throw. This allows for 96 distinct possible types of pitcher. I only wish that it worked.

Longball is a hitter's game. Of perhaps fifteen test games, only two have had less than ten hits **per team**. I'm sure pitchers can have bad days but in successive games I saw Nolan Ryan, Frank Tanana, Dennis Eckersley and J.R. Richard each and severally bombed. That gives me a bad feeling.

In the long run I expect that the results would even out some. Even in the short run the results aren't so bad. The number of earned runs given up is reasonable, the homeruns rare and such thing as walks and strikeouts seem right , too. The number of singles is purely outrageous and I would not expect to see many no-hitters.

I enjoy playing Longball, despite its faults, because it is quick, clean and simple. The first game I played took less than an hour. Regrettably, the game is just not up to the "state-of-the-art" in many areas.

There is no pitcher tiring, for one thing, and no left/right differences, for another. The error system is better than APBA but inferior to most others. These are things which could be corrected with a little effort; in fact, I have made modifications of my own which clean things up. The play-board has 50 columns but only 37 are really necessary, due to multiple redundancy. Many of the others could be replaced with direct readings on the player cards. Since column 20 is **always** a strikeout, why not replace "20" with "K", on player cards? Obviously, Longball is a good place tb practice game design; you can have some fun fixing it up.

The biggest problem with Longball is much more basic. It attempts to simulate the **current** baseball season, rather than last season. This means owners will not receive cards for most players who left baseball in the off-season while they will receive ratings for many "can't miss" rookies who nevertheless missed. As you might guess, several of the unexpected stars of the season are missing. Both NL Rookie-of-the-Year Bob Owchinko and AL star Mitchel Page are missing. Andre Dawson and Dave Rozema, the other top rookies are here but neither is listed as an expected regular. Neither are there cards for the Braves' Barry Bonnell, the Cards' John Urrea or the Indians' Jim Norriss. Instead of these standouts you will find Dale Murphy, Pat Scanlon and Tom Buskey. Ouch!

Someday, perhaps there will be a game with a sound statistical foundation which will accurately simulate current baseball. Longball is not that game. It has a number of strengths, which whould be exploited, and the attempt at predicting future performance of players only adds another weakness.

Longball would benefit tremendously from a little development work. There are rough spots in the game system which can and should be cleaned out and a great number of refinements are also possible. The manufacturer is overreaching his abilities.

Longball is fun; however, I got my copy free. I can't really recommend that you spend money on it. The game is available from Skor-Mor Products, 57 Plain St., Clinton, MA 01510. $15.00
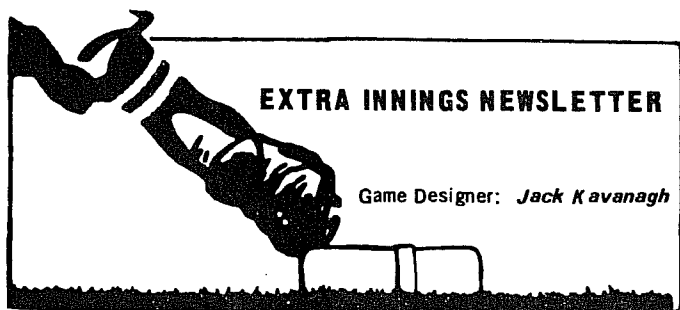
FROM THE BENCH/Jack Kavanagh

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 realsim. 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 refered 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 occured 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 erases 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.

Despite our deepest thinking about **Extra Innings** when we are editing a new edition it isn't until we actually play out a schedule that flaws appear. Right now we are having a grand old time reliving our early teen years (very vicariously). In 1933, using the then current Goudey baseball cards, we made up rosters for eight teams, assigning them ficticious names. If you care: Warriors, Gophers, Wolves, Spartans, Generals, Falcons, Terriers, and Blues. We used a game we made up with a deck of cards. It would've been possible for me to have acquired a copy of "National Pasttime" which came out in 1931 and have had the first real life game. Who knows, I might have salvaged that game instead of Richard Seitz. As it was, in those depression years I was lucky to have a dog-eared deck of cards to use. Like thousands and thousands of youngsters (and not-so-youngsters) before, then and since, I made up my own game. Aces, dueces and treys were strikes, fours and fives pop ups, etc. I shuffled the deck after each batter as there was only one home run card (king of hearts) and I wanted every batter to have a chance to hit one. I suffered the predictable disappointments; Rabbit Maranville hit four home runs in one game and Babe Ruth went a 50 game season without one. Carl Hubbell never won and Henry Johnson (a household name) never lost. After a year or so I began to discard real names and substitute surnames selected from the phone book. After all, did it matter if Sidney Bronski hit .400 or .040? Also, I telescoped those aces, deuces, and treys from strikes and discarded them and assigned sixes and strike outs and eights as walks, removing two sixes and two of the eights. Notice what I'd done? I'd removed 16 cards from 52. What's that leave? Thirty six! And how many dice combinations are there from two dice of different colors (or size)? Right . . . thirty six! And, how long did it take me to realize that? Not when I was 13, 14, 15, etc. Not when I was in college or the army during WWII. Not during the several years my new bride wondered what she'd married when I sat at the kitchen table still shuffling those damn cards. No . . . it wasn't until I was 50 years old and dug out the game to

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see if I could tailor it into a "real life" game that it dawned on me to replace the 36 cards in use with a pair of dice. Incidentally, "EI" has no relationship to that earlier game.

What I now had, I realized several months ago, was the game I should have had in 1933. So, I went back in time. I sorted the Goudey cards into eight 23 man squads (it just works out) and now those fictitious teams of yore are playing once again. You can imagine how pleased I was when Babe Ruth, playing, as are all, to 1932 stats, hit three home runs in the very first game. Hubbell is 6 - 1 at this time. In all, the players are performing as I'd expect them to. Also, I'm back to playing "EI" and that's really the only way I am ever comfortable about testing improvements in the play of the game.

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.

DATA
BOXING
NEWSLETTER

Game Designer: *Julian E. Compton*
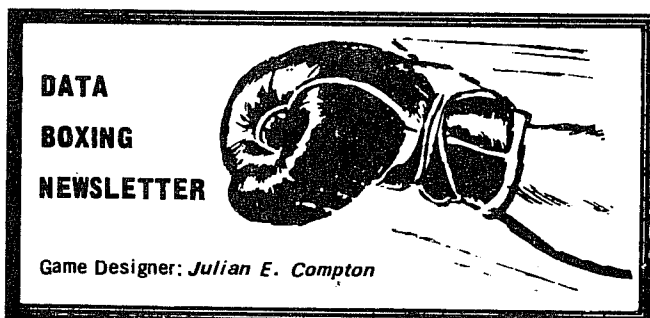
It was approaching two in the morning. Tom Snyder was talking to Hugh Downs and I was sitting on the couch in my pajamas -- calculator, data sheets, records of the Man and his 24 major opponents before me. I had rounded the final bend and was gutting it home, as when I ran the mile in high school, but this was different. This was a race that had gone on since 1968 and had taken me to libraries and book stores in New York, Boston, Louisville, Laurel, Richmond, Miami, St. Louis, Atlanta, Dallas, and even to The Library of Congress. I had ripped my fingers open countless times on thousands of rolls of microfilm in moldy sections of libraries. (Even now my thumb has such a gash.) I had chased leads down more blind alleys than I could ever remember. I had read opinions, rumors and facts and tried to sort through all of them. Only now had I come to the place where the Man would come alive before me. The library at Florida State University had recently acquired a new set of old newspaper

that had given me a new burst of hope and I got my second wind. I had worked hard -- eight hours today, ten yesterday, eight the day before. My right arm is sore from turning the microreader, my right eye has been twitching for a week from reading that projection with my nose stuck against the screen. And now it was coming to the finish line. I would know just how good he was. I would see him come alive.

