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 semifinals 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, peakrated 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, abeit 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.

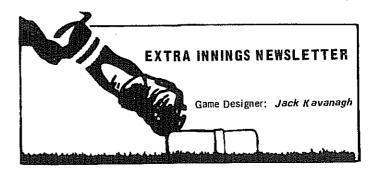
Regarding EXTRA INNINGS, though it may be rated lower than you like as a level two game, it certainly does all right at the more sophisticated third level of normalization games. It ought to, after all your game is the one that originated the concept. It certainly was the major influence on me as I developed 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 wheras 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. "El" 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 "E!" it should be explained that the game obtains exceptional accuracy in offensive statistics by utilizing two dice rolls with three dice. The first ro!! deals with all the possible play actions 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 is proportion to the likelihood of put out 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 begining 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 elininate 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 El 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 El 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 draftpicks (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, Koosman 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 satifies my tastes in flow and accuracy. The logic of your two step system assures satistical 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 anylong 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 E1; 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 El 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"

World Series" involving the champions of eight different leagues; a National and American League for each of the four eras of baseball as set forth by THE SPORTS ENCYCLOPEDIA: Baseball. The National League pennant winner for 1961-1975 will meet the American League champion for 1961-1975. Seasons and best-of-15 series will also be played for the periods 1946-1960, 1920-1945, and 1901-1919. Each of the four champions will play eight games (four home four away) with each of the other three, and the team with the best record for this Ultimate 24-game series will be the All-Time Greatest Team.

My 154-game seasons for 1961-1975 are already under way.

#### NATIONAL

#### 1962 San Francisco Giants 1963 Los Angeles Dodgers

1967 St. Louis Cardinals

1969 New York Mets

1969 Atlanta Braves

1971 Pittsburgh Pirates

1974 Los Angeles Dodgers

1975 Cincinnati Reds

#### **AMERICAN**

1961 New York Yankees

1961 Detroit Tigers

1965 Minnesota Twins

1967 Boston Red Sox

1968 Detroit Tigers

1969 Baltimore Orioles

1973 Oakland A's

1975 Boston Red Sox

If this format is used again in the future, the 1976 Phillies will probably replace the 1969 Braves, and the 1976 Yankees or Royals might replace one of the Red Sox teams. Throughout this competition,

teams of the same franchise in the same era must be at least six years apart (one exception: the 1927 and 1932 Yankees appear in AL: 1920-1945); this prevents most players, and most whole teams, from appearing more than once, although Orlando Cepeda was the regular first baseman for the 1962 Giants, 1967 Cardinals, and 1969 Braves. The only teams among El's 40 Most Memorable which were excluded were the 1936 Yankees (AL: 1920-1945 already had the 1927, 1932, 1939 Yankees), the 1954 Giants (NL: 1946-1960 has the 1951 Giants), and the 1894 Orioles and 1897 Boston Nats; these p:e-1901 teams will be included if I ever get around to devising a competition involving the périod 1876-1900.

Some tendencies have emerged with my competition of outstanding teams; with also-rans out of the picture, good offense is matched against good defense. Batting averages, runs scored per game, extrabase hits, ERS's, strikeouts and walks per game are all close to actual league averages, but earned runs are less (and fielding averages higher) because of the presence of many SD fielders. Stolen Base success rates are slightly lower because I make an adjustment on the SB chart for SD/LD catchers; instead of one or two SD catchers and an occasional LD spread throughout an average 12-team league, there may be three or four SD's and only rarely an LD in an 8-team championship league. Furthermore, there is less variance in the final scores of games; that is, teams get shut out or score ten or more runs in a game much less often, although the average number of runs per game is about the same. However, the most important note I've made pertains to the fact that, even among high-quality teams, there must be winners and losers.

> The top teams among these championship teams invarlably have outstanding bullpens: At least one, usually two, occasionally as many as four oft-used relief pitchers who take several lines off the batters' hitting ranges. This seems to be the one ingredient that separates the great from mediocre among pennant winners.

After my Ultimate World Series is over, I have plans involving an All-Star League which utilizes the Top 400. As closely as possible, all players have been matched with their respective teams. The teams are the original eight for each

original eight for each league (Washington/Minnesota and St. Louis/Baltimore in the AL have been, for the most part, consolidated), and all player performances will be normalized. The outcome may be a "Subway Series"; with the designated hitter in effect, the Yankee batting order is: Combs RF, DiMaggio CF, Ruth LF, Gehrig 1B, Mantle DH, Lazzeri 2B, Dickey C, Rolfe 3B, Rizzuto SS, with Maris, Meusel, and Berra on the bench. The Giants have a 5-man starting rotation of Mathewson (-16 lines on the ERA chart), Hubbell (-14), Seaver (-14), Marichal (-10), and McGinnity (-10).

