

GAME REVIEW/Rich Berg

BLM BASKETBALL II

"I Liked You Better With The Mustache"

For some reason, probably known only to the Marketing Division and/or Sales Manager at BLM, the Power That Be decided that the original BLM Basketball Game needed a complete overhaul. No, complete Overhaul is wrong; completely new game is more accurate. Not that the original BLM basketball was all that good; but neither was it all that bad. As a matter of fact it was pretty interesting, even if it did take forever to play. There was lots to do, and the player had a lot of choices to make. He could direct his offense, and the game was a pretty accurate recreation of the sport. I remember a frosty evening in Germany (seemingly an eon ago) when a few of us recreated that famous UCLA-Houston match-up, Elvin Hayes era, and UCLA scored 11 straight points to put the game into triple overtime before Houston won it with a score of 110-106, or thereabouts (who could remember after all those years?).

But "roundball" games haven't fared too well lately. APBA's never got off the ground (unless you have erasure-proof score sheets), Strato-Matic is still looking for the magic formula, and only Statis-Pro seems to have found a workable format. (Statis-Pro's biggest seller is its basketball game.) Now we have BLM II a distinct effort to simplify the earlier version. It's an interesting failure. Interesting in that it uses some good ideas and plays with remarkable swiftness, but a failure because of the simple fact that the game controls the player and not the other way around. In baseball, where strategy is limited, I could accept that. Here I cannot.

Physically, BLM II is distressingly cheap (in appearance, if not in price.) Gone is the box. Now the game arrives in a card-board folder. What you do with it is your business. Not that there's much to hold. A couple of sheets of paper, one chart (on heavy stock) and the team cards (in perforated sheets). The cards are standard BLM; the rest is standard garbage. I don't know what sort of royalty arrangement the NBA Players Association is asking, but this has got to be the most overpriced package of the year, regardless of whether the game is good or not. (I speak not from pique but rather from an intimate knowledge of what it costs to produce a game).

As far as the game itself goes, it has its points — but they are few. The rules are written in the standard BLM format: Brief But Indecipherable. They're sort of a game within a game: We Give You The Bones; You Fill in the Rest. Not that the game is all that difficult; it is actually quite simple. It's just that the rules say nothing. Having tried to fathom the mysteries of BLM's Baseball formulae (before they let me know that they had to send a rule book to explain that rule book; shades of A Day at the Races) the Basketball II rulebook provoked something close to a quick Slow Burn. For example, is a Blocked Shot followed by a Rebound, or does it go automatically to the other team? The rules say that a "...Blocked Shot" (is) fairly obvious and should not need further explanation." So much for clarity.

Cont'd. p. 3

GAME REVIEW/Larry Green

"WIN, PLACE AND SHOW" IS A WINNER!

WIN, PLACE AND SHOW is one of the 3M games revised by the Avalon Hill Game Company. Like all Avalon Hill Games, WIN, PLACE AND SHOW has been well designed and the game parts are of superior quality. Unlike some horse race games, WIN, PLACE AND SHOW is easy to play and can be played quickly on a solitaire basis. A complete six horse slate can be run in fifteen minutes excluding the auction and betting aspects of the game.

The most important part of a game review is how the game is played, so I will get right to it. The game is played with a large race track game board, six plastic horses, a race card listing six different races, and a pair of dice. The race card gives the various ratings of each of the horses. The horses are placed in the post position on the race track board in accordance with the ratings on the race card. The horses move along the race track based on the following:

- 1) The number rolled on the white die
- 2) The horse's running strength for that turn as indicated by the race card
- 3) The bonus number as determined by the total of the two dice

The game begins with an elaborate auction of the horses and the placing of bets (if played by two or more people). This part of the game can be skipped when playing solitaire without losing any of the benefits of an exciting horse race. Let's review an example of a typical race. The dice are rolled and it's a white three and a red five. The white three means the third horse ("Hold on Harry") moves first. "Hold on Harry" has a first turn running strength of 11 and to this number we add the three from the white die. "Hold on Harry", therefore, will move fourteen spaces. Since "Hold on Harry" has an apprentice jockey, he can only move one lane to the left or one lane to the right to avoid being blocked. A veteran jockey can move two lanes to the left or two lanes to the right and back again. Some spaces on the race track have a special mark on them indicating that a horse that begins in that space can pass a horse in the same lane. Let's get back to our race. The total of the dice roll was eight which means "Mustard Seed" will be able to move an additional three spaces because eight is "Mustard Seed's" bonus number. Each horse has a bonus number assigned to him. "Hold on Harry's" number was five. The running strength of each horse is different and varies with each turn. Some horses start out fast then die in the end. Other horses start slow from the gate but go like gangbusters in the last turn. Still other horses are steady throughout the race. The pace is fast and the play is simple. What more could you want from a horserace game?

Avalon Hill makes a number of fine games and I suggest you obtain their brochure. Write the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Short Shakes.....What ever happened to Al Simon who wrote those excellent reviews for ALL SPORTS DIGEST?.....My survey on the "top ten" games bombed in that I received only about 12 responses.

Cont'd. p. 3

From the Editor

This issue concludes our presentation of the WFL Draft League with samples of stat sheets and play-by-play sheets (known by the WFL as "game films") starting at the middle of page 13. The last two issues of TTS in combination with this issue should now form a relatively complete reference source for those interested in setting up a draft league for football.

Our next issue will contain whatever we promised would be in this issue and wasn't, plus some new material that's already here. We're a month late in getting this issue to you but we're going to make up for it by putting out the next one just two weeks from now. In other words, I'm writing this "From the Editor" nonsense on Friday, April 28 and we're going to start to work on the May-June issue Monday. It should be in your eager hands two weeks after this little jewel arrives. If not, you can write and ask for a refund. (However, we don't give refunds.)

By the way is there anyone out there who owns an IBM typewriter with a carbon ribbon, who knows what a "paste-up" is (or, even better, how to do one), and who would like to put this conglomeration of material together in superb finished form every couple of months by working at your own home for, say, \$200 an issue? If so, drop me a line.

From the Readers

TTS gets better and better and I found the fall '76 and spring '77 especially useful, though even the summer number provided good reading even without football articles. You really have a fine stable of contributors and it is good news that you are going bi-monthly. Will \$8.75 cover an air mail subscription commencing with the fall '77 issue?

Articles I found particularly interesting were Rich Berg's "Simulation Survey", Julian Compton's "The Ten Best Games", David Minch's "Activators", and Gerald Gauthier's "Sports Action Canadian Pro Football." The THE and TSG newsletters have also provided useful information.

John Chandler in his guest column in the fall '76 TSG Newsletter has raised an important point over solitaire defenses. There is no doubt that the defenses provided by most games are too limited and therefore, not realistic enough. John's scheme as described in the newsletter of having different defenses, depending on the opponent's type of play is a great improvement and I shall be interested to read his further article on the subject. Gerald Gauthier's charts in the winter '77 THE Newsletter are on the same lines as John's system and I use them myself.

John's idea of using transparent dice shakers is another excellent scheme and is a great time saver.

As I have Sports Action Canadian Football, unlike Barry R. in his letter in the summer '77 issue, I was very pleased to read Gerald Gauthier's article. I personally find it an excellent and exciting game and the system on which it is based amongst the best I have seen so far. Gerald is right when he states that the lack of competition has not prevented designers improving the game and the 1977 edition is no exception. However, there appears to be one defect that perhaps might need to be rectified. It is now possible to use different defensive alignments such as 5-3-4, 3-3-6 etc. in addition to the norm at 4-3-5. This appears to make the formation cards incorrect when used with the alternate formations. For example, in a 5-3-4 alignment there is an extra lineman presumably a middle guard and a defensive back presumably the safety is eliminated. As the safety has an effect on play in some formation cards these cards become unrealistic. The pass rush would also be increased in a 5-3-4 alignment, whereas in 3-3-6 it would be reduced. Perhaps Gerald would comment on this or produce a series of formation cards to overcome this defect. I have tried to produce a set myself but my knowledge of the game is not good enough to be certain that I have got the answer right. Perhaps Gerald could also produce a solitaire defense.

I was amused at Barry R.'s remarks about cricket, for here is a game which could produce a really good simulation table top version. I discussed with a friend of mine who is a keen and knowledgeable cricketer the possibility of designing one, but lack of time and money has precluded our doing anything about it. I am surprised, though that no one here in England appears to have attempted designing a game.

By the way I have not yet received any information about the 1977 sheets for THE Football. Could you let me have details? Bill Bowater, London, England

BASEBALL SURVEY

Larry Green is conducting a survey of the popularity of the various baseball games on the market. Please list the baseball games that you are personally familiar with on a separate sheet of paper and rate them according to the rating chart given below.

Larry Green
16 Monrovia St.
Springfield, MA 01104

- 10 A SUPERB game. One of the 1 or 2 best table sports games for any field, period.
- 9 Between 10 and 8.
- 8 An EXCELLENT game. One of the very top games for its particular sports field.
- 7 Between 8 and 6.
- 6 A GOOD game. I don't like it as much as I do some others, but I'm still glad I bought it. A lot of good features.
- 5 Between 6 and 4.
- 4 A FAIR game. I've played some better, some worse. It's just sort of mediocre.
- 3 Between 4 and 2.
- 2 A POOR game. Quite a few design faults. So many in fact, that I wish I hadn't wasted my money on this clunker.
- 1 Between 2 and 0.
- 0 A TERRIBLE game. One of the very worst examples of a table sports game that I've ever come across.

