

# PLAAY.com Holiday 2002 Newsletter

by Keith Avallone, PLAAY.com

Happy Holidays! There's been plenty going on at PLAAY.com over the past few months, so let me dive right in and start telling you about it. But before I do, let me share my wish for you this holiday season that you find lots of time for friends and family, and some quiet moments to reflect on the true meaning of the season. After that, maybe you can even get in some table-gaming!

## **NEW! MORE Great Teams, Great Games!**

Our newest yearbook for SECOND SEASON pro Football Game is now available, "MORE Great Teams, Great Games!" Complete details are on page five of the newsletter. The new yearbook costs \$20 postage-paid!

## **Rosters now available for ALL SECOND SEASON yearbooks!**

Thanks to all PLAAYgamers for their flexibility in adapting to the new abbreviated names in the football team sheets. While I don't think anybody prefers the new system (myself included), the consensus seems to be that the new format is pretty easy to get used to. And now, good news: all of the new yearbooks now come with (separate) full name roster sheets! This makes it a snap to figure out who is supposed to be whom! NOTE: Some early editions of the 1967 and 2001 Pro Football Yearbooks were sent out without these rosters (because they weren't finished yet!). If you ordered a yearbook and did not get a free roster for that season, and you'd LIKE one, please e-mail me at PLAAYgames@aol.com and I'll send one your way!

## **1956, 1978 Yearbooks Available Again!**

Two of our newer yearbook releases have now been re-formatted into the abbreviated name style and are available again for purchase. The 1956 season contains twelve teams and sells for \$15 postage-paid. The 1978 season contains twenty-eight teams and sells for \$20. Ordering information on the back page of this newsletter!

## **COMING in 2003: New CURRENT STARS for FACE TO THE MAT**

This is a project I'm committed to for the first part of 2003. The landscape of pro wrestling has changed since the original "Current Stars" set was created a couple years ago, and I feel as if an update is in order. My plan is to update the cards and then merge the two "Current Stars" sets together in 2003 to make one large "Current Stars" set that will sell for \$10. The "Wrestling Legends" cards will remain unchanged, but will also likely be merged into one 96-card "Legends" set. Doing this will help me avoid having to raise prices on the wrestler card sets in 2003.

## **COMING in 2003: Pro Lacrosse!**

I'm excited to let you know that the next PLAAY game will be professional lacrosse! We're currently in the play-test stage and if all goes well, this game should be ready by July 1, 2003 and possibly earlier. I realize that for many people, lacrosse is just as foreign a sport as roller derby! Let me assure you that like ROLLER RUMBLE, the new lacrosse game will be easy to understand and play even if you've ever watched a pro lacrosse game in your life! Each player gets his own individual card, representing his abilities as a scorer, play-maker and/or defender and more. The game is propelled by a fast-action card deck which tells you what's happening and why. Early play-testing results have complete games played in about 40 minutes, with full stats. I'm very excited about this game, and I hope you will be too, especially you Canadian PLAAYgamers!

## **Lacrosse 101**

Lacrosse is a sport that originated in North America, originally played among the Indian tribes of the what is now the northeastern part of the U.S. and Canada. Each player is given a stick with a small web or net on the end, called a "crosse," with which to carry and throw the ball. Like hockey, the object of the game is to get the ball into the opposing team's goal. There are two major varieties of the sport. Outdoor, or field lacrosse, is played on an outdoor field about the size of a football field, with eleven players on a side. It has a very large collegiate presence in the northeast, although it is almost unknown elsewhere. Indoor lacrosse, or box lacrosse, originated in Canada and at one time was considered to be Canada's national sport. It's played on a "floor," an ice hockey rink covered with a wooden surface, with six players on a side. The PLAAY.com lacrosse game will recreate box lacrosse. It's a very fast, very exciting, hard-hitting game that has much in common with hockey. There is a thriving pro league, and I encourage you to visit its website to catch a taste of what pro lacrosse is all about, www.NLL.com! Be sure to visit some of the team sites, many of which contain action clips that will get you fired up about this sport!

