

ALL-STAR REPLAY

featuring Sports Illustrated Games



Vol. II, No. 2

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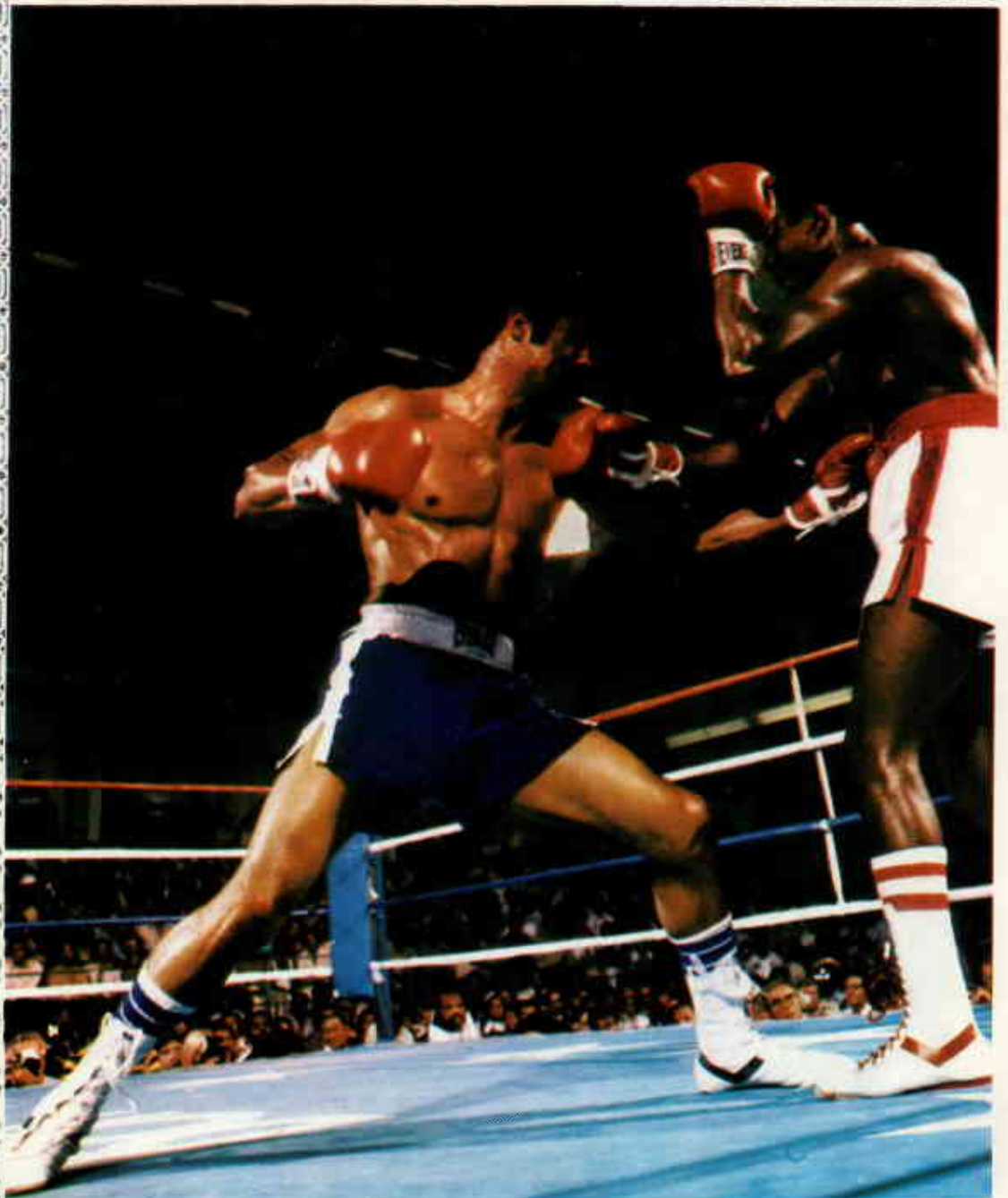
FOOTBALL STRATEGY

Celtics meet Lakers

The Great White Hopes
meet the Canvas



The Avalon Hill Game Co.
4517 Hartford Road
Baltimore, MD 21214



ALL-STAR REPLAY

ALL-STAR REPLAY is a publication of The Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

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THE DUGOUT

The results to the quiz from the last issue are in, and the winner is—Mike Osypcnuk of Edmonton, in Alberta, Canada. As you may recall, we asked you to name the oldest item in the AH Refrigerator, and Mike guessed ice. How could I disagree? Please write to me, Mike, and tell me what your guess is for the prize. The original first prize was a 100 lb. block of ice, but since you live in Canada you probably get all the ice you want anyway.

I've been asked by our R&D staff (me) to ask you if you could state exactly which game it is you are asking about when you write in with a question. We now have three baseball games and at least four football games, and sometimes things get a little confusing.

In this issue there is an ad for the 1978 Team Charts for PAYDIRT, which are now available for \$10.00 plus 10% postage. Those of you who have the old game might be interested to know that shortly we will be offering for sale the updated version of the game, which will be in the new bookcase format and sell for \$15.00. The gameboard will have the new timing system and priority charts on it, and the box will include the 1978 team charts. From now on we hope to sell the current teams in the box as much as possible, assuming we can correctly estimate how many we will have to print each year.

More sales info: we have for sale an item called the "Sports Jingle Book", which contains several hundred rhyming riddles and their answers from the world of sports. It's just one dollar, and you might want to tack it on to any order you make. We also have back issues of ASR still available, including Vol. 1 #s 2 and 3, and Vol. II #1—each \$2.00.

English readers might want to take a look at a publication entitled "Punt & Pass", published by the notorious Perfidious Albion Football Strategy League. Although dealing essentially with league matters and games played, there is also quite a bit of information about football in its pages. Write for details to: Alan Watson, 38 Hummersknott Avenue, Darlington, Co. Durham.

Special congratulations to Jim Roubal for winning the FOOTBALL STRATEGY championship at ORIGINS this past June. Jim defeated Avalon Hill's Don Greenwood, last year's winner, by just two points, in a game decided by a last minute field goal. Jim is a member of the durable International Football League of Milwaukee, a group that appears to be the nation's (indeed, the world's!) oldest FOOTBALL STRATEGY league, now going into their fifteenth year or so.

Ever since ASR first went into production I have been meaning to have some sort of feedback system to find out a little more about our

readers. Since subscriptions keep climbing (*Interesting Statistic Dept.*—at one time my relatives totalled more than 7% of the readership) it seems a reasonable assumption to say that most subscribers like the magazine. And my relatives certainly like it—every one of them has asked me to sign them up for another year, and some even offered to pay for it themselves this time. But I would like to hear more from the readers, if only to give me a better idea of what will make you keep reading the magazine.

As an example, just recently I received a rather long letter from David Sampson of Wheaton, Ill. I had a nice chat with Mr. Sampson at GenCon in Wisconsin about sports games, and his letter was full of interesting comments, both pro and con.

To begin with, he suggested that we repack PAYDIRT in the same bookcase format now enjoyed by BOWLBOUND. As I have already mentioned, that is being done. He also asked why we couldn't put back the plastic gameboards that used to be in the SI football games. This is a simple matter of economics. The price of plastic, which is tied to the price of oil, is skyrocketing, and we do not feel that most of our gamers really want to spend several dollars more when cardboard is quite adequate.

He also had the very good suggestion of replacing the pawns in our football game with offensive and defensive cards such as are used in FOOTBALL STRATEGY. This is an idea that I would like to explore further.

There were a number of additional ideas and suggestions, all of which I found most interesting. The point I'm trying to make (besides attempting to fill 16" of space on the editorial page) is that because we, are essentially, a service organization, it is to your benefit as a subscriber and as a game buyer to let us know what you like and what you don't like. Right now All-Star Replay is based entirely upon what I like, and although I have a high regard for my own opinion, it would be foolish indeed to imagine that just because I like something everyone else does, too.

So why not drop me a line, or maybe even send a letter for our moribund "Letters to the Editor" column. If you don't I'm going to have to start writing letters under pseudonyms, and you can imagine what that will be like!



Key Calls that Kaused Krying

by Thomas N. Shaw

In this, Part Three of what started out as a one-part thesis on FOOTBALL STRATEGY, the author laments on a few of his great indecisions which cost him key games (parts One and Two appeared in ASR Vol. 1 #1 and #2, respectively). You, the reader, are now the beneficiary of these gems of wisdom gleaned from the trials and tribulations (read "mistakes") of the game's designer himself. By the way, we wish to quash right here any malicious rumors that Mr. Shaw might have lost a key game at ORIGINS '79 to an ENGLISHMAN; that's only a rumor, and as you know our policy here at ASR is to never print it until we have proof.

It is an axiom among the fraternity of FOOTBALL STRATEGY fanatics that one stays with his first call. How often have we chastised ourselves when we have mentally switched our calls only to find our original thoughts were the better call.

Not so, say I. The wisdom of my second thoughts has far outweighed that which seems to pop up impetuously. Admittedly, staying with a first call has occasionally proved rewarding, but in the final analysis, a few extra seconds of thought before committing oneself has proved to be the best approach.

I will even go so far as to admit that a few such impetuous "intuitive" calls have been my undoing; one such call actually costing me the championship at ORIGINS '78. And against my chief adversary down through the ages, Don Greenwood (*AH Vice-President in charge of New Products and editor of THE GENERAL, a magazine that doesn't deal with sports games and refuses to accept RAIL BARON articles*) (p.s. we also refuse to accept RAIL BARON articles, so please don't send any), of all people.

First and Goal on the Ten

In head to head games, Greenwood has the edge over me. He's beaten me for one Super Bowl and one ORIGINS champion-

ship, as opposed to my 1977 ORIGINS championship and a meaningless league win over this highly respected opponent (*Greenwood actually holds two league Super Bowl wins and two ORIGINS championships*).

So what's an underdog to do? He has to get cute once in a while. "Careful cute," I must add, because I was confident I had doped out all the angles of Greenwood's arsenal of tricks.

It is now late in the fourth quarter of the ORIGINS championship game. Trailing by three points, I have mustered a long drive and find myself with first and goal on Greenwood's ten yard line. With under two minutes remaining, Greenwood's defense has got to be one whereby he concedes the field goal rather than give up a TD. The entire gallery watching are aware of this.

"Aha! Let's go for the TD and wrap up the win right now, rather than go into overtime," I chortle to myself. But I've only got three downs in which to accomplish this, leaving the fourth down for the field goal attempt.

I immediately call **Play #12**. Don's defense is **D**—*No gain*. Two downs to go—and still ten yards away. *What will Don's second down defense be? There's a chance that he'll come back with the obvious D*, but my obvious call of **Play #10** then brings me to the five yard line, from which point my chances of scoring a touchdown are greatly improved. *Perhaps (again double-thinking to myself), he will go for a defense that keeps me back at least to the seven.* And from the seven, it is highly improbable that I could score a TD unless, of course, I go for **Play #11** on third down, which offers me the risk of losing the ball on an interception at **C**, thus throwing away the safety valve of at least tying on a field goal.

What has he normally done in the past under similar circumstances? I wondered. **F**—*that's what he'll call*. At this point, it's a great call—the only offensive plays now good against **F** are risky. **Plays #2** and **#4** do get me very close, but if I've guessed wrong

and he has **C** or **H**, I'm back to a second zone for kicking and my chances of a "good" field goal are reduced to 67%.

Yes, that's it! I'll stake my world-wide reputation (*Charles Vasey, will you please confirm this? Ed.*) that he'll throw out an **F**. So why not **Play #6**? It's instant touch-down against **F**. And since he knows that no one in his right mind would call **Play #6** on second down, least of all the conservative author . . .

WE INTERRUPT THIS SENTENCE TO TAKE YOU DIRECTLY TO THE FOOTBALL STRATEGY TOURNAMENT AT GENCON XI, HIGH ATOP THE WISCONSIN DAIRYLANDS, AND TO PROVIDE DRAMATIC COUNTERPOISE FOR THE INEVITABLE LET-DOWN THAT WILL BE REVEALED WHEN MR. SHAW DISCOVERS THAT SOMETIMES BEING IN ONE'S RIGHT MIND IS A DEFINITE ADVANTAGE.

Gencon XI—Stopped at the One

Then there was GenCon, and another FOOTBALL STRATEGY "championship of the world." Actually, this was mickey mouse as anything after ORIGINS is anticlimactic. Besides, there were only 33 participants. And though the schedule of events at this convention (in Kenosha, Wisconsin) was sufficiently confusing to preclude Mr. Greenwood from finding his way to the right room at the right time, thus missing the event altogether, another spirited run for the gonfalon by the author fell short—this time by a mere one yard!

Having struggled into the finals in a series of cardiac arrests, it was my misfortune to be seated across the table from the world's only known psychic who enjoys FOOTBALL STRATEGY. Too bad the people from the Guinness Book of World Records weren't watching. I'm sure I would qualify for the record in turnovers due to fumbles and interceptions. I was

even caught with an I against my opponent's call of Play #16. For a 50 yard TD, no less!

Still, I was only seven points behind when I started hitting. From my own two yard line, we managed to dumb-luck down to his one. Now there is only time for one last play. What will he call . . . A, B or C? Immediately **Play #10** comes to mind, as I remember my mistakes of a month earlier at ORIGINS. Still, this is a different situation. **Play #10** is good against two of the three optimum defense calls, which to the exponent of the double-think spells C as my guess for his choice. And in this case, why not go with **Play #1**? Especially since he might choose defenses other than the above in which case I've succeeded. In fact, **Play #1** was given careful consideration—before I impetuously blurted out my intuitive first choice, **Play #10**.

But back to ORIGINS. And that dumb call of **Play #6**. The point of it all is that this call wasn't the one that really did me in. It was the call before that—**Play #12** which I "intuitively" called on first down—and for no gain. That was the stupid call. Had I taken a few seconds to evaluate the pros and cons, I would have realized that there were other offensive plays better designed to get me what I was looking for. If I had made a few yards on this first down, I wouldn't have been in a position to have to call **Play #6** in the first place.

"What the hell were you looking for

with **Play #12**?" you might ask. The answer: instant TD on G, I might respond. More realistically, I was looking for a blitz, either C or H. And since A is a very unlikely defense at this point, you must agree that there were better offensive calls available for gains from C and H. But since they could mean instant touch-down on **Play #3**, Greenwood's only smart defense at this point—especially if his strategy is to concede the field goal—is D or F, neither of which gains a yard for **Play #12**. Anyone who doesn't call **Play #10** in this situation doesn't deserve to win. And I didn't!

DALLAS 19, BALTIMORE 17

I own the Colts franchise in the Avalon Hill Football Strategy League. We're in our fifth year. Competition improves each year, and early in the 1978 campaign I found myself struggling to break .500.

My opponent on this particular day was Dallas' Carl Slutter, himself a perennial league winner and Super Bowl champ of a year past, with an all-time .714 won-lost percentage. Again, I'm the underdog. Curiously enough I found myself actually leading Dallas by one point with but four minutes remaining. Furthermore, I've got him on his own three yard line with fourth and plenty.

Now I've got to preface this with an axiom that's known far and wide among league members: Tom Shaw always throws out A and B in a situation like this. Always. Never anything else. A or B! No

known evidence has come to light that dictates otherwise. Dallas' player, Carl Slutter, knows this too. And as a charter member of the league, he boasts a lofty 54-21 record on more than just lucky guesses. Surely, he would be thinking to himself, *Shaw knows that I know he calls only A or B at a time like this so maybe this is the time Shaw switches off. Maybe this is not the time to call the obvious—Play #17.*

Precisely why I did not switch off, and threw out B. On the other hand, Slutter might have conjectured, *Shaw is probably thinking that I am thinking he knows he normally throws out A or B and will not take the chance on Play #17. I'll take the chance.*

Bingo! Now he's not only out of trouble, but has the ball at midfield and marching. Still, I couldn't stop him and at the two-minute mark he has first and goal at the ten. A field goal wins it. He's certainly not going to risk losing the ball so he has to play it safe.

On first down, he's held to no gain. On second down, presumably guessing me to blitz, he calls **Play #3** and loses two yards to my G call. Great! He's now on the 12, with only a 67% chance of kicking successfully. The all-important third down call fails me, however, and he gains his two yards back. Unfortunately he rolls a five which, had he been on the 12, would have cost him the game. To add insult to injury he rolls a five, not once, but twice, eating up two of my three timeouts. On the third try, he succeeds and with but fifteen seconds remaining opts for the sideside kick, albeit unsuccessfully. Still, there's no way I could move into field goal range except on a penalty against the defense which, naturally, is avoided by Slutter's game-ending call of E.

Requiem

I've explained what I've done wrong. Suffice it to say, I'm not going to talk too much about what I do right. If I do, and my once and future opponents find out, what I've done right will turn out to be wrong. Oh yes—that call I thought was right at GenCon also turned out to be wrong. That fellow I was playing (who has ESP) made one H of a call.

And so, dear reader, as the sun sinks slowly in the West (closely followed by the U.S. dollar) we come to the conclusion of another episode in the never-ending story of the Naked City. Will Tom Shaw return for a fourth stirring chapter of the FOOTBALL STRATEGY CHRONICLES, or will he vanish forever from the pages of ASR, doomed to ever wander and recount the stories of his epic losses? Tune into the next issue to find the surprising answer!



It's Not All Glamor: Shown here is AH Playtest Coordinator Westover Searles III hard at work on our new acquisition, Statis-Pro Bocce. Housed in a secret location deep in the Catactin Mountains the AH Experimental Station is the source of dozens of brilliant designs every year.



Alone in the Dark

That Never Ending Quest For A Late Night BOWL BOUND Opponent

by Jim Higgins

After two years in law school I have found that S.I. College Football (BOWL BOUND) has the potential of being extremely hazardous to one's academic pursuits during exam time. This is especially true in December. As the fall semester winds down to a climax in the form of a handful of do or die exams, so too does the college football season wind down to its climax—a handful of do or die bowl games. So each night last December as I attempted to immerse myself into the likes of Evidence, Property, Family Law or Labor Law, I would, at some point, catch a glimpse of my battered BOWL BOUND game on the shelf. (It was strategically

placed between my dictionary and my notebook paper.) The sight of BOWL BOUND, coupled with the knowledge that #1 Penn State would soon be meeting #2 Alabama in the Sugar Bowl, more often than not led to the inevitable result of '69 Penn State meeting '66 Alabama on my desktop gridiron under the lights.

