

ALL-STAR REPLAY

featuring Sports Illustrated Games



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BASEBALL STRATEGY

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A Solitaire Opponent
Better than You?

The Avalon Hill Game Co.
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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

First of all, I would like to apologize to the readers for the lateness of this issue. As a fairly inexperienced editor, I am still plagued by disorganization at times, a result of not always knowing entirely what I am doing. The *next* issue of ASR should absolutely be mailed out sometime in September so we can actually have sent you four issues in one year. While we're on the subject of apologies, I have some bad news for SUPERSTAR BASEBALL fans. After three months of struggling with the old SI formulas for the game, our computer expert suffered a moral breakdown and gave up. But we're still trying to decipher them (it's the pitcher formulas that are driving us batty), and if we ever do we will put out new teams. Until then, we do at least have one addition to the list, namely the mystery card that appears in this issue on page thirteen.

We're beginning to get the Statis-Pro games into the Avalon Hill format, as witnessed by the ad for Statis-Pro NBA Basketball on the back cover of this issue. If you like basketball, and you like statistical games, this is definitely one for you. I became so addicted to the game merely during its evaluation that I began to neglect all sorts of other important things I had to do (such as this magazine). We are already selling the baseball game, and in the spring should have it out in boxed form. And while we're on the subject of expansion, we will soon (relatively) be re-issuing the old 3M favorite, REGATTA, in what we hope is an improved form. And for our final "Coming Soon to this Theater" preview, expect that the new PAYDIRT charts will be ready sometime in September, with slightly revised rules based upon the reactions to last year's set.

Moving on to other things, Jim Barnes, the creator and still-updater of the Statis-Pro games, has now gone into the publishing business. His first work should be of great interest to anyone either thinking of designing their own games (sports or otherwise) or merely interested in seeing all the different games now being sold. The title is "TABLE ACTION—A Guide to the Thrills of Table Top Sports".

According to Mr. Barnes, TABLE ACTION is intended for three kinds of people—those who know sports games exist but don't know anything about them; those who already play sports games but are looking for new ideas; and finally, those who are designing themselves.

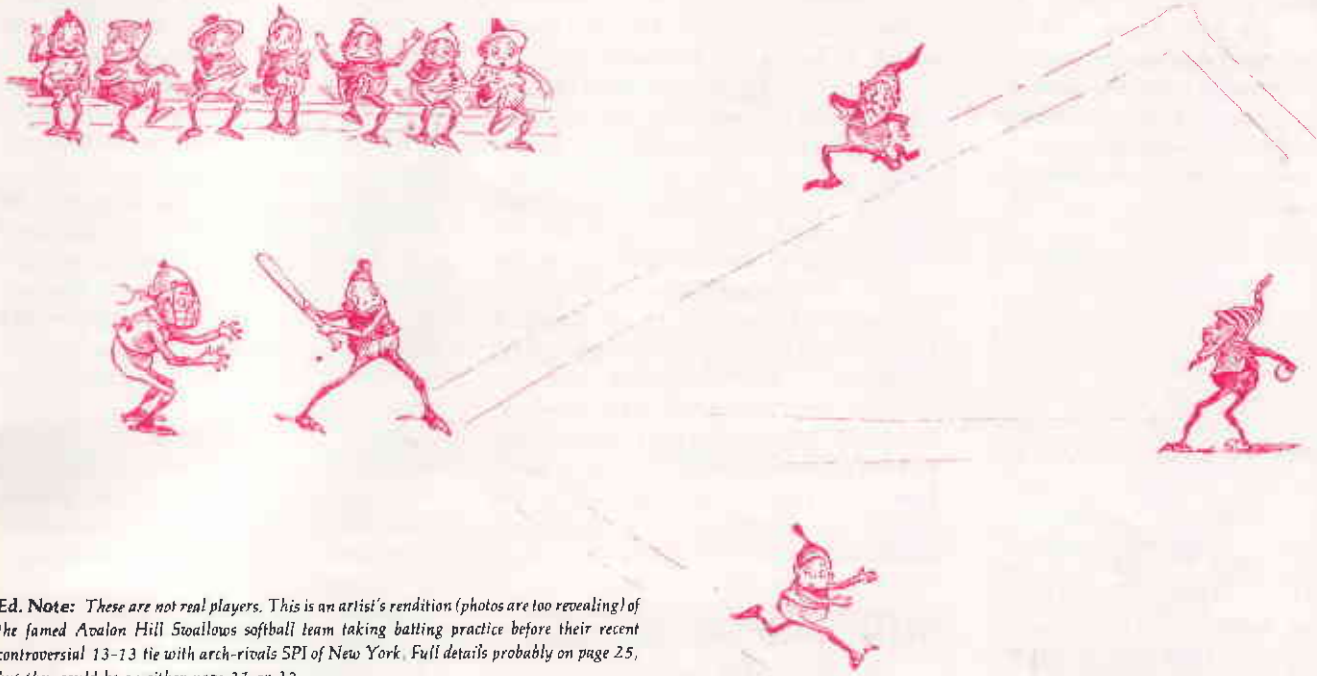
There's all kinds of useful advice about marketing and designing, including estimating costs, advertising, legal and copyright advice, and a whole series of reproducible scoresheets in every sport. In addition, there are many useful names and addresses of the various leagues and sports publications, along with a directory of the sports game companies (31 of them!) giving names, addresses, and a list of their products. Not cheap but worth it at \$5.00 a shot.

TABLE ACTION is available from Statis-Pro Publications, Inc., Box 987, Asheville, N.C. 28802.

About two weeks ago the entire AH staff attended ORIGINS '78, the national wargaming convention, in Ann Arbor, Michigan, and had a great time. While wargaming was the focus of the convention, there was quite a bit of sports gaming going on. There were 64 entries in the FOOTBALL STRATEGY tournament, which saw Tom Shaw and Don Greenwood fight their way into the finals to face each other in a game that has been so far delayed because they are getting pretty tired of facing each other in the finals.

A strong contingent from the International Football League in Milwaukee included Midwest Super Bowl champ Jim Roubal (see page 8) and Mark Maticzek, who got as far as the quarter-finals before bowing 19-10 to Tom Shaw. Refusing to get involved in the whole bag of "winning" (for after all, what is "winning" anyway?) and "losing" (such an artificial term) our editor lost, technically, in his only game, as his opponent cunningly scored 33 points against what *should* have been a game-winning 29.

There were 46 entries in the SPEED CIRCUIT tournament, racing on a track designed by Mark Maticzek especially for the convention—Brand's Hatch in England. Incidentally, we have 66 of these
CONTINUED ON PAGE 32



Ed. Note: These are not real players. This is an artist's rendition (photos are too revealing) of the famed Avalon Hill Swallows softball team taking batting practice before their recent controversial 13-13 tie with arch-rivals SPI of New York. Full details probably on page 25, but they could be on either page 31 or 32.

REAL PLAYERS IN BASEBALL STRATEGY!

by Dr. A. G. Halberstadt

In my opinion, Avalon Hill's **BASEBALL STRATEGY** has always been the best face-to-face baseball game around. About the only thing that prevented it from being absolutely perfect was the fact that until now the game lacked real players. Using player number ten instead of number twelve just wasn't as exciting as deciding to bench Reggie Jackson and put in Paul Blair instead.

This spring, however, Avalon Hill sponsored a **BASEBALL STRATEGY** league here in Baltimore that incorporated real players and teams. Ratings were assigned to players from ten teams in the American League, along with monetary values (with the average player being priced at 40¢). Then, on one Saturday in March, all of the league managers got together and drafted teams to a roster of 25. There were free agents (who went for from as low as 15¢ to as high as \$4.75 each), trades, and in general most of the things that you might expect to see in a real baseball draft.

Total prices for teams ranged from between \$9.90 and about \$17.00, with all of the money spent to be awarded as prizes at the conclusion of the season.

With the season about one-third complete, all involved agree that it has been a great success, and I thought it might benefit those readers of *ASR* who like the game if they could see the system used to rate the players. In setting up your own player ratings, it is important to remember that first and foremost **BASEBALL STRATEGY** is an abstract game, where out-thinking your opponent is much more important than how good your players are. And it is also important to remember that **BASEBALL STRATEGY** is not a statistical game—the ratings you come up with are meant solely to increase your enjoyment of the game by adding some variation in the players—they are not meant to recreate exactly the abilities of the players involved. It's important that you realize this, and that you realize that even with the ratings system we use in

our league, there are variations which make some excellent players approximately equal to others who in real life are not nearly so important. For that matter, you may come up with a system of your own that you like even better. Be adventuresome! Here now our complete league rules:

MATERIALS: The 1976 edition board and rules will be used exclusively and shall be purchased by all players. Individual player cards may be adapted from those included in the game, made up by team managers, or purchased direct from Avalon Hill (Note: Blank player cards are now available and designed to suit these rules; see ad at end of article.)

RULE CHANGES:

1. In a few limited cases pitchers will have defensive ratings which can be added to the TFV. These represent Cy Young and Golden Glove winners.
2. Ignore player caricatures which depict power and non-power hitters. All batters with a sufficiently high batting average may call Long Ball swings numbers 10 and 12.
3. **Long Belt Chart:** Each batter has a power rating on his card ranging from -3 (good power) to +3 (poor power). This rating is applied directly to each Long Belt die roll. Any modified die roll of 7 or more is considered a single—all runners advance two bases; a die roll of 0 or less is a home run.

4. Base Stealing: Stolen bases are handled as in the basic game, with the important exception that all steal columns can be used no matter what the catcher's rating. Also, an "out" or "safe" result can be overturned if a runner is exceptionally fast or a catcher has an exceptionally strong arm.

Fast runners are given an additional speed rating of 0 (average) through +3 (very fast). Catchers are given a similar numerical rating of their throwing ability ranging from 0 (poor) to -3 (good). After any steal attempt a team with an advantage in the runner/catcher ability match-up may appeal the result with a die roll equal to or less than their advantage. **EXAMPLE:** A +3 base runner attempts a steal against a -1 catcher and is called out by the matrix action. The offensive team can reverse that call with a die roll of 1 or 2. Similarly, assume a 0 base runner attempts a steal vs. the same catcher and is judged safe by the pitch matrix. The defensive team can still throw out the runner with a die roll of 1.

This rule does not apply to steals by slow runners, thefts of home, or attempts to take an extra base (but catchers, of course, still get their rating advantage vs. steals by slow runners). See also "Base Running" for further die roll modifiers.

Once on base, it is suggested that an F1 runner be identified by placing a penny under the fast token; use a nickel for the F2 runner, a dime for F3. Or, if you're poor like me, just take cardboard counters and put the appropriate designations on them; then you can use the pawns for your PARCHEESI game.

5. Hitting: Any batter with a .350 average or higher cannot receive a walk or error result (1) on the hitting matrix (though he can still be walked intentionally, and a good idea it would be, too). All such results are considered a single (3) with runners advancing as per the proper defensive chart. This holds true even if registered against a pitchout defense.

6. Base Running: For this rule it will be necessary to modify your board slightly by drawing a small circle roughly the size of the base approximately one-half inch away from 1st, 2nd, and 3rd bases in the direction of the next base. If the base running pawns are placed on this circle instead of the base they are assumed to be taking a "normal" lead and all pickoffs, steals, and attempts to take an extra base are resolved normally.

If, however, the baserunner is placed beyond this circle he is assumed to be taking a daring or ambitious lead. A baserunner taking such a lead has his speed factor increased by one for base stealing purposes only; therefore a slow runner becomes an F0, an F0 becomes an F1, etc. Runners taking such a lead, however, must deduct one from any die roll required by a pickoff attempt. In like manner, base runners placed directly on the base are assumed to be taking a minimal lead and have their speed rating reduced by 1; an F0 becoming slow, etc. Runners with such a safe lead, however, must add "1" to any die rolls required by a pickoff play or attempt to take an extra base. For baserunning purposes a fast runner is still fast even though he is placed on the base.

ADDITIONAL RULES

All tournament game rules are in effect except Base Stealing. The following optional rules will be in effect:

- Base Stealing by Slow Runners
- Taking the Extra Base
- Sore Arms
- Playoffs (for use in post-season play only)
- Injuries

Injuries: The injury rule will be amended as follows: Once before each two-game series, both teams must check for injuries. The opposing coach initials the Visitor "Pitcher of Record" box in their opponent's logbook to signify that this check was made and enters the name of any player who is found to be injured in the Home "Pitcher of Record" box for as many games as the injury lasts. Should the injury extend into a following series which has already been played, the injury is recorded in the next available game slot(s) which has not been played. Should all scheduled games past that point have already been played, the injury is recorded in the next available open game nearest to the point in the schedule where the injury took place—in other words, to allow for the fact that you cannot always line up your opponents to play the schedule in exact order, an injury that occurs in game 10 might actually take effect in game 9.

NOTE: Instead of placing your player cards face down and allowing your opponent to select one it is advisable to shuffle the player deck and allow your opponent to pick a number from 1 to 25 and then count off the deck until you reach the affected card so as to avoid

giving away the identity of a player by a different colored card or tattered appearance. This applies to pitch cards also. If an already injured player should be picked again, add on the new injury to the old one (it's important to remember here that all that really counts regarding injuries is how long a player is out—disregard the specifics and just assume that if a player gets *two* injury picks that his original injury is worse than previously diagnosed). Remember that even a player with a broken leg is kept in the deck, so as not to increase the chances of injury for the other players.

ADDITIONAL NOTE: The "G" card has no effect unless it is picked twice in succession. If picked the first time, but not a second time after reshuffling the deck, then there is no injury for that series.

Schedule and Pitching Rotation: All games must be played in two-game series of double headers. Players need not play their games in any specific order as long as they finish each double header they start. Games must be recorded in the order they are scheduled. Each team will be required to maintain a pitching rotation log in which the linescore and pitching rotation records for every game of the season shall be registered, as per the Pitching Rotation rules of the Tournament Game. No game can be played without the opponent first consulting this game log to determine pitcher eligibility and to check for injuries to the opposing team. At the end of each double header the opposing coach must verify that the pitching rotation and injury records have been properly filled out as they would apply to future series eligibility and so signify the fact with his signature between the linescores of the two games just played.

Players must be careful not to use pitchers in a current series in a capacity which will require rest into a following scheduled series if that following scheduled series has already been played using those same pitchers. It is the opposing manager's duty to check that no violation occurs. Should a violation occur, the pitcher involved is automatically subject to the Sore Arm rule described in the game.

EXAMPLE: Assume the Yankees are playing a 12-game schedule in which they play Detroit, Boston, Baltimore, Cleveland, Milwaukee, and Toronto in that order. The manager would prepare his league log by stapling together two BASEBALL STRATEGY scoresheets and

numbering the games to be played in order from 1 to 12. He would then fill in the team names for each game, checking the schedule first to see whether he is the home or visiting team. He would also write in the names of his pitchers in place of the existing printed pitchers' numbers at the top of each page. He is now ready to play, and need not worry about playing his games in any particular order.

As luck would have it in our example, the first opposing manager he can get together with holds the Baltimore franchise. Thus he records that initial series on the game 5 and 6 slot of his logbook. Both coaches check for injuries and so signify by initialing the opposition logbook. He opens with his best starting pitchers but must use his best reliever for 3 innings in the second game. Thus, when the series is over his opponent notes that the Yankees' two starting pitchers are unavailable for games 7 and 8, and 7, 8, and 9 respectively, and their best reliever is likewise unavailable during games 7 and 8 and signs the logbook. The Yanks' next opponent turns out to be Boston in the game 3 and 4 slot. Not only can't the Yankees start their best two pitchers in this series but if they use their ace reliever they must be careful not to use him more than 2 and 2/3 innings in the first game or 1 and 2/3 innings in the second game, or they risk SORE ARM penalties.

The logbook is never turned in to the league secretary. The linescore of games played and authenticating signatures are turned in to the league secretary on a separate sheet of paper.

The Players: The players available to be drafted are representative of 300 major league ballplayers who played in the American League in 1977. All American League teams save the expansion clubs are represented. In some cases batting averages have been altered to reflect a more realistic batting average based on 400 or more at bats when players have been used sparingly (*Note: This is how we did it, you can use any league(s) you wish, but we do suggest you reduce batting averages for substitutes as suggested later in this article.*)

The Draft: The order of draft will be determined randomly and reversed after every round so that the manager who selects last in the first round will select first in the second round, and so on.

Division Structure: Our league is divided into two divisions of six teams each. Each team plays every team in its own division

four games and every team in the other division two games, for a total schedule of 32 games playable in 16 double headers. So that the division makeup would be truly random all teams with an odd numbered draft choice in the first round were put in the EASTERN DIVISION; all teams with an even numbered draft choice in the first round are in the WESTERN DIVISION.

All games not played by the final date of the season (league members should decide this beforehand; and it's highly advisable you have a hard-working league commissioner) are considered forfeits. A best 3 out of 5 playoff series will ensue for the top team in each division. The winner of the playoffs receives \$80.00; the loser \$40.00 (based on an average team price of \$10.00—actual formula is 2/3 to winner, 1/3 to loser; amounts will vary depending on actual money spent for players to stock teams. In our league, for example, the winner will get \$102). The second place teams in each division will split whatever forfeit money is available. The forfeit bond is a definite \$10.00 per team which has been paid to reserve a space in the league—this is returned to all managers who finish out their season.

In our league suggestions have been made to extend some of the prize money to the second place finishers, in which case (assuming you did it that way) you might wish to give the winner 50%, second place 25%, and the two second place finishers in each division can split the rest. In this situation, add the forfeit money to the prize money to figure the total to be given to the winners.

Designated Hitter: Since we are using the American League, the designated hitter rule is in effect for us.

Draft Procedure: Each team will be furnished with a listing of available players by position with their defensive and offensive ratings and draft price long before the day of the draft. Managers should study this list before the draft takes place. On the day of the draft each team should bring this roster of available players and a pen to the draft. As a team makes its selection by announcing the player name and position it is drafting all other teams should note the acquisition by marking it off their list of remaining draftable players. This is the ONLY way a manager will know who is available. The proceedings will not be held up while a team updates its records. It is every manager's responsibility to see that his

records are maintained properly.

After each manager has announced his draft choice to everyone present by name, number and position, the draft secretary will repeat the selection once for all to hear, record it for league records, and then call out the name of the team drafting next and reset his timer. Each team will have one minute to name its selection once its turn has been announced. A manager will be given a ten second warning before his minute expires. Failure to name an eligible player in that time will result in forfeiture of the draft choice. A manager may deliberately pass if he doesn't care to make a selection, but all players remaining after 23 rounds will be declared free agents.

These strict time rules must be adhered to due to the length of the total draft proceedings which can be expected to exceed one-half hour for each team participating. It is recommended that managers seat themselves at tables in the order that they draft and maintain those seats throughout the proceedings to make things run more smoothly both for themselves and the draft secretary. Each manager should have sufficient room at his table to mark off selections on the master roster sheet, fill in his own team roster with name, position, and price of selections, and to spread out his drafted cards as he acquires them. A runner should be available to take player cards to the manager as he drafts them. The cards will be presorted by position and filed numerically for ease of reference.

Pricing: Players have been arbitrarily priced using a set formula so that the "average" player will cost 40¢ and an average team will cost 25 x 40¢ or \$10.00. Not all categories applied to pricing a player are of equal weight, however, so it is possible that a player is worth more to his team than another player with a higher price and different characteristics. It is up to each manager to decide for himself what is a good deal and what isn't. Managers are expected to pay for their team by check if possible due to the odd numbers (change) likely to be involved. All teams must be paid for at the close of the day of the draft following bidding for free agents.

