

**TABLETOP**

# **SPORTS GAMES**

**GAMECRAFT  
COMPANY**

**GAMECRAFT CUSTOMERS....**

**See the NEWS RELEASE on page 14!**

**INTERESTED IN MORE THAN ONE SPORT?  
THEN SEE THE MULTI-GAME DISCOUNT  
ON PAGE 15!!**

**TENNIS  
BOXING  
HOCKEY  
BOWLING  
BASEBALL  
PRO FOOTBALL  
COLLEGE FOOTBALL  
PRO & COLLEGE BASKETBALL**

**NOTICE FOR "EI" OWNERS**

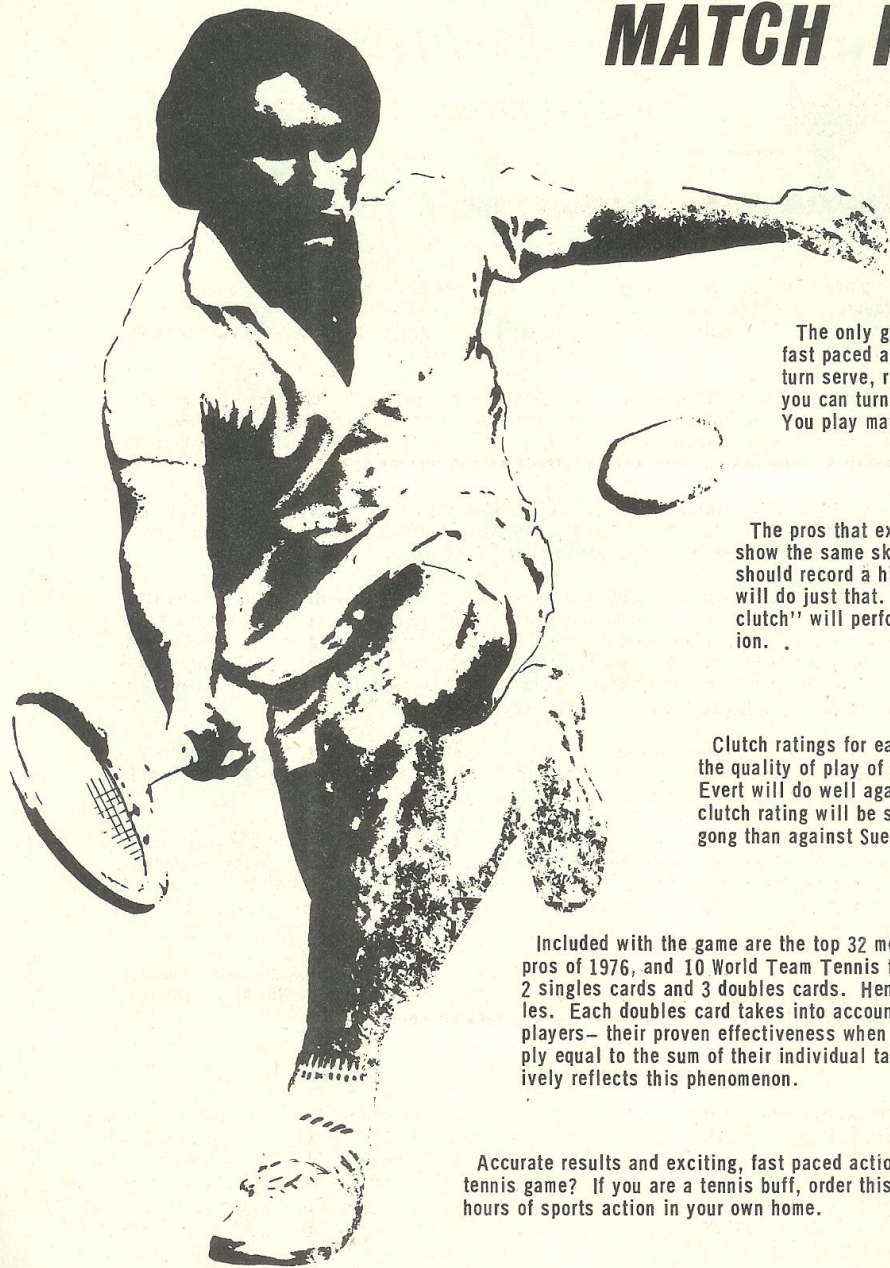
For those that don't care to do their own ...  
the new EXTRA INNINGS ratings are ready.  
Sick of hearing something to the effect of  
"Send us your \$8.75 now, in January, and we  
will ship your new card sets when we get good  
and ready— at least by the end of April!?"  
Then don't forget... the new "EI" ratings are  
ready, the cost is only \$2.95, and we SHIP  
SAME DAY ORDER IS RECEIVED!!! We spec-  
ialize in service— not arrogance.

**GAMECRAFT COMPANY**

P. O. BOX 1531  
VERNON, TEXAS 76384

1977 CATALOG 2/3  
In effect throughout 1977





# MATCH POINT

**\$9.95** ppd

The only game on the market that captures the fast paced action of real tennis. You serve, return serve, return, and so on, just as rapidly as you can turn over the unique fast action cards. You play matches faster than in real life!

The pros that excell at placing their first serve will show the same skill in MATCH POINT. Those that should record a higher than average number of aces will do just that. Those that perform well "in the clutch" will perform well in this true-to-life simulation.

Clutch ratings for each player provide an adjustment for the quality of play of the opponent for each match. Chris Evert will do well against any player any time, but her clutch rating will be slightly less against Evonne Goolagong than against Sue Barker.

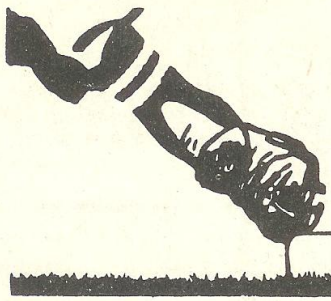
Included with the game are the top 32 men pros of 1976, the top 20 women pros of 1976, and 10 World Team Tennis teams. Each WTT team consists of 2 singles cards and 3 doubles cards. Hence, you can play singles or doubles. Each doubles card takes into account the combined skills of the two players— their proven effectiveness when playing together. This is not simply equal to the sum of their individual talents and MATCH POINT effectively reflects this phenomenon.

Accurate results and exciting, fast paced action.... what more can you want in a tennis game? If you are a tennis buff, order this game today for some fun-filled hours of sports action in your own home.

## CONTENTS OF "MATCH POINT"

20 Top Women Pros on Player Cards  
32 Top Men Pros on Player Cards  
10 World Team Tennis teams with 2 singles cards and 3 doubles cards per team  
Clutch chart  
Fast Action card deck  
Complete instructions





## EXTRA INNINGS

*The ultimate in table baseball!*

**\$9.95** ppd

"Extra Innings" players find this game makes all others seem like child's play. It's an adult game - unmatched for accuracy. Use it for competition with today's teams, with the greats of earlier years - whatever pleases you most. "EI" lets you do your own thing...play solitaire or head-to-head games in 20 minutes.

"Extra Innings" shows you how to prepare your own playing rosters from statistics. Yes...you get all the current major league teams and 39 great teams from the past, ready-to-play, with the game...BUT we also show you exactly how to compute all data; how to rate hitters and pitchers for walks and strikeouts, for exact averages, extra base hitting, defense, throwing and running speed.

We provide you with many rosters, ALREADY COMPUTED. But, if you want to use other teams, bring up players from the minors, adjust stats as a season moves along, compute playing data in future years, or recreate more teams from the past, etc., YOU KNOW HOW TO DO IT!

"Extra Innings" has won over thousands of table gamers because it is intelligently conceived and presented and lets the game player enjoy his hobby the way that suits him best. It combines the two elements: realism and gamesmanship. Like baseball itself, it is delicately balanced between offense and defense. Pitchers have the largest control in walks and strikeouts...but the individual batter also plays a part. Golden Gloves turn base hits into put outs...lead fingered players let put outs become base hits or become errors. We think you'll like the game and the way we market it.

Please understand this: you are buying a game and not a box of gimmicks. The text is in bound form. All charts and instructions are in place. Use the binder to keep your own records...take the charts out and tack them up...handle it the way you want.