Thus is the student's dilemma: studying alone, late at night, a sudden craving for a "quick game", and no opponent in sight. And I dare say that this dilemma is not the student's alone—at some point in every gamer's life the urgent calling to the gameboard mandates solitaire play. My system of solitaire BOWL BOUND

(which is adaptable to *Paydirt!*) is the subject of this article.

My initial solitaire system was somewhat rudimentary. If '68 Georgia were facing '66 Georgia Tech (always an interesting game), I would play offensively for each team and throw a die to come up with the corresponding formation for the defensive team. So a die result of 1 = A, 2 = B . . . 6 = F. Though this led to some interesting results, it was too unrealistic. Running a 3rd and 1 Line Plunge against a roll of 5 (E, Long Pass Prevent) somehow just didn't make it.

But this was easily cured by the use of an index card. By listing different downs

and situations, and then assigning appropriate defensive possibilities for the die roll, the results became more realistic. To briefly illustrate this, 3rd down looked as follows:

Down	To Go	Die Roll					
		1	2	3	4	5	6
3rd	less than 4	B	B	B/D*	C	C	D
3rd	between 4 and 7	A	C	C/E*	D	D	E
3rd	greater than 7	D/D/E*	E	E	E	E	F

* Denotes a reroll. 1,2,3 result is the first defense. 4,5,6 the second

This was a good system which kept me happy until I encountered Coach Dice, (*All-Star Replay*, Vol. I, No. 3) For those readers who do not have this issue, (God forgive you), *Coach Dice* was an article in which Scott Enk described a solitaire system much like the one above, with one major change: one should make up a chart for defensive and offensive plays. Thus, the dice controls one team both offensively and defensively. This allows you to play one team both ways against the other, which is directed solely by the die rolls. Aside from a little help in deciding whether to punt, try a field goal, accept a penalty, etc., Coach Dice is able to run his own squad against yours. Though we have never met, I am eternally grateful to Mr. Enk for my enlightenment on this approach to solitaire play. (For a more detailed analysis of suggestions for solitaire play, I highly recommend the *Coach Dice* article.)

But summoning Coach Dice into my study on those late December nights was not the final answer. For under the above system every college team which Coach Dice guides has the same gameplan, no matter what team it is or what team it faces. But this too is unrealistic. Every college team in BOWL BOUND should not be "coached" with the same gameplan. This observation led to Coach Dice's retirement from my gameboard. He was replaced by a similar but much younger and more innovative protege, Coach Adaptadie. The latter's gameplan varies with each game.

For example, Adaptadie has a more running oriented offense with '69 Texas or '67 USC than most other teams, most notably '61 Mississippi or '63 Wisconsin. And defensively, if Adaptadie is facing '65 Navy or '66 Purdue he will concentrate on stopping the rollouts and bootlegs of Staubach and Griese more so than if, say, '69 Missouri were his opponent. He will blitz more when at the helm of '66 Notre Dame than when he squires '69 Missouri.

His gameplans must reflect all of this. A gameplan will depend on 1) which team Adaptadie coaches and 2) which team he faces. This approach takes a bit longer to set up in that it involves a different gameplan for each game, but it is well worth it. The realism is much greater as Adaptadie is able to get the most out of the particular team he is guiding, both offensively and defensively.

An example gameplan might do well at this point. The game is "The Game of the Century": '69 Texas vs. '69 Arkansas. Adaptadie is coaching the Longhorns. (It is more challenging to give Adaptadie the better of the two teams, unless you have had a long day or feel like coaching a particular team.) Adaptadie has a powerful ground game and will rarely throw the ball. Offensively plays 1 through 5, especially the option (5), will all be used, with an occasional bootleg (8) or dropback pass (9) thrown in to keep Arkansas on its toes. The screen (6) is weak and will never be thrown; and the sprintout (7) has disastrous potential, so will only occur as the result of an option play. The Arkansas defense is not particularly overwhelming (as is that of '69 LSU or '66 Michigan State) and is particularly vulnerable to a bootleg, so Adaptadie can go with an offensive gameplan basically concentrated on his own weapons. Defensively, Adaptadie must contain a very balanced Arkansas attack, which can be expected to include the use of every play at some point in the game, with the possible exception of the option. The screen pass has particularly devastating potential. Texas has a strong defense though, and can vary defenses with the situation. The blitz (F) however, is not overly powerful and will be used sparingly. Adaptadie's gameplan is as follows:

INSERT A (Offensive Gameplan Card)
 INSERT B (Defensive Gameplan Card)
 INSERT C (Key Card)

In replaying the '69 Texas-Arkansas battle, try the above gameplan. Adaptadie is indeed a formidable opponent. You may find that you like this gameplan or you may wish to alter it (some claim that I use short yardage defenses too much, but I usually concentrate on stopping an opponent's ground game) by substituting different plays, making it simpler, or making it more complex (i.e., adding 1st and goal).

In making up a gameplan for any matchup, one should remember three rules:

1. Select plays appropriate for the particular down and situation. For exam-

ple, for 3rd and greater than 7 a line plunge (1) is a bad possibility offensively and a short yardage defense (B or C) is a defensive no-no.

2. Vary the plays in each situation so as to keep Adaptadie's opponent (yourself) off balance, if not honest. So 3rd and greater than 7 should be all 9s offensively or all Es (Long Pass Prevent) defensively.

3. The cardinal rule: Be cognizant of the offensive and defensive strengths and weaknesses of Adaptadie's particular team, and be equally cognizant of the offensive and defensive strengths and weaknesses of his opponent's (your) particular team.

After you have used this system for awhile you may wish to add some extra twists to make Adaptadie an even better opponent. You may wish to add an offensive 4th and medium situation. The kicking game (e.g., field goals) in BOWL BOUND are not particularly strong, especially outside the 20 yardline. So going for 4th and 5 between an opponent's 20 and 30 yardlines is not so bad a gamble in some situations. (One should notice that I did insert a defensive 4th and medium situation in Adaptadie's above sample gameplan because I generally do "go for it" in this situation.)

A rule banning 9s and Es inside the 10 yardline is also a good variation. If you convert all 9s to 4/7/8 (die rolls of 1,2 = 4; 3,4 = 7; 5,6 = 8) and all Es to A/D then this rule is effectuated. But do not go with a blanket rule; in deciding which plays to convert the 9s and Es to consider the two teams you are dealing with.

If Adaptadie is winning late in the game you may wish to alter his gameplan to eat up the clock and prevent the big play score. This can be done in two ways. Either treat each offensive play as 1st and 10 and each defensive play as 3rd and greater than 7 or substitute running plays for passing plays (i.e., all 7s and 8s become 1/2; all 9s become 3) and substitute prevent defenses for short yardage defenses (i.e., all Bs become D and all Cs become E). But again, when doing this, organize the variant gameplan with the two particular teams at hand in mind.

Conversely, if Adaptadie is losing late in a game his gameplan can likewise be altered. Offensively, passing plays can be substituted for running plays or each can be treated as if it were 3rd and greater than 7. Defensively this situation is harder to accommodate but can be made possible by using a "ball hawking option". This entails a double roll for each play. In a given situation, roll once to determine

Adaptadie's normal defense. Then do a second roll. If 1,2 or 3 comes up, use the normal defense obtained on the first roll; if 4,5 or 6 comes up, use defense F. This is a definite gamble, but it makes some losses possible.

Other variations are also possible. For example, if Adaptadie is winning or losing by a wide margin at the half or at the beginning of the 4th quarter, you may wish to rewrite his whole gameplan for the remainder of the game. This is somewhat extreme, but I did use it once in a rematch of '66 Notre Dame vs. '66 Michigan State. Notre Dame (coached by yours truly), by virtue of three Michigan State fumbles, was winning 27-0 at the half. It seemed foolish to have Adaptadie use his initial ball control gameplan in the second half, so I threw the whole thing out. I am too embarrassed to reveal who won that game. Such a variation might be implemented when there is, say, a 20 point margin going into the final quarter. And if the score evens out, Adaptadie can go back to his original gameplan.

In using variations there is one rule to follow: Be uniform. If you vary a gameplan then do so consistently. For if you

use the "ball hawking option" on some plays and not on others, then you are merely playing against yourself and not Adaptadie.

Adaptadie's gameplan, being tailored to the game at hand, produces maximal realism though it only takes about ten minutes to draw up. You merely compare the team charts and try to come up with the attack that Chuck Fairbanks would have used were he guiding his '67 Sooners against your '70 Nebraska squad (in Lincoln, of course). By using this simple technique you can simulate that opponent that could have been. So go ahead. Coach '69 Missouri (a wide open team) against Paterno's '69 Nittany Lions and try to fare better than the Wildcats did in that memorable Orange Bowl of January 1, 1970. Or lead '67 USC against Woody Hayes' '68 Buckeyes, the team that dethroned the Trojans as national champions. All of this, and more, is possible with Adaptadie, even though in reality you may be alone, late at night, while Joe Paterno, Woody Hayes and Josh Burack (my neighborhood opponent) are all off somewhere else, probably fast asleep.

Speed Circuit, Cont'd.

the gap as much as possible on the first lap. After the initial lap, I let my car position dictate my pace. I use what I call the "5 space rule" to decide my strategy. If I'm more than 5+ spaces ahead of the pack I have a healthy lead and may slacken my pace to preserve the car. On the otherhand, if behind, my target becomes staying within 5 spaces of the leader to avoid overcoming an impossible margin later on. A few other tips are to always take advantage of slipstreaming and bonus cornering speed whenever possible. Keep some wears in reserve for the last lap sprint and only take chances during the final run to the finish line.

Alternative Formulae

One last advantage of Speed Circuit is the fact that you can race different classes of cars against each other to avoid the monotony of always using Formula 1 racers. You may in fact be interested to see what the various relative lap speeds, techniques and handicap race results would be between various classes. I should point out that many of today's Grand Prix stars began driving in these lesser formula classes and that they are often used for preliminary sprint events at many Grand Prix meetings.

I've given you the transformation of several car class capabilities to Speed Circuit specifications in the accompanying table. In reality formula super vee and formula 3 use 1600cc engines pumping out about 180 hp. The next level of racing is formula 2 and (U.S.) formula atlantic which are very similar using 2 litre capacity engines of about 250 hp. The stock block 5 litre, formula 5000 and CanAm cars have about the same horsepower rating (500) as formula 1 but suffer from being overweight performance wise. For real diversity, one can even put Indianapolis (USAC Championship) cars on road race tracks as they occasionally run these courses. Their 2600cc turbocharged engines put out the highest power currently available at 850 hp. The only reason these beasts cannot beat Grand Prix cars at their own game is because of "turbolag" in decelerating and tire size and wing restrictions which limit cornering ability.

I hope to provide you in the future with specs for classic Grand Prix seasons past now that there also exists interest in antique car racing and history.

INSERT A

OFFENSE

Down	To Go	Die Roll	1	2	3	4	5	6
1st	less than 11		1	2	3	5	5	8/9*
1st	greater than 10		3	4	5	5	9	9
2nd	less than 10		1	2	3	4	5	5
2nd	greater than 9		3/8*	4	5	5	9	9
3rd	less than 4		1	2	2	3	3	5
3rd	from 4-7		2	3	3	5	5	8
3rd	greater than 7		4	5	8	9	9	9
4th	less than 3**		1	2	2	3	3/5*	5
4th	long***		8	9	9	9	9	9

INSERT B

DEFENSE

Down	To Go	Die Roll	1	2	3	4	5	6
1st	less than 11		A	B	C	A/C*	D	E
1st	greater than 10		A	C	D	D	E	E
2nd	less than 10		A	A	B	C	D	E
2nd	greater than 9		A	C	D	D	E	E
3rd	less than 4		A	B	B	B/C*	C	C
3rd	from 4-7		A	C	D	D	A/E*	E
3rd	greater than 7		D	E	E	E	E	F
4th	less than 3		B	B	B	B	C	C
4th	from 3-7		A	C/D*	D	D	E	E
4th	greater than 7		E	E	E	E	E	F

INSERT C

KEY

* Denotes reroll: 1,2,3 = 1st play; 4,5,6 = 2nd, play

** In some situations, such as 4th and goal from the 1, Adaptadie may wish to go for 4th and short. You must help him with this decision. Be reasonable.

*** When trailing at the end of a game (or at the close of the 1st half) Adaptadie may have to go for 4th and 9, 4th and 15, etc. Again, be reasonable in helping him make the decision.

THE LAST BATTLE

1968-69 NBA Championship Boston Celtics vs. Los Angeles Lakers

by Ken Close

The war between Wilt Chamberlain and Bill Russell over basketball supremacy began on November 7, 1959. The place was Boston Garden, home of the world champion Celtics. A sellout crowd watched the two giants warm-up on opposite ends of the wooden battlefield. Wilt laughed and joked with fans as he ran through his inventory of dunks and shots. Bill remained quiet and pensive during his practice. Suddenly the game began. Russell won the jumpball and his team scored. When Philadelphia came down court they predictably fed the ball to Wilt. Wilt turned and took a one-handed jump shot for an automatic two points. But wait! Launched like a Titan Missile Bill Russell soared above the crowd to swat Wilt's shot off target. The first shot Chamberlain took was blocked by Russell.

Wilt outscored Bill Russell that night, but Boston outscored Philadelphia. That same pattern would be repeated over the next ten years with Russell winning championships and Chamberlain winning statistical titles. Whenever they met basketball fans would awe at the intensity of their contests. It was more than basketball, more than athletics, it was a test of wills. Wilt was winning these battles, but losing the wars.

There was one championship for Wilt however. It came in 1966-67, the first year that Russell coached the Celtics. That was also the year basketball experts felt the Boston dynasty had finally ended. Boston no longer had Cousy, Sharman, Heinsohn or Ramsey. But they still had Bill Russell.

They also had their "old guard" of Sam Jones, Bailey Howell, Satch Sanders and John Havlicek. All of these players were well into their 30's except for Havlicek who was 28. They were old men playing a young man's game.



Wes Unseld and John Havlicek fight for the rebound.

Even with an aging line-up Boston was able to bounce back to a championship in 1968. That year they finished second to Chamberlain's Champion '76'ers but defeated them in the playoffs 4 games to 3. To do this the Celtics had to win the last three games straight—two of them in Philadelphia. Boston had reestablished their supremacy, and it seemed like an excellent time for several Celtics to retire.

As the 1968-69 season began the World Champion Celtics were hardly even considered to be contenders. Most experts predicted the next champs to come from either New York or Los Angeles. Los Angeles was especially favored after they acquired Wilt Chamberlain during the summer. Wilt joined two other superstars, Jerry West and

Elgin Baylor, to make the Lakers a team of tremendous potential.

That potential was not fully realized that season. West lost time to injuries, and Wilt had difficulty fitting into L.A.'s game plan. The personal conflicts between coach Butch Van Breda Kolff and his new center further hindered the Lakers throughout the season. Even with these problems they still won the Western Division with a record of 55 wins and 27 losses.

Meanwhile the Boston Celtics were overpowered by the much improved teams of the Eastern Conference. Boston's record of 48 wins and 34 losses put them in fourth place behind Baltimore, Philadelphia and New York. Obviously the Celtic dynasty was over, but someone forgot to tell Russell and company.

They began the playoffs with renewed vigor and energy, trouncing the '76'ers in five games. Then came the N.Y. Knicks, a super team that had just eliminated the Baltimore Bullets in four straight games. The Celtics astounded the basketball world by defeating the Knicks in six brutal games. Two of these games were decided by just one point.

Out West the Lakers breezed by San Francisco and Atlanta to advance into the championship round of play. They were heavily favored to say the least. L.A. averaged 112 ppg. and gave up 108 ppg. that season. Their forward Bill Hewitt made the "All Rookie Team". Guard Jerry West made the "All Defensive Team", the "All Star Team" and averaged 26 ppg. despite missing 21 games to injury. Elgin Baylor also made the coaches' "All Star Team", and was the 8th best scorer in the league. Chamberlain led the league in rebounds.

Boston's best scorer was Havlicek who

was only 14th in the league. But in Boston the name of the game was defense, and that is what won them championships. Russell, Sanders and Havlicek each made the "All Defensive Team", while Boston held their opponents to only 105 ppg. that season.

The first championship game was played in L.A. It was a well-played, intense game which the Lakers won 120 to 118. Jerry West led his team to that first victory by scoring 53 points. The second game also went to the Lakers, 118 to 112.

The Celtics, having lost their first two games, returned to Boston. Celtic fans had given up hope for another championship but still appreciated their team having gotten into the finals. Havlicek scored 38 points to help them win their third game of the series. The fourth game was rather sloppy. With 15 seconds to go L.A. led 88 to 87. Sam Jones took a shot and missed. Chamberlain slapped the rebound away and Baylor retrieved it but stepped out of bounds. With 7 seconds left Boston inbounded the ball to Sam Jones who tripped and threw up a prayer (hoping Russell could tip it in). Unknown to Jones, Russell had benched himself to put in a better foul shooter. This was irrelevant, however, when Jones' shot hit the front of the rim and bounced in.

Tied at two games apiece, the teams returned to L.A. for the fifth game. That game was a blow-out. The Lakers easily won 117 to 104. It appeared that Boston had finally run out of steam.

Back in Boston for game six the Lakers could not win the championship. Jerry West was suffering from a pulled hamstring muscle as the Celtics won 99 to 90. Throughout each of these six games Russell and Chamberlain battled for control of the boards. Wilt was winning, and could apparently lead his team to their first championship if he won his final battle against Russell.

Thousands of multi-colored balloons hung from the ceiling in the L.A. Forum during game seven. They would be released the moment the game ended—in a Laker victory. The Celtics were not intimidated, and jumped to an early lead. At one point their defense had stopped everyone but Chamberlain and West, and they led by 17 points. Wilt was trying desperately to win, to avoid another defeat at the hands of Russell. With five minutes to go the Lakers were steadily chipping away at the Celtic lead. Wilt had 18 points and had just pulled in his 27th rebound when he injured his knee and was helped from the floor. After a few minutes rest and some local anesthetic he



Bill Russell shoots over Wilt Chamberlain in their hotly contested final meeting.

told coach Van Breda Kolff that he was ready to return. At this point the Celtics only had a three point lead, and according to Wilt his coach said "We don't need you." Boston hung on to win 108 to 106. This was their 11th NBA Championship in 13 years, and the sixth time that the Lakers had lost a championship to Boston. It was also the last time Russell and Chamberlain would ever play against each other.