TABLE TOP SPORTS

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Furthermore, I purchased the College version of the game because I prefer college Basketball. The game was designed using the Pro Game (which is fine, in and of itself). But there is only a cursory explanation of how to convert to college ball, and, to top it off, there are several ratings used in the pro version not available in college. E.g., there are no Defensive Rebound Ratings; are the Offensive Ratings considered to be defensive for this purpose? Who knows; not the purchaser — and maybe not even the designer!

The game system is quite simple. Virtually all the information is on the card, and the play is determined from either the offensive player's card or that of the player who is guarding him. Certain players control the game to a greater extent: e.g., Butch Lee (of Marquette) has about a 55% chance (depending on defensive ratings) of taking the play on his card while Jimmy Boylan (the other guard) has about a 25% chance. You would think that this would mean that Lee would get the ball that much more often. Wrong; it simply means that vis a vis his defender Lee will take the play from him more than, say, Boylan will from his defender. Consequently, you put your best defensive player on your worst offensive, as that defensive player will get to be used more against the buzzard than against the superstar. I somehow perceive that that is not how basketball works.

Butch Lee		
POS	G	PT 37
OFF		DEF
63	Command	-
1-27	FG	1-19
28-29	FG+F	20-23
30-42	FOUL	24-34
43-45	OFF-F	35-39
46-49	STL	40-43
50-52	BLK	44-44
53-61	TO	45-51
62-74	PASS	52-72
6	REB	-
O/D	A	FT
-	4	1-87
Marquette		
1978 Edition ('76-'77 Season)		

Furthermore — and this is a major flaw — there is no way to consistently get the ball to your big man (scoring-wise). The Play Action Chart, which distributes the ball to players, distributes it evenly: 18% to each position (plus turnovers, etc.) Only 5% of the time can you directly affect your pass. Not enough to create accurate statistics, in terms of play control.

On the positive side, the game — as was stated before — is remarkably swift. It's sort of an advanced Negamco, more than a half-baked BLMer. I played my first game in less than an hour and had "mastered" the system by the time both teams had scored ten points. Not that there's much to master. Everything is on the cards. The Play Action Chart tells you who gets the ball; you get a number from 1-100 (using a spinner or random number book...I just love those BLM RN books; they're the best thing they've ever done!) to determine who that is. Let's say the LG gets it. He's guarded by the opposing LG. You subtract the defender's DEF rating (in college it's a team rating; why, I'm not too sure — probably lack of stats) from the LG's OFF rating and get a new Random Number. This determines whose card the play will be on. Then you get a new Random Number and look at the correct card to see what happened. And that's it. There are a few other things, such as Fastbreak, Stall and Press. But these are handled only fairly well if somewhat simplistically.

Accuracy seems to be acceptable in every area but rebounds and assists, the old bugaboos. The latter two are still at the mercy of a random chart, with only partial effect from other sources. FG accuracy is nicely handled, as are fouls, steals, and

other assorted items.

But accuracy isn't everything, especially in a table top basketball game. You have to feel you have **some** control over the fate of the game; here you have none. Even Statis-Pro, which is sold as a solitaire-oriented game, has **some** control over what's going on. BLM II is simply a game of numbers, and unsatisfactory numbers at that. And the most unsatisfactory number is the over-inflated price of \$14plus. That's a First Class fare for a Tourist game.

BLM Basketball II can be purchased from Big League Game Co., 321 East Superior Street, Duluth, MN 55802 for \$15.95 (incl. postage) for pro, \$14.95 for college.

(Win, Place and Show Is A Winner Cont'd.)

At least 50% of those responding preferred STRAT-O-MATIC BASEBALL....See the January-February issue of GAMES magazine for an interesting article by an IDEAL GAME COMPANY executive entitled "Inside a Game Factory."

GAME DESIGN PART III/David Minch

WHEN THE CHIPS ARE DOWN

This time, I promised to discuss the chip mix. I will. I intend, however, to lead into that topic by discussing activators and design philosophy.

Activators are a necessity. **Something** has to keep the game moving. Since sports involve large elements of chance in combination with skill and physical ability, the activator must allow a successful blend of these elements. The history of table game design is primarily a record of improvements in activators.

The state of the art and, as near as I can imagine, the realm of possibility, include two basic activator types. With one sort, the actions of the competitors are independent. Opponents are free to choose strategies independently of each other's choices. Results may be affected by the choices but the ultimate outcome of a play is determined by one or the other "card". Game systems like **SOM** are independent. The result comes from the batter's card or the pitcher's card. With the other basic activator, the results are interdependent. Opponents' choices of strategies may or may not be independent; the result of a play involves (usually) a consideration of strategies and a combination of the "abilities" of the opponents. **BLM** uses an interdependent game system in which the result is a function of the batter and the pitcher in combination.

The design philosophy I have followed so far has been oriented towards an independent activator, which we now have. There is no reason why you should follow my lead and I encourage you to go your own way. At a later point in this series I hope to consider interdependent activators in more depth. For the time, though, I will continue with what I have started.

The choice of design philosophy is important, often critical. Some sports are by nature interdependent. A few, such as hockey, are naturally independent. Baseball falls into neither class, making the decision a bit more difficult. It's mostly a matter of choice. I can think of no convincing arguments in favor of either activator system for baseball. I've started with an independent system because it is easier both to discuss and design.

The activator has an effect on the cards. With an independent activator system, the choice of which card will contain the result is random. The system we have so far worked with is based so that a fifty-fifty split between batter and pitcher has been assumed. If you will refer back to Table 1, you will find the formula $c = 2p - a$. This formula works only for games with the aforementioned fifty-fifty split.

I have assumed that split because I like it. You may not. Pitching has been called 50, 75, and 90% of the game. Different people have different opinions. If you have a different opinion of the split, you'll have to alter the formula some and make an adjustment to the chip mix.

The adjustment to the formula for card values is only so that the players will perform realistically. That is, so that statistics derived from game play will approximate the players' actual statistics. Changing the split will not, by itself, give any edge to batters or pitchers. Its effect will be felt in the more esoteric aspects of the game. It will affect the X-chances (more on that later), the choice of strategies and tactics in play and such things as pitcher and fielder tiring and relievers' performances. These are things we will get into later. The choice of how to split the batter/pitcher confrontation is at hand now; it enters into the chip mix. If you use a split other than fifty-fifty the corrected formula for card values is in Table 4.

When we set out, the split was determined by the colored chips. Red and blue chips direct you to the pitcher's card, white chips indicate the batter's card. To get a fifty-fifty split, half the chips will have to be white, the other half blue and red. The game system so far has also been predicated on an equal mix of chips numbered 1, 2 and 3. Doubtless some of you have a preference for another mix. The current system sprays hits to all parts of the field with (almost) equal abandon. I would wager that somebody out there has already altered the mix to reflect reality in the placement of batted balls. I have in mind another way of doing just that, consistent with an equal mix. Whatever your desire in the matter of number mix, the ratio of chips bearing each number will impose some restrictions on the mix.

For a mix bearing each number in equal proportion, the number of total chips must be divisible by three. If the split between batter and pitcher is to be fifty-fifty, the total number of chips must be divisible by six. Similar limitations will be imposed by any other split. If you prefer another split, I'll leave you to figure out how many you'll need. I could explain the limitations but the topic here is game design, not number theory.

Another limit to be considered is the proportion of red chips in the mix. It's difficult to say how many of a player's chances in the field are X-chances. The formula already given for figuring fielding ratings will work for any proportion of X-chances to ordinary chances. You could conceivably use all red chips. As with most of the decisions in this design, this one is yours, too. I can offer a little precedent that may help. A good rule for a designer having difficulty with part of his design is: **research!** If the data you need is not available, research other games. Stealing from another game is not recommended, since it is not only non-productive, it is sometimes illegal. In any case, researching another game's solution to your problem may at least give you the numbers you need.

A case in point is the problem we now have. **SOM** uses a system similar in most respects to ours. Examination of a pitcher's card from **SOM** shows 30 chances, out of 216, given to X-chances. This is about 14%. To approach this ratio with our system will require that about 26% of our chips be red.

Now, what do we have? We need a number divisible by six. We also need 26% of that number, give or take a percent, to be divisible by three. An obvious candidate is ninety-six. To meet the requirements already listed, forty-eight chips must be white, twenty-four blue and twenty-four red. Since all of these numbers are divisible by three, it is easy and recommended to have 1, 2 and 3 equally represented in each color. There is no reason why you shouldn't use any other number of chips. The same restrictions that ninety-six satisfies can also be met by twelve, twenty-four or three hundred and eighty-four. The only thing that may affect your choice is ease of handling (also expense). The more chips in your activator, the clumsier it will be to handle. Later on, we'll introduce a method to simulate pitcher tiring which will involve changing the mix. The more chips in your mix, the more difficult this will be.