With the game, you get - ready-to-play - all major league teams on 1976 records...over 600 players, rated to hit accurately for average and power, for fielding skills, running, team DP's. Pitchers graded to ERA and rated precisely for walks and K's. In addition to today's teams, you get 39 of the great teams of the past...plus all Hall of Famers, career rated...plus the "Top 400 Players of all time," best-season rated!

There is no replica of a playing field, no miniature base runners, no scoreboard to manipulate. You get carefully planned instructions, charts, and three dice. You get playing rosters all ready to put you in action. If you know baseball and can keep a boxscore, you need no more.

### WHAT THE FANS SAY!

"I find it to be the most interesting, most realistic, and most literate table top baseball game around."  
**S. S., St. Louis**

"...your game is indeed something very special.... You can be sure that this is one EI owner very happy with his game." **B. F., Ft. Carson, CO**

"FANTASTIC!!! There is no other word to describe Extra Innings. I've had EI for about 12 days and the game seems to get better every game. I've played such games as APBA and SOM, but your game outclasses them by far." **P. U., Ste. Genevieve, MO**

"...There are several other fine baseball games on the market, such as Strat-O-Matic or APBA, of which I have both. But none of the others put it all together like 'Extra Innings'." **R. T., Anderson, IN**

"I recently purchased your game and found it most enjoyable. I dug up an old copy of "Street and Smith's Baseball Yearbook" and recreated the major league rosters for the 1961 season. I had to trust my memory for things like a player's running and defensive ability, and the calculations were a good deal of work, but it was worth it.... Then, I set up a triple elimination tournament, and ended up with surprising results. Even though the '61 Yanks were clearly the superior team on paper, they were upset by Detroit in the American League final round...." **T. J., Gadsden, AL**

"...My praise for your game is based on almost twenty years of playing baseball table games (more than that if you care to include Red Barber's game and the Cadaco-Ellis All Star Game). You have certainly helped my economic condition. Now I no longer spend \$10 each year on new cards...." **T. O., Norton, MA**



## WHAT THE CRITICS SAY!

There are many games on the market today, all of which boast to be the best. Those who have purchased these games have noticed that, for the most part, they are almost all some derivation of the game which put modern baseball table-gaming on the map---APBA.

Well, sports fans, there is a new concept being used in some circles which is different. No longer is it necessary to buy those cards every year or to wait until the next year to play with this year's teams. "Extra Innings" has changed all of that. For the one-time price of \$9.95 you can manage any team that ever played major league baseball. All you need in addition to the game is a source from which to obtain player and team stats. All of the formulae used for computing the dice roll results are provided when you first purchase "Extra Innings". This alone is an asset to those of us who annually pay the I.R.S. and the game companies.

When it comes to managing, I personally know of no other game, playable in twenty or thirty minutes, which provides the opportunity for more managerial decisions. For instance, if you have a runner on third and want him to attempt the steal of home, . . . send him on his way. Do you want to try a double or triple-steal . . . go ahead. When in a close game, you might wish the runner on third to attempt making it home on a sacrifice fly to the outfield . . . be my guest. All this and much more are yours with "E.I.".

"Take one baseball super-fan, add an airtight mathematical formula, fascinating format, outstanding (but simple) package design, and an obvious desire to deliver a dollar's worth of baseball for the buyer's dollar; The result is what I consider to be baseball's ultimate representative in the dice-and-charts world....

Variety, action, playability, and realism — E.I. Baseball has them all. The price is moderate, but in terms of quality and material delivered the game is a true value. Strategy is abundant — either in the solitaire version or with an opponent. E.I. Baseball is nothing short of fantastic, and fully deserves the highest rating thus awarded by this columnist. Rating-A" May 1974 THE TRADER SPEAKS

Then there is one of the most important factors to serious table-gamers---accuracy. Well, in "E.I." you start off with three dice, not two . . . an accuracy-factor advantage of approximately six-to-one. Batting averages are bound to be more accurate when you have 216 possibilities against 36. Adding in the fact that all walks, double-play setups, hit-batsmen, etc. occur on the first dice roll, while the second is for hits and outs only, you increase that accuracy figure to almost twelve-to-one . . . .432 versus 36.

That's great for hitting but, how about the pitching stats? In "E.I." pitchers are not given a grade. Instead, you use their actual earned run averages with which to adjust their effectiveness against the hitters. These E.R.A. groupings/ give greater accuracy also in-that each grouping will include only those pitchers within about 0.12 of each other . . . .not 0.60 and upwards as in some other games. A pitcher with an earned-run average of 3.27 will be less effective than a pitcher whose E.R.A. is 3.15 . . . no matter how many innings he pitched. His control is determined by his actual percentage of strikeouts and walks---which again, adds to "E.I.'s" accuracy.....

All in all, no matter how you look at it, "Extra Innings" is a great table-gaming buy.

July 31, 1974 SCOREBOARD-----7

"Of all the games tested, EXTRA INNINGS was judged to be the buy for its \$9.95 price.... Of course, this is not to imply that (EI) is the only good game in the field, or that it stands head and shoulders above the rest. But when a number of persons were queried and those who helped on this project were quizzed nearly all agreed that EXTRA INNINGS offers the most in the way of statistics and value."

May 27, 1974 Hamilton, OH, JOURNAL-NEWS

"The thinking man's baseball game, no doubt about it." June-July 1974 ALL SPORTS DIGEST

EXTRA INNINGS is a totally different concept, not derived from a children's game of the 1930's, but a thoroughly adult experience that tests your skills not your fantasies

## WHAT YOU GET WHEN YOU BUY "EXTRA INNINGS"

- \*Random number table
- \*A complete description of how to play the game in book form.
- \*Playing instructions reduced to easy-to-use charts.
- \*Full instructions on how to convert statistics into playing data in the future.
- \*Specially designed scoresheets.
- \*All of the current Major League teams.
- \*All Hall of Fame players.
- \*The "Top 400 Players of All Time".
- \*40 of the Great Teams of the Past, as listed below:

NL	AL
1906 Chicago	1911 Philadelphia
1912 New York	1920 Chicago
1922 New York	1920 Cleveland
1927 Pittsburgh	1921 New York
1928 St. Louis	1922 St. Louis
1929 Chicago	1924 Washington
1934 St. Louis	1927 New York
1935 Chicago	1929 Philadelphia
1940 Cincinnati	1932 New York
1941 Brooklyn	1933 Washington
1942 St. Louis	1935 Detroit
1946 St. Louis	1936 New York
1947 Brooklyn	1939 New York
1951 New York	1946 Boston
1955 Brooklyn	1948 Cleveland
1957 Milwaukee	1953 New York
1960 Pittsburgh	1954 Cleveland
1963 Los Angeles	1961 New York
1969 New York	1969 Baltimore
1975 Cincinnati	1971 Oakland

## SPECIAL OFFERING WITH THE BRAND NEW FIFTH EDITION.....

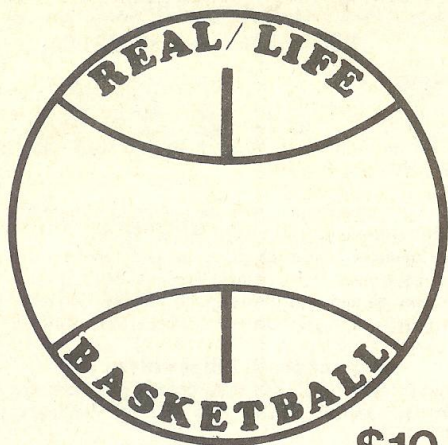
The 1933 All Stars on player cards— The player's "EI" ratings on one side with his photo on the other. 36 beautiful cards!

## THE MOST ACCURATE GAME ON THE MARKET

"Extra Innings" obtains exceptional accuracy in offensive statistics by utilizing two dice rolls with three dice. The First Roll deals with all the possible play actions, including signaling errors to be made, double plays to be scored, runners picked off bases and all elements which can affect the batters faced by pitcher and at bats elements. The Second Roll deals with only hits and outs and, in so doing, narrows the results to the only items which are relevant to obtaining batting averages and power hitting factors.