Free Agents: Players who have the letters FA under their price column instead of a price are not eligible for the draft. These players have been randomly determined "free agents" and will go to the highest bidder in open auction at the conclusion of

the draft. Minimum bid and rise of a standing bid is 5¢. Minimum and maximum team size is 25 players. A team may cut an earlier drafted player or signed free agent in order to make room for another free agent. The cut player then becomes a free agent and is eligible for open bidding. Teams must start the season with 25 players—failure to do so results in a fine of \$1.00 per missing player. No one team may sign more than four free agents.

Free agents are determined by rolling two dice against each name. A roll of snake eyes or boxcars results in that player being a free agent. Once you determine your prices, you may wish to add to this a rule stating that any player valued at 60¢ or more becomes a free agent on a die roll of seven (in addition to 2 and 12—this reflects the fact that highly valued players are more likely to become free agents).

Trades: Trades will be allowed by mutual consent of the managers involved. Such trades can be for players or cash. No trade can be made after the start of the season (or, alternatively, later than half-way through the season; but this option is best reserved to those teams that plan to last more than a year, which would prevent people trading away good players for cash). Trades must be announced to the league secretary with verbal or written agreement from both managers before the official team rosters are prepared and distributed at the start of the season. Needless to say, if you are permitting later trading deadlines this will not be possible. It is important, in either case, to be sure that all league members are fully aware as to who is on what team.

NOTE: You can set up your schedule any way you wish, but just for reference, our league held its draft on the first weekend in March, and began the season on the third weekend in March (playing games both on Saturdays and weeknights at the convenience of the two managers), with the end scheduled for the third weekend in August.

Park Size: Managers should note that all their home games will be played in the park size of their namesake team. Park Sizes are important for using the LONG BELT chart, but it really doesn't matter what the size of each park is (assuming you can't decide what criteria to use, or the information is not available to you), so long as you decide in advance (before the draft) and there is a distribution of about 1/3 small, 1/3 average, and 1/3 large.

RATING THE PLAYERS—PITCHERS

The first thing I'd like to point out (actually to reiterate) is that this is *not* a statistical system. This is especially true when we rate the pitchers. Don Greenwood, the person who got the league going and who did 99% of the ground-work, felt that every manager should have the opportunity to draft at least one Ace pitcher, so he arbitrarily created one Ace for each team in the league, and also put in two First-line pitchers for each team, thus insuring that with equal drafting everybody would get the chance at a decent rotation, but would probably have to start a Second-liner someplace. My own team, for example, *does* start a Second-liner, and in addition lacks an Ace reliever, because I was more interested in drafting an excellent defense.

I would suggest that you rate your pitchers accordingly, instead of getting tangled up in deciding who is good and who isn't, and risking the chance of having either too many or too few Aces. A suggested format for organizing your draft is to have the following per team in the league:

1 Ace Starter priced at 65¢ (add 5¢ for left-handers, plus 15¢ for Golden Gloves, which will entitle that pitcher to add 1 to the team defense rating.

1 Ace Reliever priced at 55¢ (+10¢ for Golden Glovers).

2 First Line Starters priced at 50¢ each.

2-3 (2½?) First Line Relievers priced at 40¢ each.

4 Second Line Pitchers

If you stick to a 25-man roster, it is possible that not all of these players will be taken, in which case you just assume they went into real estate or started selling used cars and drop them from the league.

RATING THE PLAYERS—Batters

Before I forget, assume that (in the National League) all pitchers coming to bat will bat at less than .200 against both left and right-handed pitching.

In order to determine how a batter will perform against left and right-handed pitching, you have to first know his batting average. This should be generally available somewhere in your local library, or from one of the sources listed at the end of this article. Sometimes you can find out how a batter did against both types of pitching, but it is more than likely (based on my own experience) that you will have to use this general rule of thumb: **left batters vs. left pitchers, drop .020 off average; left batters vs. right pitchers; add .020 to average. Simply reverse this for right-handed batters.** EXAMPLE: If you know that a batter hit .285 for the season, and was left-handed, you would consider him to be .265 vs. left-handed pitchers and .305 vs. right-handed pitchers.

Substitutes: Some substitutes who did not play much have artificially high batting averages which should be reduced at your discretion up to the following maximums: (use *total* at-bats, and apply the change to *total* avg.)

Total At Bats	Max. Reduction in Avg.
350-399	.014
300-349	.027
250-299	.039
200-249	.050
150-199	.060
100-149	.069

Power Ratings: Use the following formula to determine each batter's power rating:

- +3—No home runs during season
- +2—1 HR for every 100 or more at bats
- +1—1 HR in every 80-99.9 at bats
- 0—1 HR in every 50-79.9 at bats
- 1—1 HR in every 25-49.9 at bats
- 2—1 HR in every 17-24.9 at bats
- 3—1 HR in less than 17 at bats

Reduce rating by one if: A) Only 1 HR hit in season
B) 50 or less total at bats for season

Round all numbers off to nearest whole number.

Needless to say, in order to figure out

the power ratings you must have access to season records. At bats and home runs are among the simplest to find, and should not be much trouble. Once you have these, all you have to do is divide the total number of home runs into the total number of at bats, and you've got one of the ratios listed above. For the true fanatic, no task is too onerous.

Steal Ratings: Before we get into this, I should point out that I flunked out of my math class in the middle of my senior year in high school, so if I can do this, so can you. Let's get to work. To figure out the steal ratings, here's what you do:

- 1) Add batter's hits and walks (total).
- 2) Subtract his home runs.
- 3) Divide the results of numbers 1 and 2 above by the total number of stolen bases, and then you wind up with a number. We'll call this the *stealing efficiency rating*. (ser).

A player can be listed as S, F0, F1, F2, or F3, as follows:

F3—1) 30 or more stolen bases for the season.

2) Ser of 5 or less (always round to nearest whole number).

F2—rating of 6-9, inclusive.

F1—Ratings of 10-20, inclusive.

F0—All other players who are not rated S.

S—All players with 3 or less stolen bases.

Reduce rating by one if: Player had less than 50 at bats for season.

Fielding Ratings: Assigned as follows:

4—Use leaders by fielding percentage at each position. There can be only one "4" in each league, except in the outfield, where you use the top three. If you can find it, use Golden Glovers instead. If there is a tie in fielding percentages, use the player who had more chances. To qualify for a "4" rating, a player must have been in more than 100 games.

3—This is based on fielding percentages, and depends upon which position the player is at, as follows:

First Basemen—.990 and above

Second Basemen, Shortstops, Catchers and Pitchers—.975 and above

Third Basemen—.976 and above

Outfielders—.980 and above

2—Done in the same manner as "3."

First Basemen—.980 to .989

Second Basemen, Shortstops, Catchers and Pitchers—.955 to .974

Third Basemen—.956 to .975

Outfielders—.960 to .979

1—All others, plus Golden Glove pitchers. Note: Anyone who played in 50 games or less should have his rating reduced by 1 (but never to less than 1).

Catchers' Throwing Ratings: You're more or less on your own here, as there is no good statistical information to show how good a catcher is. If he's not very good, chances are he would never attempt to throw someone out in the first place. Assume that a -1 catcher is average, and apply other ratings based upon your assessment of the catcher's throwing arm.

Pricing Non-Pitchers for the Draft: With the basic assumption that the average player will be worth 40¢, and the average team (assuming the bidding for free agents is reasonable) \$10.00. Prices are set using these criteria:

Defense: 1—15¢, 2—25¢, 3—35¢, and 4—45¢

BATTING: .225—.249, no change to base price. Otherwise, add 5¢ for each .025 (or multiple thereof) that the batting average is higher than this, and subtract 5¢ from the price for each .025 that it is lower. Do this separately for batting vs. left and right-handed pitching. EXAMPLE: If Mickey Stanley of the Yankees hit .214 vs. left-handed pitching, and .333 vs. right-

handed pitching, you would subtract a nickel from his price for the left-handed side, and add 10¢ for the right-handed, to produce a net increase in his price of five cents.

POWER: No change for a 0 rating; add 5¢ if the batter has a minus rating, and subtract 5¢ if he has a plus rating.

SPEED: Subtract 5¢ for all S runners; no change for F0 P which represents average speed); add 5¢ for F1, 10¢ for F2, 15¢ for F3.

When you make up your roster for the draft, it is best to number the players and list them by position, giving each player's defense (and throwing rating for catchers), average vs. right and left, power, speed, and price. For free agents write "FA" where you would write price. Pitchers should be listed by classification, and note should be made as to whether or not they are left-handed.

That just about sums everything up. You've now got all of the information you will need to put real players into your BASEBALL STRATEGY game, and start your own league. If you have a good bunch of people, and someone who is willing to do the work necessary to get the league started, you should have a really terrific time. Our own league is doing very well, and has inspired the creation of a second league, using the same teams and players, in nearby Annapolis. This league is unique in that all 12 of its members live in the same development and play on the same recreational softball team.

Have fun and good luck!

Blank Player Cards For Baseball Strategy

If you would like to put real players into your BASEBALL STRATEGY game with the system presented in the preceding article, then have we got an offer for you! For just \$2.00 we'll send you 50 blank player cards, enough for two complete teams, with spaces for all of the ratings in the regular game, PLUS spaces for speed, hitting power, and catchers' throwing ratings.

Each team set of 25 cards includes the following: 6 starting pitchers, 4 relief pitchers, 2 catchers, and one each of the other positions, plus 3 cards labelled "Infield" and 3 more labelled "Outfield". For your own draft league (like the one described in the article) nothing could be better.

If you would like to order these cards, just send \$2.00 plus fifty cents postage for each set of fifty cards to: Parts Department, The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Be sure you specify you want the blank Player Cards for BASEBALL STRATEGY.

THE BATTLE FOR MIDWEST SUPREMACY: MIDWEST SUPER BOWL I

by Mark J. Maticek

So this was it. The BIG game! We would finally find out just how good we really were. Oh sure, we knew we would be competitive. Hell, you couldn't play in a league for 15 years and not be respectable. But those nagging doubts still lingered and after all, there was our reputation to uphold. We (the International Football League) are the oldest and continuously operating Avalon Hill Football Strategy based league in the country. And now, we were traveling to Chicago to play a game with some upstart league named the Pigskin Football League, in existence for a mere five years. Visions of the Los Angeles Coliseum on a January day in 1967; Packers of the old NFL to face the brash newcomers, the AFL Kansas City Chiefs.

"Don't get hyper now," I said to myself as I waited for Jim Roubal, our league champion, to arrive from Algoma, Wisconsin. My God; Algoma! That's 120 miles from Milwaukee. Let's see, another 90 miles to Chicago. Panic started to set in. Would Jim be rested and alert? Maybe I should drive? Did he get enough sleep last night? No, calm down. Jim has been playing this game for 15 years. He could handle the pressure. I just hope he realizes what is at stake.

The horn sounded and Jim was his usual prompt self; only a half hour late (which did wonders for my composure). Our journey started and we jawed about games, the past season highlights and of course, sex. This will keep his mind off the game I thought as we raced to Chi-town. Images of glory and slaughter flashed through my mind as I dreamed of how our vast experience would render any semblance of a contest impossible. "Jim, we're gonna kick their butts," I said. He only smiled. Jim was not a real emotional fellow. Bud Grant is a stand up comedian next to our champ.



Jim Roubal (left) of the IFL and John Naglak battle furiously in a dramatic photo of their titanic struggle

Hey, maybe he is a little tight though. I asked him how he felt. Fine was his reply. Spoken like a true champ! Perhaps a little encouragement might be of some use anyway. For the next half I proceeded to "calm" Jim by telling him the whole IFL was counting on him to uphold our honor. I reminded him that like the old NFL in Super Bowl I, we had to win the first one. I asked him if he thought the offensive problems he had toward the end of the past season had taken care of themselves. "Got to score points today Jim. We can't take any chances of relying on defense. We've got to take it to 'em." By now, any cool that Jim had had was completely shattered. He drew a sigh of relief as we pulled up to Gary Keller's house in Libertyville, Illinois. My pep talk ceased as we gathered up Gary and proceeded to Chicago. As it turned out, Gary was just what the doctor ordered. Sensing Jim's apprehension, in his succinct manner, Gary reassured Roubal by saying, "Don't listen to Maticek. He's full of crap." So much for respect for the high office of the commissioner of the IFL.

"Harlem Ave . . . Exit $\frac{3}{4}$ mile." The

Kennedy Expressway was light for a Saturday. There is something exciting about going to Chicago if you are from anyplace in the Midwest except northern Illinois. The elevated trains, narrow streets and constant congestion are more akin to the Eastern megatropolises than a Midwestern city. Nine and a half million Windy City residents were going to miss the board game of the century.

The little white house appeared. The directions the PFL gave us were flawless. Before we went inside, Jim asked me if I knew anything about their style of play. The only "scouting" I had was the newsletter they had sent me. Their statistics indicated a pretty wide open attack was prevalent in the league. Watch for those long passes I cautioned. Interceptions could be the key to victory. That was to be prophetic.

John Naglak, their bearded champion, greeted us at the door and informed us that the other members of their league had not arrived yet. "Hmm, a delaying tactic," I thought. When the others had arrived, we eagerly compared notes and anecdotes on our respective leagues. We

proudly displayed the drawings of our fictional team's uniforms and showed them the pens Jim had made up for us with our team names embossed on them. This is a real psyche job I thought. Show them our great organization and dedication and they will be demoralized before we sit down to play. We hammered out the rules to be in effect for the games. The Cobras (Jim Roubal) and the Colts (John Naglak) retired to the other room to set up for the BIG ONE. Gary Keller was to play the PFL's secretary, Gary Pisarski. My opponent was a tall friendly guy named Darryl. All of the PFL guys were really nice fellows. No matter though, we would still have to put friendship aside once the kickoff took place. I mean, our league honor was on the line.

Gary sat next to me as we got ready to start. I asked Gary if he felt he was ready. He told me that he spent most of the trip down looking out the window of the car

hating the trees. He was ready!

The two Gary's finished their game first. Sticking to a ball control attack, Mr. Keller ground Pisarski down and won the first one for the IFL: 34-26. In my game, I had Darryl down the whole game until the fourth quarter, when in typical Maticzek fashion for 1977, I blew my lead. A 37 yard desperation field goal attempt with 30 seconds left failed, and my beloved Arrows team went down to defeat 23-21. The two leagues were now even at one apiece. All eyes now turned to the rubber match in the other room, the one that we really came for. The two champs were in the third quarter. Jim Roubal is not known for his rapid decisions. I mean the world was created in less time than Jim plays a defensive card. But everyone overlooked the snail's pace of this game. This was the SUPER BOWL. Our man had played a cautious game and made the most of his opponents

mistakes—6 interceptions. John was held to a single touchdown as Jim romped to a 27-7 victory. The IFL was No. 1. Our honor and prestige redeemed. Jim sat sphinx-like in his chair. We all felt compassion for our fallen rival as his fellow leaguers gathered around him and in unison yelled an obscenity at him. Everyone roared with laughter as we settled down to some beer and chips and continued where we had left off before with more war-stories.

The trip home was very satisfying and seemed incredibly short. We all were delighted with our new found rivalry and discussed the PFL trip to Milwaukee for the 2nd Midwest Super Bowl in January of 1979. Roubal was finally beginning to lose the tension brought on by the afternoon. Gary asked him how it feels to be the best in the Midwest? Jim replied with the first smile I had seen all afternoon, "Not bad, not bad at all."



GIVING BASKETBALL STRATEGY A BOOST

by Hugo Kobayashi

Basketball Strategy is by far the best basketball strategy game on the market, but it's always been known as Avalon Hill's third sports strategy game. There are many reasons this is so. The main reason is the large number of decisions and the time it takes to play. The quick, racehorse action of basketball is very hard to simulate without the game bogging down.

My first suggestion for quickening the tempo of the game is to alter the time to play it. The pro style game is divided into 720, four second increments or turns. That gets a little tedious.

My new suggestion is to increase the time increment to six seconds. This reduces the pro game to 480 time turns. Instead of 180 turns a quarter, it's been reduced to 120 turns. The twenty-four second clock now only lasts four time turns. Also the initial pass on the twenty-four second clock only costs one six second turn. You must now start the pro quarter at the eight minute mark, with the old four second time chart. By increasing the time turns to six seconds,

you cut off one third of the time it takes to play the game.

Another thing that Basketball Strategy doesn't have is a fast break built into the game. The fast break is the most exciting play in basketball. It just plain irks me to get a rebound and not be able to start a fast break. So, I devised a few rules and matrixes for the fast break.

First, you need a team fast break factor. The way I did this is to use the free throw factor for the individual's fast break factor. Since free throwing and shooting are so closely related, you don't lose anything when you substitute the offense factor for free throwing.

You add up the five individual's fast break factors to get a team fast break factor. To start a fast break a person with a rebounding factor of five or more must get the rebound. The reason behind this rule is the great rebounders usually or after a turnover start the fast break, like Wilt Chamberlain, Bill Walton and Wes Unseld. Then you state if you want to fast break or not. If you do, then you pit the fast break factor to the opposing team's defense factor. If the offense has an

advantage of three or more, use the Offense Fast Break Matrix. If the defense has an advantage of three or more use the Defense Fast Break Matrix. If neither has an advantage of three or more use the Even Fast Break Matrix. The he states which zone he's passing to. The defense uses the no. 1, 2, or 3 defense cards for the fast break matrix defenses. If the offense doesn't take a shot, you settle into the regular routine, marking off six seconds off the time chart. The team fast break factor was made because a good shooting team doesn't necessarily mean a good fast breaking team.

Another thing that bothers me is how a lumbering seven foot center can consistently pop in twenty footers. Even Kareem Abdul Jabbar, the greatest shooting center in the league rarely even shoots from twenty feet. All right, you say Dave Cowens and Bob McAdoo are great outside shooting centers. Yes, but they are really center-forwards. The rule is pure centers shoot their normal shooting factors in zones A and B. In C, D, E, F or G, the shooting factors drop to one. Centers with offense factors of one will not be affected anyway. When shooting free throws, use the normal offense factor.



172 more words on page 25

WESTERN WASHINGTON FOOTBALL LEAGUE

Founded—1977

Teams—Eight (Maximum)

Active Members—Two

Dues—\$2.00 Annually

Activities—We will have 12 games (6 home, 6 away) each regular season. One game per weekend. The WWFL will use *Avalon Hill's Football Strategy*.

Membership Requirements—Must live in South West Washington, ranging from Seattle to Longview; Grays Harbor to Mt. Rainier. Will conduct interview before entrance.

Contact—

Jeff Caldwell
Rte. 18, Box 229
Tumwater, WA 98502
1-206-352-8794

WESTERN WASHINGTON FOOTBALL LEAGUE

UNIVERSAL CITY BASEBALL LEAGUE

Founded—Not yet

Teams—Capable of supporting five teams.

Active Members—Definitely one, possibly two or three.

Dues—To be established when league forms, probably no more than \$5.00.

Activities—Some kind of celebration at the end of the season—toast the league champion. Three (3) team meetings, all-star game, draft.

Membership Requirements—Each member should have to sign a one year (season) "dedication contract". In this contract the member puts a \$5.00 deposit down. If the member decides to quit during the season, he or she would lose the deposit. If the member completes the season, he or she would get the money back. Each member will be expected to keep accurate stats on all players. Also, each member should live in the Universal City area. If not, special arrangements could be made. There is no age limit.

Contact—

Richard Lelle (pronounced Lell)
113 Surrey Lane
Universal City, Texas 78148
658-8262

UNIVERSAL CITY BASEBALL LEAGUE

THE PLAYERS BASEBALL STRATEGY LEAGUE

Founded—1978

Teams—5 hoping to expand up to 10-15.

