

ALL-STAR REPLAY

featuring Sports Illustrated Games



Vol. 11 No. 4

\$2.00

In This Issue:

BASEBALL STRATEGY
Revised
(Tom Shaw tells why)

Football Fone Follies

TITLE BOUT TEAMS!

Midwest Super Bowl III
Chicago Gaps Clayborne Cup!

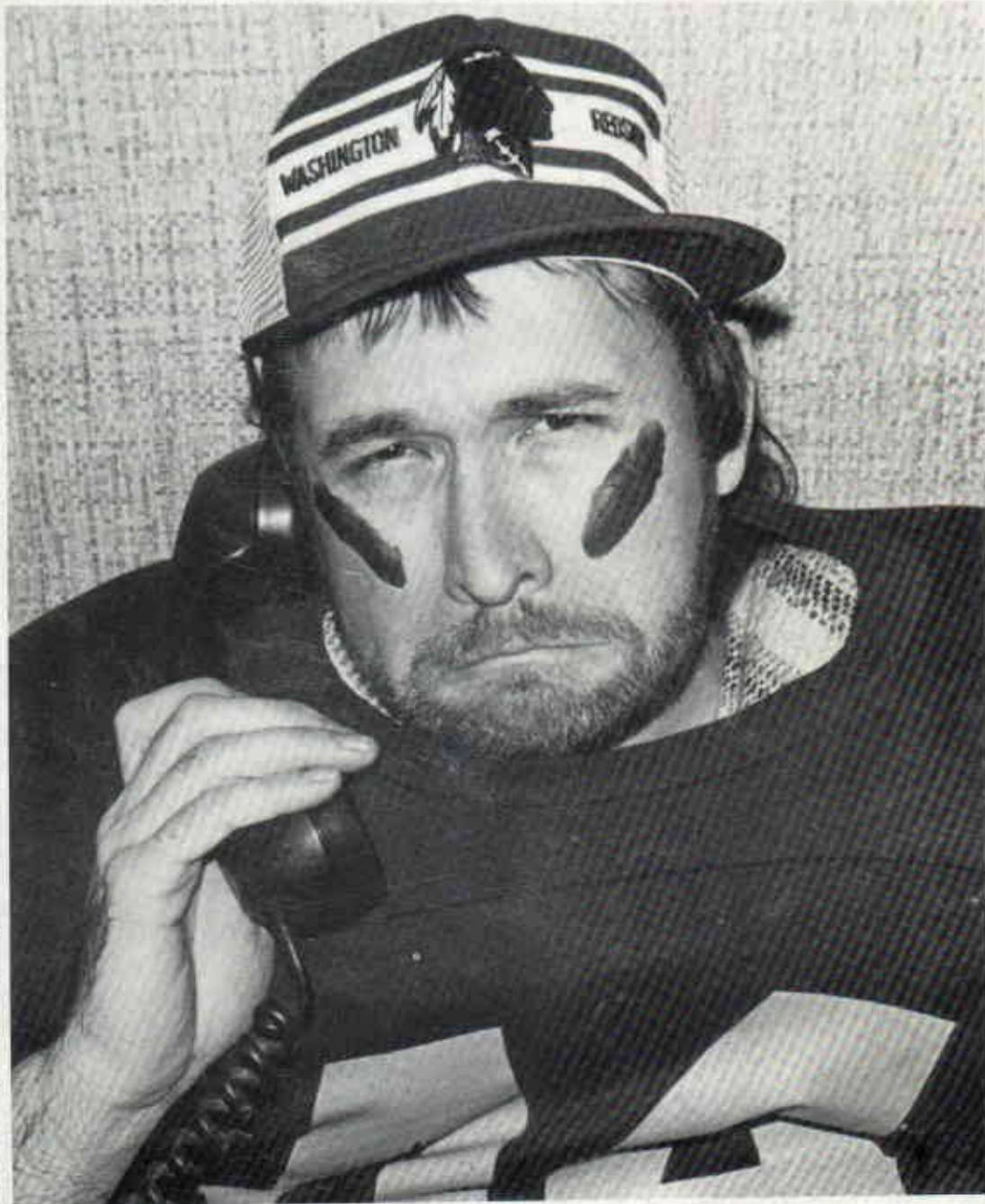
1980 NCAA Tourney
for
BASKETBALL STRATEGY

USAC'd For It!

Or Where to go after Indy



The Avalon Hill Game Co.
1917 Platted Road
Baltimore, MD 21224



ALL-STAR REPLAY

ALL-STAR REPLAY is a publication of The Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

ALL-STAR REPLAY is published four times a year, with mailings made at or near the end of March, June, September and December. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Hartford Road, Baltimore, Maryland 21214. One-year subscriptions are \$5.00, two-year subscriptions are \$9.00. Send checks or money orders only. The Avalon Hill Game Company cannot be responsible for cash lost in transit. All subscriptions sent via bulk permit. Airmail and first class delivery must be pre-arranged with the subscription department at additional cost. Address changes must be submitted to the subscription department six weeks in advance to guarantee delivery. No paid advertising of any type is accepted in ALL-STAR REPLAY. Information of use to subscribers, advertising of used Sports Illustrated games and equipment, news of game leagues and clubs, and "games wanted" ads are desired and will be printed free of charge.

ALL-STAR REPLAY welcomes articles from subscribers for consideration for publication. Articles should be type-written, double-spaced, and well-written. The editor reserves the right to correct poor grammar and hopeless spelling. There is no limit to word length. Accompanying examples and diagrams should be captioned and neatly done in black or red ink. Photos should have caption and credit line written on back. Rejected articles and photos will be returned whenever possible. Try to put your name on everything you submit.

EDITOR: Bruce C. Milligan

GRAPHICS: Are you kidding?

CONTRIBUTING EDITORS: Mark Maticzek, Jim Trunzo, Francis Wyman Tyler, James C. Gordon, Bob Norgard, Jared Johnson, Ken Close, Patrick M. Premo, and lots more.

NON-CONTRIBUTING EDITORS: Jim Skinner, Gore Vidal, John Updike, Charo, Vinny "Tire Iron" Schlusner and all the gang at the South Side Pub.

To facilitate correspondence, we suggest that all envelopes to ALL-STAR REPLAY be marked in the lower left-hand corner as follows:

Purchases of ALL-STAR REPLAY, subscriptions: Gertrude Zombro

Purchases of games and game parts: Order Dept., Christy Shaw

Questions concerning play: ALL-STAR REPLAY Research & Design Dept.

Note: All questions will be answered only if accompanied by a stamped, self-addressed envelope. Only questions regarding rules clarifications (not sports history or game design theory) can be answered.

Articles for publication, letters to the editor, requests for brochures, reader ads, club news, etc.: B.C. Milligan, Editorial Dept.

Complaint Dept: Ron La Porte

IF YOU CHANGE YOUR ADDRESS please notify Gertrude Zombro in our Subscription Dept. as soon as possible. Please state your old and new address.

THE DUGOUT

Just when you thought it was safe to go to your mailbox again, here we are with another issue of ALL-STAR REPLAY, the world's first and only semi-annual sports game quarterly. Please accept the traditional apologies for this issue being a bit later than usual. There are several good excuses for this. For one thing, Francis Wyman Tyler, our new assistant editor, lost his office key and had to sit out in the hall for three weeks until we could make him a replacement. In addition, your editor has been immersed of late in several big projects that are extremely important to Avalon Hill but which have not facilitated getting ASR in print. And then of course there was the switch over to Daylight Saving Time, which mixed us all up. But we're finally getting organized again, and I hope that the next issue will be out fairly soon after this one.

One advantage in this issue being delayed is that we were able to pick from a number of excellent article submissions, the best of which we present to you now (the rest will be in the next issue). There are several good pieces on TITLE BOUT, including an article by Jim Trunzo on how you can have team competitions in the game. There are also some interesting bits on USAC, PAYDIRT, BASEBALL STRATEGY (the return of Tom Shaw), and one article of particular interest to me wherein Mr. David C. LeSueur suggests a new system for rating your own pitchers for MAJOR LEAGUE BASEBALL. And, as our coup de grace (perhaps in a more literal sense than we may intend), we have an extremely entertaining pictorial essay from Mike Jervis and Co. on his misadventures as a member of the very British Perfidious Albion American Football League.

SPEED CIRCUIT fans will be interested in the brand new SPEED CIRCUIT Tournament Tracks, available from Argon Games, P.O. Box 12341, Raleigh, North Carolina 27605. These tracks were designed for those who wish to expand upon their SC games, and require ownership or at least temporary possession of the game. They were designed by Robert J. McCredie and Stephen G. Walburn, the first and second place finishers at the SPEED CIRCUIT tournament held at ORIGINS '79. The price is just \$6.00, plus a mailing charge of 95¢ and 50¢ per game. For that rather small amount you receive a set of four 10" x 12" sections, which when put together give you a giant 40" x 12" two-color track mounted on sturdy childproof cardboard. There are actually two tracks here: one for racing and another "qualifying" track.

Speaking of SPEED CIRCUIT, Mark Maticzek, our non-resident SC honcho, has been hard at work putting together a set of 10 Grand Prix tracks, which when put together

with the seven already available (three in the game, two from ASR Vol. I #2, and two more from past ORIGINS tournaments) gives even the most fanatical Grand Prix fan plenty to do. They are now in print, complete with optional rules and brief descriptions of each course, and are available from our Parts Dept. for \$13.00.

"Our boat was cast adrift for three long years in Puget Sound. It was Christmas '79. Alone and shipwrecked according to some. Our dice faded and worn with tint of olde brown ale amidst our play charts (circa 1973).

"We persisted. We kept our faith. All of the holiday sentiment... aye, and the Bowl Games too.

"Yea there came forth a light over many miles of water. A beacon of light had found us...

"Nay not on our own waters of the Sound, but from a distance very travelled... yonder, it came to save us from Chesapeake Bay..."

The above are excerpts from the newsletter of the Brewery Football League, a dedicated band of armchair athletes who have been playing with the 1972 charts from PAYDIRT for the last 20 years or so. They have only recently been rediscovered by one of our survey teams, still faithfully using the same dog-eared team charts over and over again. We are sure there are many more lost battalions of PAYDIRT fans scattered throughout the country and across the world, and we hope to discover more of them as time goes on.

We'd like to hear from other leagues out there, especially if you think you have some good ideas about how to get things organized, how to run leagues by mail, and so forth.

Now I know that there are bound to be a few complaints over the results of this issue's Funny Caption Contest. Some nitpicker is sure to point out that the names of the three prizewinners are all exactly the same. And I guess it will be hard to overlook the fact, totally coincidental though it may be, that their last names and mine are identical. And I suppose there are some who will complain if they discover that these people are in fact all my relatives. Well gee whiz, I can't help that, can I? So I don't want to get any complaints in the mail over this, because we take complaints very seriously around here, and since I'm thinking of asking for a raise in August I don't want any of you to spoil it for me. Okay? Then let's just forget the whole thing and be friends again. Forget about the contest. Forget about the names. And by all means forget about that money. I'll bet you didn't even want to go to Monte Carlo anyway.



ALL-STAR REPLAY

BALANCING ACT:

Playing Old Charts vs. New in Paydirt and Bowlbound

Dr. Thomas R. Nicely

I. BACKGROUND

One of the fascinating aspects of PAYDIRT and BOWLBOUND is the possibility of matching against each other teams from different years—or even from different eras. In doing so, one encounters a number of technical difficulties, and two particular ones demand attention:

(1) Variations in rules, legend, and play labelling exist from one set of charts to another, and these discrepancies must be recognized and reconciled.

(2) There are two basic classes of charts in PAYDIRT and BOWLBOUND; for brevity, we shall refer to these as OLD CHARTS and NEW CHARTS. The old charts consist of all PAYDIRT charts copyrighted prior to 1975 (based on the 1969, 1970, 1971, and 1972 NFL seasons), and the 32 original charts of BOWLBOUND (all from the era 1960 through 1970). The new charts consist of all PAYDIRT charts copyrighted since 1975 (based on the 1976, 1977, and 1978 seasons), and Team Set II in BOWLBOUND (based on teams of the eras 1940-1959 and 1971-1978). Due to fundamental differences in design goals and procedures, the two sets are in effect "out of balance." That is, if a game matches an old chart against a new chart, the two representing teams which were of equal strength in reality, the old chart will generally give an inferior performance. Consequently, the differences in playing strength between old charts and new charts is not a valid indicator of the differences in actual team strengths. The primary purpose of this article is the explanation of a tested method for correcting this imbalance.

II. THE OFFENSIVE INCREMENT

The correction of the imbalance in the offensive charts is the easier to carry out. Roughly speaking, one yard is added to the results on each old offensive team chart. The one yard (or other amount) is referred to as the OFFENSIVE INCREMENT, and will now be explained in complete detail.

If a chart has been assigned an offensive increment of +1, this means that, on each play beginning with that team on offense, one yard is added—but only to the OFFENSIVE RESULT. The one yard is added to all offensive results—including B, QT, QR, interception and fumble yardages—with the following exceptions: *nothing* is added to incompletions, penalty yardages, TD entries, the QB Flop, the QB Sneak (which is to be

totally unaffected by the offensive increment), or any play run from kick formation (such as fake kick plays or advances of fumbled snaps or blocked kicks). Thus, the yardage is added in exactly the manner explained in Adv. Rule 3 of the 1979 PAYDIRT rules. In line with this rule, the offensive increment may cause, but cannot prevent, the incompleting of a pass under provision VI-11-E-i of the 1979 PAYDIRT rules. For the sake of uniformity, you might wish to modify Adv. Rules 4 and 5 of BOWLBOUND to coincide with these interpretations.

Of course, the offensive result would still have to be combined with the defensive result, according to the priority chart, to obtain the final outcome of the play. Thus, the offensive increment (along with the entire offensive result) might eventually be overruled by the defense.

As stated above, the general rule is that each old chart receives an offensive increment of +1, while each new chart is unchanged (offensive increment 0). As you experiment with the offensive increment, you may decide that certain charts perform more faithfully (in relation to known team strength) with a different offensive incre-



ment; please feel free to adjust the increments to your own perception. Our play-testing has already brought to light the following recommended EXCEPTIONS:

(1) The Ivy League teams (Dartmouth, Princeton, and Yale) of the old BOWLBOUND charts should receive an offensive increment of 0 (zero, unchanged).

(2) The following members of Team Set II should receive an offensive increment of +1: 1951 Maryland, 1954 Ohio State, 1955 Oklahoma, 1971 Nebraska, 1972 Southern Cal, 1973 Notre Dame.

From time to time, further lists of exceptions (for both BOWLBOUND and PAYDIRT charts) will be published in ALL-STAR REPLAY—based upon our own play-testing and upon results received from you, the readers. Undoubtedly, it will eventually develop that offensive increments of +2 or -1 will be needed for certain charts (1978 Denver is already a candidate for the -1 offensive increment, and 1972 Miami a candidate for a +2 offensive increment; but further study is needed).

III. THE CONDITIONAL WILD-CARD

Now we turn to the task of balancing the defensive charts. A rough method for accomplishing this was set forth in the 1978 PAYDIRT rules, and is contained in the current rules for both games; namely, the Wild-Card Defense was awarded *unconditionally* to all old team charts (excepting, once more, the Ivy League teams). This sledgehammer approach suffers two disadvantages: (1) It does not allow for sufficiently accurate gradations in the correction of the imbalances, and (2) Players may avoid entirely the thrill (agony?) of coping with some of the old-chart defenses (e.g., see 1970 New England, 1971 San Diego, or 1970 Air Force).

Not only has a satisfactory compromise been developed, a bonus has been earned. By means of a CONDITIONAL WILD-CARD DEFENSE, the defenses can be accurately balanced, and furthermore a well-known football phenomenon can be simulated—what (for lack of a better name) we shall refer to as the "equilibrium tendency." This is the effect which appears to set in so frequently whenever one team builds up a nice lead: suddenly, the trailing team catches fire and the leading team seems to fall into a sluggardly stupor (and Howard turns to Dandy and pontificates, "The momentum is shifting"). This effect is especially notable in the pro game, leading to a lot of barn-burning finishes (it is even more prominent in pro basketball).

The defenses can be balanced, and the equilibrium tendency built in, in a single stroke: the introduction of the conditional wild-card mentioned above. The idea is to allow the Wild-Card to all of the teams some of the time—but to none of the teams all of the time. This is in contrast to current practice, which awards or withholds it unconditionally, on a team-by-team basis.

Whether or not a team would be allowed the Wild-Card defense at a given time in a game would depend on whether they were ahead or behind, and by how much. The precise point-spread over which they could use the wild-card would be determined by a comparison between the two teams of their WILD-CARD RATINGS—a single number (positive, zero, or negative) whose value would depend on the degree of imbalance in the relative strength of the defensive chart.

In any given game, a "Wild-Card Spread" (different from either team's Wild-Card Rating) would be determined for each team by combining their two Wild-Card Ratings, accounting for the home-team advantage, and applying the rules to be described below.

Before explaining the procedure in detail, let us see how the system works in practice. Suppose the procedures are applied to a specific game—let us say, 1971 New England

at 1978 Green Bay. The result would be that New England's spread is the Wild-Card plus $\frac{1}{2}$ ($W + \frac{1}{2}$) and Green Bay's is the Wild-Card plus $9\frac{1}{2}$ ($W + 9\frac{1}{2}$). The meaning of these spreads is as follows. New England would be allowed to wild card whenever they were tied or behind (less than $\frac{1}{2}$ point ahead), but if ahead would have to use one of their six regular defenses. Green Bay could wild-card whenever they were behind, tied, or leading by no more than 9 points (less than $9\frac{1}{2}$ ahead). If Green Bay gained a lead of 10 or more points, they would then be restricted to one of their six regular defenses.

The wild-card spreads would be fixed prior to the game, and would not change during the game. If a team had a negative spread (such as $W - 3\frac{1}{2}$) in a game, this would mean that they could employ the wild-card defense only when they were behind by more than a certain amount (4 or more points, in this case).

Please note that the "wild-card spreads" are totally independent of, and have nothing to do with the team-selection point-spread of Advanced Rule 1.

The basis of the system is the set of Wild-Card Ratings for each of the 240 team charts constructed to date. These are contained in the tables below.

WILD-CARD RATINGS, PRO TEAMS

	1969	1970	1971	1972	1976	1977	1978
Atlanta	-3	-6	+2	0	-15	-15	0
Baltimore	+5	+20	+10	-6	-13	-13	0
Buffalo	-9	-11	-18	-8	-15	-15	0
Chicago	-18	-3	-3	-8	-15	-18	+8
Cincinnati	-8	+4	-9	+3	-15	-15	0
Cleveland	+11	0	+7	+10	-15	-20	-5
Dallas	+13	+11	+19	+11	-13	-5	0
Denver	-5	-5	-8	-6	-15	-5	-10
Detroit	+8	+10	+2	+5	-15	-15	0
Green Bay	+3	-3	-6	+10	-15	-15	0
Houston	+1	-11	-8	-18	-15	-10	+10
Kansas City	+19	+3	+11	+3	+15	-15	0
Los Angeles	+13	+8	+5	-2	-13	-13	+10
Miami	-11	+10	+12	+27	-15	-15	0
Minnesota	+16	+16	+13	0	-12	-13	0
New England	-9	-15	-3	-12	-13	-15	+5
New Orleans	-6	-14	-6	-14	-15	-15	-5
New York Giants	-3	+6	-9	+3	-15	-15	0
New York Jets	+10	-9	-3	0	-15	-15	0
Oakland	+17	+7	+6	+11	-10	-18	0
Philadelphia	-8	-11	-2	-14	-15	-15	+10
Pittsburgh	-18	-6	-3	+13	-13	-18	+10
San Diego	+3	+12	-3	-8	-15	-15	0
San Francisco	-6	+11	+7	+5	-10	-15	-10
Seattle	—	—	—	—	-25	-20	+8
St. Louis	-8	+5	-8	-8	-15	-15	-8
Tampa Bay	—	—	—	—	-25	-15	-12
Washington	+3	-3	+8	+13	+13*	-15	+5

*1976 Washington also receives the Free Block Option.

IV. CALCULATING THE WILD-CARD SPREADS

We will now explain how the wild-card spreads in a given game are calculated from the two teams' Wild-Card Ratings. The procedure is as follows:

(1) If there is a Home Team, increase its Wild-Card Rating by 6 points (pro teams) or 8 points (college teams). Thus, a -9 pro team at home would have a -3 rating, while a +10 college team at home would have a +18 rating.

(2) Now calculate the rating difference, D , of the two teams: $D = \text{Higher Rating} - \text{Lower Rating}$ (algebraic difference of signed numbers!). D would always be zero or a positive whole number.

(3) If one chart is new and one is old, or if both charts are old, the team with the lower Wild-Card Rating (taking the home team advantage into account) is assigned a Wild-Card Spread of $W + \frac{1}{2}$, and the higher-rated team has a spread of $W + (D + \frac{1}{2})$.

(4) If both charts are new charts, the higher-rated chart is assigned a spread of $W + \frac{1}{2}$, and the lower rated chart is assigned a spread of $W + (\frac{1}{2} - D)$.

In case you are wondering why the half-points appear in the wild-card spreads, it is to eliminate any ambiguity concerning a team's eligibility to use the wild-card defense.

It now becomes apparent how the conditional wild-card achieves the desired effects of defensive chart balancing and institution of the equilibrium tendency:

(1) By assigning the proper wild-card rating to each chart, defensive chart deficiencies can be offset. (2) Since one of the spreads will always be $(W + \frac{1}{2})$, the equilibrium tendency is assured; for the defensive performance of this team will improve if they fall behind; yet when they gain the lead, the opponents' offensive performance will improve. (3) Teams will still have to use their regular defensive chart a sizeable proportion of the time.

Following are some samples of the above calculations. Refer to the tables for the Wild-Card Ratings quoted.

EXAMPLE 1: 1971 New England at 1978 Green Bay, the case previously quoted. The adjusted ratings are -3 for New England and +6 for Green Bay (the home team). The difference D is $6 - (-3) = 9$. One chart is old and one is new, so the lower rated team (New England) receives a spread of $W + \frac{1}{2}$, and the higher-rated team (Green Bay) receives a spread of $W + (9 + \frac{1}{2})$, that is, $W + 9\frac{1}{2}$. New England also receives an offensive increment of +1.