Suprisingly, Russell and Chamberlain

had been friends throughout their decade of athletic conflict. This friendship flattened after their last game when Russell accused Wilt of "copping out". According to Bill Russell any injury short of a broken leg or back isn't a good enough reason to leave a championship game. With a philosophy like that it is easy to understand how the Celtics won their last championship under Russell. They were simply too proud to lose.

1968-69													
THE BOSTON CELTICS vs. THE LOS ANGELES LAKERS													
Pos.	Name	DEF	OFF	REB	BH	F.T.	Pos.	Name	DEF	OFF	REB	BH	F.T.
C	Bill Russell	4	2	7*	3	1	C	Wilt Chamberlain	4	3	7*	3	1
F	Billy Howell	3	3	4	2	2	F-C	Mel Counts	2	3	4*	2	3
F-G	John Havlicek	4	3	2	3	3	F	Elgin Baylor	3	3	3*	3	2
C	Sam Jones	2	3	1	3	3	G	Jerry West	4	3	1	3	3
G	Em Bryant	3	2	1	3	2	G	Johnny Egan	3	2	1	3	3
C	Rich Johnson	2	1	4	1	1	F	Bill Howtr	2	3	3	2	1
C-F	Jim Barnes	2	3	5*	1	2	F	Tom Hawkins	2	3	2	2	1
F	Satch Sanders	4	2	3*	1	2	F	Jay Carty	2	1	3	1	2
F	Don Nelson	2	3	3	2	2	G-F	Keith Erickson	3	2	2	2	2
G	Larry Siegfried	3	2	1	2	3	G	Freddie Crawford	3	2	1	2	1
G	Doc Chaney	3	1	2	2	1	G	Cliff Anderson	2	2	1	2	1
G	Mai Graham	2	1	2	2	2							

ZONE DEFENSES IN BASKETBALL STRATEGY

by Don Greenwood

When I designed BASKETBALL STRATEGY back in 1973 I was strictly an NBA fan who looked upon college basketball as the minor leagues of the pros. Since then the departure of West, Chamberlain, Russell, DeBusschere, Bradley, Robertson and others of their era and the arrival of the multi-million dollar contracts with their attendendant "I don't care who I play for as long as I get paid" attitude has dampened my enthusiasm for the pro game somewhat. That, accompanied by all the hooplamania that descends on this area every winter in the form of ACC (Atlantic Coast Conference for those of you so unfortunate as to have to watch other brands of college basketball) action caused a switching of my allegiance to the college ranks.

The rules existing in BASKETBALL STRATEGY for the college variation are cursory at best and it is the intent of this article to offer further rules variations so as to better simulate the exciting nature of college basketball.

The basics of adapting BASKETBALL STRATEGY to the college game are simple enough. To accommodate the 20 minute half of the college game merely start the clock at the 10 minutes remaining point and run the clock down twice for each half. Ignore the 24 second clock altogether. Its elimination makes possible the introduction of an entirely new element of strategy into the game... that of the stall or freeze, or if you're a Carolina Tarheel, Dean Smith's 4 corner offense.

There are no special foul rules for the last two minutes of play in a college half corresponding to the rules the pros use to heighten the suspense by prolonging the last two minutes of each quarter. College coaches are entitled to only 5 timeouts per game instead of the pro standard of 7 (less

consideration for TV, you understand), but are not restricted to when they may call them—some coaches preferring to save all 5 until the hectic final seconds of a game. Similarly, the penalty situation for non-shooting fouls does not occur until the 7th foul committed in a half. This reversal of numbers makes it very easy to keep track of these important considerations using the game's original equipment—merely keep track of timeouts remaining on the old TEAM FOUL track and record personal fouls on the TIMEOUTS REMAINING track. Remember that in the college game Offensive Fouls are charged as Team Personals and that all Offensive Fouls and Passing Fouls after the team has reached the foul limit for the half are awarded 1 and 1 status wherein the first shot has to be made to earn the bonus shot. As in the pro game, college overtimes last an additional 5 minutes.

There is where the similarity ends, however. The absence of a shot clock, the increased importance of foul shooting and ball handling, make the college version of BASKETBALL STRATEGY every bit more exciting than the pro game as the difference in their real life models. A very important element in this interaction of new variables is the zone defense.

ZONE DEFENSE

Zones have been outlawed in the NBA where the emphasis is on fan appreciation of a "run and gun" style of play. In college, where the rules don't force teams into this style of play, the zone plays an integral role. It is employed to protect key players in foul trouble, force a team to shoot from the outside, to cut down the effectiveness of an opposing big man, or simply as a change of pace defense to puzzle the

opposition. All of these roles can be realized by using the following rules.

A zone defense can be declared by the defensive player only immediately following a timeout or *after* the *first* pass of the opponent's possession in which he brings the ball upcourt. Zone defenses are never in effect during the first pass of a possession unless it is immediately after a timeout.

A defender may leave a zone defense to revert to man-to-man at any time *after* a Passing Matrix resolution, but he may move into a zone only at the times just specified.

The Team Defensive Rating is still in effect but when employing a zone defense there are certain modifications. Against a zone defense all guarded shots in zones A, B, C, or D receive an additional -2 modification to the white die in addition to the normal TDR modification. There is no additional affect for guarded shots in zones E, F, or G. Furthermore, all open shots or pick & roll plays are considered guarded shots instead unless the passer can roll a number which is 2 lower than the combined ballhandling rating of the passing and receiving players.

All passes into zones E or F against a zone defense which result in a PA, OB, or turnover result can be changed to an Open Shot if the passer rolls *less than* his ball handling rating with one die.

All passes into zone G against a zone defense which result in a guarded shot or turnover result can be changed to an Open Shot if the passer rolls *less than or equal to* his ballhandling rating.

While utilizing a zone defense the defender does not assess fouls automatically to the defensive counter-

Cont'd. p. 23

THE LONELIER THE BETTER or A NEW RECIPE FOR SOLITAIRE:

Mixing A Little Paydirt Into Football Strategy

by Bob Norgard

The following article presents a slick method of selecting the defensive plays of Football Strategy without upsetting the delicately balanced matrix system the designer put into this extremely popular table game, plus an offensive play-selecting technique which gives the quarterback the responsibility of calling all the plays regardless of down or yardage circumstance.

rolling dice as you would by choosing a card at random. It is also essential to know how to read the dice and to ascertain what each dice roll result is worth.

The SI Paydirt dice which, oddly enough, are the same cubes which produce the offensive results in Avalon Hill's football games, are perfectly suited to the matchup we propose because they are a rare breed that produce a wide range of roll values as shown in Figure One.

Defense Cards vs. Defense Dice

The total defense card values is 14 for solitaire, while the total of all dice roll values is 216, into which we are about to squeeze ten defensive plays, each requiring a precise percentage of play-calling probability.

With cards, the chances are two in fourteen, or 14.285 percent, that either a D,E,F or H defense card will appear. You are twice as likely to draw one of these as you are an A,B,C,G,I or J, each of which is likely to appear once in fourteen attempts, or 7.142 percent.

A little simple arithmetic permits us to match the card values with dice roll values. 14.285 percent of 216 = 30.855, which can be rounded out to 31 dice roll values. 7.142 percent of 216 = 15.426, or, roll values of 15 or 16.

A Chart In The Making

Adding roll values in Figure One, we assign four dice roll numbers with roll values totalling 31 to Defense D. In the case of defenses E,F and H, we found three roll numbers for each, as illustrated in Figure Two.

PART I: DEFENSE.

Football Strategy has a good solitaire version that calls for the lone player to choose the offensive plays for both sides and then select the defensive team's plays at random from the flip cards. To one set of ten cards you add the D,E,F and H cards from the second set. One drawback to this method is that you must shuffle the cards after each play.

One way you can reduce your shuffle time is to make a flip deck consisting of 140 cards marked thusly:

D-E-F-H 20 cards each
A-B-C-G-I-J 10 cards each

You can make as many sets as you think you'll need so long as each set consists of 14 cards and that there are two D's, two E's, two F's and two H's in each set, and one each of the six remaining defenses. 140 cards will be sufficient to let you play an entire half before re-shuffling the deck.

Or, you can do away with the shuffle altogether, and instead of cards you can use a dice roll that will produce the same results.

Analyzing Paydirt Dice

In order to duplicate the Football Strategy defense card result with a dice roll, it is necessary to choose the right type of dice. You must have the same probability of selecting a particular defensive play by

Dice Roll	Value	Dice Roll	Value
10	2	25	12
11	3	26	8
12	4	27	6
13	5	28	4
14	6	29	2
15	6	30	6
16	4	31	9
17	3	32	12
18	2	33	15
19	1	34	18
20	4	35	18
21	6	36	12
22	8	37	9
23	10	38	6
24	12	39	3

Figure One

The numbers in the dice roll column are determined as follows: The number on the black die is read as the first digit of the number, and the sum of both white dice is read as the second digit.

The numbers in the "Value" column represent the number of times the corresponding dice roll results are likely to happen. I call them "Value" numbers because they tell what each dice roll is worth in relation to the others. Example: You are twice as likely to roll a 32 as a 15, and the chances of rolling a 34 are six times greater than rolling a 17.

Def.	Roll Value	Percentage	Dice Roll Numbers
D	31	14.351	10, 13, 24, 25
E	31	14.351	12, 31, 34
F	31	14.351	16, 35, 37
H	31	14.351	20, 32, 33

Figure Two

Splitting Fractions

Six defensive calls and 92 dice roll values remain, since we've assigned 124 of our total roll values to defense plays D,E,F and

Continued on Page 13



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PAYDIRT is the most exciting sports game I have ever played. FOOTBALL STRATEGY is great to see how good you are as a coach or quarterback of a team that really does not exist, but PAYDIRT lets you do the same thing with a real team. Can I call plays better than Billy Kilmer? Can I set the defense better than George Allen? PAYDIRT allows you to do this.

PAYDIRT has one major flaw. The same flaw that all Avalon Hill games, except the STATIS-PRO line, have; you need an opponent. Coach Dice is OK for awhile, but this is leaving too much to luck. Coach Mrs. is OK for awhile too, but line plunges on fourth and 20 at your own 2 yard line or quick kicking on first and goal is not the way the game is meant to be played. I've even tried Coach Junior; but I find it hard to play a game in five minutes which is about the length of a small child's attention span. If you live in the country how do you find an opponent, let alone get into a league?

Volume 1 number 2 of ALL-STAR REPLAY carried my ad to form a league. I never received any answers. I live too far away from any large cities. I check all the ads in ASR each issue hoping to find a league to join or an opponent near-by. No luck, too far away.

Just when I had given up of ever getting into a PAYDIRT League along came Volume II, Number 1 of ASR. The article by Mr. Charles Vasey has given me new hope. If he could not only find enough interested people in a country where football is not king and a way to play the game without it costing a fortune maybe there is hope for me. Since long distance phone calls are much more expensive here than in England the phone must be ruled out. The only other way left is to play by mail. Since PAYDIRT was not meant to be a play by mail game something must be done to allow for mail play. How about a contest to see if anyone can come up with a way to play this wonderful game against someone who is over 50 miles away.

I don't know what I hate worse. Letting my PAYDIRT game sit and collect dust because I can't find a good opponent, or trying to play against someone or something that really knows nothing about football.

I know there must be many many people who feel the same way about PAYDIRT so come on fellows can't you find a way to help us.

You have a great game and I am really very good at it I think. Just imagine what your FOOTBALL STRATEGY League would be like if you lived in a town with a population of 919. It would make it hard to find a good opponent. I sure hope you can help, because it's lonesome without a good friend (PAYDIRT LEAGUE)

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"NO-NAME", Cont'd. from p. 11

H. Ninety-two divided by six equals 15.333. A fraction left over. The difference between 15 and 16 in dice roll values is less than one-half of one percent. Vive la difference! Here we applied a little strategy, giving C and G the 16's, and roll values of 15 to the extremes, A,B,I and J . . . the former permitting those terrifying long pass completions and the latter producing a rewarding fumble on a punt return. (See Figure Three).

Def.	Roll Value	Percentage	Dice Roll Numbers
C	16	7.407	14, 18, 22
G	16	7.407	23, 30
A	15	6.944	11, 21, 27
B	15	6.944	15, 19, 26
I	15	6.944	17, 28, 29, 38
J	15	6.944	36, 39

Figure Three

The new Football Strategy Defensive Play Selection Chart for solitaire is now ready to play with. We have given the dice the same play-calling percentages as the cards against any of the twenty offensive plays and the punt. I suggest that you make a copy and keep it in your game box when it's not in use. Although the chart is designed for solitaire play, some day when you have your back to the wall against a real opponent—like when you're dug in on your three-yard line and only six ahead with a minute to play and you can't decide on a defensive play to send in—why not surprise him? Give the Paydirt dice a roll and see what happens.

Now that you have the formula, you can make the Paydirt Dice do almost anything you want them to in the way of making probability charts. I know from reading your articles in *All Star Replay* that there are many of you who like to add new twists to your AH/SI games. It is essential that you know beforehand the results you desire the dice to give you. Feed your chart accurate information based on actual performance. Like a sophisticated computer, the Paydirt dice will faithfully reproduce the numbers you put into your chart with only a few minor variations.

PART II: OFFENSE.

The other drawback to the original solitaire version is the necessity of calling the offense plays for both sides. This can be remedied by creating an imaginary opponent who is capable of calling both offen-

sive and defensive plays, with a little help from the Paydirt dice and the necessary charts, which you will find at the conclusion of this article.

Here is an NFL-type quarterback who is ready to play at all times, one who calls his own plays and doesn't demand a huge salary. According to the scouting report he is likely to pass fifty percent of the time. He has some favorite plays, but it would be useless to name them because of his unpredictability.

This worthy (but as yet unnamed) opponent is no dummy when it comes to play selection. His plan of attack is based on dividing the field into five zones, as shown in the diagram:

NO-NAME'S GAME PLAN

Behind his 30-yard line, you won't find him taking too many chances with plays that involve the risk of a fumble or a pass interception, although he could hit you with the long bomb or razzle dazzle when you least expect it.

He gets more aggressive in Zone 2 when the ball is resting between his 30 and 49-yard lines. But in Zone 3, from the fifty to your 21, he is positively outrageous, freely using his entire attack.

Outrageous yes, but honest. Religiously he obeys the Football Strategy rules that have been handed down to all of us, banning the use of plays 17 through 20 inside your 21, and plays 13 through 20 when he's on or inside your ten.

To keep him honest, however, it is necessary that you refer to the proper zone on the Offense Play chart after you roll his dice for him. That's another thing. After selecting your own offensive play, you will be expected to roll the dice and refer to the new Defense Play chart to determine his counter.

There will be other times when he will look to you for help, such as deciding whether to punt or try for a field goal when his team is around your 20 or 25 where the odds are even for a successful kick. Remember to roll the dice to get the defense call on all punts.

If his team is behind late in the game and the ball is resting on his side of midfield, please waive the field position rule and refer to Zone 3 in the chart for his offensive play selections until he has moved the ball to your 20-yard line.

When No-Name is behind with time running out, let him try the on-sides kickoff, even if he has only a ghost of a chance to win. And when things get really desperate, he'll go for the first down or TD on fourth

and long.

As you can see, his game plan is based on two important fundamentals: 1. Vertical field position—that is, the position of the ball relative to the defensive team's goal line and 2. Surprise. He has the entire Football Strategy arsenal at his command on every dice roll. True, he may do something foolish occasionally when he's deep in the hole. Like a third down and twenty situation. Whatsizname could possibly call a bonehead play (like #8) that hasn't a snowball's chance of picking up the first down. But if you give him an H, he gets fifteen big ones, taking some of the pressure off his kicking team with improved field position. Besides, if he were perfect, the odds would all be in his favor. Believe me, he's a formidable foe just as he is.

What's In a Name?

Now as for a name for this mysterious solitaire opponent, many have come to mind (including some unprintable ones following his lopsided drubbing of my eleven during a playtesting session) and several had to be discarded for one reason or another. Stanley, for example, could prompt some facetious innuendos about his ethnic background. Ditto for a name like Fritz. "How about 'Meathead'?" someone asks. "Could be," says I. However, there are a couple of monickers that in my opinion come nearest to being aesthetically perfect: SOL (no puns please) for Solitaire, and SID (short for Sports Illustrated Dice). I even tried to utilize an abbreviation of Avalon Hill, but those initials only recalled those times in the dentists chair when I heard those immortal words: "Now open wide and say . . . AHHHHHH."

[And so, dear readers, I leave it up to you. Perhaps you can come up with a suitable name for this all-pro quarterback for Football Strategy Solitaire. I'm sure the editor would welcome your suggestions.]

In conclusion, here are three solitaire games in one. Call the offense plays for both sides if you wish. But for those times when you want the next best thing to a real live opponent, put the new Paydirt-style offensive play charts into action. In either case, you have the means of selecting defense plays at random by rolling the Paydirt dice instead of choosing cards. A third way is to let whatsizname do ALL the play calling for both sides. Some solitaire games in which the dice make the decisions may be a passive experience but the Paydirt

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type solitaire game will be an exciting diversion. To use the immortal words of those swashbuckling heroes of Alexandre Dumas' classic tale THE THREE MUSKETEERS, it's "ALL for fun and fun for all!"