## **PLAAY.com CFL Football!**

Once the lacrosse game is up and running, we'll next turn our attention to Canadian football! As many of you know, SECOND SEASON Pro Football game is not readily adaptable to the Canadian pro game. I've decided to use a different game engine for a unique Canadian pro football game, which I hope to introduce in late 2003 or early to mid 2004. While it shares some of the chart ideas of SECOND SEASON, this new game--which I've given the working title of COLD SNAP Canadian Pro Football--will be different than SECOND SEASON. It will be easier and faster to play, with simpler player values and somewhat less game detail. The goal is to be able to play a complete game, with stats, in one hour or less. The game also will likely use individual cards rather than team sheets. Like SECOND SEASON, the focus of COLD SNAP will be to recreate the feeling of watching a Canadian pro game from the stands, rather than coaching one from the sideline. I hope to create several classic Canadian season from the 60s and '70s as well as a current season. More details to come!

## **STOCK CAR RACING!**

This game is in the very early stages of development, so I can't give much information except to say that it's on the back-burner. Last summer, fellow PLAAYgamer WAYNE DEWALD, Arlington TX and I exchanged a series of e-mails about a PLAAY.com stock car racing game, which led to me heading out to a local dirt track to get a look at it first-hand. It was an enlightening (and deafening!) experience! I was hooked! One thing I discovered was that stock car racing has a trace of the "soap opera" element that is found in pro wrestling, especially in the small-town venues. My early thought is to create a game based on small-time, short-track auto racing which might later be adapted to the "big league" auto racing stars. I envision a fast, fun game along the lines of FACE TO THE MAT. We'll let you know more later, but this game probably won't even be worked on in earnest until 2004.

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## PLAAYgamers SPEAK OUT about SECOND SEASON Pro Football Game...

**GREG JEFFREY, Newark, NJ** writes, "I have been entertaining the possibility of starting some type of a Second Season "play-by-mail" league . I'm open to any suggestions that anyone might have . I would not really care what season is used or anything like that. Anyone interested feel free to respond at my email address, gonzo31@aol.com."

**MATT DI FLIPPO, Waterville ME** is working on the 1971 season and writes, "I've been fascinated with that season ever since I bought Prolog '72 in a hurt books pile when I was a kid. I never realized how strange this season was until I started making the teams and looked at the AFC Central. Cincinnati had the best point differential in the division, but finished last at 4-10! Cleveland, meanwhile, looks nowhere near as good as its record, except the special teams are very strong. It'll be fun to see how this turns out!

**JASON LANGFAHL, Ann Arbor, MI** had a question about the home field advantage for SECOND SEASON in neutral site games. In a neutral-site game, you have several options regarding the home field advantage. In a situation where both teams have vocal supporters, you could consider BOTH teams to be the home team. In other words, you would always answer "yes" to the home field check. In the St. Louis-New England matchup, I might say that NEITHER team was the home team, in which case you would always answer "no" to home field checks. In some cases, a neutral site game is not so neutral, in which case the logical team would be given the advantage and considered to be the "home" team. Like in those exhibition games in Mexico City with the Dallas Cowboys.

**EUGENE NICHOLS, Union City, TN** writes, "I truly enjoy your game(SECOND SEASON) and I really enjoy your attitude toward those of us who play it. I check the Delphi forum from time to time and enjoy the ideas and replays. I haven't seen this kind of gaming community since the late 60's and early 70's in table top wargaming. Avalon Hill and S & T players were like this then. Hope you and the footballers who use your game never change. I'll be ordering from time to time until I catch up and have all the products or die!" Thanks, Eugene!

Eugene also writes, "On the Birmingham team the KR Dexter has the special usage symbol beside his name. There is no special usage listed for him. Should the symbol be there or is something missing from the sheet?" Yes, there IS data missing, sorry. When I composed the team sheets, I intended for Dexter to be a "breakaway" kick return threat, with any return over 40 yards going for a touchdown. Feel free to use that interpretation, or invent your own. Possible alternatives would be to increase/decrease the "breakaway" yard figure to make his long TD returns less/more frequent, or to say that he always loses any fumble that might come up on the "UNUSUAL RESULTS" chart.