WILD-CARD RATINGS, COLLEGE TEAMS

ORIGINAL CHARTS		TEAM SET II	
1970 Air Force	+4	1978 Alabama	+17
1966 Alabama	+14	1975 Arizona State	+13
1966 Army	+4	1977 Arkansas	+16
1969 Arkansas	+12	1945 Army	+9
1970 Dartmouth	-4	1977 Kentucky	+10
1969 Florida	+8	1951 Maryland	+8
1968 Georgia	+10	1947 Michigan	+6
1966 Georgia Tech	+8	1952 Michigan State	+9
1969 LSU	+9	1971 Nebraska	+22
1969 Michigan	+9	1973 Notre Dame	+16
1966 Michigan State	+14	1954 Ohio State	+9
1960 Minnesota	+10	1955 Oklahoma	+14
1961 Mississippi	+9	1973 Penn State	+13
1969 Missouri	+10	1976 Pitt	+17
1963 Navy	+10	1972 Southern Cal	+21
1970 Nebraska	+17	1940 Stanford	0
1970 Northwestern	+2	1959 Syracuse	+16
1966 Notre Dame	+15	1951 Tennessee	+7
1968 Ohio State	+21	1977 Texas	+13
1967 Oklahoma	+14	1954 UCLA	+10
1969 Penn State	+16		
1964 Princeton	+1		
1966 Purdue	+10		
1967 Southern Cal	+16		
1970 Stanford	+9		
1966 Syracuse	+4		
1970 Tennessee	+15		
1969 Texas	+21		
1965 UCLA	+12		
1960 Washington	+8		
1962 Wisconsin	+12		
1968 Yale	+2		

EXAMPLE 2: 1973 Penn State at 1961 Mississippi. The adjusted ratings are +13 for Penn State and +17 for Mississippi (the home team). The difference D is $17 - (+13) = 4$. Since one chart is new and one is old, the lower-rated team (Penn State) has a spread of $W + \frac{1}{2}$, while the higher-rated team (Mississippi) has a spread of $W + (4 + \frac{1}{2})$, that is, $W + 4\frac{1}{2}$. Mississippi also receives an offensive increment of +1.

EXAMPLE 3: 1978 St. Louis at 1978 Tampa Bay. The adjusted ratings are -8 for St. Louis and -6 for Tampa Bay (the home team). The difference is $-6 - (-8) = 2$. Since two new charts are matched, the higher-rated chart (Tampa Bay) receives a spread of $W + \frac{1}{2}$, and the lower-rated chart (St. Louis) receives a spread of $W + (\frac{1}{2} - 2)$, that is, $W - 1\frac{1}{2}$.

Of course, if the home-team advantage is accounted for in the manner described above, Adv. Rule 3 of PAYDIRT and BOWLBOUND would not be used simultaneously.

V. VARIATIONS IN TEAM-CHART SETS AND RULES

In general, it is recommended that the current rules of pro or college football be used, even though one or both of the team charts may be for a team of many years past. Thus, the latest versions of the rules of PAYDIRT and BOWLBOUND should be consulted, regardless of the team charts matched.

There are still specific differences to be reconciled with regard to each set of team charts, even if one observes the above convention. These are discussed on a case-by-case basis below, along with the identification of the sets by year.

(1) Between the new and old BOWLBOUND charts, the only difference of note is the method of attempting one-point conversions. It is recommended that the PAT numbers at the bottom of the offensive charts of the old charts be ignored, and the field-goal column used instead (Basic Rule V-6A) as with the new charts. Also, ignore the caveat at the bottom of the Ivy League charts—the use of the offensive increment and the conditional wild-card makes these charts compatible with all others.

(2) Two distinct sets of charts based on the 1972 pro seasons were published. Both are in a small (6 x 9¼) black-and-white format. The most notable difference is in the legend: negative yardages are indicated by a minus sign, incompletes by INC, blocked kicks by K, etc. The sets whose last copyright date is 1974 are otherwise compatible with the new charts, except that extra points must be attempted with the field goal column (good if yardage is 2 or greater). The sets whose last copyright date is 1973 feature greater differences. On these sets (1972 season, 1973 copyright), the following variations must be noted:

(a) Field goal yardages are ten yards too high. That is, for a successful FG attempt on these charts, the yardage must be TEN OR MORE yards greater than the line of scrimmage. For example, if a field goal is attempted with the line of scrimmage at the 34, a yardage of 44 or greater in the FG column would be necessary for success.

(b) Extra points are attempted with the FG column (12 yards or greater necessary for success).

(c) Any penalty marked 15 yards on the offense (O = 15), appearing anywhere on the offensive chart or in the punt or field goal columns, is to be counted as a holding penalty (10 yards on the offense). Only a SECOND occurrence of such a penalty, in the same down, is to be regarded as an actual 15-yard penalty on the offense.

(3) The 1971 charts are in large four-color format and include the year with the name of each team. Rules variations to be noted are exactly the same as with the copyright 1973 charts (2a, 2b, and 2c above).

(4) The 1970 charts are in oversize four-color format, but do not include the year with the name of the team. The last copyright date shown is 1971. Again, the rules variations are the ones explained in 2a, 2b, and 2c above.

(5) The 1969 charts are in a four-color format, but the reverse sides do not include the special team charts; these were printed in five separate folders. The offensive plays were numbered differently; #7 was the sideline pass, #8 was the medium pass, and #9 was the bomb. The defenses were also identified differently; C was called double coverage, B was the deep prevent, E was a partial blitz, and F was the full blitz. Circles were used in place of parentheses on the defensive charts. The rules variations in 2a, 2b, 2c above must again be observed. If one of these charts is matched against one from a later year, there are two ways to account for the different numbering of the offensive plays; one can ignore it, and read the defen-

sive results by the play number, not name (this works surprisingly well); or one can read the defensive result by play name, rather than number (this gets confusing). The only copyright date on these cards is 1970. If you have a set of these charts you are willing to sell, LET US KNOW!!! (This was the first set ever constructed).

VI. COLLEGE VS. PRO

For those of you who want to try a truly exotic combination, it is possible to match a college team against a pro team (and obtain a valid result) by employing the offensive increment and the conditional wild-card. Just follow these recommendations:

(1) The pro team receives an ADDITIONAL offensive increment of +1, and the college team an ADDITIONAL offensive increment of -1 (in addition to the ones they would normally receive).

(2) The Wild-Card Rating of the pro team is increased by 20 points, and the home-team advantage is considered as 7 wild-card rating points.

(3) In general, pro rules are to prevail. Thus, the treatment of OFF15 penalties explained in V-2-c above would be applied to the college chart.

(4) Since the plays are numbered differently in the two games, the players must decide beforehand which of the two procedures mentioned in V-5 above will be applied to account for this discrepancy. We recommend that the defensive result be read by number, not by play name.

(5) The draw play is to serve as the QR column for the pro team.

(6) The option play, and the defense against it, are to be handled according to the BOWLBOUND rules.

Some examples of such matchups:

EXAMPLE 1: 1976 Tampa Bay at 1971 Nebraska. The effective wild-card ratings are -5 for Tampa Bay and +29 for Nebraska; D = 34; the wild-card spreads are W + ½ for Nebraska and W - 33½ for Tampa Bay. The offensive increments are +1 for Tampa Bay and 0 for Nebraska.

EXAMPLE 2: 1955 Oklahoma at 1978 Pittsburgh. The effective wild-card ratings are +14 for Oklahoma and +37 for Pittsburgh; D = 23; the wild-card spreads are W + ½ for Pittsburgh and W - 22½ for Oklahoma. The offensive increments are 0 for Oklahoma and +1 for Pittsburgh.

You can get some real gems from this type of match-up!

VII. SOME FINAL NOTES

The values for the offensive increments and for the wild-card ratings that have been

quoted above are the most accurate available to date. Further playtesting, and reader recommendations and results, may result in modifications of these values; if and when this happens, we will publish the updated figures in ALL-STAR REPLAY.

A separate article will appear (either in this issue or the next) concerning two new defenses, the "R" and "P" defenses. For the purposes of the wild-card spreads, these are to be considered as part of the Wild-Card Defense (even though there are some fundamental differences), and their use would be granted to a team only when it was eligible to use the regular Wild-Card Defense.

Finally, let me belabor the obvious. The rules, procedures, charts, and recommendations in this article should, in the final analysis, be treated only as SUGGESTIONS. What we have tried to do is provide a point of departure so that you, the reader and player, will be free to fine-tune the methods in order to obtain the procedures and results most pleasing to you and your opponents. Of course, this is true of all the PAYDIRT and BOWLBOUND charts and rules. I well remember my first reaction upon my initial encounter with PAYDIRT, way back in the summer of 1970; "Somebody's done a hell of a job—but there's plenty of room for improvement." I am sure many of you readers feel the same way after reading this article. Go to it—and more power to you!



Norgard, cont. from p. 12

curate kicker to call upon. In FOOTBALL STRATEGY, from as far out as the 25, there's a 50% chance of kicking successfully and the odds get better closer in.

Finally, it goes without saying that your opponent will accept only those penalties which are to his advantage. Again, put yourself, in his shoes and decide accordingly.

Try Plan B. You may even find yourself thanking those indifferent opponents who fail to keep their appointments for those face-to-face contests!

The End

POINT SPREADS

I. BACKGROUND

Adv. Rule 1 (Team Selection and Point-Spread) of PAYDIRT and BOWLBOUND was designed to accomplish two goals. The primary purpose was to provide a "handicapping" method which could equalize the level of competition between two players, one of whom had the misfortune to be coach of a decidedly inferior team (chart). For example, if one were coaching 1978 Cincinnati against 1978 Denver, only a stoic or a masochist could carry on very long if the only goal was a victory. However, if the procedures of Adv. Rule 1 had been employed, and the Cincinnati card had received (for instance) a 15-point spot, there would be a good expectation of gaining a standoff (loss by 15 points or less), even if the ultimate dream of an upset proved unattainable. Thus, an enthusiastic interest in the game could be maintained by both players for a considerably longer time—perhaps right to the end of the game—even if the two teams behaved as expected. For example, suppose Denver led 31-10 with two minutes to play. Cincinnati in possession, 1st and 10 at their own 20. Ordinarily, both players might just yawn their way through the final plays, or even throw the game in at this point. With the 15-point spot, however, the outcome is still very much in doubt; for if Cincinnati can drive for a touchdown in those last two minutes, they will have "beaten the spot"—and their coach will have gained a moral victory; a standoff, if you will.

One apparent flaw is that a player who simply always wants to play with the stronger team can do so—just by picking enormous (and unrealistic) spots. To minimize this tendency, and to accomplish a secondary goal (to devise an objective method of rating the relative coaching skills of the players), the rating system was included in Adv. Rule 1. Rating points are assigned to each player, based on his performance relative to the spot. In the case above, the Cincinnati coach would receive zero (and the Denver coach +10) if Denver ended up winning up 31-10. However, if Cincinnati closed the gap of 31-17, the moral

victory would be recognized by the ratings: each coach would receive +5 rating points. And if Cincinnati pulled off the stunning upset, their coach would receive +25 rating points, while the Denver coach would be penalized with -5 rating points! Cumulative rating points and rating point percentages would then be kept for each player over a long series of games. Now, an enormous spot, chosen to insure coaching the stronger team, could backfire and produce a tremendous swing in rating percentage (in the event of an upset).

However, there is another, less obvious flaw in Adv. Rule 1—one of which Commissioner Rozelle is acutely aware in actual football, and the one which causes him to shudder at the very thought of point-spreads. It is best illustrated with a couple of examples.

Suppose 1978 Houston is at 1978 Pittsburgh, with Houston receiving 8 points. With two minutes to play, Houston has the ball, but trails 20-14. What does the Houston coach do? Believe it or not, I have seen my playtesters try to simply run out the clock in this situation! They have become preoccupied with the rating points; and with the spread beaten, are now more fearful of a turnover (which could lead to a Steeler field goal and a 9-point loss) than they are hopeful of scoring a touchdown to win the upset.

Consider another case. Suppose 1978 Cleveland is at the 1978 New York Jets, Cleveland receiving 2 points. With 20 seconds left, the Jets have 1st and 10 at the Cleveland 25, holding a 21-20 lead. In reality, any coach would fall on the ball and run out the clock, insuring the victory. But many of my playtesters would hurl bombs (or try a long field goal), risking an interception (or blocked kick) return for a winning TD by the Browns! In totally unrealistic manner, they have decided to risk the victory in order to try to beat the spread.

II AN ALTERNATIVE

Now, you may be perfectly happy to live with the above flaws in Adv. Rule 1 (certainly many of my playtesters are). But if you prefer to simulate reality with maximum fidelity (as I myself do), and make victory the end-all and be-all, there is a modification

of Adv. Rule 1 which will accomplish this.

The only alteration required is to use the point-spread chosen ONLY as a measure of the value of an upset. Only the WINNER (or the tying underdog) of the game would receive positive rating points; the idea of "beating the spread" would be forgotten.

To be specific, the alternate form of Adv. Rule 1 would work as follows. The team selection and point-spreads would be carried out EXACTLY as described in the current rules. However, the RATING POINTS would be assigned differently, as follows:

(A) The player with the FAVORING team receives 10 points for WINNING (period); zero, for tying or losing (if the spot was 10 or less); and a NEGATIVE rating of $(10 - \text{Spot})$ for tying or losing with a team favored by more than 10 points.

(B) The player with the UNDERDOG receives zero for losing (period); 10 points for tying; and $(10 + \text{Spot})$ for winning an upset.

In the examples quoted above, Cincinnati would receive zero (and Denver +10), regardless of whether they lost 31-10 or 31-17 (or 31-30, for that matter). Houston would receive zero (and Pittsburgh +10) for a 14-20 Houston loss, and thus would have no choice but to go for a touchdown. The Jets could not profit from another score against Cleveland (either way, they would receive +10 and the Cleveland coach 0), and would clearly run out the clock.

Thus, this alternate form of Adv. Rule 1 invariably places all emphasis on victory, and nothing else. Even Commissioner Rozelle could live with it (but the bookies could not; although it is interesting to note that long ago, the bookies quoted odds on victory only, and no point spread was used). Note that the value of an upset (or tie) is still the same.

There is, of course, a trade-off involved, as is seen in the Cincinnati-Denver example above: runaway games are going to lack interest late in the fourth quarter. You can't have ALL your cake, and eat it too. You will have to be the judge—which form of Adv. Rule 1 best suits the needs and desires of yourself and your playing partners? My objective has merely been to present an alternative for your consideration.

Two New Defenses for SI Football

I. SCOPE

The purpose of this article is to introduce two new defenses, to be used in conjunction with the Wild-Card Defense (Adv. Rule 11 of PAYDIRT and BOWLBOUND). These defenses, called the R and P defenses, combine some of the features of the Wild-Card Defense with some of the features of the six regular defenses (A through F).

II. ELIGIBILITY OF TEAMS

A team may employ the R and P defenses when, and only when, it is eligible to use the standard Wild-Card Defense of Adv. Rule 11. If the Conditional Wild-Card is in use, the R and P defenses are available under precisely the same restrictions that apply to the standard Wild-Card Defense.

III. THE R AND P DEFENSES

Regardless of which team is employing the R and P defenses, their form is as follows:

PAYDIRT (Pro)

		RUSHING PLAYS				PASSING PLAYS				
# ON DICE		1 LINE PLUNGE	2 OFF TACKLE	3 END RUN	4 DRAW	5 SCREEN	6 SHORT	7 MED	8 LONG	9* SIDE- LINE
R RUSH DEFENSE, PRO	1									
	2									
	3	(0)	(0)	(0)	(0)					
	4	(0)	(0)	(0)	(0)					
	5	(0)	(0)	(0)	(0)					
P PASS DEFENSE, PRO	1									
	2									
	3					(0)	(0)			(0)
	4					(0)	(0)			(0)
	5					(0)	(0)			(0)

*NOTE: Beginning with the 1979 Charts, the designation of this play will be changed to "Tight End."

BOWLBOUND (College)

		RUSHING PLAYS				PASSING PLAYS				
# ON DICE		1	2	3	4	5	6	7	8	9
R RUSH DEFENSE, COLLEGE	1									
	2									
	3	(0)	(0)	(0)	(0)	(0)				
	4	(0)	(0)	(0)	(0)	(0)				
	5	(0)	(0)	(0)	(0)	(0)				
P PASS DEFENSE, COLLEGE	1									
	2									
	3						(0)	(0)	(0)	
	4						(0)	(0)	(0)	
	5						(0)	(0)	(0)	

IV. CALLING THE R AND P DEFENSES

The boxes designated for calling the Squib and Onside Kickoffs may be utilized to call the R and P defenses—Squib block for the R defense and Onside block for the P defense.

A more satisfactory method is to utilize part of a deck of standard playing cards for calling all offensive plays and defensive formations. Each player is provided with one complete suit from the deck. The Ace through Six represent offensive plays 1 through 6 and also defensive formations A through F. The Seven represents play seven on offense, also the regular kickoff (deep kickoff); the Eight represents offensive play eight, also the squib kickoff; the Nine represents offensive play nine, also the onside kickoff. The Ten spot represents the quarterback sneak. The Jack, Queen, and King should be marked with a large, legible letter Z, R, and P, respectively, to indicate the razzle-dazzle play, the R-defense, and the P-defense, respectively. The Joker (or a face-card from a suit of opposite color) represents the standard Wild-Card defense of Adv. Rule 11. An offensive play or defense can now be indicated by showing the top card of your stack, face outward to your opponent; when the standard wild-card is employed, the Joker is shown on top, together with the first card underneath, which indicates the play wild-carded (two cards underneath, if an option pass is wild-carded).

V. RULES

(1) The R and P defenses may be called when, and only when, the defensive team is eligible to use the standard (or conditional) Wild-Card Defense of Adv. Rule 11. Falsely calling the R or P defenses (or, for that matter, the standard Wild-Card defense) at any other time results in an automatic defensive call of Blitz (F).

(2) Although used in conjunction with the Wild-Card Defense, the R and P defenses are operated in exactly the manner of the six regular defenses; that is, the defensive dice must always be rolled in the course of the play (which is not done with the standard Wild-Card Defense), and the offensive and defensive results combined according to the Priority Chart. The only "wild-card" aspects of the R and P defenses are that (a) their use is restricted in exactly the manner of the standard Wild-Card Defense, and (b) these defenses are the same for all teams. Of course, if all five defensive dice totals would produce a blank result, the defensive dice need not be rolled.

Peanut Gallery; cont. from p. 31

PAYDIRT charts. However, it is not used in the 1978 or 1979 PAYDIRT charts, and will likely not be used in Team Set III. The procedure was abandoned at the request of my playtesters, for a rather surprising reason: the KOR of teams like Southern Cal was ALMOST NEVER USED! The opponent almost invariably chose to squib kick. They felt this would not occur if the KOR columns were modeled on *all* returns, not just deep returns. This suggestion has been followed on all subsequent charts.

There is a minority that prefers the Team Set II KOR's, used WITHOUT the Squib KO; they are unconcerned with historical accuracy. However, if one squib-kicks against these teams with the same frequency that their actual opponents did, then the returns are designed to match the true historical distribution of KOR yardages for each one.

Sincerely,

Dr. Thomas R. Nicely
Chief of Design

To whom it is concerned,

I am a baseball fanatic and have been playing your table top baseball games since 1972. The games which I speak of are the 1972 MAJOR LEAGUE BASEBALL GAME & the ALL-TIME ALL-STAR BASEBALL GAME, the first contains 24 teams, the latter 16. To make sure you perfectly understand the format I will describe it in brief. Each team is layed out on a colorful sheet of approx. 11 by 9 inches, players on the front, pitchers on the back. The game is played with three wooden dice, one black, two white, with the numbers ranging from 10-39.

If the game wasn't so great I wouldn't be writing but the fact holds and the teams are so worn out due to usage that I need new copies. I'll even take good used copies that's how desperate I am. I'm not even sure this is the right address because the old one is different, SPORTS ILLUSTRATED GAMES, BOX 1065, DARIEN, CONN. 06820.

If you can somehow get a hold of these great old games I am willing to buy 2 sets of each, 2 1972 MAJOR LEAGUE BASEBALL GAMES & 2 ALL-TIME ALL-STAR BASEBALL GAMES. I am extremely eager to find out whether or not these games are obtainable so it would be greatly appreciated if I hear from you in the near future.

Donato Totaro
4729 Fulton #3
Montreal, Quebec
Canada H3W 1V1

P.S. I would also buy more recent versions of the game (1972-'79) as long as the format remains the same as the old game. If you have changed the games format I'm curious as to why, since all my friends agree the 1972 format was tops.



ASR Scoop: In an effort to boost attendance, the NFL will be introducing a new, "lively ball" for the 1980-81 season. This helium-filled pigskin should revolutionize football tactics. Shown above is Walter "Shoelace" Owens riding to a touchdown on a favorable updraft during testing of the new ball at the NFL Experimental Equipment Laboratory.

FOOTBALL STRATEGY

More Action Than you may be able to Take!

(Second in a series of thought-provoking articles by Bob Norgard upon various ways to beat thyself at football from Monday midnight until Saturday afternoon.)

by Bob Norgard

Not All Plays Are Created Equal

Before attempting to play FOOTBALL STRATEGY you are advised to read the rules booklet, which spells out the differences between the real game and Avalon Hill's table version of football. For addi-

tional homework, we recommend the *Football Widow's Handbook*, a FOOTBALL STRATEGY bonus which in itself is easily worth the price of the game, especially the chapters on Strategy For the Real Game and Strategy For The Table Game.

How often you win at FOOTBALL STRATEGY depends a great deal on how familiar you are with the contents of the pro style offensive play charts. Trying to guess what your opponent is going to do on every play is like attempting to choose which cup the kernel of corn is hidden under. A reasonably good knowledge of the plays and

the chances each has of succeeding will prove invaluable whether you are playing alone or with someone.

