

ALL-STAR REPLAY

featuring Sports Illustrated Games



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or

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THE ORIGINAL AVALON HILL CROSSWORD PUZZLE

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vs.

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Out to Lunch

A Gamer's Guide to
Baltimore Restaurants



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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.

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THE DUGOUT

In the last issue of All-Star Replay our cover featured a photograph of Mike Jervis, FOOTBALL STRATEGY fan from across the sea. Recently I was embarrassed to receive a letter of complaint from Mr. Jervis, stating that because of the notoriety the cover had won him, "plane loads of groupies from the States (were) flying into East Midlands Airport", all apparently seeking some sort of illicit favors from him. He further bemoans the apparent fact that "ASR has such a wide appeal among nubile young ladies."

Well, Mike, we are sorry about that, but you should have read the release form we send to all people who appear on our cover. There it is clearly stated that the party involved is "fully aware of the possible dangers posed by autograph seekers, photographers, and nubile young ladies" (italics ours). When you get involved in a glamorous field like sports games, you've got to expect that sort of thing. Just imagine what it's like for me and Francis (well, me anyway) going to all of those gaming conventions. Believe me, things get pretty rough sometimes.

Moving on to more pleasant subjects, in this issue we've got what we modestly feel are some great articles. Among these are complete instructions for how to rate the fighters yourself for the TITLE BOUT mini-game (in response to many requests); a play-by-mail system for the same game; a BASKETBALL STRATEGY mini-game, and much more.

New sports products that may be of interest to readers include updated boxer cards for TITLE BOUT, which include all current fighters of note and a special bonus of all-time greats in the bantamweight, featherweight, and flyweight divisions. Just as a reminder, we have had the latest NBA cards on sale for some time. Both of these items are \$10.00, plus the usual 10% postage. For the same price we have a limited number of team charts for the old SI ALL-TIME ALL-STAR baseball game, which included 16 charts (one for each team) of 25 players each, chosen from the best of that team through history. These charts are for a system that is essentially the same as that used in SUPERSTAR BASEBALL, and purchasers should have little difficulty translating the results, some of which are slightly different from that of SUPERSTAR.

We've received a pleasant note from Samuel F. Patterson III, executive secretary of the Brewery Football League, advising us that as a result of our publicizing their hermit-like existence since 1972, they are now solidly back in the present. Mr. Patterson kindly sent me a copy of their newsletter, which is packed with statistics, photos of the league members (and even a cake which I presume is the league's birthday cake). There are also some good articles

about the league, schedules, and a not-inordinate number of beer ads for an organization styling itself the "Brewery Football League."

There's nothing like a good regular newsletter to hold a league together over several seasons, and I suspect that those of you who want some ideas about what a good one looks like would not go unrewarded if you sent Mr. Patterson a dollar or two to cover mailing and copying and asked for a copy of his. His address (which I trust he will not object to my printing here) is: Samuel F. Patterson III, Puget Sound Sports Illustrated Games Association, P.O. Box 9822, Seattle, Washington 98109.



Thanks also to Paul Taylor of Toronto, Canada, for sending us the excellent photo of the final SPEED CIRCUIT race in the tournament at this past ORIGINS. Sorry it had to be so small. 57 entrants were narrowed down to a field of just six, who raced on a giant track provided by ASR pillar Mark Maticek of Milwaukee, who also provided us with six beautiful scale model racing cars. Each of the finalists was awarded the car that he drove, along with a plaque listing his final place, which we suggested the cars be mounted on. The winner of this very close contest was Andrew Wright of Baltimore. Curiously enough, the winner of the WIN, PLACE & SHOW tournament was also from Baltimore, he being Bill Cleary. In the FOOTBALL STRATEGY tournament, Mark Maticek, who had originally not intended to enter, also wound up as winner. Congratulations all.

As a final note, let us toot our own horn for a moment (and none too soon, either). Games magazine, which many of you may be familiar with, is a prestigious magazine published by Playboy Enterprises, with a paid circulation of 650,000. As its title implies rather strongly, it deals solely with games of all sorts. In its November/December issue Games presented a list of what they feel are the 100 best games in the world. With over 50 manufacturers represented, Avalon Hill ranked second with 11 choices only to Parker Brothers, with two of our sports games (FOOTBALL STRATEGY and SPEED CIRCUIT) included among the choices. Hooray for us.

"SHORTENING THE SEASON"

A Basketball Strategy Mini-Game

by Ken Close

Sports seasons seem to get longer every year. Basketball, Football, and Baseball all overlap. Hockey is played into the early Summer! While we have no control over these sports seasons we can exert total control over sporting simulations.

Everyone knows the most exciting moments of a sporting contest are usually found at the end. The last second field goal attempt, the shot at the buzzer, the extra innings—these give us our greatest thrills. In most sports games these are relatively easy to recreate. In football, for example, simply start the game with 6 minutes to go in the fourth quarter with the score tied. In Baseball you can tie the score with 3 innings to go, and randomly determine where the batting order begins. Races can be shortened, as can golf matches and hockey games. Only basketball presents a real problem in shortening a game.

This is because of the fouls players accumulate. Any basketball game could be projected into its final minutes with the score tied, but without knowing which players are in foul trouble the game loses its realism. If you randomly assign fouls you also run the risk of getting unrealistic results.

The purpose of this article is to introduce a "Basketball Strategy" mini-game which will allow you to accelerate play without sacrificing realism. Using these rules you can play entire basketball games, or play a game into its final minutes and then revert back to the normal rules to finish the game. Once familiar with these rules, you should be able to play an entire pro basketball game in less than 20 minutes.

Basically, the mini-game breaks basketball into 6 minute turns. During each turn a coach will select 5 players and give them defensive assignments. One die roll is made for each player and he is given points based upon a chart which compares his offensive rating and his opponents' defensive rating. When all players have done this one roll is made for points earned through rebounding and a roll is made for points earned through ball handling. A coach can then elect to roll for 3 point option points, if it is a pro basketball game. This is one complete turn.

A complete pro game is 8 turns. College games are 6 turns, High School are 5. Players can use the mini-game to play the early parts of a game, and use normal rules to finish. Just remember that each counts as 6 minutes

off of the game clock. One turn is played if an overtime period is needed.

If you believe in a home court advantage roll the die at the start of the game, award the host team the following points:

Die #	1	2	3	4	5	6
Pro game pts.	0	2	4	6	8	10
College game pts.	0	2	3	5	6	8
HS game pts.	0	1	2	3	4	6

No home court advantage points should be given for the final game of a playoff, nor for a tournament game. These points may be added to any player's total after a turn. At least half of the points must be added in by the end of the first half of the game.

Now we can begin play. The below listed rules are designed to illustrate one turn:

Picking Players

Order—The visiting team sets out their lineup first, then the home team (for first turn only). During subsequent turns the losing team sets up last. A player may use a time-out to reverse the order of set-up, and his opponent may negate it with a time out of his own. In pro games, it is mandatory to use one time out per quarter, and no team can use more than 4 during the last quarter of play.

Positions—Players may play their designated positions at their listed ratings. Any player moved out of position (guard playing forward) subtracts one point each from his defensive and ball handling ratings. If a player is moved two positions away (guard playing center, vice versa) subtract two points from each rating. Ratings may never go below "1".

Rest—Each player must rest at least one turn per game.

Matchups—Each player is set next to the man he is covering. Both coaches have the freedom to make any defensive assignments they wish, remembering the rule on positions. They may not alter the 5 players designated for that turn (the same players must play offense and defense for that turn). Before the first die is rolled a coach may announce if any of his players are playing "loose" defensively.

Points and Fouls—One die is rolled for each

player. Coaches then consult the appropriate offensive chart, look under the defensive players' rated column (normal or loose) and discover how many points that player scored during this turn. The chart will also tell if the defensive player covering him has committed any fouls. Record these results for each player.

Here are the player charts:

FOR #3 OFFENSIVE PLAYERS

Defensive Ratings										Points	
Die #			4		3		2		1		
	N	L	N	L	N	L	N	L	N		L
1	0*	0*	0*	1*	1*	2*	2*	4*	4*		
2	0*	1	1*	2*	2*	3*	3*	5*	5*		
3	1*	2	2*	3	3*	4	4*	6	6		
4	2*	3	3*	4	4*	5	5*	7	7		
5	3	3	3	4	4	6	6	8	8		
6	3	4	4	5	5	6	6	10	10		

* = defensive player has committed two fouls this turn

* = defensive player has committed one foul this turn

FOR #2 OFFENSIVE PLAYERS

Die #	4		3		2		1	
	N	L	N	L	N	L	N	L
1	0*	0*	0*	0*	0*	1*	1*	2*
2	0*	1	1*	1	1*	2*	2*	4*
3	1	1	1*	2	2*	3	3*	4
4	1	2	2	3	3*	4	4*	5
5	2	2	2	3	3	4	4	6
6	2	3	3	4	4	5	5	7

FOR #1 OFFENSIVE PLAYERS

Die #	4		3		2		1	
	N	L	N	L	N	L	N	L
1	0*	0	0*	0*	0*	0*	0*	0*
2	0	0	0*	1	1*	1	1*	2*
3	0	1	1	1	1*	2	2*	3
4	1	1	1	2	2	2	2*	3
5	1	2	2	2	2	3	3	4
6	1	2	2	3	3	4	4	6

Rebounding

Comparing—Add the total rebounding points for each team and compare them. If one team has more than 5 rebounding points consider it to be +5 on the chart. Any team that has more than 18 rebounding points only compares 18 to the other team's total.

Mismatches—Once you determine the comparison alter it based on player mismatches. Mismatches occur if a defensive player covers a player whose rebounding rating is two or more than his own. The rebounding comparison is then altered for every point of mismatch. For example . . .

Offensive Players' Rebounding Rating	Defensive Players' Rebounding Rating	Effect On Comparison
6	4	+1
7	3	+3
5	4	none (no mm)
3	5	none (depends on other team assignments)

Tip-In—If one team has a tip-in player (*) on the court and the other team doesn't, alter the die roll +3 in favor of the team with that player.

Roll—Once rebounding comparison is made roll a die and use the following chart to determine extra points for the turn:

	Even	+1	+2	+3	+4	+5
Die #	B/W	H/L	H/L	H/L	H/L	H/L
1	2	4	2	4	2	4
2	2	3	2	3	3	4
3	3	3	5	5	3	4
4	4	4	3	2	4	2
5	3	2	4	2	4	1
6	4	2	5	2	5	2

B = points for black team
W = points for white team
H = points for higher team
L = points for lower team

During playoffs teams score fewer points than they do during regular season play. To reflect this use the following rebounding chart (use it for college and HS play also) instead of the one above:

	Even	+1	+2	+3	+4	+5
Die #	B/W	H/L	H/L	H/L	H/L	H/L
1	1	3	1	3	1	2
2	1	2	1	2	3	2
3	2	2	4	4	2	3
4	3	3	1	1	3	1
5	2	1	3	1	3	0
6	3	1	4	1	5	0

Add the points awarded from the rebounding chart to any players' total (if he played that turn).

Ball Handling

Comparing—Add the ball handling ratings for each teams' five players and compare them.

Roll—Roll one die and use the following chart to receive ball handling points:

Die #	Even	+1	+2	+3	+4
1	1 ea.	0	0	0	1
2	1 ea.	0	0	1	1
3	2 ea.	0	1	1	2
4	2 ea.	1	1	2	2
5	3 ea.	1	2	2	3
6	3 ea.	2	2	3	3

Unlike the rebounding chart, only one team is awarded ball-handling points (unless the teams are equal). Like rebounding, ball handling points are added to the total of any player on the floor during that turn.

Fouling Out

If a player fouls out of a game bonus

points are awarded to the player he was covering. These points represent the accumulation of foul shots and the caution a player in foul trouble usually exhibits. To determine bonus points refer to this chart:

Bonus Points =	Offensive Player's F T Rating
$\frac{3}{4}$	$\frac{2}{2}$
	$\frac{1}{1}$

Three Point Play

If you are playing a professional game you now have the option of rolling on the 3 pt. play chart. This chart reflects the net effect on your score shooting from outside the 3 pt. line will have. To use this option you must have at least one forward or guard in the game who has an offensive rating of 3. Roll the die and consult the below chart to determine this strategy's effect on your score.

3 Pt. Strategy Chart

# on die	1	2	3	4	5	6
Points	-4	-2	-1	+1	+2	+4

Add (or subtract) these results to the score of any "3" offensive player in the game.

Summary—To play the Basketball Strategy Mini-Game follow these steps:

- Pick 15 players—give them defensive match-ups.
Roll one die for each player.
Consult Offensive chart, award points and fouls.
- Compare rebounding totals.
Roll one die.
Consult Rebounding chart, add points to players' score.
- Compare ball handling totals.
Roll one die.
Consult Ball Handling chart, add points to player's scores.
- Use 3 pt. option chart if desired (Pro games only).



Sound simple? It is, and fast too. Below is an example of one turn of play:


Cont. on p. 33

Die #	Pts.	Fouls	Black Team Players	Assignments	White Team Players	Die #	Pts.	Fouls
3	3	1	31 CENTER D 3 O 1 R 4 BH 1 FT 1	↔	46 FD-CEN D 1 O 3 R 3 BH 2 FT 3	1	1	
3	3		41 FORWARD D 2 O 3 R 2 BH 1 FT 1	↔	32 FORWARD D 3 O 2 R 3 BH 1 FT 2	4	4	
2	2		35 FORWARD D 3 O 1 R 3 BH 2 FT 3	↔	44 FORWARD D 1 O 3 R 2 BH 2 FT 3	4	4	1
1	1	1	15 GUARD D 2 O 2 R 1 BH 3 FT 3	↔	26 GUARD D 3 O 2 R 1 BH 2 FT 2	2	2	1
0	0	1	11 GUARD D 3 O 3 R 1 BH 3 FT 3	↔	12 GUARD D 3 O 3 R 1 BH 3 FT 3	3	3	11
	9						14	

Rebounding Totals → 11 to 10 = Black + 1 (no mismatches)

BH Totals → 10 (10/10) = Even

 (+3 TIP-IN) =  — Rebounding = Black + 4 pts., White + 2 pts.

 — Ball Handling = Both teams + 2



ASR Asst. Editor Named Area Coach: Shown above are members of the Baltimore Eagles, top-ranked minor league football team, bolting from their practice field after learning that Francis Wyman "Punt on first down" Tyler was to be their head coach next season. The Eagles were apparently distressed at Coach Tyler's remarks at his first practice, where he stressed the team's need to "improve their stick-checking skills" and stated his desire to introduce the four-corner offense.

TWO-MINUTE DRILL:

A Precision Timing System for PAYDIRT and BOWLBOUND

by T. R. Nicely

Ten seconds to play, San Diego leading Seattle 24-20 at the Kingdome, and the Z-Man has his Seahawks knocking at the door—1st and goal at the Charger 10. Yes, it's another typical PAYDIRT thriller, folks, the kind that turns casual players into addicts and addicts into nervous wrecks. But getting back to the game—what's next?

You send Zorn back to try the medium pass into the end zone. In and out of the leaping Largent's hands—incompletion! Oh, well, still time for another pass, right? Wrong! PAYDIRT allots no less than 10 seconds for any offensive play, so time has expired. How can a quick incompletion on a medium pass use up 10 seconds?

Well, nobody said we were perfect. Any type of simulation has to make *some* approximations, both to keep the game from getting

unwieldy and to make it accessible to the general public. The figures in the PAYDIRT and BOWLBOUND Timing Charts make no pretense of being accurate to the millisecond (or even to the second), and as a consequence, an occasional glaring anomaly like the one above can creep in. What to do, what to do?

One possibility is to simply accept the limitations of the commercial design and overlook such quirks, tolerating them for the sake of simplicity. That's not going to stop the Seahawk faithful from waving the bloody shirt, however, and what we intend to do in this article is give you an alternative: a more precise method of timing, especially suited to the "Two-Minute Drill"—those frantic waning moments of each half.

There are various ways to go about this.

One could do an exhaustive statistical study of all available videotapes of the NFL's last few seasons, tabulating the actual elapsed times for each play; then assemble tables of the time consumed by every possible play variation, as a function of offensive play, defensive formation, down, yardage, score, time remaining . . . Well, you get the picture. Things can get out of hand in short order, and some sort of compromise has to be adopted, one which will result in a more accurate simulation than the standard Timing Charts provide, but which can be used by someone other than a professional mathematician.

The system I am going to describe is one which has been playtested in hundreds of games, and which has been declared by the players to be both accurate enough for

realism and simple enough for common use. Many other equivalent systems can be constructed, of varying degrees of accuracy and complication, so feel free to add your own innovations. What follows is really just a model for your inspection—a model that has, however, met the test of time.

The total time for a play (from the snap until the snap for the succeeding play) is considered to be the sum of three parts: the "Action Time" AT, the "Return Time" RT, and the "Dead Time" DT. Thus, if total time is indicated by TT,

$$TT = AT + RT + DT.$$

The "Action Time" refers to the live-ball interval from the snap until the ball is dead or until the other team gains possession. The AT for each type of play is calculated as follows:

AT	Runs and Completed Passes	5 + T seconds
	Incomplete Passes	5 seconds
	QB Sneaks or QB Flops	3 seconds
	Punts	6 + R seconds
	FG Attempts	2 + T seconds
	Kickoffs, PAT Attempts	0 seconds
	Razzle-Dazzle Play	Add 2 additional seconds
	Fumble Occurs	Add 2 additional seconds
	Intercepted Passes	Count as completed pass of equal yardage
	BK or Fumbled Kick Snap	5 + T seconds until recovery

The "T" referred to above is the "Tens Digit" of the net yardage covered (or in the case of FG attempts, the yard line of scrimmage). Thus, a 26-yard gain on a run or pass would require 7 seconds AT, since $T=2$; a BK-18 on a punt attempt would use up 6 seconds from snap to recovery, since $T=1$; a 53-yard FG attempt (line of scrimmage at the 36) would require 5 seconds AT, since $T=3$.

The "R" in the Punt entry refers to the number of yards the ball is allowed to roll after hitting the ground (if Adv. Rule 9b is in use).

If a change of possession occurs on the play, and the receiving team has the option of electing a touchback, fair catch, or return, the "Return Time" RT is calculated as follows:

RT	No Return Involved, or Kick Out of Bounds	0 sec
	Fair Catches and Touchbacks	1 sec
	Actual Return Attempted	3 + T sec
	For Occurrence of Muff or Fumble, Add	2 Additional Seconds

The "Dead Ball Time" DT is the time between the dead-ball whistle and the snap of the succeeding play, during which the game clock is running. In this interval, the players are unpiled, the ball is respoiled, the down and yardage indicators are reset, the teams huddle, and the formations are set for the next snap. The DT will depend primarily on the nature of the initiating play and the intentions of the two teams. The timing differences of pro and college ball must also be

considered. Another important distinction to note is that between "Continuous" and "Interrupted" plays. The game clock runs without interruption on Continuous plays, while on Interrupted plays, it is stopped temporarily and then restarted on the referee's ready signal (windmill action of the arm). "Interrupted" plays include the following: in PAYDIRT, plays on which first down yardage is made exactly (clock stopped for measurement), and plays involving a quarterback sack or a fumble not advanced; in BOWLBOUND, plays involving a fumble not advanced, any play involving a penalty, and any play on which a first down is made.

The table of DT times is as follows:

	PAY- DIRT	BOWL- BOUND
Referee Timeout Plays	0 sec	0 sec
Continuous Plays	30	25
Interrupted Plays	20	15
Continuous Play, Time Conserved	10	10
Interrupted Play, Time Conserved	3	3
Continuous Play, Timeout called instantly	2	2
Interrupted Play, Timeout called instantly	0	0
Delayed Timeout	10	10
Intentional Delay Penalty Taken, ADD	10 sec	10 sec

The "Referee Timeout Plays" are those on which the clock stops automatically when the ball is whistled dead: incomplections, out of bounds, change of possession plays, scoring plays, and touchbacks—and in PAYDIRT, any play involving a penalty. The "Time Conserved" notation refers to the option of Adv. Rule 5A; the decision on this is made after the result of the current play is known, and affects the result of the next play. If the throwaway pass of Adv. Rule 5B is employed, the Time Conserved DT figures above are used for the sum total of the DT time of the current play and the time consumed by the throwaway play.

Now that you have been thoroughly confused, maybe some examples will illuminate the procedure. I'm going to give you several examples of plays and situations which might occur in the last two minutes; see if you can figure out from the above tables and explanations the total time TT elapsed—this is the time you would mark off on your game clock. The answers—showing AT, RT, DT, and TT for each example—are listed at the end.

EX # 1: Team A (the one putting the ball in play) gains 6 yards and lets the clock run (but does not take a delay penalty).

EX # 2: Team A gains 6 yards and lets the clock run, taking an intentional delay penalty.

EX # 3: Team A gains 6 yards, then "hurries" the next snap to conserve time.

EX # 4: Team A gains 6 yards, which is exact first-down yardage, then throws the ball away intentionally to stop the clock.

- EX # 5: Team A loses 13-yards, going out of bounds.
- EX # 6: Team A's quarterback is sacked for a 10-yard loss; he fumbles and B recovers. B then returns the fumble 37-yards.
- EX # 7: With the score tied, A has 2nd and 10 at their 30. A gains 5-yards on a pass play, bringing up 3rd and 5. After it becomes apparent A does not intend to call timeout, Team B calls timeout.
- EX # 8: Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B instantly calls timeout.
- EX # 9: Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B is out of timeouts, and Team A takes an intentional delay penalty.
- EX #10: Team A's quarterback is sacked for a 7-yard loss, and neither team calls timeout or conserves time.
- EX #11: Team A punts for 34-yards; the ball is returned 18-yards by Team B, then fumbled but recovered by Team B.
- EX #12: Team A's 47-yard (LOS=30) FG attempt is blocked (BK-7). Team A recovers on a roll of 13, and attempts to advance the ball using Pass #9. The passer is sacked for a further loss of 11-yards, and A loses the ball on downs.
- EX #13: Team A scores on an 87-yard pass play.
- EX #14: Team A's Kickoff is returned 102-yards for a touchdown.
- EX #15: Team A's attempted long pass is intercepted 38-yards downfield, and returned 51-yards by Team B; there is also a clipping penalty on the return.
- EX #16: Team A gains 48-yards on a Razzle-Dazzle play, then conserves time prior to the next snap.
- EX #17: Team A scores on a Quarterback Sneak.
- EX #18: Team A gains 14-yards and a first down, but lets the clock run.
- EX #19: Team A tries to run out the clock by taking an intentional safety on 4th down; to do so, the quarterback starts from the line of scrimmage (A's 35) and runs backwards clear out of his own end zone.
- EX #20: Team A attempts to punt from the 50. The snap is centered over the punter's head (F-40), but he retreats and recovers the ball, on a recovery roll of 18. He now attempts to advance the ball using Pass #9, but throws an interception (INT 28). Team B returns the interception 18-yards and fumbles it, losing the ball on a roll of 38; Team A now returns the ball 80-yards for a touchdown.

