



Volume 11, No. 8

Duluth, Mn September 1972

Price: 30 Cents

World Of Games

ASD has received many letters assuring us of continued support even though issues are dated at least one month late. The material is as up-to-date as we can humanly make it. ASD has succeeded in getting an issue out every four weeks, but we have not been able to get them out much faster than that and consequently have made up only 8 days since the November issue. ASD shall do better.

It has been gratifying to receive the letters noting ASD's increase in quality in the past few years. ASD hopefully plans to add four pages.

MLBPA prohibits the companies from using the players' names. Only one letter on this topic was bad..full of vulgar language. The letter accused the game company of deliberately deleting the names so that they could make more money. A few have hinted at this same conclusion. These people or anyone else who thinks that may be the case are absolutely wrong. Long time subscribers and baseball game players know that in the past two years both BLM and Negamco offered fringe players and other material to their owners and began to remove some of the available material from ASD and also reduced their support accordingly. They did not do this to hurt ASD, but to help those who wanted the material, but wanted it right away, and did not want to wait for 2, 3, or 4 issues over a 3 month period to get the material. BLM and Negamco have constantly provided materials other companies have never provided or even considered to provide to their game owners. To believe they would deliberately and drastically alter this policy to force their good customers to purchase ASD is ridiculous. Second, they do not own ASD so they would gain no profits from such a policy. ASD included the rosters and will include fringe ratings, home runs by parks chart, and other material because I want to and because this is what subscribers want, and what ASD was created by me to do. I would print the same material from any other game company who either made it available or made their methods available and permission to use same.

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Wargamers Briefing

"THOSE DAMN YANKEES"

by Gary Charbonneau

There has been a tendency to understate the potential of the United States in Avalon Hill's **Origins of World War II** game. Because the U.S. receives fewer political factors than any other power, it is often erroneously assumed that the Americans have the poorest chance of winning. This is a misconception, for there are other things to be considered besides relative political factor strengths. The key to the game is actually to be found on the national objectives chart, which establishes the goals of the respective players and dictates the order in which they are to play.

A quick glance at the historical game national objectives chart would seem to indicate that the Americans are nobody's friends. They must play what is essentially a negative game, trying to prevent the other players from establishing controls or understandings rather than trying to establish controls or understandings of their own. Closer study and analysis reveals, however, that the objectives of the United States are most in conflict with those of Germany and Russia. Britain, and to a slightly lesser extent France, can be counted upon as firm allies. This is because the U.S. does not really have the political factor strength to prevent the establishment of understandings, but such strength is not needed in order to prevent the establishment of controls. Since there is little point in the U.S. player attempting to prevent understandings, he may as well concede them to the other players, but he need not and should not concede controls. This is a policy calculated to please and benefit the British, who get all their points through understandings, and the French, who get all but six. On the other hand, this policy will work to the detriment of the Germans, twenty of whose points can only be earned as a result of achieving controls, and the Russians, for whom controls are worth twelve points.

Because the rules forbid a power to attack more than one other power within a given nation in a given turn, any two powers can combine to prevent a third from gaining control of that nation merely by placing one PF each there. If three powers can get

together to keep a nation uncontrolled, it will remain uncontrolled no matter what the other two powers try to do about it. The U.S., Britain, and France are thus in a position to freeze the Germans and the Russians out of the places they need most. If the Germans can be prevented from gaining any controls, their immense superiority in PF's will not be able to save them from last place with a maximum of fine points at the end of the game. Freezing the Russians out of all controls would give them a maximum of thirteen points; they might well get less.

The biggest problem facing the Americans during the whole game is that they only get two PF's on the first turn. This means that the Anglo-Franco-American bloc will be one PF short of achieving its goal of getting at least one PF each into Poland, the Baltic states and Romania (the three areas in which the Germans and Russians can work together and share control) on turn one. From the American point of view, if any of these three areas is to be sacrificed it might as well be Romania, since it is worth only three points to the Russians and two to the Germans, while it is worth absolutely nothing to the Americans even if they can prevent anybody from controlling it. The Americans should thus place one of their two initial PF's in Poland and the other in the Baltic. If the French and the British agree to place one PF each in the latter two areas, both will be "saved". The French should be persuaded to replace their two remaining PF's in Romania and the Rhineland, while the British should distribute their remaining six as follows: one each in the Rhineland, Austria and Czechoslovakia and three in Romania.

The Russian player will then be faced with a dilemma. He can place all six of his PF's in Romania and hope to win the co-operation of the Germans in driving out the British and the French, but if he is realistic he will accept the fact that the Germans will almost certainly take the seven points for Austria and Czechoslovakia rather than the two for Romania. The Russians could also put five PF's in Romania and one in Austria, thus denying the latter are to the Germans, but in such a case the Germans might choose to substitute Alsace-Lorraine for Austria. In and event it is virtually certain that the Germans will place six PF's in Czechoslovakia,

Continued Page 8, bottom Column 1

2 Readers Games

PTG BASKETBALL ALL-STAR GAME

I played the game using these official roster and shot cards. I hope you and some of the other PTG game owners will, too.

Ronald Ortiz, Inkster, Mich 48141

EASTERN DIVISION ALL-STAR TEAM SHOT CARD

Dice	Play-making	Position	If Playing Credit	Assist
2		Shooting	to	
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

WESTERN DIVISION TEAM SHOT CARD

Play-making	Position	Assist
2	Shooting	Chet Walker
3	S5	Bing
4	S2	Dick VanArsdale
5	S4	Chamberlain
6	S4	West-Petri
7	S1	West-Chamberlain
8	S2	Lucas
9	S1	Hayes
10	S3	Robertson
11	S5	Wilkins
12	S2	Alcindor

WESTERN DIVISION ALL-STARS

Name	Position
Geff Petrie, Port.	Shooting
*Hayes, SD	S1
*Leon Alcindor, Mil.	S2
*Bob Love, Chi.	S3
Lenny Wilkens, Seat.	S4
Chet Walker, Chi.	S5
*Dave Bing, Det.	S6
Jerry Lucas, SF	S7
Dick VanArsdale, Phoe.	S8
Oscar Rosebow, Mil.	S9
*Jerry West, LA	S10
Witt Chamberlain, LA	S11
	S12

WEST ALL STARS

Name	FG	FT	Total Points	Assist	Rebound
	RL-M	RL-M	RL-M	RL-M	RL-M
Alcindor	8-9	3-1	19-19	1-1	14-22
Bing	2-6	0-4	4-16	2-1	2-0
Chamberlain	1-0	0-0	2-0	5-4	8-5
Hayes	4-8	2-0	10-16	2-1	4-6
Love	6-3	4-2	16-8	0-0	4-7
Lucas	5-4	2-0	12-8	4-4	9-6
Petrie	0-2	0-0	0-4	1-0	0-1
Robertson	2-3	1-0	5-6	2-1	2-1
VanArsdale	2-2	0-6	4-10	3-2	5-1
West	2-1	1-0	5-2	9-9	1-5
Wilkins	8-4	5-6	21-14	1-1	1-1
TEAM	43-44	22-21	108-109	15-24	53-71

EAST ALL STARS

Name	FG	FT	Total Points	Assist	Rebound
	RL-M	RL-M	RL-M	RL-M	RL-M
cunningham	2-2	1-0	5-4	3-2	4-11
Debuschere	4-0	0-2	8-2	3-2	7-4
Frazier	3-9	0-2	6-20	5-3	6-2
Havlicek	6-5	0-1	12-11	2-0	3-2
Hudson	6-2	2-3	14-7	3-0	3-1
John Johnson	0-0	0-0	0-0	1-0	0-0
C. Johnson	5-2	2-0	12-4	2-2	4-3
Kaufman	0-0	0-0	0-0	0-0	0-4
Monroe	3-6	0-4	6-16	2-2	5-0
Reed	5-9	9-3	14-21	1-0	13-12
Unsel	4-3	0-1	8-7	2-2	10-2
VanArsdale	3-3	2-2	8-8	2-2	2-1
White	5-3	0-0	10-6	2-2	9-1
TEAM	49-43	9-18	107-104	25-15	68-50

classified ads

Ads now accepted. Cost is 5¢ a word

For Sale: 1964 Ed, 1965 Ed, BLM Football APBA Golf, 1964 Ed BLM Basketball, 1969 Season APBA NFC Football, 1966 Season APBA Baseball, 37 back issues ASD. Send offers to H. Sutter, 1271 4th St., Sarasota Fla., 33577

For Sale: Negamco 1973 Edition Basketball exc. cond Negamco Football (1971 season exc. cond) Midwest Research (1971 season baseball cards exc. cond) BLM (1971 season baseball cards with all names filled in exc. cond) will sell games & cards as 1 unit or will sell seasons or games separately send bids to-JL Smith, 432 N. Mulberry St., Hagerstown, Md., 21740

For Sale: 1970 Edition of PTG Basketball (Based on 68-69 season) with game box, rules, charts, all teams. Contact Randy Havens, Box 637, Stanton, NE 68779.