It is interesting to note that against a randomly-selected defense, the twenty offensive plays offer widely varying degrees of

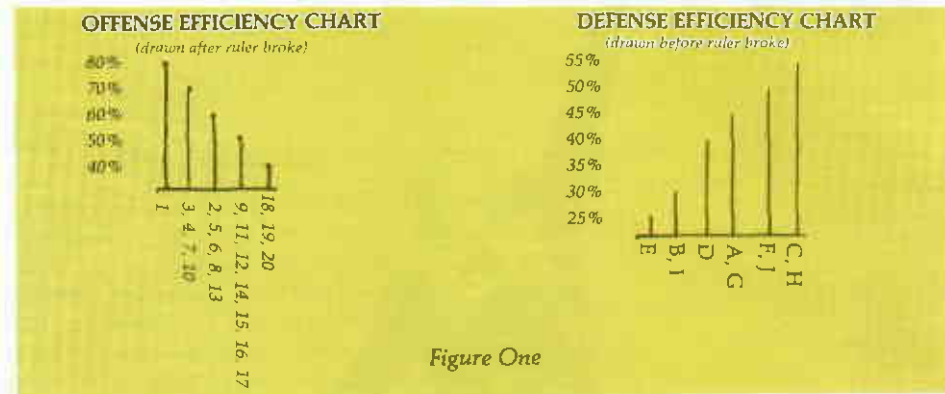


Figure One

The Offense Efficiency Chart shows the percentage of positive results of the twenty offensive plays versus all ten defensive plays when the defense is selected at random. The Defense Efficiency Chart illustrates the percentage of negative results rendered by the ten defensive plays versus all twenty randomly-selected offensive plays.

In the Offensive Play Efficiency Chart you can see that Play #1, for example, has eight chances in ten of producing a gain against a randomly-selected defense play. By way of contrast, Plays 18, 19 and 20 produce positive results versus only four of the ten possible defenses. It must be remembered, however, that the plays which have the least chance of succeeding also offer the larger gains upon successful completion. Nothing ventured nothing gained is a good rule to follow in FOOTBALL STRATEGY.

On the defensive side, Plays C and H appear to be the best choices while Defense D would seem to be a dog. But every dog has its day and when you look across the Pro Style Offense Play Chart on the game board, it's obvious that Defense D is not devoid of assets. True, it permits three or four pass completions for good yardage. Yet, it renders four passes incomplete, allowing comparatively short gains via four other tosses. Aside from the defensive foul at #5, D checks the opponent's running game, especially inside, and produces a fumble at #6. Granted, Defense D is not best employed against a pass.

Remember, the stats in Figure One represent the efficiency of the various plays versus Offense/Defense plays that are selected at random. Against a real opponent, it's another matter altogether. Each play should be looked upon as a tool, and it's the foxier player who knows when to use it.

success. Likewise, against an offense that is selected more or less at random, some of the ten defensive sets fare much better than others. These differences in Offensive/Defensive efficiency are illustrated in Figure One:

Another insight into the efficiency of various plays can be gained by learning the average gain for each play across the board. (See Figure Two).

Figure Two

AVERAGE GAIN PER PLAY

Running Plays	Short to		Avg
	Avg	Medium Passes	
#1	4.0	#10	4.6
#2	4.5	#11	2.6
#3	4.0	#12	2.1
#4	4.7	#13	5.4
#5	8.0	#14	5.8
#6	8.8	#15	6.0
#7	4.4		
#8	4.5	Long Passes	Avg
		#17	27.5
Others	Avg	#18	17.0
#9*	9.3	#19	16.0
#16**	10.6	#20	12.5

* Run-Pass Option

** Razzle-Dazzle (Flea Flicker)

How Long Is A Long Gain?

The averages here were determined by adding each offensive play's net yardage gained and then dividing by ten. Since Plays #6, #16 and #19 (Reverse, Razzle-Dazzle, Long Bomb) include Long Gain results, it was necessary to determine the average long gain in the Chance Table. This is done by dividing the total yards gained on all die rolls by six. However, a die roll of "1" gets you 50 yards plus the yardage awarded on a second roll.

Forgetting for a moment that a second roll is involved, the total for the six die rolls is 250 yards or an average of 41.6. Ergo, the player who rolls a "1" gets 50 yards and can

expect about 41.6 yards more on his second roll. It follows that the average yardage to be gained on rolling a "1" is 91.6. That ups the total yardage in the chart to 291.6, and that divided by six gives you an average long gain of 48.6 yards per try.

The Long Gain possibility makes Plays #6, #16 and #19 attractive enough to employ occasionally when the situation warrants it. The flea-flicker or long pass can be very effective in short yardage spots when the defense expects a run, while the reverse would be a good choice when your opponent is apt to apply pass prevent J.

Figure Two points up the importance of proper play selection in order to maintain possession of the ball. Of course, these averages are based on yards gained versus all ten defenses. If you are successful in crossing up your opponent on play selection, you will record much larger gains than the Average Gain Chart indicates.

A Middle Of The Road Analysis

Now for a look at the efficiency of the twenty offensive plays versus the most frequently employed defenses, namely D, E, F and H. (See Figure Three).

Play #	Good		
	Against	Best	Worst
1	DEFH	+7	+1
2	DEF	+7	-1
3	DEFH	+15	+2
4	DEF	+7	+3
5	DFH	+15	-3
6	EF	+20	fum
7	DE	+10	-5
8	DEH	+15	0
9	EH	+25	inc
10	DEF	+5	-2

Play #	Good		
	Against	Best	Worst
11	DEF	+7	inc
12	H	+6	inc
13	DEH	+12	-10
14	D	+8	inc
15	FH	+16	inc
16	D	+11	fum
17	DF	+25	-15
18	DE	+35	int
19	D	+35	-15
20	H	+30	-5

Figure Three

D, E, F and H are sometimes referred to as "middle-of-the-road" calls because, we are told, their frequent use will usually keep the defender from getting hurt too much. In column one are the offensive play numbers; Column two, the middle-of-the-road defenses against which the corresponding offensive plays register a positive result. By positive result we mean any offensive gain of one or more yards. A negative result is in which the offense is held to no gain or a loss of yardage.

Column three reveals the maximum yardage the corresponding play can gain versus either D, E, F or H, and column four shows the worst that can happen when the offensive play encounters one of the four defense calls.

To explain, Play #1 produces positive results against all four of these often used plays, the best of which is good for seven yards and the worst a gain of one. Only Plays #1 and #3 score gains on all four defenses; six plays are good against two and five plays post positive results against only one of the middle defenses. In the latter case, it is interesting to note that D and H are the permissive calls. In fact, close inspection of Figure Three reveals that either a D or H (or a combination of both) permits a positive result on nineteen of the twenty offensive plays, the only exception being Play #6.

Using the formula I have employed in Figures One, Two and Three, it is possible for you to draw up additional tables that can form the basis for a program of self-study. The more homework you do the more successful you will become in those head-to-head matches. There's no substitute for practical experience, however, and you can acquire a lot of it if you schedule a series of scrimmages or tune-up games with the missus. Prior to these "non-conference" sessions it is only fair that you share your knowledge with her and permit her to use freely the Football Widow's Handbook whenever she desires. After all, the keener your wife becomes at Football Strategy, the more you can sharpen your own game.

And now . . .

A Flashback

My previous monograph on FOOTBALL STRATEGY (ASR Volume II, No. 2, Pages 11-14) introduced an alternative to the original solitaire version suggested by Avalon Hill. The alternate proposed a new method of selecting plays for an imaginary opponent, using the three Paydirt dice and two play selection charts, one for offense and one for defense. Hereafter we shall refer to this system as Plan A. Permit me to revue briefly this milestone in solitaire play.

The defensive phase of Plan A gives the dice the same probability of choosing a particular play as the random selection of one of the fourteen defense cards as the FOOTBALL STRATEGY rules booklet suggests. A dice roll also selects the offensive plays, with no regard to down and distance circumstance. Instead, we divided the gridiron into five zones as shown in Figure Four:

Figure Four

OFFENSIVE PLAY SELECTION CHART DICE ROLL

Down	Yards to Go	10	11	12	13	14	15	16	17	18	19	20	21
1, 2	11 or more	6	19	2	17	3	10	5	18	8	16	7	12
1, 2	2 10	6	9	2	17	3	10	5	18	8	16	7	12
1, 2	1	6	9	2	17	3	10	5	18	8	16	7	12
3, 4	1	11	18	7	17	15	10	13	19	8	16	13	12
3, 4	2 5	20	18	14	13	8	10	14	18	17	20	15	10
3, 4	6 14	10	20	1	1	3	4	2	6	10	7	2	6
3, 4	15 or more	6	3	1	17	6	7	2	14	16	6	3	8
4	punt	D	A	E	D	C	B	F	I	C	B	H	A

DICE ROLL

22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
1	17	7	10	4	14	13	11	15	20	13	15	5	9	18	14	20	9
1	15	3	10	4	14	13	11	15	12	14	7	1	4	20	19	20	19
1	15	3	12	4	14	13	11	15	19	14	1	7	10	4	20	20	19
8	10	12	11	14	14	6	6	20	7	5	3	1	2	4	9	15	9
5	2	17	16	5	11	15	10	11	3	19	9	1	7	6	4	12	20
9	13	17	15	10	7	3	7	8	12	16	18	19	5	14	11	20	4
11	10	20	18	12	9	4	17	9	13	16	19	5	17	15	14	9	15
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J

DEFENSIVE PLAY SELECTION CHART

DICE ROLL

Down	Yards to Go	10	11	12	13	14	15	16	17	18	19	20	21
1, 2	11 or more	C	A	B	A	C	B	I	I	C	B	J	A
1, 2	2 10	D	A	E	D	C	B	F	I	C	B	J	A
any	1	D	A	B	A	C	B	J	I	C	B	I	A
3, 4	2 5	H	A	I	G	C	B	J	I	G	B	H	A
3, 4	6 14	D	A	A	C	C	B	J	I	B	B	I	A
3, 4	15 or more	I	J	J	D	C	B	I	I	I	J	H	A
any	goal (5-14)	H	A	G	G	C	H	E	B	H	D	H	I
any	goal (1-4)	D	A	E	D	C	B	F	I	C	B	H	A

DICE ROLL

22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J
F	F	D	G	H	I	J	I	E	D	E	C	A	B	J	I	J	F
C	G	D	D	B	A	I	I	G	E	H	H	E	F	J	F	I	J

REMEMBER:

Between the defender's 1-20 yard lines inclusive, plays 17, 18, 19 and 20 become plays 7, 8, 9 and 10. Between the defender's 1-10 yard lines inclusive, plays 13, 14, 15 and 16 become plays 3, 4, 5 and 6. This is appropriately called the "Minus-Ten Rule."

When it becomes necessary for the offense to gain long yardage in a desperate attempt to even the score, the "3rd or 4th down and 15 or more" column may be used regardless of the down and/or yards to go. This is called, appropriately, the "desperate attempt option."

To "cut up the clock," refer to the "1st or 2nd down and two-to-ten yards to go" column on each play.

Into Plan A's Offense Play chart, which is on Page 14 of the Fall issue, we introduced plays that were suitable for each of the five zones. Any one of the twenty FOOTBALL STRATEGY plays can be singled out by the PAYDIRT dice but in varying degrees of probability. Zone 1 is laced with plays designed to avoid turnovers while gaining the necessary yardage to make first downs. A few more risky plays are sprinkled into the Zone 2 game plan, but in Zone 3 the oppos-

ing quarterback goes all out in using his entire attack, gambling more often in order to make a first down and keep possession of the ball. In zones 4 and 5 the Offensive Quarterback, whether it be you or your imaginary opponent, is restricted in the number of plays available to him, since the FOOTBALL STRATEGY rules prohibit use of Plays 17 through 20 in Zone 4 and Plays 13 through 20 in Zone 5.

This brief reprise of my first alternative to the original FOOTBALL STRATEGY solitaire game was presented for two reasons: First, to re-acquaint you with the zone-type solitaire system without your having to re-read my entire article in the Fall issue, which incidentally will probably become a collector's item if for no other reason than that the Defense Play chart (also on Page 14) produces the identical results with the PAYDIRT offensive dice as the 14 defense cards in the original version!

And secondly, to lay the groundwork for a new scheme involving the same dice and a new set of charts, together with a FOOTBALL STRATEGY game of course . . . a game for one player that you will find ideal for practice sessions between those head-to-head contests in league play!

(End of Flashback)

Plan B Unfolds

It was inevitable that mixing PAYDIRT dice with FOOTBALL STRATEGY would lead to further exploration in search of a more worthy solitaire opponent. The result is a second alternative to the original version of FOOTBALL STRATEGY Solitaire, one which you will find just as exciting and perhaps more realistic than Plan A. After weeks, nay, months! of exhaustive research (and an immense pile of scrap paper) I am happy to present to lonely players, Plan B. (Ed: Could we have a fanfare please?)

THE FANFARE

Plan B presents a different and more sophisticated set of charts than its predecessor in that there's a different group of results for each down and distance situation. And it is necessarily larger in scope than its PAYDIRT! counterparts. In FOOTBALL STRATEGY we are dealing with twenty offensive selections and ten defensive maneuvers versus only nine offense and six defense plays for Paydirt!

Like my first venture into the realm of FOOTBALL STRATEGY Solitaire, this new version gives the PAYDIRT dice the possibility of selecting any of the twenty offensive and ten defensive plays on the board in varying degrees of probability, with the odds favoring plays that will get the job done.

One problem in fashioning a solitaire game is the natural inclination to make the charts to suit one's own style of play. In this respect, I have tried to be objective, so that the charts in Plan B (and in its groundbreaking predecessor, Plan A) do not reflect my play-calling. The plays are neither con-

servative nor aggressive, but a combination of each.

Lack of a strict game plan makes solitaire the very antithesis of the FOOTBALL STRATEGY concept of head-to-head competition. Over-use of a certain offensive or defensive play will have no effect on Solitaire's strategy, or lack of it. This inconsistency of the PAYDIRT dice is actually a game plan in itself, one which features the unexpected. And it is axiomatic that the quarterback should call a play which the defense does not expect. On the other hand, if the Solitaire quarterback is successful using a certain play on a few occasions, you can't figure that he will repeat the next time the same occasion arises.

The offensive plays most likely to be called are those which can result in a first down in any down-and-distance situation, while the defensive calls most likely to appear are those designed to prevent the offense from achieving its objective. Thus it would appear that this imaginary opponent has no apparent weakness.

The down-and-distance format apart, it is in the defense chart where lies the major difference between Plan A and Plan B. While the defense chart still leans toward the middle-of-the-road calls, there are necessarily some variations from one down-and-distance situation to another, taking into account the fact that it is the task of the defense to counter with the best possible selections.

Special Situations

As you know, Plays 17, 18, 19 and 20 may not be called when the ball rests between the defender's 1-20 yard lines inclusive, and Plays 13, 14, 15 and 16 may not be called when the ball rests between the defender's 1-10 yard lines inclusive. For



Plan B Unfolds

those times when the PAYDIRT dice inadvertently call these no-no's, we have instituted the **Minus Ten Rule**. That is, simply subtract ten from the improper play number. Therefore, Plays 17, 18, 19 and 20 become plays 7, 8, 9 and 10, respectively, and Plays 13, 14, 15 and 16 become plays 3, 4, 5, and 6. As in FOOTBALL STRATEGY with two players, it is necessary to note the position of the ball in the solitaire version.

When your imaginary opponent is behind late in the game, he can employ what we call the **Desperate Attempt Option** which calls for the use of an improper column in the Offensive Play Selection Chart. By treating each of his plays as third and long, his game plan will tend to become more aggressive with the accent on passing. Conversely, if your opponent is winning in the closing moments of the game, he will want to run more often and thus eat up the clock. In this case, treat each play as first or second down and use one of the short-yardage columns (either 2-10 or one yard to go).

His defensive game can likewise be altered in the closing moments of the game in a similar manner. One good rule of thumb is **do unto your imaginary opponent as you would do unto yourself**.

Decisions, Decisions!

I have attempted to make your solitaire opponent as independent as possible. Indeed, his simulation of a real adversary is almost uncanny. But alas, there are times when you will have to make some of his decisions. These include: 1) normal or on-sides kickoff, 2) punt or field goal attempt, 3) fourth down choices, and 4) accept or decline penalties.

There can be no hard and fast rules to govern these decisions. Probably the most sensible solution is to put yourself in your opponent's position and do whatever *you* would do in the same situation. In most cases the paramount factors to consider are score, time remaining on the clock and field position. To cite a few examples:

With time running out in the game and your opponent still behind after just scoring, the on-sides kick is a likely choice. With it, the chance of recovering his own kick is 33% while kicking normal affords him a mere 7% chance of making a fumble recovery on your kickoff return.

Unless they are down by more than three points with only seconds remaining on the clock few coaches will gamble on fourth down if they are within reasonable field goal distance, especially when they have an ac-



Always cheerfully rushing in where angels fear to tread, we once more take the lead with this photographic expose of the shockingly primitive conditions under which this year's NCAA title game was played. Despite numerous threats and warnings from all sides, ASR will continue to bring you the top-notch investigative reporting that has made it the acknowledged leader in sports game quarterlies.

THE 1980 NCAA BASKETBALL TOURNAMENT FINAL FOUR: CHALLENGERS FROM BELOW

by Ken Close

"Jaws III" would be one way to describe this year's NCAA Basketball Tournament. Three hungry sharks emerge from the murky depths of college basketball and gobble up the best teams in the Nation. When the waters cleared we saw our hero survive, barely.

The sharks are Iowa, Purdue and UCLA. Of these teams only Purdue was nationally ranked (20th!). They were eligible for tour-

namment play because the field was expanded to 48 teams this year, and the rule prohibiting more than two teams from any one conference was dropped. This opened the gates for a lot of desperate teams.

The victims included DePaul, St. John's, Notre Dame, N.C. State, Brigham Young and Oregon State—each of these teams losing its first game! Ohio State, LSU, North Carolina, Indiana, Syracuse, Maryland, Georgetown and Kentucky were also sunk. Louisville was the only remaining team

originally considered a contender.

They are this story's heroes. Louisville was rated second at the start of the tournament.

Despite their rating (or maybe because of it) the Cardinals were almost defeated by Kansas State (71-69 OT), and Texas A & M (66-55 OT) during early tournament play. In the semi-finals they were pitted against Iowa, the Big Ten's fourth place team. The Iowa Hawkeyes, in "Basketball Strategy" terms, looked like this:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Steve Kruttschnitt	2	3	4*	2	2
F	Vince Brookins	3	2	3	2	3
F	Kevin Boyle	2	3	3	3	2
G	Ron Lester	3	3	1	3	3
G	Ken Arnold	2	3	2	3	2
C-F	Steve Waite	3	2	3	2	2
F-C	Mike Heller	3	1	2	1	2
F-C	Mike Henry	2	2	2	1	1
F	Mark Gannon	2	2	3	2	2
F	Tom Danner	3	1	2	1	2
G	Bob Hansen	3	1	1	1	1
G	Tom Grogan	2	1	1	2	1
G	Greg Boyle	2	1	1	2	1
G	Mike Aram	2	1	1	1	2

Coach Lute Olson, Record 23-10, Avg. Pts for 73, Agst 65.

Iowa was an average Big Ten team. They had a legitimate star in guard Ronnie Lester, but he suffered an injury-prone season. His bad luck continued when he was injured with 7:47 to go in the first half. The loss of Ronnie took the heart out of Iowa's offensive drive. They fought gamely but bowed to Louisville 80-72.

The other semi-final game matched UCLA against Purdue and their all-American center Joe Barry Carroll. Purdue's ratings are as follows:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Joe Barry Carroll	4	3	5*	2	2
F	Ariette Halimias	3	2	4*	2	1
F	Drake Morris	3	2	3	3	2
G	Keith Edmondson	2	3	2	3	3
G	Brian Walker	4	1	1	3	1
C	Ted Benson	3	1	4	1	2
F	Steve Walker	2	3	2	1	2
F	Mike Searles	3	1	2	2	2
G	Kevin Stallings	2	2	1	2	1
G	John Anthony	2	2	1	1	1
G	Roosevelt Barnes	2	1	1	2	2
G	Ion Kitchel	2	1	1	1	1

Coach Lee Rose, Record 23-10, Ave Pts for 71, Agst

Purdue relied on Carroll to get them to the semi-finals. UCLA, realizing this, assigned a trio of centers and a few forwards to defend him in shifts. The strategy worked and Joe Barry Carroll scored only (only?) 17 points as his team dropped a 67-62 decision. UCLA looked like this:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C-F	Mike Sanders	3	3	4*	1	3
F	Kiki Vandeweghe	3	3	4*	2	2
F	James Wilkes	3	2	3	2	2
G	Rod Foster	3	3	1	3	3
G	Michael Holton	3	2	2	3	2
C	Darrell Adams	2	2	4	1	1
C	Gug Sims	2	3	3	2	1
F	Cliff Puritt	3	2	3	2	2
F-G	Darren Daye	2	3	2	2	1
G-F	Chris Lippert	2	1	2	2	1
G	Tyren Naulty	3	1	1	1	1
G	Randy Arrillaga	1	3	1	1	2
G	Tom Anderson	2	2	1	2	2

Coach Larry Brown, Record 22-10, Avg. Pts for 81, Agst 70

The UCLA Bruins were one of the best offensive teams in college basketball this season. They matched up well against Louisville since both teams were small and quick. Louisville had the better defense though, and forced UCLA into making several turnovers during the championships game. The Bruins came close to winning when Vandeweghe stole the ball and drove for a lay-up which would have given them a seven point lead. He missed, and Darrell Griffith returned with a three point play. That five point turn-around with a few minutes left in the game gave the Cardinals the needed momentum to win 59-54. Louisville is rated like this:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C-F	Kodney McCray	3	1	4*	2	2
F-C	Wilby Brown	3	3	5	2	2
F	Derek Smith	3	3	5*	3	2
G	Darrell Griffith	4	3	2	3	2
G	Jerry Evans	3	2	1	3	2
C	Marty Pulliam	2	1	2	1	3
F	Poncho Wright	3	2	3	1	2
F	Daryl Cleveland	2	1	2	1	2
F	Scotter McCray	—	—	injured	—	—
C	Roger Birkenstein	4	1	1	4	2
G	Tom Branch	3	1	1	2	3
G	Greg Decker	2	1	1	2	2
G	Steve Clark	2	1	1	1	1

Coach Denny Crum, Record 33-3, Avg. Pts for 77, Agst 66

Incidentally, all of these ratings are consistent with the NBA ratings which have appeared in previous issues. This allows you to see if Louisville is good enough to beat some pro teams. To correctly simulate this the college teams can play zone defenses and not be forced to shoot within 24 seconds.