ANSWERS:

EXAMPLE:

	PAYDIRT			
	AT	RT	DT	TT
1	5	0	30	35
2	5	0	40	45
3	3	0	10	15
4	5	0	3	8**
5	6	0	0	6
6	8+	6	0	14
7	5	0	10	15
8	3	0	2	5
9	3	0	40	43
10	5	0	20	25
11	6	6+	0	12
12	11	0	0	11
13	13	0	0	13
14	0	13	0	13
15	8	8	0	16
16	11	0	10	21
17	3	0	0	3
18	6	0	30	36
19	9	0	0	9
20	16	17+	0	33

EXAMPLE:

	AT	RT	DT	TT
1	5	0	25*	30*
2	5	0	35*	40*
3	5	0	10*	15*
4	5	0	3	8**
5	8	0	0	6
6	8+	6	0	14
7	5	0	10	15
8	3	0	2	5
9	3	0	35	38
10	5	0	25	30
11	6	6+	0	12
12	11	0	0	11
13	13	0	0	13
14	0	13	0	13
15	8	8	0	16
16	11	0	3	14
17	3	0	0	3
18	6	0	15	21
19	9	0	0	9
20	16	17+	0	33

NOTES: *Assuming first down yardage was not made.
 **The 8 seconds is measured from the snap on the first play to the dead-ball after the throwaway pass, and includes both plays.
 *Note that 2 seconds have been added for the loose-ball time on the fumble.

These examples are not intended to cover every possible situation, and some of them may require careful study. In Example #20, for instance (purposely designed as a nightmare of complication, to show the versatility of the system), the time intervals actually break down as follows:

Snap to fumble recovery . . . 9seconds(5+T, where T=4 here)
 Pass attempt, recovery to interception . . . 7seconds(5+T, where T=2)
 Interception return, including fumble and free-ball time . . . 6seconds(3+T, where T=1, +2 seconds for loose ball)

80-yard Fumble Return . . . 11seconds(3+T, where T=8)
 Dead-ball Time . . . 0seconds, since a Referee's Timeout follows a score.

The computations take a while to get accustomed to, but fortunately most plays you encounter are of the garden variety (Exs. #1, 5, 10, 13, 15, 17, 18) and do not require any extraordinary cerebration.

One note in regard to taking the delay penalty to consume time: for reasons of equity, a player may not take just a part of the extra 10 seconds and avoid the penalty while consuming the time. The only exception to this occurs if time expires during or at the end of the extra 10 seconds; in this event, no penalty is called and the half is over.

WHY NOT USE IT FOR THE WHOLE GAME?

The timing system described is really only intended for use inside the two-minute warnings (actually, college football has no automatic timeout at the 2-minute mark; some players prefer to "invert" one by assuming that a TV timeout is imposed at this point). However, there is no intrinsic reason why it could not be used throughout the entire game—but there are a couple of

practical arguments against this:

- (1) The system is considerably more complicated than the ordinary timing system, and most players consider its use justified only when playing time is critical. Its exclusive use may slow down play considerably.
- (2) By actual comparison with real game timing statistics, one can show that the efficiency of the above timing system is somewhat exaggerated; that is, teams will actually get in more plays under this system than they do in reality. This is not primarily due to any errors in the basic assumed times, but rather due to the inefficiency of real-life teams. You may have noticed in televised games how frequently players, coaches, and sometimes even officials allow the game clock to run when either common sense or the actual rules tells them to call timeout. Use of the system over an entire game might result in a noticeable exaggeration in the number of plays run.

In connection with (2), I might note the preferences of my own playtesters. They prefer to use the regular timing system during the first 28 minutes of each half, with two modifications: (A) 10 seconds are added to the duration of each play not terminated by a referee's timeout (thus 20 second plays are counted as 30; 30 sec plays as 40; 40 sec plays as 50), and (B) All out of bounds marks are ignored. The precise timing system of this article is then used only within the two-minute warnings. This procedure actually over-

compensates for the slight error introduced by (2) within the 2-minute warnings, resulting in fewer total plays than the known norm for a game (between 75 and 90% of normal). This tends to produce slightly shorter, speedier, and closer than average games—all effects which they enjoy. This is strictly a matter of player preference.

One further point. If you do use this timing system for the entire game, be aware that in pro ball, the game clock runs during free kicks outside the 2-minute warnings. Therefore, during the first 28 minutes of each half in PAYDIRT, time kickoffs are as follows:

All Onside Kickoffs . . . 3 sec
 All Squib Kickoffs . . . 5 sec
 All Deep Kickoffs . . . 5 + 1/2R sec, where R is the roll yardage of Adv. Rule 9B.

And now, back to the Kingdome! Ten seconds to play, San Diego leads 24-20, 1st and Goal Seahawks at the Charger 10. Zorn drops back, throws to Largent running a post pattern in the end zone—off his fingertips incomplete! But wait, fans, the clock still shows FIVE SECONDS! Zorn retreats again, looks for a receiver, . . .

LIST OF ALL BOWLBOUND! CORRECTIONS

(I) PRIORITY CHART: The boxes opposite the "QR" Offensive Result, and beneath the Defensive Results "No Change" (White Box) and "# in a Red Box" (Yardage Subtracted), should read "QR", not "ADD". That is, defensive yardage may add to a QR, but may never subtract from it. (This revision is already embodied in the separately printed Priority Charts issued after 11/2/78)

(II) TIMING CHART: Due to a rule change initiated by the NCAA in the spring of 1979, the elapsed time for "Any Play Involving a Penalty, Accepted or Not" should now be counted as twenty (20) seconds.

(III) SCOREPAD: The statement at the bottom of the sheet—that there is an automatic timeout when there are two minutes left in a half—is erroneous. College football employs no "two-minute warning."

(IV) CORRECTIONS TO THE PRINTED RULES:

(1) Page 2, Column 1, Example 4: Change the word "red" to "green"; change the word "subtracts" to "adds".

(2) Page 3, Column 2, Rule VI-(B)-(c): Due to an NCAA rule change initiated in the spring of 1979, the following sentence should be added: "Any DEF15 penalty also awards an automatic first down to the offensive team."

(3) Page 3, Column 2, Example 1: The

last sentence should read: "RESULT: 1st and 10 at B's 26."

(4) Page 3, Column 3, Line 3 (End of Example 6): The last sentence should read: "RESULT: A's ball, 1st and 10 at A's 47."

(5) Page 6, Column 1, Advanced Rule 7: Paragraph (H) should read as follows: "(H) AFTER the offensive result is chosen, the defensive team rolls the defensive dice and looks up the defensive result, opposite the offensive play finally chosen and their own previously called defensive formation."

(V) CORRECTIONS TO THE TEAM CHARTS:

(1) 1970 AIR FORCE: Offensive Chart, Play 7, Dice Total 16: should be a blank white box (No Gain).

(2) 1960 MINNESOTA: Special Team Chart, Interception Return, Dice Total 38: should be a 40 in a green box.

(3) 1973 NOTRE DAME: Defensive Chart, Defense A, Play 3, Dice Total 2: should be a blank white box (No Change).

(4) 1954 OHIO STATE: Defensive Chart, Defense E, Play 5, Dice Totals 1, 2, 3, 4, 5: All five of these boxes should be green, not red; the numbers and symbols themselves are correct.

(5) 1967 SOUTHERN CALIFORNIA (USC): Special Team Chart, Punt Column, Dice Total 10: should be a 44 in a green box (44-yard punt, with a return).

WIN, PLACE & STEEPLECHASE

or

Where's Pegasus Now That We Need Him?

by Patrick M. Premo

The most rigorous and challenging of all horse racing events has finally come to WIN, PLACE & SHOW. Steeplechasing requires horses to carry enormous weights (exceeding 170 pounds at times) over very long races (two to four miles) whose courses are interspersed with hazardous obstacles—fences, ditches, and water jumps, to name a few—that must be successfully cleared. Many great horses fall attempting to traverse these treacherous courses and usually are unable to finish the race.

Steeplechasing originated in Ireland and England sometime during the 18th Century, but it is practically impossible to pinpoint the first race with any accuracy. The term

steeplechasing is believed to have arisen from having a church steeple serve as a landmark toward which to race—one friend saying to another, "I bet my horse can beat yours to yonder steeple!" and off they would go across the countryside, jumping their horses over whatever natural obstacle lay in the way. The first recorded steeplechase was run in 1752 when Denis O'Callaghan of County Kildare, Ireland, on his horse Johnny Lad challenged Reginald Blake from Yorkshire on his mare, Pam-Be-Civil. The race was a four mile event over natural country from Buttevant to St. Leger; Pam-Be-Civil was the winner. The race was so popular that steeplechase courses began to

pop up in both the Yorkshire and County Kildare regions. The most famous of all foreign steeplechases is the Grand National at Aintree, England, and it was first run in 1839. (The Grand National was actually first run in 1837, but it was at Maghull for two years before moving to Aintree.)

Canada was the first North American country to popularize steeplechasing (prior to the 1850s) and they introduced the sport to the United States in 1865 at Paterson, NJ, when Canadian horses took all the laurels in a 3 mile race over 27 jumps. The first steeplechase in the US at a major race course was held at Jerome Park (near New York City) in 1869. The oldest, most famous, and most difficult steeplechase race in the US is the Maryland Hunt Cup which was first run in 1894 and is still being contested today. (As an aside here, there are some who feel that the Maryland Hunt Cup is even more difficult than the famous English Grand National!) Other prominent steeplechase races include the Beverwyck at Saratoga, the Temple Gwathmey at Belmont Park, and the Colonial Cup at Camden, South Carolina.

Steeplechase events in the US and abroad usually attract large fields (upwards of 30 horses is not uncommon) and are usually comprised of older, more mature horses. Only Thoroughbreds are involved in steeplechasing. In the US, 130 pounds is the lowest weight that can be assigned any horse and weights as high as 160 pounds are not uncommon; in England, 175 pounds have been assigned at times. A three mile race might have as many as 20 obstacles, which include fences (or hedges) ranging from four to five feet in height. Some of these obstacles have an eight foot water ditch on the other side which makes the jump doubly hazardous. It is not uncommon for only four or five of the thirty horses to finish a race.

The remainder of this article will look at some of the greatest steeplechase racehorses of the world and then close with a look at the



How Steeplechasing Began: Contrary to the information presented in this article, the editors have information that the sport of steeplechasing actually came about when a group of jockeys at a more conventional race, having just been informed that the famous Lady Godiva was then cantering through their town, spontaneously and as a group vaulted the fence at the end of their track, then proceeding at full speed in the direction of the center of town, clearing fences and ditches on their way.

feature race, the 1977 Colonial Cup International Steeplechase at Camden, South Carolina.

Foreign steeplechasers of note include the famed Irish bred Arkle who raced in the mid 1960s and was owned by Anne, the Duchess of Westminster. An injury stopped him after he won 30 races and over \$216,000—a European record. Red Rum exceeded that record in the late 1960s and early 1970s; Red Rum was a very popular horse with the people and rarely disappointed his public as he won the Aintree Grand National a record *three* times! In the early 1990s, Lutteur III of France also established himself as a 'chaser of repute.

Champion 'chasers of the US included Good and Plenty who raced in the early 1900s and won the US Grand National carrying 170 lbs. Jolly Roger won the US Grand National twice in the 1920s. Battleship, the small but courageous son of Man o' War, won *both* the US and England's Grand National—a rare feat indeed—in the 1930s. Bushranger won the US Grand National carrying a record 172 lbs. at age 6 and was voted Horse of the Year. Elkridge, the "Iron Horse," raced until age 13 and was voted Horse of the Year twice. Neji was one of America's truly great 'chasers who won the US Grand National three times and was voted Horse of the Year three times. Jay Trump was another US great who traveled to England in the 1960s to win the Aintree Grand National. Bon Nouvel was also Horse of the Year three times. L'Escargot was the last US horse to win the English Grand National and he did it by defeating the aforementioned Red Rum.

It wasn't until 1936 that the US formally began to recognize Thoroughbred Horses of the Year. The procedure that began in that year was to recognize the top Thoroughbred in each age and sex category. For example, two year old colt, two year old filly, three year old colt, three year old filly, best older colt, best older filly/mare, best grass horse, and best steeplechaser. Then, from these champions, one Horse of the Year was chosen. Although no steeplechaser has ever been selected as Thoroughbred Horse of the Year, the best steeplechaser has been considered 'chaser Horse of the Year. These winners are listed for your information:

Year	
1936 Bushranger	1948 American Way
1937 Jungle King	1949 Trough Hill
1938 No winner	1950 Oedipus
1939 No winner	1951 Oedipus
1940 No winner	1952 Jam
1941 Speculate	1953 The Mast
1942 Elkridge	1954 King Commander
1943 Brother Jones	1955 Neji
1944 Rouge Dragon	1956 Shipboard
1945 Mercator	1957 Neji
1946 Elkridge	1958 Neji
1947 War Battle	1959 Ancestor



Editorial Apology: Somehow we totally overlooked this swell photo when we ran our article on harness racing several issues ago, so we thought we would throw it in now, in the absence of any good steeplechase pix. It's really too bad, because you can imagine what sort of a howler we would have come up with had we only known we had it on hand.

Year

1960 Benguala
1961 Peal
1962 Barnabys Bluff
1963 Amber Diver
1964 Bon Nouvel
1965 Bon Nouvel
1966 Mako
1967 Quick Pitch
1968 Bon Nouvel
1969 L'Escargot

1970 Top Bid
1971 Shadow Brook
1972 Soothsayer
1973 Athenian Idol
1974 Gran Kan
1975 Life's Illusion
1976 Straight And True
1977 Cafe Prince
1978 Cafe Prince
1979 Martie's Anger

Year	Age	Races	Won	2nd	3rd	Money Earned
1973	3	5	4	1	0	\$ 18,780
1974	4	3	1	0	0	13,560
1975	5	4	2	1	1	36,850
1976	6	0	0	0	0	—0—
1977	7	9	4	1	1	91,605
1978	8	5	2	1	2	39,063
totals		26	13	4	4	\$199,858

Cafe Prince, who was chaser Horse of the Year in 1977 and 1978, was felt to have his best year in 1977 when he won the Colonial Cup International. In a field that included twelve horses (two from England, Sea Pigeon being the best, and one from Germany, Romping to Work), weights were assigned based on age: 4 years old, 151 lbs.; 5 years old, 160 lbs.; and 6 years and older, 162 lbs. Cafe Prince was 7 and thus shared top weight of 162 lbs. Two of the horses fell and could not finish (Down First and England's Sea Pigeon). Cafe Prince raced in good position until late in the race when he burst into the lead to win by over 5 lengths. Bel Iman was second by 8 lengths, Leaping Frog was third by over 4, Romping to Work was fourth by 5 lengths, and Deux Coup was fifth by 9 lengths over 11 year old Happy Intellectual. Only these top six finishers have been included in the accompanying WP&S race program.

Cafe Prince's lifetime race record and earnings (through 1978) are as follows:

A supplement to WP&S rules for Steeplechasing is included so you can adapt the thrilling and exciting sport of 'chasing to WP&S.

Steeplechase Horse Racing Rules

17 STEEPLCHASE HORSE RACING.

17.1 The Start. Most steeplechase races are at least two miles in length and where you start your race will vary accordingly; each 10 spaces on the track board represents one furlong (there are eight furlongs to a mile). For example, a 2¼ mile race would start at the "1¼ mile START" but the "FINISH" line would be passed *three* times—the last time being the *end* of the race.

17.2 Obstacles. Obstacles are assumed to be located on the track board at the beginning of each GREEN colored section, with the following EXCEPTIONS:

a. The Start. Depending upon the length of the race, the starting blocks will vary; the

horses must pass through AT LEAST ten spaces before an obstacle (GREEN colored section) can be considered an obstacle.

b. **The Finish.** Although the FINISH line is located at the beginning of a GREEN colored section, this obstacle would be ignored at the END of the race only—it would be approached as usual during the race itself.

c. **The "1¼ mile START."** This GREEN colored block would be ignored insofar as an obstacle is concerned.

EXAMPLE: In a 2¼ miles race starting at the "Six furlong START," the horses would have to pass through fifteen spaces before encountering an obstacle. However, the next time around the track, the first GREEN colored section after the "Six furlong START" would be approached as an obstacle as usual. Thus, in this 2¼ miles race, the horses would encounter a total of thirteen obstacles.

17.3 Jumping Over The Obstacles. When attempting to jump an obstacle (i.e., landing on the FIRST GREEN colored space just after the YELLOW colored section), the horse's player rolls ONE die: if any number OTHER THAN that horse's POST POSITION number appears on the die, then the horse has successfully cleared the obstacle and continues the race as usual (i.e., moves any remaining spaces he may have had after he temporarily halted on the above noted GREEN space to see if he cleared the jump). However, should that horse's POST POSITION number appear on the die, then the horse has encountered trouble in trying to jump over the obstacle as follows:

a. The FIRST time that horse's POST POSITION number appears on the die when attempting a jump, the horse stumbles slightly but recovers quickly and continues the race as usual

b. The SECOND time that horse's POST POSITION number appears on the die when attempting a jump, the horse stumbles badly and LOSES FOUR (4) spaces; these spaces are subtracted from the remaining spaces to be moved this turn (after the temporary halt) or, if these are insufficient (i.e., three (3) or less), then they (or any remaining) are subtracted from the spaces of the next turn.

EXAMPLE: When a horse temporarily halts on a GREEN colored space during his move to see if he successfully clears the obstacle and has one (1) space left, the four lost spaces (assume he rolled his POST POSITION number) are used in two steps. One of them is used now and the horse cannot use that last space this turn. At the start of his next turn, he then automatically subtracts the three remaining lost spaces from whatever his count for that subsequent turn

may be and then continues that turn as usual.

c. The THIRD time that horse's POST

POSITION number appears on the die when attempting a jump, the horse falls and is out of the race.

1977 COLONIAL CUP INTERNATIONAL STEEPLECHASE Camden, South Carolina												
PURSE: \$100,0002¾ miles												
1st \$60,0002nd \$20,0003rd \$10,0004th \$5,000 5th \$3,0006th \$2,000												
1	14	16	20	20	22	22	26	20	20	20	7	BONUS #
	CAFE PRINCE											
ODDS 3-2	Veteran J. Fishback					Class: 200 Speed: 180						
2	5	10	16	24	24	24	26	26	22	13	5	BONUS #
	LEAPING FROG											
ODDS 5-2	Veteran B. A. Christison					Class: 190 Speed: 177						
3	10	14	20	22	22	22	22	22	18	10	4	BONUS #
	DEUX COUP											
ODDS 7-2	Veteran T. Skiffington, Jr.					Class: 182 Speed: 172						
4	19	20	20	22	24	20	18	18	14	11	8	BONUS #
	ROMPING TO WORK											
ODDS 3-1	Veteran A. Renk					Class: 186 Speed: 175						
5	15	18	20	22	24	24	22	18	16	16	6	BONUS #
	BEL IMAN											
ODDS 2-1	Veteran D. P. Fout					Class: 195 Speed: 179						
6	16	19	21	23	22	19	16	16	14	9	3	BONUS #
	HAPPY INTELLECTUAL											
ODDS 4-1	Veteran J. Aitcheson, Jr.					Class: 175 Speed: 166						

AUTOPIA

by Leonard Carpenter

If you own **SPEED CIRCUIT**, it's probably the one game you've played the most. That's because it's easy to learn and teach, short in playing time, and suitable for any number of players. Almost everybody wins . . . the competition can be hot for fourth or fifth place. Although you'll probably enjoy the first game of SC you play, seasoned gamers still find it challenging after many races. It has the delicate balance of skill and luck that characterizes a fine simulation.

Still, even after trying all three tracks, different kinds of cars, different numbers of cars per player, and different numbers of laps per race, the time may come when you crave new thrills. After moving the start line, varying the number of points available to buy cars (as a handicap or just for experimentation) and racing the tracks backward, you may still not be satisfied. Therefore I've frankensteined together a Supertrack called *Autopia*.

The curves in Figure 1 are to be cut out and superimposed over the printed tracks. Sticking them on with transparent contact paper or rubber cement allows them to be removed between uses. They all go on Board 2 (the one containing the Chance Table) as

shown in Figure 2. The cutouts link all three tracks into a single monster *Autopia* track. It can be raced in either direction from any starting point. One lap of *Autopia* is roughly equivalent in length to two ordinary laps, so Wear Points should be doubled accordingly.

The *Autopia* race combines characteristics of all three tracks. However, it shortens the longest straightaway of the fast Monza track, so drivers may decide to forsake the highest top speeds when building their cars.

An important thing to remember when racing *Autopia* is to avoid taking too many chances and blowing your cars too soon. There are two sets of curves that represent bottlenecks at opposite ends of the track: the tortuous alleyways of Monaco and the hair-pin junction between Monza and Watkins Glen . . . so you usually have a second chance to catch up, no matter where on the track the race starts.