Active Members—50 in Players Game Club and 5 in Baseball Strategy league.

Dues—1 dollar per season to cover newsletters and trophy.

Activities—Drafting of actual players based on lifetime statistics; we draw from any current or old time baseball player. Trading among teams is allowed until 8th game of season. Current season is 32 games long plus playoffs and world series. All statistics for each team are kept by the Players club officers.

Membership Requirements—Be committed enough to finish season by playing an average of once a week. Members must live in New York Metro Area. No age requirements.

Contact—

Mike Fitzgerald
400 E. 54th St.—Apt. 11B
New York, NY 10022
(212) 593-2629

THE PLAYERS BASEBALL STRATEGY LEAGUE

NEED NEW MEMBERS FOR YOUR LEAGUE?

Why not try a free ad in ALL-STAR REPLAY?

If your league is looking to expand, or just wants to replace retired members, then you could hardly do better than give us an ad to run for you—free! The only requirements are that you adhere to the format given below, and that you are involved in any of the Sports Illustrated/Avalon Hill line of sports games. That's fair enough, isn't it?

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:



WEST TOLEDO FOOTBALL GAMERS LEAGUE

Founded—1977

Teams—Eventual goal of 28 members will enable us to follow regular NFL schedules.

Active Members—10 (one is leaving for service in the Armed Forces)

Dues—\$10.00 entry fee and forfeiture bond—\$1.00 per game per 14 week regular season.

Activities—14 game regular season—exhibition season—post divisional playoff—Super Bowl—All-Star Game—season finale at local pizza place features playing of the All-Star Game, awarding of the trophies and money awards and most of all... a rip roarin' good time!

Membership Requirements—Must live in or near Toledo within a 20 mile radius. Should be—dedicated enough to finish one complete season once it has started. All games are played on Sunday but can be played earlier in the week. Members will be responsible for turning in the accurate statistics to league secretary. Members should have their own *Avalon Hill Football Strategy Game*.

Contact—

Ronald J. Saunders, Sr.,
2340 Mellwood Avenue
Toledo, Ohio 43613
1-419-475-5257 (please do not call Collect)

WEST TOLEDO FOOTBALL GAMERS LEAGUE

NORTH RALEIGH BASEBALL LEAGUE

Founded—1976

Teams—4

Active Members—2 (2 brothers moved).

Dues—None now. If needed, they will be arranged by league members.

Activities—We will play Superstar Baseball Schedule to be arranged by league members.

Membership Requirements—Should live in North Raleigh Area. Preferably under 18 years of age, but not mandatory.

Contact—

David Grigsby
820 Davidson Street
Raleigh, North Carolina 27609
787-5759

NORTH RALEIGH BASEBALL LEAGUE

THE PLAYERS FOOTBALL STRATEGY LEAGUE

Founded—1977

Teams—6 hoping to expand up to 20 eventually.

Active Members—There are 50 members of the Players game club and six in the Football Strategy league.

Dues—1 dollar per season.

Activities—Exhibition games, a regular season of 10-14 games depending on size of league. Playoffs and super bowl with a super bowl party where the trophy is awarded. All statistics and newsletters are kept and provided by the club.

Membership Requirements—Only that you can play an average of once each week. We now have openings for Season no. 3 to begin this fall. We are in season no. 2 now. No age requirements, our league ranges from 22 to 36 right now. Members must live in New York Metro area.

Contact—

Mike Fitzgerald
400 E. 54th St.—Apt. 11B
New York, NY 10022
(212) 593-2629

THE PLAYERS FOOTBALL STRATEGY LEAGUE

COLLINDALE BASEBALL LEAGUE

Founded—1976

Teams—Three as of now.

Active Members—Three as of now. Several fringe and possibly future members.

Dues—No dues as of now. Future dues?

Activities—Daily league games in 'Superstar Baseball', 'Paydirt', and some 'All-star Baseball'. Soon to start league in 'Sherco II Baseball Simulation'. We are looking to expand and to reorganize. We will use real players career records for ratings in 'Sherco II BB S'. All players and/or teams will be drafted. Schedule, league rules, etc. will be voted upon by members. Trades, minor leagues, statistics (*Exhibit and Dynasty*), playoffs, Superbowls and World Series are part of this league.

Membership Requirements—Only that league members be dedicated enough to play the games to the season's end. Members should live in easy driving distance of Mt. Washington-Forestville-Anderson Township-Hamilton County area.

Contact—

Steve Brown
1871 Collindale Ave.
Cincinnati, Ohio 45230
1-513-231-2385

COLLINDALE BASEBALL LEAGUE

ALL-STAR REPLAY



Coach Dice:

The Ever-Available Paydirt! Opponent

by Scott Enk

Paydirt! fans, like those of many other sports games, no doubt find it difficult to enjoy their game when no one is available or willing to act as an opponent in playing it.

Most methods of solitaire *Paydirt!*, furthermore, lack the elements of competition which one enjoys when competing against an opposing coach. And the most common form of solitaire play—calling the offensive plays for both teams—smack of passively viewing a game on television.

That kind of *Paydirt!* is about as thrilling as playing chess against oneself. While the conventional solitaire methods may be great practice for the times when one plays on offense against an opponent, one might add, what of the times when he or she has the ball against your defense?

Chess players, however, have long used computers as opponents in the absence of human opponents. Why can't *Paydirt!* fans take a tip from them and join chess lovers in using non-human methods of play selection by a proxy opponent?

But computers are expensive. Fortunately, *Paydirt!* players have an advantage over Bobby Fischer, Boris Spassky, and their followers in that their game's basic design is, relatively speaking, much simpler from the standpoint of the options presented to each player at any given moment than that using kings, rooks, and the like.

After all, *Paydirt!* players simply choose from between six and nine options (depending on whether or not they have the ball) and immediately after finding what their opponent has chosen in terms of an offensive, defensive, or special team play, use dice and percentage-based charts to decide what the results of each play shall be. Not only are the charts designed to reflect the percentages in which actual results of each professional football

team's calls occurred, but the special dice are meant to reflect those chances for each result given on the charts.

Dice decide the results of plays. One might wonder if they could be used to choose plays for a proxy adversary, much as computers act as dedicated chess adversaries by picking opposition moves.

With such a system, solitaire *Paydirt!* players could always have a determined, intelligent adversary ready to go against them at the roll of a die and a glance at a chart.

Coach Dice is exactly that.

Playing against Dice can bring the thrills and comedowns of gaining crucial first downs against Oakland's determined defenders in the last minute of regulation time—or, for that matter, having what would have been the winning field goal for your team blocked by the Redskins on the game's last play—to solitaire *Paydirt!*

Dice's playcalling, it must be assumed, will follow sound principles of football strategy. He will play to win; in short, his offensive maneuvers will contain a sufficient number of draws and screens to deter one from overreliance on the blitz, and, when he is on defense, he will want to use prevent defenses on third and long, for instance.

However, since he is, after all, but a cube of wood, ivory, plastic, bone, or whatever other materials have been used to make dice used in conjunction with a specific chart (or game plan), he needs outside help if he is to fill his role of worthy adversary. Briefly put, he needs his opponent's help, just as chess playing computers need someone to move the pieces for them against their human opposition.

For most plays, only the following steps need be taken to help Dice coach against his human opponent—you:

First, choose your own offensive or

defensive play (as the case may be) just as if you were playing *Paydirt!* against a flesh-and-blood opponent.

Then, roll Coach Dice—he can be any conventional die (one marked with dots or numbers representing the numbers one through six) and consult his game plan (at the end of this article). By looking under the number which he has come up with, you will find what he has called for his offensive, defensive, or special team play for that particular down and distance situation.

From here, one needs only to roll his or her own dice and Dice's dice and look at both team charts to find what that play's result is.

For instance, suppose you have the ball on your own 45-yard line on the third play of the game and it is first down with 10 yards to go. You have called offensive play "2"—an off-tackle slant.

Dice's number, after rolling him, is "3." Now look at his game plan for when he is on defense on first and 10 (or less) plays under column "3;" you will find that he has called a "B," or short yardage, defense. Here, two rolls of dice—the special *Paydirt!* offensive and defensive dice—are all that is left before the charts tell of the run's gain or loss.

Since Dice is, after all a rational, reasonable coach, he will always elect to receive the kickoff if he wins the pregame coin toss, accept (or decline) penalties in whichever way will be most advantageous to his team, and so forth. But he relies, again, upon you to help him do these things.

Hence, you should assume, perhaps, a moral obligation to play the "devil's advocate" toward your own team in situations which would, against human opponents, be left to them, and do what any reasonable and prudent opponent would do against you in a similar situation

when you take your team against the Dice.

Most players will find Dice's opposition a welcome alternative to passive, lifeless, "two-handed" types of solitaire *Paydirt!* in which one calls the plays for both teams. Dice should be, at least in terms of competition, a challenge to one's skill at *Paydirt!*

The experiences of his creator indicate that a few tips may be helpful in defeating Dice when he opposes you.

Dice's defensive playcalling makes it difficult for any "big play"-oriented offense to be consistently successful against him. Consistent, short gains through running plays and short passes stand the best chance against his defenses; they will wear him down.

Pass defense, especially against medium and long passes in long-yardage situations, is a Dice strong suit. But his teams will be extremely vulnerable to strong short passing attacks.

Inside running, if consistent, can be effective against him on the ground. Perhaps the off-tackle plays offer the most in terms of possible ways to beat his line and linebackers.

But he warned: Conservative playcalling on offense, if taken as a steady diet, will not be successful against him in the long run. An occasional medium or long pass on first down, for instance, may be of value in dealing with Dice defenses, as well as screens.

When Dice takes the offense, as experience has shown, he strongly favors inside runs on first down. Second down situations find him using sweeps and screens a good deal, especially when he has been held on first down. Spreads, when mixed with prevent defenses and the "regular" 4-3-4, generally prove effective on second downs.

On third down, perhaps the best defenses are those designed to stop passes. But Dice's use of screens on third down deter one from leaning too heavily on the blitz (those with the 1976 team charts will soon find that blitzes can bring disaster if a screen is called, if they have not already).

Those who master the art of beating Coach Dice consistently may like to modify his methods in ways which will make him harder to defeat.

Perhaps the most obvious way of making Dice's challenge more difficult would be to give him a strong team, such as Dallas or Denver, and take losing teams for one's own efforts to offset the effects

of what would, otherwise, be a ridiculously easy contest because of one's familiarity with the Dice procedures. Obviously, taking Tampa Bay or Buffalo to a win over a Super Bowl caliber team is a greater challenge than beating the conference champions with other playoff teams.

Still another way of increasing the degree of difficulty would follow these lines: Whenever Dice's team is behind with less than, say, five minutes to go in the game, and he is on offense, simply substitute offensive play "6," or the short pass, for all places where he would ordinarily call a run. Another variation would be to substitute the short pass for any plays except "7" or "8" (medium and long passes) whenever Dice would call an offensive play when he is behind with less than five minutes left in regulation time or sudden death periods and needs five yards or less for a first down. In cases where more than five yards would be needed, one would use play "7" in lieu of all other offensive plays, except long and medium passes.

And if he is down with less than, say, one or two minutes left, he would, naturally, use only long and medium passes.

One could also choose to modify Dice's refusal to try field goals from outside his opponent's 30-yard line if his team has a particularly strong kicker. Likewise, his game plan could be modified so that he, like any good coach, would seek to keep the ball on the ground as much as possible when he has it and seeks to run the clock out to protect a lead.

Solitaire *Paydirt!*, like that played against a (human) foe, can be made more realistic (and more challenging) by adopting rules for simulating such things as coffin corner kicks, blocked kick options, hurried plays, and the like through modifications in the basic game plan for solitaire against Coach Dice. (Some of the possibilities for advanced rule modifications have been discussed in the Fall 1977 issue of *All-Star Replay*. Those with the 1977 revised version of *Paydirt!* rules have access to suggestions for many such modifications.)

Competition against Dice can take the form of coaching any given National Football League team through an entire league schedule. In each game, Dice would coach your team's opponent. And if your final record indicates that your team qualifies for the playoffs, he would try to derail your team's attempt to get to the Super Bowl—or defeat it there.



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But until you become one, why not submit some of your pertinent work to ALL-STAR REPLAY. We don't give you a blue ribbon, but for any drawings or cartoons you send in to be published that we actually use we will provide either a small reimbursement or free games. Right now our cartoon editor is accepting samples from interested artists for both cartoons relating to articles and to sports in general. If you're a gamer/artist who's still waiting for an invitation to hang in the Guggenheim, this might be a golden opportunity for you. Well, silver, anyway. Send your samples to You-Know-Who, ASR Art Dept., The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our design offices at 900 St. Paul Street. As a convenience to those who visit our Town House design offices, a wide selection of the latest games are available for sale to the public at full retail (sorry, no discounts given here... the half-price table discontinued as of April 30.) Games, only will be for sale. No parts or issues of The General; they must be ordered by mail. Please bring your checkbook or be prepared to make exact change. Saturday visitors are invited to stay to playtest new titles or simply play their favorite games in the IGB gameroom.

Hours: Tues-Fri. 9 A.M. to 5 P.M.
Sat: 10 A.M. to 5 P.M.

Coach Dice's Game Plan

When you are on offense, roll Dice to find his defensive call on:						
Down and Distance	1	2	3	4	5	6
1st and 11 or more	A	A	A	C	E	F
1st and 10 or less	A	A	B	B	B	F
2nd and 5 or more	A	A	A	C	Re-roll 1-3—D 4-6—E	F
2nd and 4 or less	A	A	B	B	B	C
3rd and 4 or more	A	A	D	E	F	F
3rd and 3 or less	A	A	B	B	C	Re-roll 1-3—D 4-6—E
4th and 3 or more	A	A	A	C	D	E
4th and 2 or less	A	B	B	B	B	C

When you are on defense, Dice will call his offensive plays thus:						
Down and Distance	1	2	3	4	5	6
1st and 11 or more	3	3	4	7	7	8
1st and 10 or less	1	2	Re-roll 1-3—1 4-6—2	3	6	7
2nd and 5 or more	3	4	5	5	7	7
2nd and 4 or less	1	2	3	4	5	6
3rd and 4 or more	4	5	5	7	7	8
3rd and 3 or less	1	1	2	6	6	8

4th down plays From your own 30 and inside, a field goal attempt; outside it, a punt. On punts, roll again; if Dice comes up as "1" or "2," subtract 10 yards from the punt for a coffin corner punt attempt. However, if Dice is behind with less than five minutes left in a regulation time by more than three points, he will use the same plays he would use for similar third down situations. If he is behind by three points or less, he will use third down plays outside your 30-yard line in order to make the first down; inside there, he will go for the field goal.

Punt Returns:

When returning punts, Dice will call for the fair catch if he comes up "1," "2," or "3;" if he yields a "4," "5," or "6," he will return it. But, during any sudden death period, he will always elect the fair catch when receiving punts.

Kickoff Returns:

Coach Dice's game plan calls for the return of any kickoff which does not go into the end zone. But if it goes less than five yards into the end zone, he will return the kickoff for any time that the numbers "1" through "5" are rolled. If "6" comes up, he will down it in the end zone for a touchback.

And if the kickoff travels five yards or more into his end zone, he will down it for a touchback on all dice numbers rolled except "6;" "1" through "5" shall indicate his call for a touchback.

Other Special Situations:

If Dice is winning, and he is on defense with less than five minutes to go in regulation time, or if there is a tie during sudden death overtimes with less than five minutes left in such periods (except during playoff overtimes), and he is likewise on defense, Dice will always substitute the "E" (pass prevent long) defense for all others except "D" and "F."

Whenever penalties, onside kicks, and the like occur, have Dice call them as you would expect any reasonable and prudent coach to. He will call time-outs in the same way.

The "reasonable and prudent" principle of coaching strategy also applies to any situation involving the use of any advanced rule modifications.

Name This Mystery Player

This one is for all of you frustrated owners of SUPERSTAR BASEBALL who have been patiently waiting for us to add more players to the game. We've taken a card from the old Sports Illustrated game, ALL-TIME ALL-STAR BASEBALL, which is no longer in print, and reproduced it down here. For various reasons, we can't tell you the name of this player, but we can give you some hints, to wit:

The son of poor immigrant parents, our mystery player was the eighth of nine children. His father was a fisherman in the San Francisco area while our hero was growing up.

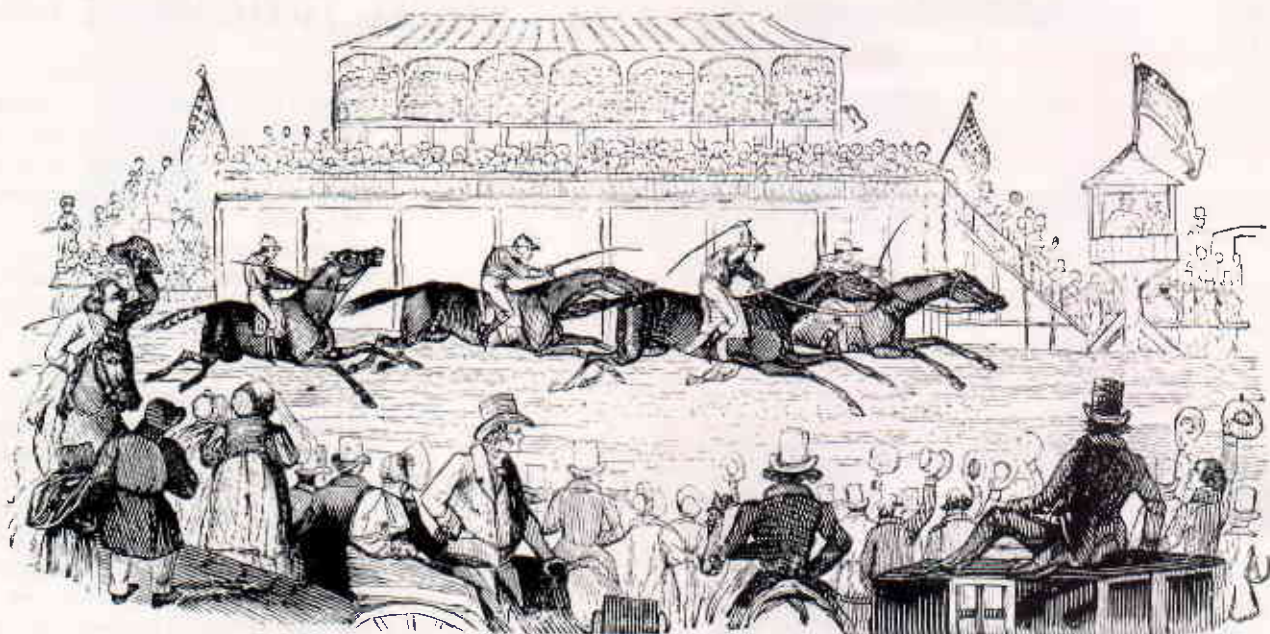
Mr. Mysterio only attended high school for one year, after which he began his baseball career with Tucson of the old Arizona-Texas League. More we cannot tell you, as you've probably been able to guess already (and if you own ALL-TIME ALL-STAR BASEBALL, all you need is a working knowledge of the alphabet). But we will give you one more little clue.

In 1937 Mr. X had a small part in the smash film success, *Manhattan Merry-Go-Round*. Not only that, his first wife was actress Dorothy Arnold.

If you can conclusively say who this player is, then you are at liberty to cut out, photograph, trace, or otherwise prepare for play the card presented below.