As I have gained experience playing EI, I have made adjustments and amplifications where I thought they were suitable. Since some of these might prove tiresome for some table-gamers, I'll mention only one point of amplification here. This concerns the fact that there are several batters each season who hit one triple or one homer in well over 216 at bats, yet they are always rated 1-1-1 in the category. For example, Bill North of the Oakland A's hit one homer in 524 at bats in 1975. If, in replay, he came to bat the same number of times with a 1-1-1 rating for homers, he would probably hit 2 or 3, maybe more. This is my solution: If a player hits one homer in between 324 and 432 at bats, rate him 1-1-1\*. The asterick signifies that he has no lines for homers against a pitcher with an ERA which takes batting lines away from the hitter, and one line in all other cases. If the player hit one homer in more than 432 at bats rate him---\*, which signifies that he has one line for homers only against pitchers who add lines to the hitter, and no lines in all other cases. Assuming the following breakdown of total innings pitched in a season: 50% by pitcher who deduct lines, 40% by pitchers who add'lines, 10% by pitchers who neither deduct nor add lines to the hitter, a 1-1-1\* rating will produce on an average ratio of 1/432, and a -- will produce, on the average, 1/540.

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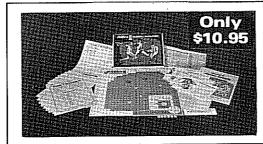
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Thanks to Extra Innings, I am looking forward to many hours of enjoyment, and I would welcome any correspondence from fellow table-gamers who are interested in El competition, or information that could lead me to for the Black Major Leagues so I could 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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WANTED: 1970 and 1971 TSG season cards (in good condition).
Will buy or trade APBA baseball or current TSG football. Bill

Will buy or trade APBA baseball or current TSG football. Bill Kozack, 26 14th Ave.. Haverhill, MA 01830
WANTED: '72, '73 Strat-O-Matic Football Complete sets. Also certain '70 SOM baseball teams. A.G. Stewart, Box 314, Crystal Beach, Ontario, Canada, LOS 1BO. Make me an offer.
FOOTBALL MANAGERS WANTED: For the 1977 All Sports Conference NFL season. \$5 gives a year's membership, newsletter, and a chance to manage in any of this very successful PBM League's sports. For more information write Tom Fish, 5608
Pennsylvania N., Crystal, Minnesota 55428.
OPPONENTS WANTED: El or Strat-O-Matic baseball. Head-to-head competition with people from Central Ohio. Jim Kimnach, 2650 River Park Dr., Columbus, OH 43220. Phone 457-6167.
FOR TRADE: Statis Pro College and Pro Football ('75), Hockey ('73, '74, or '74-'75), Basketball ('73-'74), 3 Gaming Guides; Extra Innings ('73), Sherco II ('75), Replay ('74), A PBA Basic Baseball, Program IV Baseball, 8 recent APBA journals, 6 SOM '75 baseball teams. Numbers indicate season included Especially interbaseball teams. Numbers indicate season included. Especially interested in BLM Baseball, T.H.E., Real Life Basketball, Power Play, Fast Break, Face Off, but will consider all offers. George Kariger, 219 Yearick, Argos, IN 46501

FREE INFORMATION AVAILABLE: Global League players from Japanese Central and Pacific, Tokyo "Giants", Mexican (AAA), Indianapolis "Clowns" and "Bugs" form a 30 year old 6 team loop. William E. Campbell, 4525 South Cortez Avenue, Tampa, Florida, 33611 Phone: 1-813-839-2360.

FOR TRADE: I would like to trade the following games: APBA

Basketball, Statis Pro Basketball, Negamco Baseball, Six team Statis Peo Collectors game. I am interested in obtaining ASG Baseball, Longball, BLM Baseball, Solo Ball. Send your trade offer to Larry Green, 16 Monrovia St., Springfield, MA 01104.

LEAGUE MANAGERS WANTED: SOM baseball play-by-mail league involving inter-league play using these teams: Yankees, Royals, Blue Jays, Mariners, Phillies, Cubs, Cardinals, and Padres. Send for de-tails, Robin Hager, Box 65, Ashland, Ill., 62612.