

GAME REVIEW/Richard H. Berg

## GO FOR BAROQUE: BALL-PARK BASEBALL

The dictionary defines "baroque" as being — among other things — "...functionally ornate, ornamentally gaudy." In a great many aspects **Ball-Park Baseball**, a recent arrival on the already well-traveled path of baseball simulations, fits that description to a tee, for **Ball-Park** could easily be the most overdone game of its kind. Yet this very facet may be exactly what will make it popular with a goodly number of enthusiasts.

Physically **BP** is quite acceptable. The heart of the game is the player cards, and these are well done indeed. Slightly larger than **BLM's** cards, **BP's** cards are of a heavy, laminated cardstock, printed in two colors with a strip of color across the top of the card to highlight the team name. There are several rules folders and a large semi-booklet of professionally printed rules and charts for the advanced level game. In addition, each ball-park (thus the name) has its unique features printed on heavy colored stock. Unfortunately there is no box, which is a minor flaw at worst.

**BP's** game-system will be no stranger to anyone who is familiar with table-top baseball games; there is little new in that way. Basically the game is of the Either/Or variety — as opposed to the "Mesh System". In the Either/Or system the game information comes from either the batter's card or the pitcher's card, as in **S-O-M** or **Statis-Pro**. In the Mesh System, such as in **Replay** and **BLM**, the pitcher's ratings are added directly to the batter's to produce an interwoven result. I personally prefer the latter system but not to the radical exclusion of the other; furthermore, the statistical read-out from both systems can be quite good. It's simply a matter of subjective assessment.

In any case, **BP** runs a 1—50 number/chance, with 1—25 being on the hitter's card and 26—50 being on the pitcher's. The activator for these numbers is a series of random numbers, which arrive on long strips of paper — something I could easily do without — as there are no dice that will produce the necessary numbers. I suspect the reason for this system was more to get away from the **APBA**-oriented 36-digit system rather than a desire to increase the probability chance. The statistical variation between 1—36 and 1—50 is relatively minimal. Every once and a while a batter will control a number on the pitcher's card, but this happens so infrequently as to be totally peripheral. The 1—50 numbers contain the information for game-play immediately adjacent to them (see sample card), depending on the righty-lefty preference of the opposition.

Additional ratings on the cards reflect a rather definitive fielding system, which rates fielders from 1 to 9, covering items like "fields well but has little range", etc. Arm ratings for **OF** and **C** are 1—6, Running ratings from 1—9, lowest being fastest or best. Pitchers receive additional ratings for ability to Hold runners and the catchers have a rating, the use of which provides some of gamedom's funniest moments, for Handling! There are also notations for Good Bunters and Passed Ball catchers. Lots of info on the cards, which is good.

The information itself covers an exceptionally wide variety of plays: aside from the normal popups (**PO**), singles (**1B**) and walks (**W**), there are sharp singles (**SS**), Hard grounders (**H**), Texas Leaguers (**TL**), liners (**L**) and other esoteric items. All of this information is  
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GAME DESIGN/John Swistak

## THEORIES OF TABLE TOP RATINGS

This article was intended to be a discussion on the basic theories of rating baseball players for a replay type of game. I do not know the methods used by the various game companies used as examples; the formulae given are merely ones which will work from a mathematical standpoint. I will only be covering the batter's offensive portion of rating and how the pitcher affects this; i.e., I will not go into fielding, stealing, sacrifice, etc.

If you were to create your own baseball game, you would eventually end up with one which was exactly what you desired — for this reason creators are sometimes apathetic to totally belligerent about what seems to be a logical alteration to the game; but each and every one of them will tell you to make any changes to your own game that you want.

The first option is the random generator chosen. A spinner with numbers such as **BLM** or **Negamco**, or a spinner which is the player card such as **Cacaco**; or dice read in various manners such as 11 to 66 like **APBA** or like **Sher-Co II**, or 111 to 666 like **Extra Innings** or like **Be A Manager** (read like **Sher-Co II** except there are three dice instead of two), or 1-2 to 6-12 like **Strat-O-Matic**, or 3 to 18 like **TSG** and **T.H.E. Pro (Football Games)**, or random numbers (with which an unlimited basis is available) can be used. I find dice preferable to spinners, because it seems a spinner can be controlled to an extent; and random numbers most preferred because random numbers never fall on a line or roll off the table. An excellent extension of random numbers is exemplified by **Statis Pro's** "Fast Action Cards."

The next option is the number of steps in play. **APBA** and **Strat-O-Matic** are both one-step games. Sometimes a 66-0-1 will be found in **APBA**, or a homerun 1-13/double 14-20 in **Strat-O-Matic**; but this is not a second step — this is fine tuning. **Extra Innings**, **Sher-Co II**, and **Sports Illustrated** are two step games. **EI** divides its action between at bats on the second roll and non-at bats and contingencies on the first roll; **Sher-Co II** uses the first roll to indicate non-contact (walk or strikeout), good contact, or poor contact and the second roll to define the good or poor (Hit or Out Chart) contact; and **Sports Illustrated** employs the first roll for the pitcher's effect and the second roll for the batter. **BLM** is a multi-step game in the logical sequence: A — The result is either an at bat or it is not. B — If not, it is a walk, hit batter, balk, etc. C — If an at bat, it is either a hit or an out. D — If a hit, it is defined. E — If an out, it is either a strikeout or not. F — If not, it is defined. There is, of course, more to all of these games; but this is the basic procedure.

Now for the basic part of the rating system. Should the batter be rated directly and the pitcher allowed to make deviations as in **BLM**, or vice-versa (I don't believe any game works totally the other way), or some "Combination of Effect." At first glance both **APBA** and **EI** rate the batter and allow the pitcher to have his effect — not so! In **EI** it is the pitcher who is rated for strikeouts and walks; and if it were true in **APBA** batters with identical records in 1930 and 1968 would have close to identical cards, but the 1968 card will have more hits. Why? Because the pitchers in 1968 will have higher grades and take away more of those hits. Quoting John Greenwald, writing about two Joe Medwick cards in an early issue of the **APBA Journal**, "... accordingly, the 1941 card should hit several points higher, but Joe's  
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## From the Editor

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We are introducing a new writer this issue. Richard Berg, well-known to the readers of the wargame magazine **MOVES**, has provided us with a review of one of the new baseball games on the market. Richard will also be doing the survey article on table top football games for the Fall issue of TTS. Considering his outspokenness, it ought to be a zinger. In fact, he's already started zinging by making a few disparaging remarks about one of our own football games. I've been going around lately asking myself, "Why did I choose him?" It was just the fair-minded choice of the open, just, honorable, equitable, unbiased, and (not-to-mention) impartial side of me, the editorial side — the part of my personality that I can congratulate as I am led away to the poorhouse.

We also have contributions from our old regulars, John Swistak Jr., Julian E. Compton, and Larry Green — well done as always. And Bill Rehrig has the second installment of his excellent (so far) series of articles on replays.

Also included is a reprint of a newspaper article by Rick Teverbaugh. Rick wrote a piece for the first issue of TTS and hasn't been back since. So, we welcome him — even though he's bringing us leftovers. We expect to be making more use of Rick's talents in the future; at least, we hope so. Incidentally, we didn't reprint Rick's article because it dished out enough compliments on Extra Innings to have been written by Jack Kavanaugh himself. We've printed it because it surveyed several games, gave one person's opinion of all of them, and, hence, has a rightful place in the literature of table top sports. If there be journalists among you who have published articles that could be classified as surveys, send them to us. We'll reprint them even if they place an APBA game on a pedestal and ask that all dice shaking cups be lowered for a minute of silent worship; we'll reprint them even if they say BLM is the greatest printed item since **Playboy**; we'll reprint them even if they say Extra Innings is the biggest disaster since the Edsel....well, we might not reprint that. There's no point in being just plain stupid.

We thank Jim Barnes of Statis-Pro Games for allowing us to reprint David Zea's boxing game which first appeared in the old Statis-Pro Newspaper. David has left Statis-Pro and is out selling insurance and making more money than Jim and I combined. I figure anybody smart enough to get out of this crazy business is probably smart enough to design a good little boxing game.

You'll notice we have quite a few more classified ads this issue. It appears that we finally found the right price level....you El-Cheapo's!

John Swistak has notified me that either he or we made a couple of small errors on the Result Chart for Grand Slam last issue: (We're so confident it was John's fault we're not even going to check the files.) "E" at 35 column 14 should read "PC" and "S9" at 14 column 11 should be "SF9." John is also at work on a review of Astro's Batter Up baseball game. His preliminary report via the telephone just before we "go to press" says that it appears to be a cross between the Sports Illustrated type of dice activating system and APBA-like charts. Hold your breath for his scintillating summary in the Fall issue.

Speaking of "going to press," we received another review of Ball Park Baseball from Steve Goldstein just as we were putting the final touches on our paste-up. (This editorial is the last item written.) We've had to hold it until the Fall issue because there simply isn't enough time to typeset it and insert it somewhere. We would have to begin unglueing articles, moving them, and would end up delaying publication for about a week since we only work on this job part-time. At any rate, Steve gives the game an overall higher rating than Richard, labeling it as deserving of an "A-." If you are familiar with Steve's rating system, you will know that that's a pretty good mark. So stay tuned till Fall and you'll get all the lurid details. If you wish to contact Steve for discussion now, his current address is 3113 East Derbyshire Road, Cleveland Heights, Ohio 44118.

A new regular feature has debuted this issue: "Table Top News." We've put it together using phone calls, and letters, and by perusing brochures, ads, and table game journals. We hope you like it.

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## From the Readers

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Dear Mr. Faulk: I am writing to thank you for forwarding T.H.E. Pro Football which duly arrived after about seven weeks from date of dispatch, not bad for these days of super efficient postal services. I regret to say that the customs were mean enough to charge me £2-40 the equivalent in purchasing power of about \$5.80. This is the first time that this has happened.

I am delighted with the game and of the 'level two' games which I have, it is the most enjoyable to play and seems to be the best.

A little about myself. I am a somewhat rare character in that I am an Englishman who from his school days has always been interested in American Football. For some reason too, probably because they come from a small town I have always been a Green Bay Packer supporter. Unfortunately, I have never been able to get to the USA and therefore, my knowledge of the game is rather limited. I have seen the occasional live game over here, such as a US Forces final at Wembley, the big stadium on the outskirts of London. I also get a treat twice a year when our commercial TV shows highlights of the Super Bowl and Canadian Grey Cup games. Then there is the odd film where football sequences are shown. I also have a small library of books on the game, including Paul Zimmerman's "A Thinking Man's Guide to Pro Football", Vince Lombardi's "Run to Daylight", Sports Illustrated's "Book of Football," and "Watching Football on TV." I have also a good history of the college game and an assorted collection of annuals.

I have quite a collection of table top games. I imagine that many table top gamers have quite a collection. You shop around until you find the ones that suit you best. My first game was called Elmer Leydens Scientific Football Game which I got in 1940. I seem to remember having quite a lot of fun with it. It was a long time before I got another and I then heard about Tod Lansing's Pro Quarterback when I was in

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### HOW'D DA BUMS DO TODAY?

by Alan E. Mandell

Originator of THE LINEUP GUIDE

As a tabletop baseball gamer, I know what great lengths many of us go to in order to recreate a baseball season for our favorite team.

After our own miniature season is over, be it the full regulation 162 games or a season that has been considerably shortened or one of our own design, we like to sit back and compare the statistics, seeing how our players did in comparison to what they did in real life, and how our team fared against the other teams.

But one problem is to see how we're doing as the season progresses. We would probably even change our strategy if we were involved in a tight pennant race or were out of the picture by the time September rolled around.

By using the chart below and the appropriate schedule, we can go through the entire season for the other teams by merely using one dice roll for each game. That way we can see where we are on a day-to-day basis in comparison to the other teams. The chart is designed to closely approximate what the teams actually accomplished during the 1975 season, yet there will undoubtedly be differences in your own season, due to variations in probability.

This should be what makes it all the more interesting.

The chart is very simple to use. Look up the home team on the left and cross-reference it to the visiting team across the top. Then roll a pair of dice. If the number falls within the inclusive range shown in the chart, the home team wins. If not, the visitors win. A 0 on the chart should be referenced as a 10, and a 1 as an 11.

For example, let us assume the Indians are at Comiskey Park. Cross-referencing Chicago on the left with Cleveland across the top, we find the number 5-9. If our dice roll came up as a 5, 6, 7, 8 or 9, the Sox triumph. Otherwise, the Indians get the decision. Good luck as a manager in your 1975 season.

See next page for Chart

## Classified Ads

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

**Rates for non-subscribers:** 5¢ per word.

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

**WANTED** - Program IV Baseball Game Players to correspond with. Want to exchange ideas, tips, helpful hints and ratings. Will answer all replies. Ronald Gallo, Rd. 2 Box 97N, Wyoming, DE 19934

**OPPONENT WANTED** - I am a regular player of EXTRA INNINGS, and of TSG PRO FOOTBALL. I am only ten years old, but I am serious about playing. I would want to play face to face, and my phone number is (212) 228-4243. Peter Kleinhans, 24 Fifth Ave., NY, NY 10011.

**FOR TRADE:** I would like to trade the following games: APBA Basketball, Statis Pro Basketball, Negamco Baseball, Six team Statis Pro Collectors game. I am interested in obtaining ASG Baseball, Longball, BLM Baseball, Solo Ball. Send your trade offer to Larry Green, 16 Monrovia St., Springfield, MA 01104.

**LEAGUE MANAGERS WANTED:** IRBL (24 team Replay Baseball Game draft mail league), now in its third successful season, needs several managers. For a copy of the rules and a newsletter, send a 24¢ stamp to (or call 516-483-9072 for quick info): Barry Koopersmith, 1468 N. Jerusalem Rd., Merrick, NY 11566.

**FOR SALE:** PTG Basketball Game, 71-72 NBA & ABA, 73-74 NBA. Steve Carrico, 1825 S. Dawson St., Indianapolis, IN 46203.

**FOR SALE:** Complete Replay Baseball Card sets: 1927-55-61-72-73-74-75. \$40.00 Sold only as a set. Postpaid. Jaquin Lopez Jr., 1214A Orange Grove, Glendale, CA 91205.

**PARTNER WANTED:** Designer of prototype "Betting Baseball" lacks production know-how. Solitaire, team ratings permit rapid replication; otherwise, adult betting game. Ladd Kochman, 736 Myrtle Rd., Charleston, WV 25314.

**OPPONENTS WANTED:** PBM for EI. David Darnell, 1100 Bland Ave., Malden, MO 63863.

**FOR SALE:** Baseball Game-start your own league. Takes 5 minutes to play instead of 30 minutes or more for others. Send \$2.00 for instructions to: S. Chandler, N. 7702 Fox Pt. Dr., Spokane, WA 99208.

**FOR TRADE** - Sherco II Baseball preferably for Strat-O-Matic Baseball, Basketball Strategy, Jim Prentice Football or Championship Baseball. Will consider all offers. Write R. Clark, 1510 Belcher, Gainesville, TX 76240.

**LEAGUE MEMBERS WANTED:** Managers needed for 1955 season mail league using Replay Baseball.

Cont'd. next column

For information write: Charles Marshall, 116-27 237th St., Elmont, NY 11003.

**WANTED** - Old parlor or Table Top Baseball Games. Mechanical, cards, dice or what have you? Top prices paid. No games wanted that are currently on the market. Gordon McGraw, Bushnell, IL 61422.

### Mandell's Baseball Chart

#### AMERICAN LEAGUE

1975

|             | BAL | BOS | CAL | CHI | CLE | DET | KC  | MIL | MIN | NY  | OAK | TEX |
|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| BALTIMORE   | *   | 4-6 | 4-6 | 3-9 | 4-7 | 5-8 | 2-9 | 4-9 | 5-9 | 5-8 | 4-7 | 4-7 |
| BOSTON      | 4-6 | *   | 4-7 | 5-9 | 4-6 | 3-0 | 4-7 | 5-8 | 2-9 | 5-8 | 5-9 | 5-9 |
| CALIFORNIA  | 4-6 | 4-7 | *   | 6-8 | 2   | 4-7 | 5   | 2-9 | 6-8 | 5-9 | 6-8 | 5-8 |
| CHICAGO     | 4-7 | 4-6 | 6-8 | *   | 5-9 | 5-9 | 5-8 | 5-9 | 5-8 | 4-6 | 5-9 | 4-6 |
| CLEVELAND   | 5-7 | 5-8 | 4-7 | 4-7 | *   | 4-9 | 4-7 | 6-8 | 4-6 | 5-9 | 7   | 5-8 |
| DETROIT     | 5   | 6-8 | 5-7 | 2-9 | 6-8 | *   | 4-7 | 4-9 | 7   | 5-6 | 4-6 | 2   |
| KANSAS CITY | 5-9 | 4-6 | 5-9 | 5-8 | 4-7 | 4-7 | *   | 4-6 | 3-0 | 5-9 | 5-9 | 3-0 |
| MILWAUKEE   | 5-6 | 6-8 | 5-9 | 4-6 | 6-8 | 2-1 | 7   | *   | 2   | 5-9 | 4-6 | 4-6 |
| MINNESOTA   | 5-9 | 7   | 5-8 | 5-8 | 5-9 | 4-7 | 5-9 | 5-9 | *   | 6-7 | 4-6 | 5-6 |
| NEW YORK    | 5-9 | 6   | 4-7 | 4-6 | 5-9 | 5-8 | 4-7 | 5-9 | 2-7 | *   | 4-7 | 2-9 |
| OAKLAND     | 2-9 | 5-9 | 5-9 | 5-9 | 2-9 | 4-6 | 3-0 | 4-7 | 5-9 | 4-7 | *   | 5-9 |
| TEXAS       | 4-6 | 4-6 | 5-8 | 4-9 | 3-9 | 2-9 | 4-6 | 4-6 | 4-6 | 4-7 | 4-6 | *   |

#### NATIONAL LEAGUE

1975

|               | ATL | CHI | CIN | HOU | LA  | MON | NY  | PHI | PIT | STL | SD  | SF  |
|---------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| ATLANTA       | *   | 4-7 | 5   | 4-9 | 5-9 | 2-9 | 7   | 5-9 | 4-6 | 4-6 | 5-6 | 4-7 |
| CHICAGO       | 5-9 | *   | 7   | 4-7 | 4-7 | 5-9 | 6-8 | 5-8 | 4-6 | 5-9 | 4-7 | 5-9 |
| CINCINNATI    | 4-9 | 2-1 | *   | 4-9 | 5-9 | 2-9 | 2-9 | 2-1 | 5-9 | 2-9 | 5-9 | 4-9 |
| HOUSTON       | 6-8 | 4-6 | 4-6 | *   | 5-8 | 2-9 | 4-7 | 5-9 | 2-9 | 7   | 6-8 | 5   |
| LOS ANGELES   | 4-9 | 5-9 | 4-9 | 3-0 | *   | 4-6 | 4-6 | 4-7 | 4-6 | 4-6 | 5-9 | 5-9 |
| MONTREAL      | 4-7 | 5-9 | 4-7 | 4-7 | 4-7 | *   | 5-9 | 4-6 | 4-6 | 5-8 | 4-7 | 7   |
| NEW YORK      | 4-7 | 5-9 | 4-7 | 2-9 | 4-6 | 5-8 | *   | 6-8 | 5   | 5-8 | 4-7 | 2-9 |
| PHILADELPHIA  | 2-9 | 5-6 | 2-9 | 5-9 | 4-6 | 5-8 | 5-9 | *   | 3-0 | 5-8 | 2-9 | 5-9 |
| PITTSBURGH    | 5-9 | 5-9 | 5-9 | 3-9 | 4-7 | 5-8 | 5-9 | *   | 5-9 | 2-9 | 2-9 | 5-9 |
| ST. LOUIS     | 2-9 | 6-8 | 4-7 | 4-7 | 4-7 | 4-6 | 5-8 | 6-8 | 5-8 | *   | 2-9 | 2-9 |
| SAN DIEGO     | 6-8 | 5-9 | 6-8 | 6-8 | 6-8 | 4-6 | 7   | 5-9 | 4-7 | 4-7 | *   | 5-8 |
| SAN FRANCISCO | 5-8 | 2-9 | 4-6 | 5-8 | 5-8 | 4-6 | 4-7 | 4-7 | 2-9 | 5-9 | 5-9 | *   |

## Table Top Baseball Fans . . .

# LINE UP!



Now there is a complete system that lets you choose, without bias, your starting line up for any major league team and enhances realistic competition.

With the **LINE UP GUIDE**, each player will start the approximate number of games he did during the 1975 season.

The **LINE UP GUIDE** contains a complete breakdown of the '75 season divided into 18 time segments, showing all the players that appeared in at least one game with their position, batting order against left and right handers, pinch hit and pinch run appearances, reasons for substitutions, plus a roster eligibility list.

The 1975 **LINE UP GUIDE** is an essential aid to the serious gamer and is available now for \$7.00 (Ohio residents \$7.28) only from:

## IMAGES

Dept. E  
1185 Oak Park Drive  
Galloway, Ohio 43119

Sample Sheet and Instructions, 25¢

## COLLEGE FOOTBALL: STATIS-PRO AND ITS COMPETITORS

**Statis-Pro** is a simple game designed for solitaire play. Materials include: one 9½ x 13 Play Action Board containing the results for most plays; one 9½ x 13 Game Board for ball location, timing and keeping the down; 100 teams on 2½ x 4 cards, perforated to tear apart, ten teams to a 8 x 12½ sheet; 2 dice; 5 markers; 2 pages of simple instructions. It comes in Statis-Pro's usual stable, attractive game box.

The offense chooses from nine runs or nine passes, rolls two dice, adds them, and refers to the Play Action Board for the result. On dice numbers two, five, and twelve on every offensive play the result requires a second roll and reference to the appropriate column on the offense's team card. The number seven keys in the defense in the same manner. All other results are read directly off the Play Action Board. Statis-Pro claims, "The game has been created in such a manner that all games will be even about fifty per cent of the time, just as in real college football." That may be an accurate assessment of football, but the game itself does not reflect the claim. Both the offense and defense are keyed in for six chances out of 36 or one-sixth each. That leaves two-thirds of the time when the teams will play even and not half the time as is claimed. Further, all kicks, returns, fumbles, etc. are always by chance with no team differences. Therefore, more than two-thirds of the time they'll play even.

The game plays quickly, probably in about 45 minutes if one keeps few statistics (Rated A). On realism and accuracy there are no individual players names or ratings — only team ratings (D). Each team card lists the school, nickname, coach and team record but nothing else. Since there are no defensive decisions the game is also weak on strategy/tactics (C).

Statis-Pro has added a weather chart and some defensive strategy for its second edition. Inclement weather tends to level off differences between teams. The defensive strategies — used only in key situations, strengthen the performance of good defensive teams. These add color without reducing playability, but do not add to the realism and accuracy of the game.

Those who wish a college football game which sacrifices some playability to achieve individual player ratings and a little strategy should consider **GOAL** (previously reviewed in TTS, Vol. 1, No. 3). Though basically a solitaire game, for 1976 **GOAL** has added three defensive line choices which allow limited decisions for head-to-head play. **BLM** is top rated in this group if you can tolerate the spinners. Sports Illustrated's **Paydirt** rates only the best teams of the 60's while the other games appear annually, rating current teams. **GOAL** is probably a best buy, offering more teams (53) than **BLM** (25), but its xerox format is less impressive than **BLM**. The games are rated on playability, realism and accuracy and strategy/tactics as follows:

| Grade | College Football Games                                 | 50%<br>Play | 25%<br>R&A | 25%<br>S/T |
|-------|--|-------------|------------|------------|
| B+    | <b>BLM</b> , \$11.95 — 25 teams                        | B-          | A          | A          |
| B     | <b>GOAL</b> , \$5.95 — 53 teams                        | B           | A          | C          |
| B-    | <b>Statis-Pro</b> , \$8.00 — 100 teams                 | A           | D          | C          |
| B-/C+ | <b>Sports Illustrated, Paydirt</b> , \$9.95 — 32 teams | B           | D          | B          |
| B-/C+ | <b>Negamco</b> , \$10.00 — 90 teams                    | B           | C          | C          |
| B-/C+ | <b>Twenty-first Century</b> , \$9.00 — 30 teams        | D           | A          | A          |

## FAST ACTION CARDS — FOR MOST EVERY GAME

**STATIS PRO** must be given credit for their innovative "fast action card" system. The cards speed up the game and eliminate the noise and other problems generally associated with dice and spinners.

This article is designed to assist table gamers prepare cards for games other than **STATIS PRO**. We will begin with **APBA** because the fast action cards for **APBA** can be used for other games as well.

**APBA** To prepare the **APBA** fast action cards you will need to purchase 200 3" x 5" index cards and cut them in half, making 400 2½" x 3" cards. You then prepare 360 cards with the dice numbers 11-66 on them (10 of each number). The cards must be shuffled very thoroughly and divided into four approximately equal piles, placed face down. To play the game, you simply draw a card at random from one of the four piles. For most games you will use only about half of the cards. The remaining cards will be buried and be equivalent to dice rolls not made.

**APBA MASTER GAME** The same procedure as above is followed except that more cards will be used because the **MASTER GAME** requires more dice rolls. This will present no problems statistically because some of the dice rolls are finder rolls. In some cases a dice result from just one die is needed. In that case read a 26 as a 2, etc.

**SHERCO** Use the same cards and procedure above except read the lowest number on the cards first.

**STRAT-O-MATIC** The same cards and procedure above are used except the cards are read differently. Only the first number of the first card drawn is read (42 read as 4). This determines whether the play is off the pitcher's card or the batter's card. The second card drawn determines how far down the column to go. The numbers on the card are added for this purpose (a 26 is read as an 8).

**EXTRA INNINGS** Since **EXTRA INNINGS** is the only game requiring a three digit number, an entirely different set of cards must be prepared. 100 3" x 5" cards are purchased and cut in half. You then prepare 120 cards with the dice numbers 1-6 on them (20 of each number). The cards must be shuffled very thoroughly and laid face down in approximately three equal piles. To obtain a number, draw a card from each of the three piles, beginning with the pile at the left. The result of these draws will be a three digit number. If all the cards are used up, simply reshuffle and start over again.

### TABLE TOP SPORTS

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# OH WHERE, OH WHERE HAVE ALL MY AT BATS GONE!!!

To anyone preparing to begin a replay, the question of realistic player use is of vital importance. Unless you decide how you are going to use your players **before** you begin, you will probably end up over-using some players, while under-using others.

Basically, there are three ways to structure your player use so that you will use the players realistically.

### 1) USE OF ACTUAL BOX SCORES

On the surface this seems to be the ideal solution to the problem. However, there are several drawbacks: First of all, it's pretty tough to come by the box scores for a complete season, especially if you are playing a season that is not contemporary. Even if you have complete boxes for replay, there remains another problem to be dealt with. Suppose the game you are replaying was a Complete Game win for the home pitcher in real life; what will you do if, on your tabletop, he is getting bombed in the 3rd; will you leave him in anyway, or will you relieve for him? If you relieve for him, how will you decide which relief pitcher to use? To give another example, suppose your tabletop dice throw indicates that the first baseman has hit homeruns in his first two at-bats. Looking at the actual boxscore, you discover that he in real-life batted twice and was then removed due to an injury. What do you do?

### 2) USE OF COMMERCIAL AIDS

The best of these is the **Line Up Guide** (see Ad elsewhere in this issue). If followed as per their instructions, they provide a reliable and realistic method of deciding who plays where and when. However, these are only available for 1974 and 1975 years, and they list everyone who ever played for each team, including the guys who only played 1 game or had 1 inning pitched. Some provision must be made to compensate for these guys if you aren't using them.

### 3) HOME-MADE METHODS

There are several ways to determine an organized system of player use on your own, but the following method, while it might seem overly complicated in its methodology, is very reliable, and once mastering the concept, you will find that you can do an entire league in less than 2 hours.

Basically, the idea is to arrange six different lineups, which will then be rotated in use, each to be used the same number of times. The way these lineups are chosen is to first list all the fielders, their at bats, and how many games they played at each position. (For convenience I will use the 1973 Oakland A's roster which appeared in the Spring 1976 TTS). These are columns 1 & 2 on Chart 1. Next figure how many lineups each player should appear on. To do this, give each player an appearance in a lineup for each 100 at bats. If a player had 50 or more at bats increase his appearance by another lineup. The total of appearances should equal 54 for the whole team (6 lineups times 8 fielding positions and DH; note that for leagues which don't use the DH, the total should be 48). Next determine the fielding position for each player. The total for each position should be only 6/See Chart 2. If you have more than 6 at any one position, you may have to fudge around a little bit, but it should come out fairly closely. Spread the utility and scrubini players through several lineups, so that the overall strength of the team is not reduced greatly in any one lineup.

This system is very general, but purposely so. It allows you the flexibility to determine fairly accurately how many games each player should start, but it also allows you the freedom to manage, too. Check on the at bats each player accumulates every 40 games or so, to make sure that you are not over-using anyone. If that happens, substitute for him with someone who is not being used enough. Pinch-hitters and defensive fielding changes can be made from anybody who did not start. Chart 3 shows the 6 lineups in their complete form, ready to use.

CHART 1 1973 Oakland A's

| Player  | AB  | Pos/G | Appear in Lineups | Plays positions |
|---------|-----|-------|-------------------|-----------------|
| Alou    | 108 | OF/21 | 1                 | of-1            |
| Jackson | 539 | OF145 | 5                 | of-5            |

|             |     |            |    |                 |
|-------------|-----|------------|----|-----------------|
| Bando       | 592 | 3B159      | 6  | 3b-6            |
| North       | 554 | OF138      | 5  | of-5            |
| Rudi        | 437 | OF117      | 4  | of-4            |
| Green       | 332 | 2B133      | 3  | 2b-3            |
| Tenace      | 510 | 1B134-C33  | 6* | 1b-5; c-1       |
| Fosse       | 492 | C141       | 5  | c-5             |
| Campaneris  | 601 | SS149      | 6  | ss-6            |
| Johnson     | 464 | DH107-1B23 | 5  | DH-5; 1b-0      |
| McKinney    | 65  | 2B17       | 1  | 2b-1            |
| Mangual     | 192 | OF50-DH14  | 2  | of-1; DH-1      |
| Kubiak      | 182 | 2B83-SS26  | 2  | 2b-2; ss-0      |
| Maxvill     | 19  | SS18       | 0  | ss-0            |
| Conigliario | 110 | OF40       | 1  | of-1            |
| Davalillo   | 64  | OF19       | 1  | of-1            |
| Lewis       | 000 | Pinch Run  | 0  | Pinch runs only |
| Hegan       | 71  | 1B56       | 1# | 1b-1            |

\*Tenace only has 510 AB, but appeared in 160 games, therefore he needs to be in all 6 lineups.

#Hegan spent the beginning of the year with Oakland, then was traded. Use him until he is traded, then replace him with Johnson, or Tenace if Johnson can't absorb these at bats.

CHART 2

|                                   |                                    |
|-----------------------------------|------------------------------------|
| 1b: Tenace 5; Hegan 1             | of: North 5; Conigliario 1         |
| 2b: Green 3; McKinney 1; Kubiak 2 | of: Rudi 4; Mangual 1; Davalillo 1 |
| ss: Campaneris 6                  | c: Fosse 5; Tenace 1               |
| 3b: Bando 6                       | DH: Johnson 5; Mangual 1           |
| of: Jackson 5; Alou 1             |                                    |

CHART 3

| Lineup No. 1  | 2          | 3          | 4          | 5           | 6          |
|---------------|------------|------------|------------|-------------|------------|
| 1b Tenace     | Tenace     | Tenace     | Tenace     | Hegan       | Tenace     |
| 2b Green      | Green      | McKinney   | Kubiak     | Green       | Kubiak     |
| ss Campaneris | Campaneris | Campaneris | Campaneris | Campaneris  | Campaneris |
| 3b Bando      | Bando      | Bando      | Bando      | Bando       | Bando      |
| of Jackson    | Jackson    | Jackson    | Alou       | Jackson     | Jackson    |
| of North      | North      | North      | North      | Conigliario | North      |
| of Rudi       | Rudi       | Mangual    | Rudi       | Davalillo   | Rudi       |
| c Fosse       | Fosse      | Fosse      | Fosse      | Tenace      | Fosse      |
| DH Johnson    | Johnson    | Johnson    | Johnson    | Johnson     | Mangual    |

In determining the use of pitchers, it is imperative that you adhere to the number of innings pitched as your barometer, and not appearances. If, however, the number of starting innings is not known, then the number of starts is what you should use. Sticking with the 1973 Oakland roster, the number of total starts of the staff listed there is 158. Needing 162, we would add 1 start to Holtzman, Hunter, Odom, and Blue, since they had the greatest number of starts.

If you are playing a shorter season, or if there is a great lack of starts in the staff, figure out the percentage of starts each pitcher had, and multiply that result by the number of games in a season. For example, let's say that your staff in real life started 120 games. Find the percentage of starts each pitcher had of the 120 total. Multiply that percentage by 120, and that will give you the number of starts. If you know the starting innings (total innings minus relief innings), find the percentage and multiply by the length of the season.

Relief pitchers can be structured in much the same way, but I find it more realistic to simply note the number of innings each is eligible to pitch during the season, and manage them using those with the greatest number of innings most frequently.

The foregoing method of structuring player use admittedly has some drawbacks. For instance, it doesn't take into account the platooning factor. This can be built in by defining some of the six lineups to face lefties and righties.

In conclusion, let it be said that there are many ways to accomplish the goal of realistic player use. The methods described above are just one way of doing it. The important thing to remember is that you must decide before your season is too old exactly how you are going to limit the use of some players. Otherwise you may run into a problem similar to one I had not too long ago. With 22 games left in a 154 game season, the Yankees had no at bats left for any of their first basemen!

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

## BASEBALL AGAIN

*The overall letter rating after the description of each game is based on realism and value for money spent.*

**EXTRA INNINGS**—First and foremost, this is the game I keep coming back to. This is the game voted least likely to gather dust when the others have long since become outdated by old player cards. This is a game for the real baseball student because it is complex and demanding of a player's knowledge about this great game.

The form of game result is three six-sided dice. This gives 216 different possibilities, more than any other game. This is also one of only two games that gives any extra advantage or disadvantage for which side the batter hits from and which hand the pitcher throws from.

This game is also the best buy on the market since when the purchase price is spent, the entire information for creating any past team or any present diamond squad is included with the game. Hall of Fame players as well as some of the great teams in the past are already computed and included with the purchase price.

The only drawback to the game is that the pitcher's entire effectiveness against a particular hitter hinges on his ERA (Earned Run Average) which leaves the game somewhat out of balance with all the hitter ratings used. But the game is most flexible, and an enterprising gamer can fix the mismatch with a couple of additional ratings. **RATING: A.**

**STATIS PRO**—This is the game that gives Extra Innings the biggest run for the money. Probably the only two drawbacks to this game that keep it from being number one are the lack of lefty versus lefty (etc.) factors and the costly playing cards the gamer must buy each year.

But the cost of anything in this game is not as extreme as is charged elsewhere and literally anything can happen in any nine-inning battle. One strength of the game is in strength ratings for each pitcher, computed not on how many innings he averaged working, but on how many hits, walks and runs he allowed before being lifted for relief.

In certain instances this can be quite disturbing. For instance in recreating last year's championship season with Cincinnati, the player is given little choice but to play "Captain Hook" right along with Sparky Anderson. Another strength lies in the pitcher's control rating. The lower a pitcher's earned run average, the more times the result will be found on the hurler's card rather than on the hitter's slate.

The game flows along and is second in playing time (around 30 minutes) among the games tested. **RATING: B+plus.**

**STRAT-O-MATIC**—Long one of the top games, it has advanced in many areas, while remaining quite simple, yet it is simply not as satisfying as the first two games because it doesn't quite offer the variety of results that other games give.

**SOM** is the second game that offers lefty vs. righty discounts to the batter or visa versa and it is one of only three games

that offers a separate rating for base stealing and base running.

Pitcher cards are more detailed than those in Statis-Pro, but only the luck of the three dice used determines whether the pitcher or the hitter will be the source of the play. Pickoffs are extinct as are errors on steal attempts, and it is those little things that keep the game from being the top of the line. **RATING: B.**

**LONGBALL**—Quite simply a cross between Strat-Matic and APBA (yet to be discussed) with a somewhat pleasing yet unsettling result. Errors are lumped together on a team card, which means that a better than average regular (but not superior) will field no better than a mediocre substitute making late inning defensive replacements not necessary or even helpful.

A few improvements in that sore spot along with an alteration of a single pitcher's hitting card (poor Ken Brett) could move this entry up the list of quality games. **RATING: C-plus.**

**SHER-CO II** — There is no game on the market as unique as this entrant to the gaming market. Sher-Co up front tells the buyer that anyone interested in getting a .278 hitter to hit .278 in a reply should look elsewhere for a game.

This game creates a physical replay no one else has dared to try and match. The walls of the stadium to be played in are set up for hitters to try and blast over. The fielders are actually set up to enable the gamer any number of shifts or wierd alignments imaginable.

Sher-Co II carries the number behind it because, to be frank, the company put out a first version that just wasn't very good. In that game the hitter and pitcher categories were too broad for much realistic play, but this time around the categories are tighter and the game much better.

This game also shines in head-to-head play, where the other games are just as exciting as head-to-head solitaire. **RATING: C plus.**

**REPLAY GAMES** — This game goes near the bottom of the list because it is just too darn simple. When any given batter faces any given hitter, there are only 36 different possibilities that exist. In a game as complex as baseball, this method is far too limiting to be satisfying for long season replays.

Some old teams are available and the play is smooth, but the results are artificial. **RATING: C.**

**NEGAMCO** — Except for a pesky 100-number spinner that seems always to be landing on a dividing line, this one could be one of the best buys, but who can be sure? Maybe only a 162-game replay would reveal how sound a statistical basis this game rests upon. Certain pitchers with seemingly differing pitching prowess are rated under the same heading and certain power hitters with little in common have the same power ratings.

For what an entire game costs, the same amount could be spent each year in player cards for most other games. Some confusion can result through early playing before a personal system of dealing with the charts can be found. **RATING: C.**

**BIG LEAGUE MANAGER** — If any game could put the ulcers on the blink and put the gamer in the dugout it would be this entry. More can be found about a player by running through a few games of BLM, than by playing most of a season with any of the others.

But BLM suffers from the spinner malady. Both games that use spinners offer random numbers books, but that alternative is more displeasing than the spinner. Game-time, complicated by the spinner, is between an hour and an eternity though. This game could be satisfying for two retired baseball fans with a lot of time to kill. **RATING: C minus.**

**APBA** — Lately they have supposedly made some improvements in a game that was falling well behind the times in reproduction of realism. But as of yet, two letters to that company have gone unanswered and that can only lead one to believe that they aren't up to a comparison.

The former game was completely devoid of a satisfactory way of involving the pitcher in the hitting process. Only about one in six plays took into account whether the hitter was facing Andy Messersmith or Ross Grimsley and there is a world of difference. Also ratings were given to team fielding rather than individual, though a complicated means of using individual ratings was offered.

A tiring pitcher was never handled quite to any satisfaction either and while this game, may not be getting a fair shake in its present form, the company doesn't deserve any better. **RATING: D.**

**SPORTS ILLUSTRATED** — Only a gamer with a passing interest in any accurate statistics and with only a meager memory of the past great baseball performers would want to try this entry. It is devoid of anything complicated happening and it is also devoid of excitement. How depressing for a magazine with such exciting sports coverage to have such a dull game. **RATING: F.**

**PROGRAM IV** — Mildly entertaining for those who don't demand accuracy and have only 10 minutes to play a game. It is the cheapest of the lot and necessarily so. **RATING: D.**

In general these games have a wide range in prices, from less than a dollar to nearly \$15, but most of these will not be found on the retail market. That would raise the price even further, and at present levels most of these games are bargains.

Playing time for all the above mentioned games average 40 minutes, but that figure can be lessened if a detailed scoring sheet isn't kept. Two baseball fans can go head-to-head in a doubleheader and still have most of the evening for anything else, like maybe watching another nine innings.

But whatever the reason for interest in the table top baseball world, the enjoyment extends far beyond the cost. By following the above guidelines a game can be chosen that will provide endless hours of enjoyment and baseball realism.

## Go For Baroque Cont'd.

correlated into a system of charts and tables the extent of which is somewhat bewildering.

Most of the items I refer to are in the advanced game — but I would be surprised to find anyone into this hobby more than peripherally who is satisfied with the Introductory Level. And BP's Advanced game is not for the faint-of-heart. For sheer page-turning and arithmetical computation, only BLM is in the same league as BP. Some examples of plays will illustrate this better than plain description.

### CLEVELAND INDIANS — 1920

**Tris Speaker [.388]**

BATS: Left — ARM: 2 Good Bunter

| FIELDS: OF-3 |         | RUNS: 4    |         |
|--------------|---------|------------|---------|
| Pitcher      | Throws: | Pitcher    | Throws: |
| LEFT         | RIGHT   | LEFT       | RIGHT   |
| W 1 W        |         | 2B 14 SM6  |         |
| SS 2 IH      |         | 1B 15 W    |         |
| W 3 L9       |         | DG3 16 SF7 |         |
| SM4 4 1B     |         | T6 17 2B   |         |
| 1B 5 D8      |         | DF8 18 W   |         |
| MF8 6 3B     |         | SF9 19 TL  |         |
| W 7 DG4      |         | W 20 T1    |         |
| 2B* 8 1B     |         | 1B 21 W    |         |
| H1 9 SM3     |         | TL 22 DF8  |         |
| 1B 10 W      |         | T5 23 SS   |         |
| PO5 11 MF7   |         | 2B 24 W    |         |
| DG4 12 2B*   |         | D7 25 2B   |         |
| W 13 1B      |         |            |         |

Batter controls these numbers on pitcher's cards: DG4-26

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Using Speaker's card, above, let's say we pull a 14 against a righty pitcher. The result is an "SM6". This means a sharp smash to the shortstop. We must now first get the SS's fielding rating (say 6) and, the game being against the Dodgers of 1920, we check the folder for Ebbets Field. (Not all results are on the parkchart — about 50% are). This gives us a result of "Y" — which means we have to go to the Y chart for infielders. Pulling a 49 as the next number, the slowly glazing eye falls across this important message on the Y chart: "If ball is hit to 1,3, or 7 fielder, one base error; to 2 or 5 fielder, two base error; to 4, 6, 8, or 9 fielder, two base error with chance advance another base on fielding ability of baseman covering base to which ball was thrown. See "Runners Chance Advance" chart."

With heavy heart, and weakening will, we now proceed — fearfully — to the Runners Chance Advance Chart. If we were so unfortunate as to pull, say, a 45 we are referred to the Trapped Off Chart. Prophetically, as it were.

Granted, this is an unusual set of events (although not that unusual, I assure you), and a good number of batters' results are obtained directly from the card. However, at least 50% of all batters use at least 2 charts, and a large percentage of those go even further.

What some of these charts cover is even more amazing: one of the Seven Bunt charts is "Bunt: Defensive Manager Calls Strategy Against Hit and Run, Steal or Double Steal." There are charts for Pop-Ups, Outfield Drawn In, Pivot-Man Double Play (where the ratings of the two key men on the DP combine to effect the outcome — an excellent idea, well-executed here), several Runners Advancing Charts, 10 varying Stolen Base charts — each depending on some sort of different defensive strategy, X, Y, and Z charts covering some unusual situations, and Ball-Park charts for each park in the majors — past and present — covering results for groundballs, liners, long drives, etc.

As can be readily discerned from this plethora of chart activity, the accent here is on Strategy — with a capital S! And, surprisingly, it works quite well. The game is not as difficult as it sounds, and although the playtime is not exactly thrilling — 30 minutes is good work — there are a multitude of decisions to be made. Some of these decisions get a bit out of hand, as witness the rule for catcher's handling ability. This covers Conferences on the mound; the number of conferences you can have is dependent on the catcher's rating, the conferences affecting the pitcher's Effectiveness in a totally abstract — and

absurd — manner. Rules like these give the game its truly baroque flavor.

Being a game designer by (quasi-) profession I can readily understand the designers' desire to include as much realism as possible. But the line has to be drawn somewhere; the weight of the simulation can often pull the playability of the game under, never to surface on your table again. In BP's case, the balance is precarious, but it works out in favor of the gamer in the long run. For the game can be quite exciting, and a great deal of fun — even solitaire, as some of the decisions are sort of built-in.

As far as accuracy is concerned, the game seems to be no better or worse than most of its competitors. It would take a great deal of playing to make an objective statement on that aspect, and having gone through only several series I am not in a position to be definitive. But simply from looking at the cards I would say the accuracy is at least acceptable, and possibly better.

Which brings us to another subject — and what I feel to be the major drawback of the game. Ball-Park does not print full seasons for any year — even the most recent — at least not as far as I can see from their literature. What they do provide are the teams — and the ball-parks — for each pennant winner from 1919 on. More recent years include the playoff teams; but nary a full season in sight. In light of the wording of some of their literature this might be bordering on a slight case of fraud. Phrases such as "...In 1925 Joe Sewell played ...in 155 games and struck out only 4 times! Even Lefty Grove will find it tough to strike out Sewell, because Sewell's card will have a minus strike out factor on certain numbers..." Neither Sewell nor Grove of 1925 vintage appear in any of Ball-Park's editions. Misleading is an understatement; anger is a result. It rises when you realize that you have to shell out \$10 for 2 teams and the game. For \$3-4 more you can get a full season from any of the other companies, most of them with superior production! The term "unmitigated gall" comes to mind frequently.

All this is quite sad — because Ball-Park has a good product, a product that, with some tough development and stringent editing, could become a popular game. The game is accurate and it is fun, if a bit convoluted. But while BP's designers might have their heart in the right place, their mind is on their pocketbooks — and "Ba-roque" then takes on a slightly different meaning when you think of their game.

Ball Park Baseball is available from Ball Park, Inc., Lawrence, Kansas 66044 for \$9.95 for any 2 World Series Teams, \$12.95 for last year's playoff teams.

**Note: A Little Biography** — I'm a Criminal Defense Attorney, and also a member of the Editorial/Design Staff of SPI — the wargame folks. I've been playing sports simulations since 1955, with a preference for baseball — Replay and BLM. I have quite an extensive collection of simulation games — historical as well as sports — and am always on the lookout for a new product.

## Theories Of Table Top Ratings Cont'd.

averages for the two years are almost identical to each other. Although the above facts would indicate some kind of error, such is not the case. Batting averages depend mostly on the type of pitching faced — in either major league baseball or in APBA. A comparison of National League earned run averages for the two years, 4.06 to 3.63, shows that pitching was tougher in 1941 than in 1934, a fact reflected in the APBA cards." Mr. Greenwald then went on to discuss the sacrifice booklet.

So the batter is rated for everything but singles on his own, then he is rated for singles contingent upon the pitcher ratings. But as Mr. Greenwald points out in the same article the effects of the sacrifice booklet, especially the hit-and-run, must not be overlooked in rating the batter. Since the pitcher will have no effect on the batter's power, his effect on singles (hence his pitching grade) must be based on his overall effectiveness as a pitcher. Such statistics as wins, innings pitched, completed games, and ERA should enter the calculations to various degrees.

**Strat-O-Matic** must work on some form of "Combination of Effect." If the batter's card were rated to perform exactly as the batter did when used alone (looking at them, it quickly becomes obvious that such is not the case), the combined effect of all pitchers would have

Cont'd. next page

to be the same as each individual batter for each individual batter. There is no way this can be accomplished. Consider for the moment that the combined effect of all pitcher ratings is equal to the combined effect of all pitchers' actual; i.e., the league average; then the batter's card, in order to balance, must be twice as much better or worse than the league average than he actually was. Similar logic holds true for the pitcher, since the average of all batters rated at "Twice the Difference" will be the same as the actual average.

What about the player whose actual performance is less than half the league average; e.g., consider a .100 batter in a .250 league. The above paragraph says his card should be set up to bat -.050, which is impossible (I suppose a few pitchers might put up an argument). But— not many pitchers are able to hold the combined batting average against them below .170 in a .250 league for an entire season. Since this theory says such a pitcher's card should allow hits at an .090 rate, .090 is subtracted from each pitcher and added to each batter. Now the .100 hitter will have a card rated at .040, and an .080 player will have no hits on his card. Players batting below .080 are used so seldom in reality and in replay that you really can't be sure of accuracy in a replay anyway.

The same effect can be used for the various types of hits, strikeouts, and walks. So that a player from the twenties playing in the fifties would find his BA dropping; while his homeruns, walks, and strikeouts increased in frequency.

**BLM**, it was pointed out earlier, rates the batter directly and the pitcher by deviation. This means that the batters would perform fairly realistically if the effect of the pitcher were completely ignored, but with pitching being so much of the game (estimated at 75–90%) only **Cadaco** can do that through retail marketing. Saying that the pitcher is rated by deviation means that he is rated by the difference between his rate and the league rate for any particular relative statistic (batting average, strikeouts-per-out, etc.) for which the batter is rated; hence, a pitcher allowing hits-per-at bat at the rate of .240 in a league with a .250 batting average would be rated at M1. It's not quite that simple since the PC/MOB differential must be considered, but that is the basic principle. It has the minor drawback that pitchers who deviate far enough from league averages will not affect all batters properly. For instance, a pitcher rated M10 will effectively be only an M8 against a batter rated as an 8, but once again the frequency of this occurrence is not enough to cause a loss of sleep.

There are various gimmicks which can be added to the game, either for appeal or greater accuracy. **BLM** has a PC/MOB rating for pitchers, the basic assumption here being that half the batter-pitcher confrontations will occur while there are no runners on base (statistically, this is an accurate assumption), and that the greatest amount of scoring is done when the batter-pitcher confrontation occurs with men on base (except for a homerun, only very improbable situations lead to runs while no runners are on base). Hence the MOB portion reflects a pitcher's runs allowed and the combined effect of PC and MOB reflects his hits allowed.

**Extra Innings** has a left-right difference to increase the accuracy of batting average ratings, bases them on generalized statistics (1:4, left: right pitchers), and allows only a slight difference (a maximum of .019). **Strat-O-Matic** claims their left-right difference is deduced from actual statistics; hence some left handed pitchers are actually more effective against right handed batters. The enormity of such a task can be compared to rating 3 entire leagues for each one published.

Tiring of pitcher can be accomplished by various methods as is evidenced by almost all games on the market. All games are (hopefully) set up so that in the long run each pitcher will produce certain statistics and most tiring effects would seem to upset the accuracy of these ratings. In my own opinion the best result of a tiring effect belongs to **Statis Pro** wherein the pitcher loses all effectiveness.

One method of creating this effect would be to total each pitcher's earned runs allowed, hits allowed, and walks allowed and divide by games pitched (round up from .334). Then, as the game is played, total these statistics for the pitcher. When he reaches his "Factor," he must be removed. If he pitches a complete game and does not use up his entire "Factor," one is added to his "Factor" each successive game until the excess is used up; but his "Factor" may never increase by more than one, and if he is pulled before his "Factor" is exhausted the excess is lost.

Now, let's invent the basics of a baseball game.

First, contrary to my earlier statement, we'll decide that each player will have his own card — more work, but also more appealing in the end. We'll use a deck of about 240 cards with the numbers 1-40 used for our random generator basis. Results will be one-step with a "Combination of Effects" rating system. Since statistics are not readily available for doubles and triples allowed by pitchers, these will be solely dependent upon the batter. The batter's card will have numbers 1-20 and three columns for the number out when he comes to bat (lead off batter will be based on a ratio of 2:1:1, others 1:1:1). The pitcher's card will have numbers 21-40 and two columns, E and O; signifying Empty and On base.

To rate the batter for doubles calculate doubles per plate appearance and multiply by 120 (160 for leadoff batter). Divide these evenly among his three columns (remember each number in the O column of leadoff batters is worth two numbers in columns 1 and 2). Do the same for triples. Using the method previously expounded upon as a possible method employed by **Strat-O-Matic** calculate each batter's homeruns, walks, and strikeouts per plate appearance and multiply by 60 (80 for lead off batter) and distribute them evenly. Again using this method calculate his number of hits, multiplying by 60 (or 80) and add singles to obtain the proper number maintaining an even number of hits in each column. Now check total bases in each column and adjust so these are also evenly distributed among the three columns. Since the chance of runners being on base increases with the number of outs, studying the situation might allow us to formulate how to properly distribute the batter's hits to more closely duplicate his RBI total.

For pitchers, calculate hits, homeruns, walks, and strikeouts per batter faced by the previous method and multiply by 40. Calculate pitcher's runs allowed divided by (hits allowed plus walks allowed) and subtract

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## Table Top News

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Tell them you heard about it in TTS!

Jim Barnes of **Statis-Pro** has announced that SP's College Football Game based on the 1975 season is now available and has two new dimensions — defensive strategy factors and weather. In basketball this fall, SP will offer the ABA in addition to their usual NBA game. Available now — and in limited quantity — is the 1956 Major League baseball season. SP is again publishing a company newsletter — the **Sports Game Guide**.

Steve LeShay of **SherCo** reports that SC is participating in a joint promotion with Arizona radio station KNIX featuring the awarding of copies of SherCo Baseball to a limited number of fans attending the Phoenix Giants AAA baseball games in August.

The 3rd annual **APBA** convention was held June 18–20 in Philadelphia. APBA vice-president Fritz Light was quoted in a recent **APBA Journal** article as saying "Not true" to rumors that the company was sold to a group of New England investors.

**REPLAY**, in this the bicentennial year, has released an edition featuring the 1876 major league season.

A college football game — based on the team ratings concept — is being introduced by **Strat-O-Matic**. It will contain 24 teams and should be available by the time this column hits the post office.

**BIG LEAGUE GAME COMPANY** now has fast-action cards available for use with **BLM Baseball**. The card deck must be purchased separately. In addition, they have added a couple of team ratings concept basketball games — pro & college — to their line under the name "Hoop Mania."

**GAMECRAFT COMPANY** has recently introduced three new games for the fields of boxing, bowling, and college football. They will have a new hockey game ready for this fall — making a total of eight games in their stable.

Manufacturers....note! For a free listing, send your announcements of new games, new editions, new card sets, what-have-you to **TABLE TOP SPORTS**, Dept. NEWS, P.O. Box 1531, Vernon, Texas 76384. Please, only significant revisions or releases.

# ZEA BOXING GAME

REPRINTED COURTESY OF STATIS-PRO GAMES, INC.

## Playing Rules

The playing rules for Dave Zea's FAST ACTION BOXING GAME are very simple and once you have played through a boxing match you will memorize them and find that you can stage an event in a matter of a few minutes. THE RULES ARE: Choice of boxers to face each other and you throw the dice FIVE TIMES for each boxer in EACH round, reading the dice from 11 to 66 and taking turns in throwing for each fighter. When a blank space occurs, the boxer failed to do anything on his turn. If a H occurs, it means a scoring punch was landed and give the fighter ONE POINT. If the reading is KD, it means the opponent was KNOCKED DOWN and you go to the opponent's REACTION listing (at the bottom of the card) and throw ONE DIE. This will give you the number of points awarded to the fighter scoring the knockdown. And if a KD appears here it is a SEVERE punch and a chance of a knockout. Throw another single die and refer to KO POSSIBILITIES and if the die is within that range, then KNOCKOUT has occurred and the bout is over.

As an example of the game, let's match Joey Maxim against Jack Sharkey and we will give you a die by die account of the fight. Maxim in his first throw gets a 43 which is a H and he scores one point. Sharkey throws a 53 which is open. Maxim comes back with a 46 which is nothing. Sharkey gets a 65 which is a point scoring blow. Maxim comes back with a 41 and a point. Sharkey's third throw of the first round is a 61 which is a point for a hit. Maxim gets a 64 for another point and Sharkey, a 42 for a hit and his point. In the final throws of the first round, Maxim gets a 32 which on his card is a miss and Sharkey ends with a 21 for a miss. In the first round, Maxim scored 3 points and Sharkey scored three, meaning the round ended in a DRAW. You can score the fight either by a system of TOTAL POINTS or by rounds, the latter being our choice. Say that Sharkey had thrown a 66 in a turn, this means a KD\* and Maxim threw a REACTION OF 5 or severe KD. Then another throw is needed. And if this throw had been a 5 or 6, a KNOCKOUT. \*KD possibility, if NOT a KD just scores 2 or 3 points.

LUIS FIRPO  
 "Wild Bull of the Pampas"  
 Won 30 (25 KOs) Lost 2

|     |    |     |   |     |    |     |     |   |     |    |
|-----|----|-----|---|-----|----|-----|-----|---|-----|----|
| 11- | KD | 21- | H | 31- | H  | 41- | 51- | H | 61- | H  |
| 12- | H  | 22- | H | 32- | H  | 42- | 52- | H | 62- |    |
| 13- | H  | 23- | H | 33- | KD | 43- | 53- | H | 63- | H  |
| 14- | H  | 24- | H | 34- | H  | 44- | 54- | H | 64- | H  |
| 15- | H  | 25- | H | 35- | H  | 45- | 55- | H | 65- |    |
| 16- |    | 26- |   | 36- |    | 46- | 56- |   | 66- | KD |

Reaction: 1=2 2=3 3-6=KD

KO possibilities... 5-6

FLOYD PATTERSON  
 Won 48 (35 KOs) Lost 8

|     |    |     |   |     |     |     |   |     |   |
|-----|----|-----|---|-----|-----|-----|---|-----|---|
| 11- | KD | 21- | H | 31- | 41- | 51- | H | 61- | H |
| 12- |    | 22- | H | 32- | H   | 42- | H | 52- |   |
| 13- |    | 23- |   | 33- | KD  | 43- | H | 53- | H |
| 14- | H  | 24- |   | 34- |     | 44- | H | 54- | H |
| 15- | H  | 25- | H | 35- | H   | 45- | H | 55- | H |
| 16- | H  | 26- |   | 36- |     | 46- | H | 56- | H |

Reaction: 1=2 2=3 3-6=KD

KO possibilities... 5-6

ROCKY MARCIANO  
 "Brockton Blockbuster"  
 Won 49 (43 KOs) Lost 0

|     |    |     |     |     |     |     |     |     |     |
|-----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| 11- | KD | 21- | 31- | 41- | 51- | 61- |     |     |     |
| 12- | H  | 22- | KD  | 42- | 52- | H   |     |     |     |
| 13- | H  | 23- | H   | 33- | KD  | 43- | 53- | H   |     |
| 14- | H  | 24- | H   | 34- | H   | 44- | KD  | 54- | 64- |
| 15- |    | 25- | H   | 35- | H   | 45- | H   | 55- | KD  |
| 16- | H  | 26- | H   | 36- | H   | 46- | H   | 56- | H   |

Reaction: 1-3=2 4=3 5-6=KD

KO possibilities... 6

JACK JOHNSON  
 "Lil Artha"  
 Won 80 (44 KOs) Lost 7

|     |    |     |    |     |   |     |    |     |    |     |    |
|-----|----|-----|----|-----|---|-----|----|-----|----|-----|----|
| 11- | KD | 21- | H  | 31- | H | 41- | H  | 51- | H  | 61- | H  |
| 12- |    | 22- | KD | 32- |   | 42- |    | 52- |    | 62- | H  |
| 13- | H  | 23- |    | 33- | H | 43- | H  | 53- | H  | 63- | H  |
| 14- | H  | 24- | H  | 34- | H | 44- | KD | 54- | H  | 64- | H  |
| 15- | H  | 25- | H  | 35- | H | 45- | H  | 55- | KD | 65- |    |
| 16- |    | 26- | H  | 36- | H | 46- |    | 56- |    | 66- | KD |

Reaction: 1-3=2 4=3 5-6=KD

KO possibilities... 6

JOE FRAZIER

|     |    |     |   |     |   |     |   |     |   |     |    |
|-----|----|-----|---|-----|---|-----|---|-----|---|-----|----|
| 11- | KD | 21- | H | 31- | H | 41- | H | 51- | H | 61- | H  |
| 12- |    | 22- | H | 32- |   | 42- |   | 52- |   | 62- |    |
| 13- | H  | 23- |   | 33- | H | 43- |   | 53- |   | 63- |    |
| 14- | H  | 24- |   | 34- |   | 44- | H | 54- |   | 64- | H  |
| 15- | H  | 25- |   | 35- |   | 45- | H | 55- | H | 65- | H  |
| 16- |    | 26- | H | 36- | H | 46- | H | 56- |   | 66- | KD |

Reaction: 1= 2 2-4= 3 5-6= KD

KO possibilities... 6

GEORGE FOREMAN

|     |    |     |     |     |    |     |   |     |   |
|-----|----|-----|-----|-----|----|-----|---|-----|---|
| 11- | KD | 21- | 31- | 41- | H  | 51- | H | 61- | H |
| 12- |    | 22- | H   | 32- | H  | 42- |   | 52- | H |
| 13- | H  | 23- |     | 33- | KD | 43- |   | 53- | H |
| 14- |    | 24- | H   | 34- | H  | 44- | H | 54- | H |
| 15- |    | 25- | H   | 35- |    | 45- |   | 55- | H |
| 16- | H  | 26- |     | 36- | H  | 46- | H | 56- |   |

Reaction: 1-2= 2 3-4= 3 5-6= KD

KO possibilities... 5-6

INGEMAR JOHANSSON Won 25 (17 KOs) Lost 2  
"Ingo"

11- KD 21- 31- H 41- H 51- H 61- H  
12- 22- H 32- H 42- H 52- H 62- H  
13- H 23- H 33- H 43- 53- 63-  
14- 24- H 34- H 44- KD 54- H 64-  
15- H 25- H 35- H 45- H 55- H 65-  
16- H 26- 36- H 46- 56- H 66- KD

Reaction:1=2 2=3 3-6=KD

KO possibilities... 5-6

SAM LANGFORD Won 136 (98 KOs) Lost 23

11- KD 21- 31- H 41- H 51- H 61- H  
12- 22- KD 32- H 42- H 52- H 62- H  
13- H 23- 33- H 43- H 53- H 63- H  
14- H 24- H 34- H 44- H 54- H 64-  
15- 25- H 35- H 45- 55- KD 65- H  
16- H 26- H 36- 46- 56- H 66- KD

Reaction:1-2=2 3-4=3 5-6=KD

KO possibilities... 5-6

JIM BRADDOCK Won 51 (26 KOs) Lost 21  
"Cinderella Man"

11- KD 21- H 31- 41- H 51- 61-  
12- 22- H 32- 42- H 52- H 62- H  
13- H 23- 33- H 43- H 53- 63-  
14- H 24- H 34- H 44- H 54- 64-  
15- 25- 35- H 45- H 55- H 65-  
16- H 26- H 36- 46- H 56- H 66- KD

Reaction:1=2 2-4=3 5-6=KD

KO possibilities... 4-6

TOMMY FARR Won 71 (23 KOs) Lost 22  
"Battling Welshman"

11- KD 21- 31- 41- H 51- 61-  
12- 22- H 32- 42- H 52- H 62- H  
13- H 23- H 33- H 43- 53- 63-  
14- H 24- H 34- 44- H 54- H 64-  
15- 25- H 35- 45- H 55- H 65- H  
16- H 26- H 36- 46- 56- 66- KD

Reaction:1=2 2-4=3 5-6=KD

KO possibilities... 5-6

JACK SHARKEY Won 38 (15 KOs) Lost 13  
"Sailor Jack"

11- KD 21- 31- H 41- 51- H 61- H  
12- 22- H 32- 42- H 52- 62-  
13- 23- 33- H 43- H 53- 63-  
14- H 24- H 34- 44- H 54- H 64- H  
15- H 25- 35- 45- 55- H 65- H  
16- 26- H 36- H 46- 56- H 66- KD

Reaction:1=2 2-4=3 5-6=KD

KO possibilities... 4-6

JAMES J. CORBETT Won 20 (9 KOs) Lost 5  
"Gentleman Jim"

11- KD 21- 31- H 41- H 51- H 61- H  
12- 22- H 32- 42- H 52- 62-  
13- H 23- H 33- H 43- H 53- H 63- H  
14- H 24- 34- H 44- KD 54- H 64- H  
15- 25- H 35- 45- H 55- H 65-  
16- H 26- 36- H 46- 56- H 66- KD

Reaction:1-3=2 4-5=3 6=KD

KO possibilities... 4-6

JOHN L. SULLIVAN      Won 30 (16 KOs)    Lost 1  
"Boston Strong Boy"

11- KD 21-    31- H    41- H    51- H    61-  
12-    22- KD 32-    42-    52- H    62- H  
13- H    23-    33- H    43-    53-    63-  
14- H    24- H    34-    44- KD 54-    64- H  
15-    25- H    35-    45-    55- H    65- H  
16- H    26- H    36- H    46- H    56- H    66- KD

Reaction:1=2    2-4=3    5-6=KD

KO possibilities... 6

GENE TUNNEY      Won 56 (40 KOs)    Lost 1

11- KD 21- H    31- H    41- H    51- H    61- H  
12- H    22- KD 32- H    42- H    52- H    62-  
13- H    23- H    33- KD 43- H    53- H    63- H  
14- H    24- H    34-    44- H    54-    64- H  
15-    25- H    35- H    45- H    55- H    65- H  
16-    26-    36-    46-    56-    66- KD

Reaction:1-2=2    3-5=3    6=KD

KO possibilities... 6

MUHAMMAD ALI      Won 33 (26 KOs)    Lost 2  
"Louisville Lip"

11- KD 21- H    31- H    41-    51- H    61- H  
12- H    22- KD 32-    42- H    52- H    62- H  
13- H    23-    33- H    43- H    53- H    63-  
14- H    24- H    34- H    44- KD 54- H    64- H  
15-    25-    35- H    45-    55- KD 65-  
16- H    26- H    36- H    46- H    56- H    66- KD

Reaction:1-2=2    3-4=3    5-6=KD

KO possibilities... 6

JOE LOUIS      Won 68 (54 KOs)    Lost 3  
"Brown Bomber"

11- KD 21- H    31- H    41- H    51-    61- H  
12- H    22- KD 32- H    42- H    52- H    62- H  
13- H    23-    33- KD 43-    53- H    63-  
14- H    24- H    34-    44- H    54-    64- H  
15- H    25- H    35-    45- H    55- KD 65- H  
16-    26-    36- H    46- H    56- H    66- KD

Reaction:1-3=2    4=3    5-6=KD

KO possibilities... 6

SONNY LISTON      Won 35 (25 KOs)    Lost 3

11- KD 21-    31-    41-    51-    61- H  
12-    22- KD 32-    42- H    52- H    62-  
13-    23- H    33- H    43- H    53-    63- H  
14- H    24- H    34- H    44- KD 54-    64- H  
15- H    25-    35- H    45-    55- KD 65-  
16- H    26- H    36-    46- H    56- H    66- KD

Reaction:1=1    2-4=3    5-6=KD

KO possibilities... 5-6

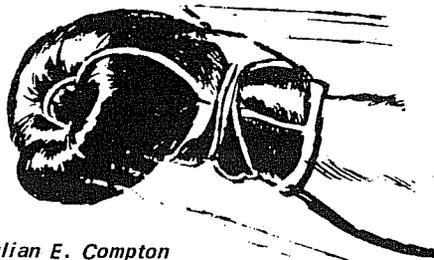
JACK DEMPSEY      Won 59 (49 KOs)    Lost 5  
"Manassa Mauler"

11- KD 21-    31- H    41- H    51- H    61- H  
12- H    22- KD 32-    42- H    52- H    62-  
13- H    23- H    33- H    43- H    53- H    63-  
14-    24- H    34- H    44- KD 54-    64- H  
15- H    25-    35- H    45-    55- KD 65-  
16-    26- H    36- H    46- H    56- H    66- KD

Reaction:1-2=2    3-4=3    5-6=KD

KO possibilities... 6

**DATA  
BOXING  
NEWSLETTER**



Game Designer: *Julian E. Compton*

FROM THE DESIGNER/Julian E. Compton

**INTRODUCING DATA BOXING,  
THE GAME THAT HAS EVERYTHING**

Ali can beat Jack Dempsey! I saw him do it the other night in DATA BOXING. And you can see it happen too when you play DATA BOXING. But, don't expect Ali to do it everytime. That's the secret of DATA BOXING — the great boxers will trade wins and losses and no one bout will tell you who's really the best. But expect Patterson to have trouble every time with Liston, and don't try to beat Joe Frazier with Jimmy Ellis. Some matchups are more definitive than others, but in the end, you'll be able to find out who's the best right in your own home.

I'm taking this opportunity to introduce a new game which, if you have any interest in boxing, I think you will find to be a superior game. Let me suggest what I tried to do with the game and why I think you will like it.

I think a game should be fun to play and not a chore. I define playability at its best as having a single unified method. To find that for this game I tried every method — flip cards, spinners, dice, random numbers, card matchups, etc. I settled on three dice which are rolled and added for the result (or a random number sheet). I don't like two or three operations (dice rolls or whatever) on each turn. I think one dice roll should cover a typical turn most of the time. In DATA BOXING one dice roll will give you the result 95% of the time. I don't like sorting through several cards and struggling to find where and on what game board the result may be found. I think the result should be on the card of the performer without having to continually consult a game board. In DATA BOXING 99% of each card will be easy to remember.

A game should have realism and accuracy. Using one boxing game on the market I matched Liston and Patterson in ten straight bouts, and although in real life Liston won twice with first round KO's, he never did that in the game. In DATA BOXING Liston will get Patterson in round one most of the time. But the same Liston will falter against Ali, just as in real life. Three hundred boxers will perform realistically. The reason the game is accurate is because it is based on years of research, the viewing of films in slow motion, and the actual counting of blows thrown by the boxers. It is called DATA BOXING because it is based on data — data which is not available in records books (as it is in other sports). The game's creator first had to be a researcher.

A game should have satisfying strategy and/or tactics which do not slow down the game. DATA BOXING has simple and advanced methods of play; with the simple method, tactics are mainly defensive — avoiding action, or clinching when there is action, to prevent a KO; the advanced game allows the player to choose whether to be aggressive or defensive and whether to box in close or at long range. If a boxer is not good in a preferred tactic, you'd better not use it.

A game of this kind should have a fully developed set of normalization formulae which will allow boxers from one era to meet boxers from another and yield realistic results. DATA BOXING'S formulae favor neither old-timers nor currents: they favor performance. Using DATA BOXING you can discover the top ten of all time or the best current boxers in any weight division by yourself.

A game should be complete when it goes on the market. That involves testing the game with researchers, mathematicians and serious game players, allowing for all possibilities. A well-conceived game

should not constantly have to be revised. DATA BOXING has been checked and rechecked, played and replayed thousands of times over six years. No substantial changes will be made — all of that has already happened.

A game should have color — the distinctives of the sport and the performers. I think this is a unique characteristic of DATA BOXING. The performer's cards are not just a bunch of numbers. Your first glance at any boxer's card will tell you what kind of boxer he was. You may not know that Primo Carnera was clumsy, but right on his card you'll read that during a bout he may grab an opponent and they'll both fall to the floor. It is color based on actual data, not made up for false excitement. You'll learn that the location of the bout, the referee, the judges and different rules can give different results between the same two boxers, and that all of these items can play a part in every bout. If a close bout goes the distance you may not know who will win the decision until you count up the judges' cards. You'll see boxers get fouled, injured, fight overweight, or maybe even get "psyched out." You can fight one bout, a seeded-tournament or the history of a division by current rules or by the old-time "fight to the finish" method. Virtually anything that ever happened in boxing is possible in DATA BOXING.

A game should be an education. Since very few know everything about a sport, additional information is helpful. On each boxer's card, along with all of his ratings, will appear his boxing weight division, the time when he fought or was champ, his height and weight when it is known, and other information such as favorite locations for bouts, whether he received hometown favoritism in scoring, etc. A section of the game's instructions tells of changes in boxing procedures, rules and scoring throughout history. You will learn about boxing and be introduced to many great boxers you may never have heard of. You will learn in which rounds the KO's usually occur and who may win future bouts.

There is one final feature: as you play the game you will have a chance to be a part of history. In the game, instructions are given for how to send in your results. DATA BOXING will compile these results and periodically publish a ranking of the all-time top ten in each division. This should be significant contribution to the lore of the boxing world.

There is much more in DATA BOXING which you will discover as you play it. Watch that left jab, game players!

**DATA BOXING**

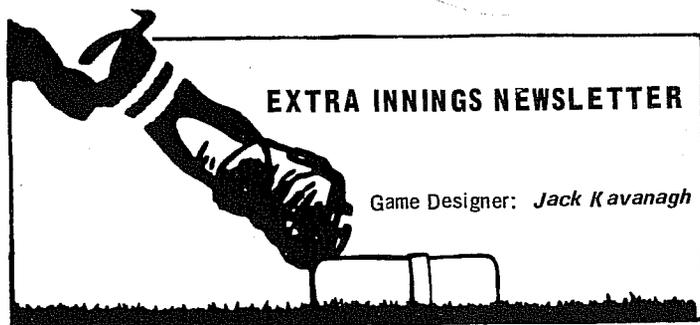
- \* Individual boxing cards on cardstock  
54 Current Heavyweights  
30 Heavyweight Champs
- \* Individual boxing cards on paper  
30 Light Heavyweights  
30 Middleweights  
30 Lightweights  
45 Heavyweights of the Past  
119 Current Non-Heavyweights

\$8.95 plus \$1.00 shipping

GAMECRAFT COMPANY, P.O. BOX 1531, VERNON, TEXAS 76384

**READER SERVICE**

If you cannot locate the address of a game company to which you wish to write, we can probably help you. Please limit your request to only one or two companies, and be certain to enclose a stamped, self-addressed envelope. Before writing, however, please check current sports publication, back issues of TTS, and any other available source that might contain the address.



FROM THE BENCH/Jack Kavanagh

## STARTING AND RELIEF ERAS A NEW DIMENSION IN REPLAYS

We try to bring as much realism into replays, particularly season length playouts, as possible. Realizing that many pitchers worked both as starters and relievers, we reasoned that such pitchers should be affected by their relief earned run average, when in that role, not their overall ERA.

The 1969 edition of MacMillan's "The Baseball Encyclopedia" provided statistics buffs, for the first time, with ERAs for relief innings. The 1974 edition, as one of too many space economies, discontinued that feature.

However, most of the teams included with the Historic Team Rosters (39 teams) are covered by the 1969 MacMillan's. The first problem we faced was dealing with the need to adjust the full season ERA after the relief innings ERA had been deducted. When we did we found that we had materially affected the capability of many starters, usually adversely, sometimes substantially.

The team most substantially affected was the 1942 St. Louis Cardinals. The pitching staff of this team has long been regarded as one of the truly great collections of pitchers. Collectively they produced a league leading staff ERA of 2.55. This team presented a raft of outstanding starting pitchers, most of whom also were used extensively in relief. Mort Cooper, the team's top pitcher, was used as a starter exclusively. He had 22 wins and a league topping 1.78 ERA.

Johnny Beasley, the team's other twenty game winner, with 21 and a full season ERA of 2.13, pitched 37 innings in relief with a 1.96 ERA for that part of his record. Subtracted from his total ERA it doesn't affect it too adversely; it increases from 2.13 to 2.17 (within the same range on "EI's" ERA Adjustment Chart.

However, other Cardinal pitchers have their season-long ERAs affected to a marked degree when they are adjusted to remove the low relief ERA figures. Try these: Howie Krist, from a 2.51 to 3.67; Max Lanier, from a 2.98 to 3.48; Harry Gumbert, from a 3.26 to 4.23; Howie Pollet, from 2.88 to 2.96; Ernie White, from 2.52 to 2.76; and Murray Dickson from 2.91 to 7.45.

Dickson started seven games. If you were conscientiously replaying the 1942 Cardinals you would be honor bound to send Dickson to the mound to start seven times in a 154 game schedule. Nominally, you would work him, as a starter, to a 2.91 ERA (a minus three on the ERA Adjustment Chart.)

But, if you wanted Dickson to have the same effect on batters as a starter as he did in 1942, you'd now rate him at 7.45, a plus 14 if you stop at the top of the chart, or a plus 21 if you extend to the 7.40 - 7.65 range.

Obviously Dickson got bombed when he started games as he worked only 29 innings as a starter, with seven starts, which means he lasted only a shade more than four innings for his average start.

The technique of extracting the data is complicated and depends on resource material not many table gamers have on hand. Obviously, a 1969 edition of MacMillan's "The Baseball Encyclopedia" is required as it is the only source of relief inning ERAs.

The next problem is that earned runs is not a stat included in MacMillan's or "The Sports Encyclopedia: BASEBALL" or anywhere else we know of except Official Baseball Guides (Spalding or Reach until 1942 and Spink/The Sporting News since then).

Finally the "Rosetta Stone" is "Batting and Pitching Averages at a Glance", published by The Sporting News. This book has ERA

charts already worked out once you apply innings pitched and earned runs.

If you don't know, a pitcher's earned run average is computed this way: divide innings pitched into earned runs multiplied by nine.

Alright, let's work out Wilcy Moore, who was not only a premier relief pitcher for the 1927 Yankees, but a starter in 12 games, with six complete games among his total of 19 wins. He had an impressive full season ERA, all innings pitched, of 2.28, with an even better 1.95 for his relief innings.

Moore gave up a total of 54 earned runs in all innings pitched. First we have to find out how many of these earned runs were yielded in relief innings. We consult "Batting and Pitching Averages, etc." using as an index the factor we know, relief innings pitched. We know he pitched 120 innings in relief. Once we locate the other known factor, his relief ERA (1.95), we identify that he gave up 26 earned runs in relief. Now, subtract those 26 runs from the total of 54 and we know he gave 28 earned runs as a starter. Subtract his 120 relief innings from his total innings pitched, 213, and we have 93 innings worked as a starter.

Back to "Batting and Pitching Averages, etc." and we establish that, as a starter his earned runs, 28, multiplied by nine, 252, divided by innings pitched as a starter, gives us a new, and higher, ERA of 2.71.

That's still an impressive ERA for Moore to work from each of the 12 times he starts in a season-long replay; yet, it's three lines higher on the ERA Adjustment Chart. This might tip the balance in some of his starting roles.

## FROM THE GRANDSTAND

Tom Davis of Alexandria, Virginia, has responded to our request for a list of preferred past seasons to be issued for "EI" with the following selections:

- 1904 - 41 wins for Chesbro, 35 for McGinnity, Waddell's 349 strikeouts (110 more than his nearest rival), an AL race decided on the last day of the season, the incredible flying feet of the Giants (283 steals) and a chance to play the Series that never was
- 1908 - 3-team, down-to-the-wire races in each league, 40 wins for Ed Walsh, Mathewson's finest season
- 1916 - a masochist's dream, featuring probably the worst team in history - the Athletics - so bad that the 7th place team was only one game under .500
- 1919 - a chance to improve baseball history by bringing the Indians in ahead of the White Sox, and to answer the 57-year-old question, was Cincinnati good enough to win an unfixd Series?
- 1927 - the season for Ruth, another tight NL race and the startling emergence of Carmen Hill as a 22-game winner for the Pirates (this may be our only chance to find out who he was)
- 1930 - forget it if you like pitcher's duels, but if you're as skeptical of Hack Wilson's 190 RBIs as I am...
- 1950 - close races again in each league, with the Whiz Kids pulling it out in the National League and hopefully not falling on their faces in the World Series all over again
- 1951 - as many times as you might try it, he probably won't hit it out but you can at least hope for a sacrifice fly
- 1956 - Aaron's first batting title, Frank Robinson's rookie year, a Triple Crown for Mantle and an excellent three-team NL race, featuring 577 home runs by the contenders
- 1959 - Roy Face falls unconscious, winning 17 in a row but misjudges the end of the season and wakes up in time to finish 18-1, the White Sox and Dodgers (after a playoff) meet in a surprise World Series, and please try to get a run for Harvey Haddix before he tires after 12 perfect innings
- 1966 - the Orioles win with mediocre pitching and a Triple Crown performance from Frank Robinson, the Dodgers with outstanding pitching (in Koufax's final season) but Baltimore blanks LA in the last 33 innings of the Series
- 1967 - Cardiac arrest the final weekend of the AL season, but Gibson carries the Series
- 1968 - Nobody remembers what mediocre pitching was, Denny McLain has a career in one year, the Tigers somehow win with a shortstop who hits .135 and a third baseman who hits .200, and Bob Gibson is likely the stingiest pitcher ever with a 1.12 ERA

1933 ALL-STARS FOR EXTRA INNINGS

1933 AMERICAN LEAGUE DP 3-1-1 to 3-4-3 ERRORS 3-5-1 to 3-5-5

| B PLAYER      | K/W | AB  | BA   | DEF    | POS   | RNG | HR    | 3B    | 2B    | L/R         |
|---------------|-----|-----|------|--------|-------|-----|-------|-------|-------|-------------|
| R B.Chapman   |     | 573 | .305 |        | LF-RF | S   | 1-1-4 | 1-2-2 | 1-4-5 | 2-6-3/2-5-5 |
| L C.Gehringer | MK  | 623 | .311 | SD     | 2B    | AAR | 1-1-5 | 1-2-2 | 1-4-5 | 2-5-4/2-6-2 |
| L B.Ruth      | PW  | 458 | .321 | SD/T-1 | RF    | AR  | 1-3-6 | 1-4-2 | 1-5-4 | 2-6-1/2-6-4 |
| L L.Gehrig    | PW  | 595 | .341 |        | 1B    | AAR | 1-2-6 | 1-3-4 | 1-6-1 | 2-6-6/3-1-2 |
| R A.Simmons   |     | 638 | .326 | SD/T-1 | CF-LF | AAR | 1-2-2 | 1-2-5 | 1-4-3 | 2-6-6/2-6-4 |
| R J.Dykes     |     | 556 | .263 | SD     | 3B    | AR  | 1-1-2 | 1-1-4 | 1-3-2 | 2-4-6/2-4-2 |
| R J.Cronin    |     | 580 | .313 | SD     | SS    | AAR | 1-1-2 | 1-3-1 | 1-5-5 | 2-6-4/2-6-1 |
| R R.Ferrell   | MK  | 466 | .302 | SD     | C     | AR  | 1-1-1 | 1-1-3 | 1-3-3 | 2-5-6/2-5-5 |
| L E.Averill   | MK  | 615 | .307 |        | OF    | AAR | 1-2-2 | 1-3-1 | 1-5-2 | 2-5-4/2-6-1 |
| L B.Dickey    | MK  | 451 | .314 | SD     | C     | AR  | 1-2-1 | 1-2-4 | 1-4-3 | 2-6-1/2-6-2 |
| R T.Lazzeri   |     | 517 | .297 | SD     | 2B    | AAR | 1-2-1 | 1-3-1 | 1-4-5 | 2-5-5/2-5-4 |
| R J.Foxx      | PW  | 579 | .360 |        | 1B    | AR  | 1-4-1 | 1-4-4 | 1-6-5 | 3-2-2/3-1-5 |
| L S.West      |     | 536 | .293 | SD     | OF    | AAR | 1-1-3 | 1-3-2 | 1-4-6 | 2-5-1/2-5-4 |

| PITCHER      | T | DEF | G  | GS | IP  | ERA  | BB    | SO    |
|--------------|---|-----|----|----|-----|------|-------|-------|
| L.Gomez      | L |     | 36 | 31 | 250 | 3.73 | 1-4-1 | 5-6-6 |
| C.Crowder    | R | SD  | 51 | 37 | 313 | 3.64 | 1-2-6 | 6-4-1 |
| L.Grove      | L |     | 45 | 29 | 284 | 3.02 | 1-3-1 | 6-2-2 |
| W.Ferrel     | R |     | 33 | 30 | 245 | 3.88 | 1-3-4 | 6-4-3 |
| O.Hildebrand | R | SD  | 32 | 23 | 175 | 3.74 | 1-4-1 | 6-3-3 |

1933 NATIONAL LEAGUE DP 3-1-1 to 3-4-1 ERRORS 3-5-1 to 3-5-5

| B PLAYER       | K/W | AB  | BA   | DEF    | POS   | RNG | HR    | 3B    | 2B    | L/R         |
|----------------|-----|-----|------|--------|-------|-----|-------|-------|-------|-------------|
| R P.Martin     |     | 461 | .289 | LD     | 3B    | AAR | 1-1-3 | 1-2-1 | 1-4-2 | 2-5-4/2-5-2 |
| B F.Frisch     | MK  | 536 | .298 | SD     | 2B/SS | AAR | 1-1-1 | 1-1-3 | 1-3-3 | 2-5-6/2-5-4 |
| L C.Klein      |     | 628 | .357 | T-1    | RF    | AAR | 1-2-5 | 1-3-3 | 1-6-1 | 3-1-5/3-1-5 |
| R C.Hafey      |     | 411 | .315 | SD/T-1 | LF    | AR  | 1-1-2 | 1-1-4 | 1-3-6 | 2-6-2/2-6-2 |
| L B.Terry      | MK  | 559 | .338 | SD     | 1B    | AR  | 1-2-1 | 1-2-4 | 1-4-4 | 3-1-1/3-1-1 |
| R W.Berger     |     | 565 | .310 |        | CF    | AR  | 1-2-2 | 1-2-5 | 1-5-1 | 2-6-1/2-6-1 |
| R R.Bartell    |     | 601 | .290 |        | SS    | AR  | -     | 1-1-3 | 1-3-4 | 2-5-5/2-5-2 |
| R J.Wilson     |     | 322 | .252 | SD     | C     | AR  | 1-1-1 | 1-1-2 | 1-3-1 | 2-4-2/2-3-6 |
| R A.Cuccinello |     | 541 | .268 |        | 2B/3B | AR  | 1-1-4 | 1-1-6 | 1-4-1 | 2-5-1/2-4-3 |
| R W.English    |     | 495 | .248 |        | SS    | AR  | 1-1-1 | 1-1-3 | 1-2-6 | 2-4-2/2-3-5 |
| R G.Hartnett   |     | 448 | .273 | SD     | C     | Slo | 1-2-1 | 1-2-3 | 1-4-2 | 2-4-5/2-4-5 |
| L L.O'Doul     | MK  | 592 | .335 |        | OF    | AR  | 1-2-2 | 1-2-4 | 1-3-4 | 2-6-4/3-1-1 |
| R P.Traynor    | MK  | 569 | .316 | SD     | 3B    | AR  | 1-1-1 | 1-1-4 | 1-3-2 | 2-6-3/2-6-2 |
| L P.Waner      | MK  | 624 | .325 | T-1    | OF    | AAR | 1-1-3 | 1-2-2 | 1-5-1 | 2-6-1/2-6-5 |

| PITCHER      | T | DEF | G  | GS | IP  | ERA  | BB    | SO    |
|--------------|---|-----|----|----|-----|------|-------|-------|
| B.Hallahan   | L |     | 31 | 27 | 210 | 3.34 | 1-3-6 | 6-2-5 |
| L.Warneke    | R |     | 36 | 33 | 282 | 2.19 | 1-2-6 | 6-3-2 |
| C.Hubbell    | L |     | 43 | 33 | 297 | 2.06 | 1-2-1 | 6-2-3 |
| H.Schumacher | R | SD  | 31 | 23 | 180 | 2.55 | 1-3-4 | 6-3-4 |

**T.H.E.**  
**PRO FOOTBALL**  
**NEWSLETTER**  
 Game Designer: *Steve Keplinger*

**FROM GAMECRAFT/Jerry Faulk**

Steve Keplinger did not get a column written this time and we have very little material to run for the newsletter. Between getting the 1976 charts ready to typeset, getting married, and writing a column, Steve has pronounced the column to be a distinct third in priority. It was a close battle with the first two but we finally persuaded him to finish the charts in May and save June for less important matters. First things, first; that's our motto here at Gamecraft. June is the proper month for getting married anyhow.

At any rate, we'll substitute for Steve this time and tell you some of the changes in T.H.E. for 1976. There haven't been any major revisions in the playing mechanics this year. Several "fine-tuning" changes have been added to the instruction booklet, such as timing periods for timeouts and accepted penalties. A new copy of the instruction booklet will be included with the purchase of every 1976 team chart set. There will be some major changes in the physical components of the game. We're phasing out the grease pencil and its associated field and play call card in favor of the old "real/life Pro Football" field (of which we have quite a bit of inventory that we acquired when we purchased Gamecraft in 1974) and in favor of expendable card-stock play call cards. The play ratings — offensive and defensive — will now be done on a separate paper sheet. Probably the greatest change, however, has been in the printing of the team charts. They are now printed both sides of 11x17 paper rather than the 11x17 bristol used in prior years. One side of each chart has an AFC team; the other, an NFC. Otherwise, the appearance of each team chart is the same as in previous years.

The most pleasant change in this year's charts, of course, is the price reduction. We've lopped three bucks off the 1975 price because of our lower production cost. This has been a ploy on our part to increase the volume of sales by simply lowering the price. In addition, each game and chart set now includes the newly released 1958 Colts and 1962 Packers plus six other All-Time Great T.H.E. teams. As far as I know (and I haven't researched this thoroughly) we are the only company to provide free-of-charge, with the purchase of the annual cards/charts, all of the available "Great" teams for each particular game. If we can't get your money flowing in here by these methods — we'll give up!

**A QUESTION AND AN ANSWER**

Why do you have on the Bears' chart Jim Kelly RTE, but on the receivers there isn't any Jim Kelly? Is that the way it is supposed to be? What passing symbols are supposed to be on Perry Williams and Carl Garret of the Bears? You have a D under William, but then you have 2 columns with nothing on them. What do BCP and LAMP mean on the scoresheets? I would appreciate it if you could answer these. It will give me a better understanding of T.H.E. Pro Football Game. Ken Kopf, Pittsburgh, PA

Yes, Jim Kelly is the starting tight end. However, his receiving card is missing from the team chart. His numbering appears below:

|    |      |                |     |
|----|------|----------------|-----|
|    | 1    | Jim Kelly — TE |     |
|    |      | Q              | S L |
| 3  | 20   | 16y            | 24y |
| 4  | 27,1 | 9y             |     |
| 5  | 27   | 10y,0*         |     |
| 6  | 21   | 13y,0*         |     |
| 7  | 26   | 17y,0*         |     |
| 8  | 21   | 16y            |     |
| 9  | 20   | 9y             |     |
| 10 | 27   | 13y,0*         |     |
| 11 | 21   | 10y,0*         |     |
| 12 | 26   | 17y,0*         |     |
| 13 | 27   | 16y            |     |
| 14 | 20   | 9y             |     |
| 15 | 27   | 10y,0*         |     |
| 16 | 21   | 13y,0*         |     |
| 17 | 21   | 17y,0*         |     |
| 18 | 26   | 16y            |     |

**Receiver—8 Catches**

Also, Perry Williams delay pass catch column is missing. In order from 3 to 18 the numbers are 17, 11y,0, 17, -1y, 13y, 2y, 19, 20, 18, 22, 23, 8y, 11y,0, 17,i, -1y, 17. The next column on the card is Williams short pass column, the next two are Garrett's delay and short pass columns respectively. Both have 1 receiver ratings, Williams has a 1 injury no., Garrett has a 7.

On the scoresheets, the letters BCP stand for Ball Control Plays. The letters YLAMP stand for yards lost attempting to pass.

**From the Editor Cont'd.**

I'll put a finish to another brilliant editorial by stating that we have had one hell of a time getting complimentary games for review. We wrote seven companies — all new ones — enclosing a copy of TTS and asking if they would like to submit a copy of their game for review by an unbiased, experienced table top player. We received no games; in fact, we received no replies! Admittedly, most of the companies were very small (such as the ones that occasionally advertise in the back of TSN), but that's all the more reason they should go after the free publicity received via a review article. We noted in our letter to each company that we furnish their name, address, and game price if they provide a complimentary game. It didn't help a bit. The review of Ball Park was done using a game personally purchased by Richard. Likewise, John's forthcoming article on Batter Up. So, please, if you have occasion to write these two companies or order from them, or to correspond with any other game company, tell them you read TTS. Let them know that review articles or brief items in our "Table Top News" column are noticed by the table gaming public and, hence, serve as inexpensive (actually free) advertising.

**Theories of Table Top Ratings Cont'd.**

same rate calculated for league. Add this figure to league batting average and calculate hits (out of 20) pitcher would receive if this were his BA allowed. This is for his "O" column, the remainder of his hits go in his "E" column. Homeruns, walks, and strikeouts are divided as evenly as possible; any extra homerun should go in the column with the most hits, any walk in the column with the least hits.

For groundball double plays, about two out of nine designated as such will become double plays in general, but since double plays don't occur when two are out the odds are reduced to one out of three; except for the leadoff batter who figures out to be about one of eight. (All of these figures are approximate — more detail can be found in **Percentage Baseball and the Computer** by Earnshaw Cook.)

The random number deck will have numbers 1-40. It can also have designator cards for errors, injuries, etc.; the final outcome of which can be listed on the regular 1-40 cards. The 1-40 cards can also carry sacrifice results, steal results, stretch results, etc.; and if a generalized pitcher's batting is desired, the results can go on the 1-80 portion of the deck.



## NEWSLETTER

Game Designers: *Jerry Faulk*  
*Larry Davenport*

### FROM THE DOCTOR/Jerry Faulk

This will more than likely be the last issue of "Basketball Pro-Style Newsletter." We'll be separating our efforts from those of "Basketball Pro-Style Magazine," published by Bob Shepherd in Akron, Ohio. Bob has been very busy with his magazine this past season and hasn't been able to devote much time to advisory work on our game. In addition, we're broadening the base of the game to include college teams for the coming season; hence, the phrase "Pro-Style" no longer strictly applies. At this time, we're not certain what the new title of the game will be, but the leading candidate for a name is its original - "real/life Basketball." At any rate, it will be essentially the same game, just larger and better than ever.

The principal change for next year will not really be a change; it will be an expansion. We're going to carry the concept of normalization to its ultimate: every team will be normalized (that is, comparatively rated) to every other team including the ABA, NBA, old-time NBA, and college teams. If you wish, for some perverted reason, to play the 1976-77 Centenary Gents against the 1966-67 Philadelphia 76'ers, you can. The outcome in "real/life" will be as in real/life - and that's the whole point of this entire table game industry.

The only other changes in the game for the coming year will be relatively minor ones - fine tuning, so to speak. We'll cover them in the next newsletter column.

From a selfish viewpoint, we were certainly happy to see the ABA merge into the NBA. That means only 22 teams to rate next year, as opposed to the 25 we're doing for the coming season, and the 28 for last year. But none of these situations are bad when compared to football where we have 26 teams with about 40 players to rate for each. Next year, with 28 teams, that's going to mean over 1100 players to mess with, as opposed to a measly 220 for basketball. Ugh.

One final note: we'll be offering a hockey game this fall, patterned after our basketball game. That makes a total of eight games we will have available - baseball, two pro-football, college football, basketball, hockey, boxing, and bowling. We're trying to be a dynamic, interesting game company in keeping with the "alive" subjects that this industry deals with. You may not like one or two of our games, but, with our array of varied designers (eight at present - one for each game) you should be able to find several you like. At any rate, we hope so. Our pocket books are counting on you. And, believe me, they could use some fattening.

### THE DOCTOR IS IN

Dear Sir: I have a few questions. One is, the II's are missing from the Free Throw Chart and Special Play Chart. The other one concerns the injuries to players. I found only three injuries - ORG, DLG, and DRG. Where are the injuries for the other players?

Even though there were a few errors in the game (I saw the letter the person wrote in Table Top Sports), I have played about 30 games and I think it is just great.

Jon Scott Carnigian, New Eagle, Pennsylvania

**Ans:** Jon, thanks for the compliment. We covered the omission of the II's in our last column, but we'll be happy to do it again. We omitted the II's from the charts to prevent confusion with the number 11; however, we then forgot to omit them from the special play keys. For a solution, simply change all II's in the special play keys to NN's. As far as the injuries go, you're interpreting the instructions incorrectly. When you come to a notation on the Play Result Chart that says "ORG (Inj)," this means that the shot was missed and that there was a possible injury to the person doing the shooting. You would consult the injury chart and the player's injury rating to determine the result. The

"ORG" indicates only who received the rebound, not the person that may have been injured.

Dear Sirs: I recently received BASKETBALL PRO-STYLE and I must congratulate you on your fine game....

I would also like to suggest an improvement concerning the Fatigue ratings. After a player uses up all his half quarters he may continue to play, but for every extra two half quarters he plays his ratings all go down by one except his Fouls rating which goes up by one.

Thank you, Anthony Jareb, Loretto, PA

**Ans:** O.K., Anthony, we'll toss your suggestions out to the table top coaches and see if anyone is interested. C'mon, men! Send in those suggestions.

Gentlemen: Because I am an English teacher, I think no one appreciates the editorial comments in "Table Top Sports" as I do. I eagerly await each issue. That's the good news, folks!

Now for the bad news. I received my Basketball Pro-Style game today sans instruction booklet. Please, game doctor, fast relief! Also, have any of the comments found in the newsletter - TTS - been incorporated into the game which I received?

Sincerely, James D. Bauserman, Hometown, Ind.  
P.S. Good quick service!

**Ans:** Gee, James, thanks for the news, the good part, that is. Your instruction booklet is being forwarded immediately by first class mail, mainly to get the darn thing off my desk. It has been laying around in the way for days now and I was wondering whose game I had left it out of. (Hmmm....wonder if I should have ended that sentence with a reposition?)

We haven't incorporated anything formally into the instructions yet, and won't until the new ones are released for the 1976-77 season. I think I have made one "official" change an issue or two back and I will be incorporating most of Ron Gold's suggestions/corrections into the coming edition.

**Boy, this has been the smallest case load ever. I'm going to be out on the golf course before morning coffee break.**

### CHANGE OF ADDRESS

All address changes should be forwarded to TTS at least two weeks in advance of issue date. TTS will NOT be responsible for replacement of issues lost because of late or non-notification of change of address. Back issues are available at \$1.00 each.

### EXPIRATION DATES

If a date is listed after your address label, this is your expiration date. Many labels still do not carry this date; however, all labels will be converted to this form within one year.

If you order a game because of something you have read in TTS, please be sure to mention that fact in your order. This will help us to obtain more games for review in future issues.

If you wish to respond to an ad in TTS, but do not want to clip the coupon, feel free to send in your order on a plain sheet of paper. It's the check that is enclosed with the order that counts, not the coupon.



**From the Readers Cont'd.**

Cape Town in the mid sixties. About eighteen months later I got 3M Pro Football, and in 1971 on my return to London I got Sports Illustrated Pro Football and in 1972 Tudor's NFL Strategy. About eighteen months ago I got a friend of mine visiting America to scout around for games and they brought back adverts for APBA, Statis Pro and S-O-M. Earlier this year I also bought Canadian Pro Football. Pro Quarterback and NFL Strategy seem to be the best 'level one' games. I have but have no solitaire versions, a distinct disadvantage as far as I am concerned. NFL Strategy has a good feature in that the scrimmage starts from different 'hash marks,' depending on the previous play, a feature also contained in the 3M game. The 3M game seems to have a rather limited choice of defenses but has a good feature in that it is possible to use a lateral pass with a running play and also for the receiver to run after catching a pass. I would like to see all these features introduced into the other games. The Sports Illustrated and APBA games I find dull, especially the APBA game with its very limited attacking plays. The SI game has one very good piece of equipment, which I use with other games, namely its scoreboard. Statis Pro I have never seriously tried out as S-O-M arrived shortly after and until the coming of T.H.E., was my favorite, though Canadian Pro Football ran it close. A valuable aid to the S-O-M game is the S-O-M Review with very often good ideas for additions and improvements to the game from players. S-O-M has a fairly good selection of plays and possibly the best keying and double teaming system. One can also key and double team in the solitaire version, thanks to a player's suggestion. Canadian Pro Football also seems to have a good solitaire version.

I cut my teeth into T.H.E. with the 1973 Dolphins and Vikings and am now pitting the Bills against the Bengals. So far with 8m 40s to play in the second quarter the Bengals are leading 21-3 having scored a touchdown in the first quarter and two in the second to the Bills 32 yd field goal in the second quarter. The feature of the game so far is O.J. Simpson's indifferent performance. At the moment I am not keeping statistics. That will have to come later.

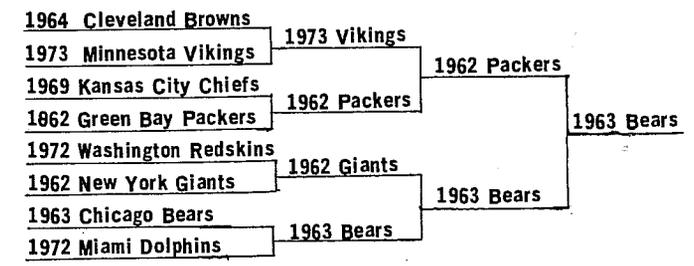
My main difficulty is finding time to really getting down to serious play. I have also, so far, failed to get my wife interested in football, hardly a surprise really, and it is not much fun for her when I wrap myself up in a game. I imagine that most gamers are in the same position.

TTS has been a great find for me. I particularly like the reviews, discussions, and surveys on games. One gets a good idea of the capabilities of a game and can make a choice without having to buy a whole selection, a matter which is becoming a serious problem for me with the pound losing its value daily. The T.H.E. newsletter is also very valuable. I hope that we shall see readers ideas on amendments as one finds in the S-O-M Review.

I will forward my new subscription to TTS shortly. Could you please tell me what the rate for sending it by air mail is? Could you also let me know when the new team sheets for T.H.E. Football will be ready together with the price.

Yours sincerely, Bill Bowater, London, England

We received the following letter from Richard Hargraves, Editor-Publisher of Midland Publications. Richard had contacted us earlier while searching for a football game containing certain great teams of the past that he was interested in matching against one another in a replay similar to the one his newspaper conducted in 1974. We weren't able to help Richard to any great degree, but we did enjoy talking to him. His 1974 replay, by the way, went thus:



**We're just as surprised as Richard's readers were.**

Dear Jerry, First let me thank you for your sincere cooperation for our "Best of the Best" project. The people you referred me to genuinely wanted to help but time and mechanics seem a problem (although no one says they can't be worked out).

After reading your back issues of TTS and talking with those who work with you, I want to commend you on your operation. It is this ability and willingness to work with gamers that truly sets you apart from other companies. I agree with your premise that table gamers are serious students of the games and deserve to be treated as such. I only hope that as you grow larger, you maintain this uniqueness.

Excuse me if this letter drags on, but the idea of writing to someone who seems to care what I think about table gaming is so unique, one tends to get carried away. First, I am enclosing copies of our "Tournament of Champions" football series published in our papers in late 1974. This series was done on a home-improved version of the Vince Lombardi game and then written for the newspaper. The final result, with the 1963 Chicago Bears beating the 72 Dolphins and the 62 Packers, set off a great deal of controversy in our area...so much so, in fact, that I have begun doing a great deal more research simply to justify my results. I even dug out an old APBA game I had bought years ago (in 1962 as a matter of fact) and played the 63-Bears/62-Packers again - with a similar result.

All this research, however, has led me into the field of table gaming much further than I ever thought I would go. I have talked with many companies about many games, trying to find the one that fits our needs. And, that brings me to a few points I hope game designers will consider.

The most important point, I think, is that not every gamer has the same objectives and needs from a game. Table games have progressed from the kiddy field to very sophisticated reproductions of actual statistical results. However, I wonder if game designers are truly considering the variety of their market?

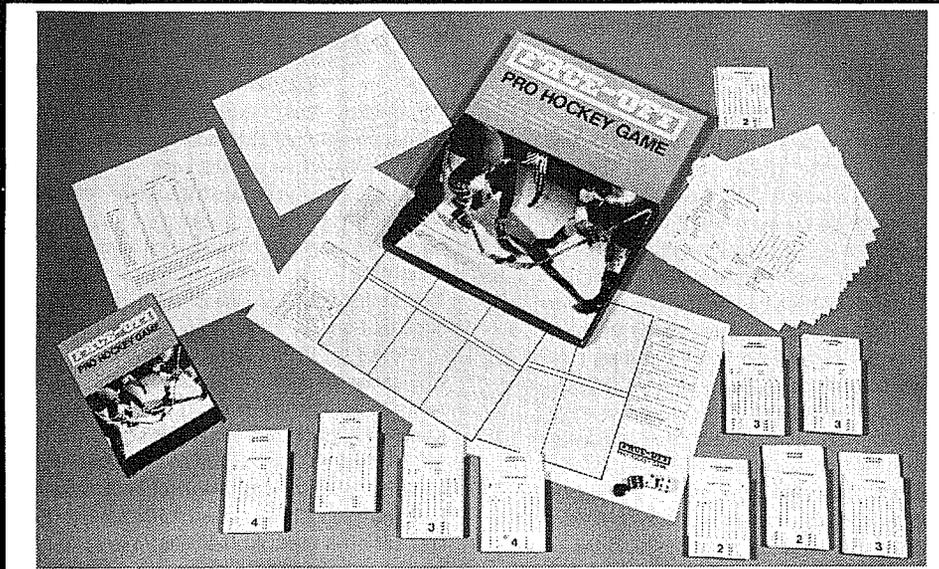
Draft leagues are popular, of course, and most games have some capability of drafting individual players. Head-to-head play often produces the greatest thrills and all games are equipped to handle this aspect. But solitaire play, and the comparison of great teams in the past, seem to have been left behind somewhere. Every game has some sort of solitaire version, but each is either too complex or too simple for good results. Wouldn't it be possible to design the game for head-to-head competition and then simplify your ratings somewhat (say total line strength against total line strength rather than individual ratings) for a game designed for the solitaire player?

Until this is done, however, each of us who enjoys solitaire play has to arrive at his own version. As a former college coaching assistant, I have applied the gameplan technique with good results. The idea is that there are only so many situations in which a football team may find itself. Each team, based upon its strengths and weaknesses, will have a game plan to meet that situation. The solitaire player can, before the game, prepare a game plan either to defense his opponents while he calls the plays, or to defense his own team and attack his own team while he coaches only one of the teams in the contest.

The situations we used on the field, and which are just as appropriate on a table top, are: FIRST & TEN - wide open, anything goes. BASIC - (2nd & 4-6 yds.) POSSESSION - (3rd & 3-6) PASSING - (2nd or 3rd & 7-10) LONG YARDAGE - more than 10 yards SHORT YARDAGE - fewer than 3 yards PREMIUM (2nd & 1 - do you go for the TD or 1st Down?) SCORING - for plays inside the 10 yard line DANGER - for plays inside your own 15 DEADLINE - basically a two-minute offense.

That covers everything. I have found a solitaire game plan works well by objectively evaluating my teams and preparing six defenses for each situation. These may be six different defenses or some may be repeated, depending upon my own defensive strengths and the offensive strengths. But a single dice roll, rolled along with the offensive dice, can trigger the defense and I, as the quarterback, will know only tendencies - the same that a professional or college QB will know when he calls a play.

With best regards, Richard N. Hargraves, Editor-Publisher, Midland Publications, Spring Valley, IL



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