If you've been following the posts on the PLAAYgames Delphi forum ([www.delphiforums.com/plaaygames](http://www.delphiforums.com/plaaygames)) then you know about the boom in fictional SECOND SEASON football leagues based on the Football America series. If not, here's a quick run-down of the action....

**AMERICAN GRIDIRON LEAGUE:** Run by **GARY BROWN, Lewisville, TX**, Gary's AGL is the original and longest-running league, now in its third season of action. You can get complete details and a league history by visiting his well-maintained website, <http://gbrown83.home.attbi.com>. The AGL line-up of franchises includes the following clubs: Alabama Cannons, Virginia Destroyers, California Barons, Oregon Trackers, Florida Juggernauts, Utah Cougars, Texas Liberators, and Ohio Skyhawks.

**NATIONAL GRIDIRON LEAGUE:** A new league, just formed by SECOND SEASON newcomer **BRIEN MARTIN, DeKalb, IL**. Brien thought it would be fun to form a "rival" league with Gary, and perhaps develop a parallel history, with player raids, turf battles and so on. The posts between the two leagues have made for some GREAT reading! The NGL is comprised of six clubs, and has an official website, <http://www.geocities.com/nglfootball/index.html>. Here's Brien's re-cap of the opening weekend of the 2002 season...

"For thirty minutes, neither the Las Vegas Bandits nor the Detroit Power seemed interested in making NGL history as the first team to win a NGL regular season game. However, whatever the coaches said to their teams at halftime worked, as the Bandits scored two, fourth quarter touchdowns to defeat the Detroit Power, 17-7, in the inaugural game for the NGL. In other action, Don Williams returned a fumble 25 yards for a touchdown as the Atlanta Attack held off a second-half comeback attempt to defeat the St. Louis Storm, 17-13, in NGL action on Saturday in Atlanta. Daimon Kellar added 75 yards on the ground to aid the Attack's offense. In Fargo, North Dakota, Keenan Knight rushed for 103 yards and a touchdown, Jim Sellers added a pair of scores, and the "Black Plague" defense of the Dakota Renegades registered seven sacks as the Renegades bombed the Kentucky Thunder, 34-10."

**FOOTBALL LEAGUE OF AMERICA:** **CHRIS HOWELL, McDonough, GA**, has jumped into the fray by recently forming his FLA. With a twinkle in his eye, Chris posts, "This will be the premier and best-organized Second Season football league in America. We also will not tinker with long-standing, traditional scoring rules of professional football (A tongue-in-cheek reference to the AGL's scoring system of seven points for a touchdown instead of six and 4 point field goals of over 50 yards!). Also, we will not announce any franchise locations or names until they are finally determined. (Again, a light-hearted reference to Brien's wholesale shifting of franchises before his first season even began!) We can tell you that players have been drafted to the eight franchises, and our scouts have found star-caliber players that have been overlooked by the other leagues. We will put an exciting brand of football on the field and we are confident the fans will thoroughly enjoy the FLA experience."

**MAJOR LEAGUE FOOTBALL:** **FASTPITCHER** posts results on Delphi of opening week. "Major League Football kicked off this morning and afternoon before modest crowds in five stadia throughout the nation. Those in attendance were treated to some very wide open and entertaining football. Portland Greyhounds wide receiver Terrance Gray scored the first points in league history when he hauled in a 43 yard touchdown pass from Scott Paye, only 2:15 into the first quarter. The Chicago Blues kicked four field goals but Portland added two more field goals. Chicago's rookie running back fumbled late in the game to help Portland preserve the victory. The Denver Deputies rode into New Jersey and beat the Continentals on the strength of 24 unanswered second half points. Denver won 29 to 14. The Detroit Cougars used the running of Curtis McCoy to help shellac the San Antonio Roughriders. The Roughriders managed 4 field goals to the 48 points of Detroit. The Birmingham Generals scored five touchdown en route to a 35 to 13 victory over the visiting Philadelphia Signers. In the lone afternoon game of the league, the Bay Area Stars used 21 fourth quarter points to pull away from the Orlando Manatees, 42 to 24. The two teams combined for 9 touchdowns. The Monday night game will feature the first overall draft pick and Heisman trophy winner, Adrian Hampton, and the rest of the Los Angeles Gladiators play host to the Memphis Kings. Memphis will look to air it out while Los Angeles will counter with a ball controlled style. The New York Americans had a bye and will open at home against New Jersey next week."