The tactician in me begs to say something about how to win the race—yet the tactics are subtle enough that I can't pretend to have mastered them. It's easy to fall far behind without knowing just how it happened. But I do feel certain about the following driving tips:

1. "Always tailgate." Slipstreaming can save wear points and die rolls.
2. "Be a roadhog." Block the red arrow even

when you're not using it.

3. "Corners are danger zones, so get through them as fast as possible. Mainly, get through the corner by the end of your turn, so that you'll be free to "drop the hammer" on the straightaway next turn. Plan how to get through distant corners in a single turn. If you can't get through, use some additional wear points anyway . . . you'll get double the usual benefit for your expenditure.

4. "Drive on the right, even in England." The pole position can sharpen the racer's edge.

5. "Swing wide on curves." Taking the outer arrow, or the outer lane on curves without any arrows, lets you enter the straightaway at a higher speed with a higher base for acceleration.

6. "Don't take unnecessary chances." The odds will catch you in the long run. It's especially hard to win multi-lap races by lucky die rolls.

Clearly you shouldn't confuse good driving in **SPEED CIRCUIT** with good driving on Van Nuys Boulevard . . . except for pointer number 6. And that one always seems to get lost in the scuffle on the last curve of the race!

Autopiastein (including the mysterious Figs. One and Two) can be found as part of the insert for this issue.

AVALON HILL CROSSWORD

by Bob Norgard

ACROSS

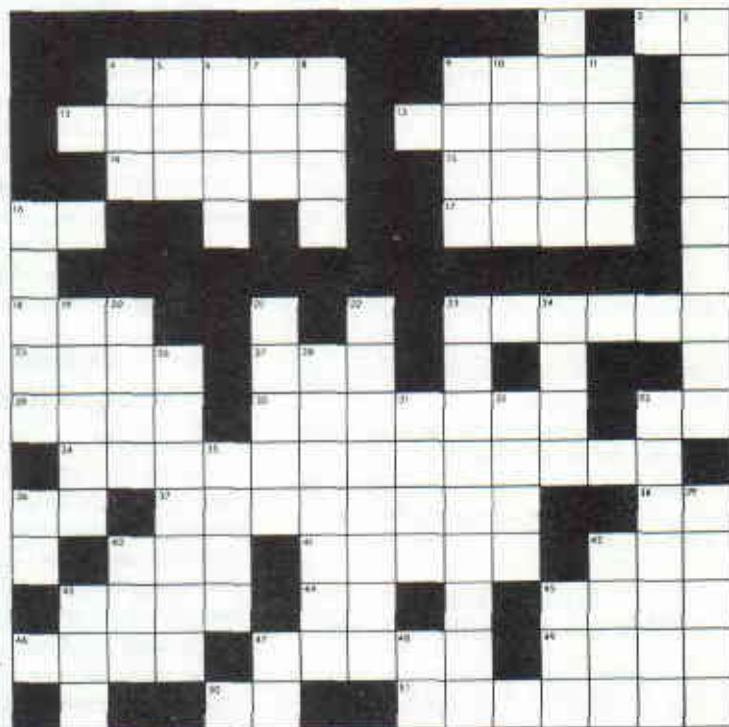
- 2 News service: Abbr.
- 4 Nickname for Hornsby
- 9 Title Bout program
- 12 Birthplace of *Canada Postcard*
- 13 All-Star Replay, for one
- 14 Caylor's given name
- 15 Long pass
- 16 Junior circuit: Abbr.
- 17 Regatta marker
- 18 Muhammad
- 23 Runs, hits, errors
- 25 Speed Circuit star
- 27 Now: Scotch
- 29 Concern of 25 Across
- 30 Bridge game
- 33 Maratville's position: Abbr.
- 34 Concord of Nicklaus (4 wds)
- 36 Compass direction
- 37 Cleveland's Lou
- 38 Seabrooks' Ernie Fries laundry marks
- 40 Featherweight: Willie

- 41 Outdoor Survival compete
- 42 Even, in Challenge Coll
- 43 New York basketball team
- 44 Safe at First
- 45 LeMotta
- 46 Spectator's
- 47 Cheerleader
- 48 Hole-in-one
- 49 Leading game company: Abbr.
- 51 USAG Auto Race stars

DOWN

- 1 Heavyweight Camera
- 3 Principals of Title Bout
- 4 College Cheer
- 5 Name for a baton twirler
- 6 NBA team
- 7 K.C. Chiefs center, Charlie
- 8 Nickname for Wagner
- 9 The Georgia Peach
- 10 Felipe, Jesus or Mattie
- 11 Cleveland's Larry
- 16 Behind: Nautical
- 19 River in France
- 20 International Yacht Racing Union: Abbr.
- 21 Broken play
- 22 Mickey
- 23 Racehorse having three speeds
- 24 Proprietary engine for auto race
- 26 Birdie
- 28 Survival
- 31 Go For The Green starting areas
- 32 "It's Over" (12 words)
- 33 Sport shoe

- 35 California sports game league
- 36 Compass direction
- 39 Basketball Strategy defense
- 40 Bull
- 42 Length of stride in Wit, Place & Show
- 43 Lajolo's nickname
- 45 Truck Meet event: Abbr.
- 47 Winter sport: Abbr.
- 48 Bowlbound team: Abbr.



Solution on page 33

FIVE NEW OPTIONS FOR STATIS-PRO NBA BASKETBALL

By Craig Cowley

The five suggestions for *STATIS-PRO NBA BASKETBALL* which follow must be considered optional. Check with your opponent before assuming that any one of them applies to a particular game.

Some of these options are designed to increase the realism of the game as a model of professional basketball. Others are designed to enhance the playability of the game as a game. The best of them will do both at once.

My hope is that these suggestions will give you pleasure as you put them into play, and that they will inspire you with ideas of your own for improving the *STATIS-PRO NBA BASKETBALL* system; ideas which you in turn will share with me.

Option One: Keeping Time

If you share my sense of unreality when a game ends abruptly upon a Z reading which requires you to "skip twenty cards," or when free throws swallow the last precious seconds of a close game, then you may want to try this:

At the beginning of each period, separate nine cards from the deck of forty-five fast action cards. **NOTE:** If you are using the new deck of 90 cards, double all numbers in this article. Set this nine-card deck aside. Draw readings from this small deck whenever you need (a) to identify which player committed a foul; (b) to determine the result of a free throw; (c) a Z reading.

In other words, use the nine-card deck for any action which takes no time from the game; use the remaining thirty-six card fast action deck for every other reading.

Ignore any mandatory skip of cards which may come up; such skips are already taken into account in reducing the size of the large fast action deck. Options to add or to skip cards still apply.

For an overtime period, separate fifteen cards to use as the small deck and run through the remaining thirty fast action cards just twice to simulate a five-minute overtime period.

Option Two: Play On a Neutral Court

The home court advantage is indeed very strong in *STATIS-PRO NBA BASKETBALL*. In certain situations you may wish to neutralize this home court. For example, you may wish to run through a 22- or 23-team playoff without taking the time to alternate home court over three or four matches per

team pair; or you and an opponent may wish to replay a match which historically did take place on a neutral court.

Here's how:

Determine the result of the center jump which begins the game by consulting the **CENTER JUMP TABLE** (Figure One).

The team with possession of the ball at the beginning of a period is considered in control until the end of that period, or until control shifts.

The team in control is considered the "home team" for all purposes, including control of match-ups and use of home court index points and to determine the result of jump balls which come up in the course of play. Any fast action reading which refers to "home team" applies to the team in control; any reading which refers to "visiting team" applies to the team out of control.

Each team is entitled to use half of its home court index points in each game, but a team may only use a home court index point at a moment in which it enjoys control. If an odd number of home court index points are designated for a team, roll one die, and round up (if the roll is odd) or down (if the roll is even) to determine the index points available to that team on the neutral court.

Control may shift in the course of play. Upon taking possession of the ball immediately following a missed field goal attempt by its opponent, the team not in control may call a time out and consult the **CONTROL SHIFT TABLE** (Figure Two), seeking to become the team in control.

There is no limit to how quickly or how often control may shift. The NBA rules restricting time-outs do apply, though.

Option Three: Mix-and-Match Teams

You might find this option helpful in following the continuous lineup changes in your favorite NBA teams through a current season. You might use this option to work a dispersion draft (see "The More the Merrier: Less is More with the Dispersion Draft," by James C. Gordon in *All-Star Replay*, Vol. II, No. 1, Page 25). Or you might just want to design teams all your own, shuffling players together from every team of a given season, then conducting several consecutive drafts until each of your teams has its full roster of players.

In playing with a team whose members were not grouped together on the original

player cards, use every rating on their cards just as you would in regular team play, but do not use their printed foul range. Instead, when a foul comes up in play, use the **FOUL TABLE** (Figure Three) to determine which player on the offending team committed the foul.

To determine offense and defense fast break ratings for an irregular team, consult the **FAST BREAK RATINGS TABLE** (Figure Four). Compare fast break ratings of irregular teams against each other, just as you would compare ratings of regular teams.

To determine home court index points, where teams lack a season record from which to compute a home court advantage, you may agree with your opponent to award one team a specified number of index points before the game begins.

Or you might enjoy bidding for teams: first, decide with your opponent which two teams are to meet. Second, each coach bids for the team he or she wants, independently writing both the name of the team and the number of points by which he or she claims that team will win if he or she is the coach. (Ed. aside: Mr. Cowley, who does your typing?) Third, compare bids. The coach offering to win by more points is given the team he or she chose. The other coach is given index points equal to the winning margin bid by the first coach (if both coaches bid for the same team) or equal to the difference in winning margins bid (if the coaches bid for different teams). The coach losing the bid, of course, plays with the home court advantage.

The foregoing is a workable but crude method to mix and match players. You sacrifice statistical realism so that you can construct teams which are uniquely your own. The players' performance will not represent the real world as perfectly as that of players in teams put together by the Company. (No caps please, this isn't the CIA!) if only because a player's statistics are bound to vary with the company he keeps. Basketball is, after all, a team sport.

If mixing players still seems a good idea, but the previous method too crude, a more ambitious and sophisticated method follows. This one is designed to produce a league of players whose individual ratings come closer to representing their basketball abilities rather than reflecting their achievements in a particular season with a particular team.

Use Avalon Hill's method for computing player ratings, or any method which makes the most sense to you, and construct player cards for any professional players past or present to make a league of any size you

wish, using statistics from their whole career. Be sure to use the same method to construct every player card.

Using career statistics to construct player cards for players who are still active will tend to favor veteran players over the young ones. You may wish to adjust some ratings upward in newer players to compensate. Use common sense.

Option Four: Season to Season Play

This option is designed for those of you who wish to act not only as coaches but also as managers, moving through many seasons with a team and/or league of your own. This option is designed for use together with **OPTION THREE** above.

Put the season together in any way you like. Between one season and the next, each team must roll for the loss of each of its players to retirement or free agency. (**Exception:** a player need not roll until the end of his fourth season with the team) For each player, roll two dice. Read the result as a sum between two and twelve. If the result is **three** or **four**, the player is permanently lost to the team.

Players lost to their teams by the **retirement** roll just described are returned to the deck of inactive player cards. From this deck, potential players are then drawn to form the college draft pool, in a number equal to one per active team.

The active team with the worst win-loss record from the previous season begins by choosing any player from the draft pool. Then the team remaining with the worst win-loss record chooses a player. The draft continues in this manner until every team has had its chance to choose one player from the draft pool.

Trading may take place before, during, or after the college draft. Teams may trade with one another for players or draft picks or any combination, on any terms mutually agreeable.

Among the new players chosen in the draft, only a player chosen among the first **one-third** may *start* any game of his first season.

Option Five: The Solitaire Opponent

By using a system of play to determine the other team's offense and defense, you avoid a conflict of interest when playing **STATIS-PRO NBA BASKETBALL** solitaire. You coach your own favorite team as you choose, let the system coach the opponent, and you don't have to worry about whether you are being fair.

This solitaire system is designed to produce a good but unimaginative level of play for any **STATIS-PRO NBA BASKETBALL** team. It is *not* designed for mix-and-match teams (see **OPTION THREE**).

This system is intended to be basic. You should adapt it generally to your own style of play, then adjust it specifically to the strengths and weaknesses of each team you meet.

You may also wish to consult "Only the Lonely: some Sensible Solitaire Suggestions," from *ASR* Vol. 1, No. 4, Page 10. Though David Minch requires too much arithmetic for me, his thoughts are worth considering.

The Lineup

At any given moment in the game, the five players on the floor for the solitaire team will be the players with the highest stamina ratings available at each position.

When two players have equal stamina, prefer the player with more **GAMES IN**.

Whenever possible, the player at F1 will be a forward or forward-center. The player at F2 will be a forward or forward-guard. The player at C will be a center or center-forward. The player at G1 will be a guard or guard-forward. The player at G2 will be a guard.

When it is impossible to fill each of the five positions with the preferred type of player, then any forward or center may play at F1, F2 or C, and any guard may play at G1 or G2. The "highest stamina" rule still applies.

If a guard must play a forward position, use the available guard with the highest **rebound** rating. If a forward must play a guard position, use the forward with the highest **assist** rating.

A starter will be removed from play *when he has used half his stamina, or when he has committed three personal fouls in the first period; or four in the first half; or five in the first three quarters.*

The starter returns to the game at the beginning of the fourth period, or when his substitute has used all of his stamina, or when the disability which sidelined him ceases.

When the solitaire team has control of the player matchups, match players so that opposing rebounds are as close as possible at forward positions, and so that the guards with better assist ratings match against one another. *Where this allows variation, place forward with better rebound at F1, place guard with better assist rating at G2.*

Offensive Play

At any moment, the team's "A-rated" two-point field goal is any shot equal to the

highest unadjusted field goal rating at both forward positions. Ordinarily, the solitaire team will attempt to field goal whenever a player can take an adjusted shot equal to or better than the A-rated shot.

Except: from **ACTION**, where the shooter's assist rating is equal to or higher than his adjusted shot, he passes.

Except: shoot after one advance with any adjusted shot which equals or exceeds the shooter's assist rating.

Except: Shoot after second advance in any case.

FAST BREAK at every opportunity with a fast break rating of A, B, or C. Do not fast break with a D rating.

When you have a choice, pass to the player who can take the best adjusted shot at the moment; then apply the usual criteria to determine whether the player will shoot or pass.

When you have a choice, take an offensive rebound with the player who can take the best immediate shot from that rebound; then if the shot is A-rated, take it; otherwise, pass.

When you have a choice, take a foul with the player who has committed the fewest yet in the game; draw a foul against the opposing player who has committed the most.

When in doubt, use the player who has so far spent less stamina in the game; if more than one, use the player entering the game latest. Reverse this rule when the choice affects opposing team's players.

Defensive Play

PRESS immediately upon losing possession after failing to score whenever behind with three team fouls or less.

PRESS in the same situation regardless of the number of team fouls: (a) trailing in the final three minutes of the game; (b) trailing by seven or more in the final period; (c) trailing by fourteen or more in the second half; (d) trailing by twenty-seven or more at any time.

SAG when behind and the sag will result in your opponent's best adjusted shot not exceeding your own best adjusted shot.

PLAY LOOSE with four or more team fouls and leading by twenty-seven points or more at any point in the game.

DOUBLE TEAM whenever the double team will result in the opponent's open field goal not exceeding the normally-adjusted field goal rating of the player double-teamed. Use only guards to double-team an opposing guard. Use only forwards to double-team an opposing center or forward.

Cont. next page

Desperation Offense

The solitaire team shifts into DESPERATION OFFENSE mode (a) upon finding itself trailing by twenty-seven points in the second half; (b) upon finding itself trailing by fourteen points or more in the final period; (c) upon finding itself trailing by seven points or more within the final three minutes; or (d) upon failing to score then losing possession while trailing by three or more points within the final three minutes.

The solitaire team continues in DESPERATION until it comes to within two points of its opponent's score, or until the current period of play ends, whichever happens first.

In DESPERATION OFFENSE mode, (a) the team will PRESS at every opportunity, even with four team fouls, even after scoring; (b) the team will FAST BREAK at every opportunity, even with a D rating; (c) the team will take any A-rated shot from ACTION, and will take any shot from ACTION if it equals or exceeds the shooter's assist rating at that moment; (d) the team will take any shot from FIRST ADVANCE.

In DESPERATION OFFENSE mode, the team will take a three-point shot at every opportunity, but a player with a three-point field goal rating of 11-18 will attempt only one in a game, a player with a three-point rating of 21-28 will attempt no more than two, a player with a rating of 31-38 will attempt no more than three, and no player will attempt more than four in a game.

Miscellaneous Play

The solitaire team will skip cards if and only if it is leading; will add cards if and only if it is behind.

The solitaire team will use home court index points as follows: (a) use one-point moves when behind at every opportunity, except do not ignore a defense foul unless the foul would give your opponent a free throw; (b) and also use two-point moves when behind in the fourth period at every opportunity, except do not ignore a forced rest unless the rest would result in both the starter and the main substitute for that position being unavailable.

Figure One

CENTER JUMP TABLE

At the beginning of the game, identify the player from each team who is to contest the center jump. Compare rebound ratings. Roll two dice and read them as a two-digit number between 11 and 66. Determine the result of the jump on the following table:

11-36	Jump to tall center's team
41	High at Center (+1 to short center)
42	High at Center (+2 to short center)
43	High at Center (+3 to short center)
44	High at Center (+4 to short center)
45	High at Center (+5 to short center)

46	High at Center (+6 to short center)
51	High at Center (+7 to short center)
52	High at Center (+8 to short center)
53	High at Center (+9 to short center)
54	High at Center (+10 to short center)
55-66	Jump to short center's team

Figure Two

CONTROL SHIFT TABLE

The team which seeks a shift in control rolls two dice. Read the results as a sum between two and twelve. Any team with a current-season win-loss record below .500 must add one to the result before consulting the table below to determine whether control does shift. Control is more likely to shift to a team which is currently leading the game.

Point Situation	Shift Roll	No Shift
Behind by 27+	2-4	5-12
Behind by 14-26	2-5	6-12
Behind by 1-13	2-6	7-12
Even	2-7	8-12
Ahead by 1-13	2-8	9-12
Ahead by 14-26	2-9	10-12
Ahead by 27+	Shift in any case	

Figure Three

FOUL TABLE

Consult the foul number on the next fast action card, but then instead of finding the corresponding number in the foul range of a player, consult the table below to determine which player committed the foul. Using this option, offensive and technical fouls are drawn just as often as defense fouls.

Foul Number	Result
11-15	player at F1 on offending team
16-22	player at F2 on offending team
23-27	player at C on offending team
28-34	player at G1 on offending team
35-41	player at G2 on offending team
42-47	coach's choice on offending team
48-52	foul drawn by FD5 on offended team
53-57	foul drawn by FD4 on offended team
58-63	foul drawn by FD3 on offended team
64-76	foul drawn by FD2 on offended team
77-88	foul drawn by FD1 on offended team

Figure Four

FAST BREAK RATINGS TABLE

To determine a team's fast break offense rating, locate the fifth-best secondary rating among the five starting players for that team. Note that when a player has no secondary rating printed, his field goal rating should be counted as his secondary.

Secondary	Fast Break Offense
43	A
42	B
41	C

To determine a team's fast break defense rating, locate the fifth-best defense rating among the five starting players for that team.

Defense Rating	Fast Break Defense
-1	A
0	B
+1	C

The Two Minute Drill

by D. W. Farrow IV

Situation: In Football Strategy you have the ball on your opponents 31 yard line, 15 seconds to go in the game, no time outs remaining and down by 4 points. **Q:** What offensive play do you call? **A:** It doesn't matter. No matter what offense you call the defense calls "E" and the most you get is 30 yards, 1 yard short. In the pros there would be some small chance of scoring, but in Football Strategy there would be no chance whatsoever. Why not allow the offense in this situation to throw the ball up and hope (pray) that the proper color jersey runs underneath it in the endzone.

Here is a proposed variant to correct this situation:

Use this rule any time in the last 2 minutes of a half when the team with the ball is behind (read: desperate). The offense selects a defensive play that he thinks the defense will call and one of the long passes 17-20 as his play. If the pass is complete and the offense has correctly guessed the defensive play then instead of using the listed result roll on the long gain chart. If the pass is complete, does not score a TD, and the defensive calls do not match then roll one die and consult the following chart:

Die	Result
1-3	Pass completed for distance shown but inbounds.
4-5	Pass incomplete.
6	Pass intercepted at point where it would normally have been completed.

If the pass scores a TD, is incomplete, is a penalty, or is intercepted then the play stands as is (no die rolling).

Of course the defense can just call "T" and the pass is incomplete or intercepted anyway. The offense does not have to use this option. He does not announce his intentions, whether he will try to outguess the defense or not, until after the defense selects his play but before it is revealed. If he calls Reverse he gets a long gain on "T".

This variant simulates the QB dropping back and heaving the ball with all of his might instead of throwing with pinpoint accuracy. It adds some chance to the game but it should only be used when you are desperate and don't mind gambling a little.



by Frank Davis

NOTE: Due to heavy commitments elsewhere with his "Out to Breakfast", "Out to Dinner", and "Out of Ideas" columns, Mr. Davis was unable to prepare for the premier appearance of his regular column, "Out to Lunch". In his place we have substituted a special guest editor, none other than our very own Francis Wyman Tyler. Mr. Tyler is well-known to readers of *All-Star Replay* for his incisive commentary and no-holds barred analyses of sports happenings long since forgotten by most serious writers. Mr. Tyler has chosen to begin this column with some helpful hints about area eateries for visitors to our town house design offices.

by Francis Wyman Tyler

"Is there any place around here where I can get something decent to eat?" After "This is it?", that is the second most common question we get from our Saturday visitors here at our venerable design headquarters. Fortunately, the answer to the first question (and the second, for that matter) is in the affirmative, as there are a great many fine restaurants and fast food outlets in the Mount Vernon area of Baltimore. And after eliminating those which insist on either "proper attire" or "mature conduct", there are still several from which the discerning gamer can choose. These I shall list in order of their nearness to Avalon Hill, with a brief summary of their good and bad points.