As an example for those of you who want a different split, let's look at the requirements for a sixty-forty split. For such a split, sixty of a hundred chips drawn must be white. Clearing the fraction, that's three out of five. So, the number of chips must be divisible by five. For an equal representation of numbers, the total of chips must be divisible by three, a good mix to use is sixty-three white, fifteen blue and twenty-seven red. Again, this is only one of many possible mixes. Finding one that suits you is mostly trial and error.

But why any chip mix? You can, if you wish, do without the randomizer entirely. I'll even tell you how to do it. Be advised, though, that my intentions for this game include the randomizer. It will be useful later on. There are other ways of accomplishing most of the things the randomizer will provide, so if you'd rather play poker with those chips, here's how to make them unnecessary.

Without the chips, the split between batter and pitcher has to come from something else. You could divide the possible numbers. Rolls of 0-0-1 to 5-0-0 can be taken from the batter, the others from the

pitcher. **Longball** uses a similar system with octahedral dice. The numbers generated for the cards will have to be related to the range of possible numbers for batters and pitchers. This means a bit more work. An advantage is that the numbers can be split fifty-fifty, twenty-eighty or whatever you like without doing violence to the randomness of the rolls. Another way to make the split, with nearly all of the advantages of the last trick is to add another die. **SOM** does pretty much the same thing with their three dice. The split can be made any way another die will divide it. Since there are a number of rarely used dice besides cubes, there are a lot of possibilities. With this trick, you can use all of the data you already have for cards. The last way I can suggest works for a fifty-fifty split. The card data you have is unchanged. No extra equipment is required. Just take one of your percentage dice (doesn't matter which) and put a dot of paint on one of the faces marked with each number. If a dot turns up, read the pitcher's card; otherwise, the batter. This does away with X-chances entirely. We can't have that but how to prevent it falls more into line with the topic for next time -- "fine tuning" the cards. You'll just have to wait; or work it out for yourself.

TABLE 4

Two formulae have so far been presented for calculating card values for players. The first, $c = 2p - a$, changes if any split other than fifty-fifty is used. The new formula accounts for any split you may choose. It is

$$c = \frac{p - (1 - k) \times a}{k}$$

The only new symbol in the equation is k , which is the portion of the split "controlled" by the player. For example, with a split that is sixty-forty in favor of the batter, k will be .600 when calculating batters, .400 for pitchers. If the split is fifty-fifty, $k = .500$ for batters and pitchers and the formula becomes identical to the one previously given.

The formula for figuring fielding ratings is also affected by a different split. It becomes

$$c = 1 - \frac{(1 - p) [b' \times k_P \times NFC_P + w' \times (1 - k_P) \times NFC_B]}{(2 - p) [r' \times (1 - k_P) \times NFC_B]}$$

The "new" symbol, k_P , is a modification of k used in the first formula. It's purely a simplification, representing the pitcher's share of the split

GAME REVIEW/David Minch

PROFESSIONAL WRESTLING

Professional Wrestling is the funniest game I've seen since... well, I'd better not say. The difference is that **Professional Wrestling** is meant to be funny. That is refreshing.

PW is the product of a group of west-coast wargamers with a collectively strange sense of humor. The credits list Lucky Lager Beer as "Game Developer." It shows.

Since these people are wargamers, they have used the techniques of wargaming to simulate wrestling. **PW** is a "role playing" game, where players assume the characters of their wrestlers. It puts **you** in the ring, before hordes of enraged and/or drunken fans. Since the designers know the sport, you compete for "Fan Appeal points" rather than to pin your opponent. Winners and losers are not always as they seem.

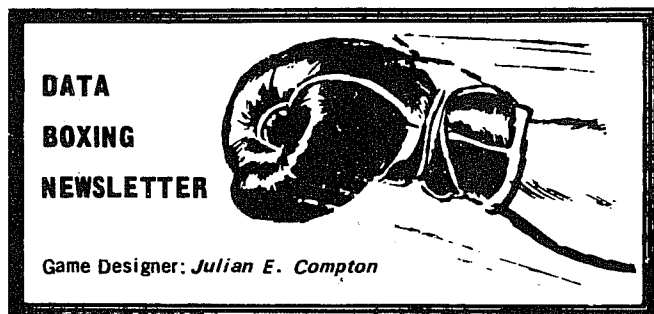
To begin play, you must roll dice to determine the attributes of your wrestler--his strength, speed, agility, weight class, etc. By dice roll or through your own choice, you must also determine whether your wrestler is a "hero" or "villain." Most important, you must develop the wrestler's persona; will he(you) be a Viking Longshoreman, an Aztec Warrior or the Shah of Iran's Nephew? There are thirty-six possibilities given, some even stranger. With a little imagination, you can come up with yet more. If one of your local TV stations has Saturday night wrestling, you won't even need the imagination.

If you can stop laughing long enough to play a game, you'll find that it plays rather well. It is structured towards simulating a continuing series of matches, rather than individual contests but the mechanics for single matches are clean and easy. They are ideal for "head-to-head" play though really unsuited to solitaire.

The full range of possibilities is available to players. Gouging, kicking, tripping and the Atomic Bomb are all here. Each has a certain chance of bringing an opponent to the mat and a distinct appeal to the crowd. Anything can happen in this game and there's a Random Events Table to make sure it does. An old lady may jump into the ring flailing her purse or the concessionaires may run out of beer. Worst of all, the TV cameras may break down.

I really can't say enough of **Professional Wrestling**. The game and its mechanics are hilariously funny. They also work well enough that you may even adapt it to "real" wrestling; it could become NCAA wrestling with only a little work. The laughs alone are worth the price. If you have any interest in or familiarity with wargaming, the inside jokes and such are an added touch. I recommend it.

Professional Wrestling is available from Off the Wall Games, Box 15731, San Diego, California, 92115. For \$5.00 you get a 35 page rules book with complete instructions and all necessary charts and tables.



FROM THE DESIGNER/Julian E. Compton

The Data Boxing Matchup Tournaments

The heavyweight tourney is continuing, with some good champs and some turkeys left. If you wish to play one champ versus the other 24 champs, using the procedures outlined in Table Top Sports, Fall 1977 (Vol. 3, No. 4), p. 14, send in your first five choices and include a legal size SASE.

The Junior Divisions

There are now five junior divisions-middle, welter, light, feather and flyweights. Several have asked how to adjust a boxer who moves up or down a division or a half division when playing him in **Data Boxing**. There is no long continuing history for any junior division in boxing. Therefore, standouts from the past in junior divisions have been rated in the regular divisions. However, modern boxers are ranked in the division or junior division where they are most active. What if a boxer moves up a division beyond the one he is rated for? Factors for Experimentation No. 9 states, "Boxers may box one division above the line they are rated for by using the Reduced Efficiency Adjustments." That was written with three junior divisions — the middle, welter, and light weights. For now the junior feather and fly weights will continue to be rated with the regular division and not separately. But what about the adjustments? If a JM, JW or JL moves up to a regular division, make the adjustment. However, if a regular division boxer such as W, moves up to JM or M, make the same adjustment. Do not reduce him twice for facing middleweights. Recognize that junior division boxers are slightly weaker in quality. Remember that all ratings are based on past performance, not future possibilities. Some boxers such as Arguello may move successfully without a decline in ability. You may want to try them both with and without the adjustment, but no record in one division can be used as an

indication of success in another. He must prove himself in the ring. Only then will **Data Boxing** rank him for the new division.

THE DATA BOXING WORLD

A report of all tournaments and selected other bouts from **Data Boxing** gameplayers.

Ring No. 7: Donald Holmes, Albany, NY. 40 man heavy tourney, Dempsey W 15 Tunney in a comeback, in the finals. Ali & Johnson to semis.

Ring No. 11: Millard Wells, Rockford, IL. 75 heavy bouts. Has started Team League Play with 6 cities and 5 on a team.

Ring No. 16: Todd Tomasic, Pittsburgh, PA. In 18 bout current light tourney, Duran T8 Arguello in finals. 16 man welter tourney, Robinson W15 McCoy in finals, Walker & Ryan to semis.

Ring No. 18: Max Kull, Auburn, AL. 16 man double elim. feather tourney, Pep 6-1, Atell 5-2, Saddler 4-2.

Ring No. 24: Bob Noell, Winston-Salem, NO. 78 bout heavy history replay-only Burns & Camnera failed to win title. Following single elim. tourneys: 32 heavys, Johnson W15 Ali, Tunney & Dempsey to semis; 16 LH Tunney W15 Moore, Gibbons & Loughran; 24M Greb W15 Gibbons, Robinson & Tiger; 16 W Palomino W15 Walker, Walcott & Robinson; 24L Ross W15 Gans, Ritchie & Blackburn; 16F Pep W15 Atell, Corbett & Griffo; 24B Williams W16 Herman, Dixon & Jofre; 16Fly Villa T4 Wilde, Genaro & Borkorsor. 232 total bouts.

Ring No. 26: Edmund Heinzer, North Plainfield, NJ. Single Elim. Tourneys: 16H Ali T11 Dempsey, Baer & Johnson; 16LH Foster 3 KOS in 4 bouts, K1 Tunney, Greb & Delaney; 16M Robinson T8 Ryan, Fitzsimmons & Gibbons; 16W Walcott W15 McCoy, Walker & Ryan; 16L Leonard W15 Gans, White & Canzoneri; 16F Pep W15 McGovern, Corbett & Driscoll; 16B Jofre W15 Moore, Herman & McGovern; 8Fly Genaro W15(s) Lynch, Kane & Wilde.