SI FOOTBALL Weather



by Ed Sawyer

DEFENSE PLAYS																															
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39		
D	A	E	D	C	B	F	I	C	B	H	A	G	G	D	B	A	I	G	E	H	H	E	F	F	F	F	F	F	I	J	
OFFENSE PLAYS																															
Zone	Position	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
1	1-29	6	9	2	17	3	10	5	18	8	16	7	15	1	20	3	7	4	14	13	11	12	12	14	10	1	4	15	18	20	19
2	30-49	6	9	2	17	3	10	5	18	8	16	7	15	1	5	1	4	4	14	13	11	12	13	18	15	7	10	20	19	20	19
3	50-21	11	18	12	16	6	8	12	18	14	16	19	14	2	11	7	17	3	15	19	18	15	9	20	4	1	5	10	13	10	19
4	20-11	2	9	6	7	11	13	7	12	3	8	8	11	9	16	15	4	4	13	12	10	14	6	3	10	1	5	2	7	15	14
5	10-1	7	6	7	5	12	11	9	8	9	11	10	8	4	6	3	4	12	5	11	10	3	2	7	5	1	10	9	11	2	12

1. WEATHER CONDITIONS:

A. **VERY BAD** (lots of rain & mud or lots of snow, blizzard conditions)

Effects:

RUN—minus 2 to all gains

PASS—minus 5 to all gains

KICK-OFF RETURNS—minus 10 to all gains

PUNT RETURNS—minus 5 to all gains

B. **BAD** (light rain, drizzle or snow flurries, cold & icy)

Effects:

RUN—minus 1 to all gains

PASS—minus 3 to all gains

KICK-OFF RETURNS—minus 5 to all gains

PUNT RETURNS—minus 2 to all gains

C. **GOOD to EXCELLENT**—no changes

2. WIND CONDITIONS:

A. **HIGH WINDS**

Effects:

MED & LONG PASSES—completions only; #'s 1 thru 20 are all incomplete against the wind

K.O. & PUNTS—minus 10 against & plus 10 with

FIELD-GOAL ATTS.—minus 10 against & plus 5 with

B. **LIGHT WINDS**

Effects:

K.O. & PUNTS—minus 5 against & plus 5 with

FIELD-GOAL ATTS.—minus 5 against; nothing with the wind

C. **GOOD to EXCELLENT**—no changes

To determine WEATHER & WIND conditions, roll two conventional dice (once for weather & once for wind) using chart below:

WEATHER		WIND	
2) A	8) C	2) A	8) C
3) B	9) C	3) B	9) C
4) B	10) B	4) B	10) B
5) C	11) A	5) C	11) A
6) C	12) A	6) C	12) A
7) C		7) B	

Wind conditions can change rather quickly; using the chart below, roll to see if the wind conditions have worsened (W), improved (I), or remained unchanged (U) for the second half:

2) I	8) U
3) W	9) U
4) W	10) I
5) U	11) W
6) U	12) W
7) U	

NOTE: all #'s, results, etc., in parenthesis still take priority ALSO; these weather & wind conditions can be used anytime, depending on the game, where it's supposed to be played, and simply when the user wants to use it.

Tuning Up For Victory: Setting Up Car Performance Specs In SPEED CIRCUIT

by Dr. Rich Oksas

Speed Circuit Mechanics

There is no doubt in my mind that Speed Circuit is the ultimate simulation game in relation to automobile road racing. Victory depends on three important factors; the nature of the simulated circuit, selection of appropriate car performance capabilities and driving skill & luck. While the latter variable relates to player experience and ability, driving technique alone will seldom overcome handicaps incurred by an initial improper selection of performance specifications.

A winning Speed Circuit contestant must first overcome the notion of an "ideal car" design that will be equally well suited for all tracks. The car set-up that insures quick lap times for twisty, slow speed tracks will see you left behind on high speed circuits. Conversely, a "flat out" car will never be able to reach its top speed potential (or will loose its brakes trying) on slower courses. Therefore just as in real life, race car mechanics carefully select various gear ratio settings, tire types and wing adjustments to meet the needs of each race entered. The successful Speed Circuit player will also be required to "tweak" or fine tune his car to any given track.

Using the 5 performance point rule of the basic game we are faced with the dilemma of "dialing in" proper start speed, acceleration, deceleration, top speed and wear unit specifications. Generally I prefer to keep 2 or 3 of these factors the same so that I will be familiar with the cars basic handling characteristics on any given day. Which ones you select should be based on your own driving style philosophy. Personally, because I recognize the fact that races are seldom won in the first 100 yards, I elect to choose a 40 mph start speed in all instances. (If an unplanned pit stop or spinout occurs I compensate by taking a chance to up my start speed). Also I prefer

Suggested Speed Circuit Car Specifications For Alternative Formulae

Name of Car Class	Total Performance Points	Start Speed	Start Acceleration	Deceleration	Top Speed	Wear Units
FSV or Formula 3	2	40	40	40	140	4
Formula 2 or Atlantic	3	40	40	40	160	5
F/5000 or CAN AM	4	60	40	40	180	4
Indianapolis (USAC) Cars	4	40	60	20	180	3
Typical Formula I Grand Prix Car	5	40	60	40	180	5

to pass another car under acceleration on the main straight and believe that passing under braking is risky at best. Therefore I usually opt for acceleration and deceleration rates of 60 & 40 mph respectively. Whatever your own style of driving is, maintenance of a few performance factors during the course of a grand prix season will make your car more predictable to drive and prevent hassles & confusion regarding your car's capabilities. If you have an entirely new car each time, you'll waste concentration on preventing over extending yourself rather than keeping an eye on the opposition.

This leaves two variables, top speed and wear factors, which I deem to be critical in turning optimal lap times. These are carefully selected to suit each individual track and are based on my ability to size up the course before even turning a wheel on it. Essentially the course must be rated as being slow, medium or fast in overall lap speed. This inturn is determined by the length of straights and number of corners encountered. For a slow track (e.g. Monaco), I prefer handling to top speed so I use top speed of 140 mph and 6 wears. An intermediate track like Watkins Glen would find settings of 160 mph and 5 wears. The blistering pace of Monza on the other hand dictates 180 mph and 4 wears be used.

OK this may work fine for the three original tracks contained in the Speed Circuit game, but what about new ones you may encounter (or design)? One way to determine if a track is slow or fast is to look

up the actual lap speeds achieved by real Grand Prix cars. If the track has an actual lap speed of less than 100 mph it is slow, 100 to 125 mph medium and 125+ mph fast. If this information is unavailable to you or the course is entirely new, I use an alternate method. I look at the total number of spaces per lap and the number of corners on it. The number of corners will tell you the importance to be placed on wear units. Similarly, dividing the lap distance in spaces (remember each space = 20 mph) by the number of corners will give you the average straightaway length to choose your top speed setting. If still in doubt you can start by expending a single performance point for each spec or use an intermediate setting and adjust accordingly during practice and qualifying. Never decide on altering performance specs as you line up on the starting grid or else you incur the risk of out foxing yourself.

Driving Strategy

Now I'm behind the wheel of a well-tuned car. Performance specs can no longer be an excuse for a poor showing. How do I get the most out of my vehicle? My own driving technique is quite simple. At the start and through the first corners I try to pass as many cars as possible, nothing is more annoying then getting left behind in traffic. As the cars get sorted out and if I'm fortunate enough to have the lead I'll open

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BRIDGE

by Jared Johnson

The right play at the bridge table doesn't always turn out to be the winning one.

Put yourself in the place of the tournament players who reached six spades on Hand A after an opening heart preempt by West. Looking at all four hands, the contract is cold but at the table if you play it correctly (the way that gives you the highest probability of making your contract when you don't know how the cards lie), you will go down.

West leads the ace of hearts and you win the second trick (whether a heart continuation or a shift). Since West preempted, if anybody is short in spades it's him, so you cash the ace of spades in dummy and West drops the jack. Now you lead a small spade off dummy. East plays low and what do you do? Remember, you're not looking at all four hands.

The law of restricted choice says you must finesse East for the queen of spades by playing the nine when East plays low.

In essence, you must decide whether West started with specifically queen-jack doubleton of spades, or with just the jack singleton. In this situation (West dropping one of the missing honors on the first trick), it is twice as likely that West started with a singleton honor than with queen-jack.

Hence the name, restricted choice. It is more likely (and this can be mathematically proven) that West dropped the jack because his choice was restricted (that's the only spade he had) than that he played the jack because he had a choice from queen-jack doubleton.

Actually, the odds are roughly two to one in favor of the finesse even without knowing anything about the distribution of the East-West cards. The fact that West

HAND A

North-South vulnerable, East dealer.

	NORTH	
	S-A 10 7 6 3	
	H-K J	
	D-K 10	
	C-A K J 5	
WEST		EAST
S-Q J		S-8 4
H-A Q 10 9 8 4 3		H-6 5 2
D-8 7		D-Q 9 3 2
C-8 2	SOUTH	C-Q 9 6 3
	S-K 9 5 2	
	H-7	
	D-A J 6 5 4	
	C-10 7 4	

The final contract: Six spades by South.

HAND B

None vulnerable, West dealer.

	NORTH	
	S-4 3 2	
	H-Q 6 3	
	D-Q 9 5 4	
	C-K 8 2	
WEST		EAST
S-8		S-A K Q
H-K 9 8 7 5 2		H-A 10 4
D-A K J 6		D-3 2
C-J 10	SOUTH	C-A 6 5 4 3
	S-J 10 9 7 6 5	
	H-J	
	D-10 8 7	
	C-Q 9 7	

The final contract: Six hearts by West.

preempted (lots of hearts in his hand and therefore less room for spades) makes it even more likely he started with a singleton. Once the jack drops, the odds are probably at least three to one in favor of finessing East for the queen.

This can be a somewhat complicated subject and the play often seems counter-intuitive when the problem arises at the table (you can almost see that other honor in the West hand ready to drop), but following the rule and finessing East for the other missing honor is the correct play.

Too bad. On this hand, the correct play loses. The smart players get a bad score and the players playing for the drop get an undeserved bonus.

Suppose on Hand A you were West, watching South go down when he applied this strange thing called the "law of restricted choice." (75% of the pairs who bid the slam played it "correctly" and went down.) Now as West, you find yourself in six hearts on Hand B.

The auction was uncontested and you win North's lead of the four of diamonds

with your jack, Six hearts is no problem but an overtrick would be nice and worth its weight in gold at tournament play.

You cash the king of hearts, North plays small and South drops the jack. Hmmm, You've seen this before, haven't you? What is your play (without seeing all four hands)?

Once again, finessing North for the other missing trump honor is the correct play when you lead small from your hand and North plays low, only this time it works! You have just made 13 tricks and a

tie for top score on the board. (Although almost all of the pairs in the tournament bid the heart slam, only three declarers made the overtrick.)

A psychological factor is at work here which must be overcome. On the second hand, it seems less annoying (not to mention less embarrassing when partner is suspiciously eyeing your play of the hand) to play the ace and not have hearts split, than it is to play the ten and lose to a queen you could have dropped, but playing the

ten is STILL the correct play (take my word for it and try it next time you get the chance).

The same reasoning applies to the spade hand. If anything it should be even more annoying to take a 33 percent chance when you can have a 67 percent chance.

For a full discussion of restricted choice see "The Official Encyclopedia of Bridge," 1976 edition.

Frank Hollander is only 14 years old, but he's been playing our sports games for seven years. Printed below are some pretty good ideas he has regarding SUPERSTAR BASEBALL. He is "depressed" that some readers do not know that the original SI baseball game had injury rules (I didn't know that!), and offers them here, along with his suggestions for league rules.

If an injury should occur to the last available player at a position, the injury is postponed until the previously injured player who may play that position is able to return to the game.

If there are only two men who play a particular position and one of these men pinch hits and is taken out of the game, and the player in the game should happen to get injured, then the player who received the injury stays in the game and

starts his injury after the game. In this situation, an additional day must be added on to the length of the injury.

Catchers cannot play more than 14 innings on any day. This includes doubleheaders and whenever a team has only two catchers and one pinch hits, or in a doubleheader that goes beyond 28 innings, the rule is waived after the 28th inning. The catcher in the game remains there until the game is concluded.

SUGGESTED LEAGUE RULES

Pitchers, as in real baseball, should be rotated as follows:

Starters- IP*	Days		Days	
	Rest Needed	Relievers- IP	Rest Needed	
12+	4	4-5		2
4-11 2/3	3	2-3 2/3		1
2-3 2/3	2	0-1 2/3		0
0-1 2/3	1			

*Includes starters pitching in relief

No.	Pitcher = Yellow		Position Injured	Injury Duration
	X	Chart		
10	PI		1B	15
11	PI		1B	NI
12	PI		CF	8
13	PI		C	4
14	PI		SS	3
15	PI		SS	2
16	PI		SS	7
17	PI		1B	10
18	PI		1B	14
19	PI		1B	20
20	WP		CF	6
21	WP		CF	NI
22	WP		3B	NI
23	WP		P	NI
24	BK		2B	NI

Chart	Injured	Duration
WP	2B	NI
WP	3B	NI
BK	3B	NI
WP	2B	5
PI	1B	12
WP	RF	NI
WP	RF	NI
PB	SS	NI
PB	P	O
H	P	O
H	C	O
PB	C	1
WP	LF	NI
WP	LF	NI
WP	CF	9

Relief pitchers may pitch in both games of a doubleheader if in the first game they do not pitch more than 1 2/3 innings. And in both games of a double-header, relief pitchers may pitch only for a total of 5 innings.

If a starting pitcher also has a separate chart for pitching in relief and he pitches more than five total innings in two games of a double-header, then his "Starting" chart is used after he has completed five relief innings.

The manager of the visiting team must be the first to announce his starting pitcher.

Rain Outs: To determine if a game is rained out, roll the dice at the beginning of each game before the starting pitchers are announced. If a number 11 appears on the dice the game is postponed and rescheduled by the home team manager.

If, however, a number 31 is rolled on the dice, the game is played in threatening weather and, after every half inning of play, the dice are rolled. If a number 11 should then be rolled on the dice the game is either considered official or postponed and rescheduled according to major league rules.

Legend

PI—Possible injury to a player in the field. The manager of the team in the field rolls the dice and uses the Position Injured column to determine at what position the injury may have occurred. After determining the position, the pitcher throws the dice and first completes the play. After the play is completed, the manager of the team in the field rolls the dice again and uses the injury duration column to determine the length of time, if any, of the injury. Injured players must be replaced immediately.

H—Batter Hit by Pitch. Any time the H is the

result of the pitcher rolling the dice, the manager of the team at bat rolls the dice and uses the injury duration column to see if the batter is injured. If the batter is injured, he must be replaced immediately by a pinch-runner. If the batter is not injured, he moves to 1st base.

PB—Passed Ball. All runners advance 1 base.

WP—Wild Pitch. All runners advance 1 base.

BK—Balk. All runners advance 1 base.

NI—No injury

O—Injured for rest of game

#—Number of games injury lasts. (In addition to game in which injury occurred.)

The Fistic Scene



by Jim Trunzo

Every true sports fan has at one time or another wondered, analyzed, and argued about certain "dream" situations. Could Jimmy Brown, the great Cleveland running back, have dented Pittsburgh's "Steel Curtain"? If Nolan Ryan pitched against Sandy Koufax would knockout records have fallen? Could Bill Russell have stopped Kareem Abdul Jabbar's sky hook often enough to win a key game? Being sports enthusiasts, my brother and I were no exceptions to this phenomenon, only our classic confrontations usually ran along the lines of how Muhammad Ali would have fared against Rocky Marciano or could the scientific boxing skill of Benny Leonard have overcome the awesome power of Roberto Duran? While a variety of game companies did an excellent job making many of the above situations come true, we just couldn't find a satisfactory simulation to solve the numerous fistic encounters that the two of us conjured up—so we designed our own game, TITLE BOUT.

TITLE BOUT is the cumulative result of several years of research and two complete game revisions, and we feel it can easily be called the ultimate in boxing simulation. From a rather humble beginning when the game consisted of 60 heavyweights, three simple charts, and a fast action deck, TITLE BOUT has grown into a game comprising over 400 fighters, well defined charts that cover all aspects of the fight game (ranging from fouls and cuts to the variable scoring that sometimes produce controversial decisions), and a playing board to facilitate the action of the fight and add the visual element of ring movement. In addition, even though the game has changed drastically in its

years of growth, it has retained the very reasonable playing time with which it began. A 10 round fight that goes the distance using basic rules plays in about 30 minutes; the same bout employing all the advanced options including the use of strategy takes closer to 45 minutes to play, including set-up time.

Although obviously biased, we truly feel that TITLE BOUT captures the flavor of the fight game. We aimed for that delicate target between playability and realism and are confident that we hit the mark. The game contains all the fine points that enter into a fight: cuts and their location, accumulated punishment, after affects of a knockdown, and the human factor in scoring. These are just a few of the areas that decide the eventual outcome of each match up in actuality and in TITLE BOUT. Yet due to the make-up of the individual player cards, the easy to use charts, and the fast action deck, these factors come into play in the natural flow of action, lending beautiful simplicity to the game.

The fighter cards themselves are quite an achievement. Using extensively researched data supplied by the expert staff of THE RING magazine and applying these to our own formulas, the fighters provide a highly accurate and realistic portrayal of their skills. Reproducing the fighters was a difficult and delicate task due to the lack of a broad basis for comparison and the subjective nature of the sport. A fighter's main statistic, his record, is often unreliable due to many varied factors that affect it, quality of opponents being a case in point. "Official" ratings are often questionable, sometimes political, and occasionally absurd. Rating a fighter in his prime might have been the answer except for the fact that his prime might have been 2 fights! The final approach taken was to view a fighter's entire career (up to his last fight before our deadline in the case of fighters still

active) and take into consideration all of the countless variables that come into play during his time in the ring. Rating a fighter in this fashion provided the added bonus of keeping fighters from different eras in proper perspective. For example, a fighter ranked number 6 in 1979 might not have been in rated among the top 20 in 1945. Rule changes also affected records and statistics and TITLE BOUT reflects all transitive aspects of the sport, thereby making replays between fighters of different eras reasonably accurate.

Each individual fighter, rated in over 20 categories, is unique. A fighter's punches are rated not only for how well they are thrown, but also for the frequency with which they are thrown. Endurance, ability to absorb punishment, cut frequency, power and killer instinct are just a few of the factors that come together to form the total picture of each of the over 400 fighters in the game. Also, TITLE BOUT firmly adheres to the old boxing truism that "styles make the fight"; therefore, each fighter is rated on his ability to fight either a boxer or a slugger and allows for styles to play the role they should in the game. In addition to the above, complete biographies appear on the back of each old timers card, and all fighters have their record provided, thus giving you not only the statistical information that you might wish to know but also a complete history of the great sport of boxing.