Never On Sunday—Greek-Italian pizzeria specializing in gyros (pronounced "gy-ros"), souvlaki, and phagocytes. Fair pizza, although the crust is a wee bit crunchy (not advised for those with loose or false teeth). Service is a little slow, but occasional fistfights and the brandishing of knives by the Greek employees at the Italians and vice versa tend to break up the

Photo by M. Oppenberg



monotony of waiting a bit. For those who wish to intimidate their opponents upon returning, the souvlaki is highly recommended.

Dilly's Dolly—There aren't many lunch-eonettes where your meal will actually get up and walk away while you're attempting to eat it. Not recommended.

Garden Cafe (formerly the L.A. Cafe, before that Sascha's Cafe, and before that?)—On our last visit to this rooftop cafe (which incidentally offers diners a spectacular view of the insurance offices across the street) our waiter, who was also the chef, went into the kitchen and hurled a tray against the wall. Guess whose lunch was on the tray. The complimentary glass of wine subsequently served to us by the owner's daughter was somewhat mollifying, but was a poor substitute for onion soup. A good choice for diners who aren't really hungry and have a couple of hours to kill.

The Great Dane—Long a favorite with AH staffers, until they began to ascribe (rightly or wrongly) some connection between the establishment's title and the source of the oddly-flavored hamburgers emanating from same. Just downstairs from The Garden Cafe, insuring a steady flow of business from disgruntled customers above. If you're not too inquisitive about where your meal has been (or, more appropriately, where it has come from) then not a bad choice. Bring your own tables and chairs, though, as this sidewalk cafe is unique in that it has *only* a sidewalk.

The Green Earth—You won't find any All-American Chopped Sirloin here, as this is a Health Food Restaurant. The carrot cake is delicious, and much to be preferred over

the only other dessert choice, Tofu Jubilee. You can also order carrot cocktails, carrot sticks, and carrot dogs (boiled carrots mashed and then rolled into the shape of a hot dog, served on a hot dog roll with mustard and sauerkraut). While we were there one diner asked for some "good old-fashioned pork chops" and two burly waiters hauled him into the kitchen. We did not see him again.

Mount Vernon Wine & Cheese Shop—Not a restaurant per se, still a popular haven with the Coke and potato chip crowd. Twenty-seven different brands of potato chips are available here, along with a large sampling of inexpensive California wines.

Jay's— Korean-owned, although Jay (or Chin Kim) disappeared mysteriously several months ago, leaving behind him a whole new consortium of owners. Why eight senior citizens have replaced the two people who used to work behind the counter is a source of constant discussion here at Avalon Hill. Some think that they did away with Jay, keeping only his waitress and recipes, while others contend that Jay was in reality Chung Hee Park, late president of South Korea, and that he has since returned to his homeland to organize an uprising. Anyway, the best cheeseburgers and milkshakes in town. New customers should not be put off by the two Doberman Pinschers kept tied by the door, as they have been seldom known to actually attack anyone.

Although not a complete listing, this should certainly suffice to give the transient gamer some idea of where to eat during his visit. Be sure to check this column in the next issue, when Mr. Davis will return with a sparkling review of vending machines in downtown Baltimore.

*THE ALL AMERICAN
BASEBALL LEAGUE*

By Rob Trippetti

Perhaps the largest Statis-Pro Baseball League in America is run by Steve Beaupre of Poway, California. If it is not the largest, it certainly has wide spread membership from coast to coast. The league is entering another season now, and with the addition of more expansion teams, the All American Baseball League (A.A.B.L.) has sixteen franchises in all.

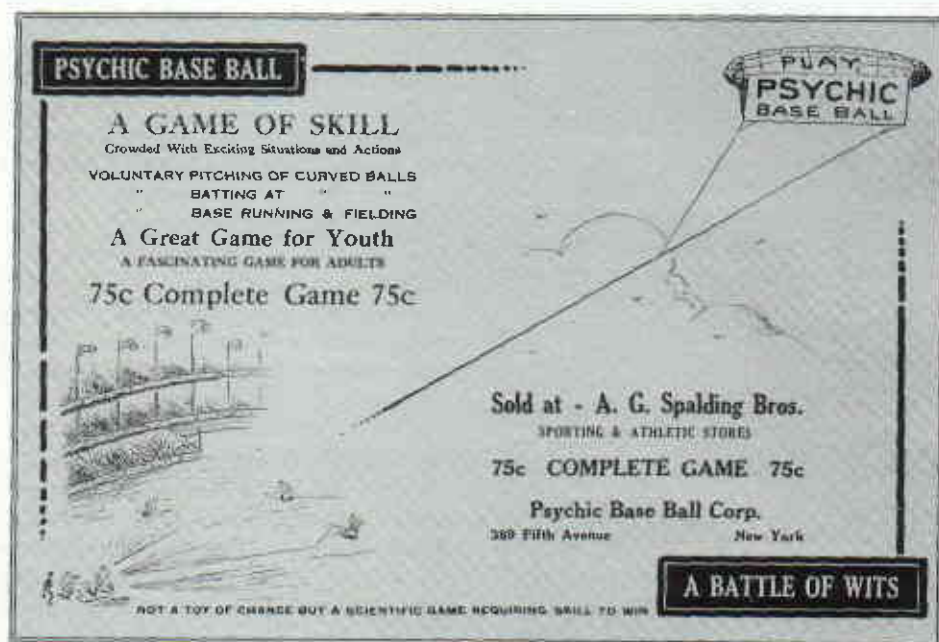
Each season each franchise retains the players that it had the previous year unless they made any trades. This tests the owner's ability to be a General Manager because he must keep his team competitive even if many of his key players last season had poor years this season. This season the 1979 player cards will be used. Unfortunately, I am among the new owners that had to participate in the expansion draft to acquire my players. Some of my players are good and some are not as good. It may take a few seasons before I can be considered a serious contender, but the idea of building your own club is great.

The sixteen team A.A.B.L. is comprised of two divisions (Northern and Southern) that contain eight teams in each of them. A full 162 Major League Schedule will be used. Commissioner Steve Beaupre has done an absolutely outstanding job thus far with the



draft, league rules, and other pre-season complications.

This play by mail league operates after each owner has completed and sent in his own instruction sheet explaining how he would like his team run on the road. Teams in the same division will play each other a 14 game series (7 home and 7 away), and teams in opposing divisions will play each other an 8 game series (4 home, 4 away). For example, while I am playing someone in my own division, I am only playing my HOME GAMES



in the series and I am using my opponent's instructions to play for him. My scheduled opponent for that same date is also doing the same exact thing. In other words, each owner has to only play his home games the whole season. This system is outstanding. If every player plays their 81 home games, the entire sixteen team league will have played 162 games a piece. Playing just 81 games will not be asking too much for the sixteen MLB fanatics in the A.A.B.L.

After each player has completed a series, he must compute the statistics of that series and send the results to the division statistician of his division in order for a check on the accuracy of the stats. The division statistician will then send the results to the Commissioner's OFFICE (Steve Beaupre's home in California) for the recording of the series. Each player will be scheduled to play three series a month. At the end of each month, the commissioner will send out a newsletter with league statistics, standings, and news pertaining to the latest happenings in the league.

The sixteen team All American Baseball League looks as if it is about to enter its biggest and best season yet. This quality organization probably contains some of the nation's most knowledgeable and avid baseball and Statis-Pro MAJOR LEAGUE BASEBALL fans around. Avalon Hill scored a lot with the invention of this great game. The World Series is a long way down the road yet for the ALL AMERICAN BASEBALL LEAGUE, but the journey to get to it should really be a great adventure.

Playing with the Horsies; Cont. from p. 31

have come up with. Track conditions are taken into consideration. Simply roll the dice (Any color) before any (every) racing day, and use the following chart.

Dice Roll	RESULT
2	Slow Track-- -1 to running strength number on every turn.
3	Slow Track-- -1 to running strength number on every turn.
4	Normal Track--No Change
5	Normal Track--No Change
6	Normal Track--No Change
7	Normal Track--No Change
8	Normal Track--No Change
9	Normal Track--No Change
10	Normal Track--No Change
11	Fast Track-- +1 to running strength on every turn.
12	Fast Track-- +1 to running strength on every turn.

I hope that all this adds a new dimension to your Win, Place & Show game. After playing a few more times you should come up with your own ideas, and innovations. Until then, just keep rolling your horses. Maybe someday you'll come up with 8 14s!

YOUR SI FOOTBALL GAME

by T. R. Nicely

The standard playing equipment included with the PAYDIRT and BOWLBOUND games is completely sufficient for the play of the game; the only parts the players need supply are the coins for marking the play selection squares. As a matter of practicality, however, the equipment must be designed in a manner which will keep production and packaging costs as low as possible. Therefore, the real devotee may wish to produce some "customized" equipment of his own in order to make the play of the game quicker and more enjoyable. In this article I will describe the equipment which I and my playtesters have found most useful over the course of more than one thousand games; most of this equipment is readily accessible to the average player.

I. PLAY SELECTION CARDS

Rather than employing the play selection squares on the board supplied, we use part of an ordinary deck of playing cards for the purpose. Each player uses one complete suit—thirteen cards, ace through king—of the deck. The player indicates his selection by placing (secretly) the proper card on top of his stack, then displaying the stack—selected card face outwards, other cards hidden beneath—to his opponent; the display is performed simultaneously by the two antagonists.

Offensive play #1 is indicated by the ace, and plays 2 through 9 by spot cards 2 through 9. The 10-spot indicates the Quarterback Sneak, and any of the face cards (jack, queen, or king) indicate the Razzle Dazzle. The defensive player uses the ace for Defense A, the deuce for Defense B, etc., on up to the 6-spot for Defense F. One of the face cards represents the Wild Card Defense; and in our sets, two of the face cards have been altered to represent the R and P defenses discussed in a previous article.

The only occasion when more than one card of the stack is used at once is in employment of the Wild Card Defense. For example, to Wild Card Play 8, one would place the face card on top, with the 8-spot just underneath; when the stack is displayed, the face card would be fanned open slightly, enough to show that it is indeed the 8-spot below. To Wild Card the Razzle Dazzle, two face cards would be placed on top the stack.

In BOWLBOUND, it might be occasionally necessary to use three cards—namely, to Wild Card an Option Pass. The Option Run would be Wild Carded by showing, e.g., J-5; the Option Passes by showing J-5-7 or J-5-8. Just be sure that if you Wild Card the Option Run, you have something other than the 7-spot or 8-spot beneath the 5; otherwise, a few misunderstandings might develop!

The only plays for which no cards are included are the Quarterback Flop and the scrimmage kicks (Punts and Field Goals), but then these plays do not require any secret response by the other player.

We also use the cards for our Kickoff Selections. For each player, the 7-spot represents the Deep Kickoff; the 8-spot the Squib Kickoff; and the 9-spot the Onside Kickoff. These are secretly chosen and displayed, just like ordinary plays, in accordance with Advanced Rule 2.

The use of the ordinary playing cards for play selection seems to speed up the game, and to eliminate any misunderstandings about which play or defense has been called. Best of all, the equipment is readily available, cheap, and long-lasting.

II. OTHER EQUIPMENT

(A) We use clear plastic report covers, $8\frac{1}{2} \times 11$, to protect the playing charts from spills and other accidents. These can be purchased wherever school supplies are sold; they cost 25¢ (or less) each, and usually include a backbone to hold the chart in place inside the cover. Two of them are sufficient, but the big spenders may want to have one for each chart in the set, for permanent mounting.

(B) Two complete sets of dice (ten dice in all) are used, so that each player has a complete set. Passing back and forth of dice is eliminated, speeding up the game.

(C) Index cards ($3\frac{1}{2} \times 5$ or 5×7) are used—one for each player—to indicate the spots chosen under Advanced Rule 1. Properly ruled, one 5×7 card is sufficient for nearly seventy games (for one player).

(D) We have always preferred the green plastic playing fields from the old SI football games for marking the posi-

tion of the ball and the line to gain. These were compact (6×11) and featured slots along which the football and 10-yard marker could slide. Unfortunately, they became too expensive to produce, and have gained the status of collectibles.

(E) We use another collectible for keeping the score, time, and down—one of the old "3-D" scoreboards from the 1960s version of FOOTBALL STRATEGY. Actually, our version also includes the scoring wheels from one of the yellow upright SI COLLEGE FOOTBALL scoreboards. The timing wheel has been re-inked to show 10-second increments, and one of the other wheels has been re-inked in 1-second increments for use in timing the last 2 minutes of the half (see the article on "Timing: The Two-Minute Drill"). An extra wheel has been re-inked for use in recording the number of plays in a drive. The "3-D" scoreboards are even harder to find than the green plastic fields; I'm looking for a replacement myself!

(F) Timeouts are called by means of chips, coins, or counters; any such items may be used, although we actually employ six of the base-runner chips from the old SI Baseball game (three to each player each half, for the three free timeouts allowed in both pro and college ball). These are handed to the referee when a timeout is desired, then returned at the end of each half.

III. ZEBRA FOR RENT?

The most useful customized accessory of all is a full-time referee. This worthy relieves the players of keeping track of the down, time, score, yard-line, line to gain, etc., and is preferably an authority on the rules as well. Designers are the best zebras of all, but tend to be a rare item. Perhaps you can find someone who has a zebra mentality (no snickers, please); failing that, if you have three or more players involved, maybe you

Cont. on p. 20

The Fistic Scene



"THE GREATEST" versus "THE SPARRING PARTNER"

by Jim Trunzo

In case you were wondering how accurate the TITLE BOUT cards really are, here's your chance to find out. Long before the Ali-Holmes fight, when we foolishly thought that this issue of ASR (unlike all of the others) would actually be on time, the Trunzos rated the two fighters. Although the fight is over, we thought you might still like to see the cards anyway.

October 1980 will bring about the much-heralded but little-believed comeback of Muhammad Ali. Ali will be attempting to win the heavyweight crown for an unprecedented fourth time but few boxing "experts" believe that he can pull it off. Not that the current WBC titleholder, Larry

Holmes, is held in such high regard, but Holmes is the best the division has to offer at this time and Ali will be fighting not only Holmes but age as well. Holmes at his best is comparable in many ways to the Ali who regained his crown from Neon Leon Spinks and that Ali would give the current edition too much to handle so it follows that Holmes will likewise prove to be too much of an obstacle. The designers of TITLE BOUT have been researching and gathering all available information on the current status of the two fighters and have put together the following cards designed for use exclusively for the ALI-HOLMES fight:

MUHAMMAD ALI Heavyweight

CF: 10	CO/CH: 5/2
HP/KI: 5/4	TKO: 3
KDR 1: 2	AGG: 5
KDR 2: 1	END: 90
KOR: 1	DEF: -2
FI: 0	FO: 4
CU: 3	KO: 1
ACTION	
Punches Landed: 1-38	
Punches Missed: 39-62	
Clinching: 63-70	
Ring Movement: 71-78	
Foul Rating: 79(A)	
HITTING VALUE	3 2
Jab: 1-4	5-21
Hook: 22-23	24-29
Cross: 30-32	33-44
Combination: 45-47	48-64
Uppercut: 65-67	68-80
In Corner/On Ropes: 1	

LARRY HOLMES Heavyweight

CF: 10	CO/CH: 5/1
HP/KI: 7/5	TKO: 2
KDR 1: 3	AGG: 7
KDR 2: 1	END: 90
KOR: 1	DEF: -2
FI: 2	FO: 3
CU: 1	KO: 2
ACTION	
Punches Landed: 1-41	
Punches Missed: 42-62	
Clinching: 63-70	
Ring Movement: 71-78	
Foul Rating: 79(A)	
HITTING VALUE	3 2
Jab: 1-9	10-21
Hook: 22-26	27-34
Cross: 35-39	40-47
Combination: 48-55	56-65
Uppercut: 66-70	71-80
In Corner/On Ropes: 2	

Notice that unlike the other fighters rated, Ali and Holmes have only one control factor listed. This is simply because the above cards are set up for simulating only the upcoming Holmes/Ali bout.

Analysis

Holmes has much to gain from a victory

over Ali. A good champion, Holmes has never received the kind of recognition that he feels that he deserves and has fought his entire career in Ali's shadow, even after Ali's retirement from the ring. So Holmes certainly has the motivation needed to win the fight. In addition, from a physical standpoint Holmes should be in superior shape for the

fight. Larry can take a punch (and Ali was never a powerful puncher) and he has the heart to go the distance. His reflexes must be sharper than those of Ali and he will beat Ali at his own game—with his left jab. The biggest threat that Holmes faces from Ali is the threat of being psyched out by a master at mind games. Ali is still Ali and his ability to outwit an opponent was always as much a part of his fight plan as the actual physical part. Ali is an uncanny strategist and an instinctive genius when it comes to influencing both opponents and judges. Against Holmes, Ali will fight just enough each round to hopefully influence those scoring the fight. The master of illusion still has enough of his old skill left and knows enough tricks to make it appear that he is fighting better than he actually is. Don't look for any knockdowns in this fight—Ali still retains a granite-like chin and although Holmes does go down occasionally, Ali doesn't have the punch to do it. Ladies and gentlemen, the winner is Larry Holmes by unanimous decision.

TITLE BOUT Designers Stage Ali-Holmes Bout!

The designers of TITLE BOUT, Jim and Tom Trunzo, recently fought a simulated bout between Muhammad Ali and Larry Holmes for the WBC heavyweight crown. Using the cards found in the preceding article, the bout went the full fifteen rounds with Larry Holmes winning by a unanimous decision. The bout, however, was an exciting affair. After 8 rounds Ali held a slim 1 point lead on two of the judges cards. At the end of 10 rounds the fight was a draw but a 21 point 12th round and a 23 point 13th round left Holmes needing only 11 points to score a TKO win. The amazing Ali, battered though he was, rallied and not only avoided the technical knockout but actually won both the 14th and 15th round. However, it was too late as the 10-8 rounds won by Holmes provided Larry with an insurmountable lead. The final tally showed judge 1 scoring the fight 145 to 141 for Holmes; judge 2 scored it 144 to 142 for Holmes; and the referee scored the fight 147 to 141, again in Holmes favor. Literally, Holmes won the fight with two big rounds. The fight in rounds would have been scored 8 rounds for Holmes, 6 rounds for Ali, and 1 round even.

Here are several recommendations for refighting the Ali-Holmes match:

- 1) Don't use championship scoring as Ali's reputation would nullify the advantage Holmes would normally receive as champion.
- 2) Consider using championship scoring in

Ali's favor as his charisma might have that kind of effect on the judges.

3) Following any round that Ali wins on all cards, don't give Holmes his aggressiveness point the following round.

TITLE BOUT MINI-GAME FORMULAS

by Tom Trunzo

Due to the instant popularity of the Title Bout Mini-Game and the many requests for other divisions we are giving you in this article the formulas to convert any Title Bout card (present and future) for use in the Mini-Game. Each of the rated areas, Base Number, Power, Defense, Knockdown Rating, Knockout Rating, will be dealt with and have the necessary charts for the conversion. As you read this article it would be helpful to have the Heavyweight cards of Joe Louis and Rudi Lubbers in front of you as they are used in the examples.

Base Number

The Base Number is probably the most important rating on the Mini-Game card. It is used in one way or the other 56% of the time during the fight. Because this is so important the Overall Boxer Rating and Punches Landed were used to arrive at this figure.

The Overall Boxer Rating, which is found in parenthesis at the top of the fighter's card, is used because it takes in all the facets of the fighter's ability, strengths and weaknesses. The Boxer Rating, when originally calculated, gives a weighted value to each rating found on the Title Bout card. For example, since the CF is so important in Title Bout, when figuring Boxer Rating it is multiplied by 3 to show its importance as compared to CO which is multiplied only by 1. Using this weighted system the Boxer Rating shows the true effectiveness of the fighter.

The Punches Landed is obviously very important to a fighter. Regardless of all of a fighter's other attributes if he can't land a punch, he can't win a fight.

To compute the Base Number apply the Punches Landed to the chart below.

Title Bout Punches Landed	Mini-Game Base Number Rating
1-46	10
1-45	9
1-43	8
1-41	7
1-39	6
1-38	5
1-36	4

After finding the Mini-Game Rating from the above chart add the Boxer Rating onto it and this will be the fighter's Base Number.

Examples:

Joe Louis

Boxer Rating—12

Punches Landed—1-46

To get the Base Number for Louis the following is done:

1. Apply Louis's Punches Landed to the chart—1-46 = 10



"So you don't understand the Ring Movement rules, eh? I'll give you ring movement!"

2. Add the Boxer Rating of Louis onto the 10 (Punches Landed Rating) Louis is a 12.

3. Base Number for Joe Louis would be: 10 (Punches Landed) + 12 (Boxer Rating) = 22 (Base Number Rating)

Examples:

Rudi Lubbers

Boxer Rating—2

Punches Landed—1-38

5 (Punches Landed) + (Boxer Rating) = 7 (Base Number Rating)

POWER

To figure the Power Rating of a fighter for the Mini-Game just apply the fighter's HP rating from the Title Bout card to the chart below.

Title Bout HP	Mini-Game Power Rating
10	A
9	B
8	C
7	D
6	E
5	F
4	G
3	H
2	I
1	J

Examples:

Joe Louis has a 10 HP. Applying this to the above chart shows that Louis would have a Mini-Game Power Rating of an "A".

Rudi Lubbers—HP = 7 Mini-Game Power Rating = "D"

DEFENSE

To figure the Defense Rating of a fighter for the Mini-Game just take the DEF rating as it is from the Title Bout card.

Examples:

Joe Louis has an Even DEF. His Mini-Game Defense Rating would be "0".

Rudi Lubbers —DEF = +5 Mini-Game Defense Rating = +5

KNOCKDOWN & KNOCKOUT

To figure the Knockdown Rating of a fighter for the Mini-Game just apply the fighter's KDR 1 rating from the fighter's Title Bout card to the chart below.

To figure the Knockout Rating of a fighter for the Mini-Game just apply the fighter's KOR rating from the fighter's Title Bout card to the chart below.

