

the hometown judge rating which some boxers receive. Judges round scores are never accepted at face value. They must earn their reputations.

As to the bout itself, when I watch a bout, I score every blow on a chart--and whether it scores or not. When the bout is over, I can analyze the data on a by-round basis. For example, Ali scored 231 of 360 lefts to the head (LH), 152 of 197 rights to the head (RH), no body blows; total 383 of 557 or 69%. Norton had 150 of 279 LH, 71 of 111 RH, 45 of 52 L body, 47 of 51 R body; total 313 of 493, or 63% I can then compare this data with their previous two bouts, with their other bouts with major opponents and with all other heavyweight champs. When you have the data you can discover subtle differences and I have the data.

One noticeable observation: in rounds one to eight 67 of 177 blows scored by Norton were to the body-- 38%. He led five to two, one even, on rounds. From then 25 of 136 were body blows-- 18%. He won only one round. Did Ali affect the change or did Norton blow it? It certainly shows that body blows were paying off.

In Data Boxing the per cent of head and body blows is figured in relation to the defense of the opponent's to those blows, and by an elaborate set of formulas, the strength on these on both offense and defense is compared with the average of all champs for their division when in their peaks. All of that data analysis yields the advanced strategy factors on which only some heavyweights are rated. Those four ratings take more time than all of the other ratings combined, but they are a significant contribution to understanding the match-up of styles of two boxers. The strategy factors revealed the best strategy for Norton to use against Ali and if you had studied them, you knew too. I wonder if Norton knew?

THE DATA BOXING WORLD

Data Boxing Ring No. 4: Ray Cappocchi, Burbank, CA.
(When you send in results as described in the game, you will be given an official ring number.)

All 54 current heavies from DB vied for the title. In the semi-finals Foreman KO'd Frazier in 5 with 2 previous knockdowns and Norton TKO'd Young in 3 scoring 2 knockdowns. Foreman TKO'd Norton in 6 in the finals scoring 4 knockdowns. Jimmy Richards of Johannesburg ousted Ali in a close 12 rounder in the quarter finals to score the upset of the year.

Ray has an All-Time Heavyweights Greats Triple Elimination Tournament underway, featuring 26 champs since Sullivan, peak-rated plus 6 of the best current non-champs and the past-peak cards of Ali, Dempsey, Louis, and Baer. That's right, folks--Dempsey or Ali could meet themselves in the final. He should be through about 1983! **LATE FLASH:** All beat Dempsey in finals. More later!

Regarding THE ALL-GAMES RATING SYSTEM

and Jack Kavanagh's letter:

Dear Jack: Gee whiz! You shouldn't take me so seriously. After all **THE ALL GAMES RATING SYSTEM** didn't come down by papal edict (knowing your background). But "Mythic cult", indeed, we're at least a sect, albeit a small one, in the body of gamedom.

Your point is well taken that playability- 50 per cent, realism and accuracy- 25 per cent, and strategy/tactics- 25 per cent, is not the only possible proportion to assign to a game evaluation. As was suggested in my review of basketball games (TTS, Vol. 2, No. 2) the system represents "the percentage of importance the author gives to each category. Depending on what you want in a game, refer to that category for the best rankings." It could be that realism and accuracy are more important for baseball games, strategy/tactics more important for football. I'm not concluding, I'm just suggesting alternatives.

What I tried to do in the ALL GAMES RATING SYSTEM was to propose a uniform standard for all games. Obviously games did not begin with the high-level sports and war games of the twentieth century. They partake of a long history which goes back to throwing sticks or dice, shooting marbles or moving around a Parchesi board. As games, they must be judged against high standards of

playability which have evolved over thousands of years. Since games are becoming more sophisticated, as indicated by the level two and level three classifications, playability is becoming less important at those levels.