Note: New ratings based on the just finished Major League season are available each year about February 15. All orders for EXTRA INNINGS thru January 31 of each year will include the old ratings unless instructions are given otherwise. Orders received in February will be held and shipped with the new ratings.





**\$10.95** ppd

Look inside to see the best  
bargain in table basketball history!!!

## PRO and COLLEGE TABLE BASKETBALL GAME

**\*\* All NBA and ABA Teams**

**\*\* 40 Top College Teams**

Truly a basketball fan's idea of the complete table game. REAL/LIFE BASKETBALL makes all others seem like second-rate substitutes. Blending accuracy with gamesmanship, RLB allows you to reproduce the performance of the teams to the last statistical detail or, if you prefer, to make trades, strategy changes, and substitutions in an attempt to coach your favorite pro or college team to the championship. What's more, REAL/LIFE BASKETBALL shows you how to rate the players from stats! You don't have to keep buying new cards each season unless you wish to.

The crucial design problem for basketball games is how to reproduce accurate statistics and yet achieve reasonable playing time. RLB accomplishes this by its unique decks of Play Action Cards and Shot Cards. There are no dice to roll, no spinners to spin. You merely turn the cards and refer to the Play Result Chart. After developing a pattern of play, it is possible to complete a game in less than an hour while keeping a full set of statistics.

Player cards are included for the top ten players of each 1975-76 NBA team. Each player is rated for his ability at inside, outside, and foul shooting; penetrations; rebounding - both offensive and defensive; assists; ball handling; fouling; shot blocking; injuries; fatigue; and defense. In addition, you get player rosters containing all the above ratings for all 1975-76 ABA teams, 12 All Time Great NBA-ABA teams, the 40 top college teams from 1975-76, all remaining NBA players not included on player cards, and the Top 20 Pro Players of all time, best-season rated.

If your favorite team is not included, you need not worry. With our "rate-'em-yourself" instructions, all you need are the stats. You can rate your favorite college team - even the complete conference! No other basketball game allows you to do this - at any price.

With REAL/LIFE BASKETBALL you build your line-ups using whatever players you wish....follow actual line-ups or make some trades. You make the vital decisions to outguess your opponent in head-to-head play....or, if you prefer you can play solitaire. In either case, the players will respond with lifelike realism based upon a scientific statistical reconstruction of their actual court performances.

REAL/LIFE BASKETBALL scores higher in pure fun than all similar simulation games, even to the smallest detail: many different play options....realistic impact of player fatigue and fouls....and a true-to-life court location factor. Best of all, instructions are included for customizing the Play Action decks

for each team: in the pros, Boston will fast-break, Chicago and Phoenix will run pattern offenses.

This game will project you right into the center of the basketball world embracing the hundreds of players on the various teams. You'll maintain your own leagues backed by statistics charts, run divisional playoffs...conference championships...up to your own championship final. Could 1975 Boston have beaten 1965 Philadelphia? With RLB you can discover for yourself! Don't delay. Order today.

### CONTENTS OF REAL/LIFE BASKETBALL

- \*Play Action Cards - 2 decks of 40 each
- \*Shot Cards - 1 deck of 40
- \*Easy-to-use Charts - Play Result, Free Throw, Tipoff, Turnover, and Injury
- \*Basketball Court with shooting zones
- \*Complete description of how to play the game, including solitaire play
- \*Full instructions on how to convert statistics into player ratings in the future
- \*180 NBA Player Cards (based upon past season), ten top players for each NBA team
- \*These teams in roster form with complete ratings for each player:
  - Top 40 College Teams from last season - 400 players
  - All ABA Teams finishing last season - about 90 players
  - All NBA players not on cards - about 54 fringe players
  - Top 20 Pro Basketball Players of All Time
  - 12 All Time Great NBA-ABA Teams

### ALL-TIME GREAT TEAMS

NBA	
1969-70 New York	
1951-52 Minneapolis	1970-71 Milwaukee
1955-56 Philadelphia	1971-72 Los Angeles
1957-58 St. Louis	1974-75 Golden State
1958-59 Boston	ABA
1966-67 Philadelphia	1972-73 Indiana
1967-68 Boston	1973-74 Kentucky



## 40 TOP COLLEGE TEAMS

Indiana	W. Michigan	W. Kentucky
Marquette	Washington	Wake Forest
Rutgers	Virginia	South Carolina
Nevada-Las Vegas	Florida State	Arizona State
UCLA	Texas Tech	Kansas State
Alabama	DePaul	Louisville
North Carolina	St. Johns	Kentucky
Notre Dame	Centenary	Wichita State
Michigan	Princeton	San Diego State
Maryland	Memphis State	VMI
Missouri	Auburn	Connecticut
Arizona	Pepperdine	Providence
Tennessee	NC-Charlotte	Hofstra
Cincinnati		

Note: If your favorite college team is not listed, write the college's Sports Information Office for the stats and then rate the team yourself.

**How are players rated for Real/Life Basketball?** Players are rated on a one to ten scale for the following skills: defense, inside shooting, outside shooting, penetrations, free throws, offensive rebounding, defensive rebounding, assists, ball handling, personal fouls, blocked shots, playing time, injury, and quickness (for fastbreaks). For the nonsubjective categories these ratings are based upon the player's stats from the just completed season. For the subjective categories the ratings are based upon personal opinion, buttressed by stats whenever possible.

For example, a total defense rating is assigned to each team according to the average number of points scored against the team during the last season. This total rating is then divided among the top seven players of the team on a subjective basis. Likewise, total team ratings for offense (shooting) are assigned to each team. These totals are divided among the players on a statistical basis, however — according to each player's shooting stats. The Play Scoring Chart has been carefully adjusted so that a "5" rated player (for field goal shooting) going against a "5" rated player (for defense) will average 46% from the floor for the pros.

**How long does it take to play the game?** RLB is designed to be played in 30 minutes to 90 minutes depending upon how complete a set of stats you keep. The most important thing for short playing time is to learn your player's strong points and to develop an automatic pattern of play.

**Normalization.** All ratings in RLB are normalized. That means each player's rating takes into account the variation in skill from the earlier years of the NBA to the present, the variation from college to the pro, and from college team to college team. Hence, you can play the Phoenix Suns against the 1951-52 Minneapolis Lakers, against the 1975-76 Indiana University NCAA champs, or against the New York Nets. In REAL/LIFE, the results will be as in real life....within probability.

**The Newsletter.** The Real/Life Basketball Newsletter lets you know that there are others out there playing the game, enjoying it, trying new ideas, improving it, getting results. It's an exchange of ideas....a description of season replays....the relaying of playing hints and tips from all across the country....announcements of official changes in rules....corrections of error (Yes, we make a few.) And, best of all, it's only part of a larger publication that contains all types of articles on sports table games — TABLE TOP SPORTS. At only \$4.00 a year, it's a bargain!

**Availability of New Card Sets.** New player card sets and rosters are issued each year. You will be notified at the proper time. However, to continue to receive information on this and our other games you must keep us informed of your correct address. NOTIFY US OF ALL ADDRESS CHANGES AS SOON AS POSSIBLE, giving us both the new and old address.

## ORDER BLANK ON PAGE 15 MISSING?

We prefer that you send in your order on the form provided on page 15. However, if the form has already been used we will be happy to accept your order written on a plain sheet of paper.