Title Bout KDR 1 or KOR	Mini-Game Knockdown & Knockout Rating
10	A
9	B
8	C
7	D
6	E
5	F
4	G
3	H
2	I
1	J

Examples:

Joe Louis has a KDR 1 rating of 3 and a KOR rating of 1. After applying it to the chart, Louis has a Mini-Game Knockdown Rating of "H" and a Mini-Game Knockout Rating of "J".

Rudi Lubbers—KDR 1 = 4

Mini-Game Knockdown Rating = G
KOR = 4

Mini-Game Knockout Rating = G

As you see it is very simple to convert your Title Bout fighters for use in the Mini-

Game. Below are examples of converting some of the all-time middleweight greats.

Name	Boxer Rating	Punches Landed	HP	DEF	KDR 1	KOR	Mini-Game Rating
Graziano	9	1-39	10	+4	3	2	15A + 4HI
Robinson	12	1-45	8	-4	2	1	21C-41J
Zale	10	1-43	8	-2	3	2	18C-2HI
Greb	12	1-39	8	-2	1	1	18C-2JJ
Ketchel	11	1-41	10	Even	3	2	18A0HI
Monzon	12	1-41	9	-2	1	1	19B-2JJ
Griffith	10	1-45	6	-4	3	2	19E-4HI
Fullmer	9	1-39	9	+2	3	3	15B + 2HI

QUESTIONS & ANSWERS FOR MINI-GAME

These questions were sent in by John Bethell.

1. Should James Jeffries and Peter Jackson have glass jaws with a rating of "AA" for Knockdown & Knockout Rating?

This was definitely wrong. Both Jeffries and Jackson should have a Knockdown & Knockout Rating of "JJ".

2. Was the point allotment needed for a TKO by the lower based number fighter (70) an arbitrary figure?

Yes, but your suggestion was much better and should be shared with everyone.

REVISED TKO CHART

Point Difference	Higher Based Number Fighter	Lower Based Number Fighter
0	50	50
1	48	52
2	46	54
3	44	56
4	42	58
5	40	60
6	38	62
7	36	64
8	34	66
9	32	68
10	30	70

Therefore, if the Point Difference of the two fighters is 6 then the higher based fighter needs 38 points for a TKO and the lower based fighter needs 62 points for a TKO.

SI Football; Cont. from p. 17

could take turns refereeing. Evidently, use of a full-time official speeds things up considerably. Our pro games average about 1 hr 15 min in length, and we have frequently played one in under an hour; and this is with ALL of the advanced rules in active use!

Let us know if you have some accessory of your own which improves the speed and/or quality of play. Here's to ingenuity—and individuality!



Here we are back at the maxi-game, with this exclusive Punch Location Chart, designed expressly for those of you who want to know the exact spot in which a punch connected. This is purely for your entertainment, and does not really have any direct bearing on the game.

PUNCH LOCATION CHART

JAB	HOOK	CROSS
1. Head	1. Solar Plexus	1. Top of Head
2. Face	2. Under Eye	2. Cheek
3. Chest from Crouch	3. Chin	3. Under Cheek
4. Top of Head	4. Head	4. Side of Face
5. Head	5. Ribs	5. Chest
6. Eye	6. Cheek	6. High on Cheek
7. Jaw	7. Body	7. Eye
8. Under the Eye	8. Top of Head	8. Above Eye
9. Nose	9. Under Heart	9. Jaw
10. Chin	10. Stomach	10. Chin

COMBINATION	UPPERCUT
1. Left to Body Right to Head Left to Head	1. Chin
2. Right-Left to Head	2. Jaw
3. Left to Head Left to Body	3. Head
4. Right-Left-Right to Body	4. Beneath Cheek
5. Right-Left to Eye	5. Stomach
6. Left-Right-Left to Head	6. Nose
7. Right-Left to Body	7. Jaw
8. Right to Head	8. Jaw
9. Right to Head Left to Body Left to Head	9. Throat
10. Right-Left-Left to Body	10. High on Chest

RULES FOR USING PUNCH LOCATION CHART

To find where the punch landed on the opponent do the following:

1. Determine what type of punch has been landed by the normal method.
2. On the same Boxing Action Card used to find the type of punch check the CF number.
3. Using the last digit of the CF number apply it to the Punch Location Chart under the type of punch that was landed.
4. This would give you the location the punch landed.

Examples: Norton lands a punch against Frazier

1. Flip up the next Boxing Action Card.
2. The Result shows Norton landed a Jab.
3. Check the CF number on the same Boxing Action Card.
4. The CF number is a 17.
5. Using the last digit -- apply 7 to the Punch Location Chart under Jab.
6. The result there is "Jaw".
7. This means Norton landed a Jab to the Jaw of Frazier.

TITLE BOUT Play-by-Mail

by Craig E. Ransom

One difficulty presented by most sports games is that they are not really amenable to Play-by-Mail (PBM). Can you imagine trying to play WIN, PLACE & SHOW, SPEED CIRCUIT, or CHALLENGE GOLF by mail? Ads and letters from readers (notably by Mr. Jerome Daily, in ASR II-2), pray for PBM systems for sports games.

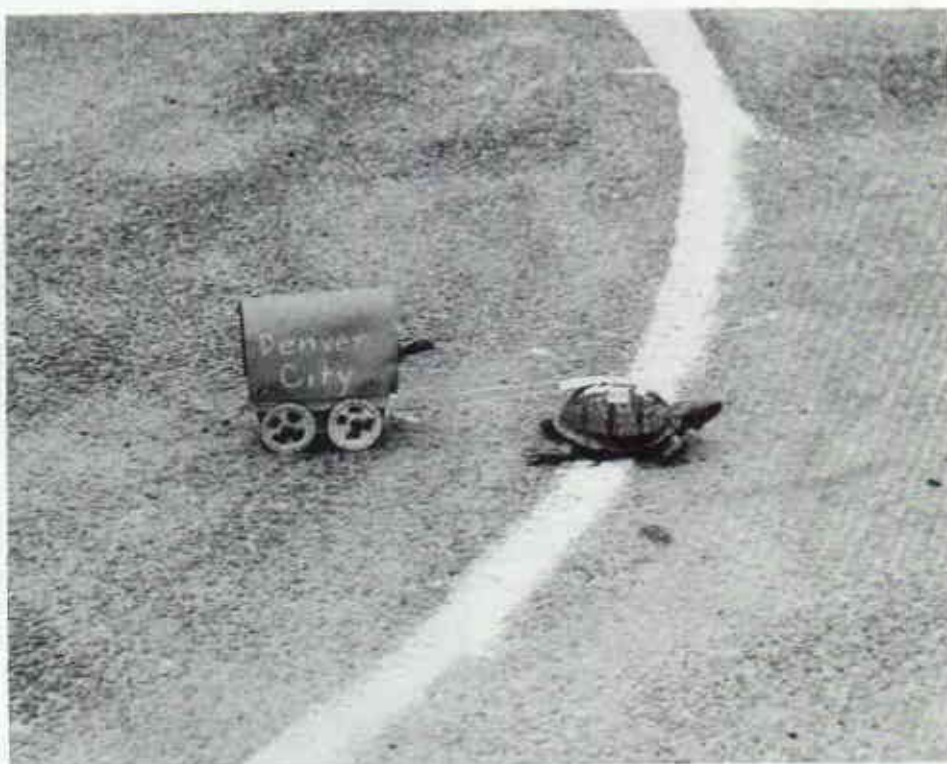
There are certain advantages to PBM, Tom Oleson, in The Avalon Hill GENERAL (vol. 16, no. 6) lists three very good reasons for PBM: (1) Convenience—you can pick when to resolve the current turn (subject to previous agreement with your opponent), (2) Social—you get to meet new people who share your enthusiasm for a particular game, and (3) Skill—you get a chance to improve your skill level by playing people outside of your immediate circle.

There are also disadvantages: cost of postage, a bad opponent (in the sense of sending messed-up turns, not sending turns on time, or just disappearing completely), and the extended time factor do to some extent detract from PBM. However, I feel that the good outweighs the bad, by a large margin!

Still, what about PBM for sports gamers? Avalon Hill/Sports Illustrated Games has finally released a game which is quite amenable to PBM—TITLE BOUT.

The advantages of TITLE BOUT as a PBM game are the strategy element as presented by the Boxing Strategy Cards, and the fact that one bout can be completed at the rate of one round every mailing. The mailings by both parties must be simultaneous, hence removing the turn-counter-turn necessary for most PBM play. Also, it is possible, if playing "team-style" boxing, to send moves for several bouts at the same time. Thus, any number of bouts may be fought at the rate of one round per mailing. The mailings by both parties must be simultaneous, hence removing the turn-counter-turn necessary for most PBM play. Also, it is possible, if playing "team-style" boxing, to send moves for several bouts at the same time. Thus, any number of bouts may be fought at the rate of one round per mailing. With most bouts being 10-15 turns, this means only 10-15 mailings! Not bad!

In order to play TITLE BOUT by mail, you will need the following items: one opponent, of (reasonably) sound mind and body; a TITLE BOUT Scoresheet (found in the game), the Boxer cards for the boxers and one set of Boxing Strategy cards (also from



The Mail Must Go Through, or What are You Doing for the Rest of Your Life? In an effort to speed up deliveries of cross-country mail, the Postal Service is reported to be experimenting with a novel form of carrier. "Shucks, it takes us almost two weeks to get a first class letter from Manhattan to Brooklyn right now," claims a spokesman, "And these here turtles can do that in less than a week, easy!"

the game), a supply of TITLE BOUT Round Action Record forms, (described elsewhere in this issue), a supply of TITLE BOUT PBM Random Coding Forms (found with this article), a TITLE BOUT PBM Result Matrix (also found with this article), and—a telephone book!

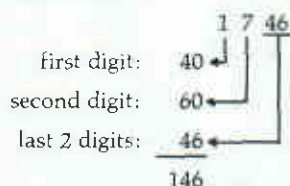
Why a telephone book? Well, as you may have noticed, I haven't mentioned the Boxing Action Cards at all. For PBM play, another method than the cards should be used to assure that no one is "stacking the deck," as it were. The usual method of generating the random results necessary to "drive" a PBM wargame uses the Stock Market Sales in Hundreds figure. This is all right when generating numbers that go from 1-6, but for TITLE BOUT we must be able to generate random numbers going from 1 through 80! Sales in Hundreds figures just do not go high enough to assure sufficient randomness to be used. However, the numbers on any page of a telephone book are certainly fairly random, and come in a range that is large enough to assure that the resulting random numbers are random.

The method we will use to turn the numbers in the phone book into suitable random numbers for TITLE BOUT PBM is the "remainder" method. In this method, a "base" number (80 when numbers from 1 through 80 are desired) is divided into the telephone number; the quotient is discarded, and the remainder is the desired random number. As an example, suppose our telephone number was 1746. Dividing by 80 gives us a quotient of 21 (which we discard) and a remainder of 66 which is our desired random number. Simple, no? The long-division is given below:

$$\begin{array}{r}
 21 \\
 80 \overline{) 1746} \\
 \underline{160} \\
 146 \\
 \underline{80} \\
 66
 \end{array}
 \begin{array}{l}
 = \text{Quotient (discard)} \\
 \\
 \\
 \\
 = \text{Remainder} \\
 \text{(becomes random number)}
 \end{array}$$

Unfortunately, we will find that we have to do 40-50 such divisions for *each* round of play. Also, some of us are mathematical klutzes (as is your humble author—great on

Never fear! There is another way, using *only* addition and subtraction, which is found on the TITLE BOUT PBM Random Coding Form in section V. Look at the form, section V, part B. For our four-digit phone number, for BASE 80 random numbers, we see that the first digit ("1") means we should add 40 to, for the second digit ("7"), 60, and that result added to the last two digits (46) of the phone number:



Whether you use long-division or the “add and cast out” method just presented, there will come a time when the number comes up ZERO. Don’t panic; when that happens, it just means that you’ve taken out one too many 80’s—just set the number *to 80* (or the base you’re using) and you are all set.

The only other point I wish to make about the phone book numbers is to use *only* the *last four digits* of the number. Do *not* include the first three digits—these are exchanges and including them (since within any dialing area there are only a few different ones) will distort your random number distributions, which is not good.

How to decide which phone numbers to use, and what to do with the random numbers that you've generated will be discussed in the next section on Sequence of Play.

1. Both players select their respective boxers and decide upon a reasonable play schedule (one turn every week, or every two weeks, or whatever) and a sequence of mailing dates (must be mailed Monday, AM or PM, or between Monday AM and Tuesday AM, inclusive, or whatever).

The number of rounds to be fought and the scoring system to be used must also be decided. Both players arm themselves with materials as discussed above. Also, both players *must* have access to a photocopying machine. Libraries and copy centers have these.

2. Player A picks any page out of his phone book, and prepares two photocopies of it. He also selects a strategy for his boxer. He prepares a packet to be mailed to Player B containing: one copy of the phone book

SUPPLIED BY PLAYER A

Boxer Name	Boxer No.	Boxer Name	Boxer No.
Boxer Name 1	1001	Boxer Name 2	1002
Boxer Name 3	1003	Boxer Name 4	1004
Boxer Name 5	1005	Boxer Name 6	1006
Boxer Name 7	1007	Boxer Name 8	1008
Boxer Name 9	1009	Boxer Name 10	1010
Boxer Name 11	1011	Boxer Name 12	1012
Boxer Name 13	1013	Boxer Name 14	1014
Boxer Name 15	1015	Boxer Name 16	1016
Boxer Name 17	1017	Boxer Name 18	1018
Boxer Name 19	1019	Boxer Name 20	1020
Boxer Name 21	1021	Boxer Name 22	1022
Boxer Name 23	1023	Boxer Name 24	1024
Boxer Name 25	1025	Boxer Name 26	1026
Boxer Name 27	1027	Boxer Name 28	1028
Boxer Name 29	1029	Boxer Name 30	1030
Boxer Name 31	1031	Boxer Name 32	1032
Boxer Name 33	1033	Boxer Name 34	1034
Boxer Name 35	1035	Boxer Name 36	1036
Boxer Name 37	1037	Boxer Name 38	1038
Boxer Name 39	1039	Boxer Name 40	1040
Boxer Name 41	1041	Boxer Name 42	1042
Boxer Name 43	1043	Boxer Name 44	1044
Boxer Name 45	1045	Boxer Name 46	1046
Boxer Name 47	1047	Boxer Name 48	1048
Boxer Name 49	1049	Boxer Name 50	1050
Boxer Name 51	1051	Boxer Name 52	1052
Boxer Name 53	1053	Boxer Name 54	1054
Boxer Name 55	1055	Boxer Name 56	1056
Boxer Name 57	1057	Boxer Name 58	1058
Boxer Name 59	1059	Boxer Name 60	1060
Boxer Name 61	1061	Boxer Name 62	1062
Boxer Name 63	1063	Boxer Name 64	1064
Boxer Name 65	1065	Boxer Name 66	1066
Boxer Name 67	1067	Boxer Name 68	1068
Boxer Name 69	1069	Boxer Name 70	1070
Boxer Name 71	1071	Boxer Name 72	1072
Boxer Name 73	1073	Boxer Name 74	1074
Boxer Name 75	1075	Boxer Name 76	1076
Boxer Name 77	1077	Boxer Name 78	1078
Boxer Name 79	1079	Boxer Name 80	1080
Boxer Name 81	1081	Boxer Name 82	1082
Boxer Name 83	1083	Boxer Name 84	1084
Boxer Name 85	1085	Boxer Name 86	1086
Boxer Name 87	1087	Boxer Name 88	1088
Boxer Name 89	1089	Boxer Name 90	1090
Boxer Name 91	1091	Boxer Name 92	1092
Boxer Name 93	1093	Boxer Name 94	1094
Boxer Name 95	1095	Boxer Name 96	1096
Boxer Name 97	1097	Boxer Name 98	1098
Boxer Name 99	1099	Boxer Name 100	1100

SUPPLIED BY PLAYER B

CODE		PHONE NUMBER	USAGE	BASE	RANDOM NUMBER
COL	COUNT				
A	5	7073	CF	20	13
A	12	0577	ACT	80	17
A	17	3759	RES	80	29
A	25	2597	KIT	20	17
A	35	2336	CF	80	16
and seventh					

R-Knockdown-79

TITLE BOUT ROUND ACTION RECORD

R	C	B	A	H	P	K	R	P
OUND	OXER	OXER	CTION	AND	PUNCH	NO	OUND	OUND
D	I	T	ION	CH	ES	OW	ING	ING
1	B	L	R	U	2		C	
	A							

Date: _____

Place: _____

Boxer A: _____

Boxer B: _____

NOTES: _____

page; his boxer's strategy; copies of the previous turn's Round Action Record(s), and the Scoresheet. The previous turn info is to allow Player B to assure that both players have gotten the *same results*.

3. At the same time that Player A is preparing his packet, Player B takes a copy of the PBM Random Coding Form and fills in the CODE columns, and the top of the form, *except* for the PHONE BOOK PAGE which he does not yet know (unless he's psychic—in which case you've got a whole 'nother *bunch* of problems). Coding of the CODE columns is done in the following fashion:

a. Each column on one page of the phone book is considered to have a letter of the alphabet identifying it—"A" for the left-most column, "B" for the column im-

mediately to the right of column "A", and so forth. The letter for the column is placed in the COL portion of the CODE area.

b. Each phone number in the column has a COUNT from the top of the column, with the topmost member of any column being "1". Count only the telephone numbers themselves; do not count the names on the left-hand side of the column.

c. When selecting numbers, begin at the top of column A and proceed to the end of that column, then select from column B, top to bottom, and so forth. Try to not select numbers with a COUNT more than 75% of the way down the column, as variation in columns may cause you to come up short. The player selecting pages should do his best to select pages which are full.

In Baltimore, we have around 100-125 numbers per column, set in four columns. Some phone books may use larger type and have fewer numbers per column and fewer columns. Do notify your opponent as to the characteristics of the telephone books in your area.

As I mentioned, selecting the numbers is a free choice by Player B. One way to speed up selection is to do a little analysis on the phone book pages. If we assume that my directory has 100 usable numbers per column, set in four columns, I have 400 numbers per page to draw from. Dividing 400 by 50 (which is the number of phone numbers I must select) gives 8. I should choose, *on the average*, every eighth number. Of Course, if my opponent knows that I choose every eighth number, he might be able to preselect pages which go his way. What I might do is to start at the top of column A, roll two dice, and move down the columns until I had COUNTs around 100, then begin the next column. Note here, I might also exclude rolls of 2, 3, 11, and 12 from consideration (roll again).

After coding the CODE area of the PBM Random Coding Form, Player B makes up a packet consisting of a photocopy of the Random Coding Form and the strategy for his boxer. If this is not the first turn, he also includes photocopies of the previous turn's Round Action Records and Scoresheet.

4. On the designated day, each player mails his packet to the other.

5. When each player receives his packet, he matches up the phone book page with the Random Coding form by following the information found in the CODE column of the form. As he finds each number he places the *last four digits* of the number in the column under PHONE NUMBER. This is done for all 50 numbers.

6. Play now proceeds as in regular FTF TITLE BOUT, except that whenever a Boxing Action Card would be drawn to find a result, the next number off the chart is used.

To do this, the player first decides which area on the Boxing Action Card he would be looking at, and goes to the USAGE/BASE table at the bottom of the form. He enters the Usage code in the Coding Form under USAGE, and the corresponding Base number under BASE next to the next available random number. Using the Base, he calculates his random number, and uses it as if it were off a Boxing Action Card.

Consider an example. Let us assume that our Random Coding Form has A-23 in the CODE area for the first number. I check my phone book, and find that the number 23 down from the top in the left-most column

of the page is 123-4567. I enter "4567" in the PHONE NUMBER section of that line. I repeat this until I have phone numbers for all 50 lines. I begin play, and, as this is the first number, I find I must use it for a Control Check. If this were a FTF match, I would draw a Boxing Action Card and look at the CF number. Since it is really PBM, I use the first number on the Random Coding Form. The USAGE/BASE table shows that the Base for Usage CF is 20. I enter "CF" under USAGE and "20" under BASE on the first line. Using the rules for turning a phone number into a random number, for base 20 I find that I ignore the first two digits of the number (4 and 5), add zero for the third digit (6), and add the last digit (7). My random number is "7", which I enter under RANDOM NUMBER. I make my Control Check using "7" as my CF number.

When I must make a check on RESULT of a punch landed, the procedure changes slightly. Once I have my RANDOM NUMBER computed, I go to the TITLE BOUT PBM Result Matrix, and cross-reference the number against the table. I use the *first* digit of the number (or zero if the number is less than 10) to find the horizontal row, and the second (or only) digit to find the column. The box at the intersection of row and column contains the RESULT. The different contents of the box are explained in

the KEY for the Result Matrix. If I had a random number of 62, I would go to the Matrix, to row 6, column 2, which has the following in it:

R R
C 5
HHH

The "R" in the upper left corner is the hand I used to hit with, and the second row contains "C 5" which means (Cut 5). My final result, therefore, as it would have appeared on the Boxing Action Card is: "R-(Cut 5)-62" and I would use it as in the TITLE BOUT Rules. Record each action on the Round Action Recordsheets.

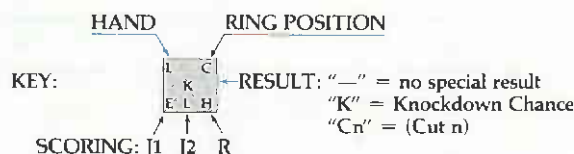
7. Assuming no KO or other result which would stop a round early, the round ends when an action completes by using a RANDOM NUMBER past the "40" indication on the Random Coding Form. The next random number is used to find the SCORE. From the USAGE/BASE Table, we see that the Base is 80 for Usage = SCORE. Assume that we have a random number of 77. Checking, we find that box 77 on the PBM Result Matrix is:

R C
K
LHE

SECOND DIGIT

	0	1	2	3	4	5	6	7	8	9
0	L	CH	IB	CH	CH	CH	CH	CH	CH	C
1	L	CL	FL	CL	CL	CL	CL	CL	CL	CL
2	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
3	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
4	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
5	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
6	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
7	L	CH	CL	CH	CL	CL	CL	CL	CL	CL
8	L	CH	CL	CH	CL	CL	CL	CL	CL	CL

TITLE BOUT RESULT MATRIX



There'll be Some Changes Made . . .