The more teams involved in a single elimination tournament the smaller any one team's odds of winning. So future NCAA tournaments will contain a watered down field of hungry challengers. Maybe this is unfair to the teams who work hard to achieve high ratings during the regular season. But "bigger is better," so that is how the tournament will remain. Future contenders would be wise to keep their eyes peeled for challengers from below!

BASEBALL STRATEGY

When the Grass was Cardboard

by Tom Shaw

"Necessity is the mother of invention," so goes a tried and true adage.

Football Strategy was designed out of necessity to stay healthy, as expressed in my earlier feature (*All Star Replay Vol. 1 No. 1*). My days as defensive halfback for an amateur club were numbered as opponents seemed to be getting bigger and meaner. The birth of the board game was a far safer alternative.

A similar *raison d'être* presaged my design of companion game, *Baseball Strategy*. In retrospect, the first version was awful. It painted a distorted picture of inside baseball just to prove a point. Many authors of historical "fact" are guilty of this sin. They have to prove a point so they cull only those statistics that favor their personal biases.

The point I was out to prove was that baseball games, like all other sports, are won and lost in the head, not on the field.

Further, it had always been my opinion that all this inside baseball jazz was vastly over rated. Of all team sports, baseball is basically a one on one game. It is a game of individuality. It is a game of confrontation between pitcher and batter.

And during the wait between pitchers, which can often seem interminable, a lot goes on inside the head.

Most professionals are guess hitters. At least up until a two-strike count! Let's face it, with that little white sphere coming in at over 70 mph, you don't have much time to determine whether or not to swing, and if you decide to, where to swing.

So you have the batter thinking where he thinks the pitcher will throw the ball, while the pitcher is thinking that the batter is thinking he is going to throw such and such a pitch so he thinks he'll outthink the batter and throw this or that pitch instead.

Then you have infielders who all end up covering the same base; and outfielders who, when not dozing off, are constantly throwing to the wrong bases.

I recall our heavy-thinking pitcher who often overcompensated in such circumstances. In one situation, a base hit was drilled to right field with a runner on first. I would have expected my pitcher to back up 3rd base. Instead, he positioned himself as cutoff man anticipating a throw home.

When questioned he replied, "You know, Tom, Lenny (our right fielder) never throws to the right base anyhow."

Well, it was difficult to refute his logic. Particularly since Lenny threw to 2nd and fooled us all.

As a budding young amateur of 37 destined for stardom in the majors, this out-think syndrome simply drove me nuts. I opted, instead, for a more rewarding career at Avalon Hill.

Actually, the last statement isn't altogether true. In reality, I felt it optimally rewarding to carry on both "professions" simultaneously. I did, indeed, stretch out my sandlot career while moonlighting at the game factory.

And my more than 25 years on the sandlots of Baltimore convinced me that manager Leo Durocher wasn't far from wrong when he opined, "A big league manager's decisions change his team's standings by no more than five games a season. My 1st baseman could probably manage as well."

Spoken perhaps in a moment of weakness, it nevertheless reflects the point that a team's rise and fall does not depend too much on the manager's ability.

"Hearsay," you say! And you will cite



During his days as a pitcher with the U.S. Army, All-Star Tom Shaw was best known for his uncanny ability to throw to batters in such a way that they would invariably hit the ball to precisely the same spot. (Note arrows indicating positioning of fielders.) Unfortunately, he also was afflicted with a tendency to hit batters, and one game was actually called on account of darkness after Shaw beamed 37 consecutive batters.

the success of Earl Weaver, our dearly beloved manager hero of the Baltimore Orioles! But in Weaver's own words, quoting from a recent Sports Illustrated article, "I let the players play." Weaver's philosophy has always been not to over-manage as many feel they must do to justify the salary. Most of a manager's so-called strategies are nothing more than doing the most logical thing demanded at the time. It is ironic that Weaver, the most successful modern day manager, is also the most criticized by the Baltimore press. They claim he doesn't bunt enough . . . he doesn't pull the hit and run . . . and all those other surprise tactics that delight the octogenarians still championing the Cobbian era of baseball.

Of course, five games in the standings can mean the difference between first and fourth place. But the point is, a team is a winner because its *players* do more right things than wrong things. The term "heads up baseball" is very apt.

I won't bore you with more examples of heads down baseball (although it may see print in a later feature under an assumed name), suffice it to say all this preamble sets the tone for the reason Baseball Strategy was designed the way it was.

Since that awful initial try, *Baseball Strategy* has undergone quite a metamorphosis. And at this writing, is in yet another refinement stage (see the pull out of our new Defense Chart)!

It has retained the main character of the original game; that of the pitcher-batter confrontation. All we've really done, here, is elaborate on this theme in a much more realistic sense.

We also felt the need to bring the game up to the state of the design art as we know it today. Note I am now referring to "we." The other half of "we" is Don Greenwood, Avalon Hill's Senior Vice President in charge of product development. He implemented a system allowing the use of actual major league players. This now makes *Baseball Strategy* the only board game on the market that appeals to both head-to-head and statistical replay fanatics. Heretofore, you had a choice of one or the other.

Our *Statis-Pro Major League Baseball* game was a run-away best seller last season and continues at that pace in this its second year. But it is strictly a statistical replay game whose great redeeming feature is that it is fantastically accurate. It is also a fantastic solitaire game, thus head-to-head confrontation is held secondary in favor of the real-life simulation aspect.

Don Greenwood's Player Card change (see example A) allowed us to utilize major




In response to the plea of one of our readers ("... I like the humor, but please keep it clean") Mr. Shaw prepares to swing into action.


league players. A summer a year ago these cards were adopted in a 12-team Baseball Strategy test league conducted here at the R & D offices in our game room. A draft was held, followed by a 32-game season. Counting playoffs, close to 400 games were played under the new player card format. The fact that a second is now underway using this same system is testimonial to the success of the new version.

The new version also has the advantage of implementation of instant statistics. Typical commercial stat games only include stats gleaned from season-ending figures, so you are constantly playing a game that is one-year behind.

Example B

	<i>1st Base</i>
	FIELDING _____
	POWER _____
	BATTING _____
	AVERAGE _____
	Against LH _____
SPEED _____	Against RH _____

Example A

	<i>2nd Base</i>
	FIELDING 3
	POWER +2
	BATTING _____
	.225 AVERAGE
	.250 Against LH
.225 Against RH	SPEED _____

Major League Baseball, however, does include a formula allowing you to utilize current stats but you have to purchase accessory cards.

The new revised version of *Baseball Strategy* is not yet available in stores. When it is, you will recognize it by the new unrecognizable bookcase package totally changed from the previous black and blue package. It will come complete with Player Roster Cards (like example A) and two sets of blanks (like example B) that will allow you to write in player stats out of local newspapers for your favorite players and/or teams.

Actually, these blanks can be ordered now. And can even be implemented in your current *Baseball Strategy* game if you feel you are capable of figuring out how to arbitrarily assign the power, speed, and defense ratings of current major leaguers. The new rules, which can also be ordered June 1, show you how.

The revised Defense Charts are reproduced as our FREE PULLOUT CENTERFOLD in this issue. (A brief summary of rule changes appears on the reverse side of the Charts)

A major change in the game allows all players, regardless of power or lack of it, to call the Long Ball. The weaker hitters' long ball threat is minimal, however, with a rule that implements a Long Belt die-roll modifier. That's what the power rating means. The plus numbers, 1, 2 or 3, are added to the Long Belt die-roll. Conversely, a minus power rating indicates the number that must be subtracted from the Long Belt die roll.

The Offense Chart underwent no changes. But the Defense Chart breaks down

into three sections, allowing flexibility in setting up your defensive character. Subtle changes, especially under excellent defense, allow better chances of scoring a baserunner from second on a single.

The catcher's throwing ability is brought to the fore, as a die-roll modifier of sorts can reverse a decision rendered on the Base Stealing Table.

Despite all the minor and subtle changes, however, we have retained the same head-to-head feature that has made *Baseball Strategy* so very popular since 1961. Don't be fooled by the fact that there were no changes to the Offense Chart. The change in the approach to the power aspect (*the Long Belt*) makes the chart even more intimidating than before.

Now that all players have the opportunity to call *all* long ball swings, an extra intimidation factor is built in. Now, every call can be a gut-wrencher. *Baseball Strategy* in its new form is definitely not for the nail-biter. If you have an intimidation fetish, the game is definitely for you.

I'm reminded of how as a sandlotter, I was able to pool average pitching talent into a winning record—by intimidation, naturally. For the purpose of illustration, I'll

rate myself first-line pitcher. This means I have no hard fast ball, pitch-A. Several teams on our schedule (*Ellicott City Rams 1948-51*) were representative of tough mill towns in the Baltimore suburban area. I dreaded playing in places such as Daniels Mills, Oella and Savage. In one such instance, Daniels Mills, the home team bats looked suspiciously like wagon tongues. Our opening game marathon loss of 20-18 exhausted our entire pitching staff. I, alone, was saved for the second slaughter. Knowing my limitations, I warmed up from a distance of just a little over 50 feet, moving the bull pen plate closer so the opposition wouldn't notice. With 10 less feet to throw, my average fast ball looked great. The opposition chortled in glee as they were fast-ball hitters.

In actuality, I never threw the fast ball for a strike in the game. I had them waiting and waiting for the pitch they loved best, which never came. I kept ahead of the hitters on junk, forcing them to hit the soft stuff for the only shutout of my career, and a one-hitter to boot. That's why I remember it to this day. It taught me something about the mental approach to baseball I had never really thought much about previously. This

day at Daniels Mills changed my entire approach to the game.

The subtle beauty of *Baseball Strategy* is in the intimidation. Overcalling certain pitches, or swings in similar situations, can set up the important call that turns the game around.

Actual managerial expertise is somewhat secondary. Yes—you can call a bunt, or you can hit and run—and make proper substitutions. You can even bring in the pitcher designed to get you out of an inning with a double-play ball. Still, the heart and soul of *Baseball Strategy* lies in the matrix system of head-to-head competition. Thus you are really the hitter on offense and the catcher on defense.

With Stargel at bat and Palmer on the mound, it boils down to a guessing game between the two in real life. That's also the way it is in *Baseball Strategy*.

Blank Player Cards are available from Avalon Hill for \$4.00 per set of 50. Be sure you ask for *Baseball Strategy Xtra Roster Cards*. Also available is the revised edition of the rules, special price of only \$1.00 through August 31, 1980. Ask for the "3rd Edition *Baseball Strategy Rules*."

BRIEF SUMMARY OF RULE CHANGES

POWER HITTING

All players are allowed to call Long Ball swings 4, 10, and 12 if they have a high enough qualifying batting average.

The frequency of homeruns depends, now, on each player's power rating which is a die-roll modifier. Power hitters will have a minus number. Which means, you subtract that number from the Long Belt die roll! Weak power hitters' numbers are plus numbers, to be added to the Long Belt die roll.

SPEED

Fast baserunners are recognizable by a rating beginning with the letter "F" for fast. In the tournament game, the number acts as a modifier. In this version, an out or safe result can be overturned if a runner is exceptionally fast (F3) or a catcher has an exceptionally strong arm (3).

Fast runners are given an additional speed rating of 0 (average) through 3 (very fast). Catchers are given a similar numerical rating of their throwing ability ranging from 0 (poor) to 3 (good). After any steal attempt a team with the advantage in the runner-catcher matchup may appeal the result with a die roll equal to or less than their advantage. Example: An F3 baserunner attempts a steal against a 1 catcher and is called out by the matrix action. The offense team can reverse that call with a die roll of 1 or 2 (because the baserunner has an advantage of 2 over the catcher = 3 less 1). Similarly, assume a 0 base-

runner attempts a steal against the same catcher and is judged safe by the matrix action. The defensive team can reverse the call with a die roll of 1 (because the catcher has a 1 advantage over the baserunner = 1 minus 0).

This rule does not apply to steals by slow runners, thefts of home, or attempts to take extra bases.

GAIN OF PITCHING EFFECTIVENESS

Whenever a starting pitcher gets through 6 innings without giving up a hit, you can simulate his "hot hand" by giving him an edge for the remaining three innings like this:

Pitcher Type	7th & 8th Innings	9th Inning
2nd Line	Gain Pitch B	Gain Pitch A
1st Line	Gain Pitch A	Gain One No Result
Ace	Gain One No Result	Gain One No Result

Gaining a no result means that once in either the 7th or 8th innings, (not in both) and once in the 9th, an Ace may ignore an averse result after the offense team has called a swing. The Defense player need not even reveal his pitch card, and instead simply state, "no result" and pick a new card.

If the no hitter is broken up, pitchers still retain their gained effectiveness. However, on the 2nd hit, pitching effectiveness reverts to normal allowances.



The Fistic Scene



by Jim Trunzo

Boxing as a sport has always been the epitome of an individual's self-reliance on his skills and his skills alone in order to gain a victory, the ultimate one-on-one situation. This being the case, how then can boxing be molded into a team sport? My brother and I pondered that question at various times during the maturation process of TITLE BOUT (especially when we tired of "dream matches" and tournaments) and what we finally realized was that TITLE BOUT could only be organized as a team sport if it were done in the same fashion as tennis had, in actuality, been brought into the realm of team sports. What follows is a set of general guidelines for setting up a boxing league and an example of a league already organized.

To begin with, the player or group of players must decide upon the number of "teams" to be in their league. Next, decisions must be made as to the number of weight classes to be used and whether or not to use all fighters in the game, only current fighters, or only old time fighters (those deceased or retired). The last two decisions will depend in some part on how many teams are going to be created as the number of boxers in some of the divisions are limited and as you will see, you need more than one fighter per weight class to keep things interesting.

We recommend using all fighters and moving all junior weight classes up a half step. Junior middles become middleweights, junior welters become welterweights, and junior lights become lightweight.

Once you have made the initial decisions, throw all the fighters together into a pool and using any one of a number of possible systems begin to draft your teams. You may run your draft in any way you see fit as long as the final result ends up in full rosters. Exactly what a full roster will be will depend on prior decisions (i.e., how many teams?) and information yet to come.

Organizing the league is the next step and obviously, a very important one. A schedule is relatively easy to arrive at and can range from a single home/away series involving all teams to a more complicated arrangement involving divisional set-ups, off days, etc. We favor a weekly schedule as opposed to a daily schedule. Fighters can't fight every 4 days, realistically! What isn't as easy to arrive at is a decision as to how many bouts constitute a match or "game." The time factor must come into play here. With the average bout (without using strategy) running about a half an hour, a match consisting of 8 bouts could be quite time consuming. There are several ways to handle this: if your league is made up of only 1 or 2 weight classes there is no problem. One fighter from each weight class is matched against an opponent from the same weight class. If, however, each team consists of the 5 major weight classes, then you may want to work it like this: the first day of the series pits fighters from 3 of the weight classes against each other and the second day finds the remainder of the weight classes in action. All matches under this system are two day series. There are other ways, probably bet-

ter, to handle this, but in any case it is a problem that must be dealt with.

A system for scoring the match is also a must. The following point system is recommended for use: A unanimous decision or a knockout victory earns the team 3 points; a split decision garners 2 points for the winner; a draw earns 1 point for both fighter's teams. Whatever system you settle on, avoid giving a scoring advantage to one particular style over another. For example, don't award bonus points for a knockout as this discriminates against the boxers in the game. Let's face it—a win's a win. You may want to set up a much more elaborate system of scoring. You could use the basic system above but take it a step further by awarding a 1/2 point for each round won by a fighter. This necessitates some involved mechanics, however, when you are using a point system to score each bout (rounds won must be divided by 3, for example, since 3 people are scoring the fight, etc.). In a fight that doesn't go the distance, incidentally, all rounds following the knockout go to the victor.

After setting up the basic format of your league, your next area of concern deals with the management of your stable of fighters. View your stable as something akin to a pitching rotation. A fighter can only start so often (and there are no relief pitchers!).

Following the text of this article, a table can be found for use as a guideline to needed rest between bouts. Another important aspect of managing your stable of fighters concerns matchups. We feel that matching up opponents can be handled in one of two ways. Matchups can be determined by random choice. This system is fair; however, it takes away any opportunity for you, as manager, to maneuver and strategically use your fighters to gain maximum advantage and points out of your total team of fighters. What we feel is a better system is for the visiting boxing team to list which fighters are going to participate in the upcoming series. Then the home boxing team names which of his fighters will go against those named. No substitutions can be made under any circumstances following the naming of the visiting fighters nor can any be made by the home team following their selections. Using a system like this provides several exciting elements that are missing otherwise. First, the home team receives a "home team" advantage that is true to all other team sports. Second, it places a demand for thought and strategy on the back of the team manager. Not only must he know the opponent for this week's match, but he must have the

foresight to look down the road at what is coming up. To illustrate the point, let's say that this week's opponent is weak in his middleweight division but next week's opponent has a solid crew of middleweight fighters. You, as manager of the team, may want to save your best middleweight for the upcoming bout if you feel that your other middleweights can bring home wins against this week's opponents. On the other hand, you might want to risk putting your best against this week's worst and gamble on a quick knockout that would allow your best to fight again the following week! You can see the possibilities.

How many fighters should a stable be made up of? There really isn't an answer to this question because of the various possible makeups of the league. However, several factors should be considered. If you use all the fighters but only have a few teams, then each team will be loaded with top fighters, which may or may not be to your taste. The converse is also true. If you limit too severely the number of fighters in the pool and have a great number of teams then you may, talent-wise, spread yourself too thin. We feel that a team should consist of 5 divisions per team with 4 fighters per division for a total of 20 fighters on the roster. To make things interesting, some type of regulating should be done based on the number of teams limiting the number of quality fighters in the original pool. For example, you might include so many 12's and 11's, a greater number of 10's, all the 9's and 8's, so many 7's, etc. Again, the possibilities are so varied and they depend so much upon your individual tastes that what is mentioned in this article are merely suggestions for you to build upon.

Here is one possible scenario for a league set-up:

The United Boxing League

Teams: 8 (divided into two 4 team divisions)

Roster size: 20 fighters per team—5 in each of the major divisions

Initial player pool: 200 fighters

Draft: Initial draft selection order decided by lot; subsequent drafts by order of team standings in inverse order.

Schedule: 16 weekly games. Each team plays the other 3 teams in their own division two home and away series equaling 12 games and play each of the other 4 teams once each, two of the four games to be at home and two of the four games to be away.

Scoring: All fights will be scored on a 10 point must system. All rounds left following a bout that ends inside the distance are awarded to the victor by a score of 10 to 9. Each fighter will have the points awarded by both judges and the referee totaled and divided by 30. The result will then be taken times the opponent's boxer rating and this result will again be divided by 10 to arrive at a final quality point score. The quality point score will be further modified by the official result of the bout in the following manner: 2 points added on for a unanimous victory or a stoppage; 1 point added on for a split decision victory; 0 points for a fight ending in a draw. Example of scoring: Boxer A receives the following scores—J1 96; J2 96; R 97. His total is 289. Divide this by 30 and the result is a 9.6. This number is multiplied by his opponent's boxer rating which was an 8. Result—76.8. Divide this by 10 for a final quality point score of 7.7 for Boxer A.

Boxer B received the following scores: J1 93; J2 91; R 95. His total is 279. Divide this by 30 and you will arrive at 9.3 times the boxer rating of Boxer A which was a 9. Result 83.7. Divide this by 10 for a final quality point score of 8.4.

Next add in the modifier arrived at from the official result. The bout ended in a unanimous victory for Boxer A, earning him 2 points.

Fighter A: $7.7 \text{ qp} + 2 = 9.7$

Fighter B: $8.4 \text{ qp} + 0 = 8.4$

Bouts: All bouts will be 10 rounds in length.

This article just touches on the possibilities and attempts to highlight some of the things that must be taken into consideration. Many of the frills haven't even been mentioned like electing an all-pro team, selecting an MVB (Most Valuable Boxer), etc. Also, part of the fun is arriving at team names and selecting a home arena for your bouts. You can even devise attendance charts, set up a yearly draft for new fighters, make trades, and more. We would like to see a more comprehensive article or ideas done concerning team boxing, so please feel free to let us know your ideas. Suggested schedule for rest between bouts:

Fighter fights 3 rounds or less and is the victor: *he may fight the next week.*

Fighter fights 4, 5, or 6 rounds and is the victor: *he may fight the week after next.*

Fighter fights more than 6 rounds and is the victor: *he may fight 3 weeks later.*

Fighter loses in any round by a knockout or tko: *he may fight 4 weeks later.*

Fighter loses by a decision: *he may fight 3 weeks later.*

Effect of injuries on rest between bouts:

Broken hand or nose or jaw: *out for 8 weeks.*

Gash over eye: *out for 5 weeks.*

Butt cut: *out for 5 weeks.*

Mouth badly torn: *out for 5 weeks.*

Any other injury: *out for 4 weeks.*

TITLE BOUT QUESTIONS AND ANSWERS

Q. Automatic TKO and TKO Condition Chart: which fighter's TKO Rating do you use; the fighter who scored all the points or the fighter who might get the TKO?

A. *Use the TKO Rating of the fighter who is being hit, as he is the one who is susceptible to a TKO.*

Q. Should the Excessive Rabbit Punch be a 'Check Result Table'?

A. *Yes.*

Q. If a fighter's HP Rating goes down one if he is a boxer, does a fighter's CF go down one if he is a slugger?

A. *No.*

Q. The rules state that Coverup can be used as a strategy at any time in a round. If a card that has the possibility of a knockdown appears, can the Coverup be played immediately to eliminate that possibility, or should Coverup be used only after a punch has been resolved (or Action) and not in the middle of Action resolution?

