



EXTRA INNINGS NEWSLETTER

Game Designer: Jack Kavanagh

From The Bench

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

First Roll Chart

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

Other Changes....

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

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

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

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

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

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

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

Jack Kavanagh

FROM THE GRANDSTAND MANAGERS

Dear Sirs,

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

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

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

Thank you very much.

Sincerely,
Dan Riler, Portland, Oregon

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

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

EXTRA INNINGS

FOURTH EDITION
\$8.95 plus \$1.00 shipping

SECOND ROLL CHART

(TRIAL REVISION - 1975)

GROUND BALL 3rd Die

LHB		RHB	
No	One	No	Two
Out	Out	Out	Out
3ua	3-6	3-6	3-1
3-6	3-6	3-6	4-6
4-6	4-6	4-6	4-3
4-6	4-6	4-6	6-3
4-3	6-4	4-6	1-3
6-3	6-4	4-3	5-3

INFIELD FLY BALL (Line Drive or Popup)

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

OUTFIELD FLY BALL

7	7*	7
7*	7**	8
8	8*	8
8*	8**	8
9	9*	9
9*	9**	9

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

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

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

Boxed Areas - LD player turns out into a hit. First player to handle ball is affected.

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

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