Oh, yes! I've long known what he looked like. That picture of the lithe, supple body sparring with Jack Jeffries before the Jeffries-Johnson fight was in my mind. The sleek white toreador pants and stodgy flat-bottomed shoes were in my mind. I could take out my 8mm film and look at him if I wished, but I wanted more. And finally the moment had come. He was coming alive as his ratings developed. Ten years and hundreds of dollars had led to this moment. Joe Choynski had come alive. Out of the past through the miracle of records, film, and formulas there he was - the man who supposedly KOed Jack Johnson in 1901.

I have no special feeling for Choynski. In fact, I don't know what this obscene obsession is, that drives me to try to know about him or any other boxer. However it serves to indicate why we claim that "no cards will be issued without sufficient information." Some of our competitors claim to be the ultimate or most advanced, and yet they have Ali throwing body blows and Patterson lasting ten rounds with Liston. I think its time they got their hands dirty in some moldy back-rooms of libraries to find out what really happened. Meanwhile, Choynski lives. And since no one could ever pay me adaquately for the decade I worked on this one boxer, here he is for free.

H NC 1888-1904 5'11 168 2.4			
C	**JOE CHOYNSKI**		
	33		
	C	B	
			N2W
3 TKO/CUT		3	
4 K1/N/1		4	
5		5	TKO
6		6	K
7		7	K/TKO
8		8	
9 JABS		9	K1
10 ♦		10	K1
11		11	K1
12		12	K1/N
13 1		13	N
14 2		14	N/CUT/INJ
15		15	CUT/INJ
16 INJ/3		16	INJ
17 K/N/INJ/1		17	
18 K/N1		18	

DOES HISTORY REPEAT ITSELF?

Data Boxing Ring No. 11 Replays Entire Gloved Heavyweight History

When Jim Corbett defeated John L. Sullivan in 21 rounds in 1892 he became the first of 25 gloved heavyweight champs. (We're including Marvin Hart and Jimmy Ellis though some do not.) From 1892 through the Ali-Shavers bout in 1977 there have been 25 champs and 135 title contests. Two champs, Patterson and Ali, rewon the title. Louis held the title the longest, eleven years, and had the most wins, 26. Other major titlists in years and wins were Ali -- 9 and 21, Dempsey - 7 and 7, Jeffries - 5 and 7, and Patterson - 5 and 8.

I don't know why Millard Wells did it, but he has completed the most interesting project in boxing history -- including both actual bouts and hypothetical replays. Up in Rockford, Illinois in Data Boxing Ring No. 11 he has replayed the entire history of the gloved heavyweight title. He even went back ten years to 1882 when Sul-

livan won the title under London Prize, bareknuckle rules.

For purposes of comparison since 1882 there have been 26 actual champs and 138 title contests. Sullivan who held the title ten years and had 3 title wins should be added to the leading gloved champs listed above.

In DBR No. 11's replay for the same period there have been 41 champs and 182 title contests. In the Replay, nine of the actual champs never won the title -- Hart, Burns, Willard, Schmeling, J. Sharkey, Braddock, Charles, Johannson, and Foreman. In the re-play 17 champs and 24 non-champs held the title twice. Patterson and Louis each won the title three times in replay.

Not too surprisingly, the boxer who held the title the longest in the replay was Peter Jackson, who never held the actual title. Jackson who was black, and boasts a 61-round draw with Corbett, was never given a real title shot. But in the replay, he was allowed to meet and defeat Sullivan. He lost the title to Corbett, but later won it from Sullivan and kept it ten years from 1887 to '97. His total wins were not as impressive as several others, but he certainly proved his ability in a time when white boxers "drew the color line". Another notable black non-champ Sam Langford, won the title twice, swapping it with Jack Johnson.

· In heavyweight history five boxers have retired with the title: Jeffries, Tunney, Marciano and Ali repeated that performance. Fitz-simmons, Jeffries, Dempsey, Tunney, Marciano, Patterson, Ali and Ellis had title performances both in years and number of wins quite similar to their actual careers.

The Replay leaders, with their actual performances in parenthesis were as follows:

Most years holding the title: Jackson (11) (0), Louis 8(11), Ali 8(9), Jeffries 8(5), Dempsey 7(7), and Patterson 5(5). Most wins: Ali 23(21), Dempsey 15(7), Tunney 8(3), and Langford 8(0).

It is impossible to reprint the whole replay but each of the titlists -is listed in order with his wins and the dates when it was an extend-ed time. Each titlist won from the previous boxer and lost to the following, with the exception of three who retired (ret.) without losing:

Sullivan 2, Jackson 1, Corbett 2, Sullivan 1, Jackson 6, 1887-97, Fitzsimmons 2, Jeffries 9, 1898-1905, O'Brien 1, Jeffries 3, Langford 5, Johnson 2, Langford 3, Johnson 3, Wills 2, Palzer 1, T. Gibbons 5, Fulton 1, Weinert 2, Greb 1, Wills 2, Dempsey 15, 1919-26, Tunney 8 ret., 1926-30, Schaaf 1, Risko 4, Farr 2, Carnera 1, Uzcudun 3, Baer 3, Risko 2, K. Levinsky 1, Louis 7, K. Levinsky 1, Nova 1, Farr 2, Louis 5, 1941-47, Walcott 2, LaStarza 2, Louis 1, Layne 4, Walcott 5, LaStarza 1, Marciano 6 ret., 1953-55, Patterson 5, Maxim 1, Patterson 6, 1959-62, Machen 1, Liston 3, Ali 8 ret., 1964-7, Mathis 1, Terrell 2, Bonavena 1, Patterson 1, Ellis 1, Frazier 3, Ali 15 1971-76, Young 2, Norton 2.

One final observation should be made. Of the 24 Replay Titlists who were never champs, 14 were for one reason or another never given a title shot. And of the ten Replay Titlists who were given title shots in a real bout and lost, eight of them won the Replay Title by beating another opponent. Only Uzcudun and Young reversed previous losses. Under slightly different circumstances any of the 24 could have been title holders, and a few of them should have been quite notable heavyweight champions.

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:

Ring No. 4: Ray Cappocchi, Burbank, CA. Has totalled about 500 bouts to rank a top 50 based on wins, quality of opposition and decisiveness of wins. Of boxers with 21 bouts the top 14 are: Dempsey, Johnson, Ali, Norton, Tunney, Frazier, Foreman, Louis, Langford, Jeffries, Liston, Young, Marciano, and Baer. Of Patterson Johansson, Carnera, Burns and Hart, only Johansson has won.

Ring No. 5: Terry Baxter, Rolla, MO. In 51 bouts Ali won a cur-rent tourney (no details). Also had Sullivan win a 90-round decision over Kilrain to break his own record for the longest bout reported and to keep the Bowen-Burke Award.

Ring No. 8: Rick Teverbaugh, Muncie, IN. 26 heavy bouts with Ali and Marciano both three and zero.

Ring No. 10: Pat Donovan, Mechanicsburg, PA. Dempsey KO 5 of Foreman in finals of 44-man heavy tourney (12 rounds).

Ring No. 11: Millard Wells, Rockford, IL. Twenty-one old-time heavy bouts. Forty-four man current heavies tourney. Merrit T 13 Shavers in finals. Young, Middleton to semis.

Ring No. 12: Jeff Bakker, Riverdale, IL. 80 bouts in several divisions. 8-man heavy tourney, 12 rounds, Jeffries KO 8 Dempsey, Ali and Tunney to Semis.

Ring No. 14: Allen Wiener, Washington, D.C. 8 heavy bouts. Ali a tourney winner lost challenge bout to Tunney.

Ring No. 18: Max Kull, Auburn, AL. 16-man double elimination, 12 rounds L H tourney. Tunney 6-0, T. Gibbons 4-2, Greb 4-2.