A Few More BOWLBOUND Suggestions

Kenneth G. Waldo

The new rulebook for BOWL BOUND, Sports Illustrated's college football game is a marked improvement over its predecessor. Dr. Thomas R. Nicely is to be congratulated for a fine job. Updated rules, corrections, and clarifications (highlighted in red print) add much more realism to the actual college football game. The purpose of this article is to suggest some changes and modifications to the rules which may add additional realism to the game.

Suggested in this article are modifications to the B (Breakaway) and the QR (Quarterback Run) columns of the offensive team chart; a method for calling delay of game penalties on the offense; a modification to the fumble advancing rule to make it more realistic; a corrected rule concerning a "Free Kick" for the victims of a safety; alternative methods for determining the distances of missed field goals and squib kicks; changes in the Quarterback Sneak and Fair Catch rules; and the presentation of an old chart dealing with Onside Kickoffs.

As always, if you decide to use any or all of the recommended changes below, be sure your opponent is aware of, and agrees to, any changes used. I have used them and have found they offer more realism without affecting play balance in favor of one side or the other.

1. Basic Rule VI Special Situations and Rules

(2) Breakaways; Quarterback Runs; Quarterback Trapped

A rule modification might be to consider a B (Breakaway) and a QR (Quarterback Run) special situation plays which are not subjected to modifications by the defense. (Defensive priorities which overrule a B or QR result would still take precedence.) This means the B and the QR columns are treated the same as the QT (Quarterback Trapped) column and the result of the play is the yardage indicated from the appropriate col-

umn as per the game dice roll. By the way, there is a discrepancy between the Priority Chart contained in the new BOWL BOUND game and the Priority Chart included with Team Set II. The chart in BOWL BOUND indicates the QR and the defensive results should be ADD(ed) together to determine the final result of the play. The chart with Team Set II has the defense ADD(ing) to a QR result, but a red (negative) defensive result is a priority QR. This is part of my justification for a rule modification.

My new rule suggestion would thus read: IF A "B" (BREAKAWAY), "QR" (QUARTERBACK RUN), OR "QT" (QUARTERBACK TRAPPED) IS THE PRIORITY RESULT OF OFFENSIVE AND DEFENSIVE PLAY COMBINATION, THE DEFENSIVE RESULT IS NULLIFIED OR AUTOMATICALLY BECOMES A WHITE BOX, "NO CHANGE." THE OFFENSIVE PLAYER ROLLS THE DICE AGAIN UNDER THE APPROPRIATE COLUMN TO DETERMINE THE FINAL OUTCOME OF THE PLAY.

A further justification for the rule modification or change deals with how I believe the B and QR offensive result calculations were made or what they should represent. I would think the B chart would be based on the number of times and distances a team "broke" running plays (based on the definition of a breakaway which was being used at the time of the chart's preparation). For the original 32 teams and for 10 of Team Set II, a breakaway is defined as a run which gained at least 20 yards. For the other 10 teams of Team Set II, a breakaway is defined as a run which gained 10 or more yards. (I would hope the B chart results indicate the probability of and distances each breakaway gained.) I would also think the QR chart indicates specifically the distances gained, or lost, while the Quarterback ran the ball on called passing plays either by design of the play or because all of his potential receivers

were covered by the defense. (I wouldn't think the QR column included runs (scrambles) by a quarterback who was forced to run as a result of a strong pass rush, otherwise, what is the definition and purpose of the QT column?) If the B and QR columns are the indicated results of the definitions above, the defense has already been considered into the final result. In other words, if the defense cannot dictate a higher priority result, then it must face the consequences of the B and QR columns as printed on the team charts.

A final justification for considering the QR column immune to defensive adding and subtracting is the defensive results under offensive plays 6 (Screen Pass), 7 (Spring-Out Pass), 8 (Bootleg Pass), and 9 (Drop Back Pass). I would assume the defensive results under these pass plays deal with the type of influence a particular defensive team had on a pass play. If a team was strong enough to negatively influence pass plays or weak enough to yield additional yardage is it safe to assume the team would have the same effects on QR's??? (Maybe teams need a separate defensive QR column). Also, the defense has priority if it rolls an Incompletion, an Interception, a QR, or a QT, all of which are not subjected to further defensive modifications.

2. Basic Rule VI Special Situations and Rules

(3) Penalties

A rule modification might be to allow only one additional dice roll if the first offensive dice roll resulted in a penalty result. If the offensive player rolls two consecutive penalty results against the offense then they, regardless of yardage (either OFF 5 or OFF 15), should be considered as a delay of game penalty against the offense and immediately result in an automatic 5 yard penalty against the offense. Two consecutive defensive penalty results, again regardless of yardage or type (either DEF 5, DEF 15, or PI #),

should be considered a contact made offside penalty against the defense and result in an automatic 5 yard penalty against the defense. A penalty against either team, followed by a non-penalty result is subjected to the normal options of college football. Two consecutive penalties against the different teams results in offsetting penalties and the down is replayed.

My new rule suggestion would thus read: **IF TWO CONSECUTIVE PENALTIES ARE THE RESULTS OF TWO CONSECUTIVE OFFENSIVE DICE ROLLS THEN ONE OF THE FOLLOWING OCCURS:**

1. OFF 5 or OFF 15 FOLLOWED BY OFF 5 or OFF 15 = DELAY OF GAME PENALTY AGAINST THE OFFENSIVE AUTOMATIC 5 YARD PENALTY.

2. DEF 5, DEF 15 or PI # FOLLOWED BY DEF 5, DEF 15, or PI # = OFFSIDE CONTACT MADE PENALTY AGAINST THE DEFENSE AUTOMATIC 5 YARD PENALTY.

3. OFF 5 or OFF 15 FOLLOWED BY DEF 5, DEF 15, or PI # = OFFSETTING PENALTIES.

4. DEF 5, DEF 15, or PI # FOLLOWED BY OFF 5 or OFF 15 = OFFSETTING PENALTIES.

A delay of game penalty against the offense would result in a 30 second elapse of time from the game clock providing the previous play was not an incomplete pass or a play which went out of bounds, in such cases NO game time is lost. An offside contact made penalty against the defense would result in a 20 second elapse of time from the game clock, again providing the previous play was not an incomplete pass or a play which went out of bounds. Offsetting penalties result in a 20 second elapse of time in all situations.

3. Basic Rule VI Special Situations and Rules

(7) Onside Kickoffs

I believe the present rule which states on Onside Kickoffs, "the kicking team recovers if the dice total 13 through 20, . . . the ball travels 12 yards" is too simplistic. The original SPORTS ILLUSTRATED COLLEGE FOOTBALL GAME OFFERED A CHART FOR Onside Kickoffs which provided more variety and I think, more realism. In recent issues of ASR other writers have reminded readers of some old charts contained in earlier versions of present games. Here's the original chart in regards to Onside Kickoffs:

Dice Total	Distance of Kickoff	Recovery KT-Kicking Team RT-Receiving Team
10	22	
11	4	RT
12	5	RT
13	6	RT
14	7	RT
15	8	RT
16	9	RT
17	30	RT
18	35	RT
19	33	RT
20	27	RT
21	20	RT
22	17	RT
23	14	RT
24	13	RT
25	12	RT
26	16	RT
27	19	RT
28	25	RT
29	22	RT
30	18	RT
31	15	RT
32	11	RT
33	10	RT
34	OFF 5	KT penalized
35	OFF 5	KT penalized
36	15	KT
37	12	KT
38	18	KT
39	20	KT

The relative probability of the Kicking Team recovering the Onsides Kickoff is only slightly better in the above chart (14.83%) as compared with dice rolls 13 through 20 (14.35%).

4. Basic Rule VI Special Situations and Rules

(9) Fumbles and Blocked Kicks

I believe the dice rolls granting the offense the opportunity to advance a recovered fumble or blocked kick are too restrictive. In college football *only* the offense is allowed to advance a fumble. The defense *can* advance a fumble *only* if it has not touched the ground, i.e., "recovered" in mid-air. Therefore, when comparing the dice rolls for fumble advances, 19 for the offense (.46%) to 37, 38, and 39 for the defense (8.34%), an unfair and unrealistic advantage is given to the defense.

I would like to suggest the following rule change: **THE OFFENSE IS ENTITLED TO ADVANCE THE BALL FROM THE SPOT OF A FUMBLE RECOVERY USING THEIR OWN INTERCEPTION RETURN COLUMN IF THE RECOVERY DICE TOTAL IS 19, OR EITHER OF THE TOP TWO DICE TOTALS OF THEIR FUMBLE RECOVERY RANGE.** (For example, if a team recovers fumbles with dice totals 10 through 27, they would be entitled to advance the fumble with dice rolls of 19, 26, and 27.) **THE DEFENSIVE DICE TOTALS TO ADVANCE A FUMBLE REMAIN UNCHANGED.**

This new rule would be in addition to the options available to the offense if Advanced Rule (8) Options on Kicking Plays (D) Ad-

vances of Blocked Kicks and Fumbled Snaps was being used.

5. Basic Rule (11) Plays Within and Beyond the End Zone:

(F) Returns (b) A Safety

I would like to suggest the following rule correction: **THE VICTIMS OF A SAFETY ARE ENTITLED TO A "FREE KICK" EITHER A KICKOFF OR PUNT FROM THEIR OWN 20 YARD LINE. IF A KICKOFF IS CHOSEN THE PLAYERS FOLLOW THE PROCEDURES OF BASIC RULE V-4 THROUGH V-6. IF A PUNT IS CHOSEN, THE RECEIVING TEAM CAN IGNORE INDICATIONS THE PUNT IS NOT RETURNABLE, SINCE ALL PUNTS IN THIS SITUATION ARE RETURNABLE.**

This rule offers more strategy depending on how well the kicking team Kicks Off or Punts and how well the receiving team does on returns and fumble probabilities.

6. Advanced Rule (2) Kickoff Selection

As in the case cited earlier where the new rule states the Onsides Kickoff only travels 12 yards is too simplistic, I believe that having a Squib Kickoff "kick automatically travels 40 yards" is also too simplistic. To add variety to the distances a Squib Kickoff travels I would suggest the following rule modification: **THE KICKING TEAM ROLLS THE OFFENSIVE DICE AND THE DICE TOTAL PLUS 10 YARDS REPRESENTS THE YARDS THE SQUIB KICK TRAVELS.** Thus, Squib Kickoffs will range from 20 yards to 49 yards, with an average expected distance of 37.5 yards. The Squib Kickoff Return Chart remains unchanged.

7. Advanced Rule (6) QB Sneaks; Elected Safeties; Running Out the Clock

I would recommend the following change to the existing rule: **WHEN A QUARTERBACK SNEAK IS CALLED, ALL GREEN BOXES REPRESENT A 1-YARD GAIN; ALL WHITE BOXES REPRESENT "NO GAIN"; ALL RED BOXES REPRESENT A 1-YARD LOSS; AND YELLOW BOXES REPRESENT EITHER A 5-YARD ILLEGAL MOTION PENALTY AGAINST THE OFFENSE OR A 5-YARD CONTACT MADE OFFSIDES PENALTY AGAINST THE DEFENSE, REGARDLESS OF YARDAGE INDICATED.** The colored box changes and penalty reductions are an attempt to better simulate the game situation during which Quarterback Sneaks are usually run, usually

during 3rd or 4th down and very short yardage.

8. Advanced Rule (8) Options on Kicking Plays

(E) Alternate Methods for Attempting Field Goals

It is my opinion that this rule should be eliminated. If a team is a weak field goal kicking team a player choosing that team should consider the weakness as a variable when choosing his team. If a player wants a better field goal kicking team, pick another team.

9. Advanced Rule (9) Options on Kicking Returns

(A) On Punt Returns (a) Fair Catch

I don't believe a Fair Catch should be automatic if requested. I would recommend a rule modification to require the receiver of a punt who requests a fair catch to roll the offensive dice to see if the fair catch was successful. Thus, a new rule would read: A PLAYER REQUESTING A FAIR CATCH MUST ROLL THE OFFENSIVE DICE. IF A NON-FUMBLE OR NON-PENALTY IS THE RESULT OF THE DICE ROLL THE PUNT IS CONSIDERED TO BE FAIR CAUGHT. A FUMBLE RESULT REQUIRES A RE-ROLL TO SEE WHICH TEAM RECOVERS (THE RECOVERY IS NON-ADVANCEABLE). A PENALTY RESULT ALSO REQUIRES A RE-ROLL WITH THE NORMAL OPTIONS OF COLLEGE FOOTBALL APPLYING.

10. Advanced Rule (9) Options on Kick Returns

(C) Missed Field Goal Attempts

Basic Rule VI-5 describes field goal attempts and indicates that a field goal is good if the distance from the offense's Field Goal Column on the Special Team Chart is equal to or greater than the yardage of the offense's line of scrimmage. If the attempt missed, the defense is allowed to put the ball in play, 1st and 10, from either their 20 yard line or the line of scrimmage of the field goal attempt. The second option, from the line of scrimmage of the field goal attempt, is actually available *only* if the field goal attempt went into or past the end zone.

Advanced Rule (9) (c) allows for the return of missed field goals from a point 40 yards downfield from the line of scrimmage of the field goal attempt. As in the cases described earlier (Onside Kickoff distances and Squib Kickoff distances being too simplistic), in order to add variety to a missed field goal distance I would like to suggest the following rule modification: TO DETERMINE THE DISTANCE A MISSED



Protests BOWLED: Articles. Asst. Editor Francis Wyman Tyler, whose duty it is to edit all SI football game articles, recently climbed to the top of a flagpole in downtown Baltimore and refused to come down until our readers stop sending so many articles about the same game. How about a nice REGATTA - grand even!

FIELD GOAL ATTEMPT TRAVELED, ADD THE YARDAGE OF THE FIELD GOAL COLUMN ON THE SPECIAL TEAM CHART TO A ROLL OF THE OFFENSIVE DICE. This dice roll will add between 10 and 39 yards to the yardage indicated from the Field Goal Column on the Special Team Chart. (An option would be to use an old Sports Illustrated rule where a player simply adds 15 yards to the distance of the yardage from the Field Goal Column. The new methodology adds an average 27.5 yards to the field goal column distances.)

Now, new rule options are:

1. IF THE YARDAGE TOTAL FROM THE ABOVE METHODOLOGY (EITHER) INDICATES THE BALL WENT INTO OR BEYOND THE END ZONE, OR IF THE OFFENSIVE FIELD GOAL COLUMN RESULTED IN A "NG", THE DEFENSIVE PLAYER HAS THE OPTION OF A 1st and 10 FROM HIS 20 YARD LINE OR THE LINE OF SCRIMMAGE OF THE FIELD GOAL ATTEMPT WHICHEVER IS GREATER.

2. IF THE YARDAGE TOTAL INDICATES THE BALL LANDED IN THE END ZONE, THE DEFENSIVE PLAYER CAN LET THE BALL DIE THERE AND TAKE THE BALL 1st and 10 AT HIS 20 YARD LINE OR THE LINE OF SCRIMMAGE OF THE FIELD GOAL ATTEMPT, WHICHEVER IS GREATER, OR HE CAN ATTEMPT A RETURN OF THE BALL USING HIS KICKOFF RETURN COLUMN STARTING FROM WHERE THE BALL LANDED.

3. IF THE YARDAGE TOTAL INDICATES THE BALL DID NOT REACH THE END ZONE, THE DEFENSIVE PLAYER CAN USE THE "LET IT ROLL" ADVANCED RULE OPTION TO SEE IF THE BALL WILL ROLL INTO THE END ZONE, HE CAN DOWN THE BALL WHERE IT LANDED, OR HE CAN ATTEMPT A RETURN USING HIS KICKOFF RETURN COLUMN STARTING FROM WHERE THE BALL LANDED.

NEW TITLE BOUT CARDS NOW AVAILABLE

The last couple of years have seen plenty of changes in both rankings and apparent talents (or the lack thereof) in the boxing world, and as usual Avalon Hill has kept well abreast of them. You wanna know what happened to Leon Spinks? And what about Mike Rossman? Not to mention Sugar Ray Leonard. They're all here, along with a host of others you probably never heard of.

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1979 GRAND PRIX SEASON REVIEW

by Dr. Rich Oksas

Although it's almost 1981, that's not our fault. We thought that despite the fact that these are the 1979 cars for SPEED CIRCUIT, you would still welcome them. In addition, the optional rules proposed by Dr. Oksas look very interesting.

Once again it's time to update car and driver specifications related to your "Speed Circuit" Game for the Formula 1 season just past. As stated by many auto racing publications, 1979 was the "Year of the Wing Car" or ground effects vehicle. Aerodynamic technology was used by designers to create a vacuum under their cars so that they would be literally sucked to the ground during fast cornering. This idea was first used by team Lotus in 1977 with remarkable results. By the end of 1979, all formula one makers had wing cars, but the technique was still so new that some teams that were previously backmarkers became competitive over night, while other well known names failed. Regardless, speed records fell in droves through the heat of battle.

The dominant car team once again was Ferrari whose one-two punch of Jody Scheckter and Gilles Villeneuve dominated the points chase in a manner reminiscent of Andretti and Peterson in 1978. Despite not having the fastest car (as dictated in time trials), Jody and Gilles collected three grand prix wins apiece. While some reporters felt Villeneuve to be the more talented of the two drivers, Scheckter earned the champion's title through more consistent finishes (placing in the points in 12 of 14 events!).

Both the French Ligier team and British Williams team pushed Ferrari hard all the way. In the first 2 races of the season it looked like Ligier was going to run away with it all having dominated both practice and the events. Their success was attributed to a change from their own 12 cylinder engine design to the Ford Cosworth powerplant. Throughout the year Jacques Laffite remained the only driver in a position to challenge the Ferrari drivers for the Crown, but as time wore on the Ligier's reliability decreased.



New Events added to Olympics: Despite recent complaints that there are already too many events in the Olympics, the IOC has apparently decided to go ahead with its plans to add several new sports, including the 400 lb. piano throw, thumb wrestling, and skateboard dogging (shown above).

Alan Jones, number one driver for Williams, actually won more grand prix (4) than anyone else on the circuit. His problem was just the opposite of Laffite. The Williams FW07, rated to be the best car of the year, was designed late after the season started and scored all of its points during the second half of the season. By then it was just too late to catch the point leader.

One other contender is worthy of mention, Renault. Their small turbocharged V-6 engine was the most powerful on the circuit and earned them no less than 6 pole positions making them fastest car. When it came to finishing, however, their cars lacked stamina and their sole victory was appropriately at the French Grand Prix. They surely will be heard more from in 1980.

Once strong teams like Lotus, Tyrrell, Brabham and McLaren faded due to performance and reliability problems during 1979. In fact two former world driving champions, Niki Lauda and James Hunt, announced their retirement from race driving due to the frustration of being uncompetitive. No doubt the engineers of these teams will be

forced to work overtime to regain past form.

In the "tire war", it was for all intents and purposes a draw. Michelin won the manufacturer's championship and more pole positions, but cars with Goodyear tires won more races.

TEAM TACTICS OPTIONAL RULE

Most Formula 1 manufacturers have 2 car entries in grand prix events. The number one driver (usually the more experienced) is preferentially given the stronger car and engine from the team stable with the assignment of winning. The second man is used strategically either to act as a "rabbit" by forcing the pace causing the opposition to breakdown or by intentionally blocking pursuers. Team members avoid racing each other with the ideal being a one-two finish. They also often set up slip streaming situations for each other.

Recognizing therefore that cars and drivers on the same team are often unequal at any given event performance wise, you can elect to either:

1) Reduce either the allotted performance points or wear units indicated on the chart by *one* for the number two team entry or

2) In case of a closely matched team situation (eg. Scheckter and Villeneuve), randomly draw for the choice of faster entry before the start of each race.

Your assignment as team manager is to most effectively make use of this difference in placing your car moves. You may even want to add the points earned by your two car entries and determine which team won the event.

QUALIFICATION OPTION

Some race courses are extremely narrow making it very difficult to pass. This being the case, special emphasis is placed at turning a fast time in practice to earn a good position on the starting grid. On the other hand a "banzai lap" produces the risk of wearing out or damaging a car for the race. If you use one lap time trials for grid placement, you can simulate strategy in qualifying by subtracting wear units used on that lap from the total allotted for the entire race. When you use performance points to set up a car, you

can alter specifications after practice but the wear units expended in time trials will still be accumulated against the total race wear allotment. In either situation you will have to decide how much you are willing to sacrifice

in going for pole position!

It should be noted, in reality Michelin tires turned faster practice and lap times because their tire compound was softer (more "sticky") than Goodyear tread.

However when it came to the race, their tires wore out faster requiring Ferrari and Renault drivers to make unscheduled pitstops due to unanticipated premature wear.