For Sale: Sports Illustrated Baseball (1971) excellent condition, Sports Illustrated Football (1971) excellent condition Extra Innings Baseball game (1971) excellent condition Sherco-ney Basketball game 1971 excellent condition will sell all for the low price of \$25 or send offers to Jon Orenstein, 4900 Cote-St-Luc Rd. Apt. 911, Montreal, Quebec, Canada. You can one only if so desire.

ALL - STAR GAME RESULTS

West	Real Life	108	Mine	109
East		107		104

EASTERN DIVISION ALL-STAR

Name	Position
Lou Hudson, Atl.	S1
*Willis Reed, NY	S2
Tom VanArsdale, Cin.	S3
Gus Johnson, Balt.	S4
*John Havlicek, Bost.	S5
*Earl Monroe, Balt.	S6
Bob Kauffman, Buff.	S7
John Green, Cin.	S8
Jojo White, Bost.	S9
Wes Unseld, Balt.	S10
*Walt Frazier, NY	S11
*Bill Cunningham, Phila.	S12
Dave Debuschere, NY	S13
John Johnson, Clev.	S14
*Starting line-up	

Club Notes

(Ed) The following owners wish to contact other sport game enthusiasts in their area for the purpose of starting a game club or league. Write them if at all interested.

Ron Yates, Chicago Tribune, 435 N. Michigan Avenue, Chicago, Ill. 60611 would like to contact all table game Football players in the Chicago area in order to do a story. Individuals and leagues please help Ron out. Ph: (312)222-3540.

Wants to hear from Negamco baseball owners in Ontario: Rick Morrow, P.O. Box 95, Williamsburg, Ont., Canada.

Now forming — A deluxe play by mail league using Strat-o-matic 1972 Edition. I will operate our minor and instructional league posts. Send in top 5 choices. Victor Garcia, 108 Manor Lane, Ft. Thomas, KY 41075

Now forming for 1973 the Baseball League of America (BLA). This will be a draft type league and any realistic table game may be used. Please send application now so the league can operate smoothly during the upcoming season. For further information contact Ken White, 715 Briarwood Lane, Fenton, Mich 48430

New league forming: I am forming an ABA basketball league with any major games. We will be starting some time in October. Write to Ron Tidrow, 750 N. Dequincy, Indpls, Ind. 46201

"The Hernandez-Burke Football League is starting its first season after 2 successful baseball seasons. Many members needed immediately. BLM preferred although any realistic football game accepted. Responsible members only! You play home games. Teams given first-come-first-serve and league begins in mid-October, so apply now! Send your top 10 choices (AFC and/or NFC) to: Nelson Hernandez, 154-28th St., San Francisco, CA 94131"

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Printed by: Paul Bunyan Press-Duluth

Contributions

Please send all contributions to ASD, 4532 London Road, Duluth, Mn 55804. Enclose self-addressed, stamped envelope if material is to be returned.

All Sports Digest

Published Monthly

Business Office 4532 London Road,

Duluth, Minnesota 55804

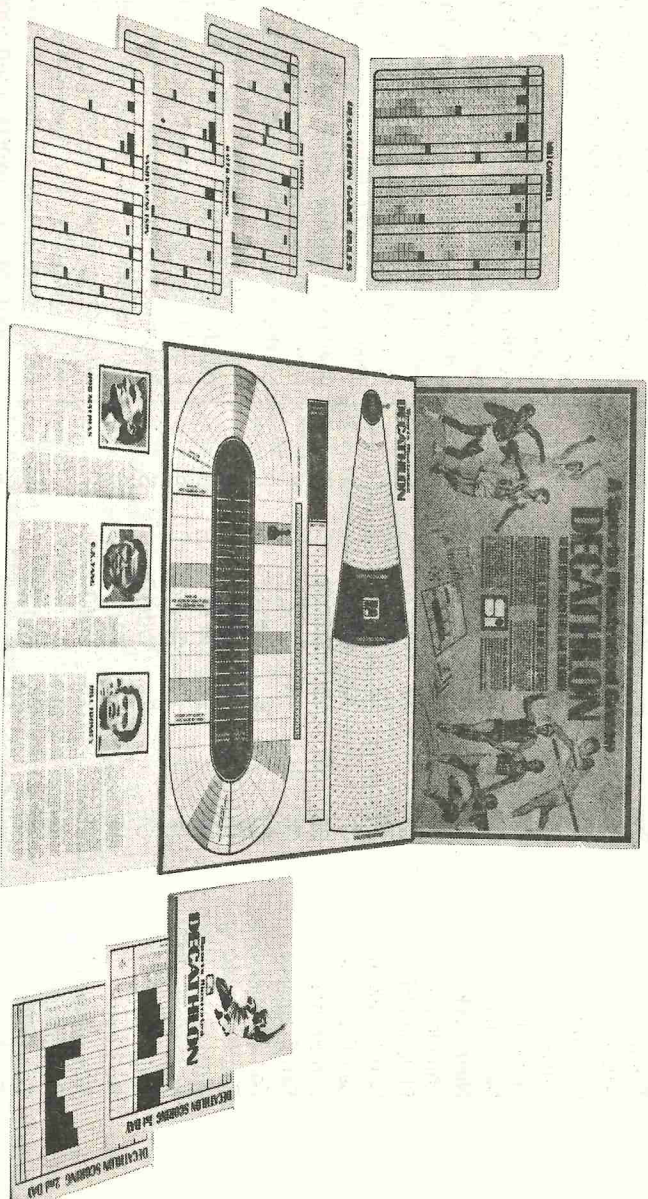
Editor & Publisher: K. T. Hennicksen

Subscription Rates: 6 months \$3.00; One Year-\$5.00; 2 Years-\$9.00; or 3 Years-\$12.00.

Second-class postage paid Duluth, MN

Vol. 11, No. 8, September 1972, Duluth, Minn.

BREAK THE WORLD RECORD!



...WITH THE NEW SPORTS ILLUSTRATED DECATHLON GAME.

The most realistic Track & Field game ever devised!

Now you can experience the challenge and excitement of Track & Field competition — with the new SPORTS ILLUSTRATED DECATHLON GAME!

7 GREAT ATHLETES — 10 EXCITING EVENTS

This unique board game challenges you to pit seven of the world's greatest athletes (each an outstanding Olympic competitor or former World Record Holder) against each other in the ten events of the Decathlon. From the USA — Bill Toomey, Rater Johnson, Bob Mathias, Milt Campbell and the legendary Jim Thorpe; from Russia — Vasily Kuznetsov; from Taiwan — C. K. Yang.

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the most out of your decathlete (or team of decathletes) will spell the difference between victory and defeat.

Even if you have never even seen a Decathlon, you can enjoy — and win at — this great game. And we guarantee that after playing it a few times you'll understand why the Decathlon is called "the toughest of all athletic competitions" — and why the man who grabs the gold at the Summer Games is considered "the world's greatest athlete!"