Ring No. 20: David Lempke, Indianapolis, IN. 32-man heavy tourney, 15 rounds, Tunney W-15, Norton in finals. Johnson and Lyle to semis.

Ring No. 21: Brian Olewnick, New York, NY. 412 total bouts, following tourneys: 22-man Flys, Genaro W 12 Borkorsor in finals. Bantams, Zamora K1 Jofre. 26 Feathers, Atell W 12 Pep. 54 Lightweights, Gans K 12 Blackburn. 38 Welters, Cervantes K1 Ranzany. 56 Middies, M. Gibbons W 12 Monzon. 46 Lightheavies Tunney W 12 Miske. 145 Heavies, Louis W 12 Dempsey, Johnson 3rd. No question, the top promoter for the quarter.

Ring No. 22: Ernest Smith, Ithaca, NY. 47 heavy bouts. Is conducting an extended 64-man heavy tourney, beginning with single elimination and moving to double.

Ring No. 23: Don Loughney, Jr., Pittson, PA. 105 bouts. 7 tourneys, 15 rounds as follows: Flys, Villa W 15 Wilde. Bantams, Jofre T 12 Burns. Feathers, Armstrong W 15 Dundee. Lightweights Leonard W 15 (s) Welsh. Middies, Greb T 14 Papke. Lightheavies, Greb W 15 Burns. Heavies, Tunney W 15 Dempsey, Frazier and Langford to semis. Also holds the record for most letters asking questions about **DATA BOXING**.

(Table Basketball 1978, Cont'd.)

and 12 Great Pro Teams of the past on charts. These last two items have not been rerated for this year's new system.

STATIS-PRO ($8.00, 177 Monticello Rd., Weaverville, NC 28787) The new here is its published in a thick 8 x 14 book and the card deck has been cut back to 180 cards. Pure and per-minute statistics charts are given and full NBA teams on individual cards. The rat-ing system is now explained, but it contains a lot of "personal judgment" and "common sense" thrown in. Those who miss shot frequency may write Mike Stephens, 312 Newton Ave., Oakland, CA 94606.

Other games have remained substantially the same. The following ratings are based on comparisons between NBA versions of each game. Allowances have been made for maximum use of strategy and tactics which may be incorporated, although not built into the game itself.

RATINGS (Playability 50%, Realism & Accuracy 25%, Strategy/Tac-tics 25%)

GRADE	GAME	PLAY	R&A	S/T
A-	REAL-LIFE	A	A-	B
B+/A-	STATIS-PRO	A	B	B
B+/A-	FAST BREAK	B+	B+	A
B	BLM II	B-	A	B
B-	HOOP-MANIA	B-	B	B-
B-	GOAL	B	B-	C
C+/B-	NEGAMCO	A-	C-	D
C+	STRAT-O-MATIC	C	B-	B
C+	PLAYOFF	B·	C	C
C/C+	BLM original	D	A-	B
C	APBA	D	B	B
C	PTG	C	B-	D
C	PRO ACTION	D	B	B

10

TRACK MEET
SUMMER OLYMPICS

A Study and a Comparison -- In-depth

Ed. Note: In the Fall 1977 issue of TTS Pat Premo began a discussion of two track games, covering the events, the athletes, and his analysis of each simulation. In this issue, he wraps it up with some additional analysis and his conclusions.

EVENT	MEN	WOMEN
100 Meter Dash	Hasley Crawford Don Quarrie Valery Borzov James Hines Bob Hayes Jesse Owens Archie Hahn John Carlos Ivory Crockett Steve Williams	Wilma Rudolph Wyomia Tyus Annegret Richter Renate Stecher
200 Meter Dash	Don Quarrie Tommie Smith alery Borzov Millard Hampton Henry Carr Jesse Owens	Wilma Rudolph Renate Stecher Irene Szewinska
400 Meter Run	Lee Evans Vince Matthews Al Juantorena Fred Newhouse	Irene Szewinska Monika Zehrt
800 Meter Run	Doug Lowe Mal Whitfield Peter Snell Dave Wottle Rick Wohlhunter Mike Boit Al Juantorena	Tatiana Kazankina Madeline Manning
1500 Meter Run	John Walker Pekka Vasala Filbert Bayi Jim Ryun Kip Keino Tony Waldrop Marty Liquori Ben Jipcho Peter Snell Herb Elliot Paavo Nurmi James Lightbody Roger Bannister	Tatiana Kazankina Ludmila Bragina Francie L. Lutz
5000 Meter Run	Lasse Viren Paavo Nurmi Steve Prefontaine Brendan Foster Frank Shorter	None
110 Meter Hurdles	Guy Drut Willie Davenport Rod Milburn Lee Calhoun	100 Meter: Johanna Schaller Tatiana Anisimova Natalia Lebedeva Annelie Ehrhardt Babe Didrikson Shirley S. de la Hunty

400 Meter Hurdles	Edwin Moses John Akii-bua David Hemery Glenn Davis	None
400 Meter Relay (4 x 100)	Top "100" men from respective countries or continents	Same as men
1600 Meter Relay (4 x 400)	Top "400" men . . .	Same as men
High Jump	Dwight Stones Valeri Brumel Dick Fosbury John Thomas Ray Ewry	Rosemarie Ackermann Iolanda Balas Mildred McDaniel
Long Jump	Arnie Robinson Randy Williams Bob Beamon Ralph Boston Jesse Owens Myer Prinstein Ray Ewry	Kathy McMillan Angela Voigt Victoria Viscopoleanu
Triple Jump	Victor Saneyev James Butts Jozef Schmidt Ray Ewry Myer Prinstein Adhemar da Silva	None
Pole Vault	Tadeusz Slusarski Bob Seagren Steve Smith Don Bragg Bob Richards	None
Shotput	Udo Beyer George Woods Al Feuerbach Wladyslaw Komar Randy Matson Parry O'Brien	Ivanka Christova Tamara Press
Discus	Mac Wilkins Wolfgang Schmidt John Powell Al Oerter Martin Sheridan Clarence Houser	Evelin Schlaak Faina Melnik Tamara Press Lillian Copeland
Javelin	Miklos Nemeth Janis Lusis Klaus Wolfermann Eric Lemming Sam Colson	Ruth Fuchs Babe Didrikson
Hammer Throw	Yuri Sedyh John Flanagan Pat O'Callaghan	None

There are many other favorites, I'm sure, that could be added (and **should be**) to the above listing. The Relay races would have to be more than 4 men running their respective distances -- dropping the baton, etc., will have to be added.

POINT: Some sort of normalization formula will have to be applied to all-time greats to make them competitive with today's world record holders, just as it was done with Jim Thorpe. Whether or not other Olympic events, such as Swimming should be added is a controversial area. Would these events improve the marketability of the game -- at least to justify the time, effort, and

money spent to research and develop competitive and interesting events -- is probably the most important question that needs to be answered here.

SUMMER OLYMPICS as a game is a very good one, but it could be made better. The poor appearance and lack of quality parts (for the price) is a definite drawback -- and it's too bad because the game is well thought out and has a good selection of events. The athlete cards need some improvement and there should not only be more events, but also more athletes (as mentioned in TM above). A scoresheet of some sort would also help.
First, the physical appearance of the athlete cards (which are about the size of a regular playing card) could be improved, even if they are just mimeographed. Perhaps all athletes from the same country (or World designation) could be printed on the same colored cardstock paper: Red for USSR, Yellow for 3rd World, Blue for Europe, and White for USA -- or some such scheme. Or, have all athletes participating in the same event on the same colored cards -- Or some combination of the above two systems. Also, each athlete should have a **separate card** if he is rated for more than one event! There should be some kind of overall rating system whereby you could tell at a glance which athlete is "favored" for his event. Perforation would also help. Second, the play activator: **One die** to give results is perhaps the lowest statistical activator in terms of giving realistic results -- **At least two dice** should be used and many people would probably opt for **three.** This is the **only** real weak point of the basic premise of the game -- **One die** will simply not do it.
Thirdly, more events could be added -- especially for women (see suggested events and athletes for TM above) and an updating of athletes is required. A Decathlon is needed in SO since it is one of the highlight events of the Summer Olympic games. Also, rules for relays need be added -- to consider passing of the baton, etc. The "Endurance Charts" should also be activated by more than one die -- more options could also be included then.
Lastly, some sort of pre-printed Scoresheet for the events would speed up the game and make it a bit more attractive.