GREAT stuff! I just want to say how cool I think this is! First, it's really wonderful to see the interaction between football table-gamers all across the continent! The camaraderie of our great hobby is really something. Second, I think it really underscores the appeal of running your own league with fictional players--WRITING your own history rather than re-creating it! If you've never undertaken such a project, I really encourage you to try it! A six-team league playing a ten game season consists of only 30 total league games, which is a very do-able table-top project!

**JON RILEY, Keyser, WV** writes, "I just completed a tournament for the Football America 2000 League. Your game is truly a masterpiece! I wanted to give you the results. Before I begin, to make the tournament complete, I made up a few teams to make it a total of 16 teams. Also the team that has an unnamed city with SB Raynell Brown and SS Tommy Haynes, I put them in Seattle. Here was the result..."

**ROUND ONE**  
Orlando 22, New York 6  
Philadelphia 23, Birmingham 3  
New Jersey 17, Chicago 10  
Detroit 37, Memphis 31 (OT)  
Los Angeles 21, Bay Area 13  
Portland 34, San Antonio 24  
Seattle 26, Denver 3  
Phoenix 29, Las Vegas 19

**ROUND TWO**  
Philadelphia 21, Orlando 17  
Detroit 24, New Jersey 7  
Portland 38, Los Angeles 24  
Seattle 48, Phoenix 3

**ROUND THREE**  
Detroit 38, Philadelphia 21  
Portland 29, Seattle 24

**CHAMPIONSHIP GAME**  
Portland 24, Detroit 17

"What a tournament it was! By the way, the only teams that won on the road was when Seattle beat (Denver) in Denver and when Portland beat Seattle in Seattle. The home teams truly did dominate. The championship game between Detroit and Portland was played on a neutral field. Unfortunately for Detroit, both FB Curtis McCoy and QB B.Davis got hurt in the Philadelphia game and did not get to play in the championship game. Although back-up QB M.Spence filled in very well. Portland was very tough throughout the tournament. An interesting highlight was in the Los Angeles at Portland game, FB Jermaine Willis for L.A. had 188 yards rushing even though they lost! Next time I may make up a 10 game season schedule or maybe another tournament with Portland being the #1 seed."

#### HOW TO PLAY A FULL SECOND SEASON FOOTBALL GAME IN 75 MINUTES!

**CHRIS HOWELL** posted this on Delphi several months ago, and I thought I'd re-print it here for those of you who would like to speed up your games more. He writes, "First, I ripped out the XS/XR chart and the Peanly/Injury chart. Since these charts are referred to so often and are not color-coded, having them separately outside of the book reduces page flipping quite a bit. (ED. NOTE: You don't have to rip them out, you can simply make photocopies!) Second, I tabbed several of the other non-color pages, such as KO, P, and KR/PR. Third, I use electronic Yahtzee to roll some of the dice. Those simple adjustments shaved about 30 minutes off my playing time. And I'm playing at a moderate pace, not flying through the game, and rolling dice for all play calls (offense AND defense), and runner/passers selection! Removing these commonly referred-to pages greatly reduces flipping and doesn't create too many charts external to the book." Thanks Chris!

I might also add that--if you haven't figured it out already--dice rolls that total "10" always send you to the UNUSUAL RESULTS table. Therefore, it makes sense to roll the dice FIRST on scrimmage plays, BEFORE you turn to the correct page. If you roll a 46, 55, or 64, you turn directly to page one, thus saving yourself the otherwise wasted time of turning to the proper color-coded page and then having to flip BACK to page one anyway. This will happen roughly 10% of the time, so in a regular game, where you're calling 120 scrimmage plays, that's 12 page-flips you don't have to do!

## ROLLER RUMBLE Roller Derby Game...

**CHRIS BULLOCK**, Seaside CA gained a new appreciation of roller derby after getting hold of a copy of Frank Deford's legendary (and very rare) book "Five Strides on the Banked Track." Chris writes, "I didn't know how CLOSE the Derby came to respectability in the 1950s. Suffice it to say that in parallel universes, it RIGHT now would probably be Sport #3, ahead of the NBA & NHL!" Very true, Chris. Thank goodness we have ROLLER RUMBLE so we can CREATE that parallel universe!! By the way, Chris borrowed his copy of the book from his local library--a great place to look for this hard-to-find book, which often goes for over \$100 on eBay.