A. *Coverup can be used only after a punch has been resolved (or any subsequent action due to that punch).*

Q. Welterweight Miguel Barreto has the following ratings: KDR 1:7, KDR 2: +4;

total 11. If a second knockdown attempt is made what table is used? Also, in general what is the procedure if KDR 1 + KDR 2 is greater than 10 due to optional rules?

A. *Any time the KDR 1 + KDR 2 is greater than 10, use 10 on the chart.*

Q. Vonzell Johnson (a light heavyweight) is missing his Cut Rating. What is it?

A. *Vonzell Johnson's Cut Rating should be CO/CH/ 5/2.*

Q. The example in the rules for using up Endurance shows Endurance up at the

TITLE BOUT Questions, Cont.

end of Round 9, but the reduction starts in Round 8.

A. *This was a typographical error. Reduction should start with Round 10.*

Q. Killer Instinct clarifications:

a) Are cards used to resolve Killer Instinct in your hand used to resolve all actions (i.e., do the cards used for scoring punches, cut attempts, etc., come from the Killer Instinct cards and not the unused deck?)

A. *Yes, the Killer Instinct cards are used to determine all action that occurs during that time.*

b) If not enough cards exist for drawing all Killer Instinct cards you are entitled to, do you use just what is there?

A. *Yes, use only the cards which are left*

in the round. There is no carryover.

Q. It would be nice to put down a list of weight classes for people who do not remember if flyweights are lower than bantamweights, for example.

A. *Heavyweight, Light-Heavyweight, Middleweight, Junior Middleweight, Welterweight, Junior Welterweight, Lightweight, Junior Lightweight, Featherweight, Bantamweight, Flyweight.*

Q. One card has Cut-8, but no fighter has that possibility. Please explain.

A. *There is also a card that has Cut-9 and Cut-10. These are included for percentage reasons and for possible later use in case a fighter comes along who has more ability than Ali (the best to date) at cutting his opponent.*

Q. Will there be cards for Too Tall Jones and Lyle Alzado?

A. *Too Tall Jones may someday be rated*

but not until he becomes a bona fide contender or at least a respectable fighter. Since Alzado returned to football there will not be a card for him.

Q. Are points received for cuts added to the point total?

A. *Yes.*

Q. When there are enough points built up for a TKO, does it take place immediately or at the end of the current round?

A. *At the end of the round.*

Q. Re "Adjusting the KDR According to Opponent's HP": If both fighters have equal HP's does this rule affect them both, or is it not used in this instance?

A. *It affects both - they could each have weak defense but a devastating punch.*

Q. As a fighter loses endurance, his PL and HP are reduced. As his HP is reduced, should KDR 1 of the other fighter be reduced accordingly?

A. *Yes.*

If You've "NOT YET BEGUN TO FIGHT . . ."

by Ken Close

"Title Bout" was not a surprise Christmas present, I'd been bugging my wife for two months to buy it for me. I was surprised at how accurate and playable it is. And contagious! Soon I was playing it every night. Monday Night Fights had become Monday-Saturday Night Fights. "Title Bout" was even interfering with the ultimate "Paydirt" solitaire system, which was only a few weeks from perfection!

As I played "Title Bout" certain ideas kept popping into my head. Ideas like . . . what would have happened if Frazer and Ali had actually gotten into a fist-fight during their confrontation in a Philadelphia park before Super Fight I? Or how would Rocky Marciano have done as an amateur in the Olympics?

This article is concerned with options to be used in "Title Bout". It is a great game as is, but these options should make it even better.



"Say, wait a second! Who you callin' bowlegged? Put up yer dukes, you imperinent scoundrel!"

Mini-Game Strategy

About seven bouts into my first Mini-Game tournament (see ASR Vol. II, No. 3) Muhammad Ali was falling dangerously behind Max Schmeling. Ali was behind 7 rounds to 3, in a fifteen round match. Hoping for an Ali-Marciano final, I searched for a strategy that could help Ali pull his bout from the jaws of defeat. After about ten minutes of rereading rules and charts it suddenly dawned on me that the mini-game has no strategy. You roll the dice and record the action. It's like watching a fight on T.V.

After Ali (and Marciano!) lost I developed three optional strategies for the mini-game. The aggressive chart adds to the probability of rolling "power" or "A", but also increases the odds of getting "dice" or "B". It should be used to gamble when you fall behind. The defensive strategy reduces the variance and allows a boxer who is ahead to play it safe. The going for a K.O. strategy should be used only in desperation. Below are the three optional strategies (with the standard) and the odds of rolling one of the six results:

STRATEGIES

Results /	Standard	Aggressive	Defensive	Going for K.O.
POWER —	.306	.308	.083	.390
DICE —	.110	.194	.083	.333
A —	.083	.278	.111	.028
B —	.083	.111	.111	.166
DEF —	.250	.055	.278	.055
STD —	.168	.055	.334	.028
efficiency =	+2	+1.8	+ .05	+1

Before every round each fighter announces which strategy he will use. Then roll the dice and use the below chart to obtain results:

Die	Standard	Aggressive	Defensive	Going for K.O.	"A"	"B"
2	Power	Power	Power	Col "A"	NC	NC
3	Dice	No Change	Dice	Dice	+7	-7
4	Col "A"	Dice	No Change	Col "B"	+5	-5
5	Defense	Dice	Col "A"	Power	+3	-3
6	Power	Col "A"	Defense	Dice	+1	-1
7	No Change	Power	No Change	Power	NC	NC
8	Defense	Col "A"	Defense	Dice	+2	-2
9	Power	Col "B"	Col "B"	Power	+4	-4
10	Col "B"	Power	No Change	Col "B"	+6	-6
11	Dice	Defense	Power	Defense	+8	-8
12	Power	Power	Dice	No Change	NC	NC
	+2	+1.8	+ .05	+1		

Using optional strategies will add a new dimension to the mini-game, but for most good boxers the standard strategy will work best (on the average).

Optional Rules

Most games offer optional rules to increase realism at the cost of playability. In "Title Bout" there are only six optional rules, and none of them slows down the play.

The use of strategy cards should not have been optional. Without this rule you would have no control over the action, other than declaring if a fighter will fight as a boxer or a slugger. Always use this rule!

Adjuster the KDR according to opponents' HP is another essential rule. Essential, that is, if you want to give the sluggers a chance to win. Fighters like Max Baer and George Foreman had trouble against clever boxers, but could end a match with one punch if given the chance. This rule accurately reflects that power.

The fighting a boxer out of his normal division rule is a good generalization. The ring movement rule allows boxers to take advantage of trapping opponents on the ropes. The reduced hitting effectiveness rule accurately rewards fighters with good stamina. The optional scoring rule introduces ring movement, clinching and biased judging.

Overall, I recommend the use of all optional rules. The realism they add is significant while the actual play of the game is unaltered.

Ring Movement

The optional rule for ring movement should be used. Some fighters have trouble on the ropes or in corners. This deficiency should have some bearing on the outcome of the fight.

While ring movement is needed the random nature of this rule is inaccurate. Some fighters are skilled at ring movement, others are not. This is evident in the Ring Movement rating each fighter has.

My alternative to ring movement takes a boxers' skill into account. I first determine who is in control, then check the RN. If it falls within the boxers' ring movement range I credit him with movement (optional scoring) and check the next card to see where the fighters end up. If they move to the ropes or corners the fighter who was in control gets the opponents' in corner/on ropes rating added to his C.F. He keeps this advantage until he moves back to ring center, or until his opponent initiates ring movement.

Solitaire Strategy

"Title Bout" is an outstanding solitaire

game. There is only one problem with solitaire play, how to use the strategy cards.

I tried random selection and found the results too unrealistic. Solitaire formulas couldn't generalize well enough to avoid making a separate strategy for each boxer. Finally, I settled for an "Act-React" System.

During the first round both boxers are prohibited from using strategy. It is assumed that they are warming up and testing each other. From round two on the winner of the previous round selects a strategy (or no strategy) first, followed by a selection from the loser. This gives the loser of the round a definite advantage, being able to react to the winners' strategy. It will help keep the matches close.

Since you control both boxers you must decide on winning strategies for each of them. Care must be taken to avoid using a strategy that will make a boxer vulnerable to a counterattack. For example, if a round winner selects a "fighting inside" strategy and his opponent reacts with "going for the Knockout" the round winner adds +5 to his defense and +2 to his KDR 1.

Normally a round winner is better off selecting "no strategy" or "fighting outside" (offensively or defensively). The exception is when a boxer wins a round big, and has a chance for a T.K.O. Then he can force the issue by "going for the knockout". The pressure is then placed on the second boxer to gamble and fight back, or run. Either way, you can manage the strategies for both fighters in the logical, realistic fashion.

Endurance Option

Fighters like James Jeffries, Rock Marciano and Joe Frazer were hit often during their matches. It was their style to get hit in return for the chance to strike back, harder. The game rules for using endurance penalize these fighters unjustly.

In real boxing, endurance is used up more by punching than getting punched. The exception to this is when a boxer directs his attack on his opponents' body. The following optional rules reflect this:

Subtract from endurance after each round:

1 point for each punch missed

1 point each for the first 5 points scored by opponent

½ point for each additional point scored by opponent

So if you missed 4 punches and your opponent scored 19 points you would then subtract (4 + 5 + 7 =) 16 point from your endurance. The T.K.O. chances are still calculated like normal.

If you designate that you are attacking the body at the beginning of a round, you calculate your opponent's endurance used according to the original rules. A fighter using this option must ignore KD and cut attempts during that round.

A fighter must also expend additional endurance points for using the following strategies:

- Going for knockout — 6 points
- Fighting Inside — 5 points
- Fighting Outside Off — 4 points
- Fighting Outside Def — 3 points
- No Strategy and Cover Up — 0 points

If you lack sufficient endurance points you cannot use a strategy. This forces fighters to pace themselves if they plan to use strategy in the latter rounds.

Amateur Boxing

Amateur boxing contains a high level of intensity which is often missing in pro-fights. This is because the action is restricted to three rounds, instead of being spread over fifteen.

To stage amateur matches in "Title Bout" follow these rules:

1. A match is three rounds.
2. Endurance is equal to the factor times .3.
3. Use one strategy per match.

4. Judging is on a round basis.
 - a. 1 point is given for aggressiveness.
 - b. 3 points are given for a knockdown.
 - c. 1 point is given for each punch landed.
 - d. 1 point is given to each fighter who moves more often than he clinches.
5. A boxer who begins a round without endurance adds +4 to his Defense, -2 to his Punches Landed, and -1 from his HP.

While you base your judging on the number of punches landed, you still keep track of their value (3 pt., 2 pt.) for endurance and T.K.O. calculations. The same is true of knockdowns, award 3 pts. each but determine the actual points scored for endurance and T.K.O.'s. The reason amateur bouts are scored this way is because judges are more concerned with the frequency of punches, not their power.

Amateur Tournaments are a good way to have a large number of boxers fight in a short period of time. With over 400 boxer cards in this game, this may be the only way some of them will see action!

Blood in the Sand

Bare-knuckle fighting was replaced by gloved boxing in the 1890's. But if you wonder how Foreman or Frazer would do

without gloves, use the following rules:

- HP — add 1 to this rating
- KDR1 — add 1
- CO/CH — add 2 to each rating
- Punches Landed — add +3
- FOUL RATINGS — all fighters use C

To further add to the flavor I suggest you fight 30 round matches. A round ends when a fighter is knocked down (he loses the round). A fighter can voluntarily fall down any time he is hit, unless a "5" results and killer instinct is used. Most fighters will voluntarily fall to avoid exceeding 20 points, or to avoid a T.K.O. If the fight goes the distance, whoever won the most rounds wins.

My experience has shown that the best bare-knuckle fighters are the ones with high H.P.'s and low KDR/KOR's. But some excellent boxers can do well if they can maintain control and quickly build up points.

If this style of fighting is too tame, I suggest you consider Ancient Roman Boxing. They wore cestus instead of gloves, and an entire boxing career sometimes lasted only one fight!

Well, there you have my thoughts on "Title Bout". It's a great game as is, but I can't resist making changes. Now, back to that "Paydirt" solitaire system.

TITLE BOUT STRATEGY FOR SOLITAIRE PLAY

One reason there is so much material concerning TITLE BOUT in this issue is because it is turning into one of our most popular games. Fortunately, that game is turning into TITLE BOUT at about the same rate, so we're hoping no one will notice the change. The following article gives some good ideas for introducing the strategy rules for TITLE BOUT into your solitaire play.

by Kirk C. Johnson

I am enclosing for possible publication a chart for use with the AH Title Bout boxing game that incorporates the strategy cards into solitaire play of the game.

To use the chart two dice of different sizes or colors must be used. Before each round the dice are rolled once for each fighter and cross-referenced to the chart. If the fighter is in one of the situations described under that dice roll he will use the strategy dictated. For the most part, the chart is self-explanatory.

On the reverse is a special Cover-Up Strategy Chart for use when certain conditions arise. It, too, is (I hope) self-explanatory.

I hope you will find this material suitable to pass along to your readers.

Dice: Situation and Strategy

- | | | |
|-------|---|-------|
| 11-16 | —No Strategy | |
| 21-24 | —First three rounds and HP of 7 or more—Knockout | |
| | —Last three rounds, leading the fight and Opponent's HP is 8 or more—Fighting Outside Defensively | 41-43 |
| 25-32 | —Last three rounds and losing—Knockout | |
| | —First three rounds and underdog—Fighting Inside | 44-52 |
| | —Last three rounds, fight is even and Opponent's HP is 5 or more—Fighting Outside Offensively | 53-55 |
| 33 | —Last three rounds and losing—Knockout | |
| | —First four rounds and underdog—Fighting Inside | 56-64 |
| 34-36 | —Within 10 of using up Endurance and losing—Knockout | |
| | —First three rounds, underdog | |
- and Opponent's HP is 8 or more—Fighting Outside Offensively
- Within 10 of using up Endurance and losing—Knockout
- First four rounds, underdog and Opponent's HP is 9 or more—Fighting Outside Defensively
- Within 10 of using up Endurance—Knockout
- Last two rounds and fight is even—Fighting Inside
- Last three rounds, leading and Opponent's HP is 6 or more—Fighting Outside Defensively
- Last four rounds and losing—Fighting Inside
- Last two rounds and leading—Fighting Outside Defensively

- 65 —First four rounds and underdog—*Fighting Inside*
 —Last two rounds and leading—*Fighting Outside Defensively*
- 66 —First four rounds and underdog—*Fighting Inside*

NOTES

"Even"—Fighters are tied or have a difference of one round EXCEPT after the next-

to-last round when boxers must be tied to be considered even.

"Leading" and "Losing"—When fight is not even, one boxer must be leading and the other losing.

"Underdog"—Boxer rating next to fighter's name is less than opponent's boxer rating.

If boxer's situation is not shown in the results or if he has used up all of his allotment of the strategy shown for his situation the "No Strategy" card is used.

I have been asked by our Parts Department to inform you that we have a whole pile of stuff that has been discontinued but is still for sale. In particular they suggest the old 3M SPEED CIRCUIT, at just \$25.00; the original Model T version of TITLE BOUT (known in them days as TRUCO BOXING) for a tooth-loosening \$5.00; THINKING MAN'S FOOTBALL at a mind-boggling \$30.00 (try to get an NFL franchise for even double that price!); and 3M BIG LEAGUE BASEBALL at only \$24.99 (Finley Special). Be sure to add 10% for postage. And remember—we have lots of other old classics lying around here, as well as parts for many of those old games you haven't been able to get rid of. Although our Discontinued Parts List has itself been discontinued, we have a Revised Discontinued Parts List available, with literally almost dozens of these goodies, with illustrations. Write today to our Parts Dept., care of Christy Shaw. Please enclose 50¢.

Printed below is a last-minute postscript to the letter by Dr. Nicely in the Peanut Gallery section.

- (1) The draw plays and screen passes of Team Set II (and all Paydirt charts since 1975) are not as narrow in scope as the name tags imply. Included in the draw, for example, are many delay plays and trap plays up the middle; included in the screen are passes in the flat and flare passes to the backs. This design procedure is necessitated by the fact that not all plays fall exactly into one of the nine standard categories appearing on the offensive team charts. Thus, the need to restrict the frequency of these (supposedly rarely-used) plays no longer exists.
- (2) The 2-yard deduction on 4th down plays, two-point conversions, and (in Paydirt) 3rd down plays by the visiting team is not intended to reflect any true "extra difficulty" involved. In the first two cases (those in Bowlbound), it is intended to produce a simulation of the hesitation or reluctance that coaches, in reality, feel toward trying such plays. The last case is an admittedly artificial method of simulating a home-team advantage. Incidentally, playtesting has shown that use of the 2-yard deduction on two-point conversion attempts results in a success frequency which is much closer to reality (reality being about 40%) than would otherwise result.
- (3) Although the incompleteness rule of Paydirt (stating that passes whose yardage would reach or exceed the end line are counted as incompleteness) is not included in Bowlbound, many players (especially those who like defensive games) prefer to use it in Bowlbound as well. The rationale of the current version of this rule is NOT that the pass is thrown out of the end zone, but that the RECEIVER IS OVERTHROWN; he could, of course, even be in the backfield when this happens. The current rule allows this to happen on ANY pass play, but the probability of it happening increases with the general length of the play, as one would expect.

T. R. Nicely

COVER UP STRATEGY

TKO & CONDITION CHART

Result of G	Dice Roll:	11-23	Cover Up for entire round
		24-66	Check Title Bout Strategy Chart
Result of F	Dice Roll:	11-36	Cover Up for entire round
		41-66	Check Title Bout Strategy Chart

HP RATING AND KDR 1 RATING CHART

Add fighter's KDR 1 rating to his opponent's HP rating to get factor.

KDR 1 + HP =	Result		
12	11-16	Cover Up	21-66 No Change
13	11-22	Cover Up	23-66 No Change
14	11-25	Cover Up	26-66 No Change
15	11-33	Cover Up	34-66 No Change
16	11-42	Cover Up	43-66 No Change
17 or more	11-52	Cover Up	53-66 No Change

KNOCKDOWNS AND POINTS SCORED DURING ROUND

If fighter has been knocked down and his Opponent is going for the Knockdown and has not used his Automatic Knockdown attempt

11-56 Cover Up 61-66 No Change

If Opponent has scored 12 or more points with 20 or more action cards remaining to be played

11-15 Cover Up 16-66 No Change

NOTE: Cover Up dice roll may only be used once in each section. This allows a maximum of three chances for a Cover Up

RATING SYSTEM

Knockout	8 + Loser's Boxer Rating—Winner's Boxer Rating
TKO	7 + Loser's Boxer Rating—Winner's Boxer Rating
Unanimous Decision	WINNER: 6 + Loser's Boxer Rating—Winner's Boxer Rating LOSER: Winner's Boxer Rating—Loser's Boxer Rating—1
Split Decision	WINNER: 5 + Loser's Boxer Rating—Winner's Boxer Rating LOSER: Winner's Boxer Rating—Loser's Boxer Rating

A fighter cannot score less than 0 rating points in any fight.

Rating Pitchers in MLB:

An Alternative in Depth

by David C. LeSueur

Introduction

The Statis-Pro baseball ratings are designed so that over the course of a full season, one-half of the results are read from the batter card, and one-half of the results are read from the pitcher card. Based on this fact, batters can be rated to produce exactly the right number of singles doubles, triples, home runs, walks and strikeouts. By contrast, pitchers are rated based on hits per inning, strikeouts per inning, and walks per inning. I have always felt like this was an approximation that wasn't very accurate in some cases.

As an example, suppose Pitcher A has a PB rating of 2-7, has 1.0 strikeouts per inning and .20 walks per inning. Pitcher B also has a PB rating of 2-7, and also has 1.0 strikeouts per inning, but allows .60 walks per inning. Under the Statis-Pro rating system, both pitchers will have 18 strikeouts on their cards. Pitcher A will have only 2 walks on his card, however, and Pitcher B will have 10 walks on his. But in actual play, Pitcher A will have many fewer strikeouts per inning than Pitcher B, because 8 results are walks on Pitcher B, but outs on Pitcher A.

I did some work trying to solve this problem and have come up with a system which, I believe, rates pitchers exactly for hits allowed, strikeouts, walks, balls, wild pitches and homeruns allowed.

Examples:

Below, I have shown how to rate Ron Guidry and Nolan Ryan for the 1978 baseball season. First, here are their statistics:

	IP	H	SO	BB	WP	BK	PB	HR
Ryan	235	183	260	141	13	2	4	12
Guidry	274	187	248	71	7	1	2	13

Ryan had a PB rating of 2-6; Guidry was 2-9.

STEP ONE: In 1978, the average American League batter card had 20 hits, 5 strikeouts, 3 walks and 2.5 homeruns (the homeruns were included in the 20 hits).