V. CONCLUSIONS

Track Meet could become just that with more athletes, more events, and some revision of the rules. The gameboard would also be truly useful with the addition of more events. Perhaps newer and less specialized scoresheets could be devised to encompass each type of event contained in the game. The basic premises of "Safe, Average, and All-Out Attempts" are good for the field events; if some strategy could be included for the running events (especially the longer ones), it could be a track buff's dream. The **feel** of a track meet has to be incorporated into what is now a mechanical game in many of the events.

Summer Olympics could stand a little polish to improve the appearance and thus improve the marketability of the game. Different colored cardstock for countries/events would help. **Two dice** as activators are an absolute must. The "Endurance" factors are good as are the "Super Efforts." The inclusion of a good scoresheet would also help. Again, a few more events and a few more athletes (especially old-time greats) would make this already good game an excellent one. Replacing the poorly done plastic markers with plastic pawns would also be a big improvement.

Two different games of the same sport each offer excellent ideas if developed properly and both could appeal to different segments of the game market.
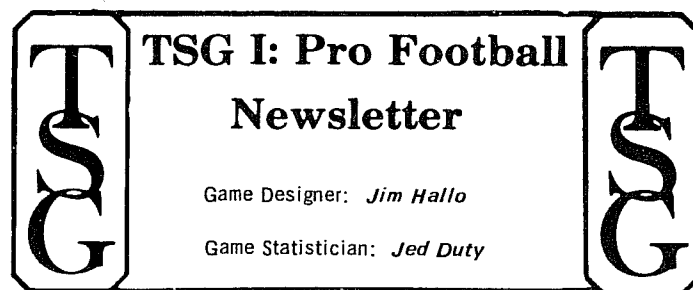
WFL DRAFT LEAGUE HANDBOOK

In this issue we continue our presentation of the WFL Draft League Handbook with Part 2: MODIFICATIONS TO TSG PLAYING RULES. For Part 1: LEAGUE ORGANIZATION see our last issue - Vol. 3, No. 4. We will publish sample scorecharts and stat sheets nexttime.

Section 1. RETURN SPECIALISTS

1.1 A KR player who qualified for the kickoff return championship in the NFL season on which the cards are based will be considered the same as a KR 1 player, and may be used at the primary kickoff return position. A KR 0 player may be designed a KR 1 by his coach.

1.2 A PR 2 player who qualified for the Punt Return Championship in the NFL season on which the cards are based will be considered the same as a PR 1 player, and may be used at the primary punt return position. A PR 0 player may be designated a PR 1 by his coach.

1.3 A PR0, PR1 or a qualified PR2 must be placed at the FS position on punt returns.

1.4 A PR0, PR1 or a PR2 must be placed at the TS position on punt returns.

1.5 A KR0, KR1 or a qualified KR2 must be placed at the LHB position on kickoff returns.

1.6 A KR0, KR1 or a KR2 must be placed at the FB position on kickoff returns.

1.7 In case of an injury, the order of replacement is as follows:

   a) Injury to the FS or LHB (primary returner)
      1) PR1 (KR1) or a qualified PR2 (KR2).
      2) PR2 (KR2)
      3) PR3 (KR3)
      4) A running back or a defensive back in which case the 'R' column will be used. (See TSG rules for applying this procedureL.

   b) Injury to the TS or FB (secondary returner).
      1) PR1 (KR1) or PR2 (KR2).
      2) PR3 (KR3)
      3) A running back or a defensive back in which case the 'R' column will be used. (See TSG rules for applying this procedure.)

1.8 If a franchise cannot field the players with the requirements as stated in 1.3 - 1.6, the following rules will apply:

   a) A running back or defensive back should be

placed at the open position (for injury purposes only).

b) Any punt gaining to the open position is not returned. The punt goes the distant stated plus a roll of three dice for the number of yards allowed to roll.

c) Any kick going to an open position is an automatic Touchback.

Section 2. STARTING LINEUP

2.1 Each team must specify a starting lineup in writing and must show this lineup to the other player before the beginning of each half. Substitutions to these starting lineups before the first play from scrimmage must conform to Section 6.1.

2.2 It is recommended that the offensive team place the starting WR with the higher PCR at the FL position and the starting RB with the higher PCR at the LHB position.

Section 3. RUNNING BACK POSITIONS

3.1 A qualified runner is defined as any HB, FB, or RB player who carried the ball at least 70 times during the NFL season on which the cards are based. A player who carries the ball from the LHB or FB positions must be a qualified runner.

3.2 All HB and FB players will be considered the same as a RB. Any combination of HB's, RB's, and FB's may be used at the LHB and FB positions.

Section 4. STARTING QUARTERBACKS

4.1 An "A" quarterback is defined as a QB player who attempted 140 or more passes in the NFL season on which the cards are based.

4.2 Each franchise must acquire at least one "A" quarterback and must keep at least one on the active squad at all times, except in case of injury.

4.3 "A" quarterbacks must be used ahead of others at the QB position.

4.4 All non-qualifying quarterbacks must have attempted 70 or more passes in the previous NFL season in order to play as a backup.

Section 5. PLAYS FROM SCRIMMAGE

5.1 The following sequence will be used on plays from scrimmage:

a) Offensive team says "ready".
b) Defensive team says "go".
c) Offensive team selects the play.
d) Defensive team calls the defense.
e) Offensive team reveals the play.
f) Substitutions can be made before Steps A and B.

Section 6. SUBSTITUTIONS

6.1 Each team has one opportunity to substitute as many players as desired before the execution of a play from scrimmage; the opposing team subsequently has one opportunity to substitute as many players as desired in retaliation.

6.2 The defensive team has the right to make the final player shift before the execution of a play.

6.3 Because of ejections, you may not have a player for a certain position. In this case, you may designate a player from a related position to play as if he was playing injured. If you have no players from a related position, you may use a player from an unrelated position. In this case, the effect on the designated player is the same as if he was playing injured twice. Related positions are:
a) Offensive Guard, Tackle, Center.
b) Defensive End, Tackle.
c) Middle Guard, Linebacker.
d) Defensive Backs, Offensive Backs, Wide Receivers, Tight End.

If you do not have a player who can place kick, kick off, or punt, you may designate another player as a kicker. Read the kick number from the card of a player who has a kick column (KO, PK, PT) but add 8 to the resulting play number.

Section 7. SPECIAL PLAYS

7.1 A Halfback option play is defined as a play in which a non-QB player throws a forward pass. A non-QB player must have a passing column (S, M, L) on his card to throw a pass.

7.2 An end-around play is defined as a play in which a WR or the TE runs with the ball from scrimmage. A WR or TE must have a running column (ER) on his card to run from scrimmage.

7.3 A team may use one Halfback option play and one end-around play in a game.

7.4 If a Running Back is throwing the option pass and the alternate receiver indicates that the Running Back who is throwing the ball is the receiver also, the Alternate Receiver becomes the FL.

7.5 If a WR is throwing the option pass, the Alternate Receiver is the other WR.

7.6 A Punter may throw the option pass (or run the end-around) only once per game or twice per season using the following clarifications:
a) Punter must have an 'M' or 'ER' rating.
b) Receivers are assumed to be in 'C' column.
c) Punter runs in 'C' column.
d) No more than 15 yards is needed for a first down.
e) Line of Scrimmage is outside own 20 yard line.
f) Punting Team is not leading.
g) No Alternate Receiver is used.