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... a Rules Book, Profiles of each athlete, seven Play/Action Charts, 50-page Scorepad, eight colored game markers, three special dice and a big 20" x 22" Play Board. All for just \$9.95 (plus 50¢ to cover postage and handling).

To order the new SI DECATHLON GAME simply send the proper amount as listed below. See other Sports Illustrated Games listed.

Item	Description	Price
GF8	1972 Pro Football Game	\$10.45 ppd.
GF3	College Football Game.....	\$10.45 ppd.
GF11	1972 Pro Football Team Charts.....	\$6.50 ppd.
GF12	1971 Pro Football Team Charts.....	\$6.50 ppd.
GF13	College Football Team Charts.....	\$6.50 ppd.
1141P	SI's 1972 Pro Football Review Book..	\$5.45 ppd.
Item	Description	Price
GG1	SI's Handicap Golf Game.....	\$10.45 ppd.

Item	Description	Price
GM16	Sports Illustrated Decathlon Game...	\$10.45 ppd.
GM17	Decathlon Game Scorepads(3).....	\$3.45 ppd.

SI BASEBALL

Item	Description	Price
GB6	1972 Major League Baseball Game.....	\$10.45 ppd.
GB10	1972 Major League Baseball Team Charts.....	\$6.50 ppd.
GB7	All-Time All-Star Team Charts.....	\$6.50 ppd.
GB8	Major League Bae	\$6.50 ppd.
GB8	Major League Baseball Scorepads(3)....	\$3.45 ppd.

Send Order, and remittance to: **BIG LEAGUE GAME COMPANY, 321 East Superior Street, Duluth, Minnesota 55802.**

Sports Illustrated Games

The Draw and Screen Pass may be used only once each in any single series of downs. (After a first down, of course, both plays may be used again.) This more accurately

reflects the play of a real game (in which the Draw and Screen Pass are used to surprise the defense) and eliminates the possibility of winning by calling nothing but these plays for an entire game.

In the College Football Game there are errors in both the USC and Dartmouth team charts. On the USC chart, No. 10 in the punt column should read a green 45. (Both show blank white boxes.)

NEGAMCO ROOKIES

(For Negamco Baseball Use Up-dated Ratings in each new issue of ASD)

Name-National League		Team	Pos	F	Batting	SP
Breazeale		Atlanta	PH		Ud1h	M
Fanzone		Chicago	3B	15	Odt8	S
North		Chicago	OF	20	Yd13	F
Fenwick		Houston	2B	18	Xdt13	S
Humphrey		Montana	C	21	Wd12	M
Milner		New York	OF	14	Od8	M
Hutton		Philadelphia	1B	10	O12h	F
Koegel		Philadelphia	C	22	Wdt13	S
Thomas		South Dakota	2B	12	Sd12h	F
Rader		San Francisco	C	20	O12h	S
Arnold		San Francisco	3B	15	Sdt12h	S
Howarth		San Francisco	OF	18	O12	F
Maddox		San Francisco	OF	9	Odt10	F
Goodson		San Francisco	IF	15	L9h	S
Blanks		Atlanta	IF	18	At11	S
Barnes		New York	IF	19	Adt13	S
Schneck		New York	OF	22	Wdt10h	S
Allen		St. Louis	IF	18	Z1h	S
Lacy		Los Angeles	2B	15	Mt13	F
Zisk		Pittsburgh	delete			
Roberts		San Diego	3B	15	Ot12h	M
Blanco		San Francisco	PH		B13	F
Anderson		St. Louis	2B	16	L13	S
Name-American League		Team	Pos	F	Batting	SP
Baylor		Baltimore	OF	10	Odt9	V
Oates		Baltimore	C	21	Kt11	M
Fisk		Boston	C	20	Idt7	M
Ogilvie		Boston	OF	15	Od9h	S
Miller		Boston	OF	17	Ud7	S
Kusnyer		California	C	21	Ut12h	S
Stanton		California	OF	15	Od9h	M
Brohamer		Cleveland	2B	11	Pt12	M
Bell		Cleveland	OF	10	O12h	M
Jata		Detroit	delete			
Monzon		Minnesota	PH		N13	M
Soderholm		Minnesota	3B	15	Wdt6h	M
Dempsey		Minnesota	delete			
Torres		New York	delete			
Lovitto		Texas	IF	15	Ud13	F
Felske		Milwaukee	PH		Zdt10h	S
Garrett		Oakland	delete			
Beniquez		Boston	IF	17	Odt12	F
Muser		Chicago	PH		T	F
Lolich		Cleveland	delete			
Borgmann		Minnesota	C	21	Ud	S
Sanchez		New York	IF	16	O	S
Coletta		California	PH		Zdt	S
Knox		Detroit	PH		Zdt	S
Mason		Texas	PH		T	S
Harris		Texas	PH		Zdt	V
Pitchers		Team	P	W	K	F
Name-National League		Team				
Schueler		Atlanta	3	5	12	14
Hooten		Los Angeles	3	5	12	13
Strahler		Los Angeles	3	7	10	18
Walker		Montana	4	4	10	16
Gilbert		Montana	5	6	10	12
Matlack		New York	3	4	12	13
Capra		New York	delete			
Twitchell		Philadelphia	3	6	13	14
Spinks		St. Louis	delete			
Schaeffert		South Dakota	4	8	11	18
Caldwell		South Dakota	4	4	10	16
Grief		South Dakota	5	4	10	7
Barr		San Francisco	4	3	6	9
Reuschel		Chicago	4	3	11	16

Continued Page 10, Columns 1 & 2

World of Games...

Continued from Page 1, Column 1

The second erroneous conclusion was that BLM and Negamco deleted the names to save expenses. Anyone who looks at the cards or rosters knows that the same materials were used, the same number of colors, and even the name line was printed with dashes to indicate wherever possible the number of letters in the name that should be assigned to that card. They are not stupid people, even if, financially their company is not as well-healed as it should be to meet all the demands of royalty seekers. They would not have omitted names and changed the cards unless there was no alternative. Some suggested that adding \$2.00 to the price of the game or cards or rosters was a better solution. I would pay that much more they say. Undoubtedly, some would, but many would not and BLM and Negamco can not afford to lose customers by increasing their prices for such an unproductive reason. However, this misses the point. Actually, the association is not the only group that could claim the same royalty payment. The owners could too, and the individuals who do not agree such as Harmon Killebrew (I think), Tony Conigliaro, Willie Mays(I think) and Carl Yastrzemski and others now or in the future could ask for the same amount or more if they wanted to. Technically, each player whose name appears could ask for any amount(the sky is the limit) and failing to get that amount could stop a company from using their name. And this is just baseball. Football, basketball, hockey, just about any one represented in a table game could make the same claim. Who could pay them all? Who could operate a company with such a threat hanging over their head? The association's agreement was for two years..much of the table games research and production is based on a longer term than that..those items simply would disappear if a company had no expectations of a life of more than two years. I do not know why other table game companies, other than BLM and Negamco, pay the royalty. It would be interesting to know why they made such a decision. Could it be they saw a way for themselves to meet the royalty and did so in hope that other companies would not meet it and go out of business leaving them with the entire field. An intelligent and sane person could not think that could be true, I know for a fact, that neither BLM or Negamco have been hurt by all the added mail-order or wholesale game companies in the so-called 'adult game' field. You know there has been a great deal of added competition in these last few years. This competition actually increases sales because it stimulates interest. Added competition seems to serve the development of adult game companies by increasing the number of interested gamers.

BLM and Negamco chose not to pay the association because 1)they did not want to lose control of their company to outsiders who cared nothing for the company, or the companies' customers, but wanted to control the use of the names. Second, the association did not bring their action, and per-

Continued Page 10, Column 3

The Mail Sack is composed of letters and letter-orders plus, at times, appropriate comments and answers by ASD's editor to questions posed by the correspondents. Contributing letters to this section, at this time are: All Sports Digest, Big League Game Co.

Pertinent Questions from Gamer

In past issues of ASD you have requested that readers write and ask pertinent questions. My College Football season is about half over and I have a few questions.

