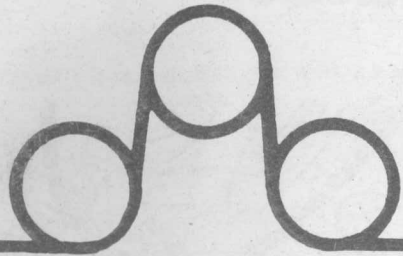


The News



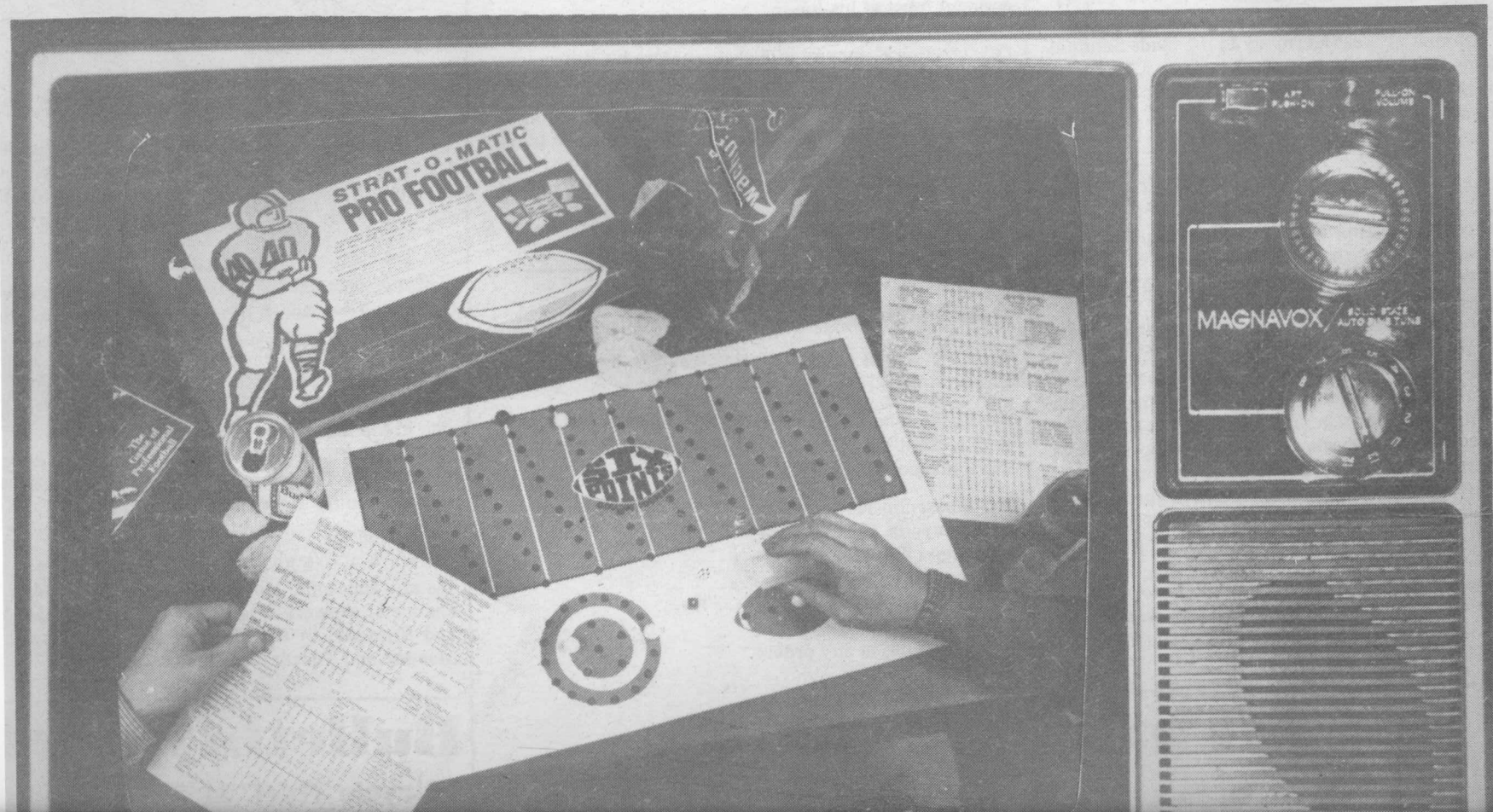
# Weekend

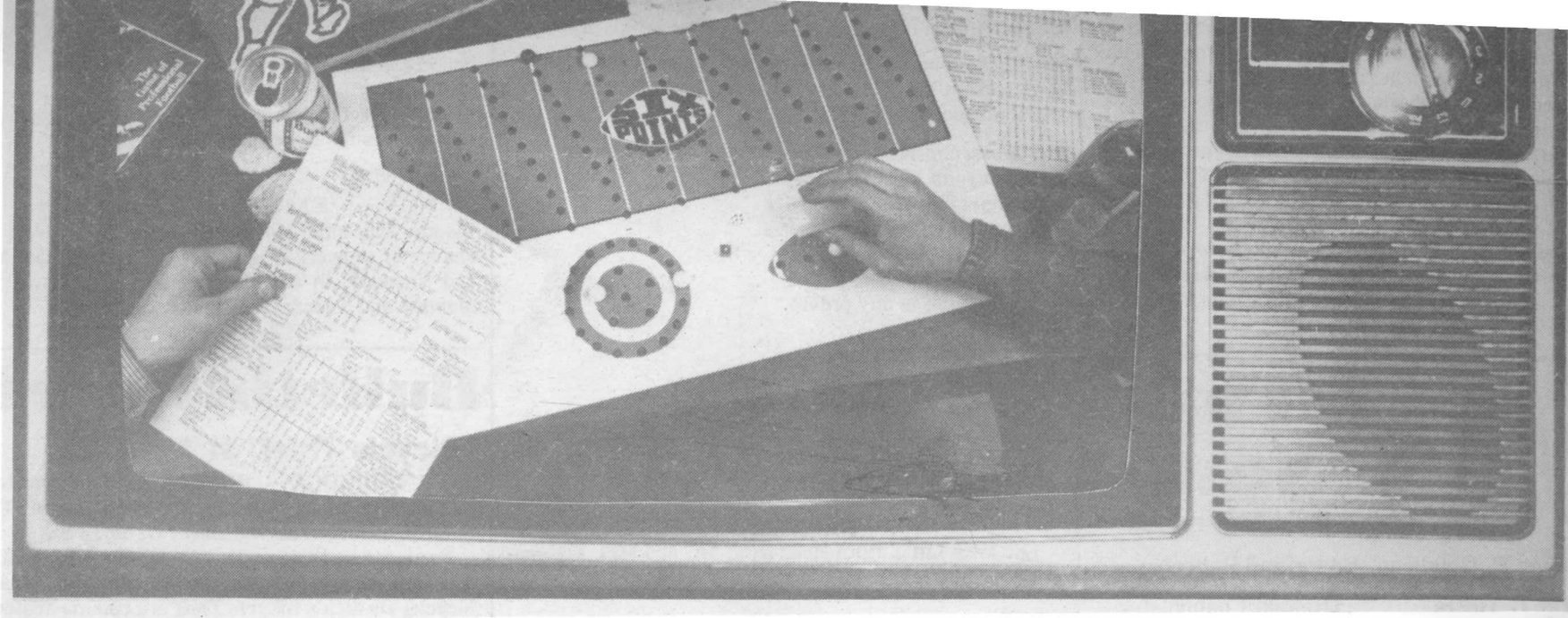
Southbridge, Mass.

Nov. 20, 1982

\$1.35 a week  
25 cents, delivered by carrier.

## Adventures of the dice men





**By Brian Burns  
Book Editor**

Think back, way back, long before labor troubles infringed upon your enjoyment of sports.

It's 1957, and rookie Jim Brown is disrupting the NFL in his own special way.

Or 1966, when Notre Dame and Michigan State kissed their sisters in *that* year's "game of the century," while Ken Stabler led Bear Bryant's Crimson Tide in search of a national title.

Or just last year, when surprising San Francisco and Cincinnati surged toward the Super Bowl, Mark Gastineau jumped up and down, the Patriots sank slowly out of sight, and an underdog Holy Cross failed by just four yards in a bid to upset big-time Boston College.

Usually, such events exist only in memory. With the wide variety of tabletop football games on the market today, however, it's possible to restage all these events, using the abilities of the teams involved, add to your own football knowl-

edge, and have them come out within the realm of statistical probability. In other words, Holy Cross just might upset the Eagles in 1981 — on your kitchen table.

As we noted in regard to tabletop baseball games some time ago, this sort of game has an ancestry well back into the previous century. Parker Brothers of Salem, for example, had a Yale-Harvard Football Game on the market as early as 1894, and just five years later, their catalog featured a total of four football games, bearing the endorsements of famous coaches.

Those early games were mostly of chance, not skill, and bore only the most casual relation to the sport they modeled. The football games on the market today are games of skill, combining the player's judgment and knowledge with the real-life abilities of the players who make up the teams.

Most of the games under discussion advertise themselves as games for ages 12 and up. They should because they require

a good knowledge of football and the willingness in some cases to wade through some pretty heavy sets of rules.

If your only experience is that bizarre game (still on the market, it's good to see) with the vibrating field, players who "ran" the wrong way despite your resurrection of the flying wedge, and felt footballs that sailed far beyond the arms of their targets, you will find yourself in another league altogether.