Section 8. ILLEGAL AND IMPOSSIBLE PLAYS

8.1 If a team uses an illegal or unpermitted play, the team must complete the play. The opposing team then has the choice of either accepting the result of the play or assessing the offending team with an illegal procedure penalty. On this type of play, the clock moves according to regular TSG rules.

8.2 If a team calls an impossible play, the clock does not move but the team is guilty of illegal procedure. Using a player who is not in the game is considered an impossible play.

Section 9. TIMEOUTS

9.1 A team may not call a timeout to stop the clock on a full play that completes the first half or second half of a game.

9.2 Each team shall have 3 timeouts per half.

Section 10. ONSIDE KICKS

10.1 A team may try no more than one onside kick during the first half of a game. There are no restrictions on the number of onside kicks a team may try in the second half.

Section 11. GAME PROGRESS

11.1 No player can ask another to see his cards the day of a game. No player can stop the progress of a game to look at another player's cards.

11.2 All players are encouraged not to look at charts before the play is called. The TSG 30 second rule will not be strictly observed.

Section 12. SECOND TIGHT END, FIFTH DEFENSIVE BACK

12.1 A LB may be replaced with a fifth DB with the following modifications:

a) Both the second TE and the fifth DB cannot be installed at the same time.

b) The defense must indicate what LB is being replaced by the fifth DB.

c) The effect of entering a fifth Defensive Back is as follows:
1) Run goes up two letters, e.e., C to A.
2) All Pass Receivers drop one letter.

d) If a defensive unit uses the fifth DB and the offense is already running in the "A" column, the running is raised to 'A + 2'. In this case on running plays, the effect is always up two more the original defensive effect.

e) If the defensive unit uses the fifth DB and the offense is already running "B", the running is raised to 'A + 1'. In this case on running plays, the effect is always up one more than the original defensive effect.

f) When the fifth defensive back is used, any defensive call resulting in a down effect on runs, the effect is automatically changed to 'No Change'.

12.2 A SE may be replaced with a second TE with the following modifications:

a) When a second TE is inserted, the secondary receiver on zig out and fly passes is the FL.

b) The offense cannot use the WR replaced by the second TE to substitute for the FL except in case of injury.

c) The effect of entering the second TE is as follows:

1) Run goes up one letter.
2) All Pass Receivers drop one letter.

d) If an offensive unit uses the second TE and one or more receivers are already receiving 'E' those receivers are dropped to 'E - 1'. In this case, on passing plays to those receivers, the effect is always down one more than the original defensive effect.

e) The second TE may only be used in the follow-

ing situations:
1) Any third or fourth down.
2) Any down within either of the 13 yard lines.

Section 13. MISCELLANEOUS CLARIFICATIONS

13.1 On Kickoff returns you always use the returner's KR column if he has one.

13.2 If the receiving team elects to fair catch a punt or if a fair catch is determined by the punter, the PFI Chart is not activated. If a fair catch is determined by the roll of the dice on a punt return, the PFI Chart is activated normally.

13.3 If a starting player is injured and all substitutes for that position are injured, either the started or any of the substitutes may play injured with the reduced effectiveness factors in effect.

13.4 If a BH player is injured, he loses his BH rating for the duration of the injury.

13.4a If a BH is still holding while being injured, four (4) is added to place kick numbers.

13.5 A Middle Guard may not key a WR or a TE. A free safety may double cover a RB. If the defensive team says that he is keying or covering an offensive back and does not specify MG or FS, the MG key is assumed. The defensive must say "FREE SAFETY DOUBLE COVERS" to produce that effect on an offensive back.

13.6 A Fumble on a run of zero yards is read in the "RUN LOSS" fumble column.

13.7 If a player who is playing injured is injured again, the reduced effectiveness factors are reapplied. The duration of the second injury is in effect. However, the duration of the second injury is not added to the duration of the first.

13.8 On medium and long passes, the yardage determination letters (A and B) may indicate a "TACKLED ATTEMPTING TO PASS" (SMEAR) when the defensive effect is applied. If this happens, use the SMEAR as the result of the play.

13.9 On a return for a Touchdown when a clipping penalty occurs at the end of the return, the Touchdown counts and the penalty is assessed on the ensuring kickoff.

13.10 When a player is injured for future games, his injury applies to all post-season playoff games. Each playoff game will count as one of the games for which the player is injured.

13.11 For "HALF-DISTANCE" penalties, the extra yard favors the team whose half of the field the ball is in.

13.12 A '5' on the event di is not a fumble on any play besides a run from scrimmage.

13.13 There are no fumbles on touchbacks.

13.14 A return that is not returned out of the end zone is a touchback.

13.15 A return of negative yards into the end zone from the playing field is a safety.

14

13.16 The event di is still rolled on an automatic fair catch called by the returning team prior to the punt. If a '3' followed by a '6' occurs, a muff has occurred. Determine who recovered by normal fumble recovery procedures except that the receiving team is the only team that can advance the ball.

13.17 On any fumble return, the event di is rolled. If a '3' followed by a '6' occurs, another fumble has occurred. Refer to the original play column in the fumble recovery chart to determine who recovers the fumble.

13.18 A QB, PT or a PK player without other ratings may not play on speciality teams other than where designated.

13.19 If any player is playing injured, four is added to the numbers on the player's card.

13.20 If a player is playing injured, deduct 2 from the player's rating for every injury that has occurred.

Section 14. DEFENSIVE RATING MODIFICATIONS

14.1 The following restrictions are to be made on players on NFL teams which always use the 3-4 defense. These are determined by the TSG defensive card setup listing three linemen and four linebackers as the starting defense. (Currently, these teams are New England, Buffalo and Houston):

PLAYERS WITH RATINGS OF:			CAN ONLY BE USED AT:
a)	DT,	MG	DT
b)	LB,	DE	LB
c)	LB,	MG,	DT	LB, MG
d)	LB,	DT	LB
e)	LB,	MG,	DE	LB, MG

14.2 The following restrictions are to be made on players on NFL teams which have occasionally used the 3-4 defense. These are determined by the TSG defensive card setup showing four defensive linemen with linebacker ratings and three linebackers with linemen ratings. (Currently, these teams are Denver, Oakland, and Miami).

PLAYERS WITH RATINGS OF:			CAN ONLY BE USED AT:
a)	MG,	DT	MG
b)	DT,	MG	DT
c)	LB,	DE	LB
d)	LB,	DT	LB
e)	MG,	DE	MG
f)	MG,	LB,	DE	MG, LB
g)	LB,	MG,	DT	MG, LB

14.3 The above restrictions do not apply if a franchise has the appropriate players and chooses to use the 3-4 defense with either of the two conversion methods provided by TSG.

TO BLITZ OR NOT TO BLITZ

One of the least understood but most important set of defenses in T.H.E. is the run and/or pass blitz. Blitzing is a method of stopping your opponent at his strengths, along with putting additional pressure on the quarterback. Of course, it can also be very dangerous, if it is not used carefully.

Let's start with an example. Let's say you are on defense and your opponent is much stronger running to the right than the left. You attempt to counter this by calling a run blitz with your left linebacker. This defense in itself would mean that you are looking for a run everywhere, but more so to the left. Now if your opponent calls any play that goes up the middle, or to his left (your right), you look for the defensive result under the normal RUN defense. If your opponent runs or passes to his right, you look under the run blitz column. Now let's take another example. Your opponent is driving, and has reached your eight yard line. You know he can not call a quick or delay pass inside the 10, so you decide to blitz all three linebackers. You think your opponent will pass, so you blitz all three linebackers and call pass. This way there will be no effect on a run, and any pass thrown will have a minus effect on it.