1. In one issue you stated that penalties on KRB, PRB, and XRB should be marked off from the stop of the tackle. In one game Tommy Casanova of LSU intercepted at his own 3 and brought it back for a 97 yd. TD. There was a holding penalty however and I put it back on the 1 yd. line. Is that what I should have done? (Yes. Not where tackled, but from spot receiver started run back.)

2. 1971's bowl teams were actual Negamco ratings. Are this years? Stanford is the same but Michigan is different. I have been using the bowl teams for my season. (Yes, -except one or two didn't give complete stats in time for ASD's use. Explains Mich. difference.)

3. After 3 years of Negamco I am looking for a game with more strategy. Does Sports Illustrated's College Game have players names or are they rated by position as in Negamco? (Yes) Is it a more advanced game? (The pro game has player's names I believe but not college teams.)

David Steele, Plant City, Fla., 33566

More Pertinent Questions

I do not understand how the subscription rate is decreasing as the magazine is progressively improving. Have you cut down at all in your promotion of it? (No)

If possible, please answer the following questions:

1. What was the 1st season that BLM made baseball cards?(1954 season, 1955 Edition)

2. In this year's BLM College football no chart was sent. Did the company neglect to print one this year? (No. We are sending you one under separate cover.)

3. Were there errors in the Ace rating of Purdue ASD Dec 71? (No)

Bill Kozack, San Diego, Cal. 92115

THANKS BLM

Again, many thanks for another fine season of BLM Baseball. As always, the players performed realistically, and another fine season has been completed.

As I have written before, My cousin and I operate a draft-pick league, where we each play our separate leagues solitaire, and get together for inter-league games., All-Star Games, and World Series.

We find that while the draft-pick system affords a little more excitement to the game, we also find that we have problems peculiar to the draft-pick. There are some, which we realize that nothing can be done to correct them, however, there are others which could be solved very readily.

Probably the biggest problem we have is that a few players which played with more than one team during the regular season, have their performances divided respectively among the teams for which they played. While this is a boon to the conventional replay enthusiasts, it is a definite problem to the draft-pick advocates. Perhaps you could publish the whole season ratings on these players. I am sure all the draft-pick players would love you for it.

From time to time it becomes necessary to press a player into service at a position where he has had little or no actual play, and may have an erratic fielding rating. Two years ago, I had to use Mack Jones at first base, for about seven or eight games. He had only played one or two games in real life, and had a fielding rating of 10. Needless to say, he got the "Butcher of the Year Award". Would it be possible to have a list of maximum field and throw ratings for this purpose? Rod D. Wilberg

Outcome of Series

I own Strat-o-matic football and baseball. Could you tell me if they are making a basketball game?

(Ed) Not to my knowledge. Ed Orr, Folcroft, Pa. 19032

Strat-o-matic Basketball?

Just completed a 3-week baseball series. But haven't had the Division playoffs yet or the World Series. Here is how the ratings came out.

National	W	L	American	W	L
Mets	9	7	Orioles	12	4
*Cubs	7	9	Redsox	9	7
Pirates	5	11	*Tigers	6	10

Dodgers 10 6 Rangers 11 5
*Astros 8 8 Twins 8 8

*Reds 7 9 Atl 7 6

The team captains are as follows: Mets - Pat Maddikian of New York; Dodgers - William Calaman of Pa; Orioles - Irving Murray of New York; Rangers - Bill Anderson of Good Ole Texas.

The captains of the losing teams are as follows: Twins - Mark Scott of Ind.; Atl - Dan Koshovich of California; Pirates - Mark Mayata of Pa. (* - Managed by one of the above)

All the great games were played on that great game Negamco Baseball. It is really a great game. Bill Anderson, Longview, Texas, 75601

ATTENTION READERS!

In order to make this Mail Sack what you and we want it, you must send in your letters telling us of your ideas, opinions, and experiences and asking pertinent questions which we will attempt to answer for you!

Let us and other readers hear from you via our Mail Sack feature.

Questions

If possible, please answer the following questions: What was the 1st season that BLM made baseball cards? (1954 season, 1955 Edition) In this year's BLM College football no chart was sent. Did the company neglect to print one this year? (No, we are sending you one under separate cover) Were there errors in the Ace rating of Purdue ASD Dec 71? (No)

Bill Kozack, San Diego, Calif. 92115

Leagueur Lauds Games

You will find enclosed with this letter an order for one of BLM's famous basketball teams. I have played this fantastic sport game for two years and find it the most realistic sport game I have ever played. Some other owners of BLM and I have offered a league of eight teams. I am managing the Lafayette Lancers. Currently they are in a tie for second place with a 16-9 record. I would like to recommend this and the other BLM games to all sports fans who like sport table games.

Donald Polston, Lafayette, Ind. 47904

Bowl Scores

I just finished playing most of the major bowl games with my BLM College Football Game. Here are my results: Rose Bowl U.S.C. 31 Mich. 21, Cotton Bowl Texas 17 N.D. 13, Orange Bowl Penn St. 15 Missouri 7, Sugar Bowl Miss. 20 Ark 15, Peach Bowl West Virginia 21 South Carolina 10, Gator Bowl Tennessee 23 Florida 19, Bluebonnet Bowl Houston 31 Auburn 18.

I hope you continue making games like these. Timothy Dillan, Derby, Ct. 06418

ASD Fantastic

I recently purchased a subscription to ASD and received my first copy last week. It was fantastic. I would hope that sometime ASD will enlarge to thirty pages or so. This would allow more space for statistics, playing tips, and other things.

I also have some questions.

1. I have been trying to find statistics for some of the top college basketball teams and run into a dead end. Where can one get complete college basketball statistics? (Write NCAA of each individual college or university.)

2. Negamco Basketball - a suggestion - Is there any hope that they will give individual players a defensive rating such as BLM? It would make the game more realistic. (Negamco Basketball has a team defensive rating.)

Stanley Jakšina, Waltham, Mass.

ENJOYS BLM

Please send the BLM game as described on enclosed order. My son Gary has had many hours of enjoyment with his Baseball & Basketball BLM games. I now would like him to have the BLM Football game.

PS. Please continue to keep him on your mailing list. Gordon W. Larson, Lenoxa, Lisc, 53140

SUNY Junior Writes

May I first compliment you on your fine publication **All Sports Digest**. I look forward to it each month, and I think that not many of your subscribers realize the tremendous task you complete each month.

My name is David Elkin, I am a junior at SUNY at Fredonia, N.Y., and a history major. I have owned four different baseball games, ARBA, Negamco, Strat-o-matic and BLM. I have found BLM the most enjoyable. At this time, I am playing a 56 game schedule with eight BLM teams, Baltimore, Minnesota, California, Chicago, Cleveland, Detroit, New York, and Boston, based on the 1967 season. I also own the BLM basketball game. I have completed 64 games, overall, and Baltimore is in first, with a 1 game lead, with Minn. and Calif. tied for second. Surprisingly Boston, the actual pennant leader is in last with a 5-11 record, 5 gbn, I will send you the final stats when I am finished, though that may be for a while.

I have one question and one suggestion. The question I have concerns your answer to Harry Conover, from New York. Is it not possible to come up with statistical ratings for hitting into DPs. Surely, somebody like Lou Brock and Jose Cardenal will and have hit into less DPs than somebody like Harmon Killebrew and Don Mincher. Also, concerning BLM, I have found that the only way a fielder choice will result is from a hit and run situation or when a batter hits into a DP with two outs. I feel that this could be changed, something depending on a batter's and a runner's SBA. I think this is somewhat along the lines Harry Conover was suggesting.

My suggestion is an idea which has intrigued me for the last two years. In real life, you hear of a manager playing the percentages, bringing a left handed pitcher to face a left hand batter and vice versa. Also, you often see a manager platoon his team against certain pitchers. Unfortunately, in all the table games I have played, it makes no difference if I platoon a man who in real life creamed a left handed pitcher and was mediocre against right handed pitching because this has no effect on his BA. What I would like to see in BLM is a rating BAL (Batting average against left handed pitching) and BAR (Batting average against right handed pitching) which would greatly increase the realism of the game and make it possible to be more of a manager as you could platoon and play the percentages. This would also cover switch hitters as they always bat right handed against left-handers and vice versa. Perhaps you can give good reasons why this system would not work.