But aren't games sort of, you know, kid stuff? What self-respecting adult would waste time playing silly games?

The answer is lots of them. If you've watched the sporadic showdowns between George Plimpton and the Atari Kid, you know that there's a lot of money going down, and that it isn't spent by children.

According to Harold Richman, president of the Strat-O-Matic Game Co., the current popularity of electronic games has helped other games as well. "Lately," he says, "playing a game for relaxation has become more accepted as an adult pas-

time." Of course, he admits, those electronic games also are additional competition for the gamer's dollar.

Who plays these tabletop football games? Richman feels that his Strat-O-Matic appeals mostly to adults, while Ralph Frederickson of *Six Points College Football* feels his audience is kids and adults. Most game companies (a very loose term) advertise in such periodicals as "Street & Smith's Football Annual," whose audience is basically the unreconstructed football nut.

With a few exceptions, these games require Professor Harold Hill's "brains, maturity, and skill" — which leads to another question. Do people play these games with opponents, or is this really a pastime for Mr. Lonely?

Richman, though he includes solitaire rules, feels that his is usually a two-player, competitive game. Avalon Hill follows the same course with *Sports Illustrated Statis-*

## Continued from Page 1

**Pro Football Game**, which includes a solitaire system more or less as an after thought. But noted designer Rich Berg (whose **SPI Football** is regrettably out of print at the moment) feels that the real market is actually solitaire. Several games — **Pro Replay** and **Compute-A-Score** are strictly solitaire, while **Six Points** is a solitaire system with a two-player add-on.



Quarterback STEVE GROGAN

### NEW ENGLAND PATRIOTS PASSING CARD

FLAT PASS			SHORT PASS			LONG PASS		
Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd
2.	+8		2.	+18		2. pass rush	long gain	-6A
3. -1	+9		3. pass rush	+14	-6A	3. +31	+31	+31
4.	+5		4. +16	+16	+16	4. int +28	int +28	int +28
5. +2	+7		5. -9A		-9A	5.		
6. +4	+6	+4	6. +15	+15		6. pass rush	receiver	-7A
7.			7. pass rush	+17	-7A	7. -9A	long gain	-9A
8. receiver	receiver		8.	receiver		8. pass rush		-8A
9. receiver	receiver		9. must run		-8A	9. must run	+30	-10A
10. int +4, 2-8 X, 9-12	int +4, 2-6 X, 7-12	int +4	10. int +12, 2-9 X, 10-12	int +12, 2-7, 12 X, 8-11	int +12	10. int +32, 2-8, 12 X, 9-11	int +32, 2-6, 12 X, 7-11	int +32
11. +3	short gain	+3	11.			11. long gain	long gain	

Quarterback MATT CAVANAUGH

### NEW ENGLAND PATRIOTS PASSING CARD

FLAT PASS			SHORT PASS			LONG PASS		
Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd
2. short gain	short gain		2. int +16	int +16	int +16	2. +30	+30	+30
3. -2	short gain		3. pass rush	+17	-6A	3. int +33	int +33	int +33
4.			4. +15	+15		4. pass rush		-6A





MATT CAVANAUGH

PASSING CARD

FLAT PASS			SHORT PASS			LONG PASS		
Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd
2. short gain	short gain		2. int +16	int +16	int +16	2. +30	+30	+30
3. -2	short gain		3. pass rush	+17	-6A	3. int +33	int +33	int +33
4.			4. +15	+15		4. pass rush		-6A
5. +1	+5		5. must run		-7A	5. must run		-7A
6.			6.	+13		6. pass rush	receiver	-8A
7. +3	+7	+3	7. pass rush		-8A	7. -9A	long gain	-9A
8. receiver	receiver		8.	receiver		8.		
9. receiver	receiver		9. -9A		-9A	9. pass rush		-10A
10.	+6		10. +14	+14	+14	10.	+34	
11. int +3, 2, 8, 12 X, 9, 11	int +3, 2, 6, 12 X, 7, 11	int +3	11. int +14, 2, 8, 12 X, 9, 11	int +14, 2, 5, 11, 12 X, 6, 10	int +14	11. int +29, 2, 9, 12 X, 10, 11	int +29, 2, 6, 11, 12 X, 7, 10	int +29



Who's number two? The cards of Steve Grogan and Matt Cavanaugh go head-to-head, striving to settle it once and for all in Strat-O-Matic Football.

## SHORT PASS

## LONG PASS

**SPECIALIST  
CARD**

**RUNNING BACK  
OR  
PASS RECEIVER**

**QUARTERBACK**

FREE SAFETY DOUBLE TEAMING PASS RECEIVERS

HALFBACK

FULLBACK

FLANKER

SPLIT  
END

TIGHT  
END

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**STRAT-O-MATIC** PRO FOOTBALL

This could be your half of the Strat-O-Matic Football field.

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TIME OUTS