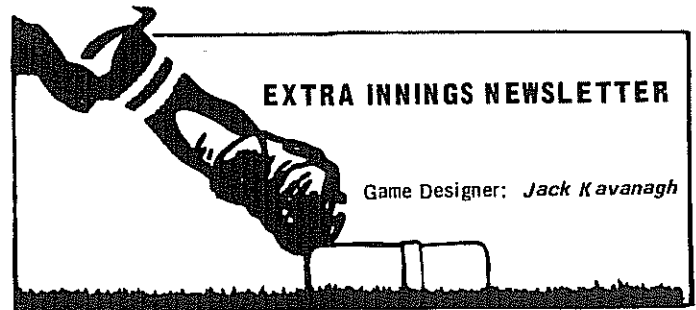
Regarding **EXTRA INNINGS**, though it may be rated lower than you like as a level two game, it certainly does all right at the more sophisticated third level of normalization games. It ought to, after all your game is the one that originated the concept. It certainly was the major influence on me as I developed **DATA BOXING**.

Concerning strategy/tactics, games which have more specific ratings on hit and run, sacrificing and catcher's arms and which provide for optional advancing on hits and holding runners on are rated slightly higher whereas APBA more recently was demoted in this category. I would regard 24 players as a sufficient squad for managing strategy.

As to your statement "There's no way to evaluate games of these kinds except for accuracy in reproducing statistics.", you do what you suspect me of doing, i.e., judging an artwork (sonnet or game) by computer. To judge a game solely by whether it reproduces statistics (as a computer would) is to fall into Hobbesian mechanism and forget that it is also a game (a creative work, art?) and shares in that heritage. We can't expurgate Platonic idealism, no matter how many computers we have.

When data retrieval systems are readily available to all of us, in the future, all games should be perfect in reproducing statistics, but they all won't be perfect as games and differences will still exist. (As to the future of games I'm commenting on that in writing about the ten best games elsewhere in **TABLE TOP SPORTS**.)

Jack, I would rather play than analyze games. But I analyze them to save people the wasted money and energy of getting stuck with a bad game-- which **EXTRA INNINGS** certainly is not. Sincerely yours,
Julian E. Compton.



FROM THE BENCH/Jack Kavanagh

FIFTH EDITION OF EI

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

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

Until this edition, the Second Roll Chart consisted of six columns, each presenting 36 combinations possible for each three dice set starting with the same digit on the first reading: 1-1-1 through 1-6-6 and continuing through to a total of 216 combinations. Put outs were assigned to each dice combination in proportion to the likelihood of put outs to each defensive position. While this produced realistic defensive statistics it is recognized that few table gamers actually compute fielding average and more of them are sensitive to the realism of the play

action. The new chart presents the play action in a more succinct form, ascribing any result to an identifying first digit so that all sequences beginning with 1-1-1 through 3-6-6 are read as flyouts to outfielders (when not converted to base hits); 4-1-1 through 4-6-6 are infield fly outs (or, line drives); 5-1-1 through 6-6-6 are ground ball outs when not converted to strikeouts. A variety of actions are provided on the basis of the "out" situation (no out, one out, two out) when the action by the batter takes place.

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

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

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

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

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

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

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

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

The new edition of "Extra Innings" does not obsolete earlier editions and rosters prepared for use with earlier editions are useable with the new edition. The statistical accuracy of "EI" has not been altered in the new edition. However, the techniques for game play have been simplified and related to play action more realistically. The new form of the game is the result of eight years of listening to criticism from table gamers and utilizing concepts which provide more gratifications for more varieties of table gamer's interests. "EI" realistically believes "you can't please all of the table gamers with any one game, but you can please more of them by listening to all of them."

FROM THE GRANDSTAND

Gentlemen: I am writing to say how much I am enjoying playing **EXTRA INNINGS!** I think it's the best table top baseball on the market.

I especially enjoy playing with the top 400. I am playing with two 8 team leagues. Each league has two divisions. Both leagues are playing with designated hitters and there is a small amount of interleague play.

Somehow, the teams I am playing with aren't quite complete without the player's uniform numbers. I realize not all 400 had/have a uniform number. I would greatly appreciate a list of their numbers or any information that might help me in gaining this information.

I enclose a stamped self-addressed envelope. Thanking you in advance for your time and effort, I am Sincerely, Ron Schieffer, Omaha, NE
Ron: We don't have the uniform numbers but we would very much like to if you or any of the other readers can come up with them, we would be very appreciative of receiving the information. Ed.