**ED MEEK**, Jacksonville, FL writes to share the latest from his ROLLER RUMBLE roller derby league; "Been playing Roller Rumble like mad, put together the INTERNATIONAL SKATING CONFERENCE with Skate Legends and cards Erik (ERIK HOLDWAY, Salt Lake City UT) and I made up. So much fun! Week three is done and here are the standings..."

NY Chiefs	3-1
LA Thunderbirds	3-3
Western Renegades	2-2
Canadian Braves	2-2
Philadelphia Warriors	2-4

"With only five teams, there's a week where one team sits out. I play four-quarter games with them being doubleheaders, so each team plays 16 games. The top four teams go into playoffs with the top two battling for the Joanie Weston Memorial Trophy." Thanks for sharing, Ed! And, for those of you who don't know, Ed just moved to Jacksonville to become PR person for the city's minor league hockey team! Congratulations on the new job!

**DAVE ARLINGTON**, Andover, NJ, reports on one of the early games from his newly-formed roller derby league, the ALL-AMERICAN ROLLER DERBY LEAGUE; "This week's TV game of the week on the new ESPN X-Treme channel saw the debut of the Sacramento Spartans at home. League officials had been hoping to put a spotlight team in Northern California for the media attention, but the new league put so much effort into securing the rights to have Spartan home games in Arco Arena, home of the NBA Sacramento Kings, that they neglected to spend as much time on securing a quality roster for the hoped-for 'league spotlight' team. Sacramento lived up to pre-season predictions of a last-place finish by getting drubbed by Wichita 46-21 in the first week of the season, but the Spartans were looking at redemption and renewal of faith the league had placed in them for week 2.

"Sacramento grabbed an early lead in just the first period as Julie Todd scored all 6 for a Spartan 6-3 lead after 1 period. For the next three periods, the Spartans could not increase their lead and at halftime, while they still led the visiting Stallions, it was still a slim 19-15 lead.

"Things looked good for the Spartans to even their record at 1-1 when the Stallions two best players in the game so far had to leave. Mickey Walker, Stallions jammer and looking like he might challenge for league scoring honors, got flipped over the inside rail right before halftime and he was hurt bad enough that he could not come back for the second half. On the ladies' side, Wichita blocker Carla "Big House" Booker was a house on fire, scattering Spartan women blockers and Spartan pivot Violet Taylor like bowling pins left and right throughout the first half. But she was ejected soon after halftime for a late, dirty hit and it looked like the refs had stacked things in favor of the home town Spartans, skating in front of a crowd of 4,323.

"The Spartans managed to increase their lead, but only ever so slightly, as they kept blowing jams and getting cut out from getting enough points to put Wichita away for good. So, after 7 periods and with only the men left to skate, Sacramento held a 6 point lead, 27-21. Right off the bat however in the final period, Barry Baronoski of Wichita, who had replaced lead jammer, Mickey Walker, burst through for two points and while a lackadaisical Spartan's men's team watched on, Toots Delvecchio came BLAZING with his incredible speed around the outside for another 3 points, completely snookering Sacramento and now their lead was down to only 1 point!! 27-26 in just one jam!

Boronoski starts another Stallion Jam to get 2 points and with a little less than half the 8th period to go, the Sacramento team who had been leading from Minute 1 was now behind, 28-27! But here come the Spartans on a last ditch effort, Gary Maguire breaks away for a Spartan POWER JAM! BUT--Wichita HOLDS and they blank him for ZERO points! Wichita holds on and a VERY disappointed Sacramento team eats a bitter loss 28-27. The Spartan men are a real letdown as they score ZERO second half points for their team."

Dave has also set up a rival derby league, using the WIRL card set. This sets the stage for all sorts of inter-league shenanigans, like player raids, double contracts, name-calling and taunting! Dave's "other" league consists of the Des Moines Demons, Las Vegas Mirage, Memphis Flood, Sioux Falls Banshees, Tacoma Breakers and Tucson Scorpions.