After you have mastered this use of your linebackers (run or pass blitzing any set of linebackers), you may want to try combining these two. As an example, let's take the case where your opponent has a very good left split end, a so-so flanker and tight end, and a very good rating running up the middle. You call a pass blitz with your right linebacker (to help cover the split end), and a run blitz with your middle linebacker (to stop the run up the middle). In this case, you need to also tell your opponent if your left linebacker is looking for a run or pass. This will then tell you whether to look under a regular run or pass defense if the play goes to that side of the field.

These combinations of blitzes open up all kinds of possibilities. If your opponent keeps burning you with short and long passes to his wide receivers, you can pass blitz your outside linebackers, without hurting yourself against the run. If your opponent never or rarely throws to the right side of the field, you can continue to blitz your left linebacker all the time without hurting yourself. The combinations are limitless.

There is also one other defense that you can combine with the blitz. This is the linebacker drop. One of the ways to protect yourself against the run while you are defensing short and long passes is to use a combination of linebacker drops and blitzes. If you think your opponent will throw to his tight end down the middle, but want to protect against all short and long passes, you may drop your middle linebacker and pass blitz the outside linebackers. Another time you may want to use this combination is if your opponent only throws deep to one receiver, let's say the flanker, but normally runs the ball. In this situation you could drop your left linebacker and run blitz the other two.

As you can see, if used properly the blitz can be your best defense, not only stopping a pass, but also the run, sometimes at the same time. Remember also though, that you can really get burned with the quick or delay pass if you blitz too much.

1977 MAJOR LEAGUE ROSTERS AND GRAND SLAM RATINGS

These are the Major League rosters for 1977. All fielders are listed who played 25 or more games. All pitchers are listed who pitched 25 or more innings. Players that played for more than one team are listed with each team that they met the minimum requirements for as just stated. Also included are ratings for GRAND SLAM as published in Spring, 1976 TTS. For play, you will need that issue, of course. If you do not already own it, it's available for a buck.

AMERICAN LEAGUE

Baltimore

Belanger 5a2
Bumbry 11a3
Dauer 7b1
DeCines 8e1
Dempsey 6b1
Dimml 0a1
Garcia 6b1
Kelly 7d3
Maddox 8c1
May 7f1
Mora 7g0
Murray 9f0
Muser 6a1
Shopay 4c1
Singleton 11e0
Skaggs 9a0
Smith 5b1
Harlow 5a2

Drago 4-2
Flanagan 4-7
Grimsley 4-7
Martinez, D. 5-4
Martinez, T. 3-2
May 4-7
McGregor 5-4
Palmer 3-9

Boston

Burleson 9a2
Carbo 9g1
Dillard 7a1
Doyle 7a1
Evans 9g1
Fisk 10f1
Hobson 8f1
Lynn 8e1
Miller 7a2
Rice 11f1
Scott 8g1
Yastrzemski 10f2

Aase 3-8
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Cleveland 5-6
Jenkins 4-7
Lee 5-5
Murphy 7-2
Paxton 4-4
Stanley 4-4
Tiant 5-6
Willoughby 6-2
Wise 5-5

California

Aikens 5a1
Baylor 7f3
Bochte 9b1

Bands 8g3
Bosley 10a1
Briggs 3c0
Chalk 9a2
Etchebarren 7a1
Flores 9a2
Goodwin 5b0
Grich 7f1
Guerrero 9a0
Hampton 9g0
Humphrey 6a1
Jackson 7d1
Mulliniks 8a1
Ramirez 1a1
Remy 7a3
Rudi 8g1
Solaita 7f1
Torres 3g0

Barlow 5-3
Brett 5-7
Caneira 5-5
Hartzell 4-5
LaRoche 3-2
Miller 3-3
Ross 6-5
Ryan 3-9
Simpson 6-5
Tanana 2-8

Chicago

Bannister 8a1
Bronamer 7b0
Downing 9c1
Essian 8d1
Gamble 10g1
Garr 10b2
Johnson 10f1
Kessinger 6a1
Lemon 8e1
Nordhagen 10d1
Orta 9b1
Soderholm 9g1
Spencer 7f1
Stillman 5d1
Zisk 9g0

Barrios 5-8
Brett 6-7
Hamilton 4-2
Johnson 4-4
Kirkwood 6-3
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Kravel 5-7
LaGrow 2-2
Renko 4-7
Stone 5-7
Wood 6-6

Cleveland

Bell 9c1

Blanks 9b1
Bochte 10b1
Carty 9d1
Dade 9a2
Duffy 5b1
Fosse 8c0
Grubb 10c0
Kendall 7a0
Kuiper 9a2
Lowenstein 7d1
Manning 6c2
Melton 7a1
Norris 8a3
Pruitt 9a1
Spikes 6e0
Thorton 8g1

Bibby 4-6
Buskey 6-2
Dobson 7-5
Eckersley 4-8
Fitzmorris 6-5
Garland 4-8
Hood 3-3
Kern 4-2
Monge 7-2
Waits 4-4

Detroit

Corcoran 9d0
Fuentes 10a1
Kemp 7e1
LeFlore 11c3
Mankowski 8a1
May 7d0
Oglivie 8f2
Rodriguez 6e1
Scrivener 1a0
Stanley 6f0
Staub 9e1
Thompson 8g0
Veryzer 5a0
Wockenfuss 8g0

Arroyo 5-6
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Foucault 3-2
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Ruhle 6-5
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Lacock 10b1
Lahoud 8d1
Martinez 6b0
Mayberry 6f1
McRae 10d2
Nelson 4a1
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Pattin 4-5
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Bando 7d1
Brye 7d1
Cooper 10d2
Haney 6a0
Hegan 4g0
Johnson 1a1
Joshua 8b2
Kirkpatrick 8a0
Lezcano 8g1
McMullen 6f0
Money 9f1
Moore 7b1
Quick 6b0
Sakata 3c1
Sheldon 5a0
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Adams 12b0

Bostock 12c2
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Chiles 8b0
Cubbage 8c1
Ford 8c1
Gomez 7a0
Gorinski 5e1
Hisle 10f3
Kubick 7i1
Norwood 6f2
Randall 7a1
Smalley 6b1
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Wilfong 7a2
Wynegar 8c1

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Thormodsgard 5-6
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Oakland

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Perez 6a1
Crawford 4a0
Gross 6g1
Hosley 4b0
Jorgensen 7f1
Lintz 2a2
Mallory 5a2
McKinney 4f0
Murray 4a2
Newman 6d1
North 8a2
Page 10e3
Picciolo 5a1
Sanquillen 8a1
Scott 8a3
Tabb 6f0
Tyrone 7c1
Williams 7f1

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Keough 5-7
Lacey 3-2
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Norris 5-5
Torealba 3-3
Torrez 5-7
Umbarger 7-4

New York

Blair 8c1
Chambliss 9d1
Dent 7b1
Healy 6a1
Jackson 9g2
Johnson 10h0
May 6b0
Munson 10d1
Nettles 7g1
Piniella 11d1
Randolph 8a2
Rivers 11b3
Stanley 8c1
White 8d2
Wynn 2c1
Zeber 11e0

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Holtzman 6-5
Hunter 5-7
Lyle 2-2
Patterson 6-4
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Seattle

Baez 8a1
Bernhardt 7c1
Braun 6b1
Collins 7b3
Cox 7c1
Cruz 7a2
Jones 8f2
Jutze 6e0
Lopez 9c2
Meyer 8e2
Milbourne 6a1
Reynolds 7a1
Stanton 8g0
Stein 8c1
Stinson 8d0

Abbott 5-6
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Montague 5-4
Moore 6-3
Pagan 7-4
Pole 6-5
Romo 3-2
Segui 6-3
Thomas 7-5