## WHAT THE FANS HAVE SAID ABOUT REAL/LIFE BASKETBALL

"I like the ability to be able to rate teams myself." R.Y., Monroe, Indiana

"The cost is very good when compared to the great quality of the game. Other games of lesser quality, in my opinion, cost much more. ....Don't have to buy new player cards every year. Very realistic. Instructions can be understood easily. It lets you do your own thing." T.L., LaCrosse, Wisconsin

"The events and possibilities are sometimes frighteningly realistic, thus creating an exciting, plausible game." R.K., New Castle, Pennsylvania

"Fast moving, exciting." J.S., Mundelein, Illinois

"No other game I have played compares to BPS." J.H., Shaw, Mississippi

"The realism of the game is uncanny." T.H., Punxsutawney, Pennsylvania

"The Play Action Cards give the player control of the game and also enable him to visualize the action better. ...I like your game very much." J.E., Englewood, CO

"This game is the only game I have found to come close to real basketball. Thank you!" E.H., Delmar, Delaware

"One of the few basketball games that gives you true-to-life action. A great value at a reasonable price." S.E., North Huntingdon, Pennsylvania

"Excellent detail in floor play and in player ratings." J.B., Riverdale, Illinois

"This game is great for the league we have." L.L., Auburn, New York

"This game is more realistic because of the offensive movement of the ball from player to player. I like it better than any other game I've ever owned." D.H., Elkview, WV

## SAMPLE PLAYER CARD

MARAVICH 3		G
DEFENSE	4	
INSIDE SHOT	6	
OUTSIDE "	10	
Free Throws	8	
Penetrations	5	
Rebound-O	1	Fouls 3
Rebound-D	5	Injury 4
Dribbling	9	Fatigue 6
Passing	9	Assists 8
Quickness	8	B.L. Shot 2
HT 6-5	G 62	AVE
NEW ORLEANS	7	25.9

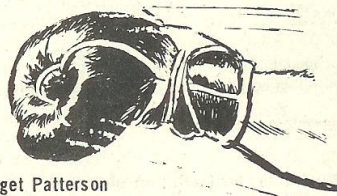


# DATA BOXING

EXCITING NEW  
TABLE GAME!

\$9.95 ppd

- \*\*Plays lightning fast
- \*\*Has detailed individual ratings on past and present boxers in all divisions
- \*\*Has different referees who are rated on how they handle and score a bout
- \*\*Has different judges who score differently including the factor of hometown favoritism
- \*\*Has boxers who can get tired, injured or be out-of-shape or even be "psyched-out"
- \*\*Bouts can be held by current or old-time rules
- \*\*Boxers can be matched to determine the all-time greats in each division
- \*\*Has no formula ratings; each boxer is unique
- \*\*Has simple and advanced methods of play for one price
- \*\*Encourages the player to experiment with other methods
- \*\*Lets the player choose strategy for his boxer
- \*\*Predicts future bouts
- \*\*Ali, Louis, "Sugar Ray" Robinson, John L. Sullivan - they're all here! Watch Liston get Patterson in Round 1, but falter against Ali. See Foreman destroy Frazier, but fall to Ali. Match Louis and Dempsey. See boxing come alive before your eyes. Discover new superstars.
- \*\*Unlike any sports game, DATA BOXING gathers all its own information by research. There probably will never be a more accurate boxing game. You must see it to believe it. Play an entire 16-man tournament in one evening.



## CONTENTS OF DATA BOXING

**INDIVIDUAL BOXER'S CARDS** (on card stock) - 7 Current Heavyweights and 32 Heavyweight Champs (all since John L. Sullivan)

**INDIVIDUAL BOXER'S CARDS** (on paper)-  
60 Current Heavyweights.

122 Current Non-Heavyweights. Over 100 Flyweights through Light Heavyweights, including all champs and major contenders worldwide.

30 All-Time Light Heavyweights which include Jack O'Brien, George Carpentier, Gene Tunney, "Slapsie" Maxie Rosenbloom, Billy Conn, Archie Moore, Dick Tiger, Bob Foster and Harry Greb, the middleweight and only conqueror of Tunney.

30 All-Time Middleweights which include "Non pareil" Jack Dempsey, Mysterious Billy Smith, Stan Ketchel the power man, Greb, Mickey Walker, Tony Zale, Rocky Graziano, Jake LaMotta, Sugar Ray Robinson (peak and past peak cards), Carmen Basilio, Gene Fullmer, Emile Griffith, Nino Benvenuti and Carlos Monzon.

9 All-Time Welterweights which include Kid Gavilan, Dixie Kid and Jose Napoles.

30 All-Time Lightweights which include Joe Gans, Battling Nelson, Benny Leonard, Kid Chocolate, Ruby Goldstein, Tony Canzoneri, Barney Ross, Lou Ambers, Henry Armstrong (holder of three titles), Ken Buchanan and Roberto Duran.

17 All-Time Featherweights which include Willy Pep and Sandy Saddler.

16 All-Time Bantamweights which include Pete Herman and Reuben Olivares.

9 All-Time Flyweights which include Jimmy Wilde, Pancho Villa and Fidel LaBarba.

45 Heavyweights of the Past which include several opponents of Louis, Dempsey, Marciano, Johnson, Ali, etc.; several famous Black boxers who were refused title shots - Sam Langford, Harry Wills, Peter Jackson, etc.; several White Hopes who tried to dethrone Jack Johnson - Gunboat Smith, Fred Fulton, Luther McCarty, etc.; all light heavies who tried for the title; the oddity Joe Grim who would go down fifteen times in a bout and keep getting up; and Harry Greb the middleweight, the only man to beat Tunney, the man Dempsey refused to meet and perhaps the greatest all-round boxer ever.

**GAME BOARD** - with simplified instructions

**CLOCK BOARD**

**INSTRUCTIONS**

**RANDOM NUMBER TABLE**

**STRATEGY FACTOR CARDS** (for advanced play) - 8



H 1918-23 6'1 191 2.6

### Ba5 JACK DEMPSEY 1 (LRlr)

3a Out -1+1 46 P 1-2(+3)3(+2)  
In 30 A A(B) C 1-3(+3)4-5(+1)  
Clinch 6 6-10(+2 11-15(+1)  
A 1-4(+1)7-10(+1)12(+1)

N2 SR S

3 TKO/FOUL

4 KO/2

5

6

7

8

9

10 MOVES IN

11 ♦

12 1

13

14 N1/INJ/2

15

16 KO/N2/CUT/3

17 K\*/N\*/CUT/1

18 TKO/FOUL

NEM CUT 2 W

3

4 K/TKO

5

6

7 K/TKO

8

9 INJ 2

10 INJ 2

11 CUT/INJ 2

12 CUT/INJ 2

13 N/CUT/INJ

14 N1/CUT/INJ

15 N2/CUT/INJ2

16 CUT

17 CUT/INJ 1

18 CUT

Nullify when boxing defensively\*

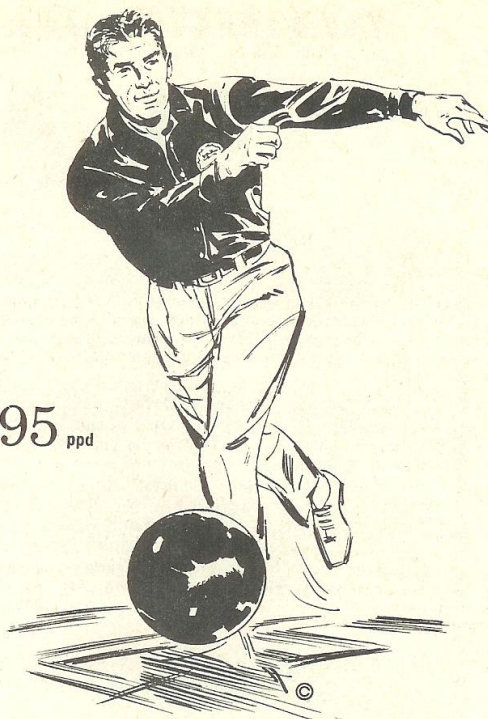


# KEGLER KINGS

## TABLE BOWLING GAME!

Here is the ultimate table game for any bowling fan. It's ideal for the avid bowler or the casual twice-a-year fan. You can bowl a complete game in less than two minutes — after only a couple of games for practice! Included are all of the factors that should be in any bowling game: Custom bowling cards for 50 current top pros and 26 All Time Greats; each card designed to reproduce each bowler's season or lifetime average, give or take a few pins each game. An Oddity Chart to instill those rare but actual events that occur in bowling: difficult splits, thumb blisters, foul violations, and the like. A Pressure Chart to simulate the variations in a bowler's skill due to the intense pressure of competition for trophies or prize money. And a random number table to serve as an activator and to speed up play.

**\$9.95** ppd



The game is simple to play. You simply consult the random number table (or roll two dice) and look up the result on the bowler's card. If it's a strike, you mark it, and then do the next frame. If it was not a strike, you roll again and consult the proper column on the card according to whether the pocket was missed on the right or left. Except for a few unusual cases, you immediately find whether the spare was converted or not. It's that simple!