Dave also asks a question, "What happens on the 'Highlight Reel' plays, when it says something like "CHEAT skater ejected from game," and that's it. How do I decide if there are more than one skater who meets that criteria? Is it the normal tie-breaker procedures? (i.e. check for starred qualities, break ties going to losing team, then home team?) However, that doesn't seem quite fair since some HIGHLIGHT REEL results are good and some are bad." Dave, good or bad, I use the tie-breaker methodology. The game was created with the "classic" roller derby model in mind, that there were "good" teams and "bad" (red shirt) teams, and you would only have the CHEAT skaters on the "bad" teams. If you have a situation where BOTH teams have cheat skaters, then I think the best thing is to use regular tie-breaker procedures. That is, whichever team has MORE "CHEAT" skaters on the track at the time gets the event, and then use further tie-breakers (or roll a die) from among that team's CHEAT skaters to decide which is "the" skater. Make sense?

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## FACE TO THE MAT Pro Wrestling Game...

**ALLEN SHOCK, Mt. Pleasant, MI** writes about his FACE TO THE MAT federation action; "Kurt Angle did some back room deals and got the Commissioner to declare that his match against Disco Inferno would be for a title shot against Hulk Hogan the following week. This enraged Hogan, who went into the Commissioner's office and raised a fuss. Naturally, Angle squashed Disco Inferno. The next week, the Commissioner comes out at the top of the show and declares he is stripping Hogan of the title and giving it to a more deserving wrestler who will take Hogan's place in the main event--Koko B. Ware!! Now Angle is REALLY grinning, thinking he has the title all but won...until, during the match, Goldberg runs in and so disrupts things that the ref declares the match a No Contest, thus allowing Koko to retain the title! And THEN Goldberg challenges Koko to a Table match the following week for the title!! Koko B. Ware as champ? The Rock and Hogan frozen out of the title picture? Can Goldberg win the gold? All of these events have occurred as events in the game...it's almost like the game knows there's a storyline going on here and just keeps making it weirder and weirder! I LOVE this game!

**JOE SKALAMERA, Philadelphia, PA** writes about his just-started federation. "I just crowned my first champion, Tully Blanchard, who defeated Edge in a great final match. Blanchard got a lot of help from HHH to win the title, though. HHH has let himself be known, and Ric Flair has named him the new Horseman, taking Lex Luger's spot. Arn Anderson and HHH just advanced in the tag team tournament with a win over "The Great Chiefs," Chief Jay Strongbow and Wahoo McDaniel. Thanks again, great game!! Great fun!!"

**VINCE KAPLACK, Pittsburgh, PA** posts on Delphi about his Wrestling America Federation; "Welcome back this week to WAF TV! In the ring is Rip Tide Ronnie Lowell from Baltimore, Maryland. The 6' 5" 275 pounder is making his debut here in Wrestling America against my guest right know, Hank McFee with his partner Elvis Holly! Elvis Holly stated that Rip Tide was a joke and that he was no Dr. Johnny Fever. He also said that as a matter of fact he wasn't even Andy Travis in the world of wrestling and that his partner "Honky Tonk" Hank McFee was going to take him apart.

**FIRST MATCH:** Rip Tide used illegal moves the entire match even pulling the trunks during a pin attempt. It did end in controversy as the referee turned his back and Ronnie Lowell hit Hank McFee with an illegal low blow for the pin. After the match, the WAF commissioner cheapened Lowell's win even more as he told the ringside analyst, "Just like on WKRP, when Dr. Johnny Fever used the Rip Tide gimmick, you Ronnie Lowell have sunk to the same level with these tactics!"  
Winner: Rip Tide Ronnie Lowell

**SECOND MATCH:** Next, it was Toledo, Ohio's favorite son, Nick Kanicki against Idaho Falls' Finest, Officer Karl Barnes. The fans in the WAF Dome went crazy for Kanicki because of his actions on last week's show. During the match, Kanicki's opponent from last week, Joe Matlock, appeared and hit Kanicki with a straight jab to the mouth from the ring apron. Then it was Barnes who threw Kanicki out of the ring where Matlock smashed a wooden folding chair over his head. Kanicki was counted out. Then Rip Tide Ronnie Lowell reappeared and helped Kanicki from ringside. Rip Tide told the ringside interviewer that he wants a match with Barnes next week. Winner: Officer Karl Barnes

\*"Fithy Rich" Rich Rumble was interviewed. He told the ringside fans that he has paid a "handsome price" to the tough Mexican, Jorge Luis Zapata, to turn his back on them and join him.