David M. Elkin, Silver Creek, NY 14136

Playing Tips

Negamco Basketball — Injury Chart

Under the current structure of the game, a boxer's rating remains the same throughout the fight, no matter what round and no matter what has happened in the fight. Consider this: A Boxer knocks down his opponent (but not out) The boxer who scored the KD follows up with another punch which downs not score. This gives the floored boxer the punch. It is quite conceivable that he could throw a KD or KO punch immediately. In reality, such an event is unlikely.

A boxer who has been knocked down, if he recovers at all in the round, needs time to do so. He needs an opening.

Using my method, here's what would happen: If a boxer is knocked down and gets the chance to throw a punch later in the same round, he **must** throw a scoring punch or a left jab (if he has a J in the proper spot on the card) before he can throw a KD or KO punch. If he throws a KD or KO punch first, no KD is allowed. Instead, 2 points are scored for the punch.

These changes apply only if a boxer has been KD of KO'd. They do not occur on slips.

If a KD occurs at the end of the round, or if a boxer never gets the punch in the same round in which he has been floored, the rule still applies. It remains in force until the boxer throws his first scoring punch.

A knock down should take something out of a boxer.

Boxers vary in fatigue. However, as a general reflection of fatigue, observe the following rule:

If the fight goes into the final scheduled round, reduce both fighters' scoring punches by one point, except where the punch scores 1. In that case, leave it alone. Thus, CB-3 would be CB-2, and so on.

To further reflict fatigue, observe the following rule: Two rounds before the scheduled end of the fight (Round 8 of a ten rounder, Round 13 of a 15 rounder, etc.), that is, starting with that round, observe the rule that if a boxer scores 4 points in a round, any scoring punches he throws afterward can only score 1 each an no more. This round shall be hereafter designated the fatigue round.

If a boxer has been knocked down during the fight, his fatigue round will begin three rounds before the end of the fight (scheduled), four rounds if he has been knocked down twice, and so on according to the number of times he has been knocked down. Thus, his fatigue will begin to show earlier than his opponent's and the effect of his punches will diminish quicker, as they would anyway in real life.

Perhaps these things seem complicated and distracting to the player of the boxing game. If so, go ahead and play the regular way. It is still a good game in any case.

More boxing items and results ro follow in the future.

Bob Jinkerson, Jr., DeSoto, Mo. 63020

I have a suggestion for all Negamco Basketball Game owners which I think will improve the game immensely. As soon as I played my first few games I realized something was missing. There was no injury chart! Injuries are a very important aspect of all competitive sports, so I couldn't understand why there was no account for injuries. So I made my own chart, which works pretty good and have included it below.

No.	Spin	Length of Injury
1-20	Player injured for remainder of game only	
21-40	Player injured for 1 game only	
41-50	Player injured for 2 games only	
51-60	Player injured for 3 games only	
61-70	Player injured for 5 games only	
71-80	Player injured for 7 games only	
81-90	Player injured for 10 games only	
91-100	Player injured for 15 games only	
	Richard Reis, Gardena, Calif.	

BLM BASEBALL — SACRIFICE CHART! (fans version)

These sacrifice charts are to be used when there are 0 or 1 out. When sacrifice is called deduct ½ off batters SO rate.

1. Check SO first.
2. Check hit second, only type of hit allowed in infield single of the beatout of a bunt.
3. If no hit then check walk possibility.
4. Find another random number and then according to the base situation refer to the proper chart to score the play.

Man on First Base

Man on 1st Base	Play	Error Check
Spun no:		
1-5	6-3 Sacrifice	c6
6-10	3-6 Force at 2nd	c3
11-15	5-3 Sacrifice	c5
16-20	Pop up Catcher	—
21-25	4-6 Force at 2nd *	c4
26-30	2-3 1 covering 1st (Sacrifice)	c3
36-40	1-6-3 D. Play	c1c6
41-45	2-3 Sacrifice	c2
46-50	2-6 Force at 2nd *	c2
51-55	1-6 Force at 2nd	c1
56-60	pop out to pitcher	—
61-65	1-3 Sacrifice	c1
66-70	pop out third basemn.	—
71-75	5-4 Force at 2nd *	c5
76-80	5-6-3 D. Play	c5 c6
81-85	pop up to 1st basemn.	—
86-90	5-3 Sacrofoce	c5
91-95	3-6-4 D.P. *	c3c6
96-100	1st Baseman unassisted on batter	c3

* denotes if runners SBA is over 43 the play goes to 1st instead of force at second or double play.

Man on 2nd Base

No	Play	Error Check
1-10	Popout to third baseman	NONE
11-20	Force at 3rd 2-5 *	c2
21-30	Sacrifice 5-3	c5
31-40	Sacrifice 6-3	c6
41-50	Force at 3rd 1-5	c1
51-60	Sacrifice 3-1	c3
61-70	Sacrifice 1-3	c1
71-80	Pop out to 1st	NONE
81-90	Force at 3rd 3-5 *	c3
91-100	Sacrifice 2-4	c2

second baseman covering 1st as firstbaseman might have fielded the ball.

On plays without an asterisk ball was hit too sharply to advance fast runner.

Men on 1st and 2nd.

Use chart for man on 1st except change 16-20 to: Force at 3rd *

71-75	2-5 Force at 3rd	C2
86-90	3-5 Force at 3rd	C3

1-5 c1

ptg hockey extras

DON McLEOD		DENIS DeJORDY		ED DYCK	
11-1	41-19	11-1	41-18	11-1	41-19
12-7	42-8	12-7	42-7	12-7	42-7
13-8	43-9	13-8	43-9	13-8	43-9
14-7	44-9	14-7	44-7	14-1	44-7
15-11	45-7	15-8	45-8	15-8	45-8
16-2	46-8	16-2	46-2	16-2	46-2
21-8	51-8	21-8	51-8	21-	51-8
22-10	52-10	22-9	52-9	22-9	52-9
23-3	53-11	23-3	53-11	23-3	53-3
24-4	54-11	24-11	54-9	24-11	54-9
25-9	55-8	25-10	55-10	25-9	55-10
26-9	56-10	26-9	56-10	26-10	56-10
31-10	61-7	31-10	61-11	31-10	61-11
32-10	62-11	32-10	62-11	32-10	62-11
33-11	63-8	33-11	63-7	33-11	63-7
34-09	64-10	34-4	64-09	34-4	64-4
35-7	65-9	35-9	65-8	35-9	65-8
36-11	66-7	36-11	66-7	36-11	66-7

BILLY SMITH		KYLE CARTER		DEWIS DeJORDY	
11-1	41-20	11-1	41-19	11-7	41-9
12-7	42-9	12-7	42-9	12-8	42-10
13-8	43-9	13-8	43-9	13-8	43-9
14-8	44-7	14-10	44-8	14-9	44-11
15-9	45-10	15-9	45-7	15-10	45-7
16-2	46-2	16-2	46-2	16-11	46-11
21-10	51-8	21-11	51-8	21-7	51-8
22-7	52-11	22-10	52-7	22-8	52-9
23-3	53-3	23-3	53-11	23-09	53-10
24-11	54-10	24-11	54-11	24-10	54-10
25-11	55-9	25-7	55-10	25-11	55-11
26-11	56-10	26-8	56-9	26-7	56-7
31-10	61-8	31-9	61-10	31-8	61-8
32-10	62-11	32-10	62-11	32-10	62-11
33-9	63-11	33-7	63-9	33-9	63-10
34-4	64-4	34-4	64-10	34-11	64-09
35-8	65-1	35-8	65-8	35-7	65-7
36-7	66-7	36-11	66-7	36-8	66-8