Ring No. 27: David DeWees, Grove City, OH. 20 current JM double elim tourney: Obed 5-0, Do-Yuh 3-2, DeOlivera 4-2.

Ring No. 28: Christopher Smith, Elmost, NY. 21 H champ bouts, featuring Marciano K20 Jeffries.

Ring No. 29: Rex Young, Monroe, IN. 32H tourney, Frazier K6 Johnson, Louis & Dempsey; 64H double elim Ali 70-72 W12 Dempsey, Ali 63-67 & Louis were eliminated.

Ring No. 30: Michael Smith, Robinson, IL. 72M results. Monzon's results: W10 M B Smith, W10 & L15 Greb, L12 Gibbons, L10 J Smith, L10 Papke, L10 Dempsey.

Ring No. 31: Brent Houghton, North Fort Myers, FL. 20 current JL bouts. Serrano D10 Escalera. Lunny was 5-1.

Ring No. 32: David Lancaster, West Mifflin, PA. 20H results. Ali 3-1, L15(s) to Peter Jackson.

Ring No. 33: Bruce Scott, Lusk, WY. 16H tourney, Dempsey W15 Tunney, Ali & Johnson; 16M Walker W15 Monzon, Ryan & Gibbons.

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TABLE BASKETBALL 1977!

(1977-78 Edition)

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

Rating the Games

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

Defining the Characteristics

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

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

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

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

Ratings

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

Rating Meaning

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

Reading the Chart

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

Discussion

REAL LIFE BB (BPS)

This newest edition of RLB is the best yet. Many of the former weak spots have been improved or eliminated and the addition of base ratings makes the playing flow smoother.

The normalization and college rating features are superior and the ballhandling system is well done. The game is now one of the better buys on the market. Some weak points still exist, however. Defender's ratings must be subtracted from shooting ratings which limits playability and the timing system has the same flaws as *Stats-Pro* (this being that time expires with each turn of a card). Accuracy for rebounding and field goal shooting is limited

REAL-LIFE

PL SA RM ST TH

27 24 25 25 30
22 25 28 - 30
18 30 25 15 30
30 30 30 30 30
30 24 30 - 30
27 24 25 - 30
30 28 30 - 30

22 25 25 - 30
22 22 22 - 30
29 29 30 - 30
30 5 25 - 20
30 28 30 30 26
26 27 29 - 30
0 0 0 - 0
26 28 27 30 30
0 0 0 - 0

28 15 27 - 30
28 15 27 - 30
30 28 30 - 30
0 0 0 - 0
28 15 27 - 30
20 20 20 30 30
20 25 22 - 30
30 5 20 - 24
0 0 0 - 0

20 28 20 30 30
18 30 25 - 20
0 0 0 0 0
22 30 25 25 30
22 30 25 25 30
30 10 25 - 3
28 22 29 30 30
0 0 0 0 0
0 0 0 0 0
20 - 30 30 30

30 15 24 - 20
15 - 25 30 30
30 30 30 30 30
20 20 25 - 15
28 5 25 - 15
24 - - -
25 30 30 - 25
25 25 25 25 25
0 0 0 - 0
30 30 30 - 20

BASKETBALL STRATEGY

PL SA RM ST TH

5 5 15 30 30
5 18 15 - 30
10 30 15 30 30
10 30 15 30 20
5 20 15 - 30
5 20 15 - 30
23 20 25 - 30

0 0 0 - 0
0 0 0 - 0
30 10 30 - 25
18 55 20 - 20
0 0 0 0 0
0 0 0 - 0
0 0 0 - 0
20 17 20 30 22
27 29 30 - 30

23 22 23 - 30
23 22 23 - 30
30 29 30 - 30
25 30 27 - 30
0 0 0 - 0
1 5 15 30 30
16 23 18 - 20
0 0 0 - 0
16 23 18 - 20

0 0 0 - 0
5 20 20 - 21
0 0 0 - 0
5 18 15 30 30
5 18 15 30 30
0 0 0 - 0
8 12 20 0 24
0 0 0 - 0
0 0 0 0 0
18 20 20 30 30

30 30 30 - 30
6 - 18 30 30
5 30 15 30 30
5 30 21 - 30
5 20 21 - 30
5 - - -
18 20 20 - 20
0 0 0 - 0
0 0 0 - 0
0 0 0 - 0

PLAY-OFF BASKETBALL

PL SA RM ST TH

26 30 28 25 30
30 29 30 - 5
0 0 0 0 0
20 18 24 20 25
0 0 0 - 0
30 28 30 - 5
29 26 30 - 30

30 30 30 - 20
30 30 30 - 20
24 25 25 - 20
30 30 30 - 29
30 26 30 30 30
0 0 0 - 0
0 0 0 - 0
24 26 28 - 30
28 30 30 - 30

12 24 15 - 10
12 24 15 - 10
12 22 18 - 10
30 24 26 - 30
0 0 0 - 0
29 28 29 30 5
30 30 30 - 5
30 30 30 - 5
0 0 0 - 0

26 30 27 20 30
30 30 30 - 25
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
30 20 15 15 15
21 - 20 30 10

16 30 28 - 30
30 - 30 30 30
20 30 26 30 20
18 20 26 - 30
15 15 15 - 21
24 - - -
25 25 25 - 30
20 25 25 30 15
30 15 25 - 15
0 0 0 - 0

SUMMARY OF RESULTS

REAL LIFE

Tot Avg
PL 932 25.19
SA 743 21.23
RM 911 25.31
ST 385 25.26
TH 963 26.75

STRATEGY

Tot Avg
408 14.06
576 20.57
584 20.13
305 27.72
792 27.31

PLAY-OFF

Tot Avg
791 24.7
750 25.86
800 25.8
260 21.6
590 19.6

Areas not covered

REAL LIFE

PL 8
SA 8
RM 8
ST 3
TH 8

STRATEGY

16
15
15
3
15

PLAY-OFF

13
13
13
6
13

Definitions of Factors

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

Classified Ads

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FOR SALE OR TRADE: Games, player cards and table gaming magazine available. Send self-addressed, stamped envelope to Larry Green, 16 Monrovia St., Springfield, MA 01104.

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because of the 1-10 rating system, This could be improved by changing to the **Statis-Pro** 1-100 system.

Although it still rated behind **Fastbreak**, it rated as most improved game of the year. Faulk and Davenport are to be commended for their progressive outlook.

BASKETBALL STRATEGY

How about the basketball game produced by the famous Avalon-Hill Company? Some of its features are excellent-the nine defensive card choices and the extremely well done section on advanced leagues being two. However, the ballhandling structure reminds one of APBA - the flow being extremely slow. Many features are left out, and the accuracy is low on several factors because of how the game is structured (ratings being set up on a 1-5 basis).

The main advantages of this game are the strategy and tactics available to the gamer. Also, another big plus is that the gamer may play with any level of competition (pro, college, high school, etc.)

This game was designed before many of the top level games were developed. It seems that the common mode of thought back then was that you must cover every pass and dribble in a game. Other games developed then (APBA, BLM) followed this design. Now the theory is that every trip down the floor develops into a play result, that being a shot, a foul, or a turnover. The implementation of this new theory has improved the games tremendously.

PLAY-OFF (1977-78 Edition)

This third edition of Play-off presents still more fine tuning to this neat game.

Improved features for this year include Fac. 4-pressure shooting, Fac.20-tip-ins, Fac.23-blocked shots, and Fac.39-jump balls. Over all, this one of the better games on the market.

Further fine tuning is needed on the timing system, the playability being low. The addition of a few key features is needed, that being team fastbreak and pressing ability and some type of ballhandling system. Also, the rebounding system needs to be speeded up.

The shooting frequency is more stastically accurate than any other game.

Acknowledgements

The author wishes to thank the following companies for their participation:

PLAYOFF GAMES, Box 902, Metuchen, NJ 08840
GAMECRAFT CO., Box 1531, Vernon, TX 76384

FOR SALE: Sport Games including: Boxing, Horse Racing. For list send to Noel Vargas, 2225 College No. 155, Baton Rouge, LA 70808.

FOR SALE OR TRADE: Power Play Hockey (77), Sher-Co II (76), NFL Strategy from Tudor. Interested in Replay and Face-Off, but will consider and reply to all offers. Simone Fevola, 7815 11 Ave., Brooklyn, NY 11228.

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FOR SALE: APBA Basketball Game (66-67 cards), Golf (36 holes, 32 golfers), BLM Football Game (1968 college teams), Data Program Football (72 NFL), Harv Furey, 8459 Ridgemont Rd., Pittsburgh, PA. 15237.

FOR SALE: APBA Baseball Cards 1975 season - mint \$7 no XB's. SI team charts Football 1970 season \$5. I will pay postage. John Martino, 925 Va Ave, Lancaster, PA 17603.

WANTED: Any Longball or APBA player card sets pre:76 Marc A. Spiegel, 1306 Landmark II, Cherry Hill, NJ 08034.