**THIRD MATCH:** Next it was indeed Jorge Luis Zapata fighting the fan favorite Ed "Boom Boom" Barrington. In a match where the blood flowed freely due to violent brawling and heavily taped fists, Barrington pulled out the victory. Barrington worked on Zapata's leg, which eventually gave out on "Z" as he went for a slam and Barrington got the pin. The fans really hate Zapata and berated him after the bout. Winner: Ed "Boom Boom" Barrington

**FOURTH MATCH:** Next, the WAF Tag Team Champs, Thrash and Blast fought a non-title match against the debuting team of Tucson Jones and Kid Cowboy. The newcomers nearly upset the champs as Tucson Jones hit his "Saguaro Stunner" finisher on Blast, but Blast kicked out! In the end, Blast rebounded and hit Kid Cowboy with his own "Master Blaster" finisher aided by a steel chain for the pin. The ref discovered the chain following the decision and called the bout a "No-Decision." Winner: no decision

**FIFTH MATCH:** Kwang Choi -vs- an injured Judge Joe Ridge (WAF Tourny Semi-Final) Both Choi and Ridge pulled out foreign objects, bloodying each other's forehead. Choi is finally able to defeat the hobbled Ridge as the ref determined that Ridge could not withstand anymore punishment and that his career was in jeopardy. He threw up his arms and stopped the match. Following the match, Choi let it be known that he has chose not to be involved with the likes of "Filthy Rich" Rich Rumble. The fans cheered the already popular Chinese Bear. Winner: Kwang Choi

\*It was announced to the TV fans that a Tag Team Title match between the champs and Jones/Cowboy would be live next week!!

**SIXTH MATCH:** Main Event: Sgt. Slash -vs- Yefeni El Achid (WAF Tourny Semi-Final) In the early moments of the match, with TV time waning; a member of the WAF Wrestling Commission notifies Sgt. Slash that something has happened to his friend Nick Kanicki. Slash immediately leaves the ring and heads back to the dressing room. Slash is counted out. The cameras follow him back where Jorge Luis Zapata is standing over a badly beaten down Nick Kanicki. Slash and Zapata immediately tangle as the TV show ends.

Sounds like Vince's federation is off to a roaring start! By the way, Vince is a real-life wrestler himself! Maybe we should get him to climb in the ring with our other PLAAYgamer pro wrestler, LOBSTERMAN (JEFF COSTA, Nashua, NH)!

## BOWL-O-RAMA Championship Bowling Game...

**MIKE GLAZE, Spring TX,** checks in with bowling news! "Just wanted to let you know that I just completed my first tournament with BOWL-O-RAMA. Great fun. Neat game Keith! I played the tournament with both legends packs and the current pack for a total of 72 bowlers. I used the spectator/quick play mode for the elimination rounds. All bowlers rolled 3 games, 1 using the aggressive table, 1 using the normal table, and 1 using the "\*" (defensive/questionable ?) table. Total pinfall was used to make the cuts. First cut, 64, then 32, 16, and finally 8. The final 8 I played using the spectator/full play mode and the traditional "step ladder" finals. The final 8...

1) Brian Goebel; 2) Marshall Holman ; 3) Justin Hromek; 4) Carmen Salvino; 5) John Mazza; 6) Bob Learn Jr.; 7) Billy Hardwick; 8) Tim Criss

The final match ended up between Goebel and Holman with Holman coming in HOT! But, the final quickly deteriorated into a match between Goebel and perfection. Thru 9, perfect. 1st ball, 10th, Strike! 2nd ball, 10th, Strike! Could he handle the lights and the pressure? Well.... no. Rolled an 8 for a not too shabby 298 to Holman's 196. A great game of bowling! "

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