

ALL-STAR REPLAY

featuring Sports Illustrated Games



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In This Issue:

**THE MIRACLE METS
VS. THE BIG BAD BIRDS
—PLUS INSERTS!**

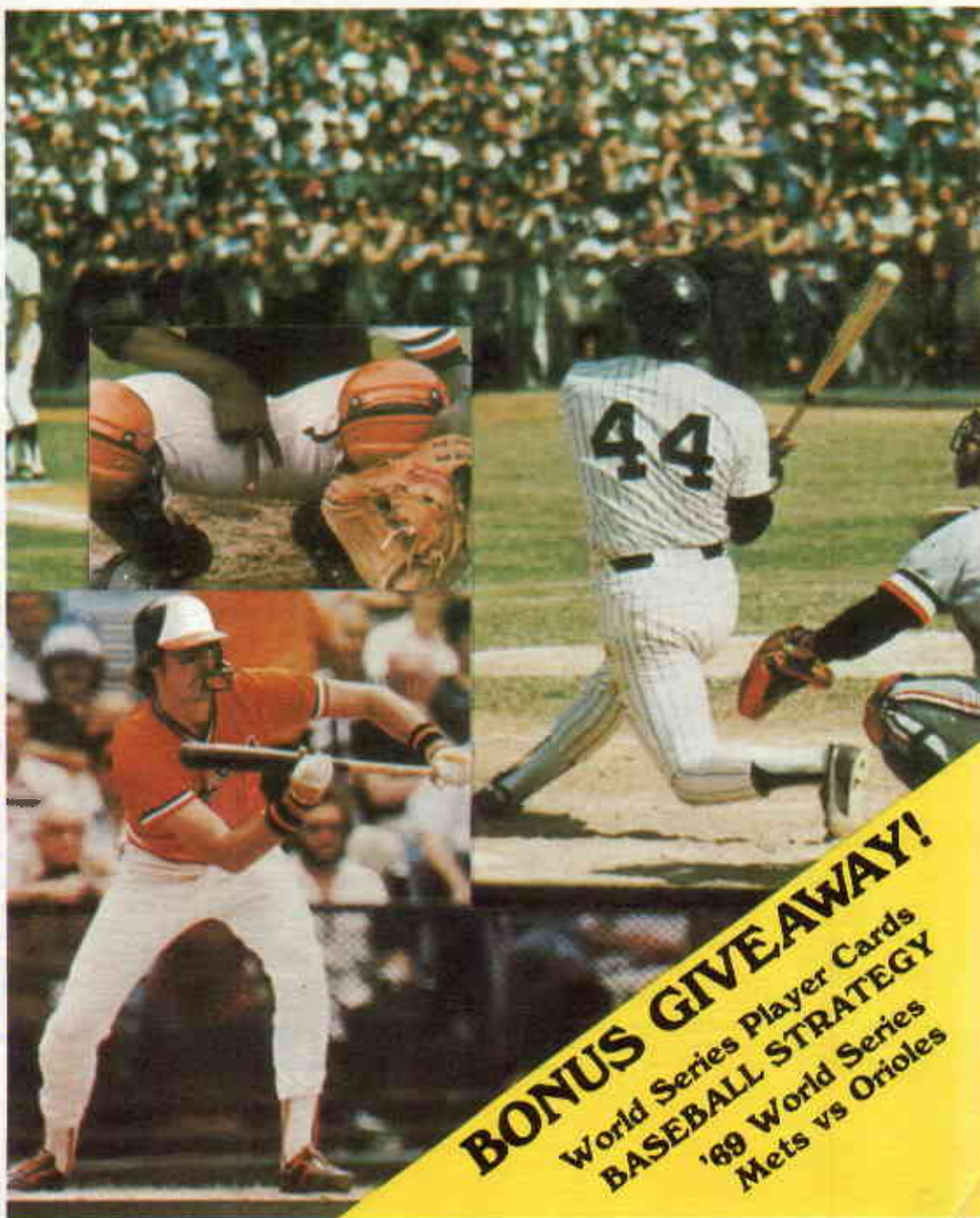
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BASEBALL STRATEGY
'89 World Series
Mets vs Orioles

ALL-STAR REPLAY

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THE DUGOUT

By Tom Shaw, Executive Editor

We have a number of new things to report for this issue—I guess you could say "Something Old, Something New, Something Borrowed, and Something Blue". First off, beginning with this issue, ALL-STAR REPLAY will feature a regular (as regular as ASR can make anything) feature by the inimitable Richard Berg. Berg has discovered either the 10-day work week or the pill that precludes the necessity for sleep. No average man could accomplish as much in a typical day as does this gentleman! Berg is no stranger to the literary field either ("strange", maybe—but no "stranger" to gaming!). Berg's credits are as long as a dossier on Adolf Hitler. His published material probably exceeds that of H.L. Mencken and his gaming interests span the spectrum of all types of games. Furthermore, he is a prolific game reviewer and is probably the most quoted literary persona in the gaming industry. How he manages to have time to defend the public as a New York lawyer, I'll never figure out, although clients on his waiting list might include Willie Sutton, Moe Berg, and Curt Flood. When he finds time to don his designer's cap, he wins awards, like the Best Game of the Year Award in 1977 for *Terrible Swift Sword*. He has even published two sports games for another firm.

However, these achievements pall to insignificance compared to Berg's special moment in the sun: an event rivaling Bobby Thompson's classic "Shot Heard 'Round the World" for sheer sports drama. It is Sunday, 16 July, 1978 in Ann Arbor, Michigan. Bottom of the 9th—Avalon Hill 13, SPI (Boo!) 13. Two outs with the bases loaded. Who steps to the plate? None other than the incomparable Berg! Everyone in the park (except the Avalon Hill manager) realizes that a walk will force in the winning run. Pitcher Frank Davis is shaking. The count goes to 3-1. Clearly, Berg must take the next pitch! But is this the honorable way to win? "NO!" says Berg, as he lashes the 3-1 pitch to centerfield where AH's twinkle-toed Golden Glover fields it on the 14th hop and throws Berg out by eight steps at first base. Too emotionally drained to continue, both sides

agree to end the game here as a 13-13 draw. What about Berg? He stood tall, amid the critical glances of second-guessers. (And, boy, were there a lot of them!) We like to think that Berg will bring to ASR the same high principles in his reporting that he demonstrated on the fields of Ann Arbor. Incidentally, swinging on 3-1 was pretty dumb now, wasn't it? Which brings us nicely into our next topic . . .

WHATEVER BECAME OF THE MIRACLE METS?

They're immortalized in the Baseball Strategy Player Cards—your pull-out feature for this issue! Managing editor Joe Balkoski has researched the '69 World Series teams and has provided you with a complete roster of both the Mets and the Orioles. These cards include all the necessary statistics that turn BASEBALL STRATEGY into a statistical replay game, so now you can replay this historic Series. But unlike most stat games, BASEBALL STRATEGY remains essentially a head-to-head contest (like Davis vs. Berg). It is not designed primarily to recreate player performances, but they are extremely likely to happen given the law of averages. On paper, the Orioles were the decided favorite in this Series. Yet they lost in five games. Were they over-rated? Was the Met win a fluke? Or were the Mets a team of destiny? You may get some insight into these questions by studying the player cards and reading Joe's thorough literary discourse. (Incidentally, with the statistics provided and just a little extra work, you can make up your set of cards for this Series for MAJOR LEAGUE BASEBALL if you so desire.) However, all of us at AH thought that this BASEBALL STRATEGY presentation was more appropriate since it is strongly felt that this classic game has been given short shrift by the public. The last major article dealing with BASEBALL STRATEGY appeared two years ago (Vol. I, No. 3), presenting some interesting improvements for the game system. These changes are soon to appear in a new and revised 1982 version of BASEBALL STRATEGY, which will be available early next year.

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COMING SOON!

THE DEFINITIVE SIMULATION OF THE PGA TOUR . . .

PRO GOLF

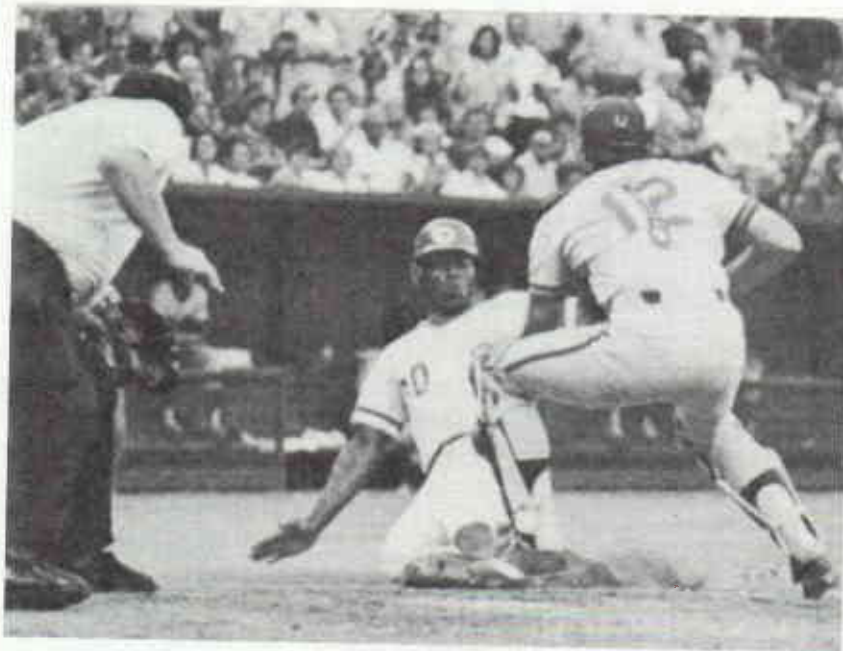
Ever wonder how the game of professional golf is really played? How the best golfers in the world plan and execute their play on each hole? Who are the best players on the PGA tour? Well, very shortly, Avalon Hill will be releasing the most unique and informative golf game ever produced: PRO GOLF. PRO GOLF is more than just a game; it is a scientific, in-depth analysis of the contemporary sport of golf, the likes of which have never been seen before in the gaming world. 36 professional golfers, from George Archer to Fuzzy Zoeller, have been evaluated in ten different areas of play based upon their actual performances during the just-completed 1981 tour. Want a player who'll blast the ball off the tee like a powerhouse? Then take Jack Nicklaus's card. But Nicklaus won't keep the ball on the fairway as consistently as 1981's top money winner, Tom Kite! Need a player who is superb with his irons at any range? Then take Bruce Lietzke; he'll put the ball on the green in two more than anyone on the tour! But once you're near the green, look out for Tom Watson. He is deadly from this range, be it with a pitch, chip, or even out of the sand. And once you're on the green, no one will putt better than Ben Crenshaw. To make this game even more realistic, Avalon Hill plans to update these player cards every year, based on the players' performances in the immediately preceding tour year. Part of the beauty of PRO GOLF also lies in the treatment of the courses on which the golfers play. This is no simple hodge-podge of holes from dozens of different courses around the country. Instead, PRO GOLF is the first golf game to scientifically evaluate each and every hole on courses that play a major role on the PGA tour. Want to gamble off the tee on the 1st Hole at Augusta National—the site of the world-famous Masters Tournament? Then look out for that fairway trap on the right-hand side of the fairway! Want to know what the new Tournament Players Club in Sawgrass, Florida is like? Then buy PRO GOLF and find out! (Special Note: PRO GOLF will include only one course in the game package. The course to be included in the game has yet to be decided upon, but all courses that have been evaluated by Avalon Hill that are not included in the original game will be made available as expansion kits; keep your eyes peeled on ALL-STAR REPLAY for further information.) PRO GOLF will be made available in early 1982, but please do not send in any orders before the game's release is officially announced by Avalon Hill.



STATIS-PRO BASEBALL, 1981

TEAM-BY-TEAM NOTES FOR THE AVALON HILL BASEBALL ENTHUSIAST CONCERNING THE 1981 SEASON

by Joseph Balkoski



Ken Griffey of the Reds sliding home. Catching is John Stearns of the Mets.

The much-maligned, strike-shortened 1981 major league baseball season is now history. The season closed to the rapturous applause of a number of highly dissatisfied fans, but also to the typically-tearful adieus of many who look forward to the bleak and chilly winter minus the crack of ball and bat with nothing but depression. Certainly, the strike, the inflated player salaries, and the haughty attitudes of the owners have immeasurably tarnished the Grand Ol' Game. But the sport that is played on the field is still baseball—in fact baseball played by the most talented players in the world, still performing seeming acts of magic to unbelieving eyes. And even more certainly, even with the fiasco of the 1981 schedule, the beauty of watching phenomenal, rare new talent blossom (Tim Raines and Fernando Valenzuela, for example) is really what makes this game great. Moreover, baseball would still be wonderful even if it was not the supremely capitalist venture it now represents—even if only 50 people came out to watch a ballgame.

For all of us that will miss baseball during the winter, there is an alternative of course. No, not football! Nothing else but Avalon Hill's classic and best-selling simulation of pro baseball: STATIS-PRO BASEBALL (formerly known as MAJOR LEAGUE BASEBALL). With every single player that played a game in the past season represented on separate player cards, STATIS-PRO has always been popular both as a statistical-replay tool and as a means of learning how to second-guess real-life managers. Yes, Avalon Hill will be producing players cards for STATIS-PRO for the shortened 1981 season (these will probably be made available in March 1982). What follows is an analysis of the strengths and weaknesses of your favorite teams and players as they really performed in 1981. For those of you who are already STATIS-PRO fanatics, this article is a preview of what teams and players to look out for and avoid, as well as some subtle hints concerning getting more out of each club. For those of you who don't own

STATIS-PRO, this article can be taken as an introduction to the intricacies of this increasingly-popular game.