Regulating the Use of Players In Statis-Pro Basketball

Cont'd. from JAN-FEB 1978 Issue

Each position should have 27 Action readings (137 div by 5) so 14 cards (7 Pass to G1 and 7 Pass to G2) are excess and should be changed in the following way: add 2 cards reading Pass to F1, 2 reading Pass to F2, 9 reading Pass to C, and 1 reading Pass to Choice. Under Advance each position should have 33 FACs (167 div by 5). There are two excess Pass to C and 36 Pass to Choice cards. These 38 excess cards should be changed in the following way: add 6 Pass to F1, 6 Pass to F2, 13 Pass to G1, and 13 Pass to G2. (To be completely accurate and fair you will see that, of the excess 'Choice' cards, there are 12 that read Pass to Choce (**add passer's rating**). Two of these cards are left as is - the other ten are changed so that each position receives two.) The reason I've changed all but two of the Pass to Choice FACs is to eliminate most of the decision-making keeping them would require. If you want to make the decision of who gets the ball when Pass to Choice comes up you can just leave all or some of them as they are and equalize the other cards.

This is all less complex than it sounds - you are simply changing a total of 52 FAC readings (14 Action and 38 Advance readings) to make sure that every player has an equal opportunity to receive the ball. Once that is done you can then rate the players so that they will shoot and pass off in the proper frequency.

To rate the players I assumed that some would shoot often enough in real life to require that they shoot every time they got the ball in S-P basketball - the number of FACs puts a limit on how often a player will handle the ball. To find out what his maximum frequency might be I simply took the highest fga per minute of the starting players on each team and obtained an average of about .50 (note: this figure amounts to about 26% of the team total fga/min - 92 fga per game divided by 48 minutes = 1.92 fga/min for the team; .50 divided by 1.92 = 26%). That percent compares favorably with the 28% of all fga which would be taken by a player ranked #1 in SFR using my old SSD System). Then I compared each player to that standard of .50 fga/min using the following steps:

1: (fga/min divided by .50) X 64 = number of shot possibilities *this can be more simply expressed as **128 X fga/min** (64 div by .50 = 128)

2: shot possibilities X FG% = **Scores** rating (count forward from 11)

3: 64 - shot possibilities = **Advances** rating (count backward from 88)

Although I am enclosing the ratings for the 76-77 season, I will go thru an example to show how a player is rated. In 76-77, Bill Walton took .41 fga/min. Using the steps above you will find that he is eligible to shoot on 52 of the 64 Shot Nos. (.41 div by .50 times 64 = 52. Or more simply, as explained in the alternate formula for step 1: 128 times .41 = 52). Walton's FG% was .528. 52 X .528 = 27 successful numbers or a **Scores** rating of 11 to 43 (remember that S-P uses no 9s or 0s. A conversion chart is given in ASD #160, p.2, or you can make one up yourself; it's necessary or you might erroneously give Walton an 11 to 37 rating). His **Advances** rating is 75 to 88 (64-52 = 12 advances). Any other Shot No drawn on a FAC when Walton has the ball indicates a missed shot, unless, of course, a foul takes place.

In making the changes to the FACs (and to put the new ratings on the player cards) I suggest that you use Avery self-adhesive, round, unprinted white labels (in several sizes - I use 5/16"). Using these labels makes sense for several reasons - changes can be made more neatly than by writing on the cards, and they can be removed (if done slowly and carefully!) to return your cards to their original condition. To change the FACs using the labels you simply print the new position on the round label and press it (lightly) on the FAC over the position to be changed. To put the new ratings (Scores and Advances) on the player cards I suggest you write both on one label (such as 43/75, the top # being the maximum Scores and bottom the minimum Advances; in other words, 11 to 43 and 75 to 88) and stick the label to the left of the player's name. You should not cover up the given Field Goal Rating because it will be used whenever you're determining if the shot is good after a 'act of shooting' foul and whenever an Advance reading calls for an addition of 20 or 30 points to the shooter's rating. This is an open shot and it is assumed that all players, even unselfish ones, will not pass up an unguarded shot. Additionally, the original rating lets you compare the absolute fg% of your players even tho they vary in how often

they shoot (e.g. in the example above with A and B you can see from their original 11-48 ratings that they both shoot equally well; this would no be obvious from the Scores ratings of 11-48 for A and 11-28 for B).

An interesting feature of this system is that it allows you, in a realistic way, to set the pace your team(s) play at. For example, if you are coaching a team of gunners and you want to slow things down for awhile, you can simply put your lowest frequency shooters on the court and they'll generally pass the ball around more before shooting. In the same way you can speed up a pattern offense by bringing in your hi-frequency (if you have any!) shooters. This strategic option (and the system itself) doesn't give you the complete control over your players that the game has now, of course, but it's more realistic - no real-life coach calls all the shots from the bench! Two other things to note: if you use the Fastbreak Chart you must realize that the players will not be receiving the ball equally (e.g. the center never gets the ball off the fastbreak). Also, you might want to put a limit on the number of Advance passes that a team can make before shooting (perhaps 3 or 4 would be reasonable).

Before going on to the subject of regulating minutes played I would suggest that you seriously consider making two changes in the timing system of S-P basketball. Both actual experience and study of the FACs leads me to believe that you cannot pass the ball much and also shoot enough to give realistic scores using the 180 card FAC deck. I'd suggest that you allow only one Z reading per game that says 'skip cards'. If you accept the first charge you'll come up 12 cards short at the end of each period but it's simple enough to shuffle the cards and count out and play 12 more to finish the quarter.

Regulating Minutes Played

This is a very simple, yet highly accurate, system to give individuals their proper time played. It replaces the current forced rests under the Z reading (just ignore them when they come up). No changes to either the player cards or FACs are required, although you might eventually want to put the Rest Factors on the player cards - if not, you can work directly off the ratings list.

To use this idea you will need a way to keep track of the time that has been played. I feel that fast action cards are far superior to the other kinds of activators (dice or spinners) normally used in table games - they are much faster to use and they provide a more natural flow which is important in a continuous action game such as basketball. On the other hand FACs present a major problem in timing the game - you don't have to move a little clock or mark down plays used since the end of the deck is the end of the quarter, but then how can you determine, for example, when three minutes are left in a period from a pile of discarded FACs? In a deck of 180 FACs each card represents 4 seconds (and 15 cards = 1 minute) but obviously you can't stop and count the cards each time you need to determine the time elapsed, as in making a substitution. But if you don't have a way to designate specific minutes you won't be able to keep track of time played for individuals and you won't know exactly where you are in a particular quarter.

To deal with this problem you'll need a large sheet of heavy paper (the construction paper used by school kids is perfect) which is divided into 16 rectangles (4 rows of 4), each slightly smaller than a FAC. This sheet replaces the discard pile for FACs and represents one minute of playing time. (The spaces are smaller than the FACs so they overlap slightly and are easier to pick up.)* After you've made one Discard Sheet (DS) for the first minute, make eleven more for the rest of the quarter. Then to use this new timing device you'll simply discard onto the sheet instead of a pile. When the first sheet (which should be marked "1" at the bottom corner) is filled with FACs you just put the next DS on top of it and continue playing. This method serves the purpose of counting the cards for you without slowing down play. It's true that you have to take some time at the end of each quarter to gather up the cards but this can be done quickly since they have been overlapped. Also if you discard from left to right and pick up from top to bottom this will act as a preliminary shuffle and you won't have to spend much time remixing the cards. In making the DSs with 16 spaces I'm assuming that you're adding 1 card per minute as suggested earlier - if you would rather use the deck as it is don't use the 16th space or make the sheets with 3 rows of 5 spaces.

The system itself consists of three items - a ratings list which has PT (minutes per game) for all players and Rest Factor (RF, rest per half, i.e. 48 - PT div by 2) for starters, a deck of ten Player Selector Cards (PSCs), and a

deck of three Must Rest Cards (MRCs). The ratings are supplied and the two decks can easily be made using index cards cut to size (note: most index cards found today are quite thin and flimsy - try to find a thicker card in an office supply store). The MRCs should be the same size as the regular FAC deck because they will be shuffled into the deck itself, the PSCs can be any size.

To make the MRC deck you simply write "Must Rest" on three cards. To make the PSC deck you write each position and team on a card (for example "Visitor G1" and "Home C"), and on the back write "Home" and "Visitor" (or just H and V) as appropriate.

The use of the cards is explained in the following steps:

1: The PSCs are separated into Home and Visitor decks and shuffled. The MRCs are shuffled into the FAC deck in the following manner:

a. in the 1st and 4th Quarters one MRC is included in the FAC deck.

b. in the 2nd and 3rd Quarters two MRCs to into the deck.

2: The FAC deck is played normally but when an MRC is drawn play is stopped (when the clock is stopped, of course) - this indicates that starters must come out for rest. To determine who must rest you draw from the PSC deck in the following manner:

a. in the 1st and 4th Quarters two PSCs are drawn from each team's pile.

b. in the 2nd and 3rd Quarters two PSCs are drawn when the 1st MRC appears and the final PSC for each team is drawn when the last MRC comes up.