DON McLEOD		PETER McDUFFE		WAYNE STEPHENSON	
11-1	41-21	11-1	41-21	11-7	41-8
12-7	42-11	12-7	42-11	12-9	42-9
13-8	43-9	13-8	43-9	13-8	43-9
14-1	44-8	14-7	44-11	14-10	44-10
15-11	45-7	15-8	45-7	15-11	45-11
16-2	46-2	16-2	46-2	16-10	46-11
21-6	51-10	21-9	51-10	21-7	51-7
22-10	52-1	22-10	52-8	22-8	52-8
23-3	53-3	23-3	53-3	23-11	53-8
24-9	54-9	24-11	54-9	24-9	54-9
25-5	55-7	25-7	55-10	25-9	55-9
26-9	56-10	26-9	56-1	26-10	56-10
31-1	61-8	31-8	61-8	31-11	61-10
32-10	62-11	32-10	62-11	32-10	62-11
33-8	63-8	33-9	63-1	33-7	63-11
34-4	64-4	34-4	64-4	34-07	64-07
35-7	65-11	35-10	65-5	35-8	65-7
36-11	66-7	36-11	66-7	36-7	66-8

Margamer's Briefing

leaving them only six to put in Romania. If the Russians have five PF's in Romania they stand one chance in six of exchanging against the French and being left with too few factors to take control. The Germans have only

one chance in six of being able to drive out the British and surviving with enough PF's to take control. It is therefore highly probable that even if the Germans and the Russians agree to cooperate in trying to seize control of Romania they will fail. The

Russians, knowing this, can probably be persuaded to refrain from going after Romania and to contribute a couple of PF's to bolster the British position in Austria and Czechoslovakia, thus keeping those two areas out of

Continued Page 9, bottom column 1

1	GARY SMITH	GERRY DESTARDINS	MARV EDWARDS
11-1	41-18	11-1	41-21
12-9	Ht: <u>6-4</u>	12-7	12-7
13-8	42-5	Ht: <u>5-11</u>	42-10
14-10	43-9	Wt: <u>185</u>	43-9
15-7	44-6	14-7	44-1
16-2	CHICAGO	15-11	45-7
21-11	BLACK HAWKS	16-2	46-2
22-7	51-8	21-8	51-8
23-3	GP-28	22-10	52-1
24-8	53-3	23-3	53-3
25-9	Pos: <u>GOALIE</u>	24-9	54-5
26-9	55-8	25-9	55-8
31-10	56-10	26-9	56-10
32-10	61-2	31-10	61-6
33-1	62-11	32-10	62-11
34-4	63-3	33-11	63-1
35-1	64-4	34-4	64-4
36-11	65-4	35-8	65-1
	66-7	36-11	66-7

BOB TAYLOR	JOE DALEY	ANDY BROWN
11-1	11-1	11-1
12-7	12-11	12-7
13-8	Ht: <u>5-10</u>	Ht: <u>6-0</u>
14-9	42-8	42-8
15-11	43-9	43-9
16-2	44-8	44-6
21-10	45-7	45-7
22-10	46-2	46-2
23-3	51-1	51-8
24-1	52-7	52-9
25-9	53-3	53-3
26-9	54-1	54-1
31-1	55-9	55-8
32-10	56-10	56-10
33-5	61-10	61-1
34-4	62-11	62-11
35-6	63-1	63-10
36-11	64-4	33-5
	65-1	34-4
	66-7	35-9
		36-11

Margamer's Briefing

German hands also. The one problem that might prevent the above scenario from being carried out is France. The French will naturally want Alsace-Lorraine, and may be tempted to strike a bargain with the Germans and the Russians in order to obtain it, but the Americans and the British should be able to convince the French of the folly of such a course, for between them the Americans and British can keep the French from getting in except with the assistance of the Germans. The Germans might prove uncooperative, but, more important, Russia will be in a position to go back on any bargain she may have made and to help the Anglo-Americans freeze out the French. The French, weak as they are in P.F.'s, might also ponder the wisdom of giving any points to the more powerful Russo-Germans, particularly as the French can get points for understandings in every area desired by Germany and Russia except the Baltic.

By turn two the game situation should have solidified, with little or no possibility of anybody picking up any more controls anywhere. The game will thus be decided on the last turn. Going into that turn the U.S. should have up to fifteen points sowed up for the "no controls" she has engineered. Nobody else should have any sowed up,

although there is virtually no chance that anyone can prevent the Germans from getting five points for understandings in Russia, Britain, France and Italy. The Germans, in fact, will probably be in a position to decide the winner of the game. For example, if they can prevent a French understanding with Britain, and assuming that the French have been unable to establish control of Alsace-Lorraine, France should wind up with at most fourteen points, a total which would put them behind the Americans. If the Germans can prevent British understandings in France, Italy and Russia (where presumably the Germans will want to commit the bulk of their P.F. strength) the British will end up with no more than the same fourteen point total. Of course, the Germans could get nasty or unlucky, but the Russians, aiming for second place, might also help to cut the British and French down to size. The result should be a good close game, with only Germany being left far behind. The American chances should be slightly better than those of the Russians and no worse than those of the French, with the British having perhaps a slight edge. There is certainly no reason for believing, as so many people seem to do, that the American position is hopeless merely because the U.S. gets such a small number of political factors.

11-1	41-19
12-7	42-8
13-8	43-9
14-7	44-9
15-11	45-7
16-2	46-2
21-11	51-8
22-9	52-10
23-3	53-3
24-10	54-11
25-10	55-8
26-9	56-10
31-9	61-10
32-10	62-11
33-8	63-1
34-4	64-4
35-7	65-1
36-11	66-7

JOE GILBERT

Ht: 6-0

Wt: 175

MINNESOTA

NORTH STARS

GP-4

Pos: GOALIE

The Ohio Stars made up of NBA players from Ohio State, Dayton, Cincinnati and Ohio Wesleyan Universities Stars would like to play any team of this sort college or pro. You may use any players as long as they don't play for the Stars. The Stars roster is: John Havlicek, Bill Hosket Dave Sorenson, (will play next year), Jerry Lucas Larry Siegfried, Don May, Rick Robertson, Barry Clemens, Oscar Robertson, George Wilson, and Connie Dierking. Contact Dave Schmidt, 202 Zillah St., Celina, Ohio 45822.

NEGAMCO ROOKIES

Continued from Page 4

Pitchers	Name—National	Team	Pos	F	Batting	Sp
	Moore	Montana	3	5	19	14
	Rauch	New York	3	12	16	22
	Scarce	Philadelphia	3	8	25	19
	Garber	Pittsburgh	delete			
	Willoughby	San Francisco	3	2	13	19
	Moffitt	San Francisco	4	5	7	13
	Richard	Houston	6	9	25	22
	Strom	New York	1	8	22	22
	Terlecki	Philadelphia	7	4	14	22
	Bare	St. Louis	4	6	3	22
	Durham	St. Louis	3	6	13	18

Name-American League	Team	P	W	K	F
Scott	Baltimore	3	3	7	17
Harrison	Baltimore	2	4	12	7
Gossage	Chicago	2	7	14	7
Lemons	Chicago	3	5	13	14
Geddes	Chicago	2	11	5	22
Tidrow	Cleveland	3	4	10	13
Stephenson	Milwaukee	4	5	5	6
Panther	Texas	4	6	6	9
Curtis	Boston	4	4	11	16
Rose	California	5	5	13	12
Gebhard	Minnesota	7	6	10	13
Hamilton	Oakland	4	4	7	13
McGlothen	Boston	3	4	15	14
Newhauser	Boston	2	9	15	14
Acosta	Chicago	2	6	14	14
Hilgendorf	Cleveland	4	5	9	17
Slayback	Detroit	3	4	15	14
Bell	Milwaukee	2	6	2	6
Ryerson	Milwaukee	5	2	5-	7
Stanhouse	Texas	2	7	14	7
Sells	California	7	3	1	22
Gossage	Chicago	2	7	14	7
LaGrow	Detroit	1	5	2	15
Seelback	Detroit	3	4	12	14
Foor	Detroit	7	9	5	22
Angeline	Kentucky Colonels	1	10	29	22
Goltz	Minnesota	2	3	1	6
Lawson	Texas	3	2	16	22

LEAGUE ORGANIZED!