NATIONAL LEAGUE

NL EASTERN DIVISION

MONTREAL EXPOS

The Expos are truly a consistent team. Amazingly, they finished the '81 season with exactly the same winning percentage as in '80: .556—a good, but certainly not great record. Moreover, they played at about the same clip throughout both halves of the '81 season—a feat which almost no other team in baseball performed. Overall, however, the Expos are not a well-balanced ballclub. Without doubt, their pitching is miles ahead of their hitting. Their only offensive factor that kept them in contention all year was their explosiveness, particularly the bats of Andre Dawson and Gary Carter, as well as the legs of rookie speedster, Tim Raines. Certainly, teams

ALL-STAR REPLAY

with one or two big bats and tremendous speed have gone all the way before, but it has usually only been concomitant with superb pitching. The drawback in the case of the Expos is that even though their pitching is good, it is not great. Only Steve Rogers won more than 9 games, and his 12 victories was only an 18-win pace—assuming the season was carried out to its normal length. With the Expos carrying a lot of weak sticks, the team's pitching would have to carry even more of the burden than it did in reality. One optimistic note is the highly efficient bullpen. It seems that winning with the Expos requires an Earl Weaver philosophy—"pitching and three-run homers." Get more out of the mound staff and let Dawson and Carter fulfill the remainder of Earl's dictum.

PHILADELPHIA PHILLIES

Overall, the Phillies ended the '81 season with not much worse of a record than their world championship year of '80 (.551 as opposed to .562). For the first half of the season, they even played at a .602 clip, assuring them of a playoff spot in October. But then came the second half of the season—and the deluge. The Fightin' Phils ended up the year as the most unbalanced team in baseball, with the NL's best hitting and worst pitching! Considering that one of the best pitchers in the game (Steve Carlton) is a Phillie, need anything more be said about the rest of their staff? On the other hand, Philadelphia's awesome offense would be the envy of every manager. Pete Rose is still going strong (he almost certainly would have achieved well over 200 hits had the season been full), and MVP candidate Mike Schmidt has developed into baseball's most powerful hitter (he would have clouted 45 homers and knocked in 135 runs in a full season at his rate). However, there is little that a manager can do with this team. Clubs with 4.05 ERAs never have and never will go anywhere. The best you can hope for is to win with Carlton and then blast your way to 9-8 victories, or some such scores.

ST. LOUIS CARDINALS

The Cards were by far the most improved team in the NL in '81. They went from a .457 winning percentage in '80 to .578 in '81. Despite this improvement and the best record in this division, they missed all post-season play. The Cards' strong hitting and weak pitching can remind you of the Phillies, but there are a number of subtle differences. First of all, the Cardinals' lack of balance is not nearly as drastic as their

eastern division rival. They may not have a Carlton, but they have three starting pitchers with sub-3.50 ERAs. Perhaps most importantly, they have Bruce Sutter to snatch close games that other teams would win maybe half of the time. Similarly, the Cards are not as dynamic and exciting as the Phils at the plate, but they are nothing to laugh at either. Five regulars hit .280 or more, but home run production was lower than any team in the NL except Houston. You have to get the impression from looking at this Cardinal team that they are very close to being great. One super starting pitcher may be all that they lack. However, such an apparently simple key to success has led more than a few teams in the past to a fruitless search that not only hurt them in the long run, but led to disaster.

PITTSBURGH PIRATES

Over the past two seasons, the Pirates have collapsed. They won the world champion-

ship in '79, but dropped to a .512 percentage in '80 and a .451 record in '81. Are the Pirates no longer "family"? It certainly appears so, but don't count them out yet. It is very possible that their problems are more psychological than physical, for their hitting is still powerful (5th in the NL, including the league's leading hitter in Bill Madlock) and their pitching is acceptable (7th in the league). When players on a team are dissatisfied, they usually don't play well together and the inevitable result is less runs for your club and more for the opposition.

Thus, managing the Pirates may be an arduous task. Getting more runs from very good ballplayers than they did in reality is your ultimate goal. Of course, this will not be as difficult as winning with mediocre ballplayers, but when the pressure is on the manager to perform miracles, very much can (and will) go wrong and very little right.



Andre Dawson of the Expos, one of the best all-around players in baseball.

NEW YORK METS

1981 was the same old story for the Mets, who finished under .500 for the fifth straight year. Despite annual predications from the management concerning the expected return of the "magic", the '81 season was, in fact, a dismal step backward from even the mediocre '80 campaign (.398 as opposed to .414 last year). The funny thing is that the Mets are not at all awful statistically—they ranked 6th in the NL in pitching in '81 and 9th in batting. Essentially, these are not the stats of a cellar-dwelling ballclub. There are only two explanations for such a phenomenon. First, the manager may not be capable of getting games won despite the raw talent on the team (Frank Cashen, the Mets GM, apparently believed this since he fired Joe Torre on the last day of the season and replaced him with the Brewers' former skipper, George Bamberger.) The second explanation is that the ballplayers themselves may not be capable of meshing together well as a team entity—a far more believable view. As a case in point, the Mets got an excellent 22 homer season out of slugger Dave Kingman—but he batted a pitiful .221. To make matters worse, the rest of the club combined hit only 35 homers between them. Baseball being the scientific sport that it is, Kingman was usually avoided by the opposition, reducing the Mets' attack to impotence. It is not surprising that when Kingman does hit homers, they probably don't mean anything. In order to win, the Mets just can't be that type of club. They are going to have to create an offense that is more well-balanced. It may have to run, scratch, and claw desperately for runs, but with this team, creating runs rather than waiting for them to come through powerful hitting alone is the only course of action. Even then, the pitching—although adequate—will not keep the Mets in many games.

CHICAGO CUBS

The Cubs are the only club in the NL that is clearly getting worse and worse each year. Their .369 winning percentage was last in the league and second worst in baseball. They haven't finished over .500 since '72, despite fleeting periods of success over the past nine seasons. Of course, these periodic successes were inevitably followed by even more startling periods of total failure. Unlike the Mets and the Padres, there is no mystery shrouding the Cubs' dismal performance: They simply do not possess personnel up to the caliber of the rest of the league. In '81, they were last in the league in batting (by far) and next-to-last in pitching. In the band-box of Wrigley Field, you may

have to expect less-than-adequate pitching, but your hitting has to be strong. When it isn't, the opposition will blow you away. Topped-off by the fact that the Cubs lost relief ace Bruce Sutter, it was predictable that they would have the poor season that they did. There isn't much that you can do with a club like this. You can try to be more oriented towards low-scoring games and basepath gambling, but in order to win these types of games, your pitchers have to keep you close at all times. With the Cubs, this is highly improbable.

NL WESTERN DIVISION

LOS ANGELES DODGERS

The world champions spent the first half of the season beating up on the rest of the league, winning at a .632 clip and assuring themselves of a playoff spot in October. For the rest of the season the Dodgers played .500 ball, but still finished the season with the fourth best percentage in baseball (.573). Prior to the start of the '81 campaign, the Dodgers were much-maligned because of the advanced age of many of their players—five of the eight starters were 32 or more years old. Nevertheless, with the same basic offensive foundation, the Dodgers have put together four excellent seasons in the past five years, including one world championship, two NL flags, and a near-miss divisional crown (lost

in a playoff game against Houston) in '80. In '81, the Dodgers again foiled their detractors. They were far and away the best-balanced club in the NL, finishing 2nd in pitching and 4th in batting. No other team came close to matching this consistency. The Dodgers' perennial secret seems to be successful fusing of young blood into what would otherwise be a tired and fading system. In '80, it was Rudy Law and Bob Welch. This year, it was (who else?) Fernando Valenzuela and a relative unknown, Pedro Guerrero. Valenzuela was only one of three sparklers on this staff—all winning in double figures and all possessing sub-2.50 ERAs. The team as a whole won an incredible 19 shutout games! As would be expected, the batting corps itself is also well-balanced. Four players hit 10 or more homers (LA led the league in this department) and five players had 40 or more RBI. There is little to be improved upon with this team. Go with your strength (pitching), generally manage conservatively, and you should have a winner.

HOUSTON ASTROS

The NL has recently developed an interesting and exciting rivalry that few fans even recognize. This is the struggle for western division supremacy between the Astros and the Dodgers, who have gone down to the wire now for the past two seasons. The Astros played better ball than any team in the majors during the second

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Now, about that thousand dollars. At our current rate of \$5.00 per running 10" column of copy, or \$15.00 a page, that would be . . . let's see now . . . that would be about 378 pages of typed, double-spaced copy. You can do that in no time.

half (.623) and finished with a highly respectable .555 overall percentage. Despite a slight drop-off from the '80 campaign, the Astros still lay strong claim to be the best team in the NL, for their pitching is far and away the strongest in baseball—and, as everyone knows, baseball is two-thirds (or three-fourths, or four-fifths, depending on who you read) pitching. Houston possesses seven first-class pitchers with ERAs of under 3.00, including two under 2.00. Like the Dodgers, they threw an incredible 19 shutouts and struck out more opponents than any team in the majors. Despite the dearth of homers (so what else is new?), the Astros are no shirkers at the plate. They finished 6th in the league in batting with a creditable .257 team average. However, they scored only 394 runs—100 less than the league-leading Phillies. Obviously, managing the Astros is, on the one hand, easy—go with your aces day in and day out and watch the opposition flail away. On the other hand, directing the Astros' offense has got to be one of the trickiest jobs in baseball, for getting more runs out of this team will be difficult. You can't even follow the famous Earl Weaver philosophy, because timely three-run homers will probably never come. Instead, daring and aggressive baserunning and defense might do the trick—and perhaps even a little of Billy Martin's "Billy Ball!" Far lesser teams of "hitless wonders" (the '69 and '73 Mets, for example) have gone all the way.

CINCINNATI REDS

The Reds had the best record in baseball last year (.611), but missed post-season play entirely. Much to Cincinnati's chagrin, this type of percentage is normally a cinch to clinch a divisional crown, but the Reds were unfortunate to finish one-half game behind the Dodgers in the first half and one-and-one-half games behind the Astros in the second. A great deal had been written before the '81 season concerning the impending collapse of the Reds, but this past year they finished with their best record since their last world championship in '76. In fact, the team has not finished under .543 for the past 11 seasons. Moreover, like the Dodgers, the Reds always seem capable of filling potential gaping holes in their lineup (including the loss of super-players, such as Pete Rose and Joe Morgan) with fresh—and sometimes even better—blood. The only drawback is that the club teeters precariously on the edge of instability. It is clearly a "manager's" team—unbalanced (2nd in the NL in batting, 10th in pitching) and old (second only to the Dodgers in that department)

Tom Seaver of the Reds. Seaver has pitched effectively for fifteen consecutive years.



that consistently performs well because the skipper employs his core of veterans to the team's best advantage. Dave Concepcion and George Foster had 157 RBI between them last year (this probably would have been about 250 RBI during a full season). Obviously, the team was getting some timely hitting. Tom Seaver won more games than anyone in the NL (14) and two other starters (Soto and Berenyi) were almost equally reliable. Obviously, despite the statistical weaknesses of the staff, the team was getting some clutch pitching as well.

SAN FRANCISCO GIANTS

The Giants played consistent ball all year (.505 percentage overall, .558 during the second half) and were considerably improved from their '80 (.466) performance. Ironically, the team was moderately strong statistically (3rd in the NL in pitching, 8th in batting), but the club as a whole did not come close to performing as well as seemingly comparable teams such as St. Louis and Cincinnati. Essentially, the Giants are the opposite of a club like the Reds. Although both teams are unbalanced, the roles are reversed—the Giants have strong pitching and weak hitting and the Reds have weak pitching and strong hitting. The Reds seem to win consistently with their three "stoppers" and powerhouse batting attack. The question is not as simple for a team like the Giants. They must attempt to keep close at all times, for the few runs that they score will never give them "laughers". Their relievers are good, so close leads should be held more often than not. Generally, this is a far more difficult task than it sounds. There is not one big RBI

man on the team (the highest was Jack Clark with 53) and the pitching staff—as strong as it is statistically—does not have any superstars like Seaver to win outing after outing. As a matter of fact, the Giants' staff as a whole had a pitiful total of 8 complete games (two less than Mario Soto alone). Don't look forward to a pennant race with this team yet. They still need at least one big bat and probably two super-pitchers in order to win big. But the cause is not hopeless—the team is definitely on the rise and you may be able to find the magical keys to success with the players you already have.

ATLANTA BRAVES

The Braves were a consistently average team throughout both halves of the '81 season—never collapsing, never fighting for the flag. In the late '70s, such a season would have pleasantly astounded Braves fans, but Ted Turner expected far more over the past season, especially following '80's .503 finish (the first plus-.500 season for the Braves since '74). Nevertheless, the Braves' .472 performance in '81 was not all that bad and, in fact, augurs well for the future. The Atlanta stadium has always been a place where the ball has flown out of the park in record numbers, while pitchers from both sides watched in stunned silence. But, lo and behold, the Braves had the 5th best pitching in the NL last year, finishing with a team ERA (3.45) of under 3.75 for the first time in eight seasons. Although it is true that there is no Seaver or Carlton on this staff, any time Atlanta's pitchers can keep the ball in the park so consistently, something must be right. Unfortunately, something was very wrong with the Braves'

bats throughout the season. They finished an anemic 11th in the NL in batting, while home run production was way down. In fact, their two big men in the lineup, Bob Horner and Dale Murphy, hit only 28 homers between them. (This would have only been about 40 over the course of a full season—whereas last year, these two combined for 68 round trippers.) Essentially, the Braves are in a similar boat to the Giants, only the vessel is just a little more close to sinking in Atlanta. The '81 Braves didn't win many ball games with timely hitting, but adroit handling of the acceptable starters and excellent relievers should keep you ahead when you get ahead. Anything more than that will require luck.

SAN DIEGO PADRES

The Padres have never been in post-season play since their creation, and the '81 season seemed to move them precipitously away from this goal. It looked like the Padres were moving in the right direction, albeit slowly, during the late '70's. However, last season's .373 mark was the third worst in baseball and a considerable drop-off from '80's .451. Pure and simple, San Diego is a mediocre club statistically (7th in the NL in batting, 9th in pitching). This decline cannot be fully attributed to the loss of Dave Winfield and Jerry Mumphrey. A more likely explanation is that the Padres did not possess a single starter with more than 8 victories or a sub-3.50 ERA. The staff as a whole pitched an incredibly low 9 complete games all year. At the plate, the Padres completely lacked punch, even though they possess two .300-hitting regulars. Only three teams in baseball scored less runs, and no team hit fewer homers. Obviously, the only way to manage this team is to use your pitchers liberally, making frequent changes in order to keep the score down. Then, look for singles, occasional extra base hits, plenty of sacrifices and moderately aggressive base-running in order to create runs for yourself. No doubt, things will backfire often, but with a team like this gambling is the only way to approach a respectable record.