2+	2+	BR 2 A	1A	1D
3	1D		G	2
2M	2M		G	1
DP	3		1D	E
2	F		G	DP
DP	DP			G
DP			FM	1M
DP	HR		1D	DP
DP			SF	SF
HR	MS		MS	G+
E	MS	G+	G	
1	MS	CF+12 OF+9	F	F
G	HR		F	F
1M	MS		F	FM
HR	1A		MS	FM

HORSES OF THE PAST



by Vic Hasselblad

Only one time in history did three horses voted "Horse of the Year" meet in the same race. This race, the Woodward Stakes, was at Aqueduct on September 30, 1967. The three horses were Buckpasser, Damascus, and Dr. Fager. The accomplishments of these three horses are so numerous that this article will only cover the highlights.

Buckpasser finished fourth in his first race as a two-year-old, and that was the last time he finished out of the money. His record was 9 wins in 10 starts for the rest of the year (1965), finishing 2nd only in the Futurity. His earnings of \$568,096 as a 2-year-old is a record today.

A quarter-crack kept Buckpasser out of the Triple Crown races as a three-year-old, but his accomplishments in 1966 were such that he received 39 of 39 votes for "Horse of the Year." He became the first three-year-old millionaire. He broke Swap's world record for the mile by $\frac{3}{5}$ of a second, running it in 1:32 $\frac{3}{5}$. Even the older horses were no match for him as he won the Brooklyn, Jockey Club Gold Cup, and the Woodward Stakes. His record for the year was 13 straight wins after a second in his first race of the year.

As a four-year-old Buckpasser had his worst year. In six starts he had 3 wins, 2 seconds and a third. The third was the result of an unsuccessful attempt to run

on the grass. One of the seconds was to Handsome Boy in the Brooklyn. The other was in the 1967 Woodward, losing to Damascus by 10 lengths. There was some question if Buckpasser would run in the Woodward, and after losing he was retired to stud.

Even at stud he was successful. His offspring include Numbered Account, the champion two-year-old filly in 1971; La Prevoyante, the champion two-year-old filly in 1972 and Canada's Horse of the Year; and L'Enjoleur, Canada's Horse of the Year in 1974 and 1975. Buckpasser currently ranks fifth in lifetime earnings behind Kelso, Forego, Roundtable, and Dahlia.

Damascus was lightly raced as a two-year-old, winning 3 of 4 races, but only \$25,865. As a three-year-old he more than made up for his relatively slow start. At the end of 1967, the record was 12 wins, 3 seconds, and a third in 16 starts. The \$817,941 he won set a single season record, and has only been surpassed by Secretariat. He beat the best horses of his day including Buckpasser, Dr. Fager, In Reality, Handsome Boy and Ring Twice. His victories included the Bayshore, Wood Memorial, Preakness, Belmont, Dwyer, American Derby, Travers, Woodward, and Jockey Club Gold Cup.

The major void in Damascus' accom-

plishments was his failure to win the Kentucky Derby and therefore the Triple Crown. In the Derby he finished third behind Proud Clarion and Barbs Delight. His other losses were second place finishes to Dr. Fager in the Gotham, Exceedingly in the William duPont Jr., and Grass Horse Champion Fort Marcy in the Washington, D.C. International. The last two losses were each by a nose.

As a four-year-old, Damascus won 6 to 12 starts, and \$332,975. Although Dr. Fager had the better year, Damascus did beat Dr. Fager in the Brooklyn. The time for the $\frac{1}{4}$ mile race was 1:59 $\frac{1}{5}$, which was the fastest ever run in New York.

An injury finally forced Damascus to retire, leaving him ninth on the all-time money winning list. He also has been an excellent stud horse. His offspring have won over \$800,000 each of the last four years.

Dr. Fager was outstanding as a 2, 3, and 4-year-old, but he ran in the shadow of Buckpasser and Damascus until his 4-year-old season. As a 2-year-old he won 4 of 5 races. As a 3-year-old he won 7 of 9 races. One loss was in the Woodward, and the other was a disqualification in the Jersey Derby where he finished 6 lengths in front. He set track records at $\frac{1}{4}$ miles in the Hawthorne Gold Cup and the New Hampshire Sweepstakes. He also ran the

fastest mile ever run by a 3-year-old in New York.

Although it would seem hard to improve, Dr. Fager was even better as a 4-year-old. He won 7 of 8 races, losing only to Damascus in the Brooklyn. He broke the 7 furlong track record at Aqueduct by 5 lengths, and broke Buckpasser's world record for 1 mile by 2 lengths at Arlington Park.

Like Buckpasser and Damascus, Dr. Fager also has been an excellent sire. His offspring include Dearly Precious and L'Alezane, the Canadian Horse of the Year in 1977. Dr. Fager was the leading sire in 1977 when his offspring won \$1,593,079.

There is a tendency to forget that there actually were 3 other horses in the 1967 Woodward. Handsome Boy, the fourth place finisher, won almost \$300,000 in 1967, including 4 wins, 4 seconds, and 3 thirds in 19 starts. The other two horses, Hedevar and Great Power, were good sprinters. Hedevar won 6 races and Great Power won 4 in 1967.

The 1967 Woodward started out as a battle between Dr. Fager and Hedevar, with Great Power running third. Then as the leaders tired, Damascus took over on the final turn. Buckpasser managed to pass Dr. Fager, but never threatened Damascus. Handsome Boy ran an even fourth, while the two sprinters faded to fifth and sixth. The time of the race was 2:00 3/5 over a fast track. The lifetime records of the three horses plus a program for "Win, Place and Show" follow.

Buckpasser (1965-1967)

Age	Starts	1sts	2nds	3rds	unplaced	Money won
2	11	9	1	0	1	\$ 568,096
3	14	13	1	0	0	669,078
4	6	3	2	1	0	224,840
Total	31	25	4	1	1	1,463,014

Damascus (1966-1968)

2	4	3	1	0	0	25,865
3	16	12	3	1	0	817,941
4	12	6	3	2	1	332,975
Total	32	21	7	3	1	1,176,781

Dr. Fager (1966-1968)

2	5	4	1	0	0	112,338
3	9	7	0	1	1	484,194
4	8	7	1	0	0	406,110
Total	22	18	2	1	1	1,002,642



1967 WOODWARD STAKES

PURSE: \$112,400

1 1/4 MILES

1st 73,060 2nd 22,480 3rd 11,240 4th 5,620

1	11 11 9 8 7 6 5 3 2 1
	HEDEVAR ODDS 30-1 BONUS # 10 R. Turcotte
2	12 12 10 8 7 6 5 4 3 1
	DR. FAGER ODDS 5-2 BONUS # 9 W. Boland
3	10 10 9 8 7 6 5 3 2 1
	GREAT POWER ODDS 40-1 BONUS # 11 R. Ussery
4	8 8 7 7 7 7 7 7 6 4
	HANDSOME BOY ODDS 10-1 BONUS # 5 E. Belmonte
5	5 5 6 7 9 9 9 8 7 9
	DAMASCUS ODDS 2-1 BONUS # 7 W. Shoemaker
6	2 3 5 7 8 9 12 12 9 6
	BUCKPASSER ODDS 5-2 BONUS # 8 B. Baeza

AN APOLOGY: As a result of poor planning, this issue's coupon is on the reverse side of an article. If you wish to use the coupon, this time, and this time only, you may photocopy it (with this attached note) and send it with your order. Valid with the publication of the next issue.

Valid only in the United States.

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Good for Complete Game Purchase Only POSTAGE COUPON

LEAGUE FORMATION—PART II

by Mark J. Maticek

In a previous article (issue 1) in this magazine, I discussed league formation in a general way. This article is meant to explain in depth the nuts and bolts of organizing a sports league.

The first thing to consider is what type of league format you want to work with. There are basically three types of sports leagues.

The first is a replay league. This type of league as the name implies replays an actual schedule from some previous season using the actual players that participated in that season. The game used is generally a "statistical" game which is designed to reproduce the player's performance from that season. Detailed statistics are kept by the members in order to compare the replay results with the actual season stats. The Statis-Pro and Sports Illustrated line of games are designed for this type of league.

The second type of league is really a variation of the first. Known as a draft league, the purpose here is to use the above types of games in a fictional team format. Real players are drafted by the members thereby adding general manager duties to the coaching responsibilities of each player. Statistics again play a dominating role in this type of league. One of the attractions of this type of league is the flexibility it allows the players. Team success will depend on the skill each member has in acquiring good players, either through the draft or through trades. Again, the Statis-Pro line of games is perfect for this format. The SI line is not really suited for this league format since the players are designed into team charts rather than individual player cards.

The final type of league is the "strategy" game league. The Avalon Hill Strategy line of games as well as the former 3M Challenge Football game are perfect in this format. These games place an emphasis on the strategy of the sport being simulated. Statistical realism is minimal since the player capabilities are either absent (Challenge Football, Football Strategy) or fictionalized (Baseball and Basketball Strategy). However, team statistics should be close enough to reality to satisfy all but the accountants out there.

Once you have decided on a format, your next decision will be the method of play. The method you choose will in large part be dictated by the number of members your league has.

The solitaire method is obvious. Even though solitaire play does not provide the same satisfaction as group interaction, it still structures any game into a more meaningful endeavor.

Play by mail works well with the statistical games. League members make out rosters with appropriate substitution instructions which are then distributed to all the players. Each member then plays their home schedule while the other members, doing the same, account for the road portion of the schedule. The results are then mailed to the league statistician for tabulation and publication. Obviously, member integrity is crucial since all of the games are being played solitaire. One final note, with postage possibly going up to 15 cents for a first class letter, this type of league can be expensive, particularly if results have to be reported weekly. However, mail leagues can be the salvation of desperate gamers who live in sparsely populated areas.

Face to face competition is the most popular and by far the most rewarding. Its main drawback seems to be the difficulty in finding enough members in any given area who are not only interested but dedicated as well. Face to face leagues are suitable for almost any type of sports game.

With format and method decided, the actual organization of the league becomes the next problem to be tackled.

The first consideration should be to the two posts that are essential to the administration of any sports league. Those posts are the league commissioner and/or statistician. These posts can be merged if the number of teams involved is small.

Usually the creator of the league winds up being the commissioner. The role of his post cannot be underestimated. It is the commissioner who will organize the league, contact and screen potential members, arbitrate and interpret disputes and rules and above all, be the motivating force that keeps the league functioning when the inevitable member inertia sets

in. His qualifications should include dedication, plenty of spare time and an understanding wife. It is important to remember that most leagues that fail, do so because of inadequate administration.

The statistician's job is to keep accurate and up-to-date records. His job is even more important in statistical leagues since he deals with the very reason for the league's existence.

To help both the commissioner and the statistician accomplish the goals and duties discussed previously, the league should publish a newsletter at regular intervals. The newsletter serves the vital role not only in keeping the members informed with latest statistics and standings, but also keeps interest among the members high. The newsletter also can include feature profiles of league members, articles on past season races, etc. Dues of \$10/year should be sufficient to cover xeroxing costs as well as provide a fund for league trophies and prize funds.

Before the league starts formal operation, a set of bylaws should be drafted by the members. This league constitution should outline league procedures, dues, fines for not playing games on time, trading restrictions, awards, etc. Also, any modifications of the standard rules of the game being used should be outlined as well.

League members should also agree to meet at least once a year to consider new proposals, rules changes and officials elections, although in a mail league this is usually not practical.

Now that the league organizational principles have been outlined, schedules can be drawn up, players drafted and play begun.

If too much emphasis seems to be placed on the mundane tasks of administration, keep in mind the analogy of real life professional sports leagues. The National Football League has grown and prospered under the strong leadership of Pete Rozelle. In contrast, the National Hockey League has floundered because of poor leadership.

Organize your league carefully and thoughtfully and you will receive many hours of gaming competition and enjoyment in return for your investment of time.



BRIDGE

by Jared Johnson

In the world of bridge, "freak hands" receive a good deal of attention. Some are actually dealt at the bridge table while others are undoubtedly fabricated. Here are three such hands, two of which are famous:

Hand A: This is the famous "Mississippi Heart Hand" which would surely qualify as a freak hand were it ever dealt under honest conditions.

The unsuspecting South is supposed to be dealt this lovely hand (looks like 13 winners doesn't it?) and then tricked into betting a large amount of money that he can take more than six tricks with hearts as trumps. It looks easy until you see the West hand.

With a diamond lead, South will make his six trumps and nothing else. West will always have the upper hand in trumps. South ruffs the opening lead and can't afford to draw trumps. If he does, West will get in with a trump and run the diamonds. If South doesn't draw trumps, West will ruff all his spade and club winners. (Each time West gets in, he fires back a diamond.)

Four spades doesn't make either.

Hand B: This time West is the one to get the grisly surprise. He is dealt that lovely collection of aces and kings, an astounding 31 high card points in all and is probably busy deciding what he is going to do if he finds his partner holds the ace of clubs (bid the grand or play it safe in six), when South on his left opens the proceedings with seven clubs!

Indignant, West Doubles, and leads a heart or a spade, it doesn't matter which. As the cards lie, seven clubs rolls.

The opening lead is ruffed in the dummy, and a diamond ruffed in the South hand. A club is pushed back through West's king-jack-nine holding, and a second diamond ruffed. Another club back to the dummy (finessing West

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

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

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

again) allows one more round of trumps to be drawn, and all the diamonds in the North hand are now good (West's ace-king having been ruffed out).

That magnificent West hand doesn't take a single trick!

Hand C: A grand slam on five high card points, a measly ace and a jack? The hand might seem better suited for Ripley's "Believe It or Not," but there it is in the April, 1978 issue of the Contract Bridge Bulletin. The hand actually came up recently at a duplicate bridge club in Cleveland, Ohio.

Via a bidding sequence not to be recommended, North-South arrived at a final contract of seven spades (intended as a sacrifice against the opponents seven hearts bid which wouldn't have made anyway). But East-West were unable to take a single trick with their 35 high card points as South's "sacrifice bid" turned out to be unbeatable.

The outstanding spade honors dropped under the ace and South's diamond suit set up after three ruffs in dummy.

STATIS-PRO GAMES: A Brief Introduction

by David Minch

Statis-Pro games have been around for a long time, relatively speaking. Unlike many other game companies, which have stayed in business just long enough to cash checks, SP has been around long enough to tune their games up to a high level of gaming sophistication. In the company's eight year history, they have supported the owners of their games through good times and bad. Now that Avalon Hill is distributing these fine games, a much larger audience will be introduced to them and, here in the pages of *All-Star Replay*, you will see ways to get the most out of them. This continues *Statis-Pro's* history of support for the game owners.

SP games have been an open secret for a long time. The reviews in magazines for table sports gamers have always spoken highly of them and the word of mouth recommendations have spread. Of course, finding a copy for yourself was often not so easy; they have seemed like El Dorado, sought after, praised but never seen. The marketing of Avalon Hill will change all of that. If you've never seen SP games, whether you're an old hand at table sports or a newcomer, here are a few words to introduce you to them.

Statis-Pro Baseball is an elegantly simple game. Hundreds of gamers have enjoyed it over the years and it is agreed to be the tops in realistic solitaire baseball simulations—It's good in head-to-head competition, too.

The secret is in the "fast action cards", original with SP games but now seen throughout the hobby. Instead of rolling dice or twirling a spinner, each play in SP baseball is decided by the turn of a card. Each of the 391 cards in the deck(!) bears all of the information necessary to decide a play. Turning two or more cards, as is ordinarily done, will ensure a truly random result. No two games of *Statis-Pro*

will ever be alike, for there are more ways to arrange the cards in the deck than there have been games played in the history of baseball!

Each pitcher in the game has been rated for his ability to dominate the confrontation with the batter, as well as for his ability to stay in the game. Jim Palmer and Phil Niekro will complete most of the games they start. Bill Campbell will get the wins and saves that make him the ace of Boston's bullpen. On the other hand, if you manage the Cincinnati Reds, you will have little choice but to lift your starter after five or six innings—unless he's Tom Seaver. All of the major league pitchers are here and each will accurately reproduce his tendency to give up hits or walks, his ability to get strikeouts and his staying power on the mound. His batting and fielding ability, too, will be closely modeled and important to the outcome of games.

The batters will perform as they ought, too. Rod Carew will lash dozens of singles, while George Foster blasts the long ball. Each batter may be expected to parallel his on-the-field production of hits, walks and strikeouts. Batters who crowd the plate will be beamed more often and the free swingers will ground into more doubleplays. It's all here.

Play is simple, wonderfully so. You turn one card to find if the result is to be taken from the batter's card or the pitcher's. The next card tells you, by number, what the result will be. You read the outcome from the proper player's card. Errors may occur on any play, even throwing errors after base hits, a rare event neglected by most table baseball games.

Speaking of rare events, when a card turns up the reading "z" instead of a number, almost anything can happen. A

reference to the Z-play chart may tell you that your pitcher has been ejected for wetting down the ball or perhaps the sky has opened up and the game has been washed away. The combinations cover all of the odd things which can happen in baseball and this feature makes SP one of the most entertaining games around.

Solitaire or in competition, this game has everything you want. A complete game can be played and statistics compiled in less than an hour. With practice, this can drop to as little as twenty minutes. The game has a flow which makes it quick, easy and fun. A perfect game if you lack opponents and a fine game for your league play, too.

A fast action deck moves *Statis-Pro* Basketball, also. It is as well known and respected as the baseball game and the ease of play has been preserved for this sport, as with baseball. This is an improvement over many other table basketball games, which move slowly and clumsily and require much "bookkeeping". Not so with this one.

Players are rated for their ability to make shots from both the key and upcourt. Players who have good shooting averages in NBA play often keep their averages up by taking only easy shots, so these aces may not be as sharp as the stats say; in SP, this will show in the shooting ratings. Besides these ratings, every player is rated for rebounds, free-throws, defense and the tendency to foul or be fouled.

Players will perform the way they do on NBA courts. Truck Robinson will carry the offensive load for his team. Pete Maravich will set up and make plays. Kareem Abdul-Jabbar will control the boards. Hot free-throw shooters like Ernie DiGregorio will consistently make

the one-and-one. Julius Erving's card will show you everything but his dazzling leaps as he dunks the ball.

SP basketball delivers a fine approximation of statistics in all areas for all players. Fouls, field goals, free throws and blocked shots will come out the way they do in the NBA. Sometimes the odd technical foul will give the advantage to an opponent. Other times, his hottest shooter from the field will foul out. The breaks can go with you or against you.

This game reproduces the fluid action of real basketball in a clean and playable form. The tactical decisions for fast breaks, presses and playing safe are all here to give you the feel of being down on the floor. A complete game and the compilation of statistics can be done in less than an hour, once you're familiar with the system.

In head-to-head play, SP delivers a good competitive game. Opposing managers are faced with the same decisions as in the pros. Should you pull a player before he fouls out, or leave him in to get rebounds, free shots or whatever may be his specialty? Applying the press in a tight game will help you get the ball but . . . can you afford the fouls it may bring? In the really close game, should you use the opportunity to try a speed-up or slow-down? If you don't, there may not be another chance!

SP basketball is a quick and easy game with the same good flow as SP baseball and all of the others. It's acknowledged as the best solitaire game around. Solitaire or in competition, it will give a good representation of all the statistical categories you care to keep.

Other games have been successfully produced by Statis Pro over the years and the good people at Avalon Hill assure me that you'll be seeing them in days to come. All of them will conform to the high standards set by SP, both for solitaire and competitive play. You can look forward to them. Under the guidance of Avalon Hill's experts at game development and production, they can only get better. While you're waiting, why don't you try one of these?