STEP TWO: Based on the PB ratings of Ryan and Guidry, the following numbers should be subtracted from the pitcher results we calculate later on:

	Hits	SO	BB
Ryan	27.3	6.8	4.1
Guidry	3.9	1.0	.6

(see "Difference" chart)

STEP THREE: Calculate TOT for Ryan and Guidry:

$$\begin{aligned} \text{Ryan-TOT} &= 2.8 \times \text{IP} + \text{Hits} + \text{BB} + 2.5 \times (\text{WP} + \text{BK} + \text{PB}) \\ \text{TOT} &= 2.8 \times 235 + 183 + 141 + 2.5 \times (13 + 2 + 4) \\ \text{TOT} &= 1029.5 \end{aligned}$$

$$\text{Guidry-TOT} = 1050.2$$

STEP FOUR: Calculate the constant factor:

$$\begin{aligned} \text{Ryan-Factor} &= \frac{1029.5}{151} = 6.82 \\ \text{Guidry-Factor} &= \frac{1050.2}{76} = 13.82 \end{aligned}$$

STEP FIVE: Calculate hits, etc. for each pitcher:

	Ryan	
Hits	$\frac{183}{6.82}$	- 27.3 = 0
SO	$\frac{260}{6.82}$	- 6.8 = 31
BB	$\frac{141}{6.82}$	- 4.1 = 17
WP	$\frac{2.5 \times 13}{6.82}$	= 5
BK	$\frac{2.5 \times 2}{6.82}$	= 1
PB	$\frac{2.5 \times 4}{6.82}$	= 1

	Guidry	
Hits	$\frac{187}{13.82}$	- 3.9 = 10
SO	$\frac{248}{13.82}$	- 1.0 = 17
BB	$\frac{71}{13.82}$	- .6 = 5
WP	$\frac{2.5 \times 7}{13.82}$	= 1
BK	$\frac{2.5 \times 1}{13.82}$	= 0
PB	$\frac{2.5 \times 2}{13.82}$	= 0

STEP SIX: Home run adjustment is calculated as follows:

$$\text{Ryan} \frac{12}{1029.5} \times 111 - 2.5 = -1$$

$$\text{Guidry} \frac{13}{1050.2} \times 393 - 2.5 = +2$$

SUMMARY: The pitcher cards for Ryan and Guidry are shown below for my system and the Statis-Pro system:

Nolan Ryan

My System		Statis-Pro	
1Bf: —	K: 12-48	1Bf: 11	K: 25-52
1B7: —	W: 51-72	1B7: 12-14	W: 53-65
1B8: —	PB: 73	1B8: 15-17	PB: 66
1B9: —	WP: 74-78	1B9: 18-22	WP: 67-73
BK: 11	OUT: 81-88	BK: 23-24	OUT: 74-88

Ron Guidry

My System		Statis-Pro	
1Bf: 11	K: 23-43	1Bf: 11	K: 21-36
1B7: 12-14	W: 44-48	1B7: 12-13	W: 37-38
1B8: 15-17	PB: —	1B8: 14-15	PB: —
1B9: 18-22	WP: 51	1B9: 16-17	WP: 41
BK: —	OUT: 52-88	BK: 18	OUT: 42-88

Nolan Ryan is an extreme example of the difference in my rating system and Statis-Pro's. Guidry's card is more typical of the changes. Ryan is unusual because he has a relatively high E.R.A. considering how few hits he allows. I think the Statis-Pro card will cause Ryan to yield an unrealistically high number of hits. I would be interested to hear from anyone who has experience in season replays.

Difference Chart

PB Rating	No. of Hits, Strikeouts, or Walks on Avg. Batter Card						
	1	2	3	4	5	6	7
2-9	.2	.4	.6	.8	1.0	1.2	1.4
2-8	.4	.7	1.1	1.5	1.9	2.3	2.6
2-7	.7	1.4	2.1	2.9	3.6	4.2	5.0
2-6	1.4	2.7	4.1	5.5	6.8	8.2	9.5
2-5	2.7	5.4	8.1	10.8	13.5	16.2	18.8

PB Rating	8	9	10	11	12	13	14
2-9	1.6	1.8	2.0	2.1	2.3	2.5	2.7
2-8	3.0	3.3	3.7	4.1	4.5	4.8	5.2
2-7	5.7	6.4	7.2	7.9	8.6	9.3	10.0
2-6	10.9	12.3	13.6	15.0	16.4	17.7	19.1
2-5	21.5	24.2	26.9	29.6	32.3	35.0	37.7

PB Rating	15	16	17	18	19	20	21
2-9	2.9	3.1	3.3	3.5	3.7	3.9	4.1
2-8	5.6	6.0	6.3	6.7	7.1	7.4	7.8
2-7	10.7	11.4	12.2	12.9	13.6	14.3	15.0
2-6	20.5	21.8	23.2	24.6	25.9	27.3	28.6
2-5	40.4	43.0	45.7	48.4	51.1	53.8	56.5

PB Rating	22	23	24	25	26	27	28
2-9	4.3	4.5	4.7	4.9	5.1	5.3	5.5
2-8	8.2	8.6	9.0	9.4	9.8	10.2	10.6
2-7	15.7	16.5	17.3	18.1	18.9	19.7	20.5
2-6	30.0	31.4	32.8	34.2	35.6	37.0	38.4
2-5	59.2	61.9	64.6	67.3	70.0	72.7	75.4

I have long felt that the Statis-Pro formulae for the pitcher cards gave too few strikeouts, walks and singles to the good pitchers, and too many to the poor pitchers. So I have developed a rating system for the pitcher cards which I believe is very accurate, and I always changed the pitcher cards based on my calculations. I think the batter cards are accurate.

In this article I am presenting an explanation of my rating system—the steps to produce a pitcher's card and the theory behind it. I think it is much more accurate than the rating system now used, and the pitcher cards that result are *very different*.

Theory Behind Pitcher Card Ratings

Once a pitcher's PB rating is determined based on his E.R.A., you must determine how many singles, strikeouts, walks, etc., to place on his card. This calculation must take into account the pitcher's PB rating, because the PB determines how often the result will come from the pitcher card.

If we ignore the PB results of Z, CD and BD, the probability of the result being read from the pitcher card is:

PB Rating	Probability
2-9	.837
2-8	.729
2-7	.583
2-6	.423
2-5	.271

Now, during the course of a season, the pitcher will have the following results (some from his card, some from the batter cards):

- Hits
- Walks
- Hit by pitch
- Wild Pitch
- Balk

Passed Ball
Strikeout
Other outs
(other than strikeout)

Let *TOT* = total number of results read off pitcher and batter cards during the season for a pitcher

then *TOT* = Hits off pitcher + walks allowed + hit batters + strikeouts + other outs + 2.5 × (wild pitches + passed balls + balks)

You must multiply WP, PB and BK results by 2.5 because only 40% of the time that those numbers come up on the pitcher card does the next card say "YES" under "PITCH."

Then, let

HP = no. of hits on the pitcher card

HB = no. of hits on the avg. batter card

- BBP = no. of walks on the pitcher card
- BBB = no. of walks on the avg. batter card
- SOP = no. of strikeouts on the pitcher card
- SOB = no. of strikeouts on the avg. batter card
- OUTP = no. of other outs on the pitcher card
- OUTB = no. of other outs on the avg. batter card
- HBP = no. of HBP results on avg. batter card
- WP = no. of wild pitch results on pitcher card
- BK = no. of balk results on pitcher card
- PB = no. of passed balls on pitcher card
- P = probability of result being on pitcher card

Then, during a season, we have the following relationships:

Total Results for Pitcher		Results from Pitcher Card		Results from Avg. Batter Card
Hits allowed	$\frac{HP}{64}$	× TOT × P	$\frac{HB}{64}$	× TOT × (1-P)
Walks allowed	$\frac{BBP}{64}$	× TOT × P	$\frac{BBB}{64}$	× TOT × (1-P)
Strikeouts	$\frac{SOP}{64}$	× TOT × P	$\frac{SOB}{64}$	× TOT × (1-P)
Other Outs	$\frac{OUTP}{64}$	× TOT × P	$\frac{OUTB}{64}$	× TOT × (1-P)
Hit by pitch	—	—	$\frac{HBP}{64}$	× TOT × (1-P)
Wild Pitch	$\frac{WP \times .4}{64}$	× TOT × P	—	—
Balk	$\frac{BK \times .4}{64}$	× TOT × P	—	—
Passed Ball	$\frac{PB \times .4}{64}$	× TOT × P	—	—

As an example, let's calculate the number of hits on the pitcher card (HP):

$$\text{Actual Hits allowed during season} = \frac{HP}{64} \times \text{TOT} \times P + \frac{HB}{64} \times \text{TOT} \times (1-P)$$

$$HP = \text{HITS} - \frac{\frac{HB}{64} \times \text{TOT} \times (1-P)}{\frac{\text{TOT} \times P}{64}}$$

$$HP = \frac{HITS}{\frac{TOT}{64/P}} - \frac{HB(1-P)}{P}$$

In this form, the hits on the pitcher card are calculated just like calculating hits on a batter card: Hits for the year divided by a constant factor minus a factor representing hits on the batter cards. In fact, if $P = .5$ (which is the case if you are calculating a batter card), this formula reduces to the one currently in the baseball game for calculating batter cards.

To solve for HP, we must know the value of $64/P$, HB, and $\frac{1-P}{P}$. I calculate HB for each season separately, although a generalized value could be used (it is often around 20 hits on the average batter card). The other values depend on the PB rating of the pitcher:

Instructions for Creating the Pitcher Card

STEP ONE: Calculate the average number of hits, strikeouts, walks and home runs on the "average" batter in the league. The easiest way to do this is to take the league totals and use them to create a batting card following the instructions in the Statis-Pro game.

STEP TWO: Calculate the constant differences which represent how many hits, walks or strikeouts are coming from the batter cards. These differences are equal to the average number of hits, strikeouts or walks determined in step one above times the following factors:

PB	Factor
2-9	.195
2-8	.372
2-7	.715
2-6	1.364
2-5	2.690

You should create a table with those factors because they can be used for all pitchers.

STEP THREE: Calculate the total pitcher results for the season as:

$$TOT = \text{Batters Faced Pitcher} + 2.5 \times (\text{Passed Balls} + \text{Wild Pitches} + \text{Balks})$$

If the number of "batters faced pitcher" is not available, it can be approximated by $2.8 \times (\text{Innings Pitched}) + \text{Hits allowed} + \text{Walks} + \text{Hit Batters}$

STEP FOUR: Calculate the factor to be used in placing pitcher results on the card as:

$$\text{Factor} = \frac{TOT}{K}$$

Where K depends on PB:

K	PB
76	2-9
88	2-8
110	2-7
151	2-6
236	2-5

STEP FIVE: Calculate the number of hits, etc. to be placed on the pitcher card:

$$\frac{\text{Number of hits, strikeouts, or walks}}{\text{Factor from Step Four}} - \frac{\text{Difference from Step Two}}{2.5 \times (\text{No. of WP, PB or BK}) / \text{Factor from Step Four}}$$

STEP SIX: Calculate the Home Run Adjustment:

PB Rating	HR Adjustment
2-9	393
2-8	$\frac{HR \text{ Allowed}}{TOT} \times 236 - \text{HR on avg. batter card}$
2-7	153
2-6	111
2-5	88

PB	P	64/P	1-P/P
2-9	.837	76	.195
2-8	.729	88	.372
2-7	.583	110	.715
2-6	.423	151	1.364
2-5	.271	236	2.690

The formulas for getting the strikeouts (SOP) or walks (BBP) on the pitcher card turn out in the same form, of course.

Solving for WP, BK or PB are slightly different, however:

$$\text{No. of Wild Pitches} = \frac{WP \times 4}{64} \times TOT \times P$$

$$WP = \frac{TOT}{64/P} \times 2.5$$

The number of wild pitches is multiplied by 2.5, then divided by a constant factor. There is no factor to subtract since no wild pitches are on the batter cards.

One of the problems with this method is that statistics may not be available on how many wild pitches, balks, passed balls, or "other outs" a pitcher had for the year. Approximations can be made and are fairly accurate. The most important one is for "other outs". I have found that a good approximation is:

$$\text{Innings Pitched} \times 2.8 = \text{Strikeouts} + \text{Other Outs.}$$

Home Run Rating for Pitchers

If the number of home runs allowed by a pitcher is known, the following rating can be calculated.

$$\text{Home Runs Allowed} = \frac{HR}{64} \times TOT \times (1-P)$$

$$HR = \frac{\text{Home Runs Allowed}}{\frac{TOT}{64} (1-P)}$$

HR is the avg. number of home runs on the batter cards required in order for the pitcher to give up the correct number of homers. Compare this to the *actual* avg. number of home runs on the average batter card. The difference is the pitcher home run rating. Suppose a pitcher was rated +1. Then the top 1B number on any batter card becomes a home run against that pitcher. If a pitcher is rated -1, then the top home run number on a batter card is changed to a single.



Funny Caption Contest Winners

First Place

福建华教授辅导日本进修生高川
 盛理学习中医名著《伤寒论》

A. Milligan
 Milwaukee, WI

Second Place

"Malbrux va t'en Allemagne..."

N. Milligan
 Hollywood, CA

Third Place

"With a hey, and a ho, and a heganimo!"

R. Milligan
 Sunnyvale, CA

Congratulations, everyone! Your checks are on the way.

MIDWEST SUPER BOWL III: CHICAGO CHAMP BLANKS MILWAUKEE CHAMP 33-0 AS PFL WIN TOURNAMENT!

by Gary Pisarski

Chicagoland's Pigskin Football League defeated Milwaukee's International Football League 2 games to 1 in the 3rd annual Midwest Super Bowl Tournament on February 9th to finally capture the coveted "Clayborne Cup" after two previous attempts. The PFL victory was led by PFL Champion Frank Dworak who crushed IFL Champ Joe Pine 33-0 to win the individual Midwest Championship and the "Tommy", the trophy named after Football Strategy inventor Thomas Shaw.

The Midwest Super Bowl tournament, which got its start from an ALL-STAR REPLAY free advertisement three years ago, is made up of two competitions. The first is the individual Midwest Championship game, played between the champions of the two leagues. That game is part of the overall competition between members of the IFL and PFL, the league winning the most games winning the tournament and taking home the "Clayborne Cup".

In the two other games rounding out this year's play, the PFL's Jim Calabrese, who finished 3rd in the Football Strategy competition at ORIGINS last June, beat the IFL's Jim Fuchs 24-10 in the first of the three games to complete. Fuchs was one of three IFL'ers who had made the 100-mile trip to Schaumburg, Illinois to defend his league's MSB title. Also coming down was IFL Commissioner Mark Maticek who had lost a very close game in MSB I before evening his mark with a victory in Milwaukee last year. Mark's opponent for MSB III was the PFL's Darrell Betters, who had defeated Mark 23-21 that first year. Both of these veteran MSB players were Super Bowl losers in their respective leagues for the 1979 season. This was also Darrell's third MSB game (1-1 after a loss in MSB II) and his worst defeat as Mark easily romped past him 36-9 to even the tournament at one game for each league. With two of the three games completed all attention turned to the Championship game still in progress, but for all practical purposes the outcome was already decided with the PFL Champ ahead 21-0 late in the 3rd quarter. The 33-0 final clinched the tournament victory for the PFL, who now trail the



The absence of IFL star Jim Roubal was sorely felt at the third annual Midwest Super Bowl extravaganza.

IFL 2 to 1 in the MSB series, and 6 games to 4 in overall competition.

There was also a dramatic, human story behind this year's MSB tournament, a story in the tradition of the film "Rocky" that made the PFL victory over the IFL all the more sweeter. Frank, the 1979 PFL Champion, had gone undefeated in the '77 and '78 regular seasons only to lose his Championship bids with losses in the PFL's Super Bowls. He became the "Fran Tarkenton" of the PFL, unable to win the BIG GAME. In Midwest Super Bowl II, played in Milwaukee and reported in ASR Vol. II, No. 1, Frank defeated the IFL's Jim Roubal 13-3. Roubal (who unfortunately sat out the IFL's 1979 season) went on to win the Football Strategy competition at ORIGINS last June.

Early this past season Frank was felled by a brain aneurysm and for several tense weeks his life hung in the balance as doctors tried to stabilize his condition before delicate brain surgery could be performed. Finally, on the day before his birthday, the operation was performed successfully and a few weeks after that, thanks to the wonder of modern medicine, Frank was home. The PFL would have understood if Frank had dropped from the league, but even while he lay in his darkened intensive care room in the long

days prior to surgery, this Champion made it known that he didn't want to be replaced in the current season.

The question the rest of us had was regarding the effect, if any, that brain surgery would have on this talented Football Strategy player. After several weeks at home Frank indicated that he was ready for his first post surgery game and as it was, he would play Darrell who had always been his toughest opponent. Frank edged Darrell 24-23 in the game that marked his first step on the comeback trail. For the first time in three years, however, Frank did not go undefeated in the regular season, losing his last game to Darrell 13-6. Although that victory earned Darrell the title in the division in which both were entered, Frank went into the PFL Playoffs as the wild card, easily downing his playoff opponent (me) 37-20 before winning the PFL Championship with a 23-10 win over Darrell in the PFL Super Bowl. Less than a week later, Frank won another Championship with his 33-0 win over Joe Pine. He had come back to win it all! Obviously, benefiting from the microcomputer brain implant.

To those of us in the PFL, Milwaukee is not only known for its beer but also for its excellent Football Strategy players. When we travel to Milwaukee next year for Midwest Super Bowl IV, we know we are going to need some super-tough performances to keep both the "Tommy" and the "Clayborne Cup" in our possession. The respected Jim Roubal is expected to return to the IFL this fall so we anticipate him to be there when the only known interaction between two Football Strategy based leagues continues for the fourth year.

Excuse me, I've got to go polish the "Clayborne Cup"!

Individual Champions

1977	Jim Roubal	IFL
1978	Greg Suwanski	PFL
1979	Frank Dworak	PFL

Tournament Winners

1977	IFL	2 games to 1
1978	IFL	3 games to 1
1979	PFL	2 games to 1

Some Thoughts and Ideas on USAC or, "Where do I go after Indy?"

by Kyle Kristiansen

I-Introduction

How glad I am that Avalon Hill finally brought out a game that represents to auto racing what Major League Baseball represents to baseball. I consider it to be the best racing game on the market. Unlike Speed Circuit, which is a pure strategy game, USAC gives you real drivers to race with; a real boon to all those race fans who think they're A.J. Foyt. What follows is a basic summary of the game, some rule additions I came up with to increase realism, plus a few other ideas to make the game more fun.

When I first opened the box, did I get a surprise! I saw thirty-three yellow things that were posing as Indy racecars. They weren't even solid plastic, but were vacuum-formed instead. This means they are hollow underneath. Come on Avalon Hill, you talk about your great games and their components; you certainly could have done better on these. They don't even punch out easily. (Note: Three of mine even had deformed tires which I "patched up" with putty.) Personally, I would rather pay more, but get better solid cars. Another idea would be to take the plastic in those board clips, which nobody seems to use anyway, and use that to fill them out.

What Avalon Hill missed on their cars, they made up for in their driver cards. Each one has a good, sharp, color close-up of the driver and on the back, his name, the number of his car in the game, the team he races for, his real life qualifying speed at last year's Indy 500, plus stats.

The stats are divided into five columns; three racing modes (Normal, Charge, and Back Off), two trouble columns, and a Pit Stop column. Two dice in conjunction with the cards control how fast the driver goes, whether or not he gets into trouble, and how long he spends in the pits.

You also get a set of dice, a rules sheet which is self-explanatory, a Lap Record and Qualifying Score Sheet pad, and a four colored, three game board; which is a major part of the game itself. On the board is the track, Yellow Caution light instructions, Pit Stop column (determines how many turns and/or mechanical trouble the driver loses),

time trial fraction chart, and a trouble chart, along with a racing motif.

II. Playing the Game

Simplicity is the key word in playing USAC. After the drivers are lined up on the track, all one has to do is take the top driver card off the deck, turn it over and decide whether that driver will charge, drive normally, or back off. Throw the dice, add them together and cross index the column with the total. The resulting number is how many spaces the driver moves. If a TA or TB results, look under the trouble A or B column, throw the dice again, add them, and cross index them for the results, which range from bounding off the retaining wall to moving too slow. Simple right?

III. Faults and Flaws

Like all things in life, this game has its share of flaws, defects, or whatever you may call them. One problem in the game is the driver cards. Some of them under estimate, some exaggerate characteristics of certain drivers. Example: A.J. Foyt, by far the veteran of USAC has only two No. 1's in his Pit Stop column, and both of them are die rolls of 2 and 3. Janet Gunthrie, while not a rookie herself, is certainly not as experienced as Foyt. But, she has three No. 1's. Two on die rolls of 2 and 3, but one on a die roll of 9, giving her a much better chance of having a fast pit stop. Somehow, this doesn't seem quite right, especially when you consider that A.J. has the Gilmore Racing crew taking care of his car, while Janet's is tended by the Texaco crew. To me, this is like comparing the Pittsburgh Steelers with the Baltimore Colts in football. But, guess who gets the extra "slow stop" in the Pit column? Right, old A.J. I hope when Avalon Hill issues their next set of driver cards that these errors are corrected.

A further look at these cards shows that all drivers get into trouble on die rolls of either 2, 7, or 12. This looks like type-casting to me. If these drivers are supposed to be individuals and not just a bunch of statistics, why don't some have low number die rolls while others have high numbered ones. This would give the drivers more "personality"

rather than all of them being the same.

Another is the pit stop rule. Drivers are required to make three in a 500 mile race, none of which can be made on the first or last lap. In reality drivers only pit to refuel, make repairs, or both. I have modified the existing rule to reflect these conditions. You will find it in the following section.

IV. Rule Additions

This section is devoted to those people who wish to make their USAC more realistic, without adding a lot of paperwork. Feel free to use any or all of these additions.

1. The Draft

In auto racing, especially USAC and NASCAR, the draft (the ability for one driver to tuck in behind the other and follow him) plays a big part in the race. I have devised the following rule to add this factor to my game.

If one looks closely at the game board, you will see that the track is divided into three lanes, which are separated by heavy black lines. See Illustration 1.

When a driver is in one of these lanes, any car that is one space behind (immediately behind) is allowed to draft. When the driver in front rolls, the driver behind may, at his option, draft the lead driver so long as the following conditions exist:

A. *The driver does not change lanes.*
Note: the driver can still change spaces within the lane so long as he does not change over into another lane.

B. *There is a space behind for the following driver to move into.*

C. *Both drivers are moving under the same "mode." Before the lead driver rolls, the player whose car is behind the lead driver decides whether he wants to draft. If he does, he moves his car into the space behind the lead driver. If he decides not to draft, he moves normally. Since the draft does not always work to the following driver's advantage he must decide whether it's worth it.*
An Example: Johnny Rutherford is right behind Tom Sneva. Since Sneva has been moving at 17 spaces recently, Rutherford decides to draft. Sneva's luck holds. He rolls a 10, therefore he can move 17 spaces. Since both met the conditions outlined above,

Rutherford tucks in behind and moves 16 spaces. If the conditions had not been met or Sneva had been rolling badly, Rutherford would have rolled for himself, possibly moving past Sneva.