SPEED CIRCUIT SPECIFICATIONS FOR 1979 GRAND PRIX CARS

Sponsor-Chassis-Engine	Drivers (Nationality)	Performance Points	Start Speed	Acceleration	Deceleration	Top Speed	Wear Units
Ferrari 312 T4-Flat 12	Jody Scheckter (S. Afr.) Gilles Villeneuve (Can)	9	60	60	40	180	8
Gitanes-Ligier JS11-Ford	Jacques Laffite (Fr) Patrick Depallier (Fr) Jacky Ickx (Belg)	8	60	40	40	180	7
Saudia-Williams FW07-Ford	Alan Jones (Aus) Clay Reggazoni (Swiss)	8	40	40	40	180	7
Elf-Renault RS10-Turbo V-6	Jean Pierre Jabouille (Fr) Rene Arnoux (Fr)	7	40	60	40	180	6
Martini-Lotus 80-Ford	Mario Andretti (USA) Carlos Reutemann (Arg)	6	40	40	40	180	6
Candy-Tyrrell 009-Ford	Jean Pierre Jarier (Fr) Didier Pironi (Fr)	6	40	40	40	180	5
Parmalat-Brabham BT48-Alfa V-12	Niki Lauda (Aus) Nelson Piquet (Braz)	5	40	60	40	180	4
McLaren M29-Ford V-8	John Watson (GB) Patrick Tambay (Fr)	4	40	40	40	180	4

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THE PEANUT GALLERY

When you live aboard a ship that is underway a lot you can get bored very easily. My friend Steve Admundsen and myself had this problem until we started playing PAYDIET. After a few games we had decided to start a league. On the 14th of January, 1979 we started with our 14 game season. The schedule was drawn up and we would pick teams at random with one exception. Both Steve and myself had one special team that was ours for the season, so I had the Denver Broncos and Steve received the Chicago Bears. Normally we would play in the evening if neither one of us had a watch to stand but when we did play the fireworks were in the air. You could always tell who was winning. If Steve was winning I would be hitting the table or the wall and threaten to do it to Steve if he didn't stop rubbing it in. On the other side if I had the lead Steve would throw pens or pencils around and do quite a bit of yelling of his own (this sounds like a recent article in ASK doesn't it). One thing I always had to worry about was the fact that Steve had a knack for coming from behind. In fact at one point he won 4 straight games in the last 10 seconds of the game. There was also a game where I had a 28 point lead going into the fourth quarter and only defeated him by one thanks to a blocked extra point which for the entire season plagued him.

Steve and I have NBA PRO BASKETBALL and have made it to the quarter mark of the season and TITLE BOUT for when we don't have much time. Having pleasant diversions from the day to day routine of ship-board life makes work a lot easier to handle. Thank you for making such pleasant and easy to play games. It's a great way to relax in the middle of an ocean.

Louis Gagliano RMSA
USS McGandless

Dear Bruce:

The article "Balancing Act", appearing in Vol. II, No. 4, contained three misprints in the chart of "Wild-Card Ratings, Pro Teams." The correct values are as follows:

1970 San Diego	Should be -2
1976 Kansas City	Should be -15
1976 Washington	Should be -13

The above were the only errors of any substance in the three articles. I will be looking forward to the next issue.

Sincerely,
Dr. Thomas R. Nicely

WIN, PLACE & SHOW

Horsing Around With the Formulas

by Matis Gottlieb



WIN, PLACE & SHOW is a great game for a group of guys gathering every once in a while just for the comradeship, but for the group that takes its table gaming seriously, and would like to incorporate a Horse Racing League, this game is not satisfactory. Its main obstacle is that only 36 horses are represented, each for a different length of track. You can, as I've done combine the horses of the first, second, and fifth races, and combine the horses of the third and sixth races, but even this proves to be a bit stale after a while.

You can't help but notice the similarities between *Gunsmoke* and *Corn Plaster*. Both start in Gate 1, and both have the same speed and class ratings, as well as the same Bonus Number mathematically. The only difference is that a veteran rides on *Gunsmoke* while an apprentice whips *Corn Plaster*. Actually, *Corn Plaster* doesn't lose effectiveness because of this since he starts off with an early lead, usually reaches the turn first, since he starts at Gate 1. On the other hand, if *Corn Plaster* had started at Gate 6, he would have been at a definite disadvantage. Observing the same two races, *Lucky Old Sun* and *Nothing Special* are almost identical. In their head-to-head battles the winner would be determined by the post position, and who is on the inside track at the turn. Post positions are always picked from a hat. I did this even when using the original program. Why should *Gunsmoke* always start at Gate 1? When I combined horses of different races, I had of course no choice but to do the same. By the way, there is nothing wrong with having two horses in the same race with the same Bonus Number. Does anyone have a reason why it can't be done? When combining horses for a race, the odds will have to be changed. I will deal with this later in the article. The remainder of this article will deal with the formula of making new horses, (which can be combined to make new programs) and the structure of a Horse Racing League using these horses.

The heart of the formula is the horses' Running Strength. I have provided two

tables which are very simple to use. All you need are two different colored dice, which you already have since you own Win, Place & Show. (Unless you're reading this because you have absolutely nothing better to do). I only deal with horses that race $1\frac{1}{4}$ miles, therefore we need 8 running strength numbers. But you can formulate horses at any length of track you want. Table A is used only for the first Running Strength Number. Just roll the dice, and you have it. At first, I used Table A for all 8 numbers, but it didn't seem natural for a horse to start at 14, and then slip to 1 on the next turn. This led to the development of Table B. After you have the first Running Strength Number, roll the dice again on Table B, and add or subtract the sum or difference from the previous number and you have the second Running Strength Number. Do this for all 7 remaining numbers. Running Strength Numbers can go no higher than 14, and no lower than 1. Here are some special situation dice rolls.

1. When rolling on Table B, and you have a sum of more than 14, leave it at 14.
2. When the difference will put you less than 1, leave it at 1.
3. When 14 was the PREVIOUS Number, only a - (blank) on Table B will keep the horses at 14. When a + shows up, simply change it to a - (blank). For example, if when you roll a +4, change it to a -4, and put 10 as your next Running Strength Number.
4. When a 1 is your PREVIOUS Number, do the same as Situation 3. Simply turn a - into a +, and only a - will keep the horse at 1.

Analyzing Table A, you will find that the average starting speed is 7 or 8. There is a much greater chance that a horse will start at 7 or 8, rather than 1 or 14. Looking at Table B, we see that horses have as good a chance of gaining, or losing 1, as getting the same number again. There is only a remote chance that a horse will gain or lose 7.

These charts are of course subject to your approval, and can be changed in many dif-

ferent ways. Our next problem is the assignment of a Bonus No. to the horses. There are two ways to figure this:

1. Simply roll the dice, and assign that number as the Bonus No. of that horse. Do this for all the horses.

2. A much more realistic way. Use Table C. All you need are three dice. Use the horses's Class (Sum of all the running strength numbers) as the base, and look at that column when rolling the dice. A horse with class in the 90s will have a much greater chance of getting a 7 than a horse with class in the 40s. Now you have the complete details on how to make horses. Now all you have to do is randomly select six horses, pick the gate position out of a hat, and start racing. But wait, there's something missing . . . the ODDS. Oddsmaking is the hardest, and most complicated part of the horsemaking bit. No dice are needed. (that's a relief). First, you must modify the class of each horse. Use the following chart, which is based on the horse's Gate Position.

GATE	1	+2
GATE	2	+2
GATE	3	+1
GATE	4	NO CHANGE
GATE	5	-1 . . . If apprentice -2
GATE	6	-1 . . . If apprentice -2

The first odds that must be calculated are the favorites. (Most Class). You must compare the favorite with the horse with the next highest Class. Using Table D, first calculate the difference between the Class of the two horses, and there you have the odds of the favorite, BUT NOT OF THE SECOND HORSE. Now to figure the second horse's odds, AND the rest of the horses odds, just use Table E. Count the difference between the Class of the horse in question and the favorite, and you have the odds. These odds are not perfect by any means. There are times when I have to change them just because "It doesn't look right."

Now that you have the complete horse making formula, you may want to go a step further and start a Win, Place & Show League. Here is all you have to do. Let's say that there are 6 gamers. Create about 250 horses. Give each a name. Take a look at your newspaper if you need some help. Each owner starts with \$1 Million. All horses are bid upon, and each owner should end up with 36 horses. A minimum of six jockeys are also drafted and must be paid a salary. Names like Arcaro and Cauthen add excitement to any race. At least one apprentice must be drafted. Each owner should make up a schedule of all his horses to use in his preliminary races. Each horse should race 8

TABLE A

Dice Roll	#	Dice Roll	#
11	13	41	4
12	3	42	8
13	8	43	7
14	7	44	11
15	10	45	8
16	6	46	6
21	4	51	9
22	11	52	8
23	5	53	1
24	8	54	7
25	10	55	10
26	7	56	5
31	9	61	6
32	7	62	8
33	12	63	7
34	6	64	9
35	9	65	2
36	5	66	14

TABLE B

Dice Roll	Result	Dice Roll	Result
11	+6	41	-2
12	-1	42	+1
13	+1	43	-
14	-	44	+3
15	+2	45	-3
16	-2	46	+2
21	-4	51	-1
22	+4	52	+1
23	-1	53	-7
24	-	54	-
25	+2	55	+3
26	-3	56	-2
31	+2	61	-5
32	-	62	-1
33	+5	63	-
34	-1	64	+1
35	+1	65	-6
36	-2	66	+7

TABLE C

Dice Roll

C	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
L 90s	2	3	4	7	5	8	6	7	7	8	6	9	7	10	11	12
A 80s	2	3	4	7	4	5	6	7	6	8	9	9	7	10	11	12
S 70s	2	3	7	4	5	5	6	8	6	8	9	5	10	10	11	12
S 60s	7	2	3	4	5	5	6	5	8	9	10	10	10	11	12	7
50s	4	7	2	3	4	5	6	5	9	9	8	3	10	11	12	10
• 40s	4	7	2	3	3	5	6	5	10	9	9	3	10	11	12	8
• 30s	2	6	5	5	2	3	4	4	10	8	10	11	12	9	5	7

TABLE E

CLASS	ODDS
Even	4-1
-1	7-2
-2	4-1
-3	5-1
-4	6-1
-5	7-1
-6	8-1
-7	10-11
-8	15-1
-9	20-1

TABLE D

CLASS	ODDS
Even	Both 4-1
+1	3-1
+2	5-2
+3	2-1
+4	3-2

times. Therefore, the owner would have to create 8 programs with 6 races in each. The programs and the jockey pairings can be done randomly.

After all the owners have finished their preliminary races, each owner's best horse and best jockey team up to race in the "FINALS." The Finals consist of one race at each owner's track. In our case this works out perfectly. Six owners enter six horses to race. That means that every horse can race in every race. But if there are eight owners, not every horse will be able to run in every race. (Another disadvantage of WP&S) Therefore, the Finals would have to be made into an Invitational, with no horse racing in

more than 7 races. The Finals can be named as in real racing . . . Kentucky Derby, Belmont Stakes, etc. It can also be bet upon, and money can be awarded for Win, Place & Show, unlike the preliminary races, where only the owners' horses race.

This format works very well in Mail League play, if you're interested in going that route.

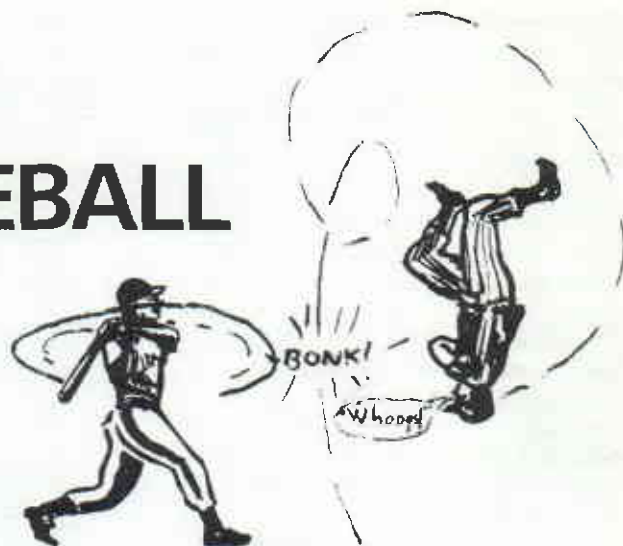
I recommend the timing chart contained in ASR Vol. 1, No. 4. I also recommend the various expanded betting techniques which were contributed to ASR over the past few issues. Here is one more innovation which I

Turn to p. 16 for the triumphant conclusion of this article

It Only Hurts When I Yell Dept.

SUPERSTAR BASEBALL INJURY CHART

by Jeff Gowin



I have added a new dimension to your Superstar Baseball game. It is called the Injury Chart. It adds a little more excitement and strategy to the game.

This is how it has been adapted to the game. The first chart is the Hit By Pitch Chart. If you roll hit by pitch on the Pitcher's X Chart, you roll the Hit By Pitch Chart. The result on this chart can be from no injury to out 5 games. Then, if the player is injured he is immediately taken out of the game and replaced. He may not play in the next amount of games which is determined by the Hit By Pitch Chart.

The second chart is the Stealing Injury Chart. If the runner is thrown out on an

attempted steal, you roll the Stealing Injury Chart. The result ranges from no injury to runner out 2 games to S.S out 2 games. If injured, the player must be immediately taken out of the game.

The final chart is the Pitcher's Injury Chart. This is based on how many runs are allowed in one inning by one pitcher. There are 3 degrees of injury, they are allowing 5 runs in 1 inning, allowing 6-7 runs in 1 inning and allowing 8 or more runs in 1 inning. If a pitcher allows 5 or more runs in an inning you roll on the correct chart and find the result. The results range from no injury to out next three games.

HIT BY PITCH CHART

10 Out 1 Game	25 No Injury
11 Out 1 Game	26 No Injury
12 No Injury	27 Out 2 Games
13 Out 2 Games	28 Out 1 Game
14 Out 2 Games	29 Out 4 Games
15 No Injury	30 Out 3 Games
16 No Injury	31 Out 1 Game
17 No Injury	32 Out 1 Game
18 Out 3 Games	33 No Injury
19 Out 5 Games	34 No Injury
20 Out 1 Game	35 No Injury
21 No Injury	36 No Injury
22 No Injury	37 Out 2 Games
23 No Injury	38 No Injury
24 No Injury	39 Out 3 Games

PITCHERS INJURY CHART

5 runs in 1 inn.	6 runs in 1 inn.	8 runs in 1 inn.
10 No Injury	Out Next Game	No Injury
11 No Injury	No Injury	No Injury
12 No Injury	No Injury	Out Next Game
13 No Injury	No Injury	Out Next 2 Games
14 Out Next Game	No Injury	No Injury
15 No Injury	Out Next Game	No Injury
16 No Injury	No Injury	Out Next Game
17 Out Next Game	No Injury	No Injury
18 No Injury	Out Next 2 Games	No Injury
19 Out Next 2 Games	Out Next 2 Games	Out Next 3 Games
20 No Injury	No Injury	No Injury
21 No Injury	No Injury	Out Next Game
22 Out Next Game	No Injury	No Injury
23 Out Next Game	No Injury	Out Next Game
24 No Injury	Out Next Game	Out Next Game
25 No Injury	Out Next Game	Out Next Game
26 No Injury	No Injury	Out Next Game
27 No Injury	No Injury	No Injury
28 Out Next Game	Out Next Game	No Injury
29 Out Next Game	No Injury	No Injury
30 No Injury	No Injury	Out Next Game
31 No Injury	Out Next Game	No Injury
32 No Injury	Out Next Game	No Injury
33 No Injury	No Injury	Out Next Game
34 No Injury	No Injury	Out Next Game
35 No Injury	Out Next Game	No Injury
36 Out Next Game	Out Next 2 Games	Out Next 2 Games
37 No Injury	No Injury	Out Next 2 Games
38 No Injury	Out Next Game	No Injury
39 Out Next 2 Games	No Injury	No Injury

STEALING INJURY CHART IF OUT

Steal of 2nd	Steal of 3rd	Steal of Home
10 No Injury	Runner Out 2 Games	No Injury
11 No Injury	No Injury	No Injury
12 No Injury	Runner Out 1 Game	No Injury
13 No Injury	No Injury	No Injury
14 No Injury	No Injury	Runner Out 3 Games
15 No Injury	No Injury	C Out 3 Games
16 Runner Out 1 Game	3 B Out 1 Game	Runner Out 1 Game
17 S.S. Out 1 Game	3 B Out 2 Games	No Injury
18 No Injury	No Injury	No Injury
19 Runner Out 3 Games	Runner Out 3 Games	No Injury
20 2 B Out 1 Game	No Injury	No Injury
21 No Injury	No Injury	Runner Out 2 Games
22 No Injury	No Injury	No Injury
23 No Injury	No Injury	C Out 1 Game
24 Runner Out 1 Game	No Injury	No Injury
25 2 B Out 1 Game	No Injury	No Injury
26 No Injury	Runner Out 1 Game	Runner Out 1 Game
27 S.S. Out 1 Game	Runner Out 1 Game	No Injury
28 No Injury	3 B Out 1 Game	C Out 2 Games
29 S.S. Out 2 Games	3 B Out 2 Games	No Injury
30 2 B Out 2 Games	No Injury	No Injury
31 No Injury	No Injury	Runner Out 1 Game
32 Runner Out 1 Game	3 B Out 1 Game	C & Runner Out 1 Game
33 No Injury	No Injury	No Injury
34 No Injury	Runner Out 1 Game	No Injury
35 No Injury	No Injury	C Out 1 Game
36 No Injury	Runner Out 2 Games	No Injury
37 No Injury	No Injury	Out 2 Games
38 No Injury	3 B Out 3 Games	Runner Out 2 Games
39 Runner Out 2 Games	No Injury	No Injury

GATOR BOXING ASSOCIATION (GBA)

Founded—Now accepting members.

Teams—(See "Activities").

Active Members—1 (Me). Want 11 more.

Dues—\$3. Covers postage, Newsletter.

Activities—I want to organize a dozen "managers" who will supervise three fighters each in the HEAVYWEIGHT DIVISION. Each manager has the three fighters of his choice, on a first come, first served basis. Should two or more people pick same fighter, fighter will be awarded to that person who mailed request first. Each of the 36 boxers will be required to fight 17 bouts, consisting of 12 rounds each. Each month, the managers will be send one assigned opponent for each of his three fighters. . . This is strictly play-by-mail solitaire, so if you cannot control your partiality, don't bother to apply. Must be objective. 5-point must system to be used in all fights. We will go under the assumption that Larry Holmes is currently the champion. Only the GREY Muhammed Ali card may be used, the yellow does not reflect his PRESENT fighting ability. Ratings will be kept and sent to each manager and a top-notch newsletter will also be mailed. NO STRATEGY CARDS ALLOWED, PLEASE. Eventual goal of Gator Boxing Association is to determine just who really is the best in the heavyweight division.

Membership Requirements—Prefer members aged 16-up. Must be objective and honest, since this is solitaire. Member need not live close to Florida. Only serious applicants considered. Must send in a copy of your scoresheets to me.

Contact—

Roger T. Card
3850 Packard Dr.
Jacksonville, Fla. 32216
(904) 641-0080

GATOR BOXING ASSOCIATION (GBA)

LOUISVILLE ALL-STAR LEAGUE

Founded—1979.

Teams—6 (At present).

Active Members—6 (Age 25-30).

Dues—None.

Activities—Leagues in Paydirt, Statis-Pro Basketball, Major League Baseball, Speed Circuit, and Title Bout. Trophies for League Champions.

Membership Requirements—League meets every Sunday night. Must be in Louisville area, own game for League you wish to be in, and be able to attend most meetings.

Contact—

Joe Guffey
8501 Coco Ct.
Louisville, KY 40219
(502) 964-4928

LOUISVILLE ALL-STAR LEAGUE

SAN ANTONIO WARGAMERS CLUB

Founded—1979.

Teams—3, Looking for 8.

Active Members—3.

Dues—\$5.00/Year (This covers membership in our Wargamers Club and discounts on merchandise).

Activities—77 and 79 PAYDIRTII, Original and 'Team Set 2' Bowlbound, Statis-Pro BB and BK, and soon Title Bout. Leagues and Tournaments are planned. (We currently have over 30 members in our Wargamers Club and are looking forward to these numbers in our Sports-gamers Club.)

Membership Requirements—Prefer over 16 and well-knowledged in sports. Must be able to compete on a weekly basis.

Contact—

Stephen Jackson
10707 IH IO West-#510
San Antonio, Texas 78230
1-512-690-4356
(Mondays-Thursdays)
or
1-512-227-7632
(Jefferson Hobby Shop)
(Saturdays)

SAN ANTONIO WARGAMERS CLUB

NEW MEXICO ALL-STAR LEAGUE

Founded—1980.

Teams—Hopefully 16, but will settle for 8.

Active Members—1, Need 7 to 15 more.

Dues—None.

Activities—We will use the SPI All-Time All-Star Team Charts to play a 154 game season, complete with All-Star game and World Series.

Membership Requirements—One must play at least one complete season. Honesty and Promptness are important. No Play-By-Mail experience is needed. Send in list of Teams in order of preference. Please contact me as soon as you can so I can get the League started. Please state if you would like to manage a team in both Leagues so if I get more than 7 but less than 15 I can set up both Leagues.

Contact—

Jay Geiger
P.O. Box 1181
Raton, NM 87740
(505) 445-9709

NEW MEXICO ALL-STAR LEAGUE

MONTGOMERY COUNTY PAYDIRT LEAGUE

Founded—Now.

Teams—Up to 28.

Active Members—At least 2.

Dues—To be determined in team draft—probably \$50-\$2.00, Winner Take All.

Activities—Team draft, league play culminating in playoffs, other stuff according to will or whim of majority (or vocal, mean, large minority)

Membership Requirements—No age limit, but a certain maturity is required. Must live in Montgomery County, MD, or be willing to drive to it. Willingness to have fun. Nasty, evil cut-throats frowned upon, but probably accepted anyway.

Contact—

Andy Marshall
391 Westside Dr. #202
Gaithersburg, MD 20760
(301) 869-4809

MONTGOMERY COUNTY PAYDIRT LEAGUE

NORTH AMERICAN BASKETBALL LEAGUE

Founded—1979.

Teams—4 currently, but looking for as many more as possible.

Active Members—

Dues—None.

Activities—We are a former face-to-face league that is switching to by-mail play in Statis-Pro Basketball. We will start from scratch and draft players from 1980 season cards. Schedule and league championships will be determined by number of teams.

Membership Requirements—Must own or have access to Statis-Pro Basketball and be dedicated enough to finish season. Honesty and promptness are important.

Contact—

Carlo Amato
801A Derwyn Road
Drexel Hill, Pa. 19026

NORTH AMERICAN BASKETBALL LEAGUE

Mini-game; cont. from p. 4

	Black Team	White Team
Player Points	9	14
Rebounding Points	4	2
Ball Handling Points	+2	+2
Turn Totals =	15 pts.	18 pts.

Next turn the White team coach sets his line-up first.