TESTING STYLES OF TEAM PLAY IN BASEBALL

by Austin E. Gisriel

Throughout the history of baseball, there have been many different styles of team play. Some teams have been based on strong pitching or good hitting. Other teams, like the Yankees of the late '20s and early '30s, the Brooklyn Dodgers of the '50s, or the Cincinnati Reds of recent years have managed to put it all together with a combination of good hitting, strong pitching, and superb defense. This kind of combination almost always leads to a pennant, as the record book shows. These power house teams are relatively rare, however, and most managers have to make the most of the talent available, thus developing a certain style of team play.

"If a club is strong up the middle, they'll have a good shot at the pennant." Baseball is a game surrounded by cliches such as the above that seem to be based on good common sense. However, in an age of science, why should fans rely on "common sense," whatever that may be? Why not test empirically, using the scientific method, whether "good pitching will beat good hitting"? With table baseball games, this is possible and also quite interesting. It allows the individual gamer to turn his imagination loose and to construct his own ideal style of team play. For example, the following five teams are based on certain styles of play, differing in value according to what kind of manager the gamer is:

- (1) Sluggers
- (2) High average team
- (3) Pitching, speed, defense
- (4) Strong up the middle
- (5) Balanced team

The sluggers are a team with powermen at most positions, but the majority of players do not hit for a very high average. There is little team speed and the defense and pitching staff are average at best. The 1968 Boston Red Sox are an example of this kind of team. That year Boston had five players hit ten or more home runs,

and after league leader Carl Yastrzemski (.301) is discounted, the next highest average on the team was Ken Harrelson's .275. The pitching staff had the third highest E.R.A. in the league.

The high average team is a team with players who hit for a high average though they generate little power. Defense, speed, and pitching are all average. This team style is included for the fan who believes a player should just make contact with the ball and not try to "park one in the seats" on every swing. Many pre-Ruth era teams were structured this way, the 1919 Detroit Tigers being a good example. Their line-up included five players over .310, producing a team batting average of .283 while Harry Heilmann led the team in home runs with only eight! More recent teams with this style of play include the 1955 Chicago White Sox with three players over .300 and a league-leading team batting average of .268. Their leading home run man was first baseman Walt Dropo with 19, a low total for a modern era team.

The pitching, speed, and defense team is designed to test if "good pitching will stop good hitting." Defense is important for obvious reasons and speed is included in the formula because every contending team needs some kind of offensive punch. As the saying goes, "No matter how good your pitching is, if you don't score any runs, the best you can get is a tie." In selecting players for the game, the gamer should try to make this the *only* offensive punch. The 1959 "Go, Go" Sox of Chicago illustrate this concept perfectly. They led the American League in team stolen bases, triples, fielding average, and E.R.A.! Their leading home run hitter was Sherman Lollar, who belted out only 22, a far cry from Rocky Colavito's and Harmon Killebrew's league leading total of 42.

CONTINUED ON PAGE 33

SIFTING THROUGH PAYDIRT

by James C. Gordon

One of the many changes that occurred in 1977 was Avalon Hill's acquisition of the sports games formerly owned by *Sports Illustrated*. Having been an avid fan of SI games for many years, it was a welcome sight to see that Avalon Hill intended to revise and update the *Paydirt* (pro football) team charts and rules.

These new items were made available in December of last year and in the second issue of *All-Star Replay* the designer of the new version, Dr. Thomas R. Nicely, wrote an article concerning the "philosophy, construction and format" of those charts (based on the 1976 season). His article was very helpful in answering several questions I had that needed an explanation or clarification, and in appeasing some of my grievances.

My intention is neither to condemn nor condone Dr. Nicely's game design out of personal preference, but rather to enunciate and illustrate the changes he has incorporated and examine their effects on the game system. The basic conflict between the old and new game designs is that of "replay reproduction" detail versus the "overall performance" aspects. In the first, the goal is to produce each individual team chart with the mathematical capability of recreating the exact result that took place on each play, although the odds are against that happening. With the latter method, each chart achieves an overview of its team's actual performance which should, in the long run, allow that team to rise, or fall, to the level of its success, or failure. Of secondary importance are individual play results that simulate a replay system, but this is not a stringently enforced prerequisite. Each team may now have a remote chance for play results that did not turn up during the season. Dr. Nicely, in his article, justified these capabilities on the presumption that every team has at least one player who can perform up to this potential.

This shift in emphasis within the game has not drastically altered the established game system, but it has manicured some rules that in turn change the course of their application. A certain amount of uniformity has cropped up among the team charts which cuts down on their uniqueness, as well as closing the superiority gap between a good team and a bad

one. By reducing this gap separating some teams, more is required from the players in terms of personal skill and playing strategy. The new rules and game system (in total) attempt a movement toward a closer similarity to the "real thing" by lifting restrictions that were inherited from the SI model, or by adding new ones. A large number of options are included in the rule booklet to offer greater flexibility within the framework of the game system for players who wish to employ alternative strategies that are often considered.

GAME DESCRIPTION

For those sports gamers who are unfamiliar with SI(AH) products, a summary description follows. (Veteran players may prefer to skip this section and go on to the next.)

The Offensive chart is composed of nine plays, numbered one through nine and aligned in columns to cross index with the dice roll totals (explained below). Four of the plays are runs; line plunge, off tackle, end run and draw, and five are passes; screen, short, medium, long and sideline. Next to this table are columns for the breakaway (runs of twenty yards or more) and quarterback trapped (being "trapped" attempting to pass) results. Also on the Offensive chart is the fumble recovery line, to determine which side gets the loose ball.

The Defensive chart has six formations, lettered A through F, and defined as standard, short yardage, spread, pass prevent short, pass prevent long and blitz. These columns are set in blocks which index the dice totals with the Offensive play chosen, within the Defensive formation being employed.

On the same side as the Defensive chart is the special Teams chart, divided into six columns, plus the "# on dice" column on which is found the results on extra point attempts. The six columns are kickoff, kickoff return, punt, punt return, interception return and field goal.

There are two different types of dice used in the game, Offensive and Defensive. The Offense uses three dice that can total from ten to thirty-nine, the most common being in the low-to mid-thirties. The two Defensive dice have a range of totals from one to five, the lowest being the most often rolled. For Special Teams

and fumble recovery, the Offensive dice are used.

The results that are uncovered by a roll of these respective dice are then combined using the priority chart. This table synthesizes the two results, Offensive and Defensive, into one. For the most part, Defensive results will take priority in case of a contradiction; exceptions to this being penalties whenever they come up and interceptions and fumbles when combined with any other kind of result. Also on the Priority chart is a column for executing squib kicks (explained later) and onside kick recovery table (similar to fumble recovery-also explained later).

The last remaining section of the Priority chart is devoted to a legend which explains the meaning of the color coded results on the team charts. In general, green results are good for the Offensive team, such as yardage gained on plays from scrimmage, including breakaways and automatic touchdowns, plus distances on all kicks and returns (i.e. Special Teams columns). Red results aid the Defense with yardage losses, fumbles, interceptions, blocked kicks, quarterback trapped, and missed extra points. White indicates a no gain/no effect, and successful extra points. Black represents incomplete passes and yellow results are all penalties, Offensive and Defensive.

The other playing aids are a game board (depicting the playing field) and a scoreboard which keeps track of the score, time remaining, timeouts remaining, the down and the quarter. Also on the scoreboard is a chart listing the amount of time that each kind of play takes; thirty seconds for normal plays and ten for plays that go out of bounds, involve penalties, or have a timeout called.

There are many changes and additions in the rule booklet, the majority of which relate to specific sections of the team charts or game system. These rules will be dealt with in turn as each of their correlating sections are discussed.

To execute a play from scrimmage, each side chooses the play or formation that they will use, keeping it secret from the other side. After these selections are revealed, both sets of dice are rolled and the results found on the proper column. After combining on the Priority chart, the final outcome of the play is determined

and adjustments are made on the playing field and scoreboard.

OFFENSIVE CHART

One of the changes most outstanding on the Offensive chart is that every team now has either a breakaway or touch-down for every dice roll of nineteen (plus a 100 yard gain on the breakaway column). Most teams have additional chances for these results, with a varying number to distinguish them from other teams (e.g. Buffalo has eleven, Baltimore has two), but they all have at least one chance on each play. This is the main point in Dr. Nicely's article attributed to the ideal of every team having more potential than they perhaps displayed.

There are several other contrasts to the old game system involving the breakaway column. The principal difference is that the usage has been vastly increased to encompass, in addition to running plays, kickoff returns, punt returns, interception returns and the quarterback trapped column. The spread of results on the breakaways now include possibilities in the 60 to 80 yard range, in addition to the 100 yard gain. Finally, all columns are exactly the same from one team to the next; they are all given a standardized cumulative average rather than individual results. Dr. Nicely claimed that some teams did not have enough breakaways during the season to warrant their own column. This amplifies again the prime objective of sacrificing the actual season duplication for the sake of evening the odds.

Several teams have comparatively few penalties, some having none at all on part of their chart (i.e. specific plays). Denver, Atlanta, Tampa Bay, New England and the new York Jets are all without penalties on their running plays, and seven other teams have three or less over the same section. Some teams have a noticeable dominance of one kind of penalty, such as Tampa Bay with six Offensive penalties and only one Defensive. This overall deficiency was explained as being the by product of a void in available data concerning the "occurrence and nature of penalties." The upcoming 1977 season charts will include complete penalty representation, and should add greatly to the realism of the game.

One observation that may be merely coincidental is the apparent scarcity, or total lack, of yardage lost results on some running play columns. Detroit, Houston, New England and both new York teams are all without any, while San Diego has a

total of one. Combining the Offensive results with that of the Defense will undoubtedly produce negative yardage, but the Offense would seem to have an unfair advantage.

OFFENSIVE CHANGES

The age old "golden rules" of SI, restricting the use of the draw, screen pass, medium pass, long pass and sideline, are now no longer in effect. Raising these limitations on these plays allows the draw and screen pass to be used any number of times in a single series of downs, rather than only once until a first down is made. The sideline pass is no longer exclusively a "two-minute warning" play and can also be used at any time. The third change allows the medium and long passes to be used from any point on the field, down to and including the opponent's one yard line.

In general, these new provisions give the Offense a wider range of flexibility and make things a little tougher for the Defense. The number of alternatives for the Offense to choose from will no longer contract after one play (either a draw or screen), when closing in on the opponent's goal (losing the use of medium and long passes) or during the first twenty-eight minutes of each half (when the sideline can not be used).

The Advanced rules reintroduce the third original restriction, but not as a straight exclusion. This option states that on any pass play when the yardage gained will carry the ball beyond the end line is ruled out of bounds. In this manner, the Offensive player has the chance to run any play, but is taking a risk at the same time that is in addition to coping with the Defensive result.

Three other options on the Offensive side are elected safeties, fourth down plays and razzle-dazzle plays. The first is an option given to the Offense when cornered near their own end zone. By taking a safety, and then getting the "free" kickoff, the Defense might not gain any advantage on field position. Using the second, the fourth down play, the Offense automatically loses two yards on all normal yardage gained results (i.e. green boxes except for touchdowns and fake kick plays) as compensation for the extra difficulty and risk in attempting a fourth down play from scrimmage. The razzle-dazzle play involves a series of dice rolls, by both sides, and a choice of the play with the best or worst result possible, depending on which side had the highest roll. All are interesting attempts to include three

situations that could not be given proper consideration otherwise with an "overall performance" game system. The fourth down play rules, along with the other option making pass plays "too long" provide a counterbalance in the Defense's favor.

The Basic rules state that fumbles (and blocked kicks) are not returnable, they're merely downed at the point where recovered. This can be altered to allow an interception return to be applied after the recovery, if the side in possession rolls a specific number. For the Offense, this number is 19, but on a roll of 10 to 19 they may elect to run either an end run or a sideline pass instead. The Defense is allowed to try and advance the ball on a roll of 37, 38, or 39.

In the Advanced rules, fumble recovery is given an abstract option under the assumption that the Home Team has an advantage over the Visitor. The fumble recovery line on the team charts is not used; instead, when the Home Team is rolling a recovery is made with a total of 10 to 35. The Visiting Team can get their own fumble only on a roll of 10 to 19. (This rule can be used when figuring team selection and point spread ratings, explained later.)

DEFENSIVE CHART

One question worth pursuing that was raised in Dr. Nicely's article concerns the great similarity in the "look" of the Defensive charts. To clarify this point, the Defenses do "look alike" because they all have a certain number of columns that are identical (i.e. dice rolls one to five all being the same), although the exact number involved can vary widely among teams. For the most part these similar columns appear in the same place on each team chart, with the majority being under the running plays. Secondly, each team has two or more groups of columns, most of four each, that are identical from one play to the next, but are not the same within the defensive formation (i.e. they are identical horizontally, but not vertically). The two most common locations for these columns are:

Set A: standard defense vs. draw (1), short yardage vs. line plunge and off tackle (2), spread vs. end run (1).

Set B: blitz vs. all four running plays.

The relative importance of these similarities must be weighed against the orientation of the basic game system. The Offensive charts have a much larger range of possible results and the Defense

can only modify the Offensive gains to a small extent, unless their result takes total priority. The comparative chart organizations lean toward the Defense catering to the Offensive lead, since they must match the formation chosen against the offensive play, while the Offense locates the same result regardless of the stance they are facing. This breakdown can also be seen as a Defense more specialized and detailed in adjusting to a specific situation. The Offense "throws" a sideline pass exactly the same way every time, but the Defense "pass protects" differently in a pass prevent short as opposed to a short yardage formation.

A sidelight on this idea of similar columns was also asked in Dr. Nicely's article inquiring why all teams "... have the same chance for an interception, even Tampa Bay?" The fact is that they do not, Tampa Bay has five "defensive" interceptions while Los Angeles has fourteen. A factor that may be misleading is that most often these results will be found in the same box, e.g. a dice roll of five on the spread defense produces an interception on all sideline passes. With some teams having more possible interceptions than others, and the chance for interceptions on the Offensive chart, each team does have its own ratio (although when played out, one team may end up with exactly the same number as any other).

Lifting the restriction placed on the Offense that regarded a pass as being "too long" initiates a corresponding advantage for the Defense. Any interception with a distance beyond the end line is now considered to have taken place nine yards deep in the end zone.

SPECIAL TEAMS CHART

The Special Teams chart has had several changes and additions in both its basic format and its optional variants, the majority being the latter. Most obvious is the total absence of penalties anywhere on the chart. As with the Offensive chart, Dr. Nicely accredited this to a lack of information on penalties and it is also to be corrected in the new set of charts.

One of the main changes in format concerns the basic punting distances, all of which are between 30 and 49 yards, except for a total of seven results spread over six charts. Since there are quite often punts of greater, or lesser, distance the punt columns now include one or more "FG" (field goal) and/or "KO" (kickoff) results. These results require an additional dice roll in their respective columns to ascertain the length of the punt.

The kickoff and punt columns both appear to have been based more on an average taken from the performance of all teams combined, rather than individually for each team. There prevails in each of these charts a uniform pattern that presides over a (mathematical) fifty percent of their results. On the kickoff column, dice rolls from 30 to 39 produce a sequence of distances: 55, 56, 57, 58, 59, 60, 59, 58, 57 and 56 yards. Twenty-five teams have this exact series, while two which are excluded contain four differences each. The punting table has its model on dice rolls of 10 to 29: 30 to 38 yards plus a blocked kick (from 10 to 19) and 40 to 48 plus a fumbled snap (from 20 to 29). Although seven teams do not follow this exactly, none of them has more than one variation.

Dr. Nicely partially explained this situation in answer to yet another question put to him. He stated that combining the "arithmetic means of these yardages", the "percentage returnable" and the "average length of the return" will "reproduce the kicker's punting EFFICIENCY (average punt yardage minus average return yardage)." The aim is toward "a more realistic result than simply reproducing the average punting yardage", but the indication is that the distance on the punt return is included in the punting result, making it superfluous to then add a normal punt return.

KICKOFF/PUNT OPTIONS

Despite the similarities among the kickoff and punt columns there are several options that apply to these situations. When kicking off, a player may choose between using the normal kickoff or an onside kickoff (not returnable in the Basic game rules). The Advanced rules add a third, squib kick, option which has a significantly smaller chance for a long return when compared with the regular kickoff return.

Another Advanced rule utilizes all three types of kickoffs in a bit of strategy, with a possible effect on the return. The Offense secretly picks the kickoff that it will employ and the Defense attempts to predict which one it will be. If the Defender selects the same type as the Offense then the play proceeds normally for regular and squib kicks, and lessens the chance of the kicking team recovering an onside kick. An incorrect choice results in a shortened return (e.g. "Return may not exceed 15 yards"), or a better opportunity for the Offense on onside kick attempts.

The majority of Special Teams' options surface on the punt column ranging from quick kicks, coffin corner punts and a fake kick play to short-drop punts and three punt block options. The quick kick eliminates any chance for a runback, but can only be used on first, second or third down. Coffin corner punts involve a voluntary reduction on the length of the punt, fixed before rolling the dice; if fifteen or more yards are taken off there is no return allowed, as with quick kicks. Implementing a fake kick starts with picking a "fake kick" number (from 10 to 39) which, if rolled, gives the punting team a chance to run a play from scrimmage, either an end run or a sideline pass. If a fake kick play is run, and rolled for, on the same play that the Defense has a punt block on then the Offense can run any play, from one to nine.

A punt block option is similar to the fake kick in that a "blocked-kick" number is chosen, by the Defense, and if rolled results in a blocked kick (ten yards behind the line of scrimmage). The disadvantages in attempting to block a punt are; 1) no chance for a return on the punt, 2) a better chance for the Offense on a fake punt, and 3) a very slight chance for a penalty (the only one on the Special Team chart), if the "blocked-kick" number is one digit, or less, away from the "fake kick" number. The short drop punt and free punt block are almost one in the same, the connection being a "free" punt block that is given when the Offense attempts to punt from inside its own five, on fourth down. (A free punt block is also possible on field goal attempts, this will be discussed later.) Lastly, four teams are awarded a special punt block option capability; Dallas, Minnesota, Pittsburgh and Washington (an error in production left this notation off the Washington chart). This allows them to try and block punts without the chance for any adverse results, although they can not return these punts. Only the teams with a red "SPBO" in the corner of their Defensive chart may attempt to block extra points.

RETURN COLUMNS

The three return columns (kickoff, punt and interception) have not been substantially changed except for the universal inclusion of breakaways and touchdowns, and the addition of Advanced options when returning a kick. Only on the kickoff column does there appear to be an excess of breakaways, and this argument may be from an incorrect interpretation. Using the standard meas-

urement of a breakaway as a run of 20 yards or more some teams are equipped with large amounts of this result. For example, Oakland has seven true breakaway results, one touchdown, two results of 30 yards or more and twelve of 20 to 29 yards, for a total of twenty-two. However, if it's assumed that kickoff returns of 20 to 30 yards are not uncommon for most teams then this number could easily be cut in half, with the majority on the lower, less likely dice rolls.

When the time comes to return a punt the returning team has the choice of: 1) rolling for a normal punt return, 2) "fair catching" the punt to end the play, or 3) letting the ball roll in the hope that it will go out of the end zone for a touchback. The first two are self-explanatory and the only calculation that the last one involves is to roll the dice again and add the three numbers together (all as single digits without the denomination of ten for the black dice); this is the extra distance on the punt from the "roll". On kickoff returns, the third option can be used, but if the ball remains in the end zone, or on the playing field, it's a live ball and is treated as a fumble.

The last question asked in Dr. Nicely's article concerns one result that appears on all of the punt return columns, namely a "F + 6" (fumble six yards downfield). The explanation for this common fumble result is similar to the lack of penalties on Special Teams charts, i.e. incomplete information on the subject that is to be corrected.