Thus what you have is two starters from each team being replaced in Period #1 and three starters from each team being replaced in Period #2. The procedure is repeated in Periods #3 and 4. Each player (starter) therefore sits down twice in each game. The time each is out varies according to the Rest Factor (RF) on the rating list. For example the PSC reading "Visitor G1" is drawn in the first quarter after three minutes have been played and his RF is 9 - he must come out of the game for 9 minutes, the remainder of the quarter. If the PSC had been drawn at the 6 minute mark, the G1 would be out til three minutes of the 2nd Q had been played. The substitute who replaces the starter can be chosen by any random method you like or by your own judgment. Each time a sub comes in you should subtract the time he will play (i.e. the replaced starter's RF) from his PT; when he reaches 0 min, he should not be used any more that game. It his time-to-be-played is more than his remaining PT (e.g. he replaces a RF-9

starter but has himself only 5 min left) just remove him for another sub when his time is up.

One of the major advantages of this system is that a minimum of 'paperwork' is necessary in using it. Under normal circumstances, you don't even have to keep track of a starter's time since he will automatically rest twice for his appropriate RF and thus will get his PT. For subs all you need do is subtract the time he's in from his PT. Also to avoid confusion over position designations (your starting F1 might be in the F2 slot during the game, and so on), make the position on the PSC refer to the position the player **starts** the game at.

Here's helpful hint: when a starter goes out you can use the Discard Sheets to automatically let you know when he is to return. For example, Starter X with RF-6 goes out after 4 minutes of the 1st Q have been played - thus he should return to play the last two minutes of the quarter. Simply put his card on the bottom right rectangle of Discard Sheet #10 (I'm assuming you have the DSs on top of each other in numerical order). When you've used DS 1-9, you'll put DS 10 on top and Starter X will be ready to come back in the game when that DS has been filled with FACs. When a starter's RF has him out part of two quarters, just make a note on the scoresheet of when he is to return (e.g. 3/2, after three minutes of the second quarter). Then after you've gathered up all the FACs at the end of the period and have the DSs ready to use in the next, you can put the player's card at the bottom of the appropriate DS. You can see from this 'trick' that very little calculating is necessary in dealing with individual PT, yet the system is very precise and realistic.

You'll note that the PT rating is calculated by dividing total minutes by 82 games. This will give each player his minutes for the season, but it does cause a distortion in min/game for those players who missed games, and in some cases this distortion is quite significant. For example, Player Y played 40 min/game but missed half the season and would therefore be rated for only 20 min/game. Player Y would have the correct minutes and other totals for the season but his per game averages would be cut in half. I used this way of calculating playing time - assuming that all players will play in all games - because I didn't know how to factor in games not played. Frankly there are just too many variables to do it any other way. If you want to provide for injuries and other games when a reserve isn't used, you'll have to adjust RFs and PT for the players you do use (good luck!).

Also note that adjustments have been made so a team's minutes by position are accurate - this adjustment takes into account trades and players used in other than their normal position(s). In several cases a player is listed at a different position than Statis-Pro has him. In these cases I feel the game company has erred and I've reassigned (with the help of the rosters of other games) him to the position I feel he belongs. Finally, it goes without saying that you can make any changes to the ratings you feel are warranted.

Variations of the use of the PSCs and MRCs are possible - the method given is the one I feel is most useful to most gamers. However, there are other possibilities you might want to consider. You can vary the number of PSCs drawn for each MRC, for example. Or you can mix all the PSCs together - I have divided them into home and visitor piles to prevent situations where one team might have all or most of its first team on the bench while the other team is at full strength. I don't feel many coaches would substitute in this manner, especially in a close game, but it could make for interesting matchups! You could eliminate the MRCs entirely and simply shuffle the PSCs directly into the FAC deck, substituting when one was drawn. I tried this but found that the game was interrupted too often. Finally, you could eliminate the MRCs (but keep the PSCs separate) and substitute at specific points in the game. This is the method I prefer - I substitute only at the half quarter mark.

There are two special situations which affect a player's PT and result in a variation from average min/game. When a player gets in foul trouble and has to be taken out before he normally would, I take the extra minutes he rests into account during the second half. If he exceeds his total RF for the game because of foul trouble in the first half, for example, then he is not required to rest in the second. Also, if the score is close in the last minutes of the game, I do not require a player to rest when his PSC is drawn and any starters already out may return before their RF expires.

Home court advantage: I strongly suggest you consider adding two minutes to the RF of each Visitor's starter and subtracting two minutes from the RF of the Hometeam's players. In other words each visitor would rest 4 min/game more than his average and each home player would rest 4 min/game less. I feel this is a reasonable and realistic adjustment and would put a real home court advantage into S-P basketball.

I've tried to make this system simple, accurate and realistic, and yet provide for your own variations. You can, for example, require each player to play exactly his PT over a span of games. If he varies in one game (because of foul trouble or the 'last Minutes' rule) then you can make it up in the next. Or you can play it loose - if a player is having an unusual game great or terrible) you can act accordingly in substituting, leaving him in longer or benching him early. It can be as flexible or as rigid as you want.

I'd appreciate any comments you might have on these two ideas. They are both simple to use - I've tried to explain each in detail and to anticipate questions but please let me know if you need further clarification on any points. If you do put either or both of these systems into effect, I'd like to know how they work for you.

Two notes:

The PT system replaces both the forced rests and stamina concepts in the current game.

It isn't necessary to concern yourself with exact times when substituting players. Don't keep track of fractions of minutes played (i.e. seconds); if a player plays 30 seconds or more of a minute, give him credit for a minute. If you use 15 FACs per minute then give a player credit for a minute when 8 or more cards are used; the same is true if you add 1 FAC per minute.*

*special thanks to Tom Fitzgerald
Mike Stephens, 312 Newton Avenue,
Oakland, California 94606

Classified Ads cont'd.

WANTED: ASG Baseball, Championship Baseball, Be A Manager Baseball and Solo Ball. Write stating price and year. Bill Beck, 12 Sandy Lane, Morristown, NJ 07960.

WANTED: Data Boxing game owners who are interested in the game's capacity to predict future bouts. I am interested in sharing results - mine have been incredibly accurate. Also interested in corresponding with Data Boxing owners about the theory and use of the game. Steven Losch, 42-20 69 St., Woodside, Queens 10036.

WANTED: 3M Regatta & 3M Original Golf (18 top holes), will TRADE Kegler Kings, Roman Chariot Racing, Sorcerer, and/or 1977 Statis Pro College Football. Pat Premo, RD No. 1, Allegany, NY 14706.

LEAGUE FORMING: For Pontiac, MI area f-t-f league. Any game. Gary Kirby, 18 Swallows Ct., Pontiac, MI 48055. Phone: 373-0155.

NEW HOCKEY LEAGUE FORMING: Using

PTG Hockey (NHC & WHA cards) for information write: Charlie Marshall, 116-27 237th St., Elmont, NY 11003 or phone: (516-285-7370.)

LEAGUE WANTED: Would like to join Face-Off hockey league, mail or f-t-t. Contact Dave Seidler, 210 St. Lawrence Dr., Silver Springs, MD 20901.

OPPONENTS WANTED: For face-to-face play in the San Jose area. Intermediate player. Doug Richardson 190 Rose Ct. No. 1, Campbell, CA 95008. (408) 378-4388.

OPPONENTS WANTED: For any Gamecraft game (except THE, TSG). Would prefer by mail, but will play face-to-face locally. Advanced experience (7 years). Mike McClure, 3032 Cactus Road, Willow Park, TX 76086.

OPPONENTS WANTED: I have the baseball game and my address is Chuck Dizenfeld, 4916 Althea Dr., Annandale, VA 22003 (978-9145). I would like to play face-to-face and by mail. I rate myself an advanced player.

MANAGERS WANTED: Early notice-Draft League using APBA football. Write for free newsletter and league information, now. Richard Calderon, 1950 Hutchinson, River Parkway, Bronx, NY 10461.

MANAGERS WANTED: Ralph Rossini and I are starting a draft baseball league using REPLAY baseball. For further info please write to Dennis Bialaszewski, 35 McDonough St., Dunkirk, NY 14048.

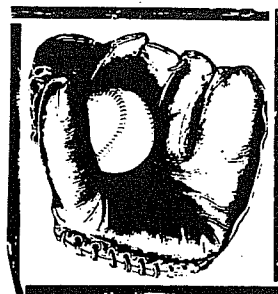
ALTERNATED DESIRED: The NFBA basketball league is completing its first season. FASTBREAK is used, Dennis Bialaszewski, 35 McDonough St., Dunkirk, NY 14048.

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THEY'RE OFF! NEWSLETTER

Game Designer: Patrick M. Premo



FROM THE DESIGNER/ Patrick M. Premo

Who is the greatest thoroughbred race horse ever to tread the turf in America? This question has been asked time and time again and will probably never be answered to everyone's satisfaction. Mr. Kent Hollingsworth, editor of **THE BLOOD-HORSE**, ended up with 76 when he published a book entitled **THE GREAT ONES** in 1970 (and that was before Secretariat, Forego, Ruffian, and Seattle Slew!). Mr. Whitney Tower, turf editor for **CLASSIC MAGAZINE**, narrowed it down to ten in the June/July 1977 issue in his article, "The Best Ever To Race In The US":

But which of these ten was the best? Not even Tower would narrow it down any further! Man O' War won 20 of 21 and was second in the other; Colin never lost in 15 races; Sysonby won 14 or 15 and was a drugged third in the other start. Kelso was an unprecedented FIVE time Horse of the Year; Kingston was worse than third only FOUR times in 138 races! Citation was first or second 42 or 45 races and was worse than third only once! Since all of Mr. Tower's ten are included in **They're Off!** except Shuvee (and her card will be found below for those who would like to run this race for themselves), I decided to run the race — at the true champion distance of 1½ miles on a one mile dirt track. So pick your winner as the horses approach the starting gate.