"Basketball Strategy" puts you on the floor; you decide who handles and shoots the ball, and what defense you'll use. This mini-game puts you on the bench; where you decide who plays against whom. You cannot control all of the action, but your decisions will still determine the outcome of the game.

The mini-game is ideal for solitaire play, and can be very helpful for league play. Who wants to complete league play for two teams fighting for the cellar? At twenty minutes a game such contests can be quickly decided. This will save you enough time to expand your season so it can overlap into Baseball Strategy. Then you'll know you've achieved realism!

Printed below is the solution to Mr. Norgard's Avalon Hill Crossword Puzzle. TITLE BOUT fans will want to join us in the next issue when we publish the legendary Riddle of the Spinks (and its solution!).

SOLUTION:



ALL-STAR REPLAY

THE GREATER SALT LAKE VALLEY SPORTS LEAGUE

Founded—Trying to form it by November, 1980.

Teams—Four to six (depending on sport).

Active Members—Only two at the time.

Dues—Yes—to be determined.

Activities—Paydirt, SP Baseball, Super Star Baseball, and possibly Title Bout Division.

Membership Requirements—Must live in Salt Lake City or surrounding areas. Members must devote at least one night a week for league play.

Contact—

Bill Powell
392 North, 1400 West
Salt Lake City, UT 84116
(701) 521-7027

THE GREATER SALT LAKE VALLEY SPORTS LEAGUE

THE MID-GEORGIA SPORTS GAME ASSOCIATION

Attn.: National Football League

Founded—Now forming.

Teams—To be drafted from "Paydirt" game.

Active Members—Me. Want up to 27 more.

Dues—TBA when league begins.

Activities—Each member will play a 16 game schedule using his drafted team or teams. Plus there will be playoffs and a Super Bowl. Other activities will be announced according to interest shown.

Membership Requirements—Must live in driving distance of Macon, Georgia. Should have own "Paydirt" game but not necessary. Must be willing to play full season.

Contact—

Phil Dunn
1511 Duncan Ave.
Macon, Georgia

THE MID-GEORGIA SPORTS GAME ASSOCIATION

CENTRAL BOXING ASSOCIATION (CBA)

Founded—March, 1980. Previously known as the National Heavyweight Boxing Association. Currently reorganizing.

Teams—

Active Members—3, in search of an unlimited number.

Dues—Seven dollar deposit and a three dollar postage fee per division participated in.

Activities—The CBA will include four divisions; middleweight, heavyweight, welterweight; and old-timer heavyweight. Members are free to participate in any or all of these. A newsletter is sent out to all members and includes news on all four divisions. Fights are assigned to each member and he is free to take care of them solitaire or with a friend. The results are then sent in and tabulated on a results list. There is always a champion and activities are in function year 'round, just as in actual boxing. Opening tournaments have been held for each division. Must own Title Bout!

Membership Requirements—Anyone in the United States or Canada is welcome. The seven dollar deposit will be returned upon completion of one active year. For immediate enrollment, send seven dollar deposit plus three dollars per division along with a note authorizing us to use that money. An official dedication contract will be sent along with your first fights. If you prefer more information, send a note requesting it along with three stamps (no envelope).

Contact—

Paul Toth
1807 Laurel Oak
Flint, MI 48507

CENTRAL BOXING ASSOCIATION (CBA)



THE VICTORY OF MUSCLE OVER MIND

NEED NEW MEMBERS FOR YOUR LEAGUE?

Your free ad in ASR will be seen by thousands!

And some of them can even read. If your league is looking to expand, or just wants to replace retired or blackballed members, then you could hardly do better than to give us your ad to run on this page—free! The only requirements are that you adhere to the format given below, and that your league is involved with one of our Sports Illustrated/Avalon Hill games.

To see your ad in the next issue, just send in your information today. Please print or type.

Founded:

Teams:

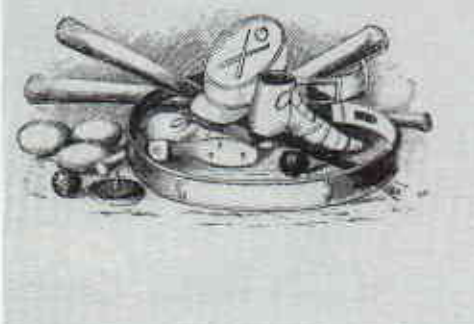
Active members:

Dues:

Activities:

Membership requirements:

Contact:



UNIVERSAL BASEBALL LEAGUE

Founded—1979.

Teams—10 now, hope to expand to 16.

Active Members—10. Need 6 more for next season plus backup managers.

Dues—\$10.00/season.

Activities—The UBL is now completing its first season. Will be having expansion draft in December. Teams maintain players from year to year. Free agent draft each year. We have regular season, All-Star game, playoffs and World Series. We also have a lot of fun.

Membership Requirements—Must own Statis-Pro Major League Baseball game. Can live anywhere in the World. No age limits. Honesty and promptness very important.

Contact—

Universal Baseball League
Sean Milliner, Commissioner
P.O. Box 73
Durbin, WV 26264
(304) 456-4736 (after 5 P.M.)

or

Guy Miller
20131 Sunny Shores Dr.
Humble, Texas 77338
(713) 852-3415

UNIVERSAL BASEBALL LEAGUE

THE HOUSTON SPORTS ASSOCIATION

Founded—1980.

Teams—As many as there are members.

Active Members—One, looking for others.

Dues—Not likely. But possible when league begins.

Activities—To play a 60 or more game season, with Playoffs and World Series, using Statis-Pro Baseball. Also I would like to start a Football League with either Paydirt or Bowlbound, or both, the Pro-Season would be 16 weeks, Playoffs and Super Bowl. The College Season would be 11 weeks plus a Championship Game to see who is #1. If there are dues they will go into a kitty for each league and go to the Champions.

Membership Requirements—Must live in or around Houston area. Should be High-School age and up. Would help if owned at least one of the games above but not necessary. Must be willing to participate in all activities and complete full season.

Contact—

Tommy Stearns
14406 Wadebridge Way
Houston, Texas 77015
(713) 453-2960 or (713) 453-3853

THE HOUSTON SPORTS ASSOCIATION

OLD-TIMERS BOXING CLUB

Founded—1980.

Teams—Not Applicable.

Active Members—Two; No limit set yet.

Dues—\$5.00 (postage and photocopies).

Activities—The idea is to use extensive competition to definitively rate the old-time boxers. A group of players makes this possible. The first "season" will be in the heavyweight division.

Membership Requirements—Send Name and Address with dues to get the ball rolling. Also—state how many 10 round fights you wish to handle in each week to ten day period. General instructions and first assignments will be sent out post haste. Enjoy!

Contact—

P.E. McGinn
RFD 3, Box 426B
Belfast, Me. 04913

OLD-TIMERS BOXING CLUB



Sketch by Bob Haynes, whether he admits it or not.

What Sort of Man Reads All-Star Replay?

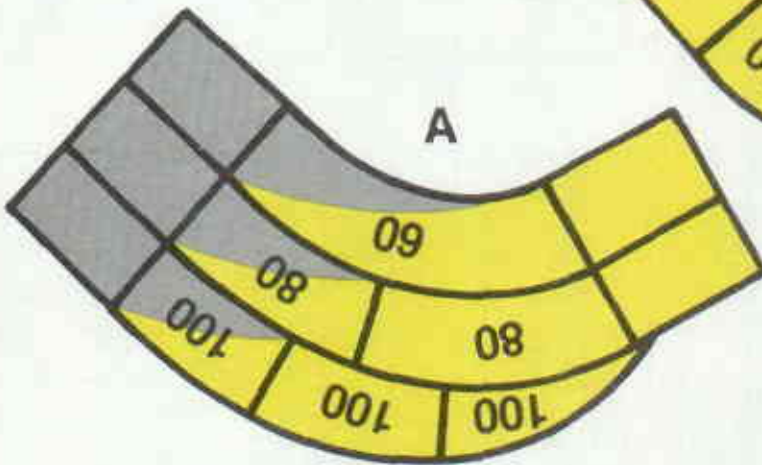
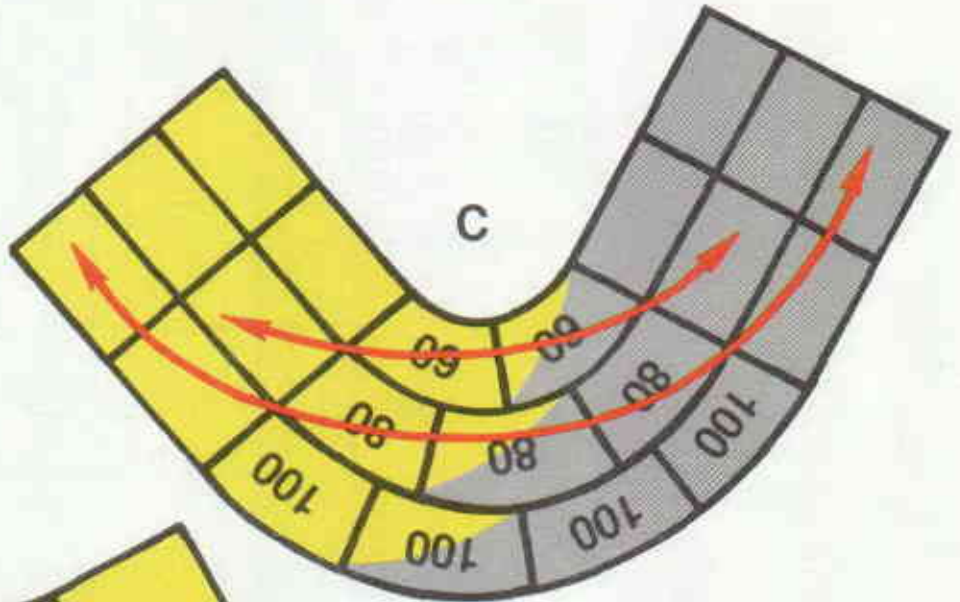
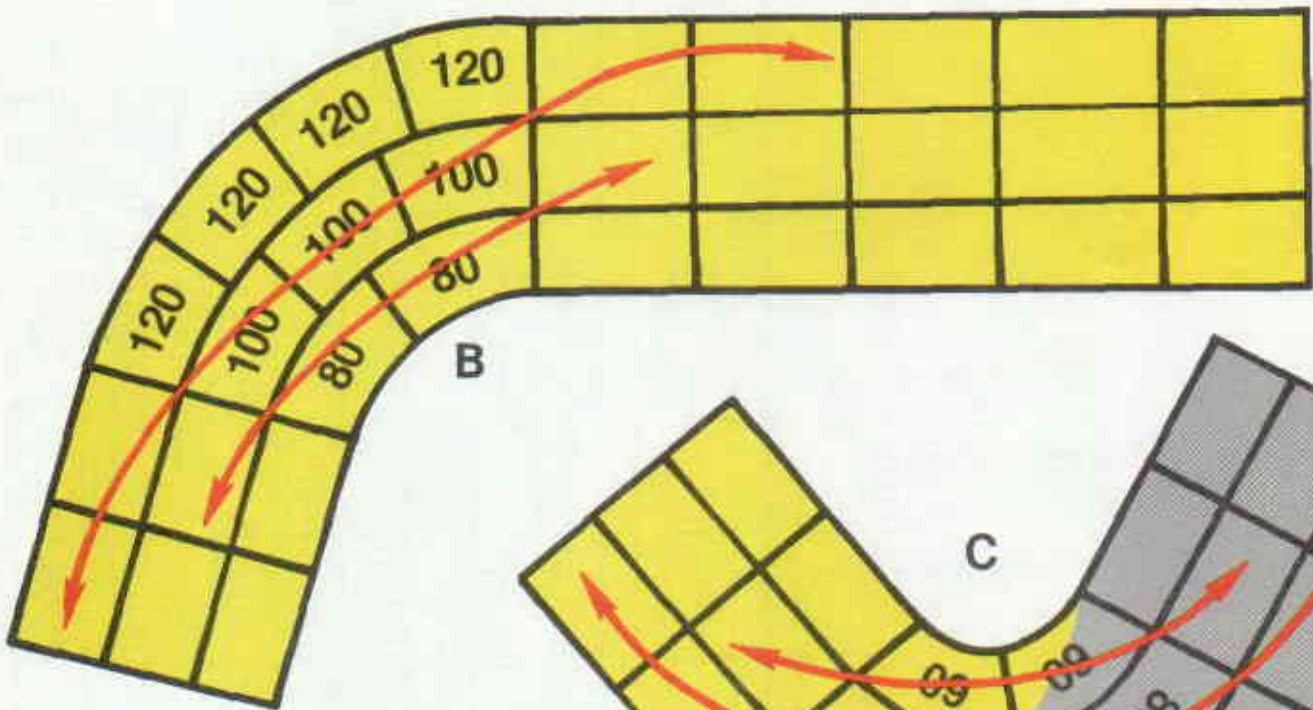
"Unique in many ways." That's the only phrase we can use for a typical ASR subscriber. Dedicated to his games and his enjoyment, single-minded in his determination to be the best player in his league, or at least good enough to beat his little brother, the ASR Man likes to play games as much as he likes to watch them. His regal bearing is noted by all, and it is not in the least bit uncommon for one of our readers to be surrounded by admiring throngs on the street, cheering him as he holds the latest issue of his favorite sports game magazine aloft.

Secure in the knowledge that his magazine tells him all about AH/SI sports games, helps him to find new opponents and leagues to join, gives him game-winning tips on strategy along with lots of special additions and options to the games he owns, the ASR Man wends his stately progress through life. For he knows true success will be his, as long as he doesn't forget to fork over his \$5.00 for one year or \$9.00 for two for the best sports game quarterly west of the Tiber. You can do the same, and maybe someday your picture will be on the back of this magazine, too. Send your check or money order to our Subscription Dept. today, and soon you, too, will be one of those special ASR Men.

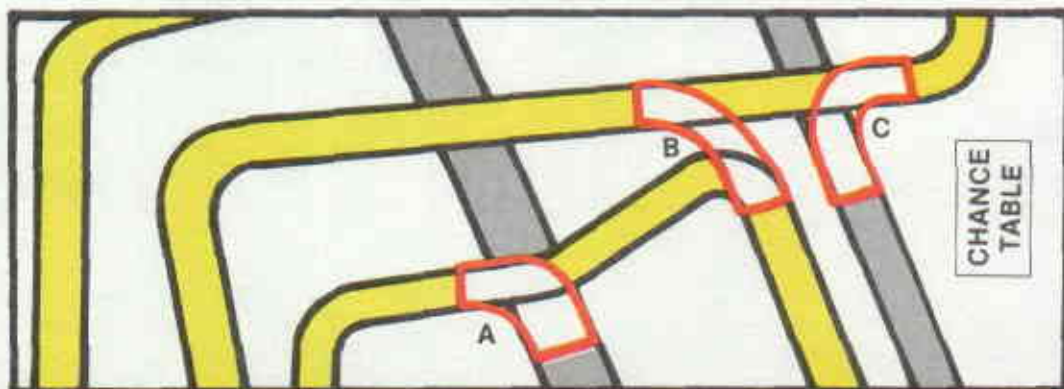


The AVALON HILL Game Company

4517 Harford Road • Baltimore, MD 21214



ATTENTION: SEE OTHER SIDE BEFORE
TAKING SCISSORS INTO HAND!!!



TITLE BOUT PBM RANDOM CODING FORM

FIGHT #

ROUND

FIGHTER IN CONTROL

PHONE
BOOK PAGE[illegible][illegible]

USAGE:	CF	ACT	RES	KD	KDR	KOR	RN	SCORE
BASE::	20	80	80	20	20	20	80	80

- I.** For each number:

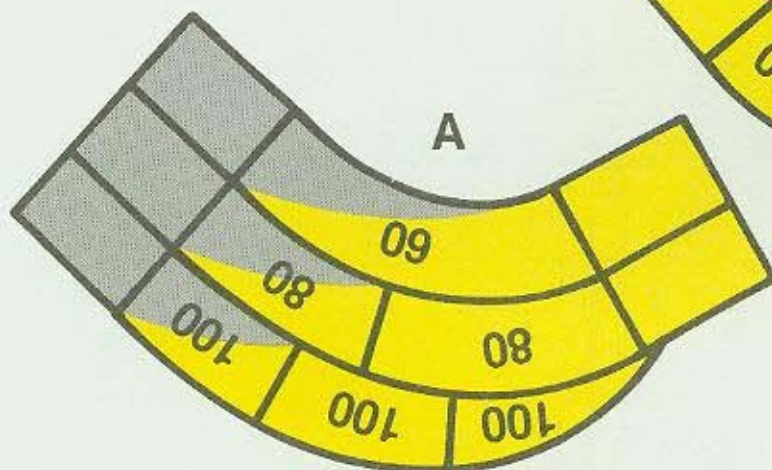
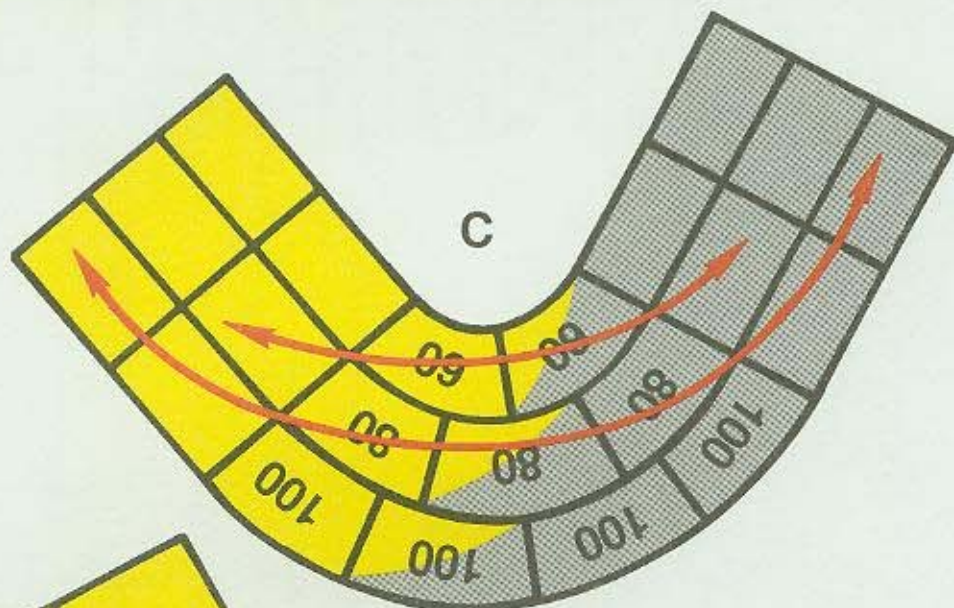
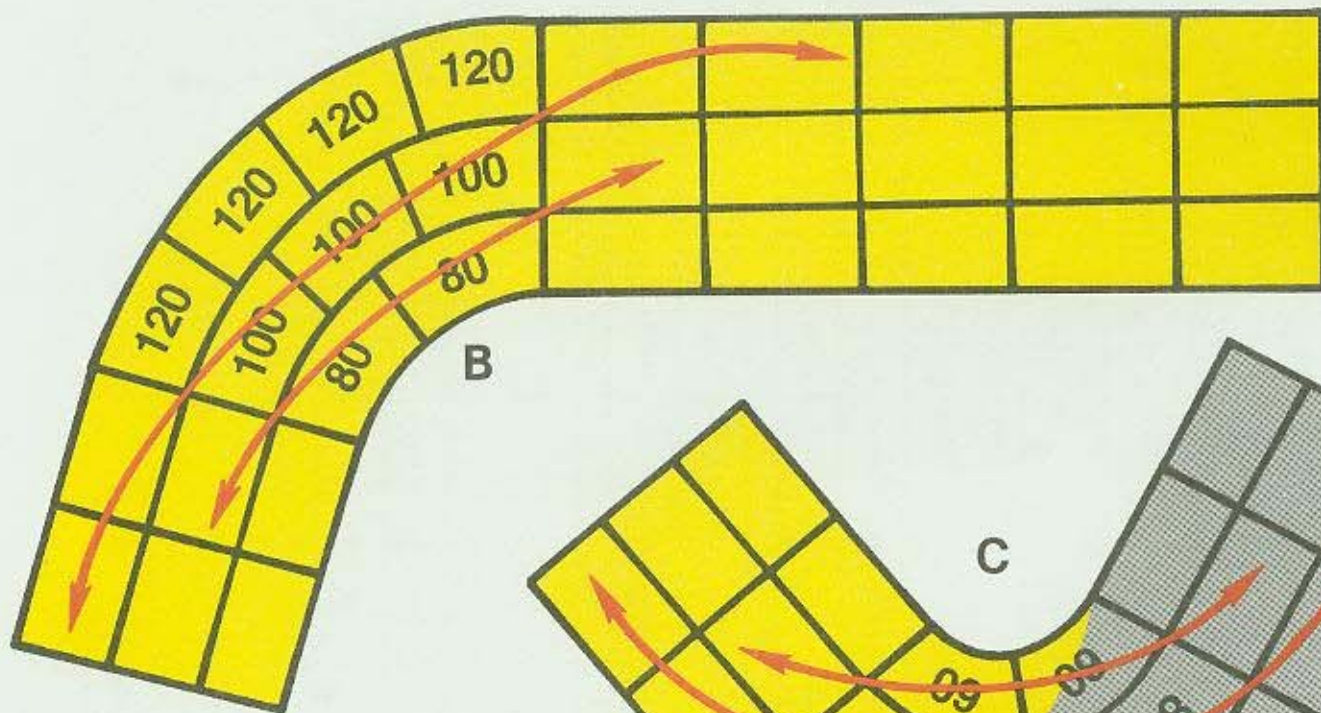
 - Find number by CODE on page
 - Insert last four digits in PHONE NUMBER

II. Determine usage by play

III. Find base from USAGE/BASE Table above.

If random numbers come up = 0, set equal to BASE!

Since the other side of this sheet requires cutting into little pieces for successful use, we suggest you photocopy this side first.



ATTENTION: SEE OTHER SIDE BEFORE
TAKING SCISSORS INTO HAND!!!