One other question left unasked is why are there no negative yardage totals on any of the return columns? While this may be valid for the kickoff return, the punt and interception returns, which are supplied with breakaways and touchdowns that favor the returning team, do not contain any signs of a better than average performance by the kick covering team. Granted that losses on punt, interception and especially kickoff returns may be rarer than breakaway runs, but if all teams are given a chance for the latter, whether or not they achieved one, then they should also be burdened with results of the former.

FIELD GOALS

Field goals are attempted in the same manner as in the old game system, i.e. if the distances from the line of scrimmage to the (opponent's) goal line is equalled or bettered by the result found on the field goal column, then the kick is good. If the kick fails then the Defender can either

take the ball at the twenty yard line, first and ten, or at the point from where the kick was attempted. Returns on field goals that have failed are only allowed in the Advanced rules.

If a missed field goal is to be returned, then the Defense receives the ball 43 yards from the line of scrimmage, and uses a kickoff return from that point. This same distance is enforced regardless of the length on the field goal column. (The old method added fifteen yards onto the length of the attempt and had the return proceed from there.)

That somewhat arbitrary figure has a possible confederate in the research results concerning each team's maximum field goal distance. All charts have this result on a dice roll of 19 (the "magic number"); perhaps fitting for it to be on the least likely number—and perhaps not. The consequence of this is that every team has an equal, 1 in 216, chance to score from their maximum distance. This would be perfectly valid if every team's ratio of successful field goals to number attempted, with a breakdown according to distance, was 1 to 216. This uniformity is carried one step further when comparing the actual figures themselves: thirteen teams have a maximum of 43 yards each, and one, Los Angeles, has a distance of 49 yards.

Two option rules apply to the kicking of field goals, free kick field goal attempts and "hurried" field goals (see optional timing section). The first can be tried after any play that ends with a fair catch. These are done exactly the same as normal field goals except that the kicking team must also roll for accuracy (the total of a second dice roll, doubled, must be equal to or greater than the distance on the kick attempt. A "hurried" field goal conserves time, to allow a last second play to be rushed in before time runs out, but the Defense is given a free punt block option.

ADDED ATTRACTIONS

Two options remain that do not apply to a specific section of the game charts, but rather are alternatives that affect the players' strategy either before or during the game. The first, which Dr. Nicely highly recommends, is an additional method of gauging two players' comparative skill, other than straight wins and losses. Team Selection and Point-Spread Ratings are intended as compensation for playing with a bad team and incentive when playing with a good one.

After each player selects a team chart, they both write down which one they

think will win, and by what margin. If they pick the same team, the player gambling on the larger difference gets that team, and the "spot" (handicap) in rating points, given to the other team, is the smaller difference. When the game is over each side receives rating points according to which side won, and by how much. These rating point totals range from a plus ten to ten minus the "spot" for the favored team, against a zero to ten plus the "spot" for the other team.

The last major optional section (a combination of two independent but coordinated rules) concerns an alternate method for the timing of plays. The Optional Timing and Two-Minute Offense rules have a common bond in their dual task of increasing the amount of time consumed on normal plays, and allowing for the conservation of time ("hurrying" plays) when the need arises.

Offensive plays from scrimmage, except for those with fumble, quarterback trapped and blocked kick results, consume 40 seconds per play rather than 30. Ten seconds is retained for those plays which go out of bounds, are incomplete passes, score touchdowns, have timeouts called, touchbacks downed or penalties encountered. Additionally, changing possession of the ball, and throwing the ball (and a down) away take only 10 seconds each. By "hurrying" any of the normal plays (40 and 30 seconds) each can have 20 seconds subtracted from its time allotment. Lastly, kickoffs not returned in the last two minutes take no time at all.

CONCLUSION

Some of the points exemplified in this article may be disagreed with by readers (perhaps even by a majority) on which ones are good and which are not. The answer to that question can only be found in how one interprets such things as the increased use of breakaways, the appearance of "identical" columns and/or the scarcity of negative results.

The team charts and rules have all been cut from the same mold, giving each team at least the slightest chance for an equal performance. Advanced options are not intended to change the game system but to allow strategic decisions (an opportunity to out think the opponent), relying more on the skill and guile a player possesses than on the roll of the dice. All

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Actual Game Averages of Players in Superstar Baseball

by John Kerr

The game of *Superstar Baseball* contains many exciting aspects. One of these aspects is the drafting of teams. Usually, the manager who is the most knowledgeable about the game, can compile the best team. After reading this article, you will have a chance at being the most knowledgeable manager in your league.

The one thing that most people consider when drafting teams for *Superstar Baseball* is a hitter's lifetime batting average or a pitcher's career earned run average. This is a mistake, for it is *not* the most accurate way of judging each player. For the utmost in accuracy, you must determine each players "actual game average" (AGA).

Determining each players "AGA" can be a long and tedious process, which is why it has been done for you in the following charts. In order to find the AGA you must first compute each players "card average," (what each player should hit according to his card). The "card average" can be found by using the dice percentage chart which was published in the Fall 1977 issue of *All-Star Replay* on page nine. Simply take any given player and list the numbers that he has hits on. This must be done twice; once for versus a right handed pitcher, and once for versus a southpaw. Now, using the chart, add the dice percentages of the corresponding numbers. This total will give you any player's "card average" versus a lefty and righty. Assuming the hitters will face a right handed pitcher approximately 70% of the time, multiply the players "card average" versus a righty by seven and versus a lefty by three. Now add the totals together and divide by ten. This will give you the players "total card average." As an example say a player's "card average" versus a lefty is .300, and versus a righty it is .310, $.300 \times 3 = .900$ and $.310 \times 7 = 2.17$. $2.17 + .9$ is 3.07 , and 3.07 divided by 10 is $.307$. Therefore, the players "total card average" would be $.307$.

To find each players AGA you must take this one step further. In *Superstar Baseball*, a batter faces the possibility of not having a chance to roll for a hit when a pitcher rolls an "automatic out." This must be taken into consideration when figuring the AGA. By using the Dice percentage chart on each pitcher's automatic outs in the same manner as on batter's hits, I have determined that on the average, a pitcher will roll an automatic out 19% of the time (not including defensive ratings). Consequently, you must deduct 19% of a players "total card average" in order to arrive at his AGA. So a player who has a total card average of $.307$ would have an AGA of $.249$ ($.307$ times $.81$), quite a drastic change!

On most cards, a players total card average is anywhere from 10-25 points higher than his lifetime average, this of course, to insure that his AGA is approxi-

mately the same (although it is usually lower) as his career average. But, in some cases this is not the case. Take Jackie Robinson's card for an example. His total card average is $.229$, and his AGA is $.186$! An obvious mistake, considering that Jackie's career average is $.311$. Another enigmatic feature of the game is Lefty Grove's relief card. In relief, Grove will automatic 31.94% of all the batters he faces. In contrast, Carl Hubbell, who had a comparable if not better relief career, only automatics 23.14% of all batters he faces. Hopefully, these mistakes can be corrected.

Below is a list of each players "card averages," "actual game averages," and lifetime averages. Also included is a list of each pitchers chances of rolling an automatic out. Hopefully, these charts will prove very useful at your league's next draft meeting!

HITTERS

NAME	CA(VS.L)	CA(VS.R)	TCA	AGA	LIFETIME
Ty Cobb	.366	.407	.395	.320	.367
Rogers Hornsby	.380	.375	.378	.306	.358
Joe Jackson	.333	.370	.359	.291	.356
Ted Williams	.343	.361	.356	.288	.344
Tris Speaker	.310	.361	.346	.280	.344
Babe Ruth	.333	.366	.356	.288	.342
Harry Heilmann	.370	.370	.370	.300	.342
Bill Terry	.310	.356	.342	.277	.341
Lou Gehrig	.315	.366	.351	.284	.340
George Sisler	.319	.380	.362	.293	.340
Nap Lajoie	.361	.361	.361	.292	.339
Al Simmons	.408	.347	.365	.296	.334
Eddie Collins	.310	.333	.326	.264	.333
Paul Waner	.310	.352	.339	.275	.333
Stan Musial	.319	.361	.348	.282	.331
Honus Wagner	.417	.343	.365	.296	.329
Jimmie Foxx	.343	.329	.333	.270	.325
Edd Roush	.388	.338	.338	.274	.323
Pie Traynor	.324	.324	.324	.262	.320
Mickey Cochrane	.310	.310	.310	.251	.320
Charlie Gehringer	.310	.338	.330	.267	.320
Earl Averill	.278	.333	.317	.257	.318
Arky Vaughan	.315	.329	.325	.263	.318
Roberto Clemente	.343	.343	.343	.278	.317
Chick Hafey	.324	.324	.324	.262	.317
Zack Wheat	.296	.338	.325	.263	.317
Frankie Frisch	.306	.329	.322	.261	.316

NAME	CA(VS.L)	CA(VS.R)	TCA	AGA	LIFETIME
Bill Dickey	.269	.324	.308	.249	.313
Hank Greenberg	.347	.315	.325	.263	.313
Johnny Mize	.269	.347	.324	.262	.312
Jackie Robinson	.213	.236	.229	.186	.311
Hank Aaron	.319	.329	.326	.264	.310
Pete Rose	.292	.338	.324	.262	.309
"Home Run" Baker	.282	.333	.318	.258	.307
George Kell	.343	.319	.326	.264	.306
Mel Ott	.310	.310	.310	.251	.304
Joe Cronin	.296	.296	.296	.240	.302
Willie Mays	.329	.329	.329	.266	.302
Mickey Mantle	.356	.301	.318	.258	.298
Al Kaline	.319	.315	.316	.256	.297
Gabby Hartnett	.301	.292	.295	.239	.297
Frank Robinson	.319	.310	.313	.254	.295
Duke Snider	.259	.329	.308	.249	.295
Lou Boudreau	.310	.310	.310	.251	.295
Carl Yastrzemski	.264	.319	.303	.245	.292
Red Schoendienst	.301	.310	.307	.249	.289
Ken Boyer	.306	.306	.306	.248	.287
Yogi Berra	.273	.306	.296	.240	.285
Willie Stargell	.269	.310	.298	.241	.283
Reggie Jackson	.245	.301	.284	.230	.278
Willie McCovey	.278	.306	.298	.241	.277
Ron Santo	.301	.301	.301	.244	.266
Roy Campanella	.324	.278	.292	.237	.276
Ernie Banks	.296	.296	.296	.240	.274
Phil Rizzuto	.282	.282	.282	.228	.273
Gil Hodges	.306	.278	.286	.232	.273
Brooks Robinson	.292	.287	.289	.234	.272
Eddie Mathews	.213	.301	.275	.223	.271
Johnny Bench	.282	.273	.276	.224	.270
Pee Wee Reese	.264	.264	.264	.214	.269
Luis Aparicio	.306	.269	.280	.227	.262
Joe Gordon	.278	.278	.278	.225	.268
Harmon Killebrew	.273	.278	.277	.224	.258
Ray Schalk	.250	.250	.250	.203	.253

NAME	Pitcher's % of automatics	
	%Starting	%Relief
Walter Johnson	29.62%	—
Grover Alexander	26.85	29.18%
Christy Mathewson	26.85	—
"Lefty" Grove	26.38	31.94
Sandy Koufax	26.38	—
Bob Feller	24.53	—
Juan Marichal	23.15	—
Bob Gibson	21.30	—
Hal Newhouser	21.30	—
Cy Young	20.84	—
Carl Hubbel	19.91	23.15
Ed Walsh	19.45	24.12
Robin Roberts	19.45	—
Dizzy Dean	18.05%	22.69
"Three Finger" Brown	17.60	21.77
Warren Spahn	17.60	—
Bob Lemon	17.60	—
Jim Palmer	17.59	—
Tom Seaver	17.15	—
Early Wynn	15.74	—
Hippo Vaughn	15.74	—
Whitey Ford	15.28	—
Rube Waddell	15.28	—
Mike Cuellar	14.35	—
Eddie Plank	14.35	—
Joe McGinnity	13.89	—
"Chief" Bender	13.43	15.74
Ferguson Jenkins	12.51	—
Don Drysdale	12.51	—
Stan Coveleski	12.50	—
Hoyt Wilhelm	—	19.45
Elroy Face	—	16.20



Basketball Strategy Boost, Cont'd. from page 9

Another thing that is hard to simulate in this game is the speedy, fast players with great moves, like Dr. J. The thing I did was to give all players a "moves" factor of 1, 2 or 3. A player with an excellent

"moves" factor of 3 can receive a pass in an adjacent zone with no penalty on the shot. A player with an average "moves" factor of 2 can receive a pass in an adjacent zone, but with a penalty of minus one on the red dice if he shoots. A player with a poor "moves" factor of 1 can not receive a pass outside his zone. The thing I like best about this rule is now a player in zone B

can receive a pass in zone A and shoot a layup or nice, easy jumper.

These rules should make the game faster and more exciting. It's quite a different game from the original and I hope your enjoyment of Basketball Strategy is greatly enhanced because of this article.

Defense Fast Break Matrix

A	1 Inter	2 Inter	3 3 on 2 (RG)
B	DB (out of bounds)	1 on 1 (LF)	Inter
C or D	Open (RF)	PA	Inter
E or F	Open (LF)	Inter	Guarded (RF)
G	Open (LG)	Open (RG)	Guarded (LG)

Offense Fast Break Matrix

1 Inter	2 PA	3 3 on 1 (RG)
PA	3 on 2 (LF)	DB (out of bounds)
1 on 1 (RF)	Guarded (LG)	PA
Open (LF)	PA	Open (RF)
Open	Open	Open

Even Fast Break Matrix

1 Inter	2 DB out of bounds	3 3 on 2 (RG)
offense ball (out of bounds)	1 on 1 (LF)	Inter
1 on 1 (RF)	Guarded (LG)	DB out of bounds
Open (LF)	PA	Guarded (RF)
Open (LG)	Open (LG)	Open (RG)

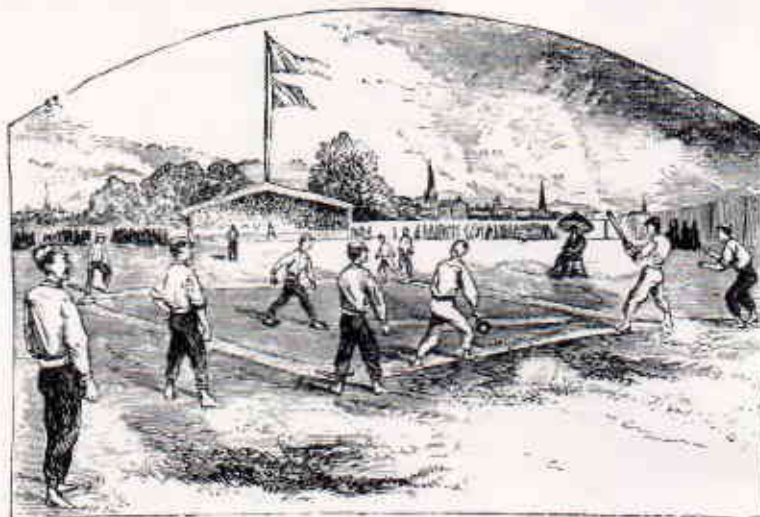
Positions in parentheses are players who shoot in that situation

HIT AND RUN PLAY FOR SPORTS ILLUSTRATED BASEBALL

by Larry Green

Every table baseball game should contain a hit and run play. This is an often used managerial strategy option. The present SPORTS ILLUSTRATED BASEBALL GAME does not have a hit and run play so I have devised a chart to be used by game players desiring this additional strategy option. Many table game companies use an auxiliary chart for their hit and run play which is not tied into the basic game system and individual player cards. A good hit and run play chart should be incorporated into the basic game system and player cards because individual talents (reproduced only in the player cards) have a tremendous bearing on the outcome of a hit and run play. When a manager uses a hit and run play he would prefer a fast runner be on base and the batter have excellent bat control. A player's bat control ability is reflected on his player card, therefore, the player card is necessary to reproduce a player's hit and run talent. The chart I have prepared takes into consideration the advantages as well as the disadvantages of the hit and run play. The advantage of the hit and run play is that you may be able to get runners into scoring position without giving up an out. In this regard the hit and run play is a substitute or alternative to the sacrifice play. Another advantage of the hit and run play is the likelihood of avoiding the doubleplay. This is because the runners are running with the pitch and the batter is trying to hit behind the runner. The disadvantages to the hit and run include the loss of power by the batter since he has choked up on the bat hoping to punch the ball behind the runner. Of course if the batter strikes out or otherwise fails to hit the pitch, the runner could be thrown out stealing by the catcher (this is where a speedy runner comes in handy). Finally, if the batter lines out, the runners could be doubled up easily.

To use the hit and run play chart simply roll the dice as usual and refer to the pitcher's card or batter's card (as appropriate) but instead of using the batter's legend or pitcher's legend you will refer to the hit and run chart.



SPORTS ILLUSTRATED HIT AND RUN CHART

HR	Double—all runners score
3	Triple
2+	Double—all runners score
2M	Double—if there is a runner on first, he goes to third and then manager's decision option to bring runner home
2	Double—all runners score
1A	Single—runners advance 2 bases
1D	Single—runners advance 2 bases
1+	Single—runners advance 2 bases
1M	Single—all runners advance 1 base. If there is a runner starting on second or first, manager's decision option may be used for either or both runners to advance the extra base
1	Single—runners advance 2 bases
E	Reaches first on error—all runners advance 2 bases
MS	Sacrifice fly—batter out; runner on third scores if less than 2 outs. All or any remaining runners may use the manager's decision option to advance 1 base
SF	Sacrifice fly—batter out; runner on third scores if less than 2 outs. Other runners hold
FM	Fly out—runner on third may use manager's decision option to come home while other runners hold
F	Lineout—lead runner doubled up
C+	Groundout—batter out and all runners advance one base
C	Groundout—batter out and all runners advance 1 base
DP	Groundout-force—consult groundout-force chart for result of play
BB	Base on Balls
HB	Hit by pitch
Blank	
SO	Strikeout—all runners subject to steal chart
WP	Wild Pitch—all runners advance 2 bases
PB	Passed Ball—all runners advance 2 bases
DR	Consult team's automatic outs for results of play. If an out occurs batter is out and runners advance 1 base
X	Consult pitcher's X chart—runners advance 2 bases on wild pitches and passed balls
K	Batter swings—if batter doesn't get a safe hit the result of play is that the batter strikes out and all runners are subject to steal chart

An Alternative to the Avalon Hill Football Strategy Normal Kickoff Table

by Gary Pisarski

When our league, the Pigskin Football League, adopted use of Avalon Hill's Football Strategy in time for our 1973 season, a new era was born for us. Football Strategy delivered the realism of real football like no other game we had previously tried. The games of that '73 season were more exciting, more competitive than any prior season and our enjoyment of the PFL was enhanced accordingly. In the evolution of our development we made rules governing our league and clarified such things as penalties but the matrix system itself, the heart of Football Strategy, is something we felt could never be improved. But we were given the taste of realism and that inspired two changes that further increased our enjoyment of the game.

Our changes affected two game procedures outside the matrix system. One change involved the normal kickoff chart which limited results to usually the 20 or 25 yard line. We therefore developed a Kickoff table that was designed to keep the basic probability as the Football Strategy table but included a variety of

results that brought both realism and a little more excitement to the normal kickoff. Both the kicker and receiver throw two dice each (we call this "double-dice formation") and then cross-match the results of the throw on the chart to determine the field position or other result. Throw in a fumble at high odds and anything can happen on a Kickoff, just as in NFL action.