AMERICAN LEAGUE AL EASTERN DIVISION

MILWAUKEE BREWERS

The fact that the Brewers finished the '81 season with the second best record in the AL (.569) can be attributed almost solely to the addition of relief ace Rollie Fingers to the staff early last spring. How else can one explain Milwaukee's considerable improve-

ment over last year's pace (.531) when the team as a whole batted 20 points lower, probably would have hit 65 less homers had the season been full, had an ERA 20 points higher than the previous year, and stole fewer bases (39) than any team in baseball except the Red Sox? Fingers figured in well over half of the Brewers' 62 victories in '81 and his ERA was a remarkable 1.04 over 78 innings. This is not to say that the Brewers have a terrible team without Fingers. No—without him, they are just an average .500 ballclub. The highly-vaunted hitting attack was still good in '81 (6th in the AL), but the pitching after Fingers was atrocious. The team finished 12th in the league in this department, pitched only 11 complete games and 4 shutouts all year, and didn't possess a starter with a sub-3.50 ERA. Winning big with a team like this would make even Earl Weaver nervous, but using Fingers each time the Brewers get ahead should be the foundation of your strategy. Then, slightly more aggressive and crafty play—instead of waiting for home runs—may be the secret to success.

NEW YORK YANKEES

The Yankees won their fourth AL championship in the past six years, but actually finished the '81 season with their lowest percentage (.551) since '75's third-place showing. Still, despite George Steinbrenner's rantings, there is very little to worry about. In all respects, they are a super-team, as was demonstrated by their .607 clip during the first half of the season, and their superlative play in post-season competition (except, of course, for the World Series). Their pitching staff is



Goose Gossage of the Yankees, one of the most effective relief pitchers in baseball.

probably the second best in baseball (behind Houston) and is so well-rounded that it contains four starters with sub-3.00 ERAs in addition to two superb relievers (Gossage and Davis). Gossage, in fact, is comparable to the Brewers' Fingers in terms of his invaluable late-inning contributions. The only ominous sounds in the Yankee hitting machine are in its hitting attack. The team lost 15 points from its '80 average, finishing a lowly 9th in the AL. A number of starters hit only in the .220-.250 range. Yet in spite of this, New York hit more homers than any team in baseball except Oakland. Taking the Yankee reins should not be too difficult of a task. The pitching will handle itself, and Gossage should be used to protect all small leads. And even though the batters may not be all-around greats, almost all of them are good run-producers. Therefore, you can wait for big hits and homers rather than going about attempting to create runs—as in Cleveland or Kansas City.

BALTIMORE ORIOLES

Despite the fact that the Orioles were considered a major disappointment to Baltimoreans in '81, the Birds managed the third best percentage in the AL (.562). This was a considerable decline from their .617 percentage during the '80 campaign, but nevertheless kept them in the pennant race until the very last days of the year. Earl Weaver has to be considered one of baseball's greatest managers for he gets more profitable results out of average ballplayers than anyone in the game. In '81, the Orioles finished a dismal 11th in the league in hitting and 7th in pitching—truly, the stats of a second division ball-club! Yet the Birds finished 13 games over .500 for the year. It is remarkable that the team performed as well as it did, considering that the Orioles' pitching (typically a strong-point) was so unreliable. Weaver's philosophy that managing is simply "pitching and three-run homers" certainly must have been hard to fulfill in '81, but with Jim Palmer, Mike Flanagan, or Ken Singleton up to their standard capabilities, the Orioles probably would have been the best team in baseball. It will be hard to better Weaver's helmsmanship with this club, since his is basically a passive role—building up strong pitching, maintaining good defense, and making sure that two or three big bats are in the lineup at any given time. Then he sits back and waits.

DETROIT TIGERS

The Tigers rate with the Cardinals and A's as the most improved clubs in baseball in

'81. They finished the season with a .550 percentage—a considerable improvement over their .519 '80 clip. What is even more obvious is that the Tigers are a team on the rise. They possess a lot of young, steady ballplayers that seem destined to make the team better year-by-year. The offense is very well balanced and appears to be populated mostly by .260-.270 hitters with only minimal power. Nevertheless, the Tigers finished a respectable 7th in the league in batting. Their pitching staff is similar, with three fine, young starters hovering around 3.00 ERAs (the club finished 5th in the AL in this department). It is hard to believe that you can get more out of the Tigers than what Sparky Anderson really did, for they lack both power and speed—two of a good manager's favorite tools for crafty strategy. Thus, they can't follow the Weaver philosophy and win games with timely three-run homers, while at the same time they can't duplicate the Expos' feat of stealing base after base for the purpose of creating runs without super-hitters. It seems as if the best theory behind managing the Tigers would be a combination of these two strategies—let the hitters be their steady but unspectacular selves, rely on good pitching, and hope that everything else falls into place. Get a true power hitter, however, and things should be rosy.

BOSTON RED SOX

The Red Sox surprised all of baseball in '81 by compiling a fine .546 winning percentage over the course of the year—a considerable improvement over their .519 showing in '80. And this was after losing Fred Lynn, Carlton Fisk, and Rick Burleson! The Red Sox's stellar play was no fluke, either—they led the AL in hitting (4th in homers) and boasted the league's leading batter in Carney Lansford (.336). Unfortunately, the team's pitching was not very strong (9th in the AL), but when have the Red Sox ever had really strong pitching? (Can any team playing in Fenway Park ever have top-notch pitchers?) There can be no doubt that the Red Sox are still a fine team, despite the loss of their three super-stars. However, in order for them to have the wherewithal to persevere over the course of a full season, their offense will have to be a little bit more dynamic and aggressive (their 32 stolen bases were the lowest total in baseball), while their pitching becomes more stingy.

CLEVELAND INDIANS

A number of nationally-known sports periodicals picked the Tribe for greatness in the spring of '81, but despite a modest level

of improvement over the past year (.510 in '81, .494 in '80), they still have severe problems which must be solved in order for a pennant flag to appear on the horizon. On the plus side, the Indians have an acceptable offense (5th in the AL in batting) and possess a solid core of consistent, high-average hitters. In fact, four regulars hit .290 or above. In addition, the team is quick and aggressive—leading the AL in stolen bases with 119. Unfortunately, there is a severe handicap in the lineup: Not one player hit over 7 homers over the course of the year and the team as a whole hit fewer than any club in baseball except the Padres. In addition, Cleveland has true problems in the pitching department. They finished 11th in the AL in team ERA—this despite two fine performances by starters John Denny and Bert Blyleven. Of course, this only shows how ineffective the rest of the Indians' staff is. (Cleveland had fewer saves than any team in baseball except the A's). Essentially, the Indians' offense is oriented towards low-scoring, narrow-margined games. They're never going to blow you out of the park. Such a team can be a pennant contender, assuming its pitching is really effective. Perhaps all the Indians need is one super-reliever. Unfortunately, the Tribe just does not have this kind of staff, and you will be hard-put to even duplicate their '81 performance.

TORONTO BLUE JAYS

For a time early in the '80 season, the Yankees and the Blue Jays actually stood toe-to-toe and fought over first place. Everything has gone downhill since then, however. In fact, Toronto established the lowest winning percentage in baseball last year (.349)—the worst record compiled by a major league team since Oakland's .333 in '79 (and a major drop-off from '80's .414 clip). Be that as it may, the Blue Jays maintained a respectable pitching staff, ranking 10th in the AL with a moderately effective 3.82 team ERA. They even possess a certifiable hill star in Dave Stieb—a sure 20-game winner with another club (in fact, Stieb was responsible for about one-third of Toronto's 37 wins). The team's problem lies in its offense—and what a problem it is! Its .226 team batting average was far and away the worst in baseball—in fact, the worst record compiled by a major league team since Texas's .217 in '72. No regular hit over .252 and no one knocked in more than 43 runs (although John Mayberry did clout 17 homers). All in all, when managing the Blue Jays, you're going to be frequently shutout and almost never score more than four or five runs per game. Stieb can win under these circumstances, but no one else can on

this staff.

AL WESTERN DIVISION OAKLAND A'S

What's all this talk about "Billy Ball?"—a team scratching, clawing—almost *cheating*—for runs. Upon close examination it can be seen that the A's are not really this type of club at all. One thing is certain—they were second only to the Reds in overall winning percentage in '81 with an excellent .587 record (which marked a considerable improvement over '80's .512 clip). But they didn't compile this record by manager Billy Martin's much-publicized squeezes, trick plays, and aggressive baserunning. No, believe it or not, they hit more home runs than any team in baseball—a trait far more important to a team's well-being than a manager's crafty strategy. You can be sure that far more games were won with timely homers by Tony Armas or Dwayne Murphy than by Mickey Klutts stealing home with the bases loaded. The fact is that, even though the A's were 4th in the AL in stolen bases, about 60% of these bases were stolen by Rickey Henderson (who is incidentally a prime candidate for AL MVP honors). The A's pitching staff was deemed baseball's best in May, but it finished a very distant second to the Yankees when the year was out. (In fact, probably only Steve McCatty would have won 20 had the season been full.) The A's are a bizarre team! After their 17-1 April performance, they basically played .500 ball for the rest of the year. Is this type of play more indicative of their skills than their sterling play in the spring? Perhaps as the season wears on, the A's miserable bullpen begins to hurt the team. (The A's relievers saved far, far fewer games than *nine* individual relievers in the AL). Whatever the reason, one must seriously wonder if this team is truly finely-balanced enough to go all the way.

TEXAS RANGERS

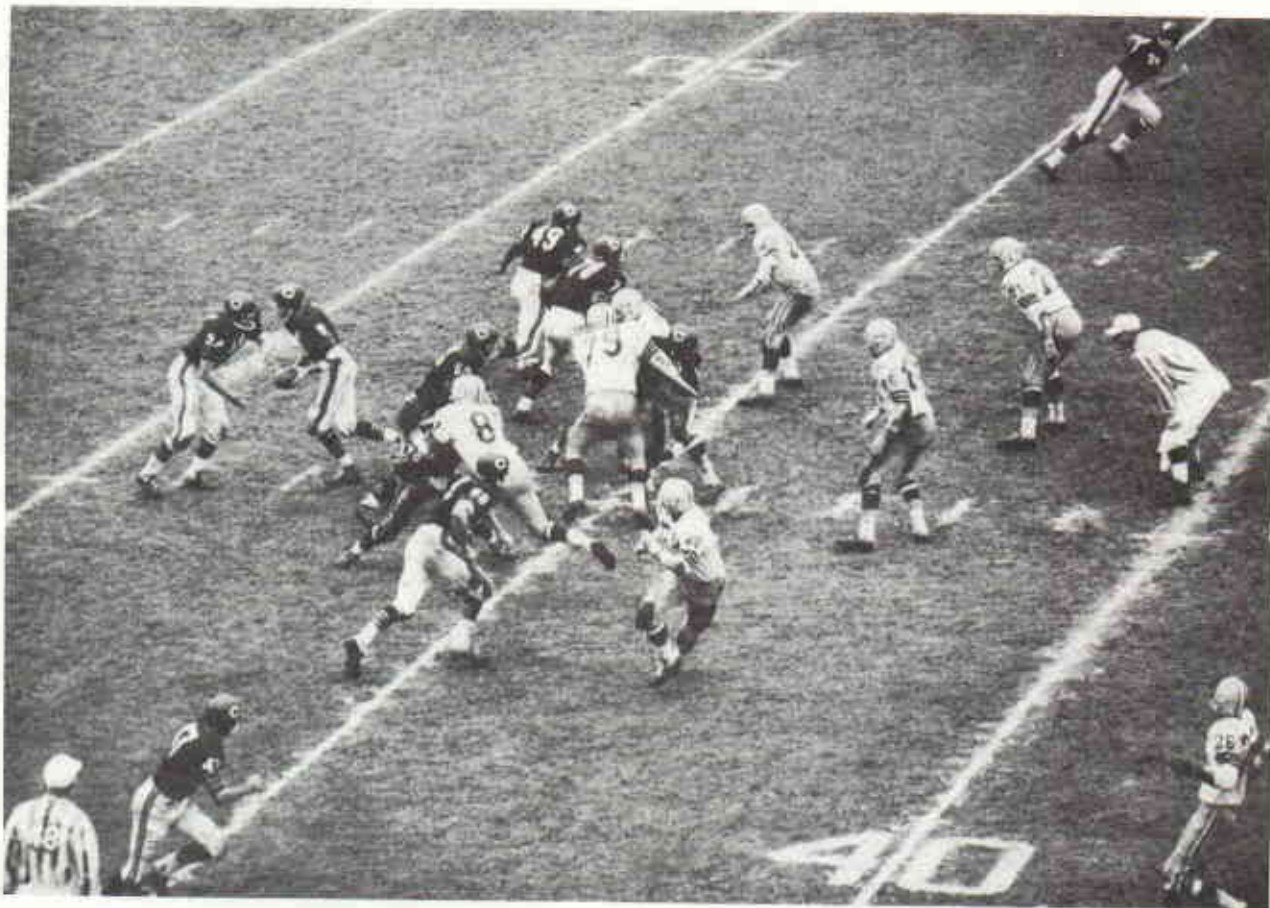
It is hard to understand why the Rangers have never been in post-season play over the past few seasons. In fact, they probably were the best-balanced team in the AL last season, finishing the year 3rd in pitching and 3rd in batting. Nevertheless, this team never seems to live up to the potential of its personnel. It finished the year with a typically good—but not great—winning percentage of .543 (a major improvement from '80's .472 record). Seven of the nine regulars in the lineup are extremely consistent singles hitters who batted at least .265. Unfortunately, the team is slow (only 46 stolen bases) and weak (49 homers, led by Buddy Bell's 10). Although statistically

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STATIS-PRO FOOTBALL

CLARIFICATIONS, ERRATA, AND NEW OPTIONAL RULES

by Chuck Condray



Avalon Hill's new STATIS-PRO FOOTBALL is one of the most complex and unique treatments of professional gridiron war ever produced. Unfortunately, as is the case in almost all statistically-oriented games, severe bouts of unreality can often occur in this simulation—due in some cases to outright mistakes or muddled phraseology in the rules booklet and in others to ludicrous usages of the player cards. (How does Washington's second string quarterback, Mike Kruczek, end up being the most valuable card in the game?) Luckily, the general premises and basic flow of the game are top-notch, and because the game is so flexible, these problems are essentially quite curable, and readily so. In fact, the following modifications—which are to be made official by AH in future editions of the game—should go a long way towards making it even more realistic and enjoyable.