Dear Mr. Faulk: I have had my EI game for about eight months now and have been quite pleased. The one thing I did not like was the random number table. It seemed so artificial and unrealistic, even though I know that it is scientifically correct. So I got out three different pairs

of dice, and thus have two sets. I took out the ten pages containing the various charts and placed them in five clear plastic sheet protectors, and thus this game should last for many years. The local printer also Xeroxes the score sheets for \$3.75/100, so the cost of each game is minimal.

The only criticism I have is the way the rating formulas are spread out over so many pages. I took all the formulas and typed them onto one page for far easier reference. I also did not like the too subjective defensive ratings. Fielding averages could be used, and only supplemented by subjective ratings for speed and throwing ability. Except for this, other aspects of the game were okay.

Most of the games I have played were using teams from the past. I plan on playing most of the older classic teams against the 76 Reds, each in a 5 or 7 game series, to see how good each was, and is. Will you have available the 76 ratings, and the corresponding rosters? What will be the cost? And do you know of any organized leagues, tournaments, or conventions for EI and/or other baseball games.

Finally, I would like to say that Table Top Sports is a fine publication and very objective. But I will not subscribe since I have absolutely no interest in the other sports and games. I wish you still published an EI newsletter for baseball only. Robert C. Eckstein, Vacaville, CA.

Dear Sirs: I received your EI Game in the summer, and I can't say enough about the game. Really, guys, it's fabulous. I've had STRAT-O-Matic, SPORTS ILLUSTRATED, SHERCO, APBA; nothing matches your game for all the tea in China. I hope I'm not the only Canuck who has this correspondence with your organization. Do you have a list of your subscribers in Canada? Please rush me these games and the paper for the winter season.

I've got a league going at college here, with 8 teams in baseball, we took the 8 teams close to .500 to make it even, then a 6 man draft to bolster the rosters. So far, St. Louis and Texas with sickening draft-picks (Morgan, Brett, Palmer, Fridrych, Foster, Garvey, etc.) lead the league, I took Cleveland and stand at 24-25, having trouble with pitching, But R. Jackson, Eastwick, Koonsman are a big help. Unfortunately the leaders are the Dean of Students and an Assistant Registrar and they're fanatics with this game.

Thanks for the enjoyment, keep it up and keep in touch. Sincerely, M.G. Mitchell, London, Ontario.

Dear EI: I cannot thank you enough for turning a simple game into a hobby. Yes, three games later, and \$18.00 poorer I have finally found a game which satisfies my tastes in flow and accuracy. The logic of your two step system assures statistical accuracy in batting averages doubles, etc., etc. It is beyond me how other games have missed the boat in not separating hits from walks, hit batsmen, etc. Your idea for normalization turns me green, as for ten of my eighteen years I have been trying to invent games, and have never been able to hit upon the mark.

As of yet I have not embarked on any long replays, as I am a college student, and have little time for a season. However, I am now going to try a 10-team league using the historical Rosters. The league will feature the '27 Yankees, the '54 Indians, and both '75 World Series teams. The teams will play a 27 game schedule and all statistics will be multiplied by 6. If all goes well I will extend the season to 40 games, and multiply all stats by 4.05. This is going to be a time consuming project, but I think I can finish.

I have a friend who has Strat-O-Matic and thinks the world of it. Granted it may play a little faster than EI; it cannot compare for strategy and he is using a league of '66 and '68 players in a draft league. He finds this exciting, but I find it very boring to have to pay for teams that are at my fingertips.

I would like to exchange ideas and playing tips with any other EI gamers. One final question: On the "Top 400" players of all time- my game gives no info for rating teams for errors or double plays—help! Oh, well, enough writing, I've got to throw out the first pitch of my season. Much Gratitude, Mike Robinson, 22 Spruce, Westfield, MA 01085.

Dear EI: I have played Extra Innings for about six months and it is the best sports table game I have ever played. It has accuracy, flexibility to match one's gaming preferences, and it can easily be adapted to any style or era of baseball for which statistics are available. Now that I have EI game experience, I'm playing my own "Ultimate

Thanks to Extra Innings, I am looking forward to many hours of enjoyment, and I would welcome any correspondence from fellow table-gamers who are interested in EI competition, or information that could lead me to for the Black Major Leagues so I could rate them and play them against Major League All-Stars. Thank You, Phillip J. White, 542 West James No. 5, Lancaster, PA 17603.

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