### WHAT YOU GET WHEN YOU BUY "KEGLER KINGS"

- \* 78 Top quality bowling cards — 50 recent, 26 all time greats
- \* Complete instructions in booklet form
- \* Random number table
- \* Oddity chart
- \* Pressure chart
- \* Regulation scoresheets
- \* Shipping carton/storage box

### Bowling Cards Included with Game

Paul Colwell  
Teata Semiz  
Art Trask  
Norm Meyers  
Barry Asher  
Tim Harahan  
Les Schissler  
Bobby Fenton  
Bobby Cooper  
Cliff McNealy  
Steve Neff  
Sam Flanagan  
Matt Surina

Earl Anthony  
John Petraglia  
Mark Roth  
Larry Laub  
Gary Mage  
Dick Weber  
Dave Davis  
Butch Soper  
Roy Buckley  
Nelson Burton  
Dick Ritger  
Jay Robinson  
Jim Stefanich

Wayne Zahn  
Alex Seymore  
Jim Frazier  
Dave Soutar  
Skee Foremsky  
Jim Godman  
Dennis Murphy  
Dennis Swayda  
Palmer Fallgren  
Louie Moore  
Jimmy McHugh  
Joe Berardi  
Buzz Fazio

Lou Campi  
Joe Joseph  
Don Carter  
Frank Benkovic  
Buddy Bomar  
Dick Hoover  
Joe Norris  
Mike Durbin  
Skang Mercurio  
Eddie Lubanski  
Allie Brandt  
Andy Varipapa  
Count Gengler

Bob Pinkalla  
Bob Strampe  
Billy Hardwick  
Chuck O'Donnell  
Bill Lillard  
Al Cohn  
Joe Wilman  
Ray Bluth  
Steve Nagy  
Elvin Mesger  
Ed Kawolics  
Joe Bodis

Butch Gearhart  
Carmen Salvino  
John Guenther  
Gary Dickinson  
Don McCune  
Don Johnson  
Craig Mueller  
George Pappas  
Mickey Higham  
Bob Hood  
Curt Schmidt  
Marty Piraino

Now included at no extra cost....

**YOUR OWN**

**PERSONALIZED BOWLING CARD!!!**

Give us your bowling average and we will send a card computed just for you. With this card YOU can bowl against the best in the world. Be sure to state your exact average on the order blank. Extra personalized cards are available at 50¢ each. An order blank is enclosed with the game.



# POWER PLAY!

## PRO HOCKEY TABLE GAME



A companion game to our basketball game, POWER PLAY! uses the same unique system of Play Action Cards and Shot Cards. Each pro team has its own special combination of Play Action Cards to re-create the distinctive characteristics of that team. The players that shoot often in real life will shoot often in POWER PLAY!; non-shooting defensemen will be just that....their goal attempts will be few and far between.

Each player is rated for goals, shots on goal, assists, penalties, defense, and face-offs. In addition, complete instructions are included for rating the players yourself. If you wish to rate more old-time teams, rate the rookies that aren't included in the game, bring up players from the minors, or perhaps create your own card sets in future years rather than buying them from us....you can do it!

Included with the game, however, are many players already rated on individual cards and rosters for all the categories of ability mentioned above. Player cards are provided for the top 13 players on each NHL team from the past season, 208 players in all.

Complete rosters with ratings are provided for the remaining NHL players from last season, all WHA players from the past season, the TOP 30 Pro Hockey Players of All Time (best season rated), and 14 Great Teams of the Past.

### PLAYERS RATED FOR

Face-Offs  
Shooting  
Assists  
Penalties  
Defense  
Saves (goalies only)

### FEATURES

Adjustments for different zones  
Home team advantage  
Accurate shooting frequencies  
Pre-rated cards and rosters  
Instructions for rating additional players

### 14 GREAT TEAMS OF THE PAST

NHL	
1973-74 Philadelphia	1967-68 Montreal
1973-74 Boston	1967-68 St. Louis
1973-74 Montreal	WHA
1972-73 Chicago	1973-74 Houston
1971-72 Boston	1973-74 Chicago
1971-72 New York	1972-73 New England
1974-75 Buffalo	1972-73 Winnipeg
	1974-75 Quebec

**Availability of New Card Sets.** New player card sets and rosters are issued each year. You will be notified at the proper time. However, to continue to receive information on this and our other games you must keep us informed of your correct address. NOTIFY US OF ALL ADDRESS CHANGES AS SOON AS POSSIBLE, giving us both the new and old address.

### ORDER BLANK ON PAGE 15 MISSING?

We prefer that you send in your order on the form provided on page 15. However, if the form has already been used we will be happy to accept your order written on a plain sheet of paper.

## NHL and WHA BOTH!

### CONTENTS

- ♦ Play Action Cards - 2 decks of 40
- ♦ Shot Cards - 1 deck of 40
- ♦ Easy-to-use Charts
  - Action Chart
  - Penalty Chart
  - Face-Off Chart
  - Save Chart
- ♦ Hockey Rink Board
- ♦ Complete instructions for face-to-face play or for solitaire
- ♦ Information on how to convert statistics into player ratings
- ♦ 208 NHL Player Cards (based upon last season)
- ♦ The following teams in roster form with complete ratings for each player:
  - Fringe NHL players from last year not on cards
  - All WHA players from last season
  - Top 30 Pro Hockey Players of All Time
  - 14 Great Teams of the Past

### 30 TOP HOCKEY PLAYERS OF ALL TIME

Jean Beliveau	Glenn Hall	Brad Park
Frankie Brimsek	Doug Harvey	Jacques Plante
Walter Broda	Red Horner	Maurice Richard
Frank Clancy	Gordie Howe	Terry Sawchuk
Dit Clapper	Bobby Hull	Milt Schmidt
Bill Cook	Ching Johnson	Eddie Shore
Bill Durnan	Red Kelly	Jack Stewart
Phil Esposito	Ted Lindsay	Cecil Thompson
Charlie Gardiner	Howie Morenz	Georges Vezina
Bernie Geoffrion	Bobby Orr	Lorne Worsley

### SAMPLE PLAYER CARD

#### JACQUES LEMAIRE (F)

PF	4	SOG	4
DEF	6	PEN	1
FO	2	AST	4

MONT. CANADIENS



# T.H.E. PRO FOOTBALL GAME \$10.95 ppd

## INCREDIBLE!

THE Football game for you is T.H.E. Pro Football. Why? Because we think you want THE Game containing every offensive and defensive player who made even a single contribution. Over 1050 players each year are in control.

Realism is THE name of T.H.E. Game. We ask you to compare T.H.E. to any game.

If you want the utmost in pro football reproduction, there is no choice to make.

**T.H.E. GAME IS THE GAME FOR YOU!**

### NUMBER OF PLAYERS:

Other games - 850 or so players

T.H.E. - Over 1050 players

### NUMBER OF PLAYS:

Has more offensive plays to choose from than any other game. Has more defensive sets to call than any other game. (These sets have a true effect on each play; they have not been included for token realism.)

### FLOWABILITY:

Entire team is before you on one 11x17 board. There is no fumbling for minor players; everybody who did anything the previous year is rated for it on the board. Half of the play results are given directly on the player's card on the board.

### ACCURACY:

\*Included are the **INDIVIDUAL PLAYS** in each season that were so important: The 32 yard off tackle runs, the 86 yard pass completions, each players best and worst plays and everything in between.

\*Included are the **UNIQUE PLAYS** that other games forget about: The play when the punter gets tackled; the play when the quarterback fumbled, picked it up and threw a td, etc.

\***OFFENSE VS. DEFENSE** - Each play is a unique play in itself, taking into consideration the offensive strength, offensive call, defensive strength, defensive call.

\***FUMBLES** - Only game that takes into account the actual fumbles that were made and recovered by each individual player.

\***PENALTIES** - Only game that does not randomly assess penalties in one way or another. Based on actual number of penalties assessed each team.

\***PASS RUSH** - Only game that takes into account defensive team's ability to "sack" opposing quarterback, as well as amount of times offensive team's quarterback has been tackled attempting to pass.

\***INTERCEPTIONS** - Only game that takes into account how well individual players returned interceptions as well as how many interceptions each individual player has made.

\***INJURIES** - Takes into account how often each player was injured.