I CLARIFICATIONS AND ERRATA

1. One FAC is missing a pass number. This number should be 12.
2. The ZONES PASS COVERAGE card is wrong. First, there should be minus signs on the right-hand "Pass" column. Second, if the offensive call is a Long Pass and a Pass Defense and Zone Coverage is in effect, 7 is subtracted from the quarterback's completion range, not 12.
3. The Play-Action Offensive Strategy card is wrong. 10 should be added to the quarterback's completion range if a Run Defense is in effect and 10 should be subtracted from this range if a Pass Defense is in effect.
4. When a Blitz is declared, the defensive player must announce which players will be removed from the Display as soon as he announces the Blitz and *before* the offensive player announces his play call.
5. When a screen pass is called, one FAC must be flipped, which may possibly direct the pass to a different receiver than the one called in the play. Any other directive (except for Z-cards) is ignored and the play is considered directed to the original receiver. The screen is then resolved exactly as described in Case 8.1d.
6. If a pass rush occurs, the quarterback's completion range on his Pass Rush line is never altered for any reason—be it for the defense, pass coverage, or the type of pass called.
7. Case 11.11b does not list the fact that with a Run Defense and Man Coverage inside your own 20-yardline, the opposing quarterback's completion range *is not* modified (normally, 5 would be added to this range). This fact is listed on the Man Coverage card itself, however.
8. It is important to clarify that if Man Coverage is implemented, the quarterback's completion range on *all* passes will be modified by the defender covering the final receiver—even when the FAC directs the pass to a particular player and says nothing at all about the defense.
9. Case 8.2b is wrong. The defensive player may only choose triple coverage when a Pass Defense and Man Coverage are in effect and at least *five* (not four) players currently occupy Row 3 and at least *two* (not three)

players currently occupy Row 2.

10. The notation in Boxes L and N on the Defensive Display omit the fact that 2 (not 5) is added to the quarterback's completion range if a Quick Pass is directed to this box when unoccupied.

11. Fumble, Inj-Bc, Double, and Triple Z-card results are ignored on incomplete pass results.

12. **IMPORTANT:** If a play takes more than three FAC to be fully resolved (including all Z-card draws), all Z-cards flipped after the *third* FAC in the play resolution are ignored.

13. The Injury Table is wrong. Instead, injury lengths are calculated as follows: Pass Numbers 1-9: 2 plays; 10-18: 4 plays; 19-27: 6 plays; 28-34: Remainder of quarter; 35-40: Remainder of game; 41-48: Remainder of game plus a number of full games equal to the second digit number (e.g., 47 would mean an injury of 7 additional games).

14. In solitaire play, a pass defender's Pass Defense Value modifies the opposing quarterback's completion range only when the FAC directs the pass to the lettered box occupied by this defender next to the word "Zone" on the FAC itself.

II ADDITIONAL OPTIONAL RULES

1. Most teams in the game possess 50 or so players. However, before the start of any game, each coach must choose a roster of 45 eligible players. No more than 45 players may enter a single game per team. Excess cards are put aside and are not allowed to enter play in the ensuing game. Note that if a player listed on a kickoff or punt return card is not also represented on his own separate player card in a different role, he must be considered one of the 45 permissible players on the roster.

2. The following rosters list the Endurance Value (EV) of all eligible offensive ball carriers or receivers for every team in STATIS-PRO FOOTBALL. These should be written in pen in the upper right-hand corner of the player's card. EV's have the following meanings:

A: The player may start the game or enter it at any time. In addition, when calling a play, the offensive player may direct a run or pass to this player an unlimited number of times per game.

B#: The player may start the game or enter it at any time. However, in any given offensive drive, the offensive player may not direct two or more consecutive plays to this player without adverse modification to the play. In fact, if a play is called to such a player, the offensive player must run a number of plays directed to other players equal to the value following the letter "B" before he may again direct a play to this player without it being adversely modified.

For example, a player with an EV of B3 is directed to run a sweep on the first play of a drive. The offensive player may not assign this player to carry or receive the ball without this adverse modification for the next *three* plays. On the fourth play following his run, he may be directed to run or receive normally. If the offensive player directs a player to be a carrier or a receiver on a play before his proper number of "rest" plays, two is added to the run number (if the play is a run) and five is added to the quarterback's completion range (if the play is a pass).

C: The player may start or enter the game at any time. (This rating is reserved for starting quarterbacks.) However, a maximum of one running play per *half* may be directed to such a player—and if it is, *three* must be added to the run number when resolving it. Passes may *never* be directed to such a player.

D: The player may only enter the game if a player listed on the team's starting lineup card has suffered an injury. Moreover, he may only play at this position for the duration of the starting player's injury. If the player is a quarterback, he assumes an EV of C if he enters the game. Any other D-rated player who enters the game does so with an EV of B4. (Note: Players may wish to allow D-rated players to enter the game in the 4th quarter if their team is ahead or behind by more than 21 points, regardless of injuries.)

SPECIAL NOTE: All defensive players and offensive linemen do not possess EV's. They may enter or leave the game completely at the coach's discretion. Also note that EV's apply only to the *original* play directive made by the offensive player. If a FAC directs a play to a different player who would thereby suffer an adverse modification to the play result due to his EV, this modification is ignored.

ENDURANCE VALUES (Teams listed alphabetically)

ATLANTA FALCONS

(A) Gain, Andrews
(B1) Francis, Miller, Jenkins
(B3) Jackson
(B4) Mayberry, Mikeska
(C) Bartkowski
(D) Anderson, Strong, Moroski, Fortner

BALTIMORE COLTS

(A) Carr
(B1) Dickey, Washington
(B2) Butler
(B3) Franklin, Sims, McCauley, Burke, McCall
(B4) Siani, Raba
(C) Jones
(D) Landry, Golsteyn, Garry, DeRoo

BUFFALO BILLS

(A) Cribbs
(B1) Brown, Butler, Lewis
(B2) Brammer
(B3) Leaks, Gant, Hooks
(B4) Piccone, Jessie
(C) Ferguson
(D) Humm, Manucci, Miller, Fergerson

CHICAGO BEARS

(A) Payton
(B2) Harper, Scott, Baschnagel
(B3) Watts, Earl
(B4) Williams, Fisher, Latta, Suhey
(C) Evans, Phipps
(D) Avellini, McClendon, Skibinski, Haines, Cobb

CINCINNATI BENGALS

(B1) Alexander, Johnson, Ross, Curtis
(B2) Bass
(B3) Griffin, Kreider, McInally
(B4) Turner, Corbett
(C) Anderson
(D) Harris, Thompson, Schonert, Poole, Montgomery, Levenseller



CLEVELAND BROWNS

- (A) M. Pruitt
- (B1) Rucker, Logan, Newsome
- (B2) G. Pruitt
- (B3) White
- (B4) Adams, Oden, Feacher, C. Miller
- (C) Sipe
- (D) Hall, Wright, Hill, M. Miller, Evans, McDonald

DALLAS COWBOYS

- (A) Hill, Dorsett
- (B1) D. Pearson
- (B2) DuPree, Saldi, Newhouse
- (B3) Johnson, Springs
- (B4) P. Pearson, Cosbie, Newsome, Jones
- (C) White
- (D) Hogeboom, Carano

DENVER BRONCOS

- (B1) Jensen, Upchurch
- (B2) Armstrong, Preston, Odoms, Moses
- (B3) Lytle, Keyworth
- (B4) Watson, Egloff
- (C) Morton, Robinson
- (D) Larson, Brunson, Knapple

DETROIT LIONS

- (A) Sims
- (B1) Scott, Bussey
- (B2) Hill
- (B3) J. Thompson, Williams, L. Thompson
- (B4) King, Kane, Norris
- (C) Danielson
- (D) Hippie, Robinson, Komlo

GREEN BAY PACKERS

- (A) Lofton, Ivery, Ellis
- (B1) Coffman, Thompson
- (B3) Atkins, Middleton
- (B4) Smith, Larson
- (C) Dickey
- (D) Dixon, Cassidy, Troup, Whitehurst, Pisarkiewicz, Anderson, Huckleby

HOUSTON OILERS

- (A) Campbell
- (B1) Barber, Casper
- (B2) Carpenter, Renfro, Johnson, Caster
- (B3) Wilson
- (B4) Coleman, Clark, Burrough
- (C) Stabler
- (D) Bradshaw, Smith, Nielsen, Groth

KANSAS CITY CHIEFS

- (A) McKnight
- (B1) Marshall, Smith
- (B2) Reed
- (B3) Belton, Hadnot
- (B4) Dixon, Williams, Morgado, Samuels
- (C) Fuller, Kenney
- (D) Clements, Rome, Garcia, Gant, Carson

LOS ANGELES RAMS

- (A) Bryant
- (B1) Peacock
- (B2) Dennard, Waddy, Guman
- (B3) Thomas, Moore, Hicks, Miller, D. Hill
- (B4) Arnold, Tyler, Nelson, E. Hill
- (C) Ferragamo
- (D) Lee, Haden, Rutledge, Mitchell

MIAMI DOLPHINS

- (A) Williams
- (B1) Moore
- (B2) Nathan, Harris
- (B4) Lee, Rose, Bennet, Cefalo
- (C) Griese, Woodley
- (D) Strock, Testerman, Bailey, Giaquinto

MINNESOTA VIKINGS

- (A) Rashad, Brown, Young
- (B1) Senser, White
- (B3) Tucker, LeCount
- (B4) Bruer, Voight, Miller, Paschal
- (C) Kramer
- (D) Payton, Dils, Livingston

NEW ENGLAND PATRIOTS

- (A) Ferguson, Calhoun
- (B1) Morgan, Francis
- (B2) Jackson
- (B4) Ivory, Foreman, Tatupu, Johnson, Hassebeck, Westbrook, Pennywell
- (C) Grogan, Cavanaugh
- (D) Jordan, Clark

NEW ORLEANS SAINTS

- (A) Chandler
- (B2) Galbreath, Williams, Childs, Harris
- (B3) Wilson, Rogers, Hardy
- (B4) Owens, Holmes, Strachan
- (C) Manning
- (D) Benjamin, Scott, Burns, Banks, Ensminger, Mauti

NEW YORK GIANTS

- (B1) Gray
- (B2) Taylor, Heater, Mullady, Pittman
- (B3) Perry, Matthews, Perkins
- (B4) Hicks, Friede, Shirk
- (C) Simms, Bruner
- (D) Laidlaw, Olander, Garrett

NEW YORK JETS

- (B1) Dierking
- (B2) Long, L. Jones
- (B3) Newton, Harper, Gaffney, Shuler
- (B4) Gaines, Walker, Barkum, B. Jones
- (C) Todd
- (D) Penrose, Darby, Batton, Ramsey

OAKLAND RAIDERS

- (A) Van Eeghen
- (B1) King, Chandler, Branch
- (B2) Chester
- (B3) Whittington
- (B4) Jensen, Bradshaw, Ramsey
- (C) Plunkett, Pastorini
- (D) Wilson, Matthews, Martini

PHILADELPHIA EAGLES

- (A) Montgomery
- (B1) Smith, Carmichael
- (B2) Harris, Krepfle
- (B3) Giammona, Spagnola
- (B4) Parker, Campfield, Harrington, Hogan
- (C) Jaworski
- (D) Henry, Pisarcik, Fitzkee, Hertl, Dixon, Culbreath

PITTSBURGH STEELERS

- (A) Harris
- (B1) Swann
- (B2) Smith, Bell
- (B3) Bleier, Grossman, Cunningham, Thornton, Sweeney, Hawthorne
- (B4) Stallworth, Davis
- (C) Bradshaw
- (D) Stoudt, Malone, Pollard

ST. LOUIS CARDINALS

- (A) Tilley, Anderson
- (B1) Gray
- (B2) Morris
- (B3) Marsh, Stief
- (B4) Bell, Brown, Murrell, Harrell, Combs
- (C) Hart
- (D) Loyd, Lisch

SAN DIEGO CHARGERS

- (A) Winslow, Joiner, Jefferson
- (B1) Muncie
- (B2) Thomas, Cappelletti
- (B3) Williams
- (B4) Smith, Bauer, McCrary
- (C) Fouts
- (D) Floyd, Russell, Olander, Harris, Kirkland, Luther

SAN FRANCISCO 49ers

- (A) Cooper, Clark
- (B1) Solomon
- (B2) Hofer, Young
- (B3) Woods, Ramson, Elliott
- (B4) Owens, Gilbert
- (C) Montana, DeBerg
- (D) Huff, Francis

SEATTLE SEAHAWKS

- (A) Largent, McCullum
- (B1) Jodat
- (B2) Doornink, Moore, Sawyer
- (B3) Raible
- (B4) Bell, Smith, McCutcheon
- (C) Zorn
- (D) Green, Hunter, Brunson, Adkins, Krieg

TAMPA BAY BUCS

- (A) Bell
- (B1) Jones, Eckwood
- (B2) Giles
- (B3) House, Hagins, O'Bradovich
- (B4) Berns, J. Davis
- (C) Williams
- (D) T. Davis, G. Davis, Mucker, Shumann, Samuels, Fusina, Rae