Our other change involved the punting procedure. Under the Football Strategy rule, the punting team draws one of ten defense cards for the result. The natural odds for pulling the "J" card, which gives the punting team possession due to the fumble, is 1 in 10, or 10%! Our experience rate was actually 9.5% due to the field position factor. We felt this was too high but didn't have a base upon which we could make a comparison. A letter to the National Football League was all it took and they estimated that approximately 5% of punts were fumbled; but they had no information on how many of those fumbles were recovered by the kicking team. The PFL then made a

special punt deck consisting of 19 cards (2 cards each of letters A through I, and 1 card for the letter J). With the factor for field position this was theoretically designed to decrease fumbles on punts to approximately 5% or less, putting more realism in punting as well as confidence on part of the punter.

In our first season using the 19-card deck however, the rate of fumbles on punts was 7.2%, still too high a figure. So we added a rule in which both punter and receiver throw out of double-dice formation on the pulling of the "J" with the high number recovering possession (ties to receiver). This finally yielded the desired result to our satisfaction.

We give a good deal of thought to any proposed change before incorporating it and these two minor revisions have proven to be profitable in that they have added greatly to our enjoyment of Football Strategy. These are two ideas that we as Football Strategy fans wanted to share with other sports-gamers, and that is what ALL-STAR REPLAY is all about.

		Kicker Throw										
		2	3	4	5	6	7	8	9	10	11	12
Receiver Throw	2	2	30	17	35	16*	9*	30	35	42*	41*	16
	3	O/B	TD	31*	F-31	21	18	23	18	28	F-20	10
4	TD	12	25	19	22	45	20	35	12	25	F-45	
5	23	27	22	11	13	28	14	19	31	30	25	
6	12	21	20	25	23	29	24	29	15	25	4	
7	18	21	18	22	28	20	20	22	27	21	30	
8	40	32	17	16	26	20	20	26	24	26	29	
9	19*	32	30	21	19	27	25	21	O/B	22	17	
10	15	26	23	18	24	20	50	25*	TD	24	49	
11	F-10	26	21	41	8	40*	15	28	32	31	TD	
12	30	44*	TD	19	42	20	34	21	42	30	17	

Key:
 * Kicker's Yard-Line
 F Fumble, Kicker's Ball
 O/B Out of Bounds, 5-yd Pen., Kick over
 0 to 25 yd. line = 15 seconds
 26 to 45 yd. line = 30 seconds
 46 to 26* yd. line = 45 seconds
 25* to TD = 60 seconds

RATING THE ALL-STARS: PITCHER EVALUATIONS FOR SI BASEBALL ALL-STARS

by John Nedby

The key to evaluating the worth of pitchers appearing on the SI Baseball charts lies in their "first-roll effectiveness". Pitcher charts consist of color-coded blocks which determine if a second die roll is necessary (green blocks) or if the first roll alone suffices to determine the at-bat results (all others). The greater the percentage of times the at-bat result is determined by the first roll the fewer hits that pitcher will surrender, since hits are determined only on the second roll. Therefore, a pitcher's "first-roll effectiveness" is directly equivalent to his relative worth.

Both positive and negative results can occur for the pitcher on the first roll. Positive results consist of strikeouts and put-outs by flyballs and ground outs. Negative results consist almost exclusively of walks. The percentage of times any of these results will appear depends on the dice rolls which trigger their appearance. Due to the nature of SI dice not all results have an equal chance of appearing. Therefore, the number of blocks which appear on a pitcher's chart is of less importance than the numbers which trigger them. By adding up the percentage of time positive results occur on the pitcher chart and subtracting from it the sum of percentages of negative results possible the result is a statistical evaluation of each pitcher's "first-roll effectiveness", meaning how effective he will be at limiting hits by batters.

In preparing the evaluations I have handled two of the less common results arbitrarily. Green blocks containing a "K" means the batter swings but all resulting outs are considered strikeouts regardless of what kind of out is indicated on the batter's chart. Assuming an overall .300 batting average, or 30%, for all hitters on the charts I have multiplied the frequency those blocks may appear by .70 and added the total to that pitcher's strikeout category. I have treated blocks containing "PB" on the pitcher chart as walks and added their percentage to the walk cate-

gory.

The table below lists all the pitchers recorded on the All-Time All-Star charts and the percentage of possible occurrences for each category of positive and negative results indicated on their charts. The composite number is the net figure resulting from the subtraction of all possible negative results from all possible

positive results, as defined above. Pitchers listed on the cards as starters and relievers have two lines on the table representing their percentages in each role.

(Special note. The cards I own had blanks where pitchers' names should be. I've filled in the blocks with guesses as to which name belongs in each block.) Tables follow here . . .

PITCHER EVALUATION TABLE

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
ATHLETICS (PHILA, K.C. & OAKLAND)				
Chief Bender (S)	8.36	7.41	6.02	5.07
(R)	10.67	7.87	7.87	5.07
Jack Coombs	1.85	5.09	4.63	7.87
George Earnshaw	-2.26	6.07	0.00	8.33
Lefty Grove (S)	20.82	10.18	16.20	5.56
(R)	24.53	10.64	19.45	5.56
Eddie Plank	8.78	6.94	7.40	5.56
Eddie Rommel (S)	2.31	0.00	9.26	6.95
(R)	5.56	0.00	11.58	6.02
Bobby Shantz	-1.86	3.70	0.00	5.56
Rube Waddell	8.33	14.35	0.93	6.95
Rube Walberg	-3.52	3.89	0.00	7.41
BROWNS/ORIOLES (ST. LOUIS & BALTIMORE)				
Steve Barber	-3.18	6.08	0.00	9.26
Mike Cuellar	1.39	6.02	3.70	8.33
Dick Hall (R)	5.09	6.02	1.85	2.78
Dave McNally	5.56	5.09	6.49	6.02
Stu Miller (R)	11.11	11.57	6.95	7.41
Jim Palmer	6.01	6.02	5.55	5.56
Milt Pappas	0.46	5.09	1.85	6.48
Jack Powell	-1.67	3.89	0.00	5.56
Urban Shocker (S)	7.86	3.70	9.26	5.10
(R)	10.63	3.70	12.03	5.10
CLEVELAND INDIANS				
Stan Coveleski	8.33	3.24	10.65	5.56
Bob Feller	15.27	13.42	11.11	9.26
Wes Ferrell	7.86	3.24	12.03	7.41
Mike Garcia (S)	0.92	1.85	4.63	5.56
(R)	3.23	1.85	6.94	5.56
Mel Harder (S)	3.24	4.63	4.17	5.56
(R)	5.55	4.63	6.48	5.56
Addie Joss	11.57	4.17	12.04	4.63
Bob Lemon	9.90	5.10	12.50	7.87
Sam McDowell	6.25	15.98	0.00	7.87
Early Wynn	8.33	6.94	8.80	7.41
BOSTON RED SOX				
Ray Culp	-1.06	6.35	0.00	7.41
Bill Dinneen	-1.85	2.78	1.39	6.02
Joe Dobson	-1.85	3.70	0.93	6.48
Ellis Kinder (R)	9.73	5.56	10.65	6.48
Dutch Leonard	-0.41	6.53	0.00	6.94
Carl Mays	4.16	1.85	8.33	6.02
Mel Parnell	5.70	3.70	10.80	6.95
Joe Wood	6.87	10.64	2.78	6.55
Cy Young	19.91	6.94	14.82	1.85

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
WASHINGTON SENATORS (& MINNESOTA TWINS)				
General Crowder (S)	2.78	2.32	6.94	6.48
(R)	5.06	2.32	9.22	6.48
Walter Johnson	20.82	10.64	15.28	5.10
Jim Kaat	2.78	6.02	1.39	4.63
Dutch Leonard	0.96	1.39	4.67	5.10
Firpo Marberry (S)	1.39	3.24	4.17	6.02
(R)	6.95	5.10	9.26	7.41
Camilio Pascual	3.70	8.79	0.93	6.02
Jim Perry	0.93	3.24	3.71	6.02
Al Worthington	2.32	10.19	0.46	8.33
Tom Zachary	-6.02	0.00	0.00	6.02

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
DETROIT TIGERS				
Tommy Bridges	2.78	7.41	2.78	7.41
Jim Bunning	5.00	10.10	0.00	5.10
Wild Bill Donovan	2.78	5.56	4.63	7.41
Mickey Lolich	2.91	9.86	0.00	6.95
Denny McLain	3.70	6.48	3.24	6.02
George Mullin	1.86	2.78	6.02	6.94
Hal Newhouser	14.34	9.26	12.03	6.95
Schoolboy Rowe	6.02	3.24	3.24	0.46
Dizzy Trout (S)	2.78	4.17	5.09	6.48
(R)	4.18	4.17	6.49	6.48

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
CHICAGO WHITE SOX				
Eddie Cicotte	5.55	3.70	6.95	5.10
Dick Donovan	0.46	1.85	3.24	5.07
Red Faber	6.94	3.70	9.72	4.63
Ted Lyons (S)	3.70	0.00	9.26	5.56
(R)	6.02	0.00	11.58	5.56
Billy Pierce	5.09	8.79	2.78	6.48
Ed Walsh (S)	14.92	9.36	10.19	4.63
(R)	19.45	9.73	14.35	4.63
Doc White	4.16	4.63	4.63	5.10
Hoyt Wilhelm (R)	12.04	11.57	7.88	7.41
Wilbur Wood (R)	9.72	4.63	11.11	6.02

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
NEW YORK YANKEES				
Jack Chesbro	10.65	5.56	10.65	5.56
Whitey Ford	9.26	7.41	7.87	6.02
Lefty Gomez	5.09	9.26	3.70	7.87
Waite Hoyt (S)	2.78	1.85	6.49	5.56
(R)	6.02	1.85	9.73	5.56
Ed Lopat	4.16	1.85	7.41	5.10
Herb Penneck	5.54	1.85	8.79	5.10
Allie Reynolds (S)	3.70	6.48	4.63	7.41
(R)	7.87	6.94	8.34	7.41
Red Ruffing	6.02	4.63	7.87	6.48
Bob Shawkey	3.70	5.09	6.02	7.41

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
BRAVES (BOSTON & MILWAUKEE & ATLANTA)				
Ed Brandt (S)	-5.09	2.32	0.00	7.41
(R)	-1.39	2.78	1.85	6.02
Bob Buhl	-1.85	3.70	3.71	9.26
Lew Burdette	4.17	0.00	7.41	3.24
Kid Nichols	21.29	3.70	22.22	4.63
Dick Rudolph	0.93	2.78	2.32	4.17
Johnny Sain	0.00	2.78	2.32	5.10
Warren Spahn	12.49	4.63	12.96	5.10
Lefty Tyler	-2.31	3.70	0.93	6.94
Vic Willis	1.85	5.09	4.17	7.41

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
ST. LOUIS CARDINALS				
Harry Breechen	4.16	4.17	5.09	5.10
Mort Cooper	4.64	6.02	5.10	6.48
Dizzy Dean (S)	13.42	9.26	8.79	4.63
(R)	13.89	9.73	8.79	4.63
Bob Gibson	14.82	12.50	8.80	6.48
Jessie Haines	1.39	1.39	6.02	6.02
Larry Jackson	1.85	3.70	2.78	4.63
Lindy McDaniel (R)	6.96	7.42	5.10	5.56
Slim Sallee (S)	1.40	0.93	5.10	4.63
(R)	4.17	1.39	7.41	4.63
Bill Sherdel	-0.46	0.93	4.63	6.02

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
CHICAGO CUBS				
Three-Finger Brown (S)	12.97	5.09	12.51	4.63
(R)	17.24	5.56	16.31	4.63
Guy Bush (S)	1.40	1.39	6.49	6.48
(R)	3.70	1.39	8.79	6.48
Clark Griffith	8.81	1.39	12.05	4.63
Ferguson Jenkins	7.88	10.19	2.32	4.63
Claude Passeau	5.56	3.24	6.96	4.63
Ed Reulbach	5.56	4.17	0.26	7.87
Charlie Root (S)	0.93	5.56	1.39	6.02
(R)	4.63	5.56	3.70	4.63
Hippo Vaughn	9.72	6.94	8.80	6.02
Lon Warneke	7.41	4.17	8.34	5.10

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
DODGERS (BROOKLYN & LOS ANGELES)				
Don Drysdale	7.41	10.19	2.32	5.10
Burleigh Grimes	5.56	4.17	7.41	6.02
Sandy Koufax	21.02	18.51	7.87	5.56
Don Newcombe	6.49	6.02	5.10	4.63
Ron Perranoski (R)	8.33	5.56	10.18	7.41
John Pfeffer	2.91	2.32	6.15	5.56
Nap Rucker	1.40	6.02	2.32	6.94
Dazzy Vance	6.94	12.03	0.00	5.09
Hugh Casey (R)	4.64	3.24	7.88	6.48

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
GIANTS (NEW YORK & SAN FRANCISCO)				
Carl Hubbell (S)	13.43	6.48	10.65	3.70
(R)	16.66	6.94	13.42	3.70
Sal Maglie	4.17	5.09	5.10	6.02
Juan Marichal	19.45	10.19	12.96	3.70
Rube Marquard (S)	4.16	2.48	2.78	5.10
(R)	10.65	1.85	14.36	5.56
Christy Matheson	22.22	8.79	18.06	4.63
Joe McGinnity	8.33	1.85	12.04	5.56
Arl Nehf	3.24	1.39	6.95	5.10
Gaylord Perry	2.77	6.48	1.85	5.56
Amos Rusie	10.19	5.56	12.50	7.87

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
PHILADELPHIA PHILLIES				
Pete Alexander (S)	22.68	7.87	18.98	4.17
(R)	25.01	7.87	21.31	4.17
Dick Farrel	-6.29	0.65	0.00	6.94
Chick Fraser	-6.57	1.76	0.00	8.33
Jim Konstanty (R)	7.87	6.48	6.49	5.10
Al Orth	-2.78	0.00	1.39	4.17
Robin Roberts	16.21	5.56	13.89	3.24
Chris Short	1.90	8.38	0.00	6.48
Curt Simmons	-1.39	5.09	0.00	6.48
Tully Sparks	-3.71	0.93	0.93	5.56

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
PITTSBURGH PIRATES				
Babe Adams	4.17	2.78	5.09	3.70
Wilbur Cooper	9.25	4.17	10.18	5.10
Roy Face (R)	11.57	6.94	9.26	4.63
Ray Kremer	6.02	0.93	9.72	4.63
Vern Law	1.86	0.46	5.10	3.70
Sam Loeffer	7.40	1.85	10.65	5.10
Deacon Phillippe	6.48	1.85	8.33	3.70
Rip Sewell	0.94	0.93	6.95	6.94
Jesse Tannehill	7.87	2.78	9.26	4.17

	COMPOSITE STRIKEOUT	PUT-OUT	WALK	
CINCINNATI REDS				
Paul Derringer	6.02	3.24	6.02	3.24
Pete Donohue	0.94	0.93	3.71	3.70
Red Lucas	1.39	0.00	5.09	3.70
Dolf Luque	0.46	3.70	2.32	5.56
Jim Maloney	5.10	12.50	0.93	8.33
Bob Purkey	-0.46	0.46	3.25	4.17
Eppa Rixey	5.55	0.46	9.26	4.17
Bucky Walters	6.95	2.78	10.65	6.48
Clay Carroll (R)	3.25	2.32	7.87	6.94

TAKING OUT THE DENTS IN PAYDIRT

by Michael Rynkowski

In the offense you can have razzle-dazzle play but you cannot have the razzle-dazzle play in defense. I think I found a way to make your defense into a razzle-dazzle defense.

First pick one of these defenses—standard, short-yardage, spread, pass prevent short, pass prevent long. But you cannot use blitz.

Let's say I picked Standard (4-3-4

defense). Take the 3 numbers (4-3-4) and rearrange them any way you want. I choose to have them 3-4-4. But before we get started you should know the first number controls the plays, line plunge, off tackle, and draw. The second number controls end run, screen, and short. The third number controls medium pass, long pass, and sideline pass. Now let's say my defense chart for standard looks like this.

FUMBLE ADVANCEMENT

I have always wanted to try to advance a fumble like they do in the Pros. So I sat down one day and wrote this out for you. This is the system I use when I play Paydirt and want to try to advance a fumble I recovered. Here is the chart I use.

10	4	20	-2	30	1
11	3	21	1	31	1
12	2	22	F	32	1
13	2	23	-2	33	0
14	1	24	OF-3	34	0
15	1	25	D-5	35	0
16	2	26	F	36	-4
17	3	27	1	37	-1
18	4	28	2	38	1
19	3	29	4	39	1

How To Use:

Roll the dice just like you do while playing Paydirt. Then find the plus or minus (+ or -) yards result. "F" means fumble by the person who rolled the dice and got an "F".

"OF" means Offensive penalty of 5 yards against the team who had the ball when the fumble occurred.

SUMMARY

All you really do is pick your defense, rearrange the numbers, and change the chart. But you do not change fumbles, quarterback traps, and interceptions. But, you do change numbers in parenthesis.

D -5 Defense penalty 5 yards

When I play by myself to find the defense I would sometimes use a regular household die that has from 1 to 6 on it. To choose my defense I say 1. is standard 2. is short yardage 3. is spread 4. is Pass Prevent short 5. is pass prevent long 6. Blitz

I use it by rolling the die and finding the defense. Then play as normal by playing the defensive dice.

STANDARD 4-3-4

On Dice	Line Plunge	Off Tackle	End Run	Draw	Screen	Short	Med. Long	Side-Line
1	-1	-1	+1	-3	+1		-3 -10	
2	-1	-1	-1	-3	-5		-5 -7	
3	-1	-1	+1	+2	-5		-7	
4	-1	-1	-1	-3	-5			
5	-1	-1	+2	-3	Int	F+8		
					3			

Now I have just changed Standard 4-3-4 into 3-4-4. Now I go about adjusting the charts. First start with the first digit. The first digit was a 4 and now I changed it to a 3. You adjust it by subtracting 4-3. You get 1. This means that your defense is weaker because you took away 1 man. Now you add 1 to every plus number and take away 1 from every minus number in the place of the first digit (shown up above). For the second digit you try to

take away 4 from 3 but you cannot do it and get an even number. So you take 3 from 4 and get 1. This means that you added one man and you take away 1 from all the plus columns and add one to all the minus numbers under the second digit. For the third digit the number is 4 but I still left it a 4 therefore every play in the third number column stays the same. Now this is what your chart should look like.

STANDARD 3-4-4

On Dice	Line Plunge	Off Tackle	End Run	Draw	Screen	Short	Med. Long	Side-Line
1	0	0	0	-2	0	-1	-3 -10	-1
2	0	0	-2	-2	-6	-1	-5 -7	-1
3	0	0	0	+3	-6	-1	-7 0	-1
4	0	0	-2	-2	-6	-1	0 0	-1
5	0	0	+1	-2	Int	F+8	0 0	-1
					3			

FLASH! AH SWALLOWS ALMOST WIN THE BIG ONE!!!

Ann Arbor, MI. The Avalon Hill Swallows, playing in their first league game, proved that they couldn't be beat when they tied their rivals from New York, SPI. SPI, formerly a leading wargame company and now a semipro softball team, met the Swallows at ORIGINS 78, the national wargaming convention held in this beautiful college town.

About 100 misguided spectators were on hand Sunday morning at 8:00 to see the Swallows demonstrate their physical superiority by taking a commanding 13-8 lead into the bottom of the ninth inning, and then demonstrate unheard of moral superiority by allowing SPI to score five runs before ending the inning with the bases loaded.