While the reproduction of the player cards is crucial to the success of any sports simulation, these are only as effective as the method used to incorporate them into play. TITLE BOUT probably would never have come about if it weren't for the advent of the random number system used in conjunction with the fast action deck as opposed to the use of dice. The method of play was the biggest problem we encountered when we began working

on a boxing game. Rolling dice turn by turn proved unrealistic and too methodical as did letting one fighter keep rolling as long as he was landing punches. The use of the fast action deck in which one reading is taken from each card proved to be the answer to our problem. It not only provided us with a method of play but evolved into the timing system for each round of action. The deck is made up of 80 cards with each round consisting of 40 cards. Shuffle the deck, half it, and you have two rounds ready to use.

TITLE BOUT is played by repeating three or four basic steps: 1) each fighter has control factor, so the first step is to see if he is in control 2) next, if the fighter is in control, check to see what action took place—was he moving, clinching, landing or missing with a punch 3) finally, does the fighter stay in control? A fourth step is necessary if a punch is landed to gauge the effectiveness and damage it carried with it (cuts, staggers, knockdowns, knockouts, etc.). Admittedly, this is a little oversimplified, but not by much.

While TITLE BOUT is excellent for solitaire play, both the basic and advanced versions can be used if you wish to go head to head with your best friend or your

worst enemy (and without any blood or bruises!). The advanced strategy rules were designed with 2 players in mind, although again they can be used by the solitaire player. In an introductory article such as this, it would be folly to go into the many varied combinations and the resulting affects of these strategies. Suffice to say that by using them, you as the fighter's manager have a definite affect on the fight's outcome. Consider the various strategies: fighting inside, fighting outside offensively, fighting outside defensively, covering up, going for the knockout. If for example, a weak punching but accurate, fast moving fighter was matched up against a slow, wild swinging but devastating puncher, your use of the above options could be the difference in the fight. If you send him inside to slug it out, you are possibly committing suicide and will probably lose the fight. If, on the other hand, you can stay outside and nullify your opponent's punching power, you may win the fight easily. However, the number of times you can use strategies in a bout is limited, so you must use them wisely and be able to outguess your opponent.

As a parting word, we would like to

address ourselves to the questions concerning revision. Nothing is more annoying than buying a sports game, enjoying it, and finding out that it remains stagnant and becomes out of date. TITLE BOUT will issue a completely new set of contemporary fighters each year. New fighters will be added, fighters already included will be revised, and others may be dropped, depending on their activeness and performance in the ring. In addition, updates and old time fighters not included in the game will appear in issues of ALL-STAR REPLAY to supplement the nonactive fighters already included in the game.

TITLE BOUT is an exciting, accurate simulation. From the sudden knockouts to the grueling 15 rounders, from the champions to the young hopefuls and trial horses, from the thrilling upsets to the infuriating split decisions, TITLE BOUT captures the flavor, realism, and drama of the fight game. You make the matchups; you crown the champions. You run a tourney or have your favorite take on all comers. TITLE BOUT truly places over 100 years of boxing history into your hands.



John L. Sullivan, the first of the heavyweight gloved champions and the last of the bare-knuckle champions, shown here menacing a tailor who had neglected to dry-clean his shirts on time. Incidentally, of the 29 men who have held the heavyweight championship since 1888, no fewer (no more, either) than 13 have had first names beginning with "J".

A PEEK AT PUGILISM: A Short History of Boxing

still by Jim Trunzo

Using the human fist to inflict damage dates back to man's very beginning. Not equipped with fang, horn, or claws, man must have relied on the clenched hand from the moment he realized he could make a fist. Inflicting damage with the fists for sport (boxing) took a little longer to evolve, however. The first evidence of the sport of boxing was found in Egyptian hieroglyphics dated approximately 4000 B.C. The soldiers of Pharaohs most likely wrapped their hands with leather strips or cloth to protect the bones in the hand from being broken. Research has uncovered Egyptian murals depicting hand-to-hand combat in square or rectangular or round arenas, and the Greek historian Herodotus makes mention of the games the Greeks absorbed from the Egyptians where man fought man with his

fists for prizes such as animals, cloaks, or skins.

Boxing spread from Egypt and Ethiopia to the island of Crete and then to Greece. The Greeks began to refine the sport introducing more sophisticated gloves and training. Since the fist was used at that time like a club or hammer, the ancient Greek gloves extended up the arm, sometimes as far as the elbow. The gloves were made of leather and rubbed with animal fat to keep them in good condition. Amazing as it may seem, during the golden age of Greece, fighters worked out on both the light and heavy bags during training in much the same fashion as a Larry Holmes or Roberto Duran do today. The punching bags were made of leather and the heavy bags of canvas filled with fig seeds and sand. The

Greeks, in addition to gloves also wore (if so desired by the combatant) a leather headguard called an amphotidē to protect the forehead from being cut and to protect the ears. Even mouthpieces were used, although they were made of leather not rubber as today's are.

The similarities between Greek boxing and boxing today are fascinating and so are the differences. There were no time limits or rest periods, for example. Fighters fought until there was a knockout or one or both fighters were so exhausted they were unable to stand. Another peculiar rule allowed the fighters to draw lots for the privilege of taking free punches at one another, if after a long period of fighting both were too tired to continue in a regular fashion.

Boxing became one of the main events in the Olympic games established around 1250 B.C. The official costume was complete nudity except for the gloves worn by the contestants. Participants were expected to train 10 months in advance and no one convicted of a crime or considered impure by Greek standards could compete. Women, possibly due to the uniform mentioned above, were not allowed to attend the games. This eventually changed. Unfortunately, so did boxing as one of the ancient sports.

Just as the Greeks before them started to refine boxing as a sport, the Romans refined a more brutal aspect of ancient pugilism, the loaded cestus. The Greeks called the gloves they used "cestus". They also

developed the murmex or "limb piercers", bronze spurlike weapons that strapped around the cestus. The Greeks forbade their use in any way. However, these were made to order for conquering Romans for use in their gladiatorial contests. The normal cestus was used for purely athletic competitions which were passé during the height of the Roman empire. The Romans reduced boxing to a contest where the man who landed the first punch was usually the winner. The loser was dead.

For a long time, the loaded cestus held sway but late in the life of the Roman civilization Marcus Aurelius banned all forms of bloodshed for entertainment purposes and boxing returned to its prior position as a contest of strength and skill. But like the Roman Empire boxing began to decline and almost vanished for 1200 years.

For twelve hundred years boxing was seldom heard of. It was a period of dictatorships—no freedoms of any kind for the masses. It was a period of wars and bloody conquests and civil strife. Eventually, with the dawning of the 18th century boxing among other things began to make a comeback. In England, especially, the manly art of self defense became an acceptable practice. John Broughton, called the father of modern boxing, is considered by English historians as a very important figure in their history. It was felt that during this time England needed a form of character building and boxing fit the bill. From this point on, boxing made huge strides towards becoming a fullfledged sport.

The modern "Golden Age" of boxing is often dated as 1880 to 1949. The late 1800's heralded the bare-knuckle era of boxing. Great bare-knuckle fighters like Tom Molineaux, Tom Cribb, Tom Sayers, and the famous John L. Sullivan made fist fighting as popular as fencing. Sullivan, in fact, was the last of the bare-knuckle fighters and one of the first to wear gloves.

The padded-glove era officially began with James J. Corbett. Not only was he the first man to win a title wearing padded gloves, but his style placed an emphasis on skill and boxing expertise as opposed to hitting power and an overwhelming offense as exemplified by the hard hitting, weak defense style of John L. Sullivan.

Boxing has had, since the 1900's, many "golden" ages and just as many declines. It has survived the influence of the underworld and both the monopoly followed by the abandoning by television to the current revival brought on by the United States success in the recent Olympics. During its roller coaster history, boxing has produced

THE RING

RULES

TO BE OBSERVED IN ALL BATTLES ON THE STAGE

I. THAT a square of a Yard be chalked in the middle of the Stage, and on every fourth feet after a fall, or being parted from the rails, each Second is to bring his Man to the side of the square, and place him opposite to the other, and till they are fairly set to at the Lines, it shall not be lawful for one to strike at the other.

II. That, in order to prevent any Disputes, the time a Man lies after a fall, if the Second does not bring his Man to the side of the square, within the space of half a minute, he shall be deemed a beaten Man.

III. That in every main Battle, no person whatever shall be upon the Stage, except the Principals and their Seconds, the same rule to be observed in bye-battles, except that in the latter, Mr. Broughton is allowed to be upon the Stage to keep decorum, and to assist Gentlemen in getting to their places, provided always he does not interfere in the Battle; and whoever pretends to infringe these Rules to be turned immediately out of the house. Every body is to quit the Stage as soon as the Champions are dropped, before the feet.

IV. That no Champion be deemed beaten, unless he falls coming up to the line in the limited time, or that his own Second declares him beaten. No Second is to be allowed to ask his man's Adversary any questions, or advise him to give out.

V. That in bye-battles, the winning man to have two-thirds of the Money given, which shall be publicly divided upon the Stage, notwithstanding any private agreements to the contrary.

VI. That to prevent Disputes, in every main Battle the Principals shall, on coming on the Stage, choose from among the gentlemen present two Umpires, who shall absolutely decide all Disputes that may arise about the Battle; and if the two Umpires cannot agree, the said Umpires to choose a third, who is to determine it.

VII. That no person is to hit his Adversary when he is down, or seize him by the hair, the breeches, or any part below the waist: a man on his knees to be reckoned down.

*As agreed by several Gentlemen at Broughton's Amphitheatre,
Tottenham Court Road, August 16, 1743.*



THE GREAT WHITE HOPES

far too many great fighters to begin to name here, but suffice to say it is a proud sport with a proud history and one that will continue to survive as long as there is a "next Louis" or "next Marciano" or "next Ali" to crawl through the ropes.

Here's a list of interesting firsts:

First time the mandatory eight count was used—March 13, 1961 (Patterson vs Johansson) in a title fight.

First televised bout in the U.S.—1938

First televised bout from Madison Square Garden—April 4, 1941 (Lou Nova vs Max Baer)

First fight film-for public viewing—Bob Fitzsimmons vs Jim Corbett.

First rubber mouthpieces—1902



No article on boxing would be complete without some mention of Muhammad Ali.

"White Hope". What does it mean? Where did the term originate? Who were the White Hopes? Are they, like some vanished species, extinct? The answers to these questions and others like them combined to form the continuing story of one of boxing's most interesting eras.

Actually the true White Hope era spanned the years 1908-1915. These dates coincide with the winning and the losing of the heavyweight crown by Jack Johnson. On December 26, 1908 Jack Johnson became the first black man ever to win the heavyweight crown. After having avoided Johnson for almost two years, heavyweight champion Tommy Burns accepted a match to be held in Sydney, Australia against the 6 ft., 205 lb. Negro. Fourteen rounds after the beginning of the championship bout, the Australian police brought a halt to the beating Burns was absorbing, and Jack Johnson was the champion. The White Hope era had begun.

All over the country, angry whites tried to create a bogus white champion by staging tournaments in the hopes of turning up a contender-legitimate or not. Men like Luther McCarty (probably the best of the original White Hopes), Gunboat Smith, Arthur Pelky, and even future light-heavyweight king, Georges Carpentier claimed the title White Hope Champion.

Most of the major White Hopes fought each other at least once and usually several times. Carl Morris, who was the first White Hope, fought Jess Willard to a 10 round no decision, knocked Arthur Pelky out in 5 rounds, and was in turn KO'd by Luther McCarty in 6. McCarty won a White Hope tournament in 1913 and added knockouts over Fireman Jim Flynn and Al Palzer (another tournament winner), before losing by a knockout to Art Pelkey! It became in effect a continuing circle first one White Hope winning impressively only to be stopped shortly thereafter by still another White

Hope who then rematched a former White Hope, and on and on.

Only four men who were considered to be among the White Hope group actually faced the target of all this controversy, Jack Johnson. Johnson met with Frank Moran and defeated him in 20 rounds, stopped Fireman Jim Flynn in nine, destroyed Jim Jeffries in 15, and finally lost in the 26th round to Jess Willard, in a fight which has been an object of controversy ever since.

Nobody saw the punch that floored Johnson in that fight, and everyone present saw that though tremendously out of shape, the 37 year-old champion had been giving what Howard Cosell calls a "boxing lesson" to the "Pottaxatomie Giant" for most of the fight. When Jack did sink to the canvas, he lay there on the canvas, seemingly shielding his eyes from the sun as he waited for the referee to count him out.

Later Johnson was to claim that he had purposely thrown the fight, in exchange for a deal which enabled him to return to America with his white wife from England free from prosecution on some extremely tenuous morals charges. Photos of the fight seem to substantiate his claim, since he seemed to be outboxing Willard throughout.

Johnson's defeat at the hands of Willard ended the true White Hope era, but the term itself has endured throughout boxing history up to and including the present day. In the last ten years the term has lost, thankfully, its bitter racist tones and for the most part is used to highlight a contending white fighter in the heavyweight division, a division that has been almost devoid of topflight white contenders since the retirement of Rocky Marciano.

Two recent White Hopes come to mind. Jerry Quarry was a top contender during the reigns of Muhammad Ali and Joe Frazier. A rugged, hard-hitting heavy,



Jack Johnson just prior to his fight with Jim Jeffries, who was brought out of retirement to give Jack what for. Jack doesn't look very worried, does he? He knocked Jeffries out.

Quarry never quite made it due to his susceptibility to cuts that led to the stopping of many of his fights. Quarry lacked the size of the current true heavyweight.

One of the latest Great White Hopes was (note the "was") Duane Bobick. Fed a steady diet of faded veterans or outclassed journeymen, Bobick built up an impressive record leading to a match with perennial contender Ken Norton, who proceeded to destroy Duane in the first round. Hitting the comeback trail, Bobick regained his confidence with a string of knockouts, again over no-names. Travelling to South Africa, he went against a relatively unknown boxer by the name of Kallie Knoetze who derailed his comeback by stopping him in the third round, taking him out with the same type of punch used by Norton, a loping overhand right.

To Bobick's credit, he vowed to try again to reach the top. New handlers, new training methods, and a new winning streak led to a new opportunity when Duane signed to fight highly ranked John Tate. Unfortunately for Bobick his new start produced the same old result—a devastating first round knockout loss. So ended the possibility of Duane Bobick becoming a

challenger for the heavyweight crown.

We have attempted, briefly, to provide you with some of the highlights of the White Hope era. There was, of course, much more to it than can be covered here. Perhaps the best way to relive this era would be to study the records of the White Hopes as they are printed below, then to

cut out the fighters included in this issue of ASR and find your own champion to throw into the ring against the great Jack Johnson (note that included with these fighters is the modern heavyweight John Tate, who is an up and coming black fighter; definitely not a White Hope).

How good were the group of fighters who would become known as the original White Hopes? Well, there were several standouts, but as a group they were barely mediocre. Collectively, their winning percentage for 609 total bouts was almost exactly one half of their fights, standing at 50.1%, not exactly an overwhelming

figure. Their total aggregate statistical totals (for the ten most representative White Hopes, not including Jess Willard) were as follows and as you can see, there are an overabundance of no decisions and a high knockout against percentage. Both figures suggest inadequacies in many of the White Hopes.

	TB	W	L	D	KOF	PCT.	KGA	PCT.	ND	NC							
Arthur Polkey	51	21	15	4	12	24	13	25	11	0							
Billy Wells	49	37	12	0	33	67	11	22	0	0							
Al Paltzer	13	8	3	0	6	40	3	20	4	0							
Frank Mizan	60	34	11	2	34	40	5	6	13	0							
Tom Coffey	62	35	4	1	34	55	4	6	12	0							
Gonboat Smith	121	53	10	6	39	52	1	1	49	0							
Carl Morris	72	47	11	1	36	50	5	7	13	0							
Charley Weinert	78	35	9	1	23	30	7	9	33	0							
Tom Flynn	114	54	23	15	39	34	15	13	22	0							
Luther McCarty	25	16	1	0	16	64	1	4	8	0							
Tot. Bouts	609	Wins	305	Loses	99	Draws	30	No Dec.	175	KO's For	262	%	43	KO's Ag.	65	%	10.6

Basketball Strategy, Cont'd.

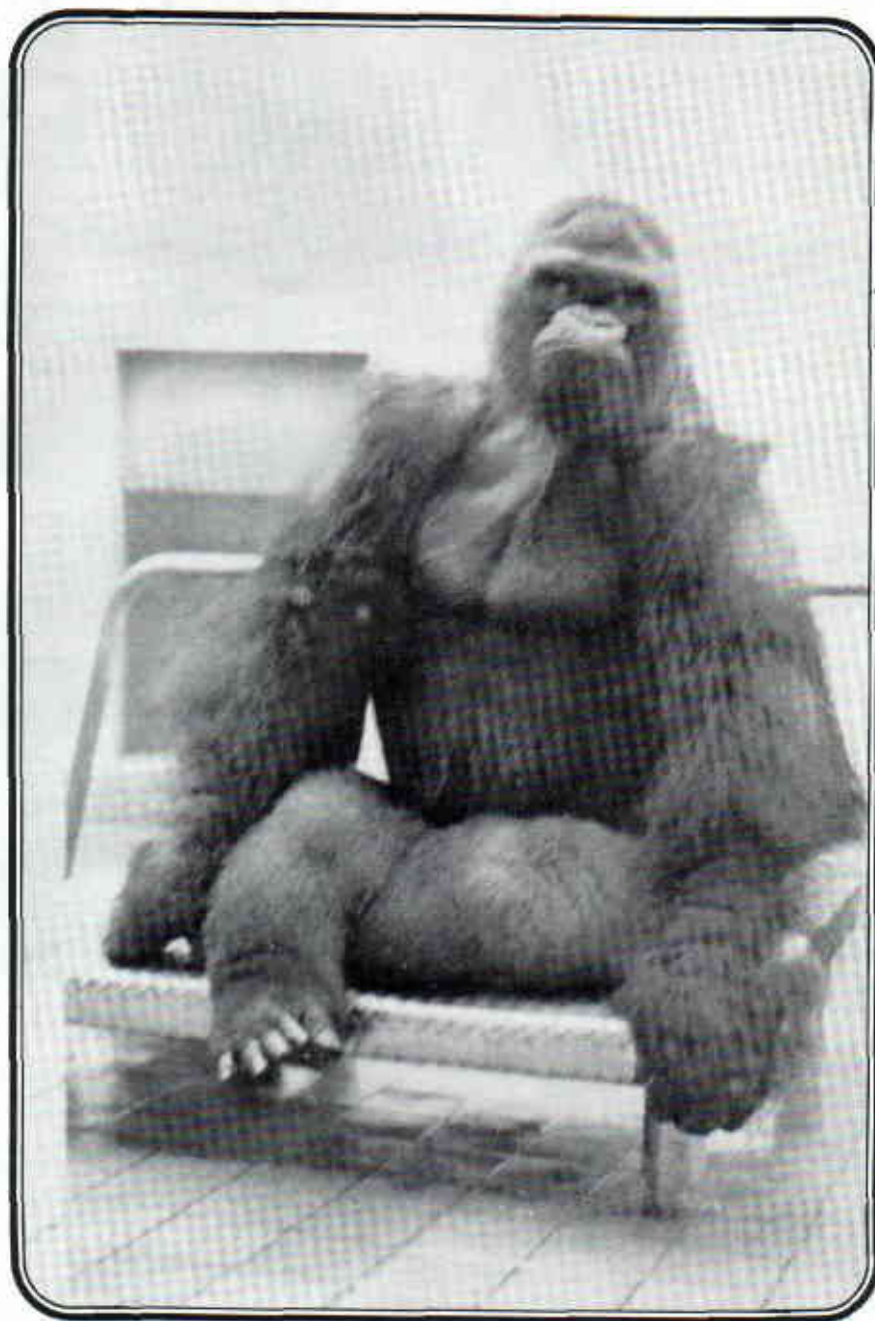
part of the shooter or pass receiver. Instead the Random Foul system described on Page 14 of the rules is invoked with one very important change. On a die roll of 6 the foul is not given to the defensive counterpart but rather to any defensive player of the defender's choice.