WASHINGTON REDSKINS

- (B1) Jackson, Harmon, Monk
- (B2) Warren
- (B3) Thompson, McDaniel
- (B4) Forte, Walker, DuBois, Hardeman, Hammond
- (C) Theismann
- (D) Kruczek, Harrison, Coleman, Claitt, McQuilken ■■

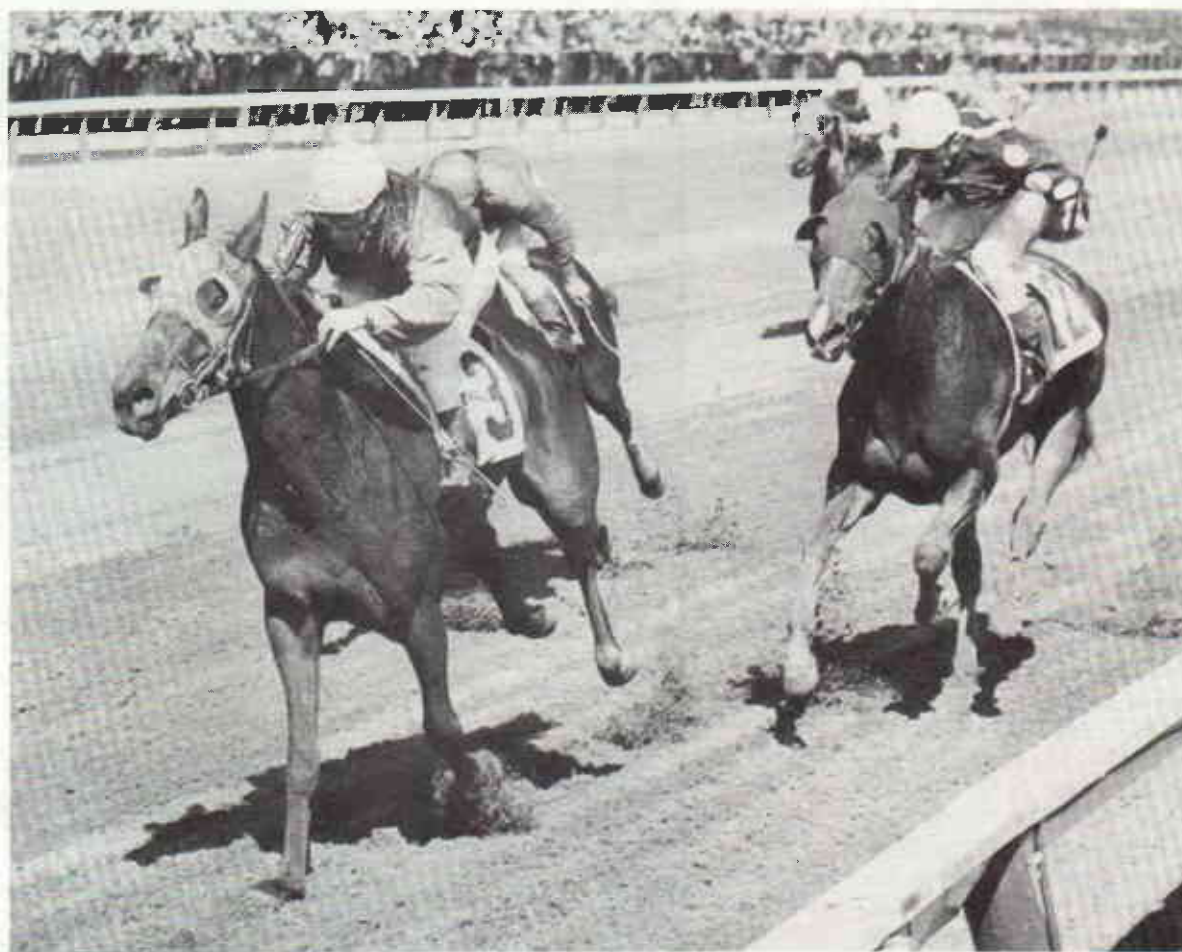


GAMES FOR ALL SEASONS
Avalon Hill/Sports Illustrated



THE BEST THOROUGHBREDS OF 1980

by Patrick M. Premo



Nineteen-eighty was a very good year in many respects—a filly won the Kentucky Derby for the first time in 65 years; a major race was a walkover for the first time in 31 years; and the Horse of the Year was unbeaten during his final year. Of course, 1980 was just the most recent in a long line of great years.

During the early 1800's the US saw many great champions—American Eclipse raced until age 9 and never lost a race (and that was during the era of four-mile heat races: to win a race, a horse often had to win two four-mile heats; if three different horses won the first three four-mile heats, then all other horses were "ruled out" and the three winners raced **One More Four-Mile Heat** to determine the race winner—16 miles in one afternoon with only a few minutes rest between heats—truly a test of stamina and endurance!). After the Civil War, the era of heat racing passed and Thoroughbred rac-

ing at the distances we know today began to emerge. In the 1860's a filly called Ruthless won the first running of the Belmont Stakes. In the 1870's a little colt known as Aristides won the first Kentucky Derby. The 1880's brought the immortal Hindoo ("Wonder Horse of the 19th Century") and this country's first great race mare, Miss Woodford (also the first horse to earn over \$100,000 during its career). In the 1890's one of the greatest sprinters of all-time, Domino, made his mark. Then came the 1900's, when two of the finest race horses ever dominated the turf—Sysonby (who was drugged into his only defeat) and Colin who never lost in 15 races (unfortunately these two titans of the turf never met on the track).

The 1910's saw two Triple Crown winners—Whisk Broom II who won the first Handicap Triple Crown and Sir Barton who won the first Three-Year Old Triple

Crown (the Kentucky Derby, the Preakness, and the Belmont); Regret also became the first filly to win the Kentucky Derby. Then came the 1920's and the emergence of a horse whom many still consider to be the greatest horse of all-time, bar none—Man O' War. Three Triple Crown (3 year old) winners appeared in the 1930's (Gallant Fox, Omaha, and War Admiral) not to mention the mighty Seabiscuit. Then came the 1940's and four more Triple Crown winners—Whirlaway, Count Fleet, Assault, and Citation. Besides being a Triple Crown champion, Citation has also been compared to Man O' War. The 1950's resulted in perhaps the best known horses of modern times: Native Dancer, Swaps, and Nashua. Tom Fool also became only the second horse to win the Handicap Triple Crown as he went unbeaten during his final year of racing at age four. The 1960's saw many great horses tear up the track, not the least of which were

Buckpasser, Damascus, and Dr. Fager (the latter *still* holds the world record for the mile); but the horse that stands out in the 1960's is the legendary Kelso—the only horse ever to be voted Horse of the Year an unprecedented and un-heard-of FIVE times!! That feat may never be equaled! (Kelso also won the Handicap Triple Crown.)

The 1970's also had their share of outstanding horses—Secretariat (the first Triple Crown winner in 28 years), Forego (the grand gelding who was voted Horse of the Year three years in a row), Ruffian (the undefeated filly who broke down and had to be destroyed in her match race with Foolish Pleasure), Seattle Slew (the only horse to remain undefeated while winning the Triple Crown—he did lose his very next race, however, but it was one of his few losses), Affirmed (who Stevie Cauthen piloted to victory over a game Alydar in all three of the Triple Crown races), and many more.

Yes, 1980 was just the last in a long list of great years, but what a year it was nevertheless! Spectacular Bid as a four-year old was even greater than he was at two and three. He won all nine races including a walkover (no other horses ran against him) in the Woodward Stakes. He set four track records and was voted Horse of the Year. John Henry was superior on the grass, especially on the West Coast, and he was proclaimed the best Grass Horse of the Year. Temperance Hill was the best three-year old colt as he won a number of major races as the underdog—he was a real longshot in the Belmont when he beat Genuine Risk, Codex, and Rumbo. He defeated John Henry in the Jockey Club Gold Cup and was voted best three-year old colt. The rest of the year belonged to the ladies. Genuine Risk was the first filly since Regret in 1915 to win the Kentucky Derby. She finished a controversial second to Codex in the Preakness and a tough second to Temperance Hill on a sloppy track for the Belmont Stakes. Bold 'N Determined was also a superior filly, but she did not take on the colts as did Genuine Risk. In the sole meeting between Genuine Risk and Bold 'N Determined, the latter nipped the former by a nose in what was a classic confrontation. Glorious Song of Canada was the best older filly as she also took on the boys—her best race was a tough second to Spectacular Bid.

These six champions of 1980 are presented here on an imaginary program at the

GREAT THOROUGHBREDS OF 1980												
DISTANCE: 1¼ miles												
1	8	8	8	8	6	6	7	7	7	7	5	BONUS #
	ODDS	BOLD N' DETERMINED										
7-1	Veteran E. Delahoussaye					Class: 72 Speed: 65						
2	6	6	6	6	6	9	10	8	8	8	8	BONUS #
	ODDS	GENUINE RISK										
5-1	Veteran J. Vasquez					Class: 73 Speed: 65						
3	5	5	6	6	8	8	8	10	8	8	10	BONUS #
	ODDS	GLORIOUS SONG										
8-1	Veteran J. Velasquez					Class: 72 Speed: 64						
4	10	8	8	8	6	6	6	6	8	8	6	BONUS #
	ODDS	JOHN HENRY										
3-1	Veteran D. G. McHargue					Class: 74 Speed: 66						
5	5	6	7	7	8	8	8	10	9	9	7	BONUS #
	ODDS	SPECTACULAR BID										
7-5	Veteran W. Shoemaker					Class: 77 Speed: 68						
6	4	4	6	6	7	8	10	10	10	8	9	BONUS #
	ODDS	TEMPERANCE HILL										
6-1	Veteran E. Maple					Class: 73 Speed: 65						

distance of 1¼ miles. Now you can try and guide your favorite to victory. In the upcoming issues of ALL-STAR REPLAY, I plan on presenting imaginary programs for WIN, PLACE, & SHOW for many of history's all-time greats that were mentioned

earlier in this article. When the series is completed, you will be able to match up all the truly great horses ever to race on the American Turf!

Have fun and good luck at the races!! ■■

SUPER-REALISTIC MAJOR LEAGUE BASEBALL

NEW RULES FOR YOUR STATIS-PRO GAME TO INCREASE REALISM AND ENJOYMENT

by Joseph Balkoski



For those Avalon Hill sports gamers who are more interested in an utterly realistic baseball simulation for head-to-head play rather than for simple statistical replay purposes, we are in the process of generating a completely new set of optional rules for our best-selling MAJOR LEAGUE BASEBALL game. These rules can be used individually or collectively at the whim of the players and are guaranteed to increase the realism (as well as the complexity) of the game considerably. In this issue of ALL-STAR REPLAY, we are pleased to present the first four of these modifications which, if they prove to be sufficiently popular, will be continued on an irregular basis throughout the year. In addition, it is conceivable that these

rules will be made "official" by being added directly to the MAJOR LEAGUE BASEBALL playing rules and board. Let us know what you think of these options in the near-future.

I. RUNNERS ADVANCING ON BASE HITS

If this option is employed, ignore the appropriate chart on the playing board. Instead, substitute TABLES ONE through FIVE included in this article. These Tables are used in the same fashion as in the original version, but they take the batter's HIT TYPE into consideration as well. If a batter achieves a base hit with men on base, this hit must be immediately classified into one of

four types: 1. *Texas Leaguer*; 2. *Bloop*; 3. *Normal*; 4. *Smash*. This determination is performed as follows: The random number that was referenced to the pitcher's or batter's card that produced the base hit is examined. If it is evenly divisible by 12, the hit is a Texas Leaguer (#1). If it is evenly divisible by 4, it is a Bloop (#2). (Exception: If a number is evenly divisible by both 4 and 12, the hit is considered to be a Texas Leaguer.) If the random number is odd, the hit is Normal (#3). If the random number is even but not divisible by 4, the hit is a Smash (#4). (Note: Runners may never make an extra advance on infield singles.) Each type of hit that is achieved has a corresponding column of numbers on the five Tables.

When runners are attempting to make an extra advance on a base hit, the column corresponding to the type of hit achieved should be consulted in order to determine if the runner is safe or out (the two digit numbers below these columns are the determinants—the new random number on the next Fast Action Card that is flipped must be equal to or lower than this figure for the runner to be safe; otherwise, he is out). Note that extra advances are modified if there are two outs at the time the base hit is achieved (see Table VI).

Cut Offs

When a base hit is obtained with men on bases that are eligible to make an extra advance, the following sequence should be followed:

A. The offensive player must declare if any or all of his eligible runners are going to attempt to make an extra base advance.

B. If any runners are attempting an extra base advance, the defensive player must state the base to which he is throwing the ball. If no runners are making an extra advance, nothing further is done.

C. The offensive player must state whether his batter is going to attempt to take an extra base on the defensive player's throw. (Note: The batter may not take an extra base on a single if the defensive player is throwing to second base; he may not take an extra base on a double if the defensive player is throwing to third base.)

D. If the defensive player is throwing to a base in order to attempt to put an advancing runner out, he flips the next Fast Action Card and determines its random number while consulting the appropriate Table in order to see if this runner is safe or out. If he is throwing to a base to which a runner is not attempting to make an extra advance, nothing further is done. If, in Step C, the offensive player stated that the batter was attempting to advance an extra base, the defensive player may state that is "cutting off" the ball in order to attempt to put out the batter (see Step E). By so doing, all runners *automatically* advance safely to the bases indicated by the offensive player in Step A. If a throw is not cut off and the offensive player stated in Step C that his batter was attempting to take an extra base, this extra base advance is automatically achieved.

E. If a ball is cut off, the defensive player flips the next Fast Action Card in order to see if the batter is put out attempting to take an extra base:

BATTER'S OBR	SAFE	OUT
A	11-66	67-88
B	11-58	61-88
C	11-52	53-88
D	11-44	45-88
E	11-36	37-88

Of course, use the Fast Action Card's random number in order to perform this calculation. *Note:* If a batter is put out trying to take an extra base and this out is the third out of the inning, all runs that crossed the plate on this same play count—the tag on the batter was made *after* any runners scored.