\***KICKOFF AND PUNT RETURNS** - Only game that takes into account not only how well each player returned kickoffs and punts, but how many each of them returned.

\***RECEIVING** - Takes into account not only quality of pass receiver, but distance of his catches, from shortest to longest.

\***TIMING** - Only game with unique timing system for true length of professional football plays. This gives the players correct options for calling plays in all situations.

#### 7 Terry Bradshaw - QB

Q-D	S	L	Run
3 X	1	15	-5yds
4 X	RUSH,F	RUSH	16yds,0
5 I,P	15	13	-5yds
6 C	RUN	RUN	21yds
7 C	4,P	19	9yds,0
8 C	6	RUSH	3yds
9 I	8	16	-1yd
10 C	11	9	7yds
11 C	10	12	2yds
12 C	13	5	0yds,0
13 I	RUSH	14,P	8yds,0
14 C	20	RUN	-2yds
15 I	RUN	RUSH	16yds,0
16 C	RUSH	20	-5yds
17 C,P	17	[s]	21yds
18 X	RUSH	17	8yds,0

Passer - 180 Att.

Actual-size reproduction of Terry Bradshaw's card from the Pittsburgh team board of the 1974 edition of T.H.E. Note that approximately half of the play results are given on the card.

"By far the best of all the football games on the market."

Wayne Winston  
Livingston, New Jersey

"If you want the utmost in realism, this could be the game for you."

Doug Johnston  
Table Sports SCOREBOARD

"You have devised an excellent game, the best on the market."

Robert P. Jones  
Reading, Massachusetts

## GREAT TEAMS OF THE PAST

Included at no extra cost in each game of T.H.E. Pro Football are these eight Great Teams of the Past:

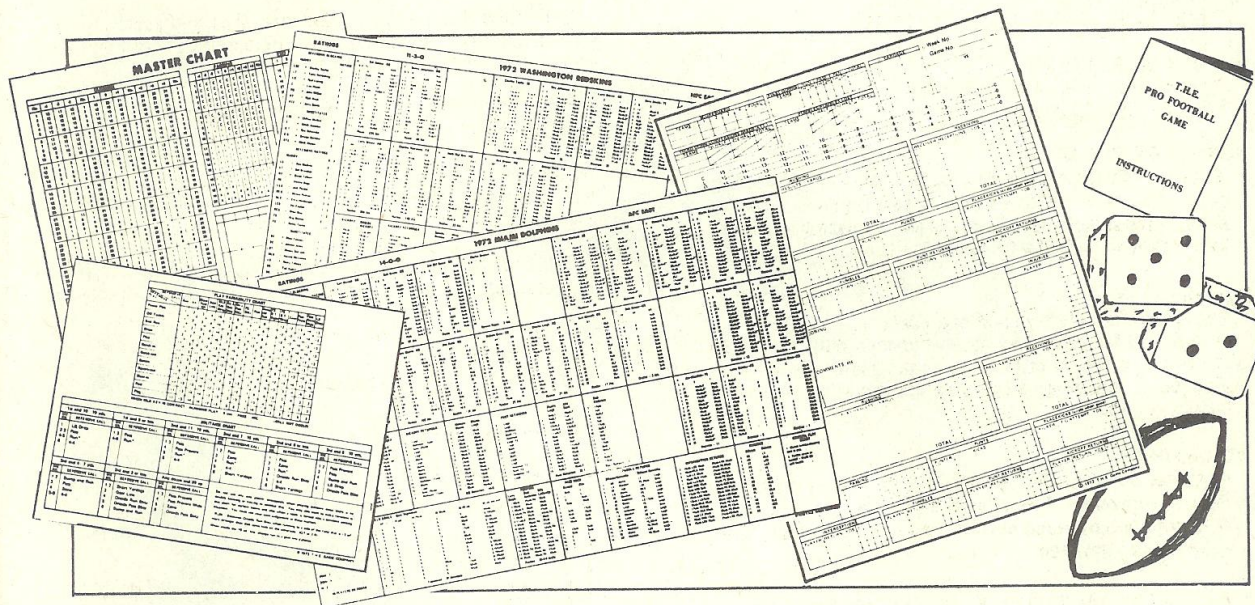
1958 Baltimore	1972 Miami	1973 Miami	1974 Minnesota
1962 Green Bay	1972 Washington	1973 Los Angeles	1974 Pittsburgh



How many times have you second guessed the strategy of your favorite pro team? Well, if you are the type of fan that would like to be a part of the action, now is your chance. With T.H.E. Pro Football Game you can call all the plays, both offensively and defensively, of some or all of the teams in the NFL. You will not only be coaching the stars of the past season, but everyone that played. Every team is represented by over 40 men. THIS ALLOWS YOU TO NOT ONLY USE EVERY PLAYER, BUT ALSO GIVES YOU THE OPPORTUNITY TO USE EACH MAN REALISTICALLY. IN OTHER GAMES YOU MAY HAVE TO USE A PLAYER MUCH MORE THAN HE ACTUALLY PLAYED, SIMPLY BECAUSE THERE IS NO ONE ELSE TO PUT IN, BUT IN T.H.E. PRO FOOTBALL GAME THIS WILL NEVER OCCUR. You can replay every aspect of the previous year's NFL season with astoundingly realistic results. All the players perform for you just as they did for their true to life coach.

## CONTENTS OF T.H.E.

◆Instruction book ◆Set of four dice  
◆Game box ◆Detailed scoresheets  
◆Multi-colored football field ◆Compact, easy-to-read Master Chart  
◆Offensive play call card ◆26 NFL Team Charts with every player on each team ◆Plus...these Teams of the Past:  
1958 Baltimore 1962 Green Bay  
1972 Miami 1972 Washington  
1973 Miami 1973 Los Angeles  
1973 Minnesota 1974 Pittsburgh



## COMPARISON OF T.H.E. PRO FOOTBALL AND TSG PRO FOOTBALL

**STYLE AND METHOD OF PLAY:** Very similar, although small differences do exist. Both have the same approximate set up time. T.H.E. has slightly more offensive plays from which to choose.

**STATISTICAL ACCURACY:** Both games are extremely accurate statistically. However, T.H.E. limits all possible events to only those that actually occurred in the NFL season upon which the ratings are based while TSG allows more freedom in possibilities.

**PLAYER RATINGS:** T.H.E. has 26 NFL teams charts composed of likenesses of player cards printed side by side on 11" x 17" sheets. TSG has approximately 338 player cards— individual cards for quarterbacks, dual cards for running backs, and team cards for offensive linemen, offensive subs, defensive players, kickers, specialty teams, etc. TSG has about 40 players per team— for a total of approximately 1040— while T.H.E. has every player in the NFL.

**GREAT TEAMS:** Both games come with eight different Great Teams of the Past.

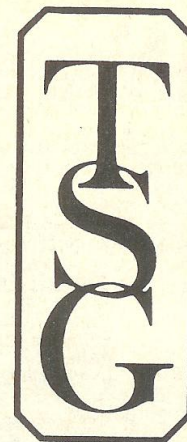
**COST:** T.H.E. costs only \$10.95 while TSG costs \$13.95 due to the higher cost of producing the 338 player cards.

**AVAILABILITY:** Both games have new sets of charts/cards based upon the just completed NFL season issued each year in the middle of July. All orders received thru June 30 will be filled with games containing the old ratings unless other instructions are given.

**NEWSLETTERS:** Both games have newsletters contained in TABLE TOP SPORTS.



# TSG I: PRO FOOTBALL



T.M.

## In TSG I, YOU ARE the coach!!!

- YOU plan game strategy
- YOU make the line-ups
- YOU call the plays
- YOU set the defenses
- YOUR coaching ability will effect the outcome of games

**\$13.95** ppd

## In TSG I, the NFL PLAYERS will perform for you just as they did in real life.

- The RUNNERS will duplicate their average per rush and long gains and display differences in ability to run inside and outside.
- The PASSERS will duplicate their completion percentage, long gains, frequency intercepted and tackled; even their frequency and effectiveness of scrambles when the blocking breaks down or the receivers are covered. PASSERS will display differences in ability to throw short, medium and long.
- The RECEIVERS will be more or less effective week to week depending on the specific defender covering them.
- The KICKERS will duplicate their accuracy, average and percentage blocked and will occasionally attempt to make a first down running (only if they did in real life).
- INTERCEPTORS and RETURN MEN will duplicate their season statistics.
- FUMBLES and PENALTIES occur just as in real life.
- INJURIES occur also, but players who did not miss much playing time because of injury in real life will not miss much time in TSG I.
- You'll be startled by such UNUSUAL PLAYS as a player being ejected for abusive language to an official.
- All POSITIONS are assigned their correct relative value and ALL positions are important.
- PLAYING TIME including set-up and stat summarization is well under 2 hours.