Pitcher Frank Davis, picked up on



SPI used several "ringers" to add power to their batting order



Swallows practice their famed "stomp the runner" tactic.

waivers from SPI, went all the way with a rare strikeout in the bottom of the ninth, followed by a full count to SPI slugger Richard "Home Run" Berg. Clever pitching strategy by Davis caused Berg to hit an uncharacteristic bloopy-doop grounder which ended the game, both teams agreeing to the tie.

Questioned after the game, player-coach-religious leader-vice-president Tom Shaw attributed the near-win to inspired team play and error-free fielding,

Members of the team, belying Shaw's modesty, revealed that the real reason the Swallows played so hard hinged upon Shaw's inspiring pre-game pep talk, in which he broadly hinted that if the team lost it was "a long walk back to Baltimore."

In light of the smashing success of the Swallows, it has been decided to keep the team together for another season, ending talks of a merger with the Baltimore Orioles.

LETTER

Dear Sirs:

I thought it would be interesting to you if I threw this note your way concerning team drafting for league competition using PAYDIRT! Our league, the Continental Gamers Football League (CGFL) has adopted this method which eliminates a much lengthier although satisfying technique outlined in the 1977 advanced rules provided for this game.

Each coach starts with 25 points and bids for the first team. He may bid as much as all 25 points for his first choice team. If all 25 are used, his other team bid will be for 0 points in the final column listing. If his bid ties another bidding coach, they roll the OFFENSE dice and the higher number gets the team. The loser of the roll gets his choice of teams in the next lower column and forfeits all 25 points he bid with.

Now the trick is that at the end of this five game season, each coach will add up his win and loss record, as he will have had a team in each the AFL and NFL. The coaches with the best record will play the Super Bowl with whichever team won their respective divisions. The coach with the best record chooses which team he wants, and the coach with the second best record plays the other division winner.

The only other variable to keep in mind is that a coach must be careful of his bidding as he must have to choose a team for each division.

This is a proven method and works toward the most skillful coach not only with the best team, but the best winner with what he has to work with.

Our league also uses an actual clock as I am sure other gamers have used. This seems to be more realistic and has proven many times to be an important tool in the outcome of the game.

B. Lee Wilmet
Vacaville, California

CGFL TEAM SELECTION

1—Each Coach begins with a total of 25 points and bids to obtain the teams of his choice.

2—Highest bid wins. Roll offense dice in cases of ties. Loser of roll gets choice of team in next lower division.

20 —Pittsburgh	Oakland	New England
15 —Los Angeles	Minnesota	Dallas
10 —Baltimore	Miami	San Francisco
5 —Denver	Washington	St. Louis
0 —Chicago	Tampa Bay	NY Giants
Philadelphia	Buffalo	Atlanta
Cleveland	Detroit	New Orleans
Kansas City	San Diego	Houston
		Seattle
		NY Jets
		Green Bay
		Cincinnati

THE DUGOUT, Cont.

tracks left, and they can be had for \$1.00 plus 25¢ postage if you write to us immediately. Eventually we hope to get the entire Grand Prix circuit printed, and then sell them all as a package.

The final of the SPEED CIRCUIT tournament was one of the most exciting races I've ever seen, with five cars crossing the finish line almost at the same time after a six-lap race (there would have been six, but one player blew his engine fairly early in the race). Results were as follows: FIRST—Tim Klepaczyk, Westland, MI; SECOND—Bruce Schwark, Manitowoc, WI; THIRD—Bruce Gletty, Urbana, ILL.

In WIN, PLACE & SHOW, there were 23 entries, and a very spirited final in which three of the six finalists bet \$15,000 each on CAPTAIN AHAB (10-1) to win, place and show. Unfortunately, he didn't do any of those, and John Armstrong of Ellicott City, MD, who had been sitting rather quietly at the table during the hubbub that engulfed the game, wound up the winner with a total of about \$183,000 (\$92,000 of that won on the final race). Other finishers were PLACE—Robert Correll, Toronto, Canada; SHOW—Robert Selinger, also of Toronto.

All in all, the sports tournaments were fairly successful, and we're looking forward to a much larger turnout at next year's ORIGINS, to be held in Chester, Pennsylvania. More news on that in future issues.

One thing I would like to mention to those of you who are interested in submitting articles to ASR is something I already noted in the first issue. It deals with the content of your articles. In general, I am *not* interested in your accounts of your replay or the statistics of the games you played at home, because I am firmly convinced that the only person who really will want to read it will be yourself.

I am interested in articles that suggest modifications to the rules or improvements in the game, that present new styles of play or tactics, or that in general give information that will be of interest to *anyone* who might own or think of owning that particular game. I am also interested in articles concerning the interaction of different leagues (such as the Midwest Super Bowl article on page 8), or that describe the organization of your particular league.

Memoirs of a Season

by Robert L. Destro, M.D.

I purchased the SI Superstar Baseball game back in 1973. At that time there were 16 teams of 25 players each, representing each of the original major league teams.

I decided that the best way to determine the all time greatest team was to play out a whole season. I therefore made out a 160 game schedule. Each team played every team in its league 16 times and every team in the other league 6 times. The interleague play made the games and season much more interesting. I basically played the games solitaire although a few games were played with others. It took me 4 years to complete the season. I thought I'd share some of my ideas with your readers.

The Set Up

I relied on the SI scouting reports to make the initial starting lineups and pitching rotations. I soon found, however, that I could improve several teams with various changes. For example, SI recommends Kaline at center and Cobb at right for the Tigers. By doing the opposite, I improve their automatic outs by 3. There were numerous other changes I made that I felt improved the teams.

I also evaluated each player for average and power. For example, Joe Dimaggio normally got 72 hits/216 at bats based on the probabilities of the SI dice. I also added in walks to give an idea of the player's ability to get on base. Eddie Jost only got 54 hits but also got 30 walks/216 so his ability to get on base approached .390. As far as power went, I counted each home run chance as 1, each triple as $\frac{1}{2}$, and each double as $\frac{1}{4}$, to give an idea of a player's extra base hitting ability. To show how this worked, Babe Ruth had a rating of 23.25 vs. lefties and 28.5 vs. righties, the highest in the league. In contrast, Phil Rizzuto had 5.25 against either. Basically, a rating over 15 was indicative of a strong power hitter and I would usually favor them over others with slightly higher averages.

I also evaluated the pitchers for # of automatic outs. Basically, SI's scouting reports held up but I did make some changes. I also tended to favor high strikeout pitchers, all other things being equal.

After a few games I also made other changes which I think improved the game. One was to individualize errors. If an E came up the dice were thrown again to determine position and then a third time to see if the error was committed. I found that a 1+ fielder was about average for the game and took that into account to make the # of errors come out right. What happened throughout the season, therefore, was that good fielders like Honus Wagner went virtually error-free and bad ones like Richie Allen made an error almost every chance they got. To make the error possibilities come out the same I added an E to the pitcher's chart on the 20 roll of the dice. If the pitcher threw that # and an error was not committed, he threw over. If the batter threw an E and an error was not committed the E became a G* or an (SF) depending on position. The rule aided several teams and hurt a few severely but I think added accuracy with very little lengthening of the games.

The next innovation was a chart for pitcher's tiring. Some pitchers were so strong it was crazy to pinch hit for them and bring in a weaker pitcher. However, if the pitcher were tiring, it made more sense. What I did was throw the dice before the game to see what inning he tired. When he tired, he lost about a third of his automatic outs. This rule added lots of strategy and often changed the course of a game.

Other modifications included adding 2 to a baserunner's speed with two out and the runner on 2nd (running with the pitch), having a way for the batter to be thrown out of the game, and having a way for the batter to reach first on a passed ball and strike out.

Conclusions

In general, I was quite pleased with the SI baseball season. The players performed as expected taking into account that they would not do quite as well as anticipated. There were enough close games, pitching duels, slugfests, and great individual performances to keep me interested 90% of the time. The All Star games in general were close and exciting and the World Series was a "classic". The game is being retired right now but I hope this journal serves as a reminder of a great season and perhaps gives others ideas.

TESTING STYLES, ETC., CONT.

Any team that is "strong up the middle" is a team with good, solid players at catcher, second base, shortstop, and center field, as well as a strong pitching staff. Other players on the team which is selected should be of average caliber. The first place New York Yankees of 1962 had this style with Elston Howard (.279, 21 HR, 91 RBI) catching, Bobby Richardson (.302, 116 DP which led the A.L.) and Tom

Tresh (.289) as the "keystone combo," and Mickey Mantle (enough said) in center field. The Yankees' pitching staff had the second lowest E.R.A., .001 percentage points behind Baltimore. They also boasted Ralph Terry, the league leader in wins with 23.

It should be pointed out that in constructing these types of teams, one may want to go to extremes in order to

firmly accentuate the style of play that each team represents. For example, when selecting players for the "strong up the middle" team you may want to make other players below average in ability and not just average. A game that uses hypothetical players is advantageous since it allows you to maximize a team's style of play. For example, *everyone* on your Pitching, Speed, and Defense team can be rated high in speed and defensive ability, but may not be assigned a high power rating or average over .250. Here is where the Balanced team will play an important role. This team is similar to a control group in an experiment. It enables one to compare the exaggerated styles with a "normal" style of team play. A balanced team is one that could be likened to the 1977 Baltimore Orioles who possessed a little of everything, including a defensive specialist (Mark Belanger), a speedster (Al Bumbry), a high average hitter (Ken Singleton), and two sluggers (Lee May and Eddie Murray). The Orioles had good starting pitching, but were weak in the bullpen; and this is important to remember since you want this team balanced not only regarding styles of play, but also regarding good versus average players, otherwise you will create a powerhouse that can do everything well. In other words, you don't want to *combine* the other styles of play, but *balance* them on one team, and this of course means that the balanced team will have some weaknesses.

Real players can be used, though the experimental results will not be as clear as when hypothetical players are used. You may want to use the teams mentioned or "draft" players from last season's teams to fit each style of play. For example, the "strong up the middle" team might center around Thurman Munson, Fred Patek, Willie Randolph, and Al Cowens. The pitching staff could include Nolan Ryan, Bert Blyleven, and Dennis Leonard, with Bill Campbell in relief.

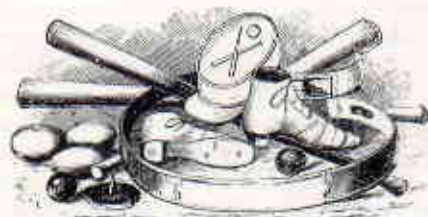
This fan's hypothesis (a scientific word for "hunch") is that all of these teams will have approximately equal records, if played against one another over an extensive schedule. However, why rely on a hunch? Go on, all you baseball gamers—give it a try! What style of baseball is the best?

FIELDER	ERROR	FIELDER	ERROR
-3 or worse	10-39	+3-+5	28-39
-1 or -2	12-39	+6-+8	33-39
0	22-39	+9-+11	35-39
+1 or +2	25-39	+12 or better	37-39

TIREDSNESS CHART*

INNINGS IN WHICH PITCHER TIRES, FOR RELIEVERS SUBTRACT TWO TO GET THE NUMBER OF INNINGS HE CAN PITCH IN RELIEF BEFORE TIRING

INNINGS	DICE ROLL	INNINGS	DICE ROLL
5	10-13	9	35-36
6	14-22	10	37
7	23-29	11	38
8	30-34	12	39



FOOTNOTES TO ERROR CHART. IF BATTER IS THAT SPEED OR FASTER, HE TAKES SECOND ON THE ERROR

POSSIBLE ERROR BY:

10	LEFT	RIGHT
11	RIGHT ²	LEFT ²
12	2nd	SHORT
13	SHORT ⁴	
14	CATCHER	
17	2nd	SHORT
18	CENTER ³	
19	LEFT ²	RIGHT ²
20	2nd	
22	SHORT	
23	FIRST	
24	THIRD	
25	1st	THIRD
26	FIRST	
27	FIRST ¹	
28	SHORT ²	
29	THIRD ²	
30	FIRST ²	
31	FIRST	
32	SHORT	
33	PITCHER	
34	FIRST	
35	FIRST	
36	SECOND	
37	SECOND	
38	SHORT	
39	SECOND ³	

OUR GOOF—YOUR GOOD FORTUNE

Pictured here are itinerant Avalon Hill game designers posing as ballplayers, modeling the Avalon Hill Softball jersey.

Bedecked on the front with the AH logo styled suspiciously like that of the New York Yankee emblem, and on the back with a number, this unique uniform has become the envy of all who now own one.

Laughingstock is more like it, because some dummy manufactured them for us with the numbers spelled out.

To make matters worse, one uniform came printed with a message taken off the wall of a public bathroom.

On a 1st-line top quality Haines jersey, yet! What a pity!

Then, again, some people like to be laughed at. Anything, they say, to attract attention. Anything, we say, to make money. That's why we are offering YOU the chance to own (maybe even wear) a one-of-a-kind jersey. Yes—a top quality jersey, 100% shrink-resistant cotton. For 6 bucks, we're not going to sell you a cheapie.

YOUR Number on the Back

All jerseys are red and come with the AH emblem on the front, and a spelled-out number on the back. Or, you may choose to order the jersey with a phone number—YOUR phone number. Yes—we can custom-print the jersey showing your number (or your girl friend's) or any 7-digit number for that matter.

Here's your chance to get something different. Sold by mail-order-only (not in stores), we guarantee you'll be wearing the only jersey like it in the world. And if people rush up to you and ask, "what's the AH stand for?", be sure you mention "Avalon Hill." Otherwise, some joker might imply an obscenity characteristic of anyone who would wear such a jersey in the first place.

The spelled-number jerseys come in 14 (that's FOURTEEN) different numbers; 6 bucks for one we select at random, an extra dollar if you choose a specific number from the list below. (Editor Bruce Milligan, shown with the forehead pipe for greater bunting balance, wears SIXTY.)

If our own staff got the guts to wear one, how about you . . . ?

Complete Team Set

We can outfit an entire 14-man team at a discount of 50¢ per jersey. For a total outlay of \$77, you get 14 jerseys each with one of the fourteen numbers listed below. Use coupon to order, being sure to specify quantities for each different size.

Before you make a final decision, we should point out that these are the *very*



same jerseys worn by the legendary Avalon Hill Swallows, the hard-playing, hard-headed band of Apollos that has been touring the nation in search of an opponent they can actually beat.

If you read the national sports journals, you probably already know about the thrilling, come-from-behind-go-back-behind tie (reported on either page 13 or 25, or maybe on the editorial page) that our Swallows succeeded in pulling out over their deadly rivals, "Brand X", a little-known game company based in New York.

If you did, you'll certainly want to own one of these genuine reproductions

before the F*a*k*i* Mint casts them in silver. Have you ever tried playing softball in a silver T-shirt? So you can see that safety considerations alone are enough to take advantage of this wonderful offer, not to mention the fact that the Avalon Hill staff has been told they will have to pay for every jersey that isn't sold on account of the way they played at that game referred to elsewhere.

Available Numbers

ONE TWO THREE FOUR
FIVE SIX SEVEN EIGHT
NINE TEN FORTY FIFTY
SIXTY EIGHTY-SEVEN

Sizes Available
 * Small Medium Large Extra-Large *
 * Send me _____ jerseys with any number @ \$6 each. My size is: S M L XL *
 * Send me _____ jerseys with the number _____ @ \$7 each. My size is: S M L XL *
 * Send me _____ jerseys with phone number _____ @ \$7 each. *
 * My size is: S M L XL *
 * Send me a complete team set of 14 jerseys for \$77. Our sizes are:
 * _____ S _____ M _____ L _____ XL *
 * Name _____ *
 * Address _____ *
 * City _____ *
 * State _____ Zip _____ *
 * I am paying by check, payable to The Avalon Hill Game Company. *
 * Bill me to: Visa Master Charge American Express *
 * Account # _____ Expiration date _____ *
 * Signature of Card Holder _____ *
 * Please allow 3 weeks delivery for custom-made jerseys. *
 *
 * The Avalon Hill Game Company *
 * 4517 Harford Rd., Balto., Md. 21214 *

Now YOU Can Coach the Champions with NBA BASKETBALL

The Game of Professional Basketball

Widely acclaimed as the best tabletop basketball game ever produced, the 1978 version of Statis-Pro NBA Basketball is even better than ever! Inside the sturdy gamebox you'll find everything you need to recreate the entire 1977-78 NBA season, including a full-color gameboard and individual player cards for 224 top NBA players (PLUS full rating for 40 more fringe players)!

Everything that Happens in the Real Game

Each Statis-Pro Player Card has been individually made up using our comprehensive computerized rating system. We give you every one of the pros and his EXACT TALENTS AND ABILITIES and then let YOU BE THE COACH!

Each Player is rated for the following categories: **Field Goal Shooting Ability, Free Throw Ability, Rebounding, Fouls** (both causing and drawing them), **Blocking Shots, Stealing the Ball, Assists, Defense, and Stamina.** In addition, each TEAM is rated for its **Defense and Fast Break** abilities. There are also special rules representing **Home Court Advantage, Technical Fouls** (on players and coaches!), **Ejections** from the game, and much more.

Ideal for Solitaire Play

Statis-Pro NBA Basketball was designed specifically with the solitaire gamer in mind. The amazingly fast play of the game and the incredibly accurate depiction of the real players' abilities guarantees that you will have as exciting a game by yourself as with your friends. But it's also a great game to play in person, as you and your opponent set your lineups, feed players in and out of the game, speed up or slow down the pace of play, all according to the way YOU think the game should be played! And you can even make up your own leagues, by each taking your favorite team, or by drafting for your own rosters.

Plays as Fast as the Real Game

Using the unique Statis-Pro system of FAST ACTION CARDS instead of dice, you'll find that Statis-Pro NBA Basketball games can easily be played (and scored) in less than an hour. By matching the cards against the players' ratings you'll get instant results for every play, while at the same time the cards are serving as your timing system! It is this speed and ease of play alone which makes Statis-Pro by far the most enjoyable of the many table basketball games now on the market.



Perfect for Statistical Buffs

Since Statis-Pro NBA Basketball duplicates all the actions of the real game, you'll probably want to keep records of *your* players. For this purpose we include a unique scorepad right in the game that allows you to record everything that happens—so that you can see exactly how close it comes to the real NBA!

Game Includes:

- Detailed Rules Folder
- Mounted Full-Color Playing Board with Reference Charts & Tables
- Set of Fast Action Cards
- Player Cards representing players from every NBA Team (plus ratings for fringe players)
- Scorepad

Game Includes Latest (1978) Player Stats

That's right! The game contains Player Cards showing performances of the very latest season just completed. If you already own the game from a previous year purchase, simply order the 1978 Player Card Set by itself. Just **\$7**.

Start YOUR NBA Season Immediately!

Just enclose a check or money order with the coupon below, and we'll rush you your Statis-Pro NBA Basketball Game. And we'll also put you on our customer list so you'll be informed next year when our updated player cards are available.

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- NBA Basketball \$15**
- 1978 Players, only, complete set \$7**

FREE! One-year subscription to **All-Star Replay Magazine** with purchase of two or more games. Also Available:

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- Football Strategy:** all-skill game, devoid of luck elements. Your shrewd choice from 20 offensive plays against 10 defenses determines outcome. **\$10**

- All-Star Replay:** quarterly magazine all about table-top sports games, how to win at them, how to find opponents and join leagues, much, much more. The bible for the true sports game buff. **\$5 per year, FREE** if you order two or more games with coupon at right.
- If still not convinced, just send me your Sports Game Catalog. **FREE**

Send me the items checked off @ prices shown plus 10% for postage and handling.

- Don't forget, I ordered two or more games—so send me All-Star Replay FREE.

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