II. GOOD AND BAD "STUFF" FOR PITCHERS

It is an axiom in major league baseball that a pitcher never has the same "stuff" in each of his successive outings. Some days his fast ball will be humming while his curve is "dropping off a table." On other days, his fast ball may not be moving and his breaking ball may not be breaking. Whatever the reasons behind this phenomenon, the MAJOR LEAGUE BASEBALL game as it now stands is unable to simulate pitchers' "on" and "off" days. Of course, some pitchers are "on" far more often than others, but this is the reason behind the PB values. Instead, this rule is meant to simulate days when certain pitchers are unhittable (as Len Barker was when he pitched his perfect game in May, for example) and others when they can't get a man out.

A. Before the start of the game, each player must flip a Fast Action Card for his starting pitcher and consult the card's random number in order to determine what kind of "stuff" that pitcher has. A number from 11-14 indicates that he has *Great* stuff, 15-18 indicates *Good* stuff, 21-78 indicates *Normal* stuff, 81-84 indicates *Bad* stuff, and 85-88 indicates *Terrible* stuff. (See Step C.)

B. Each and every time a new pitcher is brought into the game, the owning player must flip a new Fast Action Card in order to determine this pitcher's stuff. This is performed exactly as in Step A, except that numbers 11-14 indicate Good rather than Great stuff.

C. If a pitcher has Great stuff, his PB range is increased by two numbers. If he has Good stuff, his PB range is increased by one number. Normal stuff does not influence a pitcher's PB range. If a pitcher has Bad stuff, his PB range is decreased by one. If he has Terrible stuff, his PB range is decreased by two.

D. Unless changed by the new Pitching Effectiveness rules (see Section III), a pitcher's PB range as determined by the aforementioned procedure is in effect for the duration of his appearance on the mound.

E. A starting pitcher that is determined to have Bad or Terrible stuff at the beginning of the game may not be replaced by another pitcher (except for injury) before the seventh inning unless he has gone below his Point of Effectiveness (see Section III).

III. POINTS OF EFFECTIVENESS FOR PITCHERS

This rule is intended to replace the SR, RR, and Pitcher Reduction rules in the original MAJOR LEAGUE BASEBALL Game. Instead, each pitcher in the game receives a *Point of Effectiveness* value against which points are allocated when the offensive team fulfills certain tasks. When the Point of Effectiveness is reached and exceeded, the pitcher's PB range will be reduced.

A. All pitchers with an SR Value of 13 or more are considered to have a Point of Effectiveness Value of 14; All pitchers with an SR Value of less than 13 have a Point of Effectiveness Value of 12; All pitchers with a 0 SR Value and an RR Value of 6 or more have a Point of Effectiveness Value of 10; All pitchers with a 0 SR Value and an RR Value of less than 6 have a Point of Effectiveness Value of 8.

B. Points are allocated against a pitcher for a variety of reasons (see Step D). These

points are added together during each inning in which they are received, but they are *not* accumulated from inning-to-inning. For example, if a pitcher gives up seven points in the first inning, these points are totally ignored at the start of the second inning. Instead, each pitcher begins every inning with zero points allocated against himself no matter how effective or ineffective his performance has been earlier in the game.

C. When the number of points accumulated against a pitcher in a particular inning has exceeded his Point of Effectiveness Value, that pitcher's PB range is reduced by one for each point over his Value. For example, if a pitcher has a Point of Effectiveness of 14 and he has yielded 17 points in an inning, his PB range would be reduced by three. This reduction is in effect for the *remainder of the game*—not just the rest of the inning.

D. Points are accumulated by a pitcher in the following ways:

1. A pitcher automatically receives one point for each inning he has pitched (or is currently pitching in). For example, a pitcher starting a game automatically receives one point for pitching to at least one batter in the first inning. If he stays in the game, he starts the second inning with an automatic allocation of two points. If he lasts until the ninth, he starts the ninth inning with an automatic allocation of nine points. If a relief pitcher enters the game, he receives one point for the first inning he pitches in and another point for each successive inning in which he pitches. For example, if a reliever enters the game in the seventh inning, he automatically starts his appearance with an allocation of one point. If he pitches into the eighth inning, he starts this inning with an allocation of two points. If he pitches into the ninth inning, he starts this inning with an allocation of three points.

2. A pitcher receives one point for each base on balls, hit batsman, or single that he gives up.

3. A pitcher receives two points for each double or triple that he gives up.

4. A pitcher receives three points for each home run that he gives up.

5. A pitcher receives one additional point above and beyond the normal allocation if a batter achieves a base on balls, hit batsman, single, double, triple, or home run *immediately* after the previous batter had also achieved any of the above occurrences. For example, if the leadoff batter in an inning singled and the following batter walks, the pitcher would have *three* points allocated

against him: one for the single, one for the walk, and one due to the fact that the walk immediately followed the single. Similarly, a pitcher receives two additional points above and beyond the normal allocation if a batter achieves any of the above occurrences immediately after the previous *two* batters also achieved any of these occurrences. This process continues indefinitely: If a pitcher yields a walk, hit batsmen, or hit after the previous *three* batters had achieved any of these results consecutively, the pitcher receives three points above and beyond the normal allocation (and four if the previous four batters did so, five if the previous five did so, etc.).

EXAMPLE

This computation may seem confusing at first, but it becomes second nature after a short while. Let's assume that a pitcher with a Point of Effectiveness of 14 is starting the game. He starts the first inning with an automatic allocation of one point against him. The first batter walks and the second batter doubles. Thus, the pitcher has accumulated *five* points so far (one for the inning, one for the walk, two for the double, and one for the fact that the double

immediately followed the walk). The next batter strikes out, but the fourth batter homers, clearing the bases. The fifth batter walks and the sixth batter is hit by a pitch. Thus, the pitcher has accumulated 13 points so far in this inning (five plus three for the homer, one for the walk, one for the fact that the walk immediately followed the homer, one for the hit batsman, and two for the fact that the hit batter immediately followed the homer and the walk—totalling thirteen). The next batter pops out, but the following batter triples (two points) raising the pitcher's point allocation to 15—one greater than his Point of Effectiveness, so his PB range is reduced by one. The manager decides to make a move at this time and takes the pitcher out of the game. A fresh pitcher with no points allocated against him (except for one point for the inning) will take the mound.

IV. ALTERNATIVE INFIELD POSITIONING

In the current MAJOR LEAGUE BASEBALL game, the infield may be positioned either Back or In. The positioning has no effect on either sacrifices or bunting for a base hit—

just on plays at the plate on runners attempting to score from third on a grounder. This rule enables the defense to prepare for a bunt in an obvious sacrifice situation without the defensive disadvantages of bringing the infield totally in.

A. The defensive player must have his infield positioned in one of three modes at all times during the game: Infield Back, Infield In, or Corners (first and third basemen) In.

B. All normal rules apply with the Infield Back.

C. All normal rules apply with the Infield In, except that *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A, G4A, G5A, G6A results become singles, runners automatically advancing two bases.

D. With Corners In, *ten* is added to the Fast Action Card's random number if a sacrifice or bunt for a base hit is attempted. All G3A and G5A results become singles, runners automatically advancing two bases. In all other respects (such as plays at the plate against runners attempting to score on a grounder), all Infield Back rules apply. ■■

RUNNERS ADVANCING ON BASE HITS

TABLE I

First to Third on Single to Left

	T2	T3	T4	T5
OBR	Hit Type	Hit Type	Hit Type	Hit Type
A	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
B	36/56/26	32/52/22	26/46/16	22/42/12
C	32/52/22	26/46/16	22/42/12	16/36/11
D	26/46/16	22/42/12	16/36/11	12/32/11
E	22/42/12	16/36/11	12/32/11	11/26/11
E	16/36/11	12/32/11	11/26/11	11/22/11

TABLE II

First to Third on Single to Center

	T2	T3	T4	T5
OBR	Hit Type	Hit Type	Hit Type	Hit Type
A	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
B	42/62/32	36/56/26	32/52/22	26/46/16
C	36/56/26	32/52/22	26/46/16	22/42/12
D	32/52/22	26/46/16	22/42/12	16/36/11
E	26/46/16	22/42/12	16/36/11	12/32/11
E	22/42/12	16/36/11	12/32/11	11/26/11

TABLE III

First to Third on Single to Right

	T2	T3	T4	T5
OBR	Hit Type	Hit Type	Hit Type	Hit Type
A	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
B	52/72/42	46/66/36	42/62/32	36/56/26
C	46/66/36	42/62/32	36/56/26	32/52/22
D	42/62/32	36/56/26	32/52/22	26/46/16
E	36/56/26	32/52/22	26/46/16	22/42/12
E	32/52/22	26/46/16	22/42/12	16/36/11

TABLE IV

Second to Home on Single to any Outfield

	T2	T3	T4	T5
OBR	Hit Type	Hit Type	Hit Type	Hit Type
A	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
B	46/66/36	42/62/32	36/56/26	32/52/22
C	42/62/32	36/56/26	32/52/22	26/46/16
D	36/56/26	32/52/22	26/46/16	22/42/12
E	32/52/22	26/46/16	22/42/12	16/36/11
E	26/46/16	22/42/12	16/36/11	12/32/11

TABLE V

First to Home on Double to any Outfield

	T2	T3	T4	T5
OBR	Hit Type	Hit Type	Hit Type	Hit Type
A	1+2/3/4	1+2/3/4	1+2/3/4	1+2/3/4
B	22/54/42	16/48/36	12/44/32	11/38/26
C	16/48/36	12/44/32	11/38/26	11/34/22
D	12/44/32	11/38/26	11/34/22	11/28/16
E	11/38/26	11/34/22	11/28/16	11/24/12
E	11/34/22	11/28/16	11/24/12	11/18/11

TABLE VI

MODIFICATIONS TO RUNNERS' OBR WITH TWO OUTS

Hit Type	Modification
1 (Texas Leaguer)	+60
2 (Bloop)	+40
3 (Normal)	+20
4 (Smash)	+0

THE 1969 WORLD SERIES

THE BID, BAD BIRDS FROM BALTIMORE VERSUS THE MIRACLE METS:
OR, "ONE SMALL STEP FOR HODGES—ONE GIANT LEAP FOR MET-KIND"

by Joseph Balkoski



THE MIRACLE IS FULFILLED! The final out of the 1969 World Series has just been made and Donn Clendenon, Ed Charles, Jerry Koosman, and Jerry Grote commence the celebration.

In July of 1969, men first walked on the moon. Only three months later, this spectacular accomplishment was overshadowed by an even more astounding event: the New York Mets—the fabled team of lovable incompetents that had finished last in the National League race for five of the first seven years of its existence—had handily polished off the Baltimore Orioles in the 1969 World Series to capture its first World Championship. The "Miracle Mets" were certainly "amazin'" as Casey Stengel used to label them in their less mature days. And the fact that Lady Luck had taken a hand in their destiny could hardly be disputed, even by the stunned Orioles as they departed the Big Apple after the fifth—and final—game of the Fall Classic. This World Series was filled with such an astounding series of lucky breaks in favor of the Mets that even the most atheistic baseball fans had to start believing in divine intervention.

In the history of professional baseball, no team has ever gone from a last-place finish to first in successive years. On a handful of

occasions, however, teams have gone from a next-to-last place showing to a championship flag in the following year. Interestingly enough, avid baseball fans of the late '60s were fortunate in that the two most startling examples of rags-to-riches baseball teams occurred during this period, within two years of one another. The first miracle was the "Impossible Dream" Boston Red Sox of 1967 who went from a dismal 72-90 9th place finish in '66 to a splendid 92-70 American League Championship—only to be defeated in a seven-game World Series by the St. Louis Cardinals. The Red Sox's 20-game improvement was one of the most remarkable turn-arounds in the history of baseball but was to be even bettered only two years later by the Mets. The Amazins' had compiled a staggeringly low winning percentage of .348 over their first seven years of existence in the National League. Their 73-89 record in '68 was barely enough to enable them to edge out the Houston Astros for 9th place in the race—even though it was their best record ever! But then came 1969 and the Miracle: a sensational 100-62 record, a three-game

sweep of the Atlanta Braves in the first National League Championship Series ever played, and—perhaps the most spectacular upset of all—a five-game trouncing of the Orioles in one of the most exciting and unusual World Series of all time.

THE AMAZINS'

A quick glance at the Mets roster of '69 is enough to convince even the most casual of baseball fans that New York's .617 winning percentage over the course of the year was highly unusual—if not totally unbelievable. The club was not very balanced on the whole—possessing low-average hitters with no power (the team hit .242 with 109 homers), but excellent pitchers, including the League's Cy Young Award winner, Tom Seaver. The Mets were second in the NL in team ERA. To make matters more puzzling, the Mets impotent offense was not helped by any speed: the team stole only 66 bases all year—a figure almost exceeded by Lou Brock alone. The Mets' attack had two stars of note: Cleon Jones and Tommie Agee. Jones came through with an astounding .340

season, clouting 12 homers and knocking in 75 runs—despite the fact that he batted only 480 times. Agee represented the Mets' one and only justifiable power threat by smashing 26 homers and knocking in 76 runs, while batting .271 over the course of the season.

The Mets' defense—formerly a laughing-stock throughout the National League—was second only to Atlanta's in '69. Four of the team's eight starters were superlative fielders: Jones and Agee in the outfield, catcher Jerry Grote, and shortstop Bud Harrelson. In the '69 World Series, the Orioles would witness sterling defensive gems from all four of these players—plus from other unexpected sources.

Without doubt, the club's pitching in '69 was its strongpoint. The staff compiled a remarkable 2.99 team ERA (second only to the Cardinals' 2.94) and threw an unbelievable 28 shutouts over the course of the season. Tom Seaver (25-7, 2.21) and Jerry Koosman (17-9, 2.28) formed the one-two punch and were ably supported by Gary Gentry, Nolan Ryan, and (in the bullpen) Tug McGraw and Ron Taylor.