THE FOUR CORNERS

With the elimination of the 24 second clock a team with a lead may find it useful to invoke a "stall" offense. A stall offense can be declared only on the second pass of a player's possession *after* he has brought the ball upcourt. Players may announce a Stall Offense only if their team is either ahead or tied and currently has possession of the ball in their zone G. The advantage of being in a stall offense is that the passer can turn any turnover result on the passing matrix into a PASS AGAIN result if the recipient of the pass can roll *equal to or lower than* his ballhandling rating with one die. Once a stall offense has been declared it can not be changed until possession is lost or a timeout is called. After a stall is declared the ball must return to zone G at least once every four passes or a DB turnover result automatically occurs following the 4th straight non-zone G pass. This turnover can not be changed to a Pass Again result.

INTENTIONAL FOULS

The defensive player may always elect to refuse to play the Passing Matrix and give an intentional passing foul to the Offensive player of his choice. Such fouls are automatically two shot fouls however,



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Our Customer Service Department will deal swiftly and decisively with *all* complaints, so don't hesitate to write them whenever you have a problem. One little word of caution, however—if your problem is with the rules of a particular game, you *must* send a self-addressed stamped envelope. If you don't, we will not answer your question and our jovial representative (*pictured above*) may call on you.

Visit Samson in his office at the Milwaukee County Zoo. And be sure to bring a gift.

Roll Your Own CHARACTERS:

Another Approach to "Baseball Strategy" League Play

by Rodman King

There are basically two types of baseball games on the market today: the simulation versions which accurately represent the abilities of past and present baseball players and types based totally on skill where a player can actively take part in all aspects of the game. Of these, "Baseball Strategy" is the premier game in which a person plays the role of a catcher calling the pitches, a batter trying to hit, and a manager determining the batting order and substitutions. From the basic game, a group of players can branch out and form league play where "Baseball Strategy" is at its best.

There are two major approaches to league play and both are unrealistic to an extent. The first method, in which the statistics of real baseball players are used, misses one major point: the players will not perform according to their abilities because the skill of the person playing the game is the major determining force. True, the better a player is in real life, the more selection of pitches or swings he will have available to him. But, it is the actual person calling the pitches or swings that determines the welfare of a player in league play. If you want to use the abilities of real players, buy one of those statistical games—nothing will come closer to them since Baseball Strategy is not too effective in this aspect. The second approach to league play, using the players provided, is equally ridiculous. Having a league with carbon-copy players in every position takes the variety out of baseball. After all, no team is going to have exactly the same talent equally distributed.

And here is where a promising third approach comes in. This system, while not altering the basic abilities of the teams in Baseball Strategy, redistributes them, making some teams strong in a few areas and average in others. All that is needed to enter this new, exciting world of unique league play are three percentage dice of



different colors which can be obtained at any hobby store.

What you will be doing is rolling for characters that will be on your team. By examining the fielder and pitcher charts, one can see the abilities of the standard team expressed as percentages. Theoretically, by rolling the dice, one should come up with a team equivalent to the basic one. But because of the subtleties in randomization, one will end up with a unique team featuring strengths and weaknesses. And here is the real challenge: can you, as player/manager, magnify your strengths and reduce your weaknesses to become a league contender?

The main grouping of the fielder chart is by the "hitting range". Because the batting average of a player determines which columns of the hitting chart he can use, a simplified "hitting range" is used instead. Hitting range 1, is for batters under .200; 2, for batters .250 and under; 3, for batters .300 and under; and 4, for batters above .300. The hitting range is given in two numbers, one reflecting the left-handed range and the other the right-

handed. So, "3/4" indicates a player with a hitting range of 3 left-handed and 4 right-handed. Other than the hitting range notation, the other figures referring to fielding ability and speed are the same.

Roll for your character by using the dice. Designate one color for the hundreds digit, another for the tens digit, and the last for the ones digit. By looking up the composite number on the chart, you have the abilities of one of the players. For example, a result of 492 is a right-handed excellent fielder, hitting range of 3/2, and runs fast. Roll for each fielding position twice, except for first base, writing the results down on an index card.

Next, roll for your pitchers. Roll five times for your starters (some will result in 2nd line pitchers which double as relievers and five times for your relief pitchers.

Now you have a 25-player major league team! If you want to add some life to your characters, give them names and numbers. After each team has rolled, you are ready to start league play.

Because some teams may have glaring weaknesses, they could trade with others. On a 2-for-1 trade, a player sending two away would spin the dice again to bring his roster up to the maximum.

After one season of play, the real fun begins. Using the guidelines of Baseball Strategy, adjust the hitting ranges of the baseball players and the rating of the pitchers on your index cards which will show the progress of your players' careers. A good player beginning the season with a weak team can now bring his squad up to par with his abilities. Conversely, the player with less ability will find his talent slowly eroding away. In spring training, a player has the option of adding up to three new players on the team. First, he indicates the number trying out for a position. Roll for the three prospective players. They can either be

signed or cut. The only limitation is that they cannot be a 3/4 Power hitter or an Ace pitcher. After all, superstars are not created overnight! Another idea is to make up a chart for the college draft featuring players with lesser abilities. Roll for a pool of two or three hundred and draft them.

Because rolling for characters is much more flexible than the other methods, there is no limit to the possibilities which can be applied to this method. Hopefully, this system using characters will increase your enjoyment from Baseball Strategy.

FIELDER'S CHART

#	Hitting Range	#	Fielding	Speed
0			1	S
		3		F
		8	2	S
	1/2*	17		F
		30	3	S
		44		F
66			1	S
		69		F
		75	2	S
	2/1	84		F
		97	3	S
		111		F
132			1	S
		134		F
		136	2	S
	2/2*	140		F
		147	3	S
		154		F
165			1	S
		167		F
		169	2	S
	2/2	173		F
		180	3	S
		188		F
199			1	S
		208		F
		221	2	S
	2/3*	243		F
		276	3	S
		312		F
365			1	S
		374		F
		387	2	S
	3/2	409		F
		442	3	S
		478		F
532			1	S
		534		F
		536	2	S
	2/4*	540		F
	POWER	547	3	S
		554		F
565			1	S
		567		F
		569	2	S
	4/2	573		F
	POWER	580	3	S
		588		F

#	Hitting Range	#	Fielding	Speed	Power?
599			1	S	—
		601		F	—
		603	2	S	—
	3/3*	607		F	—
	POWER	614	3	S	—
		621		F	—
632			1	S	—
		634		F	—
		636	2	S	—
	3/3	640		F	—
	POWER	647	3	S	—
		654		F	—
666			1	S	N
		670		F	Y
		675		F	N
		680		F	Y
		688	2	S	N
		697		F	Y
	3/4*	710		F	N
		723		F	Y
		743	3	S	N
		757		F	Y
		779		F	N
		801		F	Y
832			1	S	N
		836		F	Y
		840		F	N
		844		F	Y
		854	2	S	N
	4/3	863		F	Y
		876		F	N
		889		F	Y
		909	3	S	N
		923		F	Y
		945		F	N
		966		F	Y

*Left-handed player. If spinning for 2nd or 3rd base, player must be right-handed—change the hitting range to reflect this.

BOWLBOUND 79 EDITION

There is one little error on the new cards for BOWLBOUND. The Ohio State (1954) Defensive Chart needs correction on Defense "E" at Play #5. All five boxes here have been printed red, but they should have been printed green.

PITCHER'S CHART

STARTERS

#	Hand	Status	Hitting Range/Speed
0	Left	Ace	1 / S
31			F
62			2 / S
76			F
89		1st	1 / S
152			F
214			2 / S
241			F
267		2nd	1 / S
314			F
360			2 / S
380			F
400	Right	Ace	1 / S
447			F
493			2 / S
513			F
533		1st	1 / S
626			F
719			2 / S
759			F
799		2nd	1 / S
869			F
939			2 / S
969			F

RELIEVERS

#	Hand	Status	Hitting Range/Speed
0	Left	Ace	1 / S
26			F
51			2 / S
62			F
73		1st	1 / S
150			F
226			2 / S
259			F
291		2nd	1 / S
329			F
367			2 / S
384			F
400	Right	Ace	1 / S
438			F
476			2 / S
493			F
509		1st	1 / S
624			F
738			2 / S
787			F
836		2nd	1 / S
893			F
950			2 / S
975			F

THE RACE



A Look at the USAC Auto Racing Game

by Mark J. Maticek

Photo by R. L. Coggins

Indy. I can think of no other city name that evokes such a singular image. The annual Memorial Day weekend classic truly is the "Greatest Spectacle in Motor Racing".

Upwards of 350,000 people cram into the famed brickyard on race day; adding to the 100,000 or so that attended the qualifying weekends previously.

Certainly no other auto race is steeped with as much tradition, corny sentiment, bizarre maze of autocratic rules or endowed with as much prestige and money. A driver who wins Indy is guaranteed a certain immortality as well as a million dollar income for the next twelve months. The stakes are enormous. So are the risks.

Horrific accidents etched in film are familiar to most racing fans. There was the multiple car accident at the start of the 1966 race which eliminated one third of the field before the first lap was over. Then on national television, we saw Salt Walther crash and burn a few years ago. Even this year's event didn't escape a possible tragedy as Danny Ongais suffered a tremendous spin at over 185 mph during practice. Luckily, Ongais was not seriously hurt. Because the rewards are so great, men push themselves and their machinery to the limit. As many have found out however, life at the limit can be very precarious.

The tremendous riches involved have caused a power struggle to develop. CART (Championship Auto Racing Teams) is a group of team owners and promoters who broke away from USAC at the beginning of this season over a dispute on rules and purses for the 1979 season. When CART sought to enter this year's 500, USAC rejected the entries of six of the top teams. CART retaliated by going to court and getting an order insuring their entries would be accepted. As of this writing, CART had won and the 500 appeared to settling down to the business of racing cars.

Although the power struggle for control of champ car racing is far from resolved, the whole battle over CART's appearance in the race emphasizes just how important the Indy 500 is to the motor racing fraternity in particular and fans in general. Millions of dollars of sponsorship money was on the line for teams that might be left out of the race. The exposure and publicity the race generates is the primary reason corporations are willing to lay out the tremendous sums of money.

Rest assured, Indy will go on no matter who wins. The event is almost bigger than life. Memorial Day would just not be the same without Jim Nabors singing "Back Home Again in Indiana", the sound of "Gentlemen, start your engines" and the

release of the balloons before the race.

This then is the background for Avalon Hill's newest racing game: USAC Auto Racing.

THE GAME

I've always loved auto racing. The only thing I've loved more than driving racing cars (and my wife) is playing, buying and inventing racing games. I must own nearly every racing game ever made except, until recently, Statis Pro's USAC Auto Racing Game.

By the time I learned of USAC's existence, the game was out of print. Thanks to the purchase of the Statis-Pro line of games by AH, my collection is now complete.

Since USAC is new to the readers of All-Star Replay, a short synopsis of the game is in order. USAC is to Speed Circuit what Major League is to Baseball Strategy, i.e., a simulation based on statistical performance rather than a player involved pure strategy game. All movement is governed by die rolls matched against the proper column on the driver/specification cards. Drivers have the option of one of three "modes"; normal, charge or backoff. Cars will move faster under the charge mode than they will under the normal mode. However, drivers run a greater risk of "trouble" under the charge

mode. If a trouble result is obtained on the first die roll, a second die roll determines what the trouble will be. It can range from losing power (a reduction in the number of squares a car can move) to crashing or blowing an engine. When under the backoff mode, drivers sacrifice speed for safety since there is a reduced chance of obtaining a trouble result in this mode.

Choosing the right mode then is where most of the strategy in USAC lies. Leadfoots will lead more laps than others but statistically will finish fewer races. Plodders will finish most of the time but don't look for them in the top five. The secret to winning then is knowing when and how often to charge (easier said than done).

Rules for timing and qualifying are included and this can be a mini-game in itself. The timing system allows for cars to be ranked to the nearest 0.1 mph. Pit stops, yellow caution lights and passing through rules round out this fine simulation.

One great advantage to Statis-Pro games is their excellent solitaire playability. So it is with USAC. Let the buyer be forewarned though, this is not a short game. Like the race it simulates, USAC is an endurance contest that rewards patience and shrewd planning and penalizes impulsiveness. A full 500 mile race (24 game laps) with all 33 cars can take some time to complete although there are rules provisions for shorter races with fewer cars.

CRITIQUE AND MODIFICATIONS

USAC is the best simulation (as opposed to game) available on Indy racing. It comes nicely boxed in Avalon Hill's typical bookcase format and has a mounted board with 33 driver cards complete with full color pictures. The driver cards will be updated every season to reflect the previous season's performance.

The game can be improved upon from its current form.

First, in graphics. The 33 plastic cars included in the game are all blue. Now you can imagine what a 24 lap race with 33 cars all the same color will do to your eyes after a couple of hours. Get your paints out and go to town. Your optometrist will be grateful.

Second, in rules. The current pit stop rules require a driver to make at least 3 stops in a 500 mile race with the only restrictions being that pit stops may not be taken on the first or final laps of the race.

Unfortunately, this rule was made for playability not realism. Pit stops should be spaced out as refueling requirements dictate they are in the real race. At the expense of playability, add the following optional rule:

All drivers are allowed 225 X's of fuel as outlined in the previous optional rule. When the driver's fuel tally sheet has 225 X's next to his name, that driver has used up all his fuel for the race. He may no longer move and his car is removed from the board.

FUEL REQUIREMENTS

Using a separate sheet of paper to record the fuel level of each car, mark an X next to the driver's name for each turn he moves in the backoff mode, XX each time he moves in the normal mode and XXX each time he moves in the charge mode. When there are 60 X's behind a driver's name, he is out of fuel and may move only 5 squares per turn until he pits to refuel. All pit stops are handled in the normal manner. Drivers must still make 3 stops but they are now governed by refuelling requirements. This is in addition to any pit stops made for mechanical repair although now the two types of stops may be combined if the driver wishes. However, the driver must announce to all the other players that he is also refuelling. He must then roll twice for pit stop length as per normal pit stop rules.

Since the mid-70's when the energy crisis hit the U.S., USAC has tightened up the allotment of fuel to each team for the race. Drivers can no longer just crank up the turbocharging boost at their whim. Like all of us now, Indy drivers are concerned with mpg. To reflect this fuel allotment rule, add this option:

FUEL ALLOTMENT

All drivers are allowed 225 X's of fuel as outlined in the previous optional rule. When the driver fuel tally sheet has 225 X's next to his name, that driver has used up all his fuel for the race. He may no longer move and his car is removed from the board.

These optional rules will add considerable bookkeeping to the game but the price in realism will be worth it.

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QUARTER HORSE RACING

PURE SPEED COMES TO WIN, PLACE & SHOW

by Patrick M. Premo



Many avid horse racing fans have claimed that the most exciting of all horse races are the lightning-like two-furlong dashes of the Quarter Horse. There are eight furlongs in a mile and two furlongs equal one-quarter of a mile—thus the namesake of the Quarter Horse. In races that are over in slightly more than twenty seconds, the horses blast out of the starting gate and run at full speed for a quarter of a mile—the finishes are almost always very close and the photo finish camera is often needed to determine the victor.

Whether or not Quarter Horse racing is the most exciting is debatable, but one thing is certain—the first racehorses in America were Quarter Horses. The first official Quarter Horse race took place in Enrico County, Virginia, in 1674. From these early beginnings Quarter Horses enjoyed immense popularity, faded to near oblivion, then rose to prominence in the West first as valuable cow ponies and finally, again, as excellent race horses. Now this exciting sport can be enjoyed in the exciting tradition of the WIN, PLACE & SHOW thoroughbred horse races.

The basic rules of WIN, PLACE & SHOW apply with only slight modifications as indicated in the "Quarter Horse Racing Rules" insert.

From the first recorded Quarter Horse race in 1674, large purses and large plantations became the stakes by 1690. The convenient aspect of these races was that a field or village street (such as Race Street in Philadelphia) served as the site. Unfortunately, by 1764 stamina came to be favored over speed and the Quarter Horse race gave way to the grueling four mile heats that were the focal point of American racing until the Civil War. The Quarter Horse moved to the frontier with the pioneers and was indispensable in helping the settlers tame the "Wild West." Quarter Horse racing began taking place in an informal way in the Southwest,

Midwest, and West for many years until the early 1900s when "Modern Day Quarter racing" was born.