Since you have shown a great interest in play-by-mail leagues I would be happy to inform you of the progress of the American Base Ball Association (ABBA). Last year I had the fortune to play in the National Baseball Association, of which I am sure you are well aware. Many of last year's managers decided to join on with Greg and myself this year as well as with Dave Vogels and the NBAA. So of my ten managers I personally know (through the mail and long distance) seven of them. This means that I have seven managers of known excellent quality. This solves the first big problem that faces every play-by-mail league, managers.

The next biggest problem is the statistics and News Letters. For this main problem we have combined two managers of last year, Greg and myself. This procedure works this way. The managers play the individual series and after certain length of time send the completed games to Greg Powell in Manchester, Conn. These series have all stats filled in on BLM scoresheets. In this league we only use the best, of course that means Big League Manager. Greg then fills out the complete games — played for the league, in addition he makes a short writeup of each game and sends it to the away manager, so no one will compete in more games than last year, second: our managers know how their team is making out on the road. You see in our league you have to send all your lineups out on BLM scoresheets to the home manager. Your

homegames are forwarded to you in the same way. Last year we had a problem of not knowing our out of town results. So at this point we have good selection of managers as well as a good system to keep them informed of the ABBA. Greg then sends the scoresheets to me.

My job is to compute the total statistics for the whole league. Yes this is a hard job, but don't forget I have had a tremendous load taken off my back with Greg keeping the managers informed. I hope to send out stats of my teams records every two weeks. This well mean all ten teams will receive their own stats for their own team. Then at the first of each month I hope to send out a complete picture of the league, both of stats and league happenings. You might say things look pretty good from here. The only question is at my end, and I would again agree with you that, statistics are a great deal of work for one man.

Here are the 1969 American Baseball Association managers: Detroit Tigers, Ed Caylor, Atlanta, Ga.; Baltimore Orioles, John Schultz, Harper Woods, Mich.; Cleveland Indians, Robert Wilds, Riverdale, Ga.; Boston Red Sox, Dick Griffin, Manchester, Conn.; New York Yankees, John McGuire, East Point, Ga.; Oakland Athletics, Richard Kjetsaa, Fair Lawn, N.J.; Minnesota Twins, Karl Fetterman, Temple Pa.; California Angels, Robert Kessler, Fairfield, Pa.; Chicago White Sox, Bob Grauer, Cicero, Ill.; Washington Senators, Harry Artz, Woodbury, N.J.
Dave Wood, Windsor, Ont., Canada

World of Games...
Continued from Page 4

sist in it to make money. They spent in legal fees and expenses more than they could get back from all the small mail-order companies they had under contract. The player receive under the minimum payment only about \$4.00 per person per game. Now, surely Frank Howard does not want \$12.00 added to his \$150,000 income from Baseball. The association never made it clear why they wanted this control. If the result to the game companies had not been so serious, the whole episode would have been like a poor B grade movie! a real poor one. It is likely that the lawyers from New York just wanted to prove to someone (possibly the players) that they had the ability to push companies around. So they threatened and forced Bamco out of business and also the inventor of Pennant Winner 1 and 2 Companies like APBA, Strato-matic, an Research, who appear to pay the royalty and their customers who continue to receive cards or rosters with names on them must just be prolonging rather than insuring the continuation of the names use. The association can, at any time, offer an exclusive contract to a large company, or decide to forbid the use altogether, or simply raise the ante a little more with each succeeding contract until the companies can no longer pay.

Payment is a question. Why don't you just pay/addressing the specific game company) say some fans. BLM could pay. They would simply borrow profits from some other items they sell. They were not financially unable to contract with the association and pay the minimum royalty demanded. Payment, however, would not insure them against future demands they could not meet. Payment to the association did no protect them from the owners, from the individuals who excluded themselves from the association's contract. for instance.. I presume APBA does print Carl Yatzemski's card and name. Carl has excluded himself from the association's contract and unless APBA has made a special contract with him (as I doubt) he is free to demand payment or cessation of his name's use. With out payment and a contract with him APBA, is legally and technically using his name illegally. If the players really wanted money for the use of their name or if the association was not just power hungry and really wanted to get money for the use of the names they would likely put at least a \$100 fee per man on the use of the names. This would equal \$60,000 per year. I doubt if any mail-order game companies would be able to pay..even that amount, which is a fairly small and liberal amount from any individual's standpoint. The point is why pay and prolong the frustration and agony Make a firm cut..Decide if people, goocofans, do not want the game, because it is a fun and an interesting game, an excellent game, then why continue. If the names are more important than the fun one gets out of the game then you have created for nothing. So BLM and Negamco made the hard choice, and until legal aspects of this case change

Continued Page 11, Column 3

EXTRA NEGAMCO COLLEGE TEAMS

1971-72 Canisius College

Name	Pos	GP	FG	FT	PF	RB	BC
Mike Macaluso	F	24	1-37	1-69	41-55	4	1-45
Gary Stewart	F	25	1-39	1-48	42-56	5	11-55
Aaron Covington	G	26	1-39	1-67	43-54	2	21-65
Gary Lawrence	C	26	1-29	1-73	44-56	5	31-75
Mike Norwood	G	25	1-23	1-71	45-57	2	41-85
Don Hurlburt	G	24	1-11	1-77	46-53	1	51-85
Chris Eleam	F	24	1-13	1-58	47-54	1	61-95
Steve Waxman	F	24	1-11	1-80	48-55	2	66-100
Clyde Alexander	C	25	1-11	1-73	49-56	2	33-67
Dennis Ford	G	14	1-5	1-60	50-52	1	34-68

Defensive Rate: P2

1971-72 Kentucky Wesleyan College

Name	Pos	GP	FG	FT	PF	RB	BC
Mike Williams	G	27	1-53	1-79	41-52	3	1-48
Larry Morris	F	27	1-37	1-73	42-55	5	11-58
James Greene	C	27	1-37	1-58	43-56	7	21-68
Sam Garrett	F	27	1-29	1-60	44-56	2	31-78
Danny Erwin	G	26	1-17	1-76	45-57	1	41-88
Mark Palmer	G	27	1-13	1-78	46-53	1	51-88
Roger Zornes	F	25	1-11	1-63	47-54	1	61-98
Mike Sergeant	F	21	1-9	1-53	48-54	1	63-100
Mike Wood	G	18	1-5	1-75	49-51	1	32-69
Larry Dugan	C	17	1-5	1-58	50-55	1	1-38

Defensive Rate: P1

1971-72 St. Mary's College

Name	Pos	GP	FG	FT	PF	RB	BC
Earl Brown	G	23	1-33	1-71	41-49	1	1-41
Herman Brown	C	16	1-23	1-74	42-53	6	11-51
Maurice Harper	G	24	1-29	1-63	43-50	1	21-61
Roy Brown	F	24	1-27	1-77	44-54	4	31-71
Vince Lombard	F	24	1-21	1-47	45-55	3	41-81
Roy Montoya	G	20	1-17	1-84	46-53	1	51-76
Nathan Carroll	F	19	1-17	1-68	47-58	3	61-86
Greg Will	G	17	1-15	1-62	48-54	1	71-96
Lorne McKelvie	C	23	1-11	1-52	49-56	2	75-100
Frank McNamara	F	13	1-7	1-67	50-55	2	38-63

Defensive Rate: P5

1971-72 Austin Peay State U.— Won 10, Lost 14

Name	Pos	GP	FG	FT	PF	RB	BC
Howard Jackson	F	24	1-37	1-74	41-53	5	1-41
Greg Kinman	C	24	1-41	1-73	42-51	5	11-51
Eddie Childress	F	24	1-33	1-72	43-55	3	21=61
Tom Santel	G	22	1-21	1-83	44-50	1	31-71
John Reid	G	22	1-15	1-64	45-53	1	41-81
Lovie Fry	F	22	1-15	1-73	46-55	2	51-76
Robert Turner	G	19	1-13	1-70	47-56	2	61-86
Jerry Wanstrath	F	21	1-11	1-57	48-56	2	71-96
Reggie Thompson	G	7	1-5	1-50	49-51	1	75-100
Jack Pack	G	10	1-5	1-67	50-55	0	38-63