Perhaps the most amazing characteristic about the Amazins' was the club's collection of "super-subs". This is not to say that any of the Mets' scrubs had sensational years or went on to perform heroically in later years; on the contrary, many of them "looked like they couldn't play in Tacoma" (as the Cubs' third baseman, Ron Santo, once quipped). But the fact is that every member of this club—including such unknowns as Rod Gaspar, Bobby Pheil, and Jack DiLauro—made timely and sometimes spectacular contributions to the team throughout the year that kept the Mets in the race and ultimately on top in October. Moreover, this trait was to haunt the Orioles in the Series as we shall see. One must wonder if, in the spirit of DAMN YANKEES!, some of the souls of the Mets were sold to the Devil.

THE BIG BAD BIRDS

The '69 Orioles were considered by many as perhaps the greatest team of all time. Their 109 victories and .673 winning percentage was the best the American League had seen since the '61 Yankees and was enough to make the AL Eastern Division race a laugh: the nearest team to the Orioles was the Tigers who finished 19 games back by year's end; the Indians, in last place, finished a distant 46½ games back. Earl Weaver's

Birds completed the season with the best pitching in baseball (Team ERA: 2.83), the second best hitting in the AL (Team Average: .265) and more homers than any team in the AL save two. They hit 66 more homers than the Mets, batted 23 points higher, and bettered their World Series rival by 16 decimal points in the ERA department. The O's also had the best fielding in baseball by far, committing 21 fewer errors than the Mets over the course of the year and boasting two Golden Gloves on their roster: Brooks Robinson and Mark Belanger.

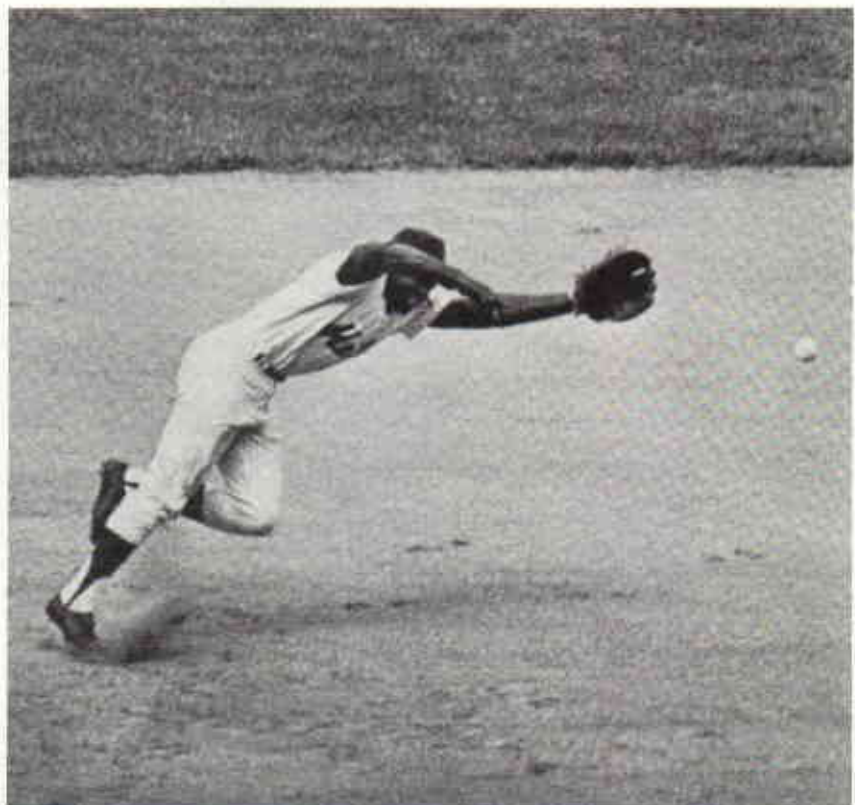
Six of the eight starters in the Orioles' lineup hit .280 or more, topped by Frank Robinson's .308 (only Cleon Jones hit over .280 for the Mets). Four players clouted over 20 homers, including a sensational 37 by first baseman Boog Powell. Powell and Frank Robinson were both prime MVP candidates: each knocked in more than 100 runs, hit over .300, and smacked over 30 homers. To make matters even more frightening for the Mets, the Orioles had speed: outfielders Paul Blair and Don Buford along with shortstop Mark Belanger all stole bases in double figures.

As strong as the Birds' offense was, their pitching was even more intimidating. Two

pitchers won 20 or more games, including Cy Young Award winner Mike Cuellar's 23 (with a 2.38 ERA). Jim Palmer won 16, but had an even better ERA of 2.34. The bullpen had a left-handed—right-handed one-two punch in Pete Richert (12 saves, 2.21 ERA) and Eddie Watt (16 saves, 1.65 ERA). Essentially, this staff was even more well-rounded than the Mets' young collection of hurlers, and was certainly one which Earl Weaver thought could easily stifle the weak hitters of his New York rival.

GAME #1

The first game of the '69 Series matched the team's two aces: Tom Seaver and Mike Cuellar. On a chilly fall day in Baltimore, Seaver and the Mets had a startling introduction to the Orioles' powerhouse. On his second pitch of the game, Tom Seaver yielded a long rightfield home run to lead-off hitter Don Buford—who circled the bases chanting that the Mets "haven't seen anything yet!" For the remainder of this game, Buford was right: the Orioles completely stifled the Mets' hitters (yielding four singles and a double) and showed an impressive attack themselves, knocking Seaver out of the box



Veteran 3rd sacker Ed Charles lunges for a grounder for the Mets.



The final humiliation: Al Weis homers to tie the score in the fifth and final game of the 1969 World Series. (Here, he is congratulated at the dugout by Tommie Agee.)

in the 6th after having scored four runs off him early. That was the way the game ended: 4-1 in favor of the Orioles. It appeared as if the experts were right: the Mets were never in this game from the word go and they looked very much like the young and inexperienced team they really were. In contrast, the Orioles left one the impression of a smoothly-oiled machine rolling to inevitable triumph. Met fans everywhere started to lose hope in the fulfillment of the Miracle.

GAME #2

The second game of the Series saw the Mets start to gel under pressure. In a closely-fought contest, New York got superb pitching from Jerry Koosman and timely hitting from Donn Clendenon and utility infielder Al Weis, winning the game 2-1 and evening up the Series at one game apiece before moving up to New York for games 3, 4, and 5. Koosman took a no-hitter into the bottom of the 7th before the Orioles managed two hits and a single run. (Incidentally, these were the only two hits they got all day.) Baltimore starter Dave McNally was almost as effective as Koosman, yielding only a solo home run to Donn Clendenon in the 4th and keeping the score tied at 1-1 until the 9th. In the Mets'

half of the last inning, Ed Charles, Jerry Grote, and Al Weis delivered consecutive singles with two outs to send the Mets ahead, 2-1. In the bottom of the 9th, the Orioles managed a similar, two-out rally: Frank Robinson and Boog Powell both walked, leaving Brooks Robinson at the plate with a chance to tie or win the game. Met manager Gil Hodges—alarmed at Koosman's sudden wildness—brought in right-handed Ron Taylor to pitch. On his first delivery, Taylor forced Brooks to ground to Ed Charles at third, who promptly made an unsuccessful stab at tagging pinch-runner Rettenmund. With the hearts of all Mets fans in their mouths, Charles coolly deliberated for a fraction of a second and then fired to first base to nail the slow-footed Robinson by two steps. The Mets had just won their first World Series game ever.

GAME #3

The third game of the Series was no contest thanks to the bat and glove of Tommie Agee. Amid the wild cacophonies of New York's vociferous Met fans, the Amazins' took a 5-0 decision from the Birds, seizing a 2-1 Series lead. Rookie Gary Gentry was on the mound for the Mets versus the young Baltimore phenom Jim Palmer. Paying the

Birds back in kind for Don Buford's lead-off homer three days previously, Tommie Agee led off the game with a gigantic center-field round tripper off Palmer. As it turned out, this blast was enough for Gentry, who held Baltimore scoreless throughout his seven-inning stint. When wildness set in, 22-year old Nolan Ryan finished the job successfully, striking out three Birds in the process. It is fair to say that the Gentry-Ryan shutout was made possible only by two remarkable catches by Agee—one in the 4th and one in the 7th—that saved at least five runs. The first was a blast by Baltimore catcher Ellie Hendricks with runners on first-and-third that Agee just managed to snare with a running, back-handed catch at the base of the left-centerfield wall. The second was a shot by Paul Blair with the bases loaded that Agee only managed to reach with a last-second belly-flop and slide deep in right-center.

GAME #4

The fourth game of the Series was a rematch between the teams' two aces: Seaver and Cuellar. And this time, despite another superb effort by Cuellar, "Tom Terrific" pitched an even more masterful game, winning 2-1 in ten innings and giving the Mets an almost insurmountable edge in the Series: three games to one. Again, New York struck early as Donn Clendenon smacked his second home run of the Series leading off the bottom of the 2nd. Amazingly, this score stood until the top of the 9th when Frank Robinson started something for the Birds with a single to left with one out. Immediately, Boog Powell followed with a single to right, sending Robinson—the tying run—to third. Brooks Robinson stepped to the plate and promptly lined a Seaver fastball into the right-centerfield alley. What looked like an easy game-tying and go-ahead extra-base hit was turned into an out as Met rightfielder Ron Swoboda—never considered much of a glove man—ran full-speed, desperately lunged with his body parallel to the ground, and came up with the ball only inches before it hit the turf. On what many called the greatest catch in the history of the World Series, Frank Robinson tagged up from third and scored the tying run. However, Swoboda's catch had prevented the Birds from running up an even larger total and gave his teammates a chance to pull out the game in the bottom of the 9th. In their half of the inning, the Mets got a runner to third but couldn't score him. A tiring Seaver polished off the Birds handily

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BERG ON SPORTS . . .

OR, WHAT'S GOING ON HERE?

by Richard Berg

This column is by way of an introduction.

Now, most introductory columns are pretty much of a running bore, so I'll try to make this as brief and painless as possible (a phrase which my dentist uses—often, and to little effect).

I don't intend to cover any specific subjects on a regular basis, such as the regular boxing feature, etc. What I do hope to do is to provide a wide gamut of information and opinion covering the burgeoning area of table-top sports games in general and AH sports games in particular. Given the number of sports games that AH prints, this should keep me in print for several years running. AH has the largest inventory of sports games on the market, that market being simulation board-gaming as opposed to those cute little computer-like gadgets that sell for umpteen bucks and seem to favor, at least in terms of winning, the eleven-year old with the fastest fingers on the block. I always felt that I was pretty competitive in games, but when a kid whose only other pastime of note is watching the motorcycle crashes on CHIPS gains over 20 yards each play with one of those gizmos, and that against my years of acquired and time-tested experience, it sort of makes me wonder . . .

And just what am I doing writing a column of this ilk, you may wish to ask, especially considering the price of your subscription and the fact that I'm replacing the article which would give you next year's cards for Statis-Pro bocci? Briefly, I am a professional game designer, with games published mostly in the historical simulation field but with at least two table-top sports games (for the competition, unfortunately). I've been playing sports games ever since my parents gifted me with a 1955 edition of APBA baseball, a game which opened up all sorts of avenues as well as reasons for not going out of the house (which was probably the reason why the same parents removed the game from my room in the dark of night only two months

after I got it). Anyway, I was hooked; unfortunately, at that time APBA was the "only game in town." It wasn't until the early 60's that sports games *slowly* began to proliferate or even expand their horizons. Football as a game didn't appear until 1962 (I think), basketball some four or five years later; and then the deluge.

At last count, and it is a count that changes rapidly as companies come and go—including companies that advertise games they intend on printing when they get the money you send in to buy them—there are over 25 baseball games alone, and I'm including only those games that fall into the "replay" category. Now that's an awful lot of games covering the same subject, something you don't even see in the cut-throat area of children's games. How many different ways could you possibly simulate a given subject? Well, let me tell you, they haven't even begun to plumb the depths of that question. Baseball, in and of itself, is a game that lends itself splendidly to simulation, with almost every imaginable occurrence being a statistic and almost every statistic being a percentage of something or other. This means that, while it may be highly subjective and quite difficult to assess and simulate the performance of an interior lineman in football or a playmaking guard in basketball, even the meanest utility infielder will have virtually every aspect of his game covered on his little game card.

Now, some companies cover more than others, but it is safe to say that practically every baseball game on the market provides the player with an acceptable level of accuracy. This means that whether you are playing "X" or "Y", if you provide Mike Schmidt with enough dice rolls or random numbers, however generated, his statistics will pretty much match those of his previous year's performance. (To digress here for a brief moment, I always get a laugh out of those games that provide the cards for the "up-coming season", based on the previous season's stats. The fallacy of that whole charade, of course, is that those players, even on different or new teams, will perform exactly as they did last year for this year. Tell that to Reggie Jackson, Ted Simmons or Bill Almon.)

The question of which game you play, and this goes for any sport, depends not so much on the accuracy of the game (although I should mention that I do not play APBA any more simply because of what I consider to be a poor pitching system that fails to represent the true worth of a pitcher) but rather what you want to get out of the game in terms of enjoyment. Some folks simply like to play a few games now and then, maybe recreating the Series or the Super Bowl; others replay entire seasons for whole teams, leagues or even years! I fall into the latter category, although I have never actually made it through an entire season. The closest I came was mid—August, 1967 American League; I am getting pretty close with some other years though. Then there are the many play-by-mail and other types of informal, and not so informal, leagues that have sprung up over the past ten years. This type of play requires a specific type of game, one in which play is rapid yet accurate and many of the decisions are made by the rules rather than the players.

There are several games which fit well into all of these categories, and it is not my intention to extol the virtues of one over the other. As a matter of fact, I, myself, play several different companies' games in baseball, alone, simply because they provide years that are not published elsewhere. I do know that AH's MAJOR LEAGUE BASEBALL, which I will often refer to as Statis-Pro simply because that's the name I have known it by since its inception (and I have every edition of the old S-P games, including the first few editions which are marvelously-well printed), is admirably suited to any of the above endeavors, although, like its competition, it is by no means the perfect game. For example, the last issue contained an article suggesting the addition of a Home-Run rating for pitchers, a category which is, to my way of thinking, one of the major components of a pitcher's worth. (Just think of trying to rate pitchers like Catfish Hunter or Robin Roberts without this type of rating!) The article is certainly something serious Statis-Pro players should consider, although the method that I personally use is much simpler and virtually just as accurate.