Wheelock 6-6

Texas

Alomar 8b1
Beasley 6a1
Beniquez 8c3
Bevacqua 11f0
Campaneris 7a3
Ellis 6e0
Fahey 6a0
Grieve 6e1
Hargrove 10d1
Harrah 8f3
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Toronto

Ashby 5a0
Ault 7d1
Bailor 10a2
Bowling 5a1
Cerone 5b0
Ewing 9b1
Fairly 9e0
Garcia 5a0
Howell 11c1
McKay 5b1
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Hargan 6-5
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Atlanta

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Bonnell 10a1
Burroughs 8h1
Chaney 5c1
Correll 5g1
Gaston 8e1
Gilbreath 7c1
Matthews 9d3
Montanez 9e1
Moore 8b1
Nolan 9e1
Office 7b1
Paciorek 7c1
Pocoroba 9c1
Robinson 5g0
Rockett 7a1
Royster 6b3

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Easterly 7-3
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Hargan 7-3
LaCorte 9-3
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Chicago

Buckner 9c2
Cardenal 7b1
Clines 9b1
DeJesus 8a3
Gross 11b1
Kelleher 6a1
Mitterwald 7d1
Morales 9c1
Murcer 8f2
Ontiveros 10b1
Rosello 6b1
Swisher 4e0
Trillo 9b1
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Broberg 5-2
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Auerbach 3a0
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Bench 9g1
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Driessen 10d3
Flynn 7a1
Foster 11h1
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Griffey 11b2
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Cruz 10d4
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Fuller 3e0
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Hermann 9a1
Howard 8b2
Howe 8c1
Johnson 10g0
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Lopes 9c4
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Mota 14b1
Oates 8c1
Powell 7a0
Russell 9a2
Simpson 4a1
Smith 10g2
Yeager 8f1

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Sosa 2-2
Sutton 4-8
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Montreal

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Cromartie 9a2
Dawson 9e3
Frias 8a1
Garrett 8b1
MacKanin 6b1
Mejias 6e1
Morales 5b1
Parrish 7d1
Perez 9d1
Spier 6a1
Unser 8f1
Valentine 9f2

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Kerrigan 4-2
McEnaney 4-2
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Warthen 8-3

New York

Boisclair 9b1
Flynn 4a1
Foster, L. 6a2
Grote 8a1
Harrelson 4a2
Henderson 10d2
Hodges 8a0
Kingman 5g1
Kranepool 9e1
Mazzilli 7b3
Millan 7a1
Milner 7d1
Phillips 5b0
Randle 10a3
Staiger 7b1
Stearns 7d2
Torre 4d0
Vail 8d1
Valentine 2c1
Youngblood 7a1

Apodaca 4-2
Baldwin 5-2
Espinosa 4-7
Koosman 4-8
Lockwood 4-2
Matlack 5-7
Myrick 4-2
Seaver 3-8
Siebert 4-2
Swan 5-6
Todd 5-4
Zachry 4-7

Philadelphia

Boone 9c1
Bowa 9a3
Brown 7b1
Harmon 4f0
Hebner 9f1
Hutton 10c1
Johnson 11f1
Johnstone 9e1
Luzinski 10g1
Maddox 9c3
Martin 8d2
McBride 12d3
McCarver 11d1
Schmidt 8g2
Sizemore 9a1

Brusstar 3-2
Carlton 3-8
Christenson 5-7
Garber 2-2
Kaat 6-5
Lerch 6-6
Lonborg 5-7
McGraw 3-2
Reed 3-3
Twitchell 5-4
Underwood 6-3

Pittsburgh

Dilone 2a2
Dyer 7b1
Fregosi 9f1
Garner 8d3
Gonzalez 9c1
Hairston 5d0
Macha 8a1
Moreno 7b4
Oliver 10d2
Ott 8c1
Parker 12d2
Robinson 10f2
Stargell 8g1
Stennett 12a3
Taveras 7a4
Tolan 5e1
Mendoza 5a0

Candelaria 2-8
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Forster 5-3
Gossage 1-2
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Jones, O. 6-4
Kison 6-6
Reuss 5-7
Rooker 3-7
Tekulve 3-2

St. Louis

Anderson 6d1
Bosetti 6a1
Brock 8a3
Cruz 7c1
Freed 14e0
Hernandez 9c1
Iorg 10a0
Kessinger 7a0
McBride 8e2
Mumphrey 9a3
Phillips 7a1
Rader 8a1
Reitz 8d1
Scott 9a2
Simmons 11e1
Templeton 11a3
Tyson 7b1
Youngblood 4a0

-

Carroll 2-2
Denny 5-6
Dierker 5-4
Eastwick 5-2
Falcone 6-5
Forsch, R. 4-7
Hrabosky 5-2
Metzger 3-2
Rasmussen 4-7
Schultz 2-3
Underwood 6-6
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San Diego

Almon 8a2
Ashford 6b1
Champion 6a1
Davis 4b0
Hendrick 10e2
Ivie 8b1
Kingman 7h1
Rader 8d1
Rettenmund 9d1
Richards 9a4
Roberts 6a1
Scanlon 4b0
Sutherland 7a1
Tenace 6e1
Turner 7e2
Valentine 4c1
Winfield 9e2

D'Acquisto 7-3
Fingers 3-2
Freisleben 5-5
Griffin 5-4
Jones 5-6
Owchinko 5-6
Sawyer 6-2
Shirley 4-6
Spillner 4-2
Tomlin 3-2
Wehrmeister 7-3

San Francisco

Alexander 10e1
Andrews 8a1
Clark 7e2
Elliott 7f1
Evans 7e2
Foli 6b1
Harris 8b1
Herndon 7a2
Hill 7d0
LeMaster 3a1
Madlock 10c2
McCovey 9g0
Thomas 8b2
Thomasson 8e2
Whitfield 9c1
Sadek 6a1

Barr 5-7
Cornutt 4-2
Curtis 6-2
Halicki 4-7
Heaverlo 3-2
Knepper 4-7
Lavelle 2-2
McGlothen 6-4
Moffitt 4-2
Montefusco 4-7
Williams 5-3

Regulating the Use of Players In Statis-Pro Basketball

The realistic use of players is a goal of many tabletop sports game coaches, whether they play solitaire, head-to-head or by mail. In this article I will outline ideas which deal with two of the most important elements of player use in a table basketball game, field goal shooting frequency and minutes played. In developing these ideas I have tried to achieve not only statistical accuracy but also compatability with the Statis-Pro system because an idea that disrupted S-P's playability would hardly be worth the time and effort to implement it, no matter how accurately it reproduced statistics.

Field Goal Shooting Frequency

You may be familiar with my Shot Selection and Distribution System (SSDS) for Statis Pro basketball (see ASD No. 160 or TTS, Summer '77). This was my first attempt to deal with the original game's deficiency in the area of distributing shot attempts. I feel that the shot system was an improvement and was fairly accurate for individual players but several things have made me increasingly dissatisfied with it. In the first place the SSDS did not account for differences between teams. The 24 second rule tends to limit the extreme variations in play style seen in college and high school, but there are still considerable differences in the number of shots taken by running teams as compared with set-up teams. Additionally, the old system could not deal with certain situations because it was based on a ranking concept using a league average. For example, it would not be unusual to have several (or even all) players in the game who varied little in their fga frequency but the system as given would still rank the players 1 to 5 by SFR and distribute shots in proportions from 28 to 12%. The new system I am proposing will treat each player individually - he will either shoot or pass off according to his own statistics, not according to an overall pattern, which he might fit or not. Teams too, will show their general tendency to shoot more or less as a result of their players' individual tendencies. Finally, I feel that this new concept is more in harmony with the Statis-Pro method, and should be easier to use.