When you have several cars drafting one another, you may get a "Choo-Choo Train" effect, but this occasionally happens in real racing also. I found this rule to add a little more strategy and uncertainty to the game. It prevents overuse a lot better than the so-called "automatic draft", in which any car following another anywhere on the track can draft. As to involving the following car in a collision when the lead car hits the wall, this happens all too infrequently to suit me.

2. The "Slingshot"

The "Slingshot" is a maneuver used in racing to pass the lead driver when the driver following him is drafting. This is how I incorporated this rule into my game.

If at the end of a lap a driver is found drafting another, that driver may use the "Slingshot" to try and pass the driver in front of him. Each player then rolls one dice. If the lead driver has the higher of the two numbers, he has blocked the other driver from passing. If the driver following him has the higher number, the attempt is successful. The driver then moves his car one space to either side behind the lead driver. He then rolls one dice again to determine how far he moves.

This maneuver, coupled with the draft, by a shrewd player makes for some interesting racing. It can also play an important part in who moves first the following turn.

3. Pit Stops

The pit stop rule in this game is simple. However, since the energy crisis drivers have regulated amounts of fuel which must last them the entire race. They can no longer crank up the turbo-charger to its maximum and run flat out for the entire race. To simulate this here is the rule I came up with:

On a piece of graph paper, (See Illustration 2) I placed the driver's name on the left-hand side, then on the top, the amount of fuel consumed. After each driver's name, he has twenty-four boxes; one representing each lap. Each driver then has 60 points of fuel to race with. Each mode costs so many points. Charging—3, Normal—2, Back Off—1. After each lap, one of the above numbers is written in the corresponding box for that lap. When a driver has accumulated 30 points next to his name, he is out of fuel and must enter the pits for more. This is in addition to any mechanical breakdowns. The two may be combined in the same stop,

but that player must tell the other players he is doing so. He does not have to reroll for combining the two, as most crews add fuel while changing tires or making other repairs. Since 60 points is not a lot of fuel, players have to be careful about the number of times they operate under the Charge mode. The use of graph paper eliminates the need for drawing boxes. It is also a lot easier to count up the numbers and multiply by the number of laps to see how a driver is doing on fuel rather than counting X's. Drivers must still make the three required stops in a 500 mile race; thus the refueling rule gives new meaning and adds interest to these stops.

V. The Season

Playing USAC is like playing any other SI/Avalon Hill sports game. One game does not a season make. Even in auto racing, an All-Star race, such as the Indy 500, cannot reflect the problems the driver encountered while getting there, or how he stands in points game; where a driver winning a race may not be the Overall Champion in the points standing.

The USAC trail is a long one however, and some players may not have the time, the patience (imagine having to qualify 33 cars for 20 races), or the paper (for stats) for a whole season.

Therefore, I came up with a six race mini-season. This will give the average player enough chance to see how his favorite driver(s) is doing while knowing there is an end to it all. The races are of various lengths. This way, a driver who goes all out to win a short race may be more conservative in the long ones. For real race fiends, I have included a ten race season, as a mini-season is really too short to measure a driver's overall performance. For stats fiends (numbers people), I have also included a point table (based on where the driver finishes in the race) for them to see who the Overall Points Champion will be.

Mini-Season Race Schedule	Full Length Race Schedule
Pocono 500	Pocono 500
California 350	California 350
Trenton 200	Trenton 200
Daytona 500	Daytona 500
Phoenix 150	Ontario 500
Ontario 500	Arizona 250
Final Race: Indy 500	"Firecracker" 400
	Charlotte 500
	Phoenix 150
	Darlington 500
	Final Race: Indy 500

Points Table

1st—25 points	6th thru 12th—4 points
2nd—20 points	13th thru 19th—3 points
3rd—15 points	20th thru 26th—2 points
4th—10 points	27th thru 33rd—1 point
5th— 5 points	

Illustration 1



In example above, O may draft X if:

1. Both drivers are racing under same "mode."
2. A does not move in behind X.
3. X does not change lanes.
4. O moves up to indicated position.

(Arrow shows place where O must move to draft X)

Illustration 2

Driver's Name Column	Fuel Consumed Column
Sneva	2 2 3 2 2 3 3
Mears	2 2 2 1 2 2 3
Rutherford	2 2 2 2 2 2 2

Lap-Fuel boxes

Not everyone will agree with my thoughts and ideas on USAC, but not everyone agrees with everyone else in the real racing world either. I hope I have given some owners of the game new ideas, along with showing the newcomer to racing how an already great game can be made even better. I heartily encourage anyone who enjoys watching auto racing to get this game. Some readers will note that I have borrowed a lot of race names and ideas from NASCAR, but these ideas can apply to USAC. As to race names, I plead guilty. But, I did not have a real schedule in my hands when this article was written. Also, these are some of the famous ones. Who ever heard of racing at the Kalamazoo 500? Now, if we race fans can just get Avalon Hill to issue a USAC type stock car race. NASCAR perhaps?



THE PEANUT GALLERY

For those of you who wonder why it often seems to take so long to have your game questions answered, we offer the following by way of partial explanation. Perhaps a good contest would be to ask you how many questions this letter contains. The name of the author of this letter has been withheld.

Dear Avalon Hill Game Company,

I have some of your games you've put out. There are some things though I would like to know. In Statis-Pro NBA Basketball, I don't know what to do when a foul shoot is taken, how that a player scores, or what to look for when a player scores, or is trying to score. I don't know how to use the scoring sheet or what P or PF stands for. What does B—Blocks mean at the bottom of the scoring sheet means, or Fast Break means on the scoring sheet. What do you write down next to Injuries on the scoring sheet. What does Option to Skip Cards mean, and how do you do it, and also the automatic Ship of Cards (?). When keeping score do you use the Numerical Sequence of Numbers or the Fast Break charts. I sometimes get confused when I take a shot and the Fast Break Chart shows a pass to another player what does this mean. Would you please explain to me how to use the Sequence of Numbers. Would you explain more clearly to me the playing of the game. Especially Advance Play Options. What does ADD mean on the priority chart in BOWL BOUND. And how do you do the 1500 meter run, the last event of Track and Field, and what to put in the total points space on the scoring sheet. Would you explain how to use Forced Rest Rule, Passer Assist Rating, Team Indexes, Steal of Ball, Rebound to High, Defense Foul, Charging Foul, Ignoring a Steal, Ignoring Forced Rest, Foul Drawing Procedure, Foul Drawn By, and what about the Guards in Foul Drawn By, and how to use the Home Index points. Would you explain the Fast Break Offense and Defense on the Team Ratings and how to use them. How do you use Passer Assist Rating, and what about the shooting range. Is it necessary to get another piece of paper to help some of the statistics to keep up with what each player does that doesn't appear on the scoring sheet? I would like to know how to change to a different defense, like Double Team, Sag, and Loose defense while playing the games. How do you use the Fast Break Determination Tables. Would you explain the shooting range to me, and is that the way to keep score. How do you know when a player scores? What do you look for? Would you explain to me the

sequence of the game as of Total Assist Ratings. Would you tell me what to put in the Team Fouls Blanks on the scoring sheet.

As soon as we answer this letter, we will get right on to the rest of you. Until then, please take a number and wait to be called.

Dear Bruce:

I was pleasantly surprised to see four new cards for TITLE BOUT plus the list of updates for existing fighters in All-Star Replay, Vol. 11, No. 3. I am happy to see an excellent game receive the attention it deserves.

I do however, take exception to the Roberto Duran Welterweight Card, or at least some aspects of it. The first area which concerns me is the reduction of hitting power from 10 to 8. I've seen Duran fight on several occasions as a Welterweight and it doesn't appear that he has lost the devastating punching power with which he ruled the Lightweight Division. To see his H.P. reduced to 8 came as a shock. It is my opinion that Duran should have maintained a hitting power of 10, 9 at the least, if it had to be reduced. Also, while on the subject of hitting power, I was amazed to see the small number of three point punches. Duran has been reduced to a near 2 point puncher. I suppose the adjustments were made due to a change in weight class, but, sir, I do not agree with the new ratings and feel they are unjustified and do an injustice to a Great Fighter.

The next area in which I disagree is the reduction in punches landed. Duran may not be as accurate as a Welterweight but, I don't feel the difference is so great as to warrant a drop in punches landed to 1-38. Therefore, it is my opinion that if an adjustment had to be made it should not have been lower than 1-40. Control factors are the next area to be debated. I realize Duran has less control over a boxer than a slugger but, again, I cannot see the justification of the lower C.F.'s. Duran is a relentless straight ahead fighter who should have no problem adapting to a heavier weight class. He has the experience, knowledge, strength and burning desire to pursue a very successful Welterweight career, and within the year will hold at least one version of the Welterweight Championship.

All in all TITLE BOUT is the finest sports game I've played. My thanks to Avalon Hill and the Trunzo Brothers for doing an excellent job of producing a game of my favorite sport. I am looking forward to seeing more articles, new boxer cards and updates in future issues of All-Star Replay.

William Myers
Reisterstown, MD 21136

Dear Bruce,

Let me preface my response to Mr. Myers comments on Roberto Duran by saying that in my estimation, Duran must be considered as one of the all-time great lightweights, perhaps the finest ever in that division; and that he is, today, a fine welterweight who may yet prove to be of championship caliber in that division also. In addition, Roberto Duran has always been a favorite of mine. However, impartiality is a must when trying to evaluate so subjective a sport as boxing and in that light, I feel that Duran's ratings can be justified as they stand.

Since Mr. Myers deals with Duran's ratings one by one, I'll attempt to give a fair rebuttal in the same order as the questions were raised. The first area that Mr. Myers commented on dealt with Duran's hitting power. Roberto Duran's record as a welterweight is 6-0 with 3 knockouts, a percentage of .500 compared to his lightweight KO percentage of .819. He failed to stop such notables as Zeferino Gonzales and Jimmy Hear. The Gonzales fight marked the third straight time Duran was forced to go the distance, something that hasn't happened since 1970, before he was lightweight king. His last two fights in which he (Duran) scored a TKO and a Knockout were against two game opponents but neither of them ranked in either the W.B.C. or the W.B.A. top ten rankings. While Duran may be punching as hard as ever, those punches seemingly don't have the same effect on the bigger welterweights. The cumulative effects may be damaging, but that one punch knockout power isn't there.

The same line of thinking applies to the 3 and 2 point punches, although here an embarrassing confession must be made. A miscalculation on my part resulted in a mistake that affected every type of punch under the hitting value area. Duran's 3 and 2 point ranges should look like this: JAB (3) 1-6; JAB (2) 7-15; HOOK (3) 16-26; HOOK (2) 27-30; CROSS (3) 31-40; CROSS (2) 41-50; COMB (3) 51-60; COMB (2) 61-73; UPCUT (3) 74-77; UPCUT (2) 78-80. There is still a considerable difference between the original distribution and the revision as a welterweight but not as drastic as the mistake indicated.

Punching accuracy as represented on the card takes into consideration many different elements. Duran's biggest drawback as a welterweight may be the fact that his size doesn't permit him to bull his way inside as effectively as he did as a lightweight. His strength, such a great asset as a lightweight, is partially negated in the welterweight division. Because of this, he doesn't score as often to the body, and this is reflected in his accuracy rating (and also, by the way, in the number of 3 point punches on his card). In addition, the height disadvantage that Duran encounters among the welters greatly affects him. His fight with stringbean Zeferino Gonzales is a good case

in point. It affects his leverage, minimizes his strength, takes away his reach forcing him inside more than ever (and less effectively), and limits his devastating combinations.

Debating the reduction in control factors is a little more complex. The CF rating is in part the sum of the boxers many qualities. In addition, it represents something Duran excelled at as a lightweight. For many of the factors already mentioned, especially Duran's lack of physical dominance, he no longer can maintain control to the extent that he used to do so.

Finally, I would like to address myself to Duran's "burning desire." This may be the one over-riding factor in Roberto's lackluster performances as a welterweight. Far more knowledgeable boxing men than me have questioned Duran's intensity since he began campaigning as a welterweight. Following his victory over Carlos Palomino, Duran failed to come into the ring "lean and mean" for his next few fights. He has taken his opponents lightly and his conditioning has reflected that attitude. In the condition he has displayed recently, he could not have lasted against the likes of Cuevas, Hearn, or Leonard. In all fairness to Duran, he has looked sharper in his last two fights. His opponents? Joseph Nsubuga and another fighter whose name escapes me at the moment, although I think it might have been Ezekiel Medupe. Not exactly household names but at least Nsubuga is highly thought of.

Understandably, Duran has had to make a difficult adjustment, moving up in class and needs time to find out what will work and what won't against bigger men. Just as understandable, Duran, like many other greats, has trouble getting "up" for obviously inferior opponents. In the past, the better the fighter he faced, the better Duran performed, and without a doubt he would be primed for a shot at the welterweight crown (or half crown). However, over all his record and performances as a welterweight—TO THIS POINT—bear out his current ratings. Before the next set of player cards come out in August or September, Duran will have proven what he can or can't do as a welterweight and TITLE BOUT will be on top of things and do their best to produce an accurate card with accurate ratings.

In conclusion, the jury is still out on Roberto Duran as a welterweight. He is still an excellent fighter and may end up a truly great welterweight but (unable to avoid the cliché) only time will tell! I hope that this response, if nothing else, sheds some light into the thought process that goes into the make-up of a fighter's card. Of course, RING magazine evaluates the fighters for us and we then adapt their findings to our formulas so the entire process is thorough and not a little involved. However, again, boxing is a highly subjective sport and everyone has their own opinion of who can beat who, and so on—and rightly so. That's part of

boxing's appeal. We, the designers of TITLE BOUT, realize, expect, and respect the gamer's right to his opinion and appreciate comments on TITLE BOUT, critical or otherwise. Mr. Myers, if you are reading this, thank you for your kind remarks about our game and please feel free to disagree with (and change) any ratings as you see fit. Incidentally, Duran vs Cuevas would be a toss up if they fought tomorrow: Duran would have to fight a perfect fight (which he is capable of doing) to beat Sugar Ray Leonard; and Thomas Hearn, because of the size mismatch, would stop Duran inside of 10 rounds!

Jim and Tom Trunzo



Jim and Tom Trunzo (shown above) discuss changes to Roberto Duran's card.

Dear Bruce:

This letter is in reply to the article by James C. Gordon, "Francis Goes to the Rose Bowl," in ALL-STAR REPLAY (Vol. II, No. 3). I will try to answer the points that he has raised, in the order of their appearance in the article.

(1) The rule allowing the option pass play (SOP or BLP result off Play 5) to overrule all defensive results, other than the Wild-Card Defense, was indeed intended to encourage the use of the option play. Without it, my playtesters avoided the option play, using it only for an occasional surprise call. With the new rule, they use it perhaps 15 to 20% of the time, but Mr. Gordon is the first person I have encountered who felt it constituted an unreasonable advantage for the offense. In fact, my playtesters still consider the option play as too unreliable to use as an offensive staple. I still heartily recommend this rule.

(2) When a PI result is followed by a QT or QR result, the PI penalty is converted to a 15-yard penalty. However, the infraction is considered to be defensive holding—not roughing the passer, since no pass occurred.

(3) The timing of the various plays conforms as accurately as is feasible to the actual times observed in current college football games. However, since the new BOWLBOUND rules were printed, the NCAA has in fact made one change in timing procedure—after a penalty, the clock starts on the referee's ready signal, not with the snap (effective August, 1979, but the clock still starts with the snap if the previous play in-

involved an incompleteness, timeout, etc.). Consequently, the time consumed by any play involving a penalty (accepted or not) should now read 20 seconds (not 10, as before).

To give you an idea of the approximations involved, the actual average times consumed by a full play have been measured as 33 seconds for college ball and 37 seconds for pro ball; these were rounded to 30 and 40 seconds, respectively, for game use.

(4) The result envisioned in Basic Rule VI-3-B-f can occur in several ways. Example: A kicks off to B, the kick covering 64 yards—4 yards deep into B's end zone. B attempts a return. B first rolls an OFF15 penalty (clip), then a return of 6 yards. The clip is spotted at the half-way point of the return—3 yards (half of 6) from the beginning of the return, which would be 1 yard deep in the end zone. The penalty, if accepted, results in a safety.

A similar situation could develop on an interception or punt return.

(5) Mr. Gordon's observations regarding the KO returns of the Team Set II charts are well taken; the KOR columns (also the KO columns) of these charts do NOT reflect the statistical results from all KOs and KORs. Nonetheless, there is no "historical inaccuracy" involved. Allow me to explain this apparent contradiction.

For several reasons, a decision was made to model the KO and KOR columns of Team Set II on the basis only of DEEP KICKOFFS and DEEP KICKOFF RETURNS. The primary reason was the availability of the advanced rules, including the Squib KO and the KO selection options. Advanced Rule 2 emphasizes that the KO and KOR on the charts represent the deep kicks and their corresponding returns.

Thus, the results in these two columns of each chart are intended to reproduce the results of attempted Deep Kickoffs and returns of deep kickoffs. For some teams (such as '72 Southern Cal) this results in a rather incredible looking KOR, as you point out, a probability of 17.13% of a TD return.

It was assumed in this design that players would rarely TRY a deep kickoff against a team like Southern Cal; squib kickoffs would be the order of the day—this is indeed the *raison d'être* of the squib kickoff: to virtually eliminate the possibility of a long return, at the cost of giving up an extra 10 or 20 yards in field position on the average. If the KO selection rule is being used (Adv. Rule 2), a player would call for the Squib most of the time against Southern Cal. After a while, the Trojan coach will start guessing the Squib, and then the kicker might risk an occasional deep kick, assuming that his opponent's incorrect guess would limit the return to 20 yards. The end result is that very few TD returns would occur.

This design (with a different modeling formula) was also used in the 1977

Continued on p. 9

FIRST AND TEN ON THE TELEPHONE LINE

A Photo Essay in Phootball Phone Phoolishness

Starring Mike Jervis as The Mighty Redskins

Photos: Jill and Mike Jervis

Text: Mike Jervis

*With Simon Jervis as The Crowd
And Introducing Buttons Jervis on Stunts*

Choreography: Jill Jervis

Crowd Scenes by RENT-A-THUG



MIKE JERVIS

*Mansfield, Notts.
5'2", 340 lbs.
Record 5 W:2 L:3 T*



Hail to the Redskins

The Nottingham Redskins take to the field to the rapturous applause of their fans.



The Kickoff

Mark Mossely never gets these 95-yard kickoff returns.



The Goal Line Stand (1)

This dramatic display of commitment and determination is a classic example of what has made the Nottingham Redskins the #1 name in Telephone Football.



The Goal Line Stand (2)

What destiny made that mid-ble? 7-0 down? Already?



The Kickoff Return

Guards? Who needs guards? I can get through this lot any time!



The Snap

1st and ten on my own 15. Hut-hut—come on now, Johnny, if you can do it against Dallas you'll have no trouble here.



The Onsides Kickoff

A one in three chance here, lads aargh... their first and ten at our 40? C'mon, ref—whose side are you on?



The Sack

The Redskins defense breaks through the blocking to register the first QB sack of the afternoon.



The Touchdown

Riggins on an 85-yard reverse! Who said miracles never happen?



The Fumble Recovery

The Skins defense makes the Big Play yet again. Dusek's put us in with a chance. Don't mess it up, Joe.



The Field Goal

A 35-yard field goal? Ref! Who does the kicking—Superman?



The Extra Point

Whaddya mean Mosely missed it? Mosely never misses. Just wait till I referee one of your games.



The Interception

Theisman decides he doesn't want to play today—he's needed back at the restaurant. You should see him toss pancakes.



The End

Blinded yet unmoved, the Redskins leave the field to the sympathetic applause of their fans.

HEAD TO HEAD

If you're looking for opponents in any of our 12 sports games, we suggest you fill out the coupon below and send it in to us (with your subscription, if you're not already a subscriber). In your ad be sure to give your name and address, and mention the games you're interested in playing. In addition, if you wish to advertise discontinued or current games and components published by Avalon Hill, you may use the same coupon.

OPPONENT WANTED

1. Want-ads will be accepted only when printed on this form.

2. For Sale, Trade, or Wanted-to-buy ads will be accepted only for Avalon Hill/Sports Illustrated games, and only when they are accompanied by a token 25¢ fee.

3. Insert copy where required on lines provided and print name, address, and phone number (if desired) where provided.

4. So that as many ads can be printed as possible within our limited space, we request you to use the following abbreviations in wording your ad. Likewise with State abbreviations:

Baseball Strategy = BB ST, Basketball Strategy = BK ST, Challenge Football = CHAL FT, Challenge Golf = CHAL GF, College Football (Bowbound) = COLL FT, Football Strategy = FT ST, Go for the Green = GFG, Paydirt = PD, Regatta = REG, Speed Circuit = SC, Major League Baseball = MLB, NBA Basketball = NBA, Superstar Baseball = SUP, Title Bout = KO Track Meet = TM, USAC = USAC, Win, Place & Show = WPS.

Name _____
Address _____
City _____
State _____ Zip _____

Opponents Wanted for: PD, NBA, USAC and SUP. Jay Wexler, 14 Jackson Ave., Peabody, MA 01960 (617) 535-5375.

Wanted: Managers to coach a Statis-Pro Basketball League. Years do not matter. Wanted at least 10-15 managers. Please write: Michael Gallo, Jr., 25 Timber Trail, Ramsey, NJ 07446.

I have KO including champs and Top 10 rankings in each division. To inquire about your favorite fighter or suggest possible matchups, write to me. A monthly newsletter is also in the making. Ed Bronder, 100 East Willock Road, Pittsburgh, PA 15227.

Want to start a league or join one in Toledo, OH area for MLB, NBA, COLL FT, or SUP. Brian Bock, 824 Capistrano, Toledo, OH 43612.

Mature Opponents Wanted for KO, interested in forming and/or joining league. Bill Myers, 222 Glyndon Drive, Reisterstown, MD 21136 (301) 833-3203.

I am interested in joining a BB ST league in Metro Detroit area. Send info to: Paul Nordquist, 804 Wilcox Rd., Rochester, MI 48063, (313) 652-8010.