It is now post time! The horses move easily into the starting gate; they are all standing quietly; and... **They're Off!!!**

Kingston breaks quickly for the lead, but Man O' War goes right with him. Sysonby, Colin, Citation, Forego, Exterminator, Kelso, Shuvee, and Firenze follow. Kummer moves Man O' War into the lead and opens up two lengths on Kingston. Citation moves up a little. Heading into the first turn, Man O' War holds a two length lead over Citation who Arcaro has taken past Kingston and Sysonby; Colin is running well right on Citation's heels. Forego, Exterminator, Kelso, Shuvee, and Firenze follow in that order. Exterminator and Kelso are engaged in a minor duel as the former refuses to be passed. Heading into the backstretch, Arcaro urges Citation past Man O' War and takes the lead. Jimmy McLaughlin has moved Kingston back into contention into third, but Sysonby is only a nose back.

	HORSE	JOCKEY	RACE RECORD
1. 1884	KINGSTON	Jimmy McLaughlin	138 : 89 - 33 - 12 - 4
2. 1886	*FIRENZE	Snapper Garrison	82 : 47 - 21 - 9 - 5
3. 1902	SYSONBY	Arthur Redfern	15 : 14 - 0 - 1 - 0
4. 1905	COLIN	Joe Notter	15 : 15 - 0 - 0 - 0
5. 1915	EXTERMINATOR	Albert Johnson	100 : 50 - 17 - 17 - 16
6. 1917	MAN O' WAR	Clarence Kummer	21 : 20 - 1 - 0 - 0
7. 1945	CITATION	Eddie Arcaro	45 : 32 - 10 - 2 - 1
8. 1957	KELSO	Ismael Valenzuela	63 : 39 - 12 - 2 - 10
9. 1966	*SHUVEE	Ron Turcotte	44 : 16 - 10 - 6 - 12
10. 1970	FOREGO	Willie Shoemaker	55 : 33 - 9 - 7 - 6 (thru 1977)

*: designates filly or mare

THOROUGHBRED

SHUVEE

Chestnut filly 44 : 16 - 10 - 6 - 12
Nashua - Levee, Hill Prince 1966

RACE				MOVE			
Speed	Class	Endur	Dice	Speed	Class	Endur	
	*	**	No.		*	**	
5	4	4	2	5	6	5	
4	4	5	3	6	5	6	
6	5	5	4	5	6	6	
5	4	6	5	7	6	6	
4	5	5	6	6	7	5	
5	5	6	7	5	5	7	
6	6	5	8	6	6	5	
5	6	5	9	6	6	7	
4	5	4	10	6	5	6	
5	4	4	11	5	6	5	
4	5	4	12	5	6	6	
5	2	5					Ability Factors

JESSE DAVIDSON, RON TURCOTTE,
JORGE VELASQUEZ

Won Triple Crown for fillies and was only filly to win 2 mile Jockey Club Gold Cup twice. 6-4-2

Kelso has won his duel with Exterminator and has come charging up past Forego and Colin. Citation is on top by two lengths as they head for the final turn. Man O' War is running well in second with a four or five length lead over Kelso who Valenzuela has moved challengingly into third with dead aim on the leaders. Colin and Sysonby are battling for fourth while Kingston is fading badly as Forego seems to be starting his move. Exterminator has faded and Shuvee and Firenze are starting to make up some ground. At the top of the stretch, it is Citation by four while Man O' War is struggling to keep Kelso from going by him. Firenze has surged by Shuvee and Exterminator, but is too far out of it. In the stretch, Kelso has put away Man O' War and is bearing down on Citation. Sysonby is moving past Colin and inching up on Man O' War. Forego cannot close on Colin, but Firenze is closing fast on Forego. Kingston is trying to hold off Shuvee and Exterminator who are moving as a team. Kelso narrows the gap to two lengths, but can't catch Citation as the latter crosses the finish line. Sysonby nips Man O' War by a nose. Colin and Forego are next as Firenze could only close to seventh. Shuvee and Exterminator could not be separated at the wire, but they did go by Kingston who tired badly in the stretch.

There, That should settle all the arguments! Or, maybe it will serve to start a few more! Vary the distance, try your own strategy, and let us know who your winner was in this or any Championship Races. (For the purist, I have included the

Official Chart below.)

In the next issue, we shall see who the greatest harness horses of all time are and who is the "Best of the Best" there. Future columns will also be devoted to answering pertinent ques-

tions, rating favorite horses not included in the game, and anything else that you would like -- let us hear from you. Also, watch this column for exciting news on the upcoming **They're Off!** supplement.

Horse	PP	St	1/4	1/2	3/4	1	1 1/4	Str	Fin	Jockeys
Citation	7	5	5'	3'	2 ³	1 ²	1 ²	1 ⁴	1 ²	E. Arcaro
Kelso	8	10	8'	8'	8'	5'	3 ²	3'	2 ²	I. Valenzuela
Sysonby	3	2	3 ²	2 ^{no}	4'	4'	5 ²	4'	3 ^{no}	A. Redfern
Man o' War	6	3	2'	1 ⁴	1 ²	2 ⁶	2 ⁴	2'	4'	C. Kummer
Colin	4	4	4'	5 ^{1/2}	3'	6 ²	4 ^{1/2}	5 ²	5 ²	J. Notter
Forego	10	6	6'	6 ³	6'	8 ²	7 ⁴	6'	6 ⁴	W. Shoemaker
Firenze	2	9	10	10	10	10	10	8'	7 ²	S. Garrison
Shuvee	9	8	9'	9 ³	9 ³	9 ²	9 ^{no}	10	8 ^{dh}	R. Turcotte
Exterminator	5	7	7'	7 ^{no}	7'	7 ^{no}	8 ³	9 ³	8 ^{dh-4}	A. Johnson
Kingston	1	1	1 ^{no}	4'	5 ²	3 ^{no}	6 ^{hd}	7 ^{no}	10	J. McLaughlin



NEWSLETTER

Game Designers: *Jerry Faulk*
Larry Davenport

We received the following letter from John K. Hochmuth which will be of interest to RLB fans.

Congratulations on the excellent improvements incorporated in the new edition of **Real Life Basketball!** I've played many table top basketball games in the past, among them **Negamco**, **BLM**, **APBA**, and the previous edition of **RLB**. None gave me the satisfaction of reproducing the details of the fast pace generated in a real life basketball game in a relatively short time span. When word came of an improved version of **RLB**, I thought I'd give table basketball one more shot. After playing about 85 games with the new version of **RLB**, I can truly say that I have finally found a worthwhile table top basketball game.

A little over a month ago I completed a 40 team single elimination college tournament. I finally have taken some time from the rigors of graduate school to report on that play (graduate school isn't all fun and games!). The seeding for the tournament was based primarily on the power points as computed from the top seven players of each team. To avoid late round byes, the bottom 16 teams were involved in a qualifying round. The tournament produced some exciting action! The surprise team had to be St. Bonaventure. The Bonnies beat St. John's in the qualifying round and then upset powerful Michigan in overtime before bowing out at the hands of Minnesota. The tournament champion was none other than the Runnin' Rebels of Nevada-Las Vegas, defeating Louisville 107-92.

Las Vegas had a surprisingly easy time advancing into the finals beating Kentucky and North Carolina convincingly. Providence was the only team to battle the Rebels right down to the wire in an early round game. On the other hand, Louisville had difficult games in all rounds, winning both the quarterfinal and semifinal games by slim 1 point margins.

The championship game started off slowly with both teams exchanging hoops. Then, with Louisville leading 14-13, Owens started the Rebels on a 12-0 tear to open up a 25-14 lead. David Smith came off the Louisville bench to pump in 7 points to cut the lead to 3 points with about 5 minutes left

in the half. The Cardinals kept coming at the Rebels and Bobby Turner twice put them on top before Las Vegas went into the locker room with a 51-50 halftime lead.

The second half started out much the same as the first with both teams trading baskets for the first 10 minutes. With only 7 minutes to play, Bond fouled out for Louisville. Tony Smith converted both free throws and Las Vegas had an 8 point lead. But Louisville did not give up. Gallon tipped in a missed field goal attempt and Cox followed with a three point play to cut the margin to 89-86. That was as close as the Cardinals got. In four previous games they had come from behind for victory, but they couldn't sustain the momentum in this fifth consecutive pressure cooker. Owens hit on a three point play and later Theuss scored 5 consecutive points as Cox fouled out. Las Vegas owned a comfortable 103-90 lead and coasted to victory. The final was: Las Vegas 107 Louisville 92.