Defensive Rate: P4

1971-72 Adams State College

Name	Pos	GP	FG	FT	PF	RB	BC
Craig Mortensen	G	25	1-35	1-83	41-49	1	1-43
Walt Smith	F	29	1-53	1-61	42-54	6	11-53
Steve Posegate	G	25	1-33	1-82	43-50	2	21-63
Brian Doe	C-F	29	1-23	1-72	44-56	4	41-83
Dale Crowther	C	29	1-23	1-70	45-54	3	41-83
Ron Springer	F	29	1-27	1-53	46-53	4	51-78
Ohil Belmore	F-G	28	1-23	1-76	47-54	2	61-88
Ken Lee	G	21	1-13	1-75	48-53	1	71-98
Geoff Bokan	F-C	15	1-9	1-67	49-55	1	73-100
Gary Perko	F-G	12	1-7	1-86	50-55	1	1-28

Defensive Rate: P4

or until the players association decides they no longer wish to control the use of the names, and anyone can do so free of charge, BLM and Negamco will continue to offer their game, cards, and rosters without names on the cards or rosters (that is until not enough people purchase the game to cover the costs of making them up). BLM and Negamco can only produce what they are allowed to produce. I think they have two fine games (BLM may be the very best baseball game ever) but if the inconvenience of having to add names to the cards is too much for a baseball game player to do, then eventually with dwindling demand the games will not be produced with up-to-date player and team ratings (maybe not even produced at all!).

I feel that the difference between BLM, Negamco, and the other mail-order companies is in their ownership. I know that BLM and Negamco are owned by four people who work at their games full time. It is their only source of income. They started as a part-time business, but have given up all other jobs to develop it as a fully operated business. The owners of the other mail-order companies appear to operate on a part-time supervisory operation. That is, they work in New York; or in Lancaster (or own income producing properties) and do not depend on the game profits or income for their livelihood. Consequently, they can afford to look on this question shortrange and can afford to pay Peter by borrowing from Paul.

Game Review — "Anzio" by Gary Charbonneau

"Anzio" is one of the finest games Avalon Hill has produced to date. It is hoped that in the future AH will be getting more games from the much-touted but considerably less adept Jim Dunnigan. "Anzio" is a simulation of the Italian campaign, 1943-45, and a fine one at that. A full game can provide hours of enjoyment of be quite time-consuming (It could last up to seventy-nine turns — each one of which probably takes about half an hour or so to complete! Unless the Allies win early, you could be in for a forty-hour game.), depending upon one's attitude, but a number of minigames have been provided to shorten things up a bit.

There are literally hundreds of colorfully printed counters in the game, and the gameboard itself is a beauty to behold (It is, alas, sometimes difficult to determine in which squares certain significant terrain features are supposed to be located — perhaps the game's biggest fault). Considering the length and relative complexity of the rules, they are remarkable free from ambiguity. All in all, "Anzio" is well worth the price, and cannot be recommended to highly.

BLM Football Correction

M. Kelly was listed incorrectly on the Pitt. Steelers rosters. They had no 12th man. Kelly played on Cincinnati and his card is found in that team.

12 EXTRA NEGAMCO COLLEGE TEAMS

1971-72 U. of Maine						Mon 15, Lost 10			
Name	Pos	GP	FG	FT	PF	RB	BC		
Peter Gavett	F	25	1-35	1-78	41-52	4	1-57		
John Sterling	F	24	1-27	1-71	42-52	2	11-67		
Nick Susi	C	25	1-25	1-59	43-54	4	21-77		
Paul Bessey	G	25	1-25	1-81	44-55	2	31-87		
John Morrison	G	25	1-19	1-54	45-56	2	41-97		
Tony Hamlin	G	20	1-11	1-70	46-53	1	1-52		
Steve Lane	G	18	1-7	1-56	47-54	1	11-62		
Willie Gavett	F	15	1-9	1-67	48-56	1	21-72		
Rick Hilliman	G	14	1-7	1-50	49-54	1	31-82		
Bruce Stinson	F	14	1-7	1-75	50-55	1	41-92		

Defensive Rate: M4

LOUISIANA TECH						Mon 23, Lost 3			
Name	Pos	GP	FG	FT	PF	RB	BC		
Mike Green	C	26	1-57	1-72	41-51	7	1-45		
Andy Knowles	G	26	1-45	1-80	42-54	2	11-55		
Jim Jenkins	G	26	1-41	1-70	43-55	2	21-65		
Geroge Thornton	F	26	1-31	1-57	44-55	3	31-75		
Steve Robertson	F	26	1-19	1-69	45-56	3	41-85		
Mike Bossard	F	25	1-17	1-44	46-56	3	51-80		
Willie Odom	G	26	1-17	1-57	47-56	2	61-90		
Gary Miller	F	26	1-15	1-69	48-57	1	71-100		
Lester Smith	G	24	1-11	1-76	49-56	1	1-30		
Charles Deville	F	15	1-7	1-58	50-55	1	36-65		

Defensive Rate: P3

1971-72 Hardin-Simmons U.						Mon 14, Lost 12			
Name	Pos	GP	FG	FT	PF	RB	BC		
Ray Williams	F	26	1-47	1-69	41-51	5	1-43		
Harvey Catchings	C	26	1-37	1-64	42-56	5	11-53		
Gary Crowthers	G	26	1-27	1-74	43-54	2	21-63		
Steve Loos	G	26	1-23	1-72	44-53	1	31-73		
Ron Jones	F	24	1-17	1-75	45-54	2	41-83		
Mark Carpenter	F	26	1-17	1-59	46-57	2	51-78		
John Hall	C	26	1-15	1-55	47-56	2	61-88		
Stedman Graham	F	23	1-13	1-81	48-56	2	71-98		
James Brown	G	26	1-13	1-48	49-56	1	73-100		
Ricky Flowers	G	17	1-9	1-44	50-55	1	37-64		

Defensive Rate: P3

1971-72 American International College						Mon 10, Lost 14			
Name	Pos	GP	FG	FT	PF	RB	BC		
Darryl Johnson	F	22	1-35	1-49	41-50	6	1-48		
George Kastinakis	C	24	1-37	1-64	42-53	6	11-58		
Al Alvarez	G	20	1-27	1-75	43-52	1	21-68		
Steve Washington	F	22	1-19	1-65	44-52	2	31-78		
Gary Grodzicki	G	22	1-17	1-69	45-53	2	41-88		
Murray Hertzberg	G	24	1-17	1-66	46-54	1	51-88		
Charles Thompson	F	23	1-15	1-68	47-56	1	61-98		
John O'Hara	C	17	1-11	1-47	48-55	2	63-100		
George Cortouts	F	13	1-9	1-66	49-54	2	1-38		
Clarence Cooper	G	18	1-9	1-68	50-55	1	63-100		

Defensive Rate: P1

1971-72 Portland State U.						Mon 19, Lost 8			
Name	Pos	GP	FG	FT	PF	RB	BC		
Willie Stoudamire	G	25	1-67	1-83	41-53	2	1-43		
Charlie Stoudamire	F-G	25	1-49	1-73	42-54	4	11-53		
Leo Franz	F	21	1-27	1-73	43-53	2	21-63		
Jerry Stephens	G	25	1-21	1-68	44-56	2	31-73		
Myron Larsen	F-C	24	1-23	1-86	45-57	4	41-83		
Glen Percia	C	25	1-17	1-58	46-58	3	51-78		
Rick Korte	F	25	1-15	1-50	47-56	3	61-88		
Greg Stronach	G	18	1-7	1-54	48-54	1	71-98		
Scott Wilder	F	13	1-5	1-29	49-55	1	71-100		
Tim Wind	G	10	1-5	0	50-52	1	37-64		

Defensive Rate: P4

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