MLB Players: Who's best in inter-league play—'78 Yankees or '78 Royals? For details drop me a line. Don Casalone, 4308 Forest Dale, St. Louis, MO 63125.

Looking for opponents in MLB and NBA. Also, am playing season in MLB and NBA if you want info on any player or team write to: Mark Hrynchuk, Rt. #1, Box #19, Vienna, MO 65582.

Opponents Wanted for: BB & FB ST in Kansas City area. Patrick Rock, 612 S. Ferree, Kansas City, KS 66105 (913) 621-5134.

Opponents Wanted for: BK ST, MLB, SC Games in Fresno CA area. Novice to intermediate. Also interested in joining or forming a league in the area. Please contact me at this address: Joey Watkins, 1125 E. Elizabeth, Fresno, CA 93728.

Wanted, Wanted, Wanted! Opponents to start league in BB ST, MLB or to run circuits for SC, also to start leagues in APBA or Stratomatic. Mike Gentile, 10182 Valley Forge Dr., Huntington Beach, California 92646, (714) 962-3933.

FREE: Simple method of rating performance to rank and compared boxers in TITLE BOUT. Send long SASE. Mike Stephens, 312 Newton, Oakland, CA 94606.

EVANSVILLE MAJOR LEAGUE BASEBALL LEAGUE

Founded—April 1980.
Teams—6 to 8.
Active Members—2.
Dues—None.
Activities—60 game schedule, playoffs, using Statis-Pro Major League Baseball. Other activities to be decided upon at later date.
Membership Requirements—Live within driving distance of Evansville, IN. Own a MLB game.
Contact—
Matt Tooley
404 Greenfield
Evansville, IN 47715
(812) 477-9924

EVANSVILLE MAJOR LEAGUE BASEBALL LEAGUE

TO BUY

For Sale: 1973 (Exc) and 1976 (Mint) MLB for \$12.50 each. 1973-74 NBA (Exc with some writing) \$7.50. I will pay postage. Mr. W. J. Kozack, 26 14th Avenue, Haverhill, Mass. 01830.

For Sale or Trade: BB ST, exc. cond. \$8; CHAL FT, exc. cond. \$8; will trade for MLB. Rick Sterling, 85 Pleasant St., Pembroke, MA 02359.

For Sale or Trade: 1977 COLL FT, SC, SUP all in new condition. Pete Inserra, 13 Dixon Road, New Hartford, NY 13413.

For Sale or Trade: Outdoor Survival, original 3M WPS & 3M SC @ \$5 each. Add \$1 for UPS. Trade for or will buy PD Charts for 1969 & 1970 seasons. Pat Premo, Chipmonk Rd., Allegany, NY 14706.

Trade or Sell: 1979 MLB for NBA or USAC. Mike Simon, 333 Gateway Ct. #203, Glen Burnie, MD 21061.

Will Trade KO in excellent condition for MLB or PD or NBA or SC in good condition. John H. Miller, 16352 Nauvoo Rd., Middlefield, Ohio 44062.

Wanted: any SP NBA card sets. Will also buy lists of players' cards ratings in lieu of actual cards. State condition and price. Terry Dotson, 1531 Waukesha, Helena, MT 59601.

Want To Buy: Any past seasons of SP Hockey player cards; prefer '75 or later seasons. State condition and price. John Morales, 10323 Muskegon Ave., Chicago, ILL 60617.

Wanted: Any Vol. I, ASR. For Sale or Trade: USAC 1978 edition (3 times used—excellent condition) \$11 U.S. or trade with FT ST, PD or TM any edition. Leroy Lee, 457 Somerset St. W., Ottawa, Ontario, Canada K7R 5J7.

Want Xeroxed pages of previous All-Star Replay issues dealing with WPS and KO. Will pay for copies and postage. Joe Fontaine, 2222 NE 92nd, #216, Seattle, WA 98115.

Want to buy: All-Time All-Star Baseball, will pay cash or trade SUP even. Marty McMahon, 1010 Drew Ln., Minden, LA 71055.

I can make you ratings for MLB. Any player or teams from 1876-1978. 10 cents per player; \$2 per team. Recreate your favorite World Series or all time All-Star game. Eric Gue, 10819 Lockland Road, Potomac, MD 20854.

ALL-STAR LEAGUE (ASL)

Founded—1980.
Teams—16.
Active Members—1, need 15 more.
Dues—Most likely \$5.00.
Activities—We will be playing a 154 game season with SPI All-Time All-Star Charts.
Membership Requirements—One must be willing to complete an entire season. No Play-by-Mail experience is necessary. Honesty and promptness are very important. Send in list of all 16 teams in order of preference. The quicker you contact me, the better chances you have for getting in the league with one of the better teams.
Contact—
Bill Shew
50 RollingWood
Eliot, Maine 00903
(207) 439-2224
ALL-STAR LEAGUE (ASL)

NATIONAL HEAVYWEIGHT BOXING ASSOCIATION (NHBA)

Founded—March 31st, 1980.

Teams—None.

Active Members—One, looking for 4 more.

Dues—Three dollars for postage and photocopies.

Activities—Continuous play of Title Bout through a list of the 38 heavyweights currently fighting. There will be no competition between members. Each member will receive an assigned fight or two with each mailing. The standings, assignments, and the NHBA newsletter will be sent out with each mailing. The opening tourney has already been held. There is a list of standings.

Membership Requirements—Send SSAE. First four received will be accepted. Others will be kept on a list in case someone drops out. If you don't enclose SSAE, I cannot reply. There will be a seven dollar deposit which will be returned only if you finish the first season. The deposit is in addition to the three dollar membership fee. You may live anywhere in the United States and Canada in order to be accepted.

Contact—

Paul Toth
1807 Laurel Oak
Flint, Michigan 48507

NATIONAL HEAVYWEIGHT BOXING ASSOCIATION (NHBA)

THE BALTIMORE BATTLERS SPORTS GAME LEAGUE

Founded—Now forming.

Teams—TBA (see Activities section below).

Active Members—Currently 3 to 5 cra-a-azy guys.

Dues—TBA (not formally decided upon yet).

Activities—We are currently in the process of organizing a TITLE BOUT league competition. If we have enough interested members, we would certainly consider forming other leagues for other games. Dues have not been formally decided upon yet; one suggestion has been that the loser of each bout donate a modest amount (25c) to a "kitty" for the care, feeding, and refreshment of all members. Actual bouts will probably be held either at Avalon Hill's Interest Group Baltimore gatherings on Saturdays or at various members' homes at mutually convenient times.

Membership Requirements—Prefer members over 18 years of age. Should live within a one hour's drive of Downtown Baltimore. If you live further away, it might be difficult for you to make your fight commitments.

Contact—

W. H. Myers
222 Glyndon Avenue
Reisterstown, MD 21136
(301) 833-3203

THE BALTIMORE BATTLERS SPORTS GAME LEAGUE



THE VICTORY OF MUSCLE OVER MIND

NEED NEW MEMBERS FOR YOUR LEAGUE? Why not try a free ad in ALL-STAR REPLAY?

If your league is looking to expand, or just wants to replace retired members, then you could hardly do better than give us an ad to run for you—free! The only requirements are that you adhere to the format given below, and that you are involved in any of the Sports Illustrated/Avalon Hill line of sports games. That's fair enough, isn't it?

To make it into the next issue, just send in your ad today, giving the following information

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:



THE MICHIGAN STATIS-PRO LEAGUE

Founded—To be formed June 1980.

Teams—26 (The Major Leagues).

Active Members—ME.

Dues—Probable, when league begins.

Activities—Every team will probably play 50 games of Statist-Pro Baseball. Each season we will use the new updated cards. We will use the actual team rosters, but trades will be allowed. We will have playoffs and a World Series. There is also the possibility that we will play Statist-Pro Basketball after baseball is finished.

Membership Requirements—Must own Statist-Pro Baseball. Ages 14 and up. Must be willing to play full season. Must live in driving distance of Oakland County.

Contact—

Todd Cochran
4916 Mansfield
Royal Oak, MI 48073

THE MICHIGAN STATIS-PRO LEAGUE

SUNCOAST SPORTS AUTHORITY Attn.: NATIONAL FOOTBALL LEAGUE

Founded—1976.

Teams—Some chartered, rest to be drafted from "Paydirt" game.

Active Members—4. Want up to 24.

Dues—Open to vote on amount by board members.

Activities—16 weeks plus playoffs and Super Bowl. The next season is to start about Sept. 1980. This league will have everything from trophies to a MVP of the league. We would like to find other leagues in the state of Florida for a State Championship. We also will start a news letter.

Membership Requirements—Players should live in the Tampa Bay area. Must play out the season or forfeit all dues. Player should have his own game and all league rules must be followed. Each member that joins will draft his team or teams by a first come, first serve.

Contact—

Suncoast Sports Authority
Attn.: N.F.L.
c/o John Tucker
203 33 Ave. No.
St. Petersburg, Florida 33704

SUNCOAST SPORTS AUTHORITY Attn.: NATIONAL FOOTBALL LEAGUE

MID MISSOURI SPORTING LEAGUE (MMSL)

Founded—1980.

Teams—Depends on game.

Active Members—1 (me).

Dues—To be determined.

Activities—To play either MLB, NBA, Bowl Bound, or Pro-Football game of league's choice. Will play a season for whatever game(s) in league including championships. Other fun stuff too!

Membership Requirements—Should live around Jefferson City and/or Rolla. Should also know something about first 3 games. Should be younger than 17 (there will be exceptions). Should be willing to sign a contract for a full season in any of the games.

Contact—

Mark S. Hrynychuk
Rt. #1, Box #19
Vienna, Mo. 65582
(314) 422-3239

MID MISSOURI SPORTING LEAGUE (MMSL)

After a 3 year vacation, the Puget Sound Sports Illustrated Games Association is seeking members for the Brewery Football League West. The sport of football is indeed at the height of its season. What better way to enjoy it then give your coaching skills a hand.

If you or a friend would be interested in receiving a franchise in the BFL WEST, please get in touch with us . . .

the puget sound sports illustrated game association
p.o. box 9822—seattle, wash. 98109 (206) 722-3619



*Now Available
by Mail from
Avalon Hill!*



1979 Player Cards for MAJOR LEAGUE BASEBALL

This year we've got *over 700* Major League Baseball players on their own individual cards—just about every player who appeared in 10 or more games has his own card! In addition, we give you an additional *200* fringe players. And, as a special addition to the game, each National League pitcher has his own individual batting chart.

\$10.00



Special: Player Stat Guide with complete batting and pitching records of all major league players just \$1.00.

1979-80 PAYDIRT Charts

An AH first! Last season's charts printed and ready for play *before* the season actually begins! This year get a head start on the NFL by ordering your PAYDIRT charts early. All 28 charts printed in full-color, with synopsis of the teams' seasons on each chart. See if you can coach as well as Ray Malavasi did when he guided an apparently mediocre team into the Super Bowl.

\$10.00

1979-80 Statis-Pro NBA Basketball Player Cards

Yes, we did figure out how to put the three-point shot into our game, and you can get in on the secret, too, by ordering your card set today. Get in on all of the excitement of last season's NBA while finding out just how important the three-point shot really was!

\$10.00



SPEED CIRCUIT Grand Prix Track Set

Ten all-new tracks, enough for even the most fanatical SPEED CIRCUIT fan. Comes complete with optional rules and brief track descriptions. Tracks included are: Buenos Aires Autodrome, Brasilia, Long Beach, Watkins Glen, Jarama (in Spain), Silverstone, Hockenheim, Ossterreichring, Zandvoort, and Montreal.

Order today from our Parts Dept.
Please add 10% postage to all orders.

\$13.00



New Charts for Baseball Strategy

POOR DEFENSE		AVERAGE DEFENSE		EXCELLENT DEFENSE	
INFIELD Defense Value—9 or less		INFIELD Defense Value—10, 11		INFIELD Defense Value—12 or more	
1	1—see result under proper Outfield Defense 2-5—ERROR—all runners advance 1 base 4-6—WALK—runners advance only if forced	1	1—see result under proper Outfield Defense 2—ERROR—all runners advance 1 base 3-6—WALK—runners advance only if forced	1	1—see result under proper Outfield Defense 2—ERROR—all last runners advance 1 base 3—slow runners hold unless forced on 2 out 3-6—WALK—runners advance only if forced
3	BUNT SINGLE—runners advance 1 base	3	BUNT SINGLE—runners advance 1 base	3	BUNT SINGLE—runners advance 1 base
4	GRINDER—out at 1st base All runners advance 1 base	4	GRINDER—out at 1st. Fast runners advance 1 base, slow runners advance only if forced on HIT & RUN or BUNT is on	4	GRINDER—out at 1st. Runners advance only if forced on HIT & RUN or BUNT is on
6	GRINDER—1-3—first out at any forced base (Possible DP); second out at 1st base 4-6—out at any forced base. All other runners advance 1 base (HIT & RUN—out at 1st base, runners advance 1 base)	6	GRINDER—first out at any forced base. Possible DP; second out at 1st base. All others advance 1 base (HIT & RUN—out at 1st, runners advance 1 base)	6	GRINDER—FIELDER'S CHOICE—out at any (Possible DP); base including home; all other runners advance 1 base. DP—first out at any forced base, second out at 1st base; HIT & RUN—out at 1st; all runners advance
8	LINE DRIVE OUT; runners hold (Possible DP); HIT & RUN—any 1 slow runner doubled off	8	LINE DRIVE OUT—runners hold (Possible DP); HIT & RUN—any 1 runner doubled off	8	LINE DRIVE OUT—runners hold; HIT & RUN—Possible TP—any 2 runners doubled off on die roll of 1 or 2; any 1 runner doubled off on 3-6
11	PICK OFF—1-3—left hander picks off any runner on 1st; right hander picks off any runner on 3rd 4-5—no effect 6—ERROR—all runners advance 1 base	11	PICK OFF—1-3—left hander picks off any one runner on 1st or 2nd; right hander picks off any one runner on 2nd or 3rd 4-5—no effect 6—ERROR—all runners advance 1 base	11	PICK OFF—1-3—any runner picked off any base 4-5—no effect 6—ERROR—all runners advance 1 base
OUTFIELD Defense Value—7 or less		OUTFIELD Defense Value—8		OUTFIELD Defense Value—9 or more	
1	on die roll of 1, two base ERROR—all runners advance 2 bases	1	on die roll of 1, all fast runners advance 2 bases, slow runners 1 base	1	on die roll of 1, all runners advance 1 base
3	SINGLE—all runners advance 2 bases (HIT & RUN—all last runners score)	3	SINGLE—slow runners advance 1 base; fast runners advance 2 bases (HIT & RUN—all runners advance 2 bases)	3	SINGLE—runners advance 1 base. Fast runner on 2nd 3 outs on die roll of 1-4, holds at 3-6 on 5-6 (HIT & RUN—last runners advance 2 bases)
5	DOUBLE—all last runners score; slow runners advance 2 bases (HIT & RUN—all runners score)	5	DOUBLE—all last runners score; slow runners advance 2 bases (HIT & RUN—all runners score)	5	DOUBLE—all runners advance 2 bases (HIT & RUN—all last runners score)
7	LONG BELT—consult LONG BELT Table	7	LONG BELT—consult LONG BELT Table	7	LONG BELT—consult LONG BELT Table
10	FLY OUT—fast runners advance 1 base. Slow runners on 2nd and 3rd may attempt to advance using TAKING EXTRA BASE Table	10	FLY OUT—fast runners on 2nd and 3rd advance 1 base; slow runner on 3rd may attempt to score using the TAKING EXTRA BASE Table	10	FLY OUT—Runners hold. Fast runner on 3rd may attempt to score by SAFE 5 OUT
CATCHER Defense Value—1		CATCHER Defense Value—2		CATCHER Defense Value—3 or more	
2	STRIKEOUT—(HIT & RUN—leading slow (Possible DP) base runner OUT on die roll of 1-3; 1-2 if fast. All runners not out advance 1 base)	2	STRIKEOUT—(HIT AND RUN—leading slow (Possible DP) base runner OUT on die roll of 1-4; 1-3 if fast. All runners not out advance 1 base)	2	STRIKEOUT—(HIT & RUN—any 1 slow runner (Possible DP); doubling off—OR—any fast runner—doubled off on die roll of 1-4; other runners advance 1 base)
9	PASSED BALL—all runners advance 1 base	9	PASSED BALL—all runners advance 1 base or die roll of 1-4; no result on 5-6	9	PASSED BALL—all runners advance 1 base on die roll of 1-4; no result on 3-5

Here are four more middleweights for your TITLE BOUT game.

<p>REN JERRY—(8/8) 1928-1946 Middleweight</p> <p>CFBS: 89 COACH: 46 HPMI: 83 TKO: 2 KDR 1: 3 AGG: 6 KDR 2: 2 END: 95 KOR: 2 DEF: +7 FL: 3 FO: 1 CU: 3 KO: 0</p> <p>ACTION Punches Landed: 138 Punches Missed: 39-63 Clinching: 64-70 Ring Movement: 75-78 Foul Rating: 79 (B)</p> <p>HITTING VALUE: 3 Jab: 1 2-7 Hook: 6-11 12-28 Cross: 28-31 22-43 Combination: 44-47 48-64 Uppercut: 65-67 68-80</p> <p>In Corner On flops: 4</p> <p>AVACON HILL/TITLE BOUT 1940</p>	<p>BILLY SCOPE—(8/8) 1936-1942 Middleweight</p> <p>CFBS: 91-0 COACH: 55 HPMI: 64 TKO: 2 KDR 1: 3 AGG: 7 KOR 2: 1 END: 85 KOR: 1 DEF: -4 FL: 1 FO: 3 CU: 3 KO: 0</p> <p>ACTION Punches Landed: 143 Punches Missed: 44-61 Clinching: 62-69 Ring Movement: 70-76 Foul Rating: 79 (A)</p> <p>HITTING VALUE: 3 Jab: 1-4 5-21 Hook: 22-25 28-42 Cross: 43-44 45-51 Combination: 52-55 56-72 Uppercut: 73-74 75-80</p> <p>In Corner On flops: 1</p> <p>AVACON HILL/TITLE BOUT 1988</p>	<p>GORILLA JONES—(8/8) 1924-1940 Middleweight</p> <p>CFBS: 89 COACH: 54 HPMI: 84 TKO: 2 KDR 1: 3 AGG: 7 KDR 2: 1 END: 90 KOR: 2 DEF: -2 FL: 2 FO: 2 CU: 2 KO: 2</p> <p>ACTION Punches Landed: 130 Punches Missed: 40-62 Clinching: 63-70 Ring Movement: 71-78 Foul Rating: 78 (C)</p> <p>HITTING VALUE: 3 Jab: 1-8 9-20 Hook: 21-25 26-33 Cross: 31-35 37-40 Combination: 41-48 49-60 Uppercut: 61-62 63-80</p> <p>In Corner On flops: 4</p> <p>AVACON HILL/TITLE BOUT 1990</p>	<p>FREDDIE STEELE—(7/8) 1931-1941 Middleweight</p> <p>CFBS: 108 COACH: 54 HPMI: 75 TKO: 3 KDR 1: 3 AGG: 6 KDR 2: 2 END: 85 KOR: 2 DEF: Even FL: 2 FO: 2 CU: 2 KO: 2</p> <p>ACTION Punches Landed: 141 Punches Missed: 42-62 Clinching: 63-70 Ring Movement: 71-78 Foul Rating: 79 (B)</p> <p>HITTING VALUE: 3 Jab: 5-8 10-21 Hook: 21-25 27-34 Cross: 35-38 40-47 Combination: 48-56 57-67 Uppercut: 68-72 73-80</p> <p>In Corner On flops: 2</p> <p>AVACON HILL/TITLE BOUT 1988</p>
--	--	--	---

Gorilla Jones

STATUS: Middleweight
RECORD: 67 wins / 21 losses
13 draws / 53 KO / KO'd by 0
1924-1940 Gorilla Jones was a solid middleweight of the thirties and actually laid claim to the middleweight crown in 1937. When Mickey Walker abandoned the middleweight division Jones bested Tiger Thomas in an elimination bout to claim the laurels. Gorilla subsequently lost the title on a foul in the 11th round to Marcel Thil. Jones was a ring-wise veteran who was respected—and avoided—by many fighters. He fought Freddie Steele 3 times gaining a draw and losing 2 close decisions to the then middleweight king.

Ben Jeby

STATUS: Middleweight
RECORD: 54 wins / 14 losses
4 draws / 22 KO / KO'd by 2
1928-1936 Ben Jeby, born Morris Jębalowski, was a good club fighter who happened to be in the right place at the right time. This is not a put down of Jeby, but it is a fact that his talents were average although his courage was of champion quality. The middleweight division has always been a great one but even here there have been lapses and Jeby walked into one. After Gorilla Jones left the title up for grabs, Jeby claimed the New York version of the crown by defeating Chick Devlin in 15 rounds. Eight months later he was stopped by Lou Brouillard.

Freddie Steele

STATUS: Middleweight
RECORD: 84 wins / 5 losses
5 draws / 38 KO / KO'd by 3
1930-1941 Freddie Steele was a fine all around fighter. He could box or slug and never really received the attention that he deserved. Steele started out as a welterweight and after finding success in that division graduated into the middleweights. Steele won the W.B.A. portion of the middleweight crown by stopping Babe Risko. The division was in turmoil at this time and various fighters were claiming the middleweight crown including Steele. Steele eventually lost his share to Al Hostak. Freddie Steele defeated, during his career, 7 men who had previously or subsequently held world championships including Ken Overlin, Cefarino Carcia, and Gus Lesnevich.

Billy Soose

STATUS: Middleweight
RECORD: 34 wins / 6 losses
1 draw / 13 KO / KO'd by 0
1936-1942 Billy Soose was a college graduate who went on to win the middleweight crown. He gained recognition in the boxing world by defeating Ken Overlin in a classic boxing match. Tony Zale held the W.B.C. middleweight crown, but Soose was generally acknowledged as the best man in the division at the time. Soose actually beat Zale in an over-the-weight bout but the two never met following that fight. Soose eventually gave up the title to try his hand as a light-heavy. Soose was a beautiful boxer whose moves and fast hand made up for his lack of a punch.