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The Fistic Scene



ROLE PLAYING WITH "TITLE BOUT": Part I

by Jim Trunzo

There can be no doubt that role playing games are certainly the rage these days. With just a roll of the old percentile dice, you can be walking down the streets of Tombstone, with your hand wrapped around a Colt Peacemaker, or you can be moving stealthily down some dark corridor with your sword drawn, thirsting for the blood of some vile Orcs. Nice, vicarious heroic adventures! But what if your tastes run more to hitting a homerun than to hitting an Ogre? Or facing a Major League pitcher instead of facing Doc Holliday? For every fantasy fanatic who dreams of combat and conquest, there is a sports nut who sees himself scoring the winning touchdown or hitting a 20 foot jump shot at the buzzer to pull the game out for his team. I'm sure that most of you reading this article have visualized landing a left hook right on the button and becoming heavyweight champion (or at least flyweight!) of the world. Well, if this sounds like you, then fantasize no longer . . . step into the ring with role playing TITLE BOUT!

As with any role playing game, the first step is to generate your character, in this case, the fighter whose persona you will assume. You may name this, as yet, faceless boxer anything you wish, but, hey, don't be embarrassed, this is going to be you, right? So go on, use your name. Next, using percentile dice or a spinner or any method you choose that can provide you with from 1 to 100 numbers at random and obtain a result (sometimes two) from each of the areas found under CHARACTER GENERATION. These ratings will be the attributes with which you (or your boxer) will begin

his career and hopefully, the ascent up the ratings ladder to a championship crown!

CHARACTER GENERATION

Determining a Fighter's Style

Obtain a random number and apply it to Table I to determine if your character's style will be that of a boxer, slugger, or a combination of both.

Control Factor

The control factor incorporates many aspects of a fighter's make-up. Probably, it can best be described as a fighter's overall ring generalship. To Table II, apply two separate random numbers to determine your character's control factors against, first, a boxer and second, a slugger (or puncher).

Hitting Power/Killer Instinct

The categories are, for the most part, self-explanatory. Hitting Power is that pure power that allows a fighter to take out his opponent with one or two good shots. Killer Instinct determines a fighter's ability to finish off an opponent once he has him hurt.

Apply 2 separate random numbers to Table III to arrive at your character's Hitting Power and Killer Instinct. SPECIAL: When determining Hitting Power, add 10 to your random number if your fighter's style is a Boxer. Subtract 10 from the random number if your fighter's style is a Puncher.

Knockdown Rating (1)/Knockout Rating

The knockdown rating 1 (KDR 1) dictates

how well a fighter takes a solid shot. The lower the number, the harder it is to knock this fighter off his feet. The higher the number, the easier the fighter goes down. The Knockout number obviously indicates the fighter's susceptibility to being stopped, knocked out cold. Again, the lower the number the better the rating. Apply two numbers to the Table IV.

Knockdown Rating 2

This rating reflects a fighter's ability to recover from a knockdown that doesn't knock him out. Some fighter's completely lose it once they've been knocked off their feet. Others shrug off the effects quickly. Apply one random number to the Table V.

Cutting Others/Getting Cut

This category reflects the fighter's susceptibility to cuts (CH) and his ability to cut an opponent. Some fighter's punch with a twist which has the effect of breaking open an opponent's skin. Other don't. Likewise, some fighters, due to bone structure, etc., have a tendency to cut easily. Apply two random numbers to Table VI making sure to check the correct columns for the appropriate ratings. (check CO first and CH second).

Technical Knockout Rating

A tko is scored when a fighter takes too much punishment but is still standing. Therefore, a tko rating indicates how much punishment a fighter can take before being unable to defend himself. Apply a random number to Table VII.

Aggressiveness Rating

This attribute measures a fighter's willingness to force the action of the fight. It shows his desire to mix it up as opposed to coasting through the bout. Apply a random number to Table VIII below to determine your character's aggressiveness.

Endurance

Another category that is self-explanatory, endurance measures a fighter's lasting power. It incorporates a fighter's ability to pace himself over the course of a fight, and his stamina. In an abstract sense, it also takes into consideration how well a fighter trains for his fights, since training habits are reflected by a fighter's performance in the ring. To find your character's endurance rating, apply a random number to Table IX.

Defense

A good defensive fighter does more than just avoid punches. He maneuvers in such a way that he sets himself up for good counter-punching when the opportunity arises. He utilizes clinching ability to weather an opponent's offensive barrage. He uses the ring to his best advantage. To arrive at your character's defensive rating, apply a random number to Table X.

Punches Landed

The category of punches landed denotes the accuracy with which a fighter throws his punches. It also indicates that the punches land where they are supposed to land as opposed to a wild swinger who lands everywhere and anywhere. Apply a random number to Table XI to determine the fighter's accuracy range. (-10 from RN if fighter is a Boxer, +10 to RN if fighter is a Puncher.)

Punches Missed

This category is coupled with Punches Landed to establish the number range for punches missed. The wilder the puncher, the greater the chance of missing a punch. Conversely, the more accurate the puncher, the fewer the punches missed. To establish the punches missed range, use the following formula:

- find the last number of the punches landed range;
- the next number in sequence becomes the first number of the Punches Missed Range;
- make 60 the last number in the Punches Missed Range.

Example: If a fighter's accuracy range is 1-46, his punches missed range would be 47-60. If a fighter's accuracy range is 1-35, his punches missed range would be 36-60.

Clinching/Ring Movement

When a random number is applied to Table XII two numbers will be listed. The first number indicates the number to be added to

the last number of the punches missed range. This will establish the clinching range of the fighter, clinching indicating the fighter's ability to tie up an opponent. The second number is then added to the last number of the newly established Clinching Range. This creates the Ring Movement Range, ring movement, of course, meaning the ability to use movement to your offensive and defensive advantage. **NOTE:** When determining Clinching/Ring Movement, add 10 to your random number if your fighter's style is that of a boxer. Subtract 10 from the random number if your fighter's style is a Puncher.

Punches and Point Ranges

Table XIII will provide your character with the type of punches and their corresponding point ranges. While it will indicate which punches your fighter prefers to throw, more importantly, it will indicate how effectively a fighter scores with his punches. Table XIII consists of 5 separate tables, each with a random number range above it. The random number result which you obtain should be applied to the appropriate table and the information listed there, given to your character.

In Corners/On Ropes

This category indicates how well a fighter works off the ropes or when pinned in a corner. Apply a random number result to Table XIV to determine the rating.

Foul Rating

This category establishes the foul rating of a fighter. Fouls may be caused by dirty tactics

or simply by awkwardness on the part of one or both fighters. To find your character's Foul Rating, apply a random number to Table XV.

After having obtained a result from each of these steps, your fighter will be ready for action and you can let your tiger loose whenever you see fit! Select any weight division you care to and make up any match you so desire. However, a good manager never over-matches his fighter. Unless you've generated a sure champion, it would be better to match him against opponent's of his own caliber so that he can gain experience, improve his attributes, move up through the rankings in his division, and challenge for the crown! How does he accomplish these things you ask? What do you think **ROLE PLAYING WITH "TITLE BOUT": Part II** is about?

(Next issue the Fistic Scene will present ways to rate your fighter's performance and earn Attribute Points which will improve your fighter's abilities. It will demonstrate how to set up matches, earn your fighter money, etc. In addition, tables will be provided that will allow random match-ups, injuries during training, and other various niceties that may be used with Role Playing Title Bout. **ALSO** look forward to an analysis and prediction as to the outcome of the upcoming **HOLMES—COONEY** fight, this time before the fight is fought!)

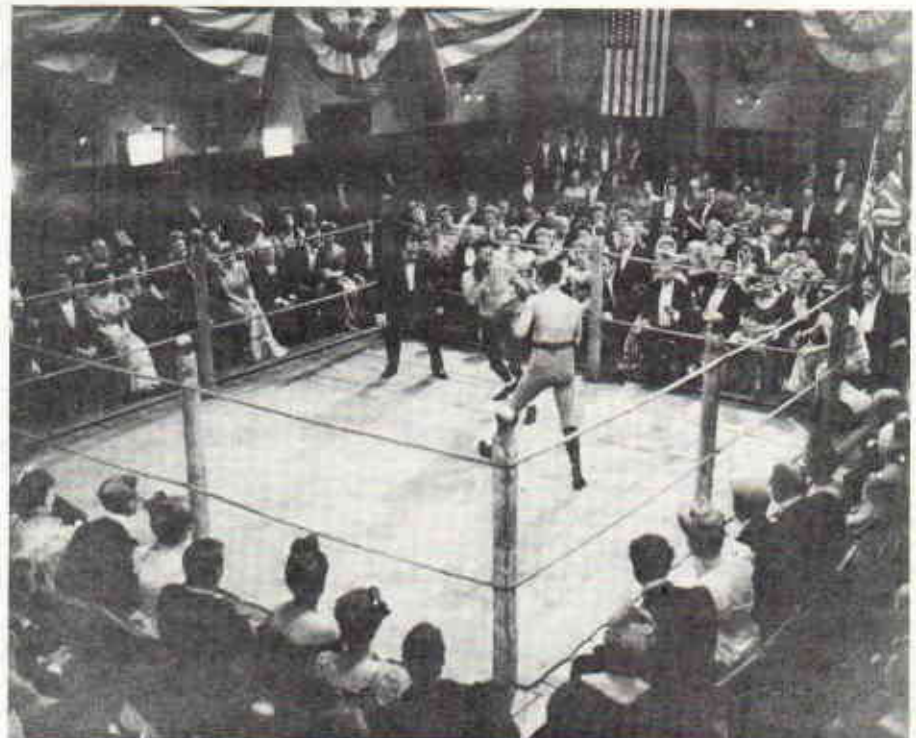


TABLE I

RN	Style
1-35	Boxer (smooth puncher, good movement, usually accurate with blows)
36-70	Puncher (brawling type, relies more on outmuscling an opponent)
71-00	Boxer/Puncher (combination of both of the above)

TABLE II

RN	Control Factor
01-05	12 Excellent ring strategist
06-10	11 Very clever fighter who knows the ropes
11-30	10 Good solid professional; a contender
31-50	9 Finished fighter; always a threat
51-70	8 Average fighter; trial horse type
71-80	7 Over the hill or simply under experienced
81-00	6 A rank beginner or one who should retire

TABLE III

RN	HP/KI
01-10	10 Great knockout power/Dynamite finisher
11-20	9 Very hard hitter
21-30	8 Solid hitter/Takes it to a hurt opponent
31-60	7 Decent power/Good finisher
61-70	6 Average hitter at best/Decent finisher
71-80	5 Below average power/Lets opponent get away often
81-90	4 Powder Puff hitter/No real killer instinct
91-00	3 Can't hurt you

TABLE IV

RN	KDR 1/KOR
01-01	10 Goes down and out if his opponent grazes him
03-04	9 Tastes the canvas often, usually for a 10 count
05-06	8 Your classic glass jaw/seldom regains his feet
07-15	7 Easy to knock down/easy to keep down
16-25	6 Takes a punch poorly/recovers poorly, if at all
26-50	5 Below average chin/good shot ends his evening
51-65	4 Average ability to take punch and stay conscious
66-80	3 Takes a good shot/Usually there at final bell
81-90	2 Takes an excellent shot/Hard man to keep down
91-00	1 Granite chin/Can't stop this man from getting up

TABLE V

RN	KDR 2
01-10	5 Might as well have stayed down first time!
11-20	4 Another good shot puts him away
21-30	3 Affected normal amount after knock down
31-60	2 Recovers well from a knockdown
61-90	1 Weathers a knockdown excellently
91-00	0 Will be as hard to knockdown as he was at first

TABLE VI

RN	CO	CH
01-02	10	1 Cuts others easily/Never bleeds
03-05	9	2 Razor blades for fists/Bleeds rarely
06-15	8	3 Breaks opponents up/Rarely cuts
16-30	7	4 Inflicts cuts easily/Can be cut
31-50	6	5 Known to cut opponents/suffers occasional cuts
51-70	5	6 Average ability to cut/Bleeds regularly
71-80	4	7 Not known as a cutter/Bleeds profusely
81-90	3	8 Never cuts opponent/Needs transfusions
91-95	2	9 Faints at sight of blood/Needs many transfusions
96-00	1	10 Couldn't cut an opponent with knife/Hemophiliac

TABLE VII

RN	TKO
01-10	1 Absorbs punishment like a sponge
11-30	2 Takes a lot of hurt before being stopped
31-60	3 Average amount of damage taken before defenseless
61-80	4 Tends to give up after a few rounds of punishment
81-00	5 Low threshold for pain

TABLE VIII

RN	AGG
01-10	10 Very aggressive. Constantly forcing action
11-20	9 Moves forward throughout fight, seeking action
21-30	8 Aggressive but controlled. Will go defensive at times
31-50	7 Can force action but usually chooses not to do so
51-71	6 Not very aggressive, content to counterpunch and move
72-80	5 Passive fighter in ring, waiting for opponent's moves
81-90	4 Usually on a bicycle, back-peddling around the ring
91-00	3 Track star who tires opponents by forcing them a chase!

Special: When determining the Aggressiveness Rating, add 10 to the RN result if your fighter's style is that of a boxer. Subtract 10 from the results of the RN if your fighter's style is that of a puncher.

TABLE IX

RN	END
1-5	100 Excellent staying power, paces extremely well
6-10	95 Very strong finisher who knows how to ease up
11-20	90 Fights at peak or nearly so throughout fight
21-40	85 Good endurance; has tendency to tire in late rounds
41-60	80 Six to seven round fighter, then performance falls
61-80	75 Lacks average endurance and fails to pace well
81-90	70 Tires very easily and doesn't save anything for later
91-00	65 No stamina at all, nor sense of distance

TABLE X

RN	Defense
0-5	-6 Excellent in all areas of defense
6-10	-5 Excels at slipping and blocking punches
11-15	-