**Quite simply, TSG I has it ALL!!!**

## TSG I: PRO FOOTBALL SIMULATES NFL FOOTBALL EXACTLY!!!

Programmed into the 988 player ratings is the data necessary for the players to reproduce exactly, within the limits of probability, their performances during the just completed NFL season. This can be done by playing the same schedule and duplicating the frequency of use of each player. That's where the fun comes in! By forming leagues, making trades, running outside more, calling more screens and draws, calling defensive sets flawlessly, any variation in strategy, you will affect the results. Perhaps you can guide your favorite team to the Super Bowl. One word of caution...poor coaching can hurt your team just as good coaching can help it. This game will challenge your football knowledge to the utmost. It's up to you as the coach to get the most out of your players.

Regular components include 38 players per team rated on 312 player cards. These include individual cards for all ball handlers such as quarterbacks and running backs and multi-player cards for starting offensive linemen, starting defensive linemen, substitute offensive linemen, specialty teams, etc.

NEW ENGLAND					
14					
STEVE GROGAN					
274	50.7	7.21	11		
139	6.6	14.2	62		
RPG 1	PPG 29	QB 3			
S	M	L	X	P	
3	1		12r	12	3
4	18		LG 2	18	4
5	3	30i	4a 26r	21	5
6	17	14	11	21	6
7	X	6	16	22	7
8	5	9b	X 24r	22	8
9	7	X	X 23s	23	9
10	X	16	X 25s	23	10
11	8	X	X 26i	23	11
12	X	X	X 26s	24	12
13		15	8 28i	24	13
14	10	X	10b 20r	24	14
15	16	4a	30i 5	25	15
16		3	15 28s	25	16
17	15		LG 16r	20	17
18	30i		11r	15	18

## COMPONENTS OF TSG I

- \* Four top quality dice
- \* A complete description of how to play the game in booklet form
- \* Easy-to-use charts and play boards
- \* Specially designed roster sheets
- \* Game summary sheets
- \* Team roster sheet
- \* Football field or yardage sheets
- \* Set of handy rule cards
- \* All 26 NFL teams on 1975 records - 988 players on top quality player cards
- \* 9 offensive play cards: plunge, off tackle, end run, draw, screen, quick toss, circle, zig out, fly
- \* 10 defensive sets: short yardage, all purpose, MG keys on back, pass rush, FS double covers end, blitz MG, blitz FS, blitz all LB, tight coverage, pass prevent

## \* These Teams of the Past:

1970 Baltimore	1972 Miami	1974 Minnesota	1974 Buffalo
1971 Dallas	1972 Washington	1974 Oakland	1974 Pittsburgh



# GOAL!

# COLLEGE FOOTBALL

1977 Edition

**\$6.95** ppd

Available  
March 20

\*\* With INDIVIDUAL ratings  
for all ball handlers

\*\* With these components:  
Results chart  
Penalty chart  
Random number table  
Instructions  
55 1976 College teams

\*\* Produced in compact book form

## THE GOAL! 1977 LINEUP

California	Arizona
Oregon	Arizona State
Southern Cal	Brigham Young
Stanford	Wyoming
U.C.L.A.	
Washington	Duke
	Maryland
Colorado	North Carolina
Iowa State	North Carolina State
Kansas	Wake Forest
Kansas State	
Missouri	Ball State
Oklahoma	Miami
Oklahoma State	
Nebraska	Brown
	Dartmouth
Illinois	Yale
Indiana	
Iowa	Alabama
Michigan	Auburn
Michigan State	Florida
Minnesota	Georgia
Northwestern	L.S.U.
Ohio State	Mississippi State
Purdue	Tennessee
Wisconsin	Vanderbilt
	Kentucky
Arkansas	
Houston	Air Force
Southern Methodist	Boston College
Texas A & M	Florida State
Texas Christian	Georgia Tech
Texas Tech	Navy
Rice	Notre Dame
	Penn State
	Pittsburgh
	San Diego State
	South Carolina
	West Virginia

## FROM PAST OWNERS.....

"Being an owner of 17 'major' table games of various sports and various companies, I feel very qualified in claiming that GOAL! College Football is one of the top two or three games in any sport when it comes to accuracy of statistics, as well as in its ability to allow the gamer to visualize action."

Scott Nichol, Pittsburgh, PA

"When I was searching for a college football game last year, I was disappointed a number of times - T.H.E. did not put out a college game, NEGAMCO was boring, STATIS-PRO was too simplistic - before I came upon the GOAL! company. Quite simply, I would say that the GOAL! COLLEGE FOOTBALL game is the best college football game that I have played. The only weakness, of course, was the quality of the game parts (I had to use an old APBA football field; it was the only non-paper item in the game.) The game is somewhat unique in that it includes names and ratings of individual players. After having played Negamco and Statis Pro, I would say that individual player ratings were the game's most appealing features. Still, it is relatively uncomplicated and enjoyable."

Mark Herrmann, Center Moriches, NY

## STILL AVAILABLE!

The 1976 edition of GOAL! COLLEGE FOOTBALL with a lineup of 50 1975 college teams and 3 great college teams of the past - 1968 Texas, 1972 Southern California, and 1973 Notre Dame. The cost is still only \$5.95. Specify "1976 Edition - GOAL! COLLEGE FOOTBALL."

# GOAL!

## GREAT PRO TEAMS OF THE PAST

**\$5.95** ppd

\* Same game structure and individual ratings as in the immensely popular GOAL! COLLEGE FOOTBALL game.

\* Same compact book form.

\* These 28 Great Teams :

Available  
March 20

1942 Washington	1948 Philadelphia	1956 New York	1962 Dallas Texans	1964 Cleveland	1968 Baltimore	1971 Dallas
1942 Chicago	1950 Cleveland	1958 Baltimore	1962 Green Bay	1965 Buffalo	1968 New York	1972 Miami
1944 Green Bay	1951 Los Angeles	1960 Philadelphia	1963 Chicago	1966 Green Bay	1969 Minnesota	1974 Oakland
1947 Chicago	1953 Detroit	1961 Houston	1963 San Diego	1967 Oakland	1969 Kansas City	1975 Pittsburgh



# NEWS RELEASE

To: Gamecraft Past Purchasers

- RE: 1) New Tennis game- MATCH POINT  
2) New printing of DATA BOXING  
3) 1977 Edition of GOAL! College Football  
4) New Fifth Edition of EXTRA INNINGS

- 1) We're very pleased to announce the availability of a new sports simulation from Gamecraft- MATCH POINT, a tennis game designed by Samuel Passamonte. The game uses fast action cards to simulate the rapid pace of the tennis pros- and simulate it does. It's an addition to our line of products that we're very proud of. See page 2 for a more complete description. Priced at \$9.95 ppd.
- 2) DATA BOXING is now in its second printing (January 1977). All current boxing cards have been updated and several more boxers - both current and past- have been added- about 100 in all. Check the description on page 7 for the details of the contents of the second printing. This complete set of approximately 415 cards (as described on page 7) is available to past purchasers of the game for \$4.90. Use the order blank on page 15 and specify "CARDS- 2nd Printing DATA BOXING." We repeat: This offer is open to CURRENT OWNERS OF THE GAME ONLY! (The purchase of the cards also counts as one game toward the multi-game discount)
- 3) The new ratings for GOAL! COLLEGE FOOTBALL (based upon the just completed 1976 season) have been completed and should be printed and ready for shipment March 15. See page 13 for the teams included. These teams are available to GOAL! past purchasers (from Gamecraft) for \$4.95. On the order blank specify "TEAMS- 1977 GOAL! COLLEGE FOOTBALL." We repeat: This offer open to CURRENT OWNERS OF THE 1976 EDITION ONLY! (The purchase of the teams counts as one game toward the multi-game discount.)
- 4) A brand new Fifth Edition of EXTRA INNINGS has just been released, complete with the 1976 Major League ratings. The game has been completely re-typeset from cover to cover. This has particularly helped the raggedy look of the old team rosters which had been dragged through several re-printings. In addition, the game contains 36 beautiful, glossy player cards for the 1933 All Stars, with the player's "EI" ratings on one side and his photo on the other side. We've got some special offers for past purchasers of "EI" but first we'll let Jack Kavanagh tell about the changes in the playing mechanics of the game (from a reprint of his column in the "EI" Newsletter section of the Winter 1977 issue of TABLE TOP SPORTS):

"Extra Innings" is now available in a new edition featuring changes which have evolved from the playing experiences of table gamers. "EI" was introduced in 1970 and has been upgraded for playability in successive editions. The 1977 edition is the fifth reprinting and each has brought improvements to the flow of the game.