I would like to illustrate the basic concept used in the new system by examining two imaginary players, A and B. First we will assume that both have fg% of 50%, which translates to a S-P Field Goal Rating of 11-48. Players, however, vary a great deal in the number of shots taken - we will assume that this is the case with A and B by noting that A shoots often and B seldom. A, in fact, must shoot every time he gets the ball (because of the nature and number of the S-P fast action cards) to achieve his proper fga. B, on the other hand, shoots only half as much, which is the same as saying he passes off (Advances) every other time he receives the ball. the way this may be accomplished is by designating half of his Field Goal Rating numbers as 'Advance' numbers instead of shot attempt numbers. Statis-pro uses random numbers from 11 to 88 with none ending in 9 or 0 for a total of 64 available numbers. In the example we are using, A always shoots, which means he uses all 64 numbers as shot possibilities. His FG Rating thus does not change - it remains 11-48 (note that 11-48 is 32 numbers and 32 divided by 64 is 50%, A's fg%). B, on the other hand, shoots half as much so he will have available to him only 32 shot possibilities - the other 32 numbers will be made mandatory Advance passoffs. Player B still shoots 50% but his fg% is based on 32 attempts (not 64) which means he scores on 16 numbers. Using the appropriate new terms, we can illustrate how the new player cards would look:

Player A	Player B
Scores: 11 to 48	Scores: 11 to 28
Advances:	Advances: 51 to 88

I have taken the liberty of replacing the term 'Field Goal' with "Scores". Note also that the 'Secondary' field goal rating used in the game now has been eliminated - the concept of mandatory "Advances" based on the player's actual statistics eliminates the need for the Secondary rating.

I would like to show the new system in action using fast action cards to illustrate the difference between the two players and between the old and new

methods. Assume that the 'Action' reading on a FAC has given the ball to Player A or B. The next step is to determine what happens by using the SHOT NUMBER of the next FAC. The procedure is not changed in any way from the current method, but everything that happenns does so automatically from the ratings of the players. IN other words, the coach does not decide 180 times a game if a player shoots or passes off - the Shot Number of the FAC referred to the ratings of the player with the ball makes the determination of shooting or passing. To illustrate:

| FAC	Action Taken By:	
Shot No.	Player A	Player B
11-28	Scores	Scores
31-48	Scores	misses shot
51-88	misses	passes off (Advances)

It should be clear now that our assumptions from above are all dealt with - Player A will shoot whenever he gets the ball, B will shoot only half as much, but both will shoot 50%. (A note on assists: it has been observed that S-P does not deal realistically with assists. The rules advise that an assist be credited whenever an Advance pass leads to a basket but this is unsatisfactory because there is no relationship between the player passing and his ability to make an assist. Furthermore you simply cannot make enough Advance passes to get a realistic number of assists and still get enough shots to give a realistic score. This is even more true now that the new edition has reduced the FAC deck to 180 from 204. If assists are very important to you then my system will compound your frustration because some players seldom (or never) pass the ball even though they may actually get many assists in real life.)

Before giving the method for rating players it is necessary to equalize the opportunities each player has to shoot - this is done by making the "Pass to" readings under Action and Advance equal for all five positions. An analysis of the 180 FAC deck shows the following breakdown:

	Action	Advance
Pass to F1	25	27
Pass to F2	25	27
Pass to C	18	35
Pass to G1	34	20
Pass to G2	34	20
Pass to Choice	1	38
	137	167
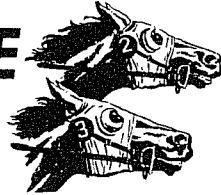
THEY'RE OFF!

FROM THE DESIGNER/Patrick M. Premo

FLASH! EXCITING NEW STRATEGY
HORSE RACING GAME HITS MARKET

THEY'RE OFF! Ruffian breaks quickly from the inside post position and Foolish Pleasure comes out with her. They race neck and neck with Foolish Pleasure giving this game little filly the most serious challenge of her career. But Ruffian responds, making an early move, and begins to draw away; she opens up 3 to 4 lengths on the backstretch and holds this margin into the final turn. Coming down the stretch, Foolish Pleasure again comes on and narrows the gap--with an eighth of a mile to go he draws up along-side Ruffian-- the filly responds and the two race as one witn 1/16th of a mile to go! Then . . . but you'll have to run your own race to see who wins!

And now you **can** with my exciting new horse racing game, **THEY'RE OFF!** This is not another game where you simply roll the dice and move your horse around the race track as is the case with other table top horse racing games. There is strategy in **THEY'RE OFF!** which allows YOU to decide when to make your move--do you want to try and take the early lead, or, would you rather try for a come-from-behind win with a powerful drive through the stretch -- the decision and race strategy are in your hands! Given the natural limitations of each horse plus how well you plan your strategy can spell victory or defeat. There are basic rules for simple play and then more advanced rules with such options as calculating odds and even for running handicap races -- a feature to be found in no other horse racing game!

THEY'RE OFF! is actually three games in one -- Thoroughbred horse racing, Harness horse racing, and Quarter horse racing: again no other game on the market is this complete.

There are 90 all-time great thoroughbreds in the game -- from the early 1800's to the present: great horses such as Secretariat, Forego, Mano' War, Kelso, Seabiscuit, Citation, Sysonby, Colin, Exterminator, and more! Also included are 80 harness horses of all-time -- Greyhound, Dan Patch, Albatross, Silk Stockings (soon to be in her first motion picture), Bret Hanover, Nevele Pride, plus the 1976 Harness Horse of the Year, Keystone Ore. You can race on a 1/2 mile track, a 5/8ths mile track, or a one mile track -- just as in real life. And 40 all-time great quarter horses round out this game -- Shue Fly, Clabber, Go Man Go, Easy Jet, and the 1976 All-American Futurity winner, Real Wind. (The advanced rules of the game even allow you to set up dream races between quarter horses and thoroughbreds, or between thoroughbreds and harness horses.)

In addition, the greatest jockeys of all time (Willie Shoemaker, Eddie Arcaro, Johnny Longden, for example, plus the newest young sensation, Steve Cauthen) as well as the greatest harness drivers (Stanley Dancer, Joe O'Brien, and Bill Haughton, to name a few) are included for additional realism and strategy.

Each and every horse in the game has been individually researched and rated based upon actual performances during his career. Those with early blazing speed will display the same potential in this game; those who prefer the longer races in real life, will do the same in this game. Each horse's characteristics and ratings are found on individual cards -- no other cumbersome charts need be referred to during the running of the race. A quick glance at any horse card will tell you whether that horse has early speed, late speed, or consistent speed; in addition, you can tell when it is the best time for that horse to make his move (however, the decision as to **when** to actually make that move is still up to YOU!). Apparent ties can usually be decided from the data on each horse's card, but in the event the horses cannot be separated, there is a "photo finish",

and an exclusive Photo Finish Chart will determine the winner -- yes, there can be a dead heat -- just as in real life (it won't happen often, but it is possible).

Once you have mastered the basic play, the advanced rules can easily be incorporated with no loss of playability. You can make the game as simple or as complex as you want, but it will always play quickly, smoothly, and realistically. All these great horses have been "normalized" so horses of different eras will compete and run realistically. The game is also educational in that for each horse, information as to his breeding, his color, his racing record, the year he was foaled (born), plus a brief recap of his career is found on each horse's card.

Now you can have your own run-offs to determine who was the fastest horse of all-time at a mile, or, who was the distance champion by a grueling 2 mile event like the Jockey Club Gold Cup. The possibilities are unlimited. This is a game that has been researched and tested for over six years -- it is complete -- no significant changes will be made.

Incidentally, Ruffian put on a surge coming down to the wire to pull away from Foolish Pleasure and win by a length in my race. But can she beat Secretariat or Forego or Man o' War: YOU can answer that question with **THEY'RE OFF!**

Classified Ads