I have included graphics for the tournament pairings and results and a box score of the championship game. I should point out that some of the game results show low scores. (See pairings graphic). This was accomplished by a modification of the stall rule as described in the instructions in an effort to more realistically duplicate the college game without changing the shot probabilities. Randomly extracting cards would disrupt the statistical accuracy of the game and going through the cards to equally distribute them in the deck is too tedious. Basically, the modification goes like this. Since the college game has no 24 second clock in which to shoot, it is possible to pass the ball beyond the three card flip of the pro game stall. There is no shooting under pressure because there is no clock to fight so the five rating points is not subtracted for determination of the field goal result on "Shot good if greater than --" cards. Also, I allow teams to stall as long as is deemed strategically advantageous. Thus, if a coach calls for the stall, three cards are flipped. Following the third card, a shot may be taken or the stall used again in which three more cards are flipped. Of course, when a **Turnover** card comes up during the stall sequence, the ball is assumed to have been stolen, thrown away, or whatever else is indicated on that card. This modification proved to be quite fruitful during the course of the college tournament when used with "good coaching judgement." Several examples of its use are the St. Bonaventure upset over Michigan and the Princeton versus San Francisco game. The Bonnies used the stall during the entire game and emerged in a tie with Michigan at the end of regulation. In the overtime period, the stall was used effectively again. Michigan had to force shots and ended up scoreless in the overtime period. In the Princeton-

Cont'd. p. 16

TOP 40 TOURNAMENT

		Purdue 92	Providence 102	Providence 96		
Oregon 86	Arizona 109	UNLV 101	UNLV 106			
Arizona 96	UNLV 125					
	Detroit 94			UNLV 115		
	Maryland 84	Detroit 96	Kentucky 89			
Oral Robert 84	VMI 71	Kentucky 97				
VMI 87	Kentucky 75					
	Missouri 74			UNLV 107		
	UNCC 85	UNCC 89				
Princeton 69	Princeton 73	USF 82	UNCC 87			
Ind St 66	USF 76			N Carolina 96		
	Clemson 80					
	Utah 75	Clemson 88	N Carolina 91			
Memphis St 90	Memphis St 102	N Carolina 100				
N. C. St 87	N Carolina 106					
	Minnesota 83					
	UCLA 78	Minnesota 86				
St. Bona 77	St. Bona 67	St. Bona 79	Minnesota 89			
St. John's 66	Michigan 61					
	Syracuse 70			Louisville 84		
	Louisville 79	Louisville 77	Louisville 90			
Arizona St 73	Kansas St 87	Kansas St 74				
Kansas St 77	Arkansas 84			Louisville 92		
	So. Ill 98					
	Wake Forest 92	So. Ill 93				
Rutgers 98	Rutgers 85	Notre Dame 108	Notre Dame 82			
Houston 95	Notre Dame 91			Notre Dame 83		
	Marquette 85					
	Alabama 77	Marquette 81	Marquette 78			
Wash St 63	Cincinnati 81	Tennessee 76				
Cincinnati 66	Tennessee 85					

PLAY BY PLAY

1ST

QUARTER

TIME	FIELD POSIT	DOWN/ YDS TO GO	DEFENSE 5 CALL DB	OFFENSE 2 CALL TE	PASSER, RUNNER, KICKER	PRIMARY RECEIVER	SECONDARY RECEIVER	X	RESULT	P F I	RETURNS, PENALTIES, INJURIES	P B A S F N	SCORE
1	30	1-10	AP	F	KO MOSELEY	JARVIS	GILLIAM		70 T.B.				
2	44	1-10	SY	ER	WILL				24			P	
3	44	2-10	AP	OT	"				0				
3+	49	3-5	SY	Z		GILL			5				
4	49	4-5		PT	WITUM				INC				
4+	15	1-10	AP	C		JESSIE		X	4ITS		1 Thompson F.C. FACE MASK		5 YDS
5	15	2-10	AP	ER	COLE				INC				
6	15	3-10	AP	ER	"				0*				
6+	17	4-8		PT	JENNINGS				2		3 OFF SIDES DECL		
7+	66	1-10	AP	Z		GILL			4OTS		3 PODOLAK 18* FACE MASK		5 YDS
8+	78	1-10	AP	C		SEAL	WILL	X	12			P	
9+	72	2-16	AP	ER	WILL				-6		SMEAR		
10	74	3-14	AP	C		WILL	FRITTS		2				
11				KO	STENERUP				26TD		6-6-6 xPT GOOD		70
11+	33	1-10	AP	F		MYERS	JESSIE		60LH		PAYTON 27		
12	71	1-10	SY	ER	COLE				38*			P	
12+	72	2-9	BFS	ER	NEW				-2		01*		
13+	72	3-9	AP	S		MYERS	NEW		+1		0*		
14	79	4-2		FG	MOSELEY				-2		7		
14+	21	1-10	AP	ER	WILL				36YDS		N.G.		
15+	29	2-2	AP	ER	FRITTS				8*				
16+	43	1-10	MG	Z		SEAL	GILL	X	14			R	
17+	56	1-10	MG	QT		SEAL			13			P	
18+	60	2-6	SY	ER	WILL				4				
19	64	3-2	SY	ER	FRITTS				-2		4		
19+	59	3-7	DC	C		SEAL	FRITTS	X	0		1 ILL MOT 5 YDS		
20	64	3-2	SY	C		"	"	X	80TD		1 HALL INTO RET=0 DEF OFFSIDES		5 YDS
21	55	4-11		PT	WITUM				+2		95H FEAR KOLB OUT FOR QTR		
									38TS		THOMPSON 18		

POLLOCKS VS. SHARKS

Week 2

DATE PLAYED: SEPT 27, 1976

LINE SCORE:

	1	2	3	4	5
POLLOCKS	0	7	7	17	31
SHARKS	7	0	0	7	14

SCORING

FIRST QUARTER

10 26 YD Circle - BORIVA TO FRUTTS
X-PT STEUERUD 0-7

SECOND QUARTER

6+ 31 YD INTERCEPTION RETURN BY CHARLIE HALL
SARO X-PT 7-7

THIRD QUARTER

6 39 YD FLY-RAMSEN TO JESSIE
SARO X-PT 14-7

FOURTH QUARTER

6+ 45 YD FG BY MOSELEY 17-7
11 3 YD PLUNGE BY NEWHOUSE
SARO X-PT 24-7
16 3 YD END AROUND BY SLOMON
SARO X-PT 31-7
19 22 YD SCREEN-BORIVA TO WILLIAMS
STEINERUD X-PT 31-14

TEAM STATISTICS

TEAMS	POLLOCKS	SHARKS
1 SCORE	31	14
2 RUSHING ATTEMPTS	29	24
3 RUSHING YARDS	90	131
4 PASSING ATTEMPTS	30	34
5 YARDS GAINED BY PASSING	263	225
6 TIMES TACKLED ATTEMPTING TO PASS	4	4
7 YARDS LOST ATTEMPTING TO PASS	36	36
8 NET PASSING YARDAGE (5-7)	247	189
9 TOTAL OFFENSE (3+8)	337	320
10 KICKOFF RETURN YARDAGE	68	90
11 PUNT RETURN YARDAGE	79	64
12 INTERCEPTION RETURN YARDAGE	94	40
13 FUMBLE RETURN YARDAGE	-	-
14 TOTAL RETURN YARDAGE (10+11+12+13)	241	194
15 PASSES HAD INTERCEPTED	3	6
16 FUMBLES MADE	1	0
17 FUMBLES LOST	0	0
18 TURNOVERS (15+17)	3	6
19 TIMES PENALIZED	8	4
20 YARDS PENALIZED	55	20
21 FIRST DOWNS RUSHING	4	2
22 FIRST DOWNS PASSING	7	8
23 FIRST DOWNS BY PENALTY	1	1
24 TOTAL FIRST DOWNS (21+22+23)	12	11
25 PLAYERS INJURED FOR FUTURE GAMES	-	-

Pollocks

INDIVIDUAL STATISTICS

512025

[illegible][illegible]

USF game, the Tigers used the stall to effectively combat the height disadvantage. Had the game been played at a run and gun pace, the Dons undoubtedly would have won by more than three points. As seen from these examples, the stall proved to be most helpful in victory in one case, and allowed another team to make the outcome of a game be much closer than it should have been. Over the 39 game tournament this modification worked well in simulating the lower scoring and slower tempo of the college game.

Since the college tournament, I've embarked on a replay of last year's pro season. I'm not sure why I am undertaking that task as I have yet to complete an entire seasons replay with any of the table games I've owned (baseball and football games included). Anyway, I have completed about 45 pro games as of this writing having been involved in an overtime game, several blow outs, and everything in between. There have been many exciting moments including Boone's 46 point performance against Los Angeles. The new version of RLB has proven to be excellent simulation of the pro style action. However, I have become distressed at the distribution of assists and steals. As a result, I am in the process of developing some modifications to handle these discrepancies. That will be the subject of another letter in the near future. As of this writing, I don't think I have enough data to comment on the merits or pitfalls of the new system. Other than that, I think RLB has evolved into an excellent table top basketball game.

Many thanks for providing the exciting hardcourt!

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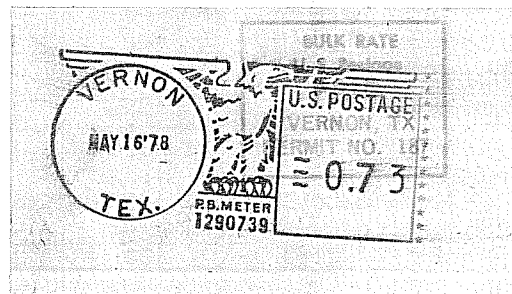
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