The major change is with the game's Second Roll Chart. For those unfamiliar with "EI" it should be explained that the game obtains exceptional accuracy in offensive statistics by utilizing two dice rolls with three dice. The First Roll deals with all the possible play actions, including signaling errors to be made, double plays to be scored, runners picked off bases and all elements which can affect the batters faced by pitcher and at bats elements. The Second Roll deals with only hits and outs and, in so doing, narrows the results to the only items which are relevant to obtaining batting averages and power hitting factors.

Until this edition, the Second Roll Chart consisted of six columns each presenting 36 combinations possible for each three dice set starting with the same digit on the first reading: 1-1-1 through 1-6-6 and continuing through to a total of 216 combinations. Put outs were assigned to each dice combination in proportion to the likelihood of put outs to each defensive position. While this produced realistic defensive statistics it is recognized that few table gamers actually compute fielding averages and more of them are sensitive to the realism of the play action. The new chart presents the play action in a more succinct form, ascribing any result to an identifying first digit so that all sequences beginning with 1-1-1 through 3-6-6 are read as flyouts to outfielders (when not converted to base hits); 4-1-1 through 4-6-6 are infield fly outs (or, line drives); 5-1-1 through 6-6-6 are ground ball outs when not converted to strike outs. A variety of actions are provided on the basis of the "out" situation (no out, one out, two out) when the action by the batter takes place.

The third die is used to provide "direction" to the batted ball so that right handed batters pull the ball more often to left field or to the left side of the infield and left handed batters likewise to their pull side.

However, the major value to the table gamer is that the chart is much easier to memorize and reduces the frequency for referral to

the chart.

The method of charging errors to defensive positions and affecting these by the rated capability for defense by a player at a given position has been completely replaced. Again, the utilization of a directional technique is the key. Errors are now charged, as is logical, to the player to whom the ball was batted according to the directions of the Second Roll Chart.

A number of minor changes have been made to such optional play situations as playing the infield in to head off a run at the plate.

An alteration of significant effect has been to adopt a new balance between a hitter's batting average against left or right handed pitching. This has been widened so that a batter has a more significant gain or loss when hitting against a pitcher who throws from the same side as which the batter hits, or the opposite.

Among the other elements which come with "Extra Innings" the selections among the Top 40 Historic Teams have been changed to eliminate teams from the 19th century and reduce those in the earlier years of the 20th century in favor of more representation of teams of more recent decades. A feature of the new rosters is inclusion of "games by position", pinch hit and stolen base totals for each player. These are valuable guides for table gamers creating full season replays.

"Extra Innings" has also assigned separate running ratings for use either for stolen base attempts or advancing on base hits or put outs.

The "Hall of Fame" supplement has been brought up to date to include the 1977 election of Ernie Banks and some changes have been made in the makeup of the "Top 400 players of All Time."

The new edition of "Extra Innings" does not obsolete earlier editions and rosters prepared for use with earlier editions are useable with the new edition. The statistical accuracy of "EI" has not been altered in the new edition. However, the techniques for game play have been simplified and related to play action more realistically.

The new form of the game is the result of eight years of listening to criticism from table gamers and utilizing concepts which provide more gratifications for more varieties of table gamer's interests.

"EI" realistically believes: "you can't please all of the table gamers with any one game, but you can please more of them by listening to all of them."

The price of the Fifth Edition to past purchasers is dependent upon how long it has been since the LAST purchase of an edition of "EI":

<u>Last Purchase</u>	<u>Special Price</u>
First, Second, or Third Editions (i.e., the pre-Gamecraft era)	\$8.95 ppd
Fourth Edition- January 1975 through September 30, 1976	\$7.50 ppd
Fourth Edition- October 1, 1976 through January 31, 1977	\$5.00 ppd

We repeat: The above prices are valid only for current owners of EXTRA INNINGS! Please specify "EXTRA INNINGS- Past Purchaser" on the order blank on page 15. We would also be appreciative if you would list the approximate month and year you last purchased the game. For example "EXTRA INNINGS- Past purchaser- June? 1975." This will enable us to check our records faster to see if you are qualified for the special prices. If you don't have any idea of the date, don't worry about it. We can still carry out the verification. (Purchase of the Fifth Edition counts as one game toward the multi-game discount.)



For those not interested in purchasing the new edition but who would like to purchase the new 1976 ratings, or perhaps some other new parts, a listing is provided below. Use the order blank on page 15. None of the items count toward the multi-game discount.

50 Scoresides (25 sheets printed both sides) \$1.45  
250 Scoresides (125 sheets printed both sides) \$5.90. Rosters of past seasons rated for use with Extra Innings. 1947 and 1948 rosters do not have MK/PK/MW/PW ratings. 1947 thru 1975 rosters have singles ratings based upon chart from Fourth Edition of EI but are completely compatible with the Fifth Edition.  
1947 National League \$1.00  
1948 American League \$1.00  
1961 American League \$1.00  
1972 Major League \$1.95  
1974 Major League \$1.95  
1975 Major League \$1.95  
1976 Major League \$2.95  
1933 All Stars card set (36) \$2.95  
EI Blank player cards— set of 72— \$1.25  
EI Blank player cards— set of 288— \$3.75  
Historical Teams, Hall of Fame, and Top 400 Rosters— Fifth Edition \$2.95  
Dice— set of three (3/8" red, white, green) \$0.75  
Complete set of back issues of "Extra Innings Newsletter" \$5.00. ("Extra Innings Newsletter" was published by Jack Kavanagh from Jan. 1971 thru Oct. 1974).

Optional Priority Air Mail Shipment of game parts and accessories: New editions of card sets and team ratings count as one "game" for computing the optional air mail shipment charge. This includes Fifth Edition of EI, new DATA BOXING cards, and new GOAL! All other game parts, such as those in the list immediately to the left for "EI" may be shipped Priority Air Mail if an extra 25% of the price is enclosed.

### SAVE!!!

#### SEE THE MULTI-GAME DISCOUNT SCHEDULE

MULTI-GAME DISCOUNT: 1 Game— no discount;  
2 Games— subtract \$2.00; 3 Games— subtract \$4.00;  
4 Games or more— subtract \$2.00 for each game.  
This multi-game discount applies only to orders for shipment to one address at one time.

#### ALL ITEMS POSTPAID

WE SHIP SAME DAY ORDER RECEIVED

#### GAMECRAFT EXCHANGE POLICY

The Gamecraft exchange policy has been set up to help those table gamers who order a game with the honest intention of keeping it but who, upon opening the package and trying out the game, find it not to their taste at all. The requirements for an exchange are as follows:

1) The game must be shipped back to us PREPAID within 50 days of our shipping date to the purchaser, 2) The game must be in resaleable condition, 3) deductions will be made from the exchange credit to cover the cost of restoring the game to brand new condition (no deduction for use of scoresheets), 4) A \$1.00 charge to cover our postage and handling on the shipment of the first game will be deducted from the exchange credit. Try to strike a compromise between giving the game a thorough test and keeping it in new condition. The exchange credit is applicable toward the purchase of any of our other games.

Order Form  
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# "TABLE TOP SPORTS"

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