In 1940 the official record-keeping body of the Quarter Horse was founded—the American Quarter Horse Association—and the great champions of the Quarter Racing World began to emerge. The 1940s were difficult times, however, to say the least. Track conditions were not the best, training was haphazard, and race tracks were few and widely scattered at that. The first World Champion Quarter Running Horse, Clabber, was known as the "Iron Horse" due to his versatility and stamina. From cow pony in the morning to rodeo horse in the afternoon to race horse in the evening, Clabber's schedule was never dull. In fact, he once raced in and won three 440 yard ($\frac{1}{4}$ mile) races in the same day!

After Clabber, the Quarter racing world was dominated by great racing mares until the 1950s. Shue Fly, with her dazzling come-from-behind bursts of speed, was World Champion Quarter Running Horse in 1942, 1943, and 1944. The fleet Queenie was World Champion in 1945 and then along came the mare that many said was better than Shue Fly (some claim she was the best sprinter ever)—Miss Princess! In actuality, she was a thoroughbred named Woven Web and her sire, Bold Venture, had won the Kentucky Derby in 1936. Miss Princess never lost an official Quarter Horse race and was named World Champion in 1946, 1947, and 1948. Maddon's Bright Eyes was another talented mare who was World Champion in 1949 and 1951; in the latter year she shared the honors with still another mare, Monita, who defeated Maddon's Bright Eyes in her last race.

From 1955 until 1957, there was one Quarter Horse who stood above all the rest—the immortal Go Man Go. He was the first two year old to be honored as World Champion. He repeated as a three

and four year old and thus duplicated Shue Fly and Miss Princess' feats as a three-time champ. Since that time, no other Quarter Horse has ever been honored more than twice. Mean and sullen most of the time, Go Man Go could certainly run. He retired holding the world record for 440 yards. He has also proven himself to be a great sire of Quarter Horse champions.

A gallery of great champions followed in the wake of Go Man Go—Jet Deck, Kaweah Bar, Cee Bar Deck, Laico Bird, Easy Jet, Charger Bar, Mr. Jet Moore, Truckle Feature, Tiny's Gay, Easy Date, and Dash For Cash. But these speed demons were not the only Quarter Horse headliners to succeed Go Man Go. In 1959 an event took place that was to change the face of Quarter Horse racing forever; it was also destined to bring the sport to the nation's attention in a dramatic fashion—the first running of the All-American Futurity. When Galobar won the inaugural running in 1959 and brought home \$64,000 of the \$130,000 purse, no one outside the Quarter Horse industry paid much attention, but by 1968 the purse had grown to over \$600,000. Then in 1972 the purse topped \$1,000,000 and the winner received over \$336,000—the "World's Richest Horse Race" and the world of Quarter Horse racing had truly come of age! No other horse race—thoroughbred or harness—could even come close to such a purse. The site of the All-American Futurity, Ruidoso Downs, New Mexico, has now become synonymous with Labor Day and the World's Richest Horse Race. The remainder of this article will focus on two of the great Quarter Horse stars noted above and their memorable meeting in the 1974 All-American Futurity.

When Tiny's Gay was purchased for \$3,000 in 1973, no one could have guessed that he would retire after one season of racing with earnings in excess of



photo courtesy American Quarter Horse Association

\$440,000. In his initial outings at age two, the records began to fall. Race after race after race, he left the field behind and set record after record after record. He qualified for the All-American Futurity and was ready for the race with an unblemished record of 12 victories in 12 starts. Could any horse defeat this blazing speed merchant?

There were two horses that many thought had a chance—Easy Six and Easy Date. Both were sired by Easy Jet, the 1969 All-American Futurity winner. Fillies had won past Futurities and Easy Date was coming into the race strong.

The race was all that it had been built up to be. Tiny's Gay shot to the lead as he usually did; he fought off David Capri but when Easy Date came storming up to challenge, he failed to hold her off by a short nose. Race number 13 had proven to be Tiny's Gay's undoing; X-rays later showed, however, that he had fractured a splint bone in the race. The gallant colt's racing days were over, but his performance for the year nevertheless earned him the World Champion title. Easy Date went on to race as a three year old and became the first Quarter Horse to earn over \$300,000 in each of two consecutive seasons. Upon retiring at age four, she had won nearly \$850,000 and became the world's leading money-winning Quarter Horse of all-time—a record she still holds.

A summary of the records of these two Quarter Horse greats as well as the race card for their exciting All-American Futurity follows this article.

In closing, a comment as to which is the fastest race horse—the Thoroughbred or

the Quarter Horse—is in order. It is an issue that will probably never be settled to everyone's satisfaction, but on August 4, 1947, it was settled.

At Hollywood Park, California, a match race at one-quarter of a mile was staged between Fair Truckle, champion Thoroughbred sprinter, and Barbara B, Quarter Horse record holder for the ¼ mile at that time. Fair Truckle burst from the gate first, but within ten yards Barbara B caught him and began to pull away—the race was over, Barbara B won by two lengths at the wire. As far as Quarter Horse people were concerned, the American Quarter Horse was indeed the World's Fastest Horse!

TINY'S GAY (only raced one year) \$444,720

Year	Age	Starts	Won	Second	Third	Unplaced
1974	2	13	12	1	0	0

EASY DATE \$849,709

1974	2	13	12	1	0	0
1975	3	14	10	3	0	1
1976	4	2	0	0	0	2
Totals		29	22	4	0	3

QUARTER HORSE RACING RULES

15. QUARTER HORSE RACING

15.1 The Start. All quarter horse races start at the 1¼ mile "start" blocks, but the horses will cross the Finish Line only once—thus running ¼ of a mile.

15.2 Bonus Number. For quarter horses, the bonus number adds only ONE space to the Running Strength.

15.3 Changing Lanes. Each quarter horse

remains in his own lane during this short sprint—no lane changes are needed nor permitted. There is, of course, no advantage to landing on a passing space.

15.4 Jockeys. The "veteran" and "apprentice" classifications apply to quarter horse jockeys, but the only advantage is at the Finish. Since there are no lane changes necessary in quarter horse races, the advantage to the "veteran" in that area is of no value. Due to the short duration of quarter horse races, there are NO space advantages awarded to the "apprentice" either.

15.5 Order of Finish. In the event of ties at the Finish, a "veteran" would always defeat an "apprentice," as indicated in the original rules; consider the margin of victory in this case to be a "neck." However, if two or more "veterans" (or two or more "apprentices") are tied, the original rule stipulation of the "last to arrive is the winner" will be disregarded in quarter horse races. Instead, the following rules apply:

a. The horse with the highest total Running Strength wins, "by a head."

b. If the total Running Strengths of two or more horses are identical, then the horse with the highest Running Strength number in the last block (whether that last block was utilized in the race or not), wins, "by a nose."

c. If the numbers in the last Running Strength block are also identical, then a photo could not separate the horses and they are still tied—in a DEAD HEAT for that position.

(For the WPS program for this race, see page 31.)

ANYBODY WANT A PIECE OF THE ACTION?

by Lee Enderlin

When a group of inveterate gamblers gets together a strange social phenomenon begins . . . the search for "action". When each member is suffering from a lack of funds (a not uncommon occurrence) a substitute for the real thing is required. "Win, Place, and Show" (or "Horse Race Strategy") fits the bill nicely. Unfortunately, the game does not provide enough action for those of us who like to throw our money away. There are only four types of bets allowed in the rules: the three mentioned in the title and Daily Double betting. Our group of horseplastic fanciers incorporated the third race extra betting described by R.M. Frawley in *All-Star Replay* Vol. 1, NO. 4 and then added its own action to fulfill its relentless search.

This type of pari-mutuel wagering is based on dog racing, the type of gambling with which we are most familiar. It is called QUINIELA (kwini-el-la) and takes three forms: straight quiniela, boxing, and wheeling. A quiniela wager is betting on the first two finishers in either order. Thus if you bet on 3-6 to win and place, they can come in either 3-6 or 6-3 and you collect. The quiniela tote board for W,P&S is on the following table. It gives the odds only for \$1,000, so multiply by the appropriate figure for \$2,000 to \$5,000 wagers. Note there is only one listing for each possible combination. Remember: an X-Y bet is the same as a Y-X bet. It is merely customary to name the lower post position first, then the higher number. Unlike exacta betting, the odds of a quiniela do not change if the horse with the higher odds finishes ahead of the horse with the lower odds.

BOXING

A quiniela box is a three way bet. If two of the three horses bet come in first and second (again in either order), one collects. For instance, a 4-5-6 box pays off on the following combinations:

4-5 5-6 4-6
5-4 6-5 6-4

A box is actually three separate bets. In our example, it would be the same as betting these three straight quinielas: 4-5, 4-6, 5-6. Therefore, a box costs a minimum of \$3,000 in game money and goes in multiples of \$3,000 to a maximum of \$15,000. However, the payoffs are settled only on a \$1,000 to \$5,000 basis since only one of the three bets came in.

Let's run through a quiniela box from start to finish to see how it works. In race 5, we bet \$9,000 on the 4-5-6 combination. 6-5 is the winning combo. 5-6 pays \$6,500 on a \$1,000 bet. Our payoff is \$19,500 (\$6,500 x 3). If we had bet \$3,000, the payoff would have been \$6,500; for a \$6,000 wager, \$13,000; at \$12,000, we would collect \$26,000; and at \$15,000, we'd get \$32,500.

WHEELING

A quiniela wheel is an extension of the box. Choose one horse to win or place and then combine it with every other horse in the race. Sounds like you can't lose, right? Let's "Wheel the 3" in the second race. We are now betting the following combinations:

3-3 3-4 3-6 2-3 5-3
3-2 3-5 1-3 4-3 6-3

This is a five way bet so the amount one wagers runs from \$5,000 to \$25,000 in \$5,000 multiples. But again, since only one of the combos can payoff, we can only collect on a \$1,000 to \$5,000 basis. Assume we wager \$20,000 in our example. 3-6 comes in and we collect \$20,000. If only 3-5 had come in . . . (I had to say that; gambling is full of "if only's . . .").

I once made the monumental gaff of wheeling the 3 in the fourth race for \$25,000. Checking out the chart, the best I

could do was collect \$20,000, a net loss of \$5,000. That's as close to a sure thing as I've ever seen. I never said gamblers were smart. If they were, they wouldn't gamble.

Adding quiniela wagering is simple and creates more excitement in the game. Boxing and wheeling are a bit of chrome that might be classified as optional rules. If you are unfamiliar with these wagers, it won't take much practice to learn them completely. One nice thing is that these added wagers do not increase game time much because of the strictly timed betting interval.

One final note . . . with all these added attractions, we found it wise to increase the original cash from \$50,000 to \$75,000.

Now, is anyone available for that next junket to Vegas?

The Payoff

\$1,000 BET PAYS

	RACE 1	RACE 2	RACE 3	RACE 4	RACE 5	RACE 6
1-2	5,000	7,500	5,000	5,000	6,000	6,500
1-3	10,500	6,000	6,000	4,000	2,500	7,500
1-4	4,000	3,000	11,500	5,000	3,000	4,500
1-5	7,000	12,500	5,500	5,500	4,000	5,000
1-6	8,000	4,000	11,500	4,500	4,500	4,500
2-3	9,500	8,500	3,000	3,000	6,500	9,000
2-4	3,000	5,500	8,500	4,000	7,000	6,000
2-5	6,000	15,500	2,500	4,500	8,000	6,500
2-6	7,000	6,500	8,500	3,500	8,500	6,000
3-4	8,500	4,500	3,000	3,000	3,500	7,000
3-5	11,500	13,500	3,500	3,500	4,500	7,500
3-6	12,500	5,000	9,500	4,000	5,000	7,000
4-5	5,000	11,000	9,000	4,500	5,000	4,500
4-6	6,000	2,500	15,000	3,500	5,500	4,000
5-6	9,000	11,500	9,000	4,000	6,500	4,500

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1974 ALL-AMERICAN FUTURITY RUIDOSO DOWNS, NM										
PURSE: \$1,030,000 440 yards (1/2 mile)										
1st \$330,000 2nd \$138,000 3rd \$64,000 4th \$45,000 5th \$36,000 6th \$34,000										
1	5	4	3	-	-	-	-	-	-	6
	TINY'S GAY									BONUS #
ODDS	J. Wood									
3-2										
2	2	3	3	-	-	-	-	-	-	4
	MASKED LAD									BONUS #
ODDS	J. Cox									
20-1										
3	4	3	2	-	-	-	-	-	-	8
	DAVID CAPRI									BONUS #
ODDS	T. Lipham									
20-1										
4	3	3	3	-	-	-	-	-	-	9
	HEZA CHARGER									BONUS #
ODDS	J. Burgess									
10-1										
5	4	4	4	-	-	-	-	-	-	7
	EASY DATE									BONUS #
ODDS	D. Knight									
4-1										
6	1	5	4	-	-	-	-	-	-	5
	EASY SIX									BONUS #
ODDS	J. Nicodemus									
2-1										



"I have just one question. Why did you have to wait until we got all of the way down to the bottom again before you realized you'd lost your keys?"

Cut out, photocopy, trace, or memorize.

ADVANCED RULES FOR USAC AUTO RACING

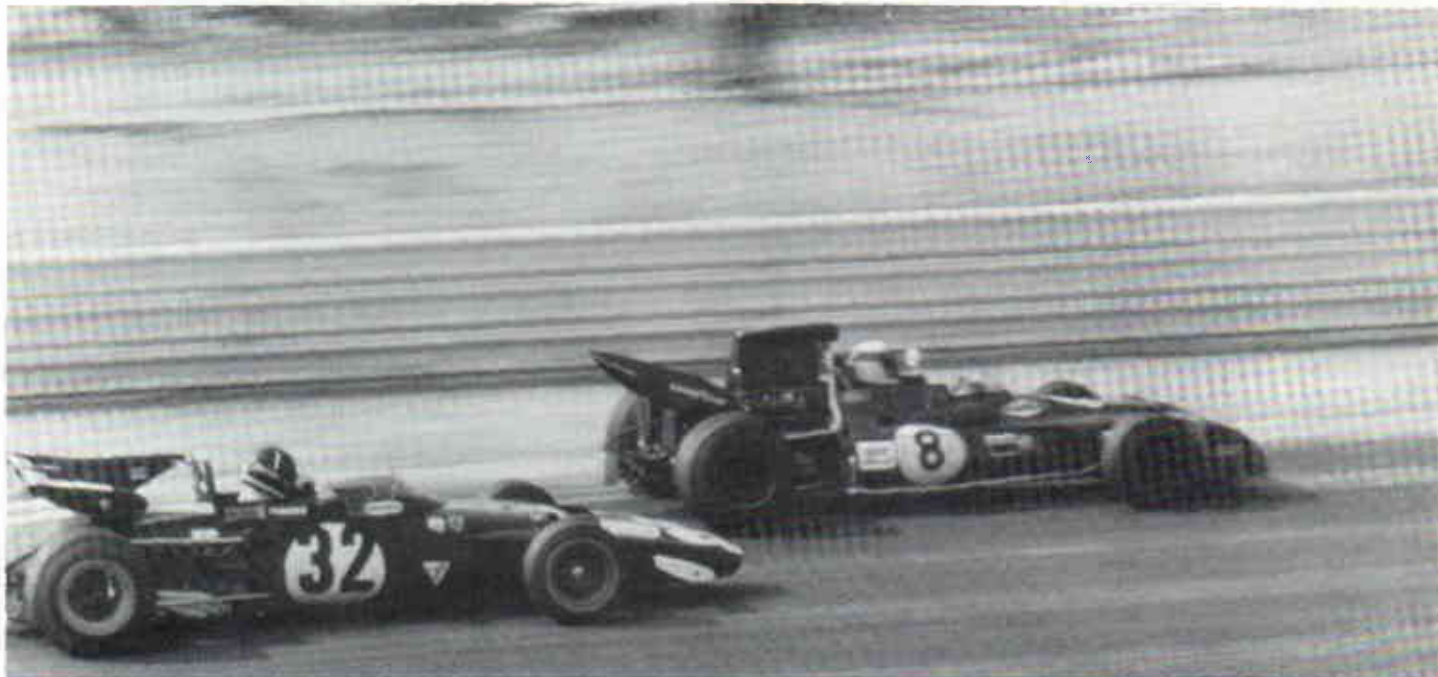


Photo by R. L. Coggins

by Dr. Rich Oksas

The main change in the Avalon Hill edition of USAC Auto Racing from its Statist-Pro predecessor is driver selection of speed levels on each turn. Unlike the original where players used a single standard speed chart and threw the dice to decide the race, drivers now must elect how fast they're willing to go with full knowledge that extra speed means extra risk. I should mention that this new aspect mimics the real use of manual variable turbo-boost controls which USAC drivers have had in their cars since about 1975.

If the USAC game is to achieve even more realism, I would however suggest 4 additional rules from my knowledge of real Indianapolis car racing. These simple modifications will add further to driver strategy and excitement.

START SPEED

At the beginning of the race and after each subsequent pit stop, Indy cars are heavily laden with a full tank of fuel. As such the driver must go through the gears to return to race speed. This being the case one can require the same in the USAC game so that in either situation the first 3 sequential player turns commence at back off, normal and charge speed if so selected. (The same

could apply also after a spinout if you do desire).

DRAFTING

One way for a slower car to keep up with a faster foe is to ride immediately behind it to decrease aerodynamic drag. In the USAC game, a rule can be applied with the option to take the same space allocation as the front car by drafting it (accepting its roll of the dice and game movement prior to your roll) at any time for as long as one so wishes. What will prevent a Janet Guthrie from finishing directly behind an A.J. Foyt by following in his draft for an entire race? Pit stops will automatically force the end of a drafting situation. Also the use of another rule that if the front car spins or crashes the drafting car automatically crashes will prevent the overuse of this game option. Drafting technique can also be applied through the corners.

SHIFTING GEARS

Another suggestion, tied in closely with rule one, is that when a driver elects to increase speed, he can only increase by going up one speed level per player turn (thus forcing him to plan ahead). In a slowing down maneuver however, one can drop from charge to back off speed without go-

ing through the average range on any given turn.

MAXIMUM CORNER SPEEDS

Perhaps the most interesting optional rule is the placement of a maximum speed limit of the *normal speed* level while *entering* any corner during a USAC race. The penalty of an automatic spin out (without a yellow caution flag situation) on the first square of the corner being entered and loss of the next player turn will be incurred by "leadfoots" who have gone too fast. As far as the use of the charge speed level, it can be used by a car *leaving* the last corner leading onto either of the two long straightaways of the game board.

QUALIFYING WAIVER

All these optional rules (start speed, gear changes, maximum cornering speed) can be waived when a car takes its qualifying attempt. This simulates the fact that Indy cars usual lap 10 to 15 mph faster during time trials than they do during the race itself as they are dialed in to "go for broke" in this instance.

The use of any or all of these rules will require the players to execute more judgement (therefore requiring more driver skill) without substantially increasing the length of game time spent once you master them.

**Swallows Choke on Flies—
Change Name for New
Image**

(Baltimore, MD)—After last year's embarrassing near loss to traditional rivals SPI from New York, the AH Swallows

have now changed their name and become the Bush Whackers.

The Whackers play their only regular season game on June 25th, when they meet SPI at the annual classic in Chester, Pennsylvania.

Bush Whackers Still Undefeated Edge N.Y. Rivals 12-5 in Thrilling Contest

(Chester, PA)—The Avalon Hill Bush Whackers, playing in the second annual ORIGINS softball contest, narrowly defeated SPI by a score of 12-5. In a game that began and ended in the wee hours of the morning (long before most ORIGINS attendees and the umpires were awake), the Bush Whackers showed the effects of new head coach Wes Coates' innovative system of "benign neglect" in their victory.

Put briefly, the Benign Neglect System (BNS) of instruction requires the minimum of pre-game practice, and puts stress upon totally avoiding all forms of preparation for the athletic endeavor. In the case of the Bush Whackers, this meant avoiding *all* practice, except for one half-hour stint the day prior to the game to familiarize the team with the rules of play and the various items of equipment used in softball.



The game had to be called at the end of the 8th inning when the time limit expired on the rented equipment.

Professor Coates also recommends consuming vast quantities of beer prior to and during the contest, and the absence of this beverage on the AH bench (which some attributed to sabotage—see below) was blamed in large part on the three SPI unearned runs and two earned runs that were scored.

Rumors of Sabotage Mar Friendly Contest

Spokesmen for both teams vehemently denied rumors of sabotage at the AH bench, but there are a few questions which, in the interests of justice, should be raised. To wit:

1. Why did Tom Shaw's shoe suddenly fall apart in the middle of the game, after almost twenty years of faithful service?
2. What caused the official scoring pen to run out of ink just as the Bush Whackers began to extend their lead in the fifth inning?
3. Where did the 8 cases of beer that Coach Coates brought to the game disappear to (at least one of which was for the team)?
4. Who put the trousers in Mrs. Murphy's chowder?

But enough allegations and counter-allegations. The game was enjoyed by all, and plans are already afoot for next year's game at the University of Delaware in Newark, Delaware.



Bush Whackers unveiled new uniforms to go along with their new name.

ORIGINS '77 BOX SCORE										
SPI						AH				
Name	ab	r	h	rbi	Name	ab	r	h	rbi	
Irwin, 3b	4	1	2	0	Ray, cf	2	1	0	1	
Burke, ss	4	0	0	0	Shaw, lf	4	2	1	0	
Herman, cf	4	1	1	0	Burke, 2b	4	4	4	0	
Ferris, 1b	4	1	1	0	Sisigaglia, 1c	4	2	1	0	
Ryan, 3c	4	2	2	2	Coates, rlf	3	2	4	3	
Goldberg, rf	4	0	1	0	Goldman, c	1	0	0	1	
Milstein, p	4	0	1	0	Witzberger, p	1	0	0	0	
Balch, c	2	0	0	0	McCooly, 1b	3	0	1	2	
Berg, c	1	0	0	0	Uhl, 2b, rf	4	0	0	0	
Goldberg, c	1	0	0	0	R. Dot, 2b	3	0	0	0	
Leibman, 2b	3	0	0	0	J. Dot, ss	4	1	2	0	
Nolan, p	1	0	0	0	Milligan, p	2	1	1	0	
Rowell, p	1	0	0	0						
	37	5	8	2		34	12	14	8	

Name	IP	R	ER	Hits	Walks	K
Nolan (L, 5-1)	3	2	2	8	4	0
Rowell	3	0	0	3	3	0
Milligan (W, 1-0)	6	2	2	9	1	2

VILLE MARIE BASEBALL LEAGUE

Founded—1979

Teams—12 or more (National League).

Dues—\$5.00 for player cards and league magazine.

Active Members—Me.

Activities—Draft—Season—Playoffs—World Series (Against Yanks)—All decisions will be made by all members—Every 1979 Player + Minor Leaguers are used in any upgraded Superstar BB.

Membership Requirements—Must own Superstar BB and live within Metro—Montreal—Laval—Longueuil. Must complete season.

Contact—

Joe Germain
198 Cote-St. Antoine
Westmount, Quebec
Canada, H3Y-2J2
(514) 932-9329

Ville Marie Baseball League

CONTINENTAL BASEBALL LEAGUE

Founded—1971

Teams—Twelve

Active Members—Only two as of now. Ten openings

Dues—No dues as of now. Possibly \$10.00/Yr. in near future

Activities—Currently we are undergoing expansion and reorganization. We will be using *Avalon Hill's Baseball Strategy*. We will be using real players' career records for ratings. All players shall be bid upon with the hypothesis that the CBL is a competitor to the American and National Leagues (as the World Football League was to the NFL). A 50 game schedule will be played. Extensive financial transactions, trades, minor leagues and playoffs are part of this league.

Membership Requirements—Only that the member be dedicated enough to play the games to the season's conclusion. The member should live in a 25 mile radius of Milwaukee County.

Contact—

Mark J. Maticck
1725 S. 84th St.
West Allis, WI 53214
1-414-476-2327

CONTINENTAL BASEBALL LEAGUE

Mail League U.S.A.

Founded—Recently, for serious sports gamers.

Dues—None, but possible in the future.

Activities—Organized mail league in following sports. Stats and features are in newsletters sent out every month.

Membership Requirements—Not much experience needed. No age limit. Honesty and promptness very important.

Active Members—5, (some in a few sports).

Contact—

Matis Gottlieb
1567-49 St.
Brooklyn, NY 11219

MLUSA Baseball League—Uses Apba game with 10 teams. Draft league format. Teams retain players from year to year. Plans to expand in future years.

MLUSA Basketball League—Uses Statis-Pro Basketball with 10 teams in draft league.

MLUSA Horseracing League—Uses Win, Place & Show, unique format. Honesty very important.

MLUSA Golf Association—Uses Go for the Green, unique format. Honesty very important.

Mail League U.S.A.



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To make it into the next issue, just send in your ad today, giving the following information

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:



Delaware Valley Strategy Football League (DVSFL)

Founded—To be formed September 1979.

Teams—Minimum 6; Maximum 28.

Active Members—One: need a minimum of 5 more charter members to Kick-Off this League.

Dues—Yes—amount to be determined.

Activities—For football enthusiasts to complete a schedule of 12 to 16 games (depending on membership total) on a one night per week basis; playoffs and league Super Bowl, using AH's Football Strategy Game.

Membership Requirements—Adults only (21 yrs. or older). Living in Philadelphia and/or its suburbs and S.W. New Jersey.

Contact—

DVSFL
6148 Reach St.
Philadelphia, PA 19111

Delaware Valley Strategy Football League (DVSFL)

SAN FRANCISCO GAME CLUB

Founded—1979

Teams—Depending upon game.

Dues—To be determined, if any!

Active Members—1; working for 2 to 6 more.

Activities—Statis-Pro Baseball, Win, Place & Show, possibly Speed Circuit. Interested in SP Basketball and Football Strategy, but do not own them yet.

Membership Requirements—Members should live in or near San Francisco and be preferably under 18 years of age.

Contact—

Stephen Knight
77 Ashbury Ter.
San Francisco, CA 94117
665-6283

San Francisco Game Club



No, no, Mitch! It's when the opponents shoot...
(from an original idea supplied by T. Shaw)

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TITLE BOUT

The Game of Championship Boxing



HURRICANE JACKSON—5(S)
1950-1958 Heavyweight
CFB/S: 9/0

Rocky Marciano
STATUS: Heavyweight
Champion from 1952-1956. Ranked
in the top 5 heavyweights of all-time.
RECORD: 49 wins / 0 losses
0 draws / 43 KO
"The Brockton Blockbuster"
1947-1956 Marciano was a wide-in
slugger with sledgehammer fists and
a jaw made out of granite. The Rock
would get a 2 or 3 punches to all
get in a... Often one is all
it was... heavyweights
char... and
unk...
M...

JOHN L. SULLIVAN—7(S)
1878-1905 Heavyweight
CFB/S: 7/0

Joe Louis
STATUS: Possibly the all-time best
heavyweight champion from 1937-
1949
RECORD: 68 wins / 3 losses
0 draws / 54 KO
"The Brown Bomber" 1934-1950
Louis, called the perfect fighting
machine, ruled the heavyweight
division for a record 11 straight years
and defended his title 25 times, also a
record, before retiring as undefeated
heavyweight champion. Joe lost to
Ezzard Charles and Rocky Marciano
when he attempted a comeback but
by then he was a shell of his former
self. Louis probably had more pure
killer instinct than any other fighter.
He was the best finisher of them all
once he had his opponent hurt.
Louis, during his career, faced eight
other champions. Floored 8 times
during his career, and by some less
than great fighters, Louis always got
up and took his revenge.

With the vastly renewed popularity of championship boxing, what could be a better choice than TITLE BOUT, the brand new Sports Illustrated game that puts you right in the ring with the greatest boxers of today and the past.

Open the sturdy game box, and inside you'll find a colorful mounted playing board and individual boxer cards for over 400 boxers in seven different weight classes, from the hard-hitting heavyweights right down to the feisty featherweights. Each fighter in TITLE BOUT is rated for his performance in over 25 different categories, such as killer instinct, knockout ability, endurance, defense and much more.

The basic rules to TITLE BOUT, while covering the entire range of possibilities in boxing, are quite simple, and can be learned in a matter of minutes. The unique structure of the game allows you to play the game solitaire and have just as exciting a match as if you were facing another player. Special optional rules allow for various strategies such as the cover-up, fighting inside, fighting outside, and going for the knockout. Different fighters can use these strategies with different frequencies, depending upon their historical use of them. There's also an option for ring position, which allows for the position of the fighters in the ring to affect the outcome of the bout.

Scoring in TITLE BOUT is done just like it is in real life, with "refs" that vote on each round according to the points that each of the fighters have scored. Different scoring systems are provided so you can have your fighters go by the rules of any of the major systems used in the world today.

TITLE BOUT is a great game for just playing, matching your favorite against your friend's. But it's also great to test history. What *would* have happened if Rocky Marciano had met John L. Sullivan? Or if "Gentleman Jim" Corbett had been in the same ring with Muhammad Ali? In TITLE BOUT you can find out for yourself, as all of the great old-time fighters are here, along with the boxing stars of today. And since we will be updating the modern boxers *every* year, you'll always be able to put in any *new* stars that appear over the years.

"The ultimate boxing game" is now available—TITLE BOUT.

TITLE BOUT is available directly from the Avalon Hill Game Co. for \$15.00 plus 10% postage. Send your check or money order to our Parts Department at 4517 Harford Rd., Baltimore, Maryland 21214.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Rick LANGFORD

Throws: RIGHT Sac: BB E0 CD1

PB-2-7 SR-12 RR-5

1Bf: 11 K: 24-33
1B7: 12-14 W: 34-36
1B8: 15-18 PB: 37
1B9: 21-23 WP: 38
BK: Out: 41-88

Batting Card: 10
Starts/Relief: 24/13

1978 Oakland Athletics

©The Avalon Hill Game Co

JIM COFFEY—6(B/S)
White Hope Era Heavyweight

CFB/S: 8/8 CO/CH: 5/6
HP/KI: 9/6 TKO: 2
KDR 1: 3 AGG: 8
KDR 2: 1 END: 80
KOR: 4 DEF: +4
FI: 3 FO: 1 CU: 2 KO: 2

ACTION

Punches Landed: 1-39
Punches Missed: 40-61
Clinching: 62-67
Ring Movement: 68-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-5 6-13

Hook: 14-18 19-35

Cross: 36-42 43-58

Combination: 59-62 63-73

Uppercut: 74 75-80

In Corner/On Ropes: 0

AVALON HILL/TITLE BOUT 1979

FRANK MORAN—5(B/S)
White Hope Era Heavyweight

CFB/S: 8/8 CO/CH: 5/5
HP/KI: 6/4 TKO: 3
KDR 1: 5 AGG: 7
KDR 2: 1 END: 95
KOR: 5 DEF: Even
FI: 2 FO: 2 CU: 2 KO: 2

ACTION

Punches Landed: 1-38
Punches Missed: 39-62
Clinching: 63-69
Ring Movement: 70-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-3 4-18

Hook: 19-23 24-38

Cross: 39-42 43-58

Combination: 59-60 61-73

Uppercut: 74 75-80

In Corner/On Ropes: 2

AVALON HILL/TITLE BOUT 1979

AL PALZER—4(B)
White Hope Era Heavyweight

CFB/S: 7/7 CO/CH: 3/4
HP/KI: 6/4 TKO: 2
KDR 1: 5 AGG: 7
KDR 2: 1 END: 75
KOR: 8 DEF: +4
FI: 2 FO: 3 CU: 3 KO: 0

ACTION

Punches Landed: 1-38
Punches Missed: 39-60
Clinching: 61-68
Ring Movement: 69-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-20

Hook: 21-30

Cross: 31-51

Combination: 52-68

Uppercut: 69-80

In Corner/On Ropes: 1

AVALON HILL/TITLE BOUT 1979

BILLY WELLS—5(B)
White Hope Era Heavyweight

CFB/S: 8/8 CO/CH: 5/5
HP/KI: 5/3 TKO: 3
KDR 1: 7 AGG: 8
KDR 2: 3 END: 85
KOR: 8 DEF: +2
FI: 1 FO: 3 CU: 3 KO: 0

ACTION

Punches Landed: 1-40
Punches Missed: 41-61
Clinching: 62-68
Ring Movement: 69-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-25

Hook: 26-39

Cross: 40-45

Combination: 46-60

Uppercut: 61-80

In Corner/On Ropes: 1

AVALON HILL/TITLE BOUT 1979

GUNBOAT SMITH—7(B/S)

CFB/S: 8/8 CO/CH: 5/4
HP/KI: 7/6 TKO: 2
KDR 1: 2 AGG: 8
KDR 2: 1 END: 95
KOR: 1 DEF: -2
FI: 2 FO: 2 CU: 2 KO: 2

ACTION

Punches Landed: 1-40
Punches Missed: 41-61
Clinching: 62-66
Ring Movement: 67-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-11 12-21

Hook: 22-25 26-40

Cross: 41-45 46-60

Combination: 61-65 66-72

Uppercut: 73-74 75-80

In Corner/On Ropes: 2

AVALON HILL/TITLE BOUT 1979

CHARLEY WEINERT—6(B)
White Hope Era Heavyweight

CFB/S: 8/7 CO/CH: 6/3
HP/KI: 5/2 TKO: 2
KDR 1: 3 AGG: 6
KDR 2: 2 END: 90
KOR: 5 DEF: Even
FI: 1 FO: 3 CU: 3 KO: 0

ACTION

Punches Landed: 1-37
Punches Missed: 38-60
Clinching: 61-67
Ring Movement: 69-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-16

Hook: 17-32

Cross: 33-48

Combination: 49-64

Uppercut: 65-80

In Corner/On Ropes: 1

AVALON HILL/TITLE BOUT 1979

JIM FLYNN—6(B/S)
White Hope Era Heavyweight

CFB/S: 8/8 CO/CH: 5/7
HP/KI: 7/5 TKO: 3
KDR 1: 5 AGG: 8
KDR 2: 2 END: 85
KOR: 6 DEF: +4
FI: 3 FO: 2 CU: 1 KO: 2

ACTION

Punches Landed: 1-39
Punches Missed: 40-62
Clinching: 63-69
Ring Movement: 70-78

Foul Rating: (B)

HITTING VALUE 3 2

Jab: 1-4 5-21

Hook: 22-27 28-32

Cross: 33-40 41-48

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LUTHER MC CARTY—8(B/S)
White Hope Era Heavyweight

CFB/S: 8/9 CO/CH: 5/6
HP/KI: 9/8 TKO: 2
KDR 1: 1 AGG: 9
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Foul Rating: (A)

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In Corner/On Ropes: 2

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CFB/S: 9/9 CO/CH: 5/4
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Jab: 1-5 6-12

Hook: 13-18 19-32

Cross: 33-36 37-51

Combination: 52-57 58-70

Uppercut: 71-74 75-80

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CFB/S: 7/7 CO/CH: 5/3
HP/KI: 7/7 TKO: 3
KDR 1: 6 AGG: 5
KDR 2: 2 END: 80
KOR: 8 DEF: +3
FI: 2 FO: 2 CU: 2 KO: 1

ACTION

Punches Landed: 1-36
Punches Missed: 37-63
Clinching: 64-71
Ring Movement: 72-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-3 4-18

Hook: 19-24 25-38

Cross: 39-43 44-52

Combination: 53-57 58-69

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AVALON HILL/TITLE BOUT 1979

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CFB/S: 7/8 CO/CH: 5/4
HP/KI: 7/7 TKO: 3
KDR 1: 3 AGG: 7
KDR 2: 1 END: 95
KOR: 4 DEF: -2
FI: 2 FO: 2 CU: 3 KO: 1

ACTION

Punches Landed: 1-37
Punches Missed: 38-60
Clinching: 61-67
Ring Movement: 68-78

Foul Rating: (A)

HITTING VALUE 3 2

Jab: 1-7

Hook: 8-20 21-35

Cross: 36-38 39-51

Combination: 52-55 56-67

Uppercut: 68-71 72-80

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White Hope Era Heavyweight

CFB/S: 8/7 CO/CH: 6/3
HP/KI: 5/2 TKO: 2
KDR 1: 3 AGG: 6
KDR 2: 2 END: 90
KOR: 5 DEF: Even
FI: 1 FO: 3 CU: 3 KO: 0

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KDR 2: 2 END: 80
KOR: 8 DEF: +3
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Clinching: 64-71
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