

TABLE BASEBALL: 1975!

TWO NEW COLLEGE
FOOTBALL GAMES

by Julian E. Compton

Table Sports Games usually benefit from competition. As games have multiplied in pro football and baseball, improvements and new concepts have emerged. College football seems to be another area in which competition and improvement is occurring. Until now college football has been available in three games — Negamco, Big League Manager (BLM), and Sports Illustrated (SI). Negamco is a simple and inexpensive game which uses the spinner method and offers ninety current teams on team cards. BLM is more complex, uses the spinner method, offers 20 teams, with individual cards for backs and pass receivers. SI's "Paydirt" offers 32 best teams on team cards from the years 1960-70 and uses a dice method.

To these can be added two new games by Goal! and Twenty-First Century. Goal! is what I would consider a very good solitaire game. To play it, an offensive play and runner or passer and receiver is selected. A first Random Number keys either the offense (1-16) or defense (17-32) and a category (A through F) for that play. A second Random Number gives the result in the appropriate category. There is no defensive play-calling in the game.

With the Random Number list the game plays lightning fast — probably a little over an hour for solitaire play. It comes with 45 current teams (Oklahoma is omitted) rated A, B, or C, each contained on a 5-1/2 x 8-1/2 sheet, offense and defense on opposite sides. The team chart lists all players who performed individually, the number of running and passing plays, the team record and nickname.

The game parts (all cheaply mimeographed) are: 45 team sheets, 1 one-sided result chart, 1 penalty and timing chart, 1 double-sided instruction sheet, and 1 one-sided Random Number List.

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by John Swistak

APBA was first. Which does not make it best, but does mean it has amongst its fans some of the most experienced players.

Almost every conceivable play is covered in APBA, but you don't get to call the steal (although you can force it with the hit and run). The batters' power ratings are sometimes questionable, and the pitcher ratings are very generalized. The pitcher has no control over power, a home-run coming just as easily off Jenkins as Seaver.

APBA rates 20 players per team annually, with an extra 4 per team available at extra cost. At present there are ratings available for the complete past seasons (1930 and 1949), a World Series set with six pairs of teams, 2 all-star teams, and 37 assorted "great" teams out of the past. All APBA teams come with a suggested batting order (including major substitutes).

Once you learn to shuffle the base situation boards (75% of the time you're on board "A") playing time is down to twenty-five to thirty minutes.

The game itself is beautifully simple in appearance and play — its strongest drawing point is the base situation boards. Unfortunately the instructions are printed on the various playboards instead of on a separate sheet.

APBA originated reading two dice as 36 combinations from 1-1 to 6-6. Each batter's card contains these 36 combinations and a resultant play number for each. Numbers one to six are extra base hits and are affected only by the base situations. Numbers seven to ten are singles and can be affected by the opposing pitcher's grade in most base situations. Numbers ten and eleven are singles with stolen bases occurring during some base situations. Number forty-two is the recently added hit batter. Numbers twelve to forty-one are governed by the team fielding rating. The hit-and-run and sacrifice play are also governed by the batter's card. Most plays are accomplished in a single dice roll.

BLM is not designed for the novice; strategy is the name of the game with both batter and pitcher rated in numerous categories. Here Jenkins will allow more homeruns than Seaver;

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From the Editor

Help! We're late and we know it. We've been trying to run a one-man show here at TTS and we just ran short of man-power—about one man short. The same situation has applied to all the Game-craft operations. In the past few months we've been queried, accused, blasted, reprimanded, cussed, and cursed. We've been threatened with legal action, the Miami Herald "hotline" or action line or something like that, the U.S. Postal Service, and the Better Business Bureau. (Vernon is barely large enough to support a post office, much less a BBB. A better approach would be to complain to my brother-in-law, the mayor.)

For the most part, we've just buttoned our coat a little tighter, raised our collar, and went about our business of trying to produce a magazine, two football games, several promotions, while at the same time trying to keep business records, order supplies, answer correspondence, and fill daily orders. We even took the equivalent of about two days work time to answer queries from purchasers to the effect of "where the hell is my magazine?!!"—or game, as in many cases.

As an explanation for our lateness, we offer only one excuse: inexperience. We didn't realize it would take about five weeks of full-time work to typeset the complex cards/charts for a football game. It did. And we had to do two of them! And that doesn't include the printing time, and assembling time.

So what have we done to alleviate the situation and where are we now? For one thing, we've hired a full-time typesetter. Sales have finally increased enough to allow us this luxury, or, as it seems, necessity. We have also made plans for farming out the printing of TTS. Not having to do the printing will allow us to catch up with the other things that we're behind on. It will also allow us to go to an 8 1/2 x 11 page format for the Fall issue, which, incidentally, will be out just four weeks behind this Summer issue. By turning over the typesetting and printing to others, we should be back on schedule by the end of October....nearly.

As you may have noticed the promised League Directory is not to be found. It will probably take us until January to accumulate all the necessary information from as many leagues as possible and to get it organized into a useful form. We have received a couple of comments regarding the content of the League Directory and we would like to get some more before finalizing the form. If you are interested in a directory, write us and tell us what you think it should contain and in what format.

We hope we are wiser after this summer's experience. Up to now our record has been worthy of only one thing—dubiousness. We may have outdone LBJ in the establishment of credibility gaps. Oh well, enough apologizing. Back to work.

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.

From the Readers

Dear Sirs,

In response to your first issue survey, the feature that I found most to my liking was the aims and objectives as put forth in your "From the Editor" section on page two of TTS. If you can adhere to those promises, I'm certain your publication will meet with great success. Not since "Coaching Lines", the publication from Michael Zimmerman of Canada, have I found a truly unbiased newsletter which attempted to shed light on the entire range of Sports table-games. Your re-print of the Journal-News article was outstanding, the sketching of each game, stressing pros, as well as cons, in the manner of a general critique of all available Baseball games, is something that has been lacking for a long time. The continuation of Extra Innings Newsletter, although shortened considerably, is terrific news. Mr. Kavanagh is an interesting and extremely candid individual, whose insight to Baseball can only further your publication's success. His intelligent approach to the creation of Extra Inning, and table-gaming in general, shows a great deal of class and understanding. The review he wrote on "Face-Off" was excellent and very accurate.

As for features I would like to see, just continue to provide reviews on the various games on the market and adhere to your objectives in publishing the newsletter. I wish you nothing but the best of luck.

Sincerely, Charles D. Kilgus, Philadelphia, Penn.

Gentlemen:

... "SURVEY" was very impressed with Vol. No. 1. The game reviews were especially well done. The concept of having a newsletter for each game is also very good.

PLEASE!!—Whatever you do, DON'T fill TTS with short, capsule game reviews. Keep them complete and comprehensive like those in the 1st issue. I've become sick of seeing such reviews in All Sports Digest; after awhile one review sounds just like another—relatively worthless.

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TABLE TOP SPORTS

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TABLE GAME TALK

by Steve Goldstein

As this is my first article for "Table Top Sports" I feel that some sort of information is due on my part. Well, I'm a sophomore at Case Western Reserve University in Cleveland, but that pertains little to my selection as a writer for this magazine. I was asked to write for "Table Top Sports," just as for "The Trader Speaks," on the basis of previous experience in the field. My interest in table gaming led me to the development of several marketed products and the founding of a small game company which has suspended operations during my college career. While I estimate having little trouble in filling column space, the last thing I want is to create a stagnant reference work. Inasmuch as you are reading this article, you obviously have an interest in table gaming, and must react to what I write. Criticize, compliment, comment — just don't sit there like a lump on a log!! Ultimately, I would like to create a forum for gaming ideas open to all.

My game reviews will tend to evaluate products in relation to a hypothetical (and idealistic) conception of what a baseball game in its pure sense should be. Because of this tendency many of my reviews will be critical, but that makes my compliments all the more valuable. I would rather heap praise upon an excellent game than waste praise in search of a way to save the face of a mediocre one. I don't doubt that I'll tread upon a few tender toes, and when I do, let me know! I can only express my opinion.

In this initial column I'd like to survey the criteria I use in determining a good game from a not-so-good one. If my game reviews are to be useful they will be utilized to aid people in buying and/or otherwise making value judgments between games. Because I believe that the ultimate decision is yours to make, it is vital that one understands my evaluation process. One must place a higher value on the areas which are personally desired in a game.

BOX—I usually limit the weight of packaging considerations to ten percent or less of the total value of the product. The ideal box for a table game is roomy, yet compact; is of high quality heavy card stock; is reinforced at the corners; and is attractive. Box strength is often an indicator of the manufacturer's opinion of his product; economics not considered. Of the middle- and high-priced games a box doomed to quick destruction doesn't say much for its contents. Strat-O-Matic games arrive in the type of strong, high quality box that will stand up to many years of hard usage of the contents. Special mention should be made of Replay Baseball's bookshelf-

type box — it is strong and highly functional while being attractive and compact. The only problem arises in the fact that it is too compact — you can't fit all of the teams in the box!

The most important considerations are naturally of the game itself. Three primary criteria come to mind:

REALISM—Does the table game accurately represent the actual sport? Do the card factors produce a statistically valid re-creation of the sport? Observe the superiority of Statis Pro and Gerney's ASG baseball games in this area.

VALUE—Is this game offered at a price that indicates its quality in the context of the market at large? I feel that Extra Innings Baseball is a prime example of a good value and therefore is an outstanding buy for the advanced fan.

PLAYABILITY—The major consideration of game makers in determining the market value of their wares. This area simply evaluates the product as a game. Does play flow smoothly? Is interest maintained? Quite often other positive values are diminished in the name of producing a simple, interesting game — APBA is a leading advocate of this school of thought. The games which strive for universality are usually those which sell best, and are best suited for the novice table gamer.

On the other hand, the more advanced games make minor sacrifices of playability in the name of realism, strategy, etc. One baseball game that spans both sides of this gap is Statis Pro.

There is an increasing trend toward the type of game that won't necessarily sell universally, but will reward the experienced gamer with a more desirable format. I'm not trying to discount the role of capitalism in table gaming — it is a multi-million-dollar industry. The point I am making is that there are many smaller companies who seem more concerned with achievement than with the almighty buck. Hats off to Extra Innings, Program IV, Sher-Co, and all the rest.

Of secondary importance are material quality, length of game, formula accuracy, dice system accuracy, factor extensivity, understandability, strategy, originality, creativity, and craftsmanship. While most of these concepts are self-explanatory, certain comments must be interjected:

LENGTH OF GAME—This factor should not automatically penalize a game requiring a long playing time. The length should deal more with elements of boredom than with considerations of time. Games which tend to be mechanical rather than free-flowing gain low ratings in this area.

DICE SYSTEM ACCURACY—A quantitative criteria which considers the number of variables inherent in the dice-rolling system. ASG Baseball with 216 variables (possible alternatives) commands a far higher rating than either Strat-O-Matic or APBA with only 36 — they are better able to "zero in" on precise statistical levels.

FACTOR EXTENSIVITY — A tough area to judge since not much progress has been made in the games of any sport other than baseball. All baseball games must provide for singles, doubles, triples, homeruns, strikeouts, walks, pitcher's abilities, etc. Many have provisions for injuries, sto-

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len bases, fielding, hit and run, sacrificing, and baserunning. Statis-Pro adds clutch batting and fielding, bunting for a base-hit, endurance, and pitcher's "off days," while ASG offers fielding range as well as fielding ability, catcher's ability to prevent steals, and several other interesting goodies.

Of tertiary consideration are eye-appeal, variability, management of game pieces, formula complexity, "coaching" effects and options, completeness, compactness, and thought/effort considerations.

VARIABILITY—Variability refers to the options opened to the game owner in adding or deleting rules, procedures, and the like.

FORMULA COMPLEXITY — Probably the hardest thing to evaluate as the indicating factors are wholly intangible. The only games whose formula complexities are evident are those of little complexity; Extra Innings for one. EI uses a purely statistical coordinate system visible at the outset from the Master Chart.

"COACHING" OPTIONS AND EFFECTS—At this stage an analysis is made of what the table gamer may do to influence game outcome, and exactly how realistic the effects of these inputs will be. Among common options are stolen bases, sacrifices, etc. when they are made optional.

COMPLETENESS—This area numerates the quantity of options opened, factors considered, and related numerical insights. In simple terms, this criterion gauges the number of intricacies in the game in relation to a hypothetical "perfect" product.

Several other lesser evaluations are added on a low-weighted basis — game adaptability, dice system playability, ease of statistical recording, etc. Other minor considerations involve the game company itself, particularly its relationship with the buyer.

So there you have the criteria that I consider in rating a table game. I've touched upon several of the major controversies among table gamers and I welcome response. I'll try to have a game review for next issue. I'm not procrastinating, just saving some space for a few more articles!!

—Steve Goldstein (to 5/10): 11125 Euclid Ave-103; Cleveland, O. 44106; otherwise: 16 Lowell Terrace, Bloomfield, N.J. 07003.

Ed. Steve Goldstein, as implied above, is the resident table game columnist for **The Trader Speaks**.

Classified Ads

Classified rates for next two issues: 1-100 words, \$1.00.

SUBSCRIBE to "WFL, Gaming Style" for rosters, ratings, and articles pertaining to the World Football League. Our huge August issue followed by three supplementary newsletters cost \$4.00. Make checks payable to DAVE YAMADA at 7216 Magoun Avenue, Hammond, Indiana 46324.

Letters cont.

I am planning to publish a gaming newsletter concerning the world football league. Financially the league is a mess, but the players have performed much better than anyone would of thought. I get the feeling that most game companies will shy away from the WFL that's why I'm attempting to compile ratings for a few of the more inexpensive games on the market. (To be included in the newsletter) more later...

Thanks for your time, I should be writing again in the near future.

Dave Yamada, Hammond, In.

Dear Sirs:

...I would also like to reply to your "Inevitable Survey". Overall I think that your magazine is the best one I have seen as it combines the best features of several other magazines. (I am not just saying that off the top of my head. I have read SOM REVIEW, STATIS-PRO NEWSLETTER, AND ASD.) I like every feature in your magazine especially the game reveiws. No other magazine I have read has had honest game reviews in if. game reviews that are not done by somebody from the company that markets the game being reviewed. I also like the idea of separate Newsletters for each game. As for the features I would like to see added one would be Classified ads for things involving the games. These ads could be labeled "wanted", "for sale", and "league forming", for example. Another feature that I would like is if you would print TABLE TOP SPORTS monthly. Another feature would be to give ideas for replays and tournaments etc. for each individual game. In all you have a very good magazine.

Sincerely, Charles Calkins, Ballwin, Mo.

Dear Mr. Faulk:

I received the April '75 issue of "TTS" yesterday, and have some comments on it and your first issue.

I think your style is both innovative and captivative. Having been a gaming enthusiast for some time, I have seen several game publications. "TTS" looks like a first class operation (as indicated so far, during its initial developments). Other such publications have demonstrated a lack of interest in the gamer and giving him the depth of information he needs. Their main concern is usually to build up interest in the buying of their product. But while your publication included the necessary commercial element, it had that special quality that many do not concern themselves with: genuine concern for the reader.

Of course, like any new publication (and old ones for that matter), there is always room for improvement. Specifically, I would suggest that you include more comments from your readers, replay data, and offer practical aids for the gamer. The obvious comments about your publication would include: being a bit small and having too few issues for the subscription price. Increasing of the size (number of pages) will eliminate most of those negative reactions...

David A. Barlos, Sports Fan Digest Editor
Los Angeles, Ca.

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.

With just a result sheet, a random number sheet and 2 team sheets the game plays simply and quickly. Weaknesses include the thin paper on which it is mimeographed and a lack of field, markers or data sheets.

Those who desire the challenge of calling defenses in head-to-head play will find it unsatisfying. But for those who want an accurate, fast, solitaire game with 45 teams to choose from, here it is! I like the game because of its sophisticated simplicity.

Twenty First Century is a much more complex game designed primarily for head-to-head play. The offense chooses from five runs, five passes and an option. The defense chooses from ten defenses and also keys on one player on every play. Plays from scrimmage rank from 1 to 20 (the higher the better) and are keyed by random numbers 1 through 23. The rank from 1 to 20 involves four things on a running play: (1) the runner's rank for that type run (c. 7-12), (2) the defensive team's rank for that type play (c. -2), (3) the defensive play called for that play (-6 to 6), (4) the player keyed on if correct (-2). Pass ranks involve 5 things — (1) passer, (2) receiver, (3) defender, (4) defensive play called, and (5) the player keyed on.

The matchup of offense to defense in this game is as complex as TSG and THE. Indeed the key on each play is more complex. For those who play those games this is a college equivalent.

The Random Number structure of a 1 to 23 is flawed in the game by requiring a 3 dice roll and consulting a chart. This is a time-consuming extra step which is inexcusable and should be solved by supplying a random number chart.

The game plays slowly in head-to-head play and even more slowly in solitaire, which involves another dice roll for the defensive play called. Only ten current teams are included, but Oklahoma is there to set up Alabama vs. Oklahoma, or what you will. Only players who participated in offensive scrimmage plays are listed and rated. No other information is given.

Game parts (printed on stock cardboard) are: one 12-1/2 x 19-1/2 double-sided Master Play Chart, ten 8-1/2 x 3-2/3 one-sided Individual Offensive Team Rating Sheets, one additional set of Team Ratings left off the other team sheets, one double-sided Random Number Chart, one Offense-Defense Play Matchup Chart, etc., nine pages of Instructions, one Field, Time Chart and Markers.

Weaknesses include the limitation to having only ten teams, the need for a Random Number chart, and the need to unify the team ratings and the individual offensive ratings for each team on one sheet.

The game is probably the most complex on college football available, not that it is difficult to play, but that several different computations are required on each play. The player willing to contend with that network of computations will find the game rewarding. (Ed.) 21st Century now comes with the top 30 college teams. See acknowledgments, p. 17.

pitchers are not rated to give up runs at the proper rate, or hits, but **both**. The ratings are more detailed — not merely through the 1-100 spinner, but in sheer number and method of play.

Big League Manager annually rates 25 players per team, but due to legal complications the purchaser must fill in the players' names on the cards. Fringe players are available through "All Sports Digest." In the game company's latest brochure they list 12 "old timer" teams, but I have 37 and know more are available. Several complete past editions are still available.

Time of play is the biggest drawback to BLM, games taking upwards from one hour. The method of play requires a spin to determine whether or not there is a walk, hit (type of hit), strikeout, and error. A flyout with a runner on third can take six spins, but you will generally average about three-and-two-thirds spins per batter.

BLM's components are nowhere near as striking in appearance as APBA — it is totally business — no color.

Negamco is the "baby brother" of BLM. Ratings are fair enough; although players are rated for doubles and triples as a combined item, batters are not rated for walks or strikeouts, pitchers are rated for hits allowed (but not runs or type of hit, although they can affect homeruns through ratings available in "ASD"), and the sacrifice (as in BLM) is determined with "speed" ratings.

Negamco rates 25 players per team annually. But, as with BLM, the purchaser must fill in the player's name. The ratings come in a booklet with space to add fringe players (again from ASD) or rookies (whom you can rate yourself with charts recently published in ASD). There are ratings for 28 "old timer" teams available. Each team is on an 8-1/2 x 5-1/2 card with a full roster, as opposed to 20 or 25 players. Several past seasons of Negamco are still available.

Advertised as "speed baseball," Negamco lives up to its name — games of under 20 minutes are not unusual. The charts are easy to read (I did color in the spun numbers on the "P-Charts" with a chance for outfield error — they were too easy to overlook), and the game has an air of sterile practicality about it.

A single spin will determine if there is a walk, hit, strikeout, chance for error, or type of out. If there is a hit a single spin determines if there is a homerun, what field the ball was hit to, and if there was an error. If there was a chance for error, several spins might be required.

Strat-O-Matic has recently included hit-by-pitch and left/right differences in their ratings; also better ratings for the sacrifice and hit-and-run plays. Batters and pitchers are rated for hits, walks, strikeouts, doubles, triples, and homeruns. Batters are even rated for ground-into-double-plays and sacrifice flies. Pitchers are rated for runs allowed as well as hits. The fielding ratings are relative — the 1906 Cubs will never make as many errors as they actually did. And Strat-O-Matic seems exceptionally good for inter-era play;

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i.e., replace the 1968 Mantle card with the 1927 Ruth card in a season replay and Ruth will hit about 70 homers, but his BA will drop drastically.

Strat-O-Matic rates 20 players per team annually with an additional 4 per team available at extra cost. At present Strat-O-Matic offers 34 "old timer" teams and 2 all star teams (2-sided cards, lifetime and best year). They also have a set of twenty "nameless players" to allow the purchaser to rate his own fringe players.

Strat-O-Matic is played with three dice. The white one determines the column on the batter's or pitcher's card, and the red ones are added for the result in that column. A deck of 20 cards is used for steals, stretches, fielding, and further defining of some results on the player cards. The game plays in about 30 minutes and is pleasant in appearance; neither as colorful as APBA, nor as sterile as BLM.

With **Statis Pro** you get it all, including "clutch" fielding and hitting. The pitcher's endurance factor is dubious in its application — once the factor is reached the pitcher loses all effectiveness. Its design is obvious — if the pitcher has no effect, he gets pulled. A "sneaky" way to insure proper complete games, innings pitched, etc. — and the stats work out well. The game is short. No details, in ratings or in plays.

The "fast action" deck makes the game flow smoothly and rapidly — no more dice under chairs or spinners on the line. And the deck is large enough not to worry about upsetting probabilities. Without the "fast action" deck Statis Pro uses a pair of dice and a special spinner (64 numbers 11 to 88 and X, Y, and Z).

Action begins with determining whether the result is on the batter's or pitcher's card. A roll of the dice or flip of a card and the pitcher's rating determine this (thus a pitcher controls the batter's power — no extra base hits on pitcher's card). Then the spinner or card determines the final result — usually — a clutch situation or an unusual play could occur, and sometimes you have to check for an error. You call your own steal, and there are bunt and hit-and-run ratings.

Statis Pro rates 25 players per team annually, with fringe players available through their newsletter. They also have ratings for World Series pairs as far back as 1940 available. At one time they also had a six team "all time all star" set, but I believe this is no longer available — of the six only the '27 Yankees (made available in their newsletter) and '34 Cardinals are not in the World Series pairs.

Game time runs 25 (with deck) to 40 (with dice and spinner). The game is set up well with all the charts in booklet form and concise rules. The cards get better each year — now each player's vital stats are part of his card to aid in replay — something only Strat-O-Matic had bothered to do previously.

Program IV is one of the "rate-them-yourself" games and requires a minimum of statistics to accomplish this feat. The game is still in its formative stages, so improvement can be expected. 6

Only the most infrequent of real-life plays are not reproduced here.

Batters are rated for average, homeruns, and stolen bases. Pitchers are rated for era (hence the IV) and a large number of walks or strikeouts. Although annual ratings are not available, they do offer rosters for 16 old timer teams (the game charts rapidly convert stats into ratings as you play), and rosters for 16 "all time all star" teams are in the offing.

The game plays in 20 to 35 minutes — for rapid enjoyment at low cost, this is it.

A single folded sheet of heavy paper is the entirety of Program IV — just basics, no dice or cards. A basic game which you can expand almost endlessly or accept as is.

Roll two dice (read 11 to 66) to determine if you consult hit or out chart. Roll again. If hit chart, read dice 11 to 66 to check for homerun. If no homerun, add dice and check proper base situation for result. If out, add dice and check proper base situation for result. You call the steal; and there is a sacrifice chart.

If H. Richman had played APBA as a youth, Strat-O-Matic might look a lot like **Longball**. At first appearance Longball is just that, a cross between APBA and Strat-O-Matic with two octahedrons instead of two or three cubes. It's a new game and discrepancies and errors exist, but most of these have probably been taken care of in the 1975 edition.

Batters are rated for hitting, sacrifice, speed, injury, fielding, walks, strikeouts, and double plays. Pitchers are rated for hits, homeruns, era, walks, strikeouts, and double plays. There is an effort chart for each team; but there is no hit and run, and (once again) you don't call the steal — sometimes it's optional, but never totally your choice. There is a throw rating for catcher which affects the runner's ability on optional steals.

Like Strat-O-Matic, a single roll gives you a result, either on the batter's or pitcher's card. Like APBA this result is a number which crosses with the proper base situation to give the action. The fielding is not handled with the finesse of Strat-O-Matic, but you do have the base situation charts (on one large folding board) which are one of APBA's strong points.

Ashburn rates 27 players (and one team pitcher hitting card) per team annually. Rosters are as current as printing allows, including rookies (projected) and trades. Any players not included on the rosters may be purchased at a rather expensive fee, there are no old timer or all star teams available at present.

I was amazed when my first game was played in thirty minutes and the others went faster.

The flimsy container of the first edition has been replaced by a sturdier box. The printing on the cards is large enough and clear; and the 3-section playboard creates the illusion of the outfield fence when you set it up.

Replay uses two dice (read like APBA). The first die gives three results: the chart, the pitcher rating (except 4, where the second die names a

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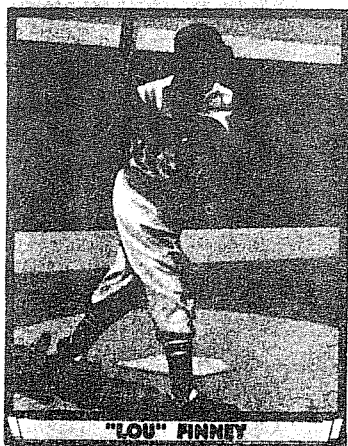
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fielder and his rating is used), and the column on the batter's card. The second die gives the number in the column on the batter's card. The batter's number and pitcher (or fielder) rating are added for the result.

For the hit-and-run, one die gives a number on the batter's card, the other a number on the pitcher's card. Their sum gives the result. For the sacrifice the second die tells which fielder's rating to use.

Here (once again) you can't call the steal. It is sometimes optional; but success is dependent upon the catcher, not the runner, and it is never a failure (the runner is not caught, but returns safely).

Batters are rated for their normal hitting stats, hit-and-run, sacrifice, base running, stolen bases, caught stealing, walks, strikeouts, double plays, and injuries. Pitchers are rated for walks, strikeouts, hits, homeruns, hit-and-run, and durability. Fielding ratings are subjunctive and employed well.

Replay rates 25 players per team annually — with separate batting and pitching cards for the pitcher. Each year Replay releases an entire season out of the past — so far, 1927 and 1961 are available. A roster card is included in each team packet. Final standings, batting orders, and league leader sheets are included with each season in the impressive bookshelf game.

The game plays in 30 to 40 minutes, but doesn't seem to drag, once you get the rhythm of play (about 7 to 10 batters). Only the page flipping detracts from this game, which is almost as colorful as APBA.

With ASG once again you don't call the steal. Two dice (read 11 to 66) are rolled on the pitcher's card with the result being a strikeout, walk, X (roll again in second column), or number from one to five. The batter's card has five columns; if the result on the pitcher's card was a number, the dice are rolled and the result from the proper column gives a number from 1 to 50 which is usually the action.

Besides the usual hitting, the batter is rated for attempted and successful steals, successful sacrifice, base running, fielding range (which can stop hits or let them through) and average (which makes errors or outs). The pitcher has a distance factor and is rated for strikeouts, walks, SP, balk, and through the one to five rated for hits and runs allowed (runs as correlated to power). The catcher has a throw rating to affect the success of a steal, and a rating which affects attempts.

ASG rates 25 players per team (pitcher cards are two-sided) annually with each team enclosed in a "Zip-Loc" plastic bag. There are no "old timer" or "all star" teams available.

Research Games, Inc., once marketed a baseball game under the banner of "Gil Hodges Pennant Fever." I bought mine in 1970 and have seen their games go downhill since.

This was a "strategy-replay" type of game. You could play without ratings, totally even with your opponent — picking batting styles and pitch-

es. The player ratings were an "up-or-down" adjustment to the dice roll; i.e., a Rod Carew would add to the dice roll, increasing his chance for a hit.

There was supposed to be a newsletter which updated ratings, added the hit-and-run, infield in, bunting for a hit, etc.; the money was sent, but it never came. (If anyone has any information on this game, or any RGI game, contact me.)

It is a time consuming game, taking an hour or more to play, and I doubt the batter ratings given would produce a high enough average (we never played enough to really know).

The play procedure was as follows: defense picks pitch, and defense picks batting style; these designate a 11 to 66 chart (21 combinations, read low die first). The dice are rolled and about 50% of the time this result is final. Otherwise you go to an "FC chart" (with a specified fielder involved) or the "connects chart." On the "Connects chart" you find outs, base hits, a homer, or other "FC charts" to go to (outfielders). On the "FC charts" you found various degrees of ability to hit; here the fielder's rating made the "up-or-down" adjustment. There were also different outfielder "FC charts" for different parks. The steal was extremely simple, employing only one die; the comments were amusing.

As far as I know, the game is no longer available. The ratings I have are based on 1969, and I have rated three old-timer teams. If there is interest, "Table Top Sports" might be able to print original "old-timer" ratings.

Be a Manager (not to be confused with BLM) is another game I have not seen recently. They attempted to project ratings into the next season (not just rookies, like Longball, but all players) and sometimes seemed to rate the wrong players (can you imagine the 1970 season without Gary Gentry on the Mets' staff?). Play was fast except for having to convert the dice combination to a number, but errors were missing (there was no fielding aspect to the game). Hit-and-run was an alteration to the result on the batter's card, the sacrifice was a generalized play, and a steal of second or third was covered by an individual rating.

Annual ratings were composed of eleven fielders, eight pitchers, and one pitcher hitting card per team. There was also a 100-player all-star set.

The first roll was on the pitcher's card and could result in a walk, strikeout, "batter out," or no action. If no action, the second roll on the batter's card would result in final action.

The most intriguing part of the game was that there were no hits on the pitcher's card. There was no tiring factor for pitchers, but this could easily have been added by giving the pitcher a numerical factor and adding hits or taking away outs when it was reached. Fielding could also have been added with no problem. The hit-and-run was already individualized, and the sacrifice could have been done in a similar manner.

Sports Illustrated produced what was probably the most colorful line of games ever, and some of us are sorry to see the game drop to an "all-star" setup. They produced three seasons (two on team sheets and one on individual cards) as well as a sixteen-team "all-star" set on sheets.

Fielding was handled in a manner the reverse of most, with errors generated by the batter without regard to fielder, and the fielders rated so that a team rating would add outs on the pitcher roll. In order to keep playing time down, there was no designation as to who fielded or "mis-fielded" the ball.

The batters had separate ratings against left and right handed pitchers. You could call the steal and exercise options on base runners. There was no hit-and-run, but there were two classes of bunters.

The basic method of play was similar to *Be A Manager*. SI had more detail, and the pitcher ratings sometimes gave up hits; and some spaces in the pitcher rating could result in every out on the batter rating becoming a strikeout.

Solo Ball is just that — solitaire baseball. It carries those simple "kid games" to their extreme of detail. When you buy the game you get a deck of one hundred cards which list 2400 different possibilities (instead of 8 base situations, *Solo Ball* has 12 "number on-number out" situations), enough score sheets and standings sheets for 120 games, a record book for each batter and pitcher for 40 games, a pencil and sharpener, and a list of names for your league, team, and players. There's even a schedule to put six teams through a forty-game season. There are no ratings, and the outcome of each play is determined solely by the arrangement of the cards. Play is realistic and a game takes about twenty minutes.

It's designed for all the "J. Henry Waughs" of the world. The game is a fantastic diversion, and the scoresheets and record book were an extremely economical buy.

Proto-Ball is not as accurately detailed as most games — it's not meant to be. It's more a simulation than a re-creation. This game is probably the closest to J. Henry Waugh's "U.B.A." on the market. In fact, the instructions tell you how to start your own mythical league.

Batters are rated for average, homeruns, speed (stolen bases), fielding, and injury. Pitchers are rated for ERA, endurance, and either many walks, many strikeouts, or neither. The game comes with no rated players, but instructions are included to rate them yourself — it looks like *Extra Innings*: started something!

The game is simple to play, requiring the 48-card deck and a single die (not included) for some occurrences. Adding more dice rolls might increase the accuracy, but would definitely ruin the simplicity. It's actually a lot of fun to play! Increasing the size of the deck to eliminate the constant shuffling should speed the game beyond its present thirty to thirty-five minutes. The sacrifice is a generalized play with results occurring in a corner of each card.

Of the deck of 48 cards, 19 require adding the

batter rating to the die and subtracting the pitcher rating to determine the result. Two require crossing the batter's homerun rating with the die for the result.

Sher-Co is another company which gives the rating formulae with the game. This game is totally different in concept from the others. You get to place your fielders on a 28 x 28 grid. Play action places the ball somewhere on this grid. As the outfielder or infielder moves to the ball and throws, the batters and runners move around the bases. Ratings are extremely simplified, and the effective simulation is the fun of the game.

Diagrams for all 24 major league parks are included, and it's relatively simple to form your own diagrams for parks of the past (*Forbes Field*, etc.) or parks of your own creation.

Cadaco, being one of the earliest games with rated players, has probably been played by more table gamers than any other. The newer version has balls, strikes, wild pitches, passed balls, balks, speed ratings, infield in, hit-and-run, but still no pitcher ratings.

The game has always been on an all-star basis, but about six years ago *All Sports Digest* published a method for rating players to use with the original *Cadaco* game; and about two years ago they published a system I developed to rate pitchers. *Coaching Lines* also published a system to rate pitchers a couple of years ago based on era.

Avalon Hill's Baseball Strategy is more a game of strategy than random chance producing predefined statistical results. The pitch chosen crosses with the batting style crosses with the team fielding factor to produce a result. You call the steal, hit-and-run, bunt, pitchout, etc.

Major league players may be rated similarly in concept to *Sher-Co's* Generalized Ratings; and the game comes with two 25-man pre-rated teams. There are rules for three versions: simple, advanced, and tournament.

The **COW** baseball game supplies rosters for 1950-59 national league—over 300 players are rated. At present the game is not in finalized stages, but finalized parts are offered for a nominal price. They are looking for help — asking for it!

The game uses random numbers or a 1-100 spinner. First spin results in a walk, strikeout, or pitcher effect. Second results in batter hits, or various types of groundballs, flyballs, and line drives. From there, charts determine degree of difficulty and final result of play. Ratings are numerous and play looks awesome.

This game will soon be reviewed completely in "Table Top Sports" by Jack Kavanagh.

Ed.: John Swistak's table game interests are mainly in baseball, particularly the comparison of players past and present. In fact, John was one of the major contributors to the normalization option once used with "Extra Innings."

REVIEW:

THE LINEUP GUIDE

by Jack Kavanagh

Alan E. Mandell is now providing a much needed service for table gamers who want authentic replay lineups. "The Lineup Guide" gives you each team's roster (1975 AL and NL seasons) with the information as to how many games a player appeared in at each position, both starting and as a replacement; how often used as a Designated Hitter (if AL) or pinch hitter. Also, how often batted in any slot in the lineup.

For example: to take a fairly mobile player, Don Baylor of the Orioles. You'd know from "The Lineup Guide" that he was in the starting lineup 127 games and was a later inning replacement in ten games. Of these appearances, seven were at first base, as a starter, once as the reliever; 97 games found Baylor the starting left fielder with his having moved to that position after the game had started 16 times. He started no games in center, although got into the middle garden once in the later innings. He started 23 games in right field and replaced someone there in 3 games. He was not in the original lineup as a Designated Hitter in any games (Tommy Davis filling that role for almost the full schedule) but entered the lineup as DH twice during the game. He was used as a pinch hitter seven times and as a pinch runner twice.

Baylor batted third once, cleanup four times, fifth on 54 occasions and sixth 68 times.

With this kind of data for all roster players for all teams you can arrange and manipulate lineups so that they reflect the reality of all managerial maneuvers. In solitaire play it enables you to provide appropriate lineups at all times. In "head-to-head" or "play-by-mail" leagues it keeps the other guy honest, too. He can't load up on you game after game with his select players.

The season is broken down into twelve periods of playing time, opening day for each team

through the end of the season. Within these time frames you can learn which pitchers started and which relieved and set up a rotation to send pitchers to the mound in the right starting frequency and space out the rest time between starts.

There is also an Eligibility List to cover players moving onto and off the roster, having been farmed out, sidelined with injuries, etc.

We think Alan Mandell's service adds an entire new dimension of realism to table-top baseball play. Our only regret is that the sheer volume of effort and printing precludes this service being made available for seasons of the past. A tremendous amount of work has gone into this project and it is very concisely organized. Each team has a page (8-1/2 x 11) with data printed on both sides. The instructions are clear and precise.

While the sparsity of rosters provided with many table baseball games, with only a handful of fringe players available, will frustrate those who wish to get maximum use of "The Lineup Guide," "Extra Innings" and "Sher Co Baseball" — which provide extensive rosters as well as the instructions for rating players — make ideal forms of table baseball to utilize Mr. Mandell's service.

We consider his prices a bargain: All 24 major league teams for the 1974 season for \$5.50 (Ohio residents add 22c sales tax).

Order from IMAGES, 1185 Oak Park Drive, Galloway, Ohio 43119. If you won't take our word for it, send 25c and you'll be sent a sample roster and the instruction sheets.

A tip of our batting helmet to Alan Mandell!

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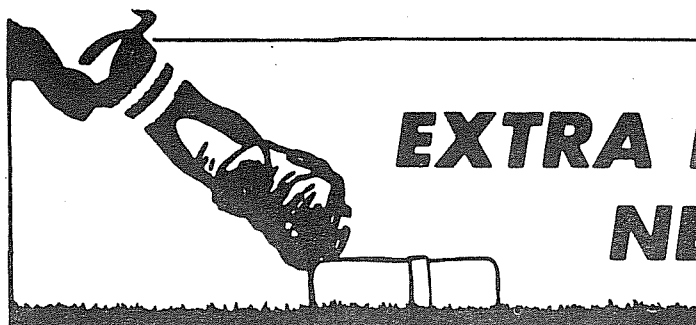
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Vol. 1, No. 1 Jan. 1975. Game Reviews: "Face-Off," "World's Greatest Hockey Game," Statis-Pro Football, "Fast Break," and a detailed summary of all the major baseball games. Plus "Extra Innings Newsletter" with "New Top 400," Fourth Edition of El Now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

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



EXTRA INNINGS NEWSLETTER

Game Designer: Jack Kavanagh

From The Bench

FOR THE TABLE GAMER WHO WILL GO TO ANY LENGTHS FOR REALISM....

When we designed "Extra Innings" we concentrated on providing a method by which batters would hit for accurate averages and have the right power factors. During the years which followed the first marketing of "EI", we polished the game so that pitchers performed according to ERA and obtained walks and strike outs accurately, with a balancing by batters who either draw a lot of walks or do or do not have a high strike out frequency.

One advantage of having transferred the marketing of "Extra Innings" to GAMECRAFT is that it has given its designer the leisure time in which to play the game himself. It is only in actual play that weaknesses, contradictions, etc. emerge and can be corrected.

We first became concerned about directional movement of a batted ball when we added a new Advancing on Singles and Doubles Chart, providing a means by which it could be learned which outfielder was handling the base hit.

The direction in which a ball is batted can have significant influence on the play of the game. Hitters try to "hit behind the runner"; managers use left or right handed batters, in part, to have the ball pulled in a certain direction.

It was inevitable that our wish to control where the ball was hit, rather than assign a specific position to a dice roll, would lead us to a further polishing in this area.

In this issue of "Table Top Sports" you will find a new chart which virtually obsoletes the present Second Roll Chart. It also re-examines the method by which Limited Defense and Superior Defense players alter put outs and base hits. We've employed this for more than 100 actual games and find it makes memorization of charts somewhat easier, although, at first, it seems to make interpretations more complicated.

If you do not share our concern for the direction a ball is hit then this whole proposition will have no interest to you. However, if you'd like to try it we suggest you take your present Second Roll Chart and make the following modifications lightly in pencil. If you don't like the results you can erase and go back to the original chart.

Leave the first column untouched (1-1-1 thru 1-6-6). The second column requires this modification. The numbers 2-1-1 thru 2-1-6 become ground balls. 2-2-1 thru 2-2-6 become infield fly balls;

all of the fifth and sixth column, 5-1-1 thru 5-6-6 and 6-1-1 thru 6-6-6, become ground balls.

We will still convert from 6-6-6 downwards into strike outs. However, when not a strike out it will be a ground ball with a chance of advancing a base runner which puts a premium on obtaining strike outs.

We retain the principle that all 216 dice combinations produce outs on the Second Chart unless they are converted into base hits by the batter's rating.

However, the third (green) die now becomes important for directional purposes.

The new Chart divides hitters into left handed batters and right handed batters and sends batted balls most often in the direction such hitters pull the ball. A left handed batter is more likely to hit the ball to the right side of the diamond. Also, on outfield flies, the center fielder catches the majority. In actual play fly balls are handled 40% of the time by the center fielder, the right and left fielders catch about 30% each, with the right fielder slightly below as there are fewer left handed batters to pull in his direction.

In order to provide enough variety of options, the actions are listed under "no out", "one out", "two outs". This means that, as you manage your team, you have to be conscious of whether a batter hits right or left handed and how many outs there are so you read the proper entry on the chart. However, you are now able to read the first die (red) as meaning an infield fly ball, an infield ground ball or an outfield ground ball instantly. The second dice (white) no longer has any interpretation significance except on base hits. Anything, for instance, from 4-1-1 thru 4-6-6 is immediately known as an infield fly ball (or line drive).

We have boxed certain combinations on this new chart. These deal with LD (Limited Defense) players. If that combination is in effect and an LD player is the first identified (as in 3-6) it is not a put out but a base hit.

Not part of the chart, but listed separately, is a new method of utilizing the skills of SD (Superior Defense) players to convert base hits into put outs.

To make these quicker to identify we have used only combinations which end in double numbers. This way, when the batter has made a base hit and it ends in double figures you can check if an SD player is in a particular position.

We have used single and double asterisks to indicate on which fly balls base runners can elect to attempt to advance after the catch Sacrifice Fly.

To simplify this chart as much as possible, we have indicated on ground balls the action which includes a force out of a base runner (6-3, for example). If there were no runner on first it would be applied 6-3 obviously.

While we were at it, we also made an adjustment in the directions of a base hit. It no longer reads, from the third (green dice) 1-2 to left field; 3-4 to center, 5-6 to right. Instead, using the fact the batter hits either left or right handed, the ball goes most often in the direction the batter pulls and more hits are handled by the center fielder than the former equal treatment.

These innovations are still in the experimental stages. We will greatly appreciate input from "EI" players leading to their inclusion in a future edition of "Extra Innings".

OTHER CHANGES: Our newly found leisure which has given us the opportunity to play many hundreds of games with our on-going Marathon League has brought to our awareness certain inconsistencies or paradoxical circumstances and we recommend you make the following changes.

First Roll Chart

- 2-1-1 Hit Batter. Less than two out, batter and pitcher both left or right handed. Two out, either way. (Purpose, to reduce HBP)
- 2-1-3 Runner on first only or first and second, third unoccupied. (Purpose, you wouldn't try a pickoff throw to first or second with a runner on third.)
- 2-14 Runner on second or third, not both; first can be occupied. If SD catcher, pickoff of lead runner, if more than one, on any base, including first base. (Purpose, to reduce total number of pickoffs in play).
- 2-3-4 Change infield hit to infield out (which it should've been). Then change "to first base-man if play is third out or inning" to "to player making put out at first base as the third out." (Purpose, give pitcher a chance of being injured defensively).
- 2-6-1 thru
- 3-4-4 Add: "When infield is played shallow no double play can be made on a ground ball except when bases are loaded." (Purpose here is somewhat obvious as players would not be in position for a 6-4-3, etc. DP).

Other Changes....

On infield singles runners advance one base when two are out. (Purpose, there'd be no point in them holding up on a batted ball with two out).

On Hit and Run with an infield single: S and AAR go two bases, others one base.

With infield in and bases loaded, increase the likelihood of a put out at the plate by one. Ground ball

to short stop gets force at plate 1-5 on third dice. However, with infield in increase batter's hit lines by twelve instead of six. (We need more of a penalty against playing in).

Infield hits: Only when second and third dice are the same numbers and the first dice is a ONE. (Have been getting too many infield hits and with the conversion to infield singles on any hit after a DP signal would be getting even more. This change enables infield hits without needing a runner on base as is the case with a DP signal.)

WHAT NEXT? Our perambulations are taking us in the direction of reconsidering the Error Designation Chart. We still hold to the basic concept of "EI", which is mandatory if accurate batting averages are to be obtained, that errors and other happenings to a batted ball must be handled separately. We're just uncomfortable by the fact that an error following a single to the outfield can have an error to the catcher tacked on to it.

We also want to inject some base running factors into the Sacrifice Fly Chart. Various changes will be tried out through our Marathon League play as this enables us to take one team through its season and offers a substantial testing of an idea. It's one thing to do it on the drawing board; but you've got to get the plane up in the air to find out how it flies.

Jack Kavanagh

FROM THE GRANDSTAND MANAGERS

Dear Sirs,

I have enjoyed your game very much and I'm glad that I bought it. But I do have two minor problems.

First, if there are runners on first and second, or first, second, and third, and a grounder is hit, do you change the results in any way or do you take the force at second (or out at first, as the case may be)?

Second, The Baseball Encyclopedia doesn't appear to have much in the way of fielding averages. All I can find are the top fielders per season for each league. But I need more averages than that. Could you please tell me where you found them?

Thank you very much.

Sincerely,
Dan Riler, Portland, Oregon

First: Yes. There's no play on the lead runner unless you are playing the infield in with a runner on third.

Second: As Jerry Faulk has suggested, read my article in the April issue of TTS about stat sources. Best hope is to get a 1968 edition of MacMillan's "The Baseball Encyclopedia." Among the content cut to make room for added data in the 1974 edition was the fielding details of the principal players and reserves for each team for each season. (JK)

EXTRA INNINGS

FOURTH EDITION

\$8.95 plus \$1.00 shipping

SECOND ROLL CHART

(TRIAL REVISION - 1975)

GROUND BALL		LHB		RHB	
3rd Die		No	One	No	One
1		Out	Out	Out	Out
2		3ua	3-6	5-4	3-6
3		3-6	3-6	5-3	3-6
4		4-6	4-6	6-4	6-4
5		4-6	4-6	6-4	6-4
6		4-3	6-4	6-3	3ua
		6-3	6-4	4-6	1-3
				4-6	3-1

INFIELD FLY BALL
(Line Drive or Popup)

1	2	3fo	3
2	3	3	4
3	4	4	4
4	4	4	6
5	4	6	6
6	6	2fo	5

OUTFIELD FLY BALL

1	7	7*	7
2	7*	7**	8
3	8	8*	8
4	8*	8**	8
5	9	9*	9
6	9*	9**	9

Boxed Areas - LD player turns out into a hit.

First player to handle ball is affected.

*Sac. Fly Option, any runner. **Sac. Fly Option, S and AAR - 2nd to 3rd or 3rd to home.

Base Hit Directional	LHB	1 - LF	1 - LF
		2 - CF	2 - LF
		3 - CF	3 - CF
		4 - CF	4 - CF
		5 - RF	5 - CF
		6 - RF	6 - RF

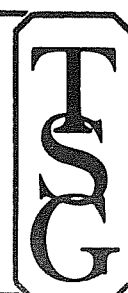
NOTE: When no runner on first, read put out infielder to first baseman

SD EFFECT: If batter's base hit ends in double numbers (2nd and 3rd die the same) hit becomes a flyball or line drive put out if SD player at position

- 1-4-4 - LF
- 1-5-5 - CF
- 1-6-6 - RF
- 2-1-1 - 1B
- 2-2-2 - 2B
- 2-3-3 - 3B
- 2-4-4 - SS
- 2-5-5 - P
- 2-6-6 - C



TSG I: Pro Football Newsletter



Game Designer: *Jim Hallo*

Game Statistician: *Jed Duty*

T. M.

T. M.

DEFENSE IS THE NAME OF THE GAME Jim Hallo

In the NFL and in TSG defense is the key to winning. Playing head-to-head in TSG, you have the ultimate test of your defensive abilities. Your memory, intuition, football knowledge, judgement and restraint will all be tested.

Restraint? Yes restraint !! Restraint is the key to winning in TSG. The many defensive options available in TSG seem to turn many normally sensible people into the football equivalent of Mississippi riverboat gamblers ---with very predictable disastrous results. Face facts; with 12 offensive options and 10 defensive options ---120 combinations, the odds of guessing correctly are small.....but they can be cut, with restraint.

The NFL coaches are paid to win. The trend in the NFL is towards more conservatism on both offense and defense. Daring play results in more points but unfortunately some of them are generally your opponents. Errors lose games and jobs. NFL coaches use restraint. You should also. If you play conservatively, you will improve your chances of winning dramatically. This is true whether your opponent is gambling or playing conservatively.

The correct defensive strategy is to call the "all purpose" defense almost exclusively, sprinkling in an OCCASIONAL "short yardage" or "pass rush" when you feel CERTAIN that your opponent is running or passing. You should maintain this strategy until forced out of it.

This "all purpose" period could last the entire game. Use it to study the offensive habits of your opponent carefully. Note the plays and players he uses and the situations in which he uses them. Make notes if you want to, I prefer to work by "feel". Note that while you are learning about his strategies, your opponent is learning absolutely nothing about yours.

While observing your opponent and calling conservative defense, note which defenses would be effective against your opponent's calls. For example, if your opponent plunges and throws medium length passes, blitzing the MG or FS can be very effective. If he runs the ends and throws medium length passes, blitzing all LBs is effective.

When should you depart from this pattern? Never if possible. Allow your opponent to score without departing from this pattern, even if the score will put him ahead (unless late in the game). Try not to change the pattern until you are behind and your opponent is driving. Resume the pattern as soon as possible.

Against each specific opponent, unless he is extremely skilled, 2 or 3 specialty defenses are sufficient when you are forced to break your conservative pattern. The ones you select should be based upon your observation of your opponent's play calling habits. Even when behind with your opponent mounting a drive is not time to panic. Simply use the knowledge you have gained about your opponent to call specialty defenses in key situations. You should be able to disrupt your opponents offense and end his drive. If he scores again, it's time to panic and start guessing with him. Don't expect much and you won't be disappointed.

My personal belief is that ESP can help some. When forced to go to specialty defenses, I've had incredible success trying to use it. Immediately, upon completion of a play, I decide what I feel the opponent's next play SHOULD be and select a defense to stop that play. Then I clear my mind, picture that specific offensive play card and try to project it to my opponent.

To check my philosophy note the defensive ranking of Oakland in the replay reprint of the NJTFL season. The Division leaders were ranked 1,2,3, in defense. Oakland played in the toughest division, ranked 7 defensively, yet won the "wild card" play-off spot finishing only 2 points (one game) behind KC the offensive and defensive powerhouse of the league.

Try it, you'll like it (winning that is).

Please address your comments, questions and suggestions about TSG I: Pro Football to me care of Gamecraft. Correspondence of general interest or which are generally interesting will be answered in this column. In the next issue of TABLE TOP SPORTS, Jim Hallo will discuss head-to-head offensive and Jed Duty will discuss solo play.

1973 NEW JERSEY TSG FOOTBALL LEAGUE REPLAY

The following replay data was obtained using the 1973 edition of TSG I: Pro Football.

NJTFL stands for New Jersey TSG Football League. The NJTFL was founded in 1969 and operated through 1973 first using APBA and then TSG. Without TSG, the league decided to fold in 1974.

The NJTFL is a draft league with all players (no

1973 NJTFL Final Report

LEAGUE LEADERS

RUSHING

Name	TM	No.	Yds.	Avg.
FRANCO HARRIS	SD	351	1604	4.5
Larry Brown	WA	372	1356	3.6
Josh Ashton	DE	268	1343	5.0
Bo Scott	OK	330	1287	3.9
Mac Lane	BA	296	1286	4.3
Mercury Morris	GB	267	1256	4.7
O.J. Simpson	NY	262	1113	4.2
Don McCauley	MN	311	1107	3.5
Cid Edwards	KC	217	1073	4.9
Jim Braxton	KC	245	1017	4.1

RECEIVING

Name	TM	No	Yds.	Avg.
CHARLIE TAYLOR	DE	56	982	17.5
Roy Jefferson	KC	48	1186	24.7
Ray Chester	BA	48	842	17.5
V. Washington	BA	44	364	8.2
Ken Burrow	KC	42	915	21.7
John Gilliam	BA	42	560	13.3
Otis Taylor	GB	41	713	17.4
H. Twilley	WA	41	712	17.3
Bob Newland	GB	40	670	16.7
Fair Hooker	NY	40	547	13.6

PASSING (140 attempts to qualify)

Name	TM	Att	Cmp	Pct.	RK	GYds	Yds/A	RK	TD	TD%	RK	In	In%	RK	PTS
JIM HART	DA	252	143	56.5	3	2232	8.85	2	19	7.5	1	14	5.6	4	10
Scott Hunter	WA	163	87	53.3	4	1294	7.93	3	7	4.3	3	10	6.1	6	16
Norm Snead	KC	359	183	50.9	6	2828	7.87	4	15	4.2	4	15	4.2	3	17
Earl Morrall	OK	229	119	51.9	5	2446	10.68	1	12	5.2	2	21	9.2	10	18
Archie Manning	GB	311	177	56.9	1	2414	7.76	5	9	2.9	5	21	6.8	9	20
Chas. Johnson	BA	278	158	56.8	2	2036	7.32	6	4	1.4	8	16	5.6	5	21
Fran Tarkenton	DE	345	154	44.7	10	2153	6.24	8	8	2.3	6	14	4.1	2	26
Marty Domres	SD	270	132	48.9	7	1795	6.64	7	5	1.9	7	17	6.3	7	28
Dan Pastorini	MN	154	72	46.7	9	871	5.65	10	2	1.3	9	3	1.9	1	29
Terry Bradshaw	CL	178	87	48.9	8	1106	6.21	9	2	1.1	10	12	6.7	8	35
Steve Spurrier	NY	245	95	38.7	11	1372	5.60	11	1	0.4	11	36	14.7	11	44

PUNT RETURNS (14 to qualify)

Name	TM	No	Yds	Avg.
TOM CASANOVA	GB	22	258	11.7
Jon Staggers	DA	20	224	11.2
Rod Sherman	BA	31	339	11.0
Leonard Dunlap	SD	34	333	10.0
Bill Bradley	LA	27	263	9.7
Charlie Leigh	OK	40	361	9.0
Bruce Laird	WA	21	176	8.4
Ken Houston	KC	19	144	7.6

KICK-OFF RETURNS (14 to qualify)

Name	TM	No	Yds.	Avg.
REGGIE RUCKER	OK	25	895	35.8
R. Montgomery	SD	15	480	32.0
Rocky Thompson	CL	58	1850	31.9
Ron Smith	LA	38	1170	30.7
Vic Washington	BA	30	902	30.0
Bob Thomas	DE	16	445	27.8
Willie Ellison	MN	35	973	27.8
Alvin Wyatt	LA	17	468	27.5

PUNTING

Name	TM	No	Yds.	Avg.
JERRELL WILSON	KC	43	1964	45.6
Dave Chapple	OK	53	2321	43.7
Ron Widby	DA	66	2880	43.6
Bob Walden	LA	44	1917	43.5
Dave Lewis	CL	64	2704	42.2
Mike Eischeid	WA	70	2946	42.1
David Lee	BA	57	2395	42.0

INTERCEPTIONS

Name	TM	No	Yds	Avg.
LAMARR PARRISH	KC	13	166	12.7
Joe Taylor	BA	11	145	13.1
Clarence Scott	KC	11	73	6.6
Joe Beauchamp	BA	10	214	21.4
Roger Wehrli	CL	10	64	6.4
Mike Bass	WA	8	91	11.2
Mel Renfro	DA	8	89	11.1

SCORING

Name	TM	EPA	EPM	FGA	FGM	PTS
JAN STENERUD	KC	26	26	67	44	158
Jim Bakken	BA	23	22	49	43	151
Chester Marcol	GB	19	19	50	41	142
Garo Yepremian	OK	22	20	52	38	134
Errol Mann	DE	16	16	44	38	130
Don Cockroft	SD	12	10	52	39	127
Horst Muhlmann	DA	26	26	46	32	122
Bobby Howfield	WA	13	12	46	36	120
Pete Gogolak	CL	11	10	52	36	118

extra cards) eligible. Rosters are limited to 40 active and 10 inactive players. Rights to players are retained from year to year and rosters supplemented with a yearly "inverse order of finish" draft. Drafting of "utures" is allowed.

Four teams are eligible for the playoffs. The three Division Champions and a "wild card" 4th team. In 1973, it became evident in the late going that the strong Western Division would supply two teams for the playoffs, but which two?

At the end of 12 weeks the Western Division standings were:

	W	L	T	PTS
KC	10	2	0	20
OK	7	3	2	16
SD	7	5	0	14
LA	2	10	0	4

In week 13, Oakland routed LA as expected 27-10 as Morrill completed 9 of 17 for 209 yards and 2 TDs but the story that week was KC and SD.

After KC's Jan Stenerud kicked a FG in the middle of the 3rd period to give KC a 6-0 lead. Randy Montgomery returned Stenerud's KO 104 yards for a 7-6 SD lead. Stenerud put his third 3 pointer on the scoreboard in the 4th period for a 9-7 KC lead. Incredibly, Montgomery returned the ensuing KO 74 yards to set up a 37 yard Don Cockroft FG to win the game for SD 10-9.

At the end of 13 weeks the Western Division standings were:

	W	L	T	PTS
KC	10	3	0	20
OK	8	3	2	18
SD	8	5	0	16
LA	2	11	0	4

KC could have made things super interesting by being upset by LA, but instead breezed to a 37-9 victory while Oakland and SD fought it out for the wild card berth. Fred Carr's 16 yard TD run with an interception in the third period and Garo Yepremian's 4th quarter FG gave Oakland a comfortable 25-9 edge with 8 minutes to play. However, the Chargers rallied on an 80 yard drive capped by Franco Harris' 3 YD TD run and 42 YD FG by Cockroft with 5 minutes left. SD regained possession with 3 minutes left but a 15 yard penalty on a long gainer ended their hopes as Oakland held on for a 25-19 win.

The magnificent set of statistics presented here are the work of Paul Zerbst of Teaneck, N.J., NJTFL statistician and San Deigo Coach and General Manager.

1973 NJTFL SEMI-FINAL PLAYOFF

	1	2	3	4	OT	TOT
Dallas Cowboys	0	0	3	0	3	6
Kansas City Chiefs	0	0	0	3	0	3

SCORING

3rd Quarter - 5:45 Dallas: Horst Muhlmann, 47 yard Field Goal

4th Quarter - 1:15 Kansas City: Jan Stenerud, 47 yard Field Goal

Overtime - 12:05 Dallas: Muhlmann, 27 yard Field Goal 16

SUMMARY

Rushing - Dallas (60 for 237) John Roland 34 for 132, Walt Garrison 18 for 67, Calvin Hill 5 for 13, Dave Parks 1 for 13, Frank Lewis 1 for 9, Pettis Norman 1 for 3.

K.C. (41 for 126) Cid Edwards 23 for 67, Jim Braxton 16 for 52, Doug Dressler 1 for 4, Norm Snead 1 for 3.

Passing - Dallas Jim Hart 11 of 22 for 104 yds., 2 int., 2 sacks for 19 yds.

K.C. Norm Snead 5 of 23 for 93 yds., 3 int., 2 sacks for 21 yds.

Receiving - Dallas (11 for 104) Lewis 3 for 31, Hill 3 for 23, Ed Bell 2 for 30, Roland 2 for 15, Parks 1 for 5.

K.C. (5 for 93) Bob Tucker 3 for 37, Roy Jefferson 2 for 56.

COMMENTARY

Horst Muhlmann's 27 yard FG after twelve minutes of overtime gave Dallas a surprising 6-3 victory over defending Super Bowl Champion Kansas City. The winning kick climaxed a seventy-five yard drive that began after the Chiefs' Jerrell Wilson punted dead at the Cowboy five. Jim Hart, throwing out of the endzone, hit John Roland over the middle for fifteen yards to the twenty; after a running play gained three, Hart hit Roland for sixteen more yards to the thirty-nine. Roland plunged for a yard, but picked up fifteen more when the Chiefs were penalized for piling-on. From the Chief forty-five, Frank Lewis picked up nine yards on an end-around, and then Hart found Calvin Hill open in the flank and he rumbled to the Kansas City twenty-three. Playing cautiously, Hill plunged twice to the twenty where Muhlmann, on third down, ended the affair.

For the Chiefs, it was a bitter defeat as they had the opportunity to blow the game open in the first twenty minutes. Kansas City took the opening kick-off and with the aid of a pass interference penalty drove to the Dallas twenty-eight. Norm Snead attempted a screen to Jim Braxton, but the ball was tipped and intercepted by Alan Page. On their next series, the Chiefs marched to the Cowboy twenty-seven, but Snead was sacked and Stenerud's 46 yard FG attempt was wide. Late in the initial quarter, K.C. took possession at their own forty-eight and drove to the Dallas ten, the big gainer Snead to Roy Jefferson for thirty-five yards. Snead tried to go to Jefferson again, but the pass was intercepted in the endzone by Mel Renfro. On the ensuing series, the Chiefs blocked Ron Widby's punt and recovered at the Dallas thirty. K.C. drove to the eleven, but unbelievably, Stenerud missed from the eighteen! The half ended scoreless, but not before Muhlmann's FG attempt from the twenty-six was blocked; the attempt was Dallas' only scoring threat in the first half.

Dallas took the second half kick-off and marched forty yards to the Kansas City forty on twelve plays; Muhlmann then kicked a forty-seven yard FG and Dallas led 3-0. The Cowboys suffered turnovers their next two possessions, the latter a fumble recovery by Carl Eller at the Chief twenty-seven. K.C. advanced to the Dallas forty, and Stenerud matched Muhlmann's earlier boot. The only scoring threat from then to the finale was a fifty-one yard FG attempt by Muhlmann that fell short. There were no more turnovers, just tough defense by two very good football teams.

1973 NJTFL SEMI-FINAL PLAYOFF

	1	2	3	4	TOT
Oakland Raiders	3	0	3	14	20
Baltimore Colts	7	6	3	6	22

SCORING

- 1st Quarter — 2:45 Oakland: Garo Yepremian, 31 yard Field Goal
8:00 Baltimore: Vic Washington, 23 yard pass from Charlie Johnson (Jim Bakken PAT)
- 2nd Quarter — 7:30 Baltimore: Bakken, 12 yard Field Goal
13:30 Baltimore: Bakken, 13 yard Field Goal
- 3rd Quarter — 10:30 Oakland: Yepremian, 9 yard Field Goal
13:45 Baltimore: Bakken, 39 yard Field Goal
- 4th Quarter — 6:45 Oakland: Bo Scott, 7 yard run (Yepremian PAT)
11:45 Baltimore: Bakken, 44 yard Field Goal
13:45 Oakland: Fred Biletnikoff, 18 yard pass from Earl Morrall (Yepremian PAT)
14:53 Baltimore: Bakken, 43 yard Field Goal

SUMMARY

- Rushing — Oakland (29 for 65) Bo Scott 21 for 52 1TD, Dave Smith 1 for 11, Art Malone 3 for 4, Morrall 1 for 2, Reggie Rucker 1 for 1, Charlie Smith 1 for 0, Bill Masters 1 for —5.
Baltimore (41 for 123) Mac Lane 19 for 68, Washington 15 for 42, Wendell Hayes 6 for 13, Ray Chester 1 for 0.
- Passing — Oakland Morrall 9 for 15 for 224 yds., 3 int., 1TD, 5 sacks for 57, Daryle Lamonica 2 of 3 for 40 yds., 1 sack for 8 yards.
Baltimore Johnson 11 of 19 for 183 yds., 3 sacks for 28 yards.
- Receiving — Oakland (11 for 264) Biletnikoff 6 for 167 1TD, Masters 2 for 27, Rucker 1 for 36, D.Smith 1 for 28, Scott 1 for 6.
Baltimore (11 for 183) Washington 5 for 88 1TD, Chester 3 for 60, John Gilliam 2 for 27, Lane 1 for 8.

COMMENTARY

Jim Bakken's 43 yard FG, his fifth of the game, with seven seconds remaining gave Baltimore a wildly exciting 22–20 victory over Oakland. The Colts had apparently put the game away three minutes earlier when Bakken kicked a 44 yard FG to cap a five-minute, ten-play Baltimore drive and give the Colts a six point lead after the Raiders closed to within three at 13–16. But with just three minutes remaining, Morrall threw thirty-six yards to Rucker at the Baltimore thirty-eight, and then twenty yards to Biletnikoff to the Colt eighteen. Scott slanted off tackle to the fifteen before Colt linebacker Dave Wilcox made a big play to dump Masters for a three-yard loss on a screen pass. Morrall, undaunted, immediately hit Biletnikoff in the end-zone, Yepremian converted, and Oakland led for the first time since the middle of the first quarter. A roughing-the-passer penalty allowed Leypoldt to kick-off from the Colt forty-five and he put it eight rows up in the bleachers. Johnson, starting from the twenty, was thrown for a ten-yard loss attempting to pass, but with less than a minute now remaining he hit Washington out to the forty. Following a time-out, Johnson threw to the tightend Chester who broke two tackles and drove to the Oakland thirty-six.

The Colts took time-out, their last, to set the stage for Bakken.

The Baltimore defense was actually the key to the game: in the first quarter Morrall was intercepted at the Colt three by Joe Taylor and at the Colt four by Jerry Logan; in the second quarter Morrall twice fumbled while being sacked and both turnovers led to Bakken FG's; in the third quarter the Raiders were forced to settle for a FG after having first and goal from the one. But the Raiders were still able to score two TD's in one period, a feat not achieved all season against the Colts.

The 1973 NJTFL Final Playoff will be presented next issue.

ADDITIONAL CORRECTIONS FOR 1975 EDITION OF TSG

Dennis Partee, San Diego, should have punting symbols on PT column, not R column.

Marv Hubbard, Oakland, should have "25", not "15", on row 16 of P column.

James Harris, Los Angeles, should have only a single "X" in row 14 of column S.

Blank spaces on quarterback cards denote automatic incomplete passes. (Penalties can still occur, of course.)

Bob Parsons, Chicago, has a PCR of —2.
F. Little, Denver, should be PR3, KR2; W. Greene, KC, PR3; R. Jessie, Detroit, KR3; C. Babbs, Miami, PR3.

The following ratings should be added to the extra player set — all for Chicago: Tom Forrest, 62, OG(2), 9, C; Richard Harris 84, DE(3), 4, 5; Bob Fifferini 58, LB(3), 4, 5.

Mike McCoy has an injury number of 4; Wilbur Young, 3.
B. Johnson, Houston, is a KR1 with the following KR column 1, 3*, 4, 7, 9, 11*, 13, 15, 17, 18, 21, 24, 27, 5, 5*, 2.

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ACKNOWLEDGMENTS

The following companies furnished games for review in this issue: PROTO-BASEBALL, Carlson Games, 941 Innes N.E., Grand Rapids, MI (Price: \$3.60) and THE COMPETITIVE OPTIONAL WAY, 104 Maywood Dr., Blacksburg, VA 24060 (write them for current price).

In addition, GOAL! College Football and 21st Century Sports College Football are available from Gamecraft at the respective prices of \$10.00 for GOAL! and \$9.00 for 21st Century. Please note that these games are done on inexpensive materials; in fact GOAL! is shipped in a manila envelope.

Also, SOLO BALL is available from Gamecraft for \$7.50 plus \$1.00 for shipping. Please note that this game does not use real-life players or statistics.

In most cases we can furnish the address of any game company that is mentioned in TTS; however, we will do so only if the request is accompanied by a stamped, self-addressed envelope.

T.H.E. PRO FOOTBALL

NEWSLETTER

Game Designer: *Steve Keplinger*

DESIGNER'S CORNER

As we await this year's issuing of T.H.E. Pro Football, I'm sure you are all wondering what certain players cards will look like. Some may be waiting to see Otis Armstrong's rushing card, after he ran for a spectacular 1407 yards at a 5.3 clip per carry. How about Lemar Parrish's punt return card (18.8 average)? The receiving card of one Mr. Cliff Branch will probably be another favorite (60 catches for an 18.2 average). Ken Anderson will once again have an amazing passing card with a 64.9% completion average. This year will also mark the final card for Sonny Jurgensen as he has announced his retirement from the game. His card will be very representative of his career, as he finished the season with a 64.1% completion average.

The new rules will change your approach somewhat to T.H.E. Game. Probably the most noticeable change for game strategists will be in the field goal kicking. You will find yourself going for it on many more 4th and 3 situations, especially around your opponent's 30 yard line. There will be even more choices for you to make this year as coach of your team, and your opponents will be pulling their hair out even more than usual. The day of the pushover team is just about gone. Almost everyone will have at least an outside shot at each division title. All this adds up to mean that your coaching will have a greater effect on the life and death of your team. More than it ever has in the past.

It should be a great year for T.H.E. Football. Make sure you are well prepared when your charts arrive, because this may just be the most exciting year for T.H.E. yet.

Send all replays, questions, comments, ideas, etc. to Steve Keplinger, 328 Timber Grove Road, Reisterstown, Md. 21136

COMMENTS ON T.H.E. FROM PAST PURCHASERS

In a recent mailing to all past purchasers we asked for a comparison of T.H.E. to other football games such as TSG, S-O-M, Statis Pro, etc. Here is a sampling of some of the replies: "T.H.E. is far and away the BEST game." - Frank Kastelic, San Diego, CA; "T.H.E. and S-O-M are the two best football games that I have played. I really enjoy the visual aspect of defense in S-O-M. I have adapted APBA Football to be played similar to S-O-M and Research Games." - Henry E. Dressel, Pittsburg, PA; "It compares favorably statistic-wise but lacks the playability of other games." - James Peterson, Ames, IA; "I think it's better than Strat-O-Matic and Statis Pro."

Cont. p. 19

T.H.E. QUESTION and ANSWERS

For all you who may have some questions about minor or sometimes major points regarding how to play T.H.E., THIS column is for you. Some have questions about actual pro football rules, others about how they apply to T.H.E. If you have any questions regarding the rules of T.H.E. or of football itself, write us, and we'll see what we can do for you. Write to Steve Keplinger, 328 Timber Grove Road, Reisterstown, Md. 21136. Below are some of the questions that have been asked. Maybe these will answer some of your questions.

1) When a punt is blocked, is the minus yardage deducted from the individual kicker's total yardage?

Answer - No, according to NFL rules, blocked yardage does not count towards a punter's average. The actual punt itself counts, but no yardage is added or deducted from the punters total in the case of a blocked kick.

2) What do you do when all players at a single position are injured?

Answer- In the case of an offensive lineman or defensive player, choose the "most likely" replacement and rate him a "O". If it is a free safety, rate him one rating below the worst free safety on the team. In the case of a passer, bring back the injured player with the least amount of injury time remaining, and use him. As soon as another passer is available, you must use him immediately. Make sure the passer who was playing hurt sits out the remainder of his injury time. Replace rushers and receivers with the most likely substitute. Ex. Fullback for Halfback, etc.

3) When a passer is "sacked", does this count as an attempt?

Answer- No, yards lost attempting to pass and the number of times a passer is tackled attempting are completely different statistics from pass attempts. Keep them as separate totals.

4) When a quarter back is forced to run on a pass play, and gains minus yardage, is it scored as a loss on a rushing attempt, or is it scored as a quarterback "sack"?

Answer- All runs that appear on the quarterback's rushing or passing card are scored as rushing attempts.

5) On a safety, when you decide to kickoff, and a touchback occurs, should you kick over again, or take the ball on the twenty.

Answer- On any free kick when a TB occurs, kick over again. Touchback readings on a free kick should not be used.

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Cont. from p. 18

I have not yet played TSG." - Kevin Fleischhauer, Anderson, IN; "Best overall on market." - Leslie J. Willis, Oakridge, TX; "No. 1-Strat-O-Matic, No. 2-APBA, No. 3-T.H.E. Pro Football." - Richard B. Robertson, McLean, VA; "T.H.E. is better than APBA, S-O-M, and BLM. Not familiar with TSG, Statis Pro - Absolutely the best for solitaire play." - Joe Meusey, Omaha, NB; "It is unquestionably the best game on the market." - Barry Schlenker, Gainesville, FL; "Having played T.H.E. since 1973, I feel it is by far the best currently on the market." - Robert S. Hart, Hamilton, Ontario, Canada; "T.H.E. is my favorite game, having tried APBA, S-O-M, and read of others. I have seen TSG. I think it is a good game, too. I don't know too much of Statis Pro." - Alan Minkoff, New Hyde Park, NY; "More complicated but also more accurate." - Sigurd M. Swenson, Sacramento, CA; "It is the most realistic." - Donald Wytko, Buckley, WA; "The best I have ever played." - Kenneth R. Miller, Lancaster, PA; "Although your defense averages out the results, in S-O-M the defense makes the game more exciting and still averages out. You are totally superior to APBA and Sports Illustrated." - Ricky Phillips, New York, NY.

Dear Sirs,

I have a couple of suggestions for the T.H.E. football game.

(1) This one is for people who find erasing the board difficult. Go to the store and buy a clear plastic folder (which should be found with or near school supplies. Next, cut the folder into 4 2"x8" sections and staple these sections over each of the four rating areas on the board. This should make markings much easier to rub off.

(2) This one is for the play of the game itself.

I was wondering if Steve Keplinger would make 2 punting columns for every punter in T.H.E. One for when punting within the opponents 50yd line and obviously one for punting on 50 or in the punters own territory. The purpose of this is to eliminate kicks such as 290, 37rd, 220 happening on the teams own 20yd line, rather somewhere around the other team's 45 where it more than likely happened.

Sincerely, Jim Collard, Newark, CA

1973-74 T.H.E. SEASON REPLAY

Dear Sirs,

I have just completed my second season with your game. Enclosed are the results. It was another enjoyable season and I hope you can keep the quality of the game with all the new rule changes.

I will wait again in July for word of the new team charts.

Thank you,
John Velotta
Denver, Colorado

AFC

East	W	L	T	Pct.	Pts.	Op.
Miami	10	2	2	.786	158	180
Baltimore	8	8	0	.429	124	105
Buffalo	5	7	2	.429	139	153
New England	5	8	1	.393	161	167
New York	4	9	1	.321	148	155

Central	W	L	T	Pct.	Pts.	Op.
Pittsburgh	10	3	1	.750	212	180
*Cincinnati	8	4	2	.643	172	105
Houston	7	6	1	.536	143	168
Cleveland	6	7	1	.465	172	179

West	W	L	T	Pct.	Pts.	Op.
*Oakland	8	5	1	.607	142	96
Kansas City	8	5	1	.607	146	139
San Diego	4	7	3	.393	105	148
Denver	4	10	0	.286	149	161

*Cincinnati won wild card berth

*Oakland wins division on 2 game series

Oak 6-K.C. 6; Oak 14-K.C. 3

20 Cincinnati at Oakland 34

9 Miami at Pittsburgh 12 (Sudden Death)

16 Oakland at Pittsburgh 10 (Sudden Death)

6 Oakland v Los Angeles 12³ at New Orleans
(Sudden Death)

NFC

East	W	L	T	Pct.	Pts.	Op.
Dallas	10	3	1	.750	193	115
Washington	8	5	1	.607	173	142
New York	5	7	2	.429	268	338
Philadelphia	4	9	1	.321	127	210
St. Louis	4	10	0	.286	146	200

Central	W	L	T	Pct.	Pts.	Op.
Detroit	6	6	2	.500	145	173
Minnesota	6	7	1	.465	142	187
Chicago	4	7	3	.393	127	162
Green Bay	3	11	0	.214	102	168

West	W	L	T	Pct.	Pts.	Op.
Los Angeles	13	1	0	.927	264	124
*Atlanta	9	5	0	.643	188	156
San Francisco	6	8	0	.429	136	160
New Orleans	5	9	0	.357	97	140

*Atlanta won wild card berth

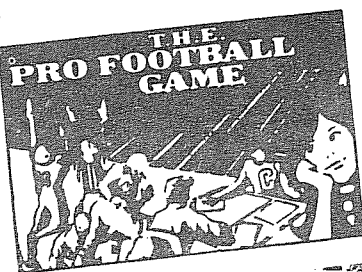
7 Dallas at Los Angeles 22

14 Atlanta at Detroit 13

14 Atlanta at Los Angeles 30

6 Oakland v Los Angeles 12 at New Orleans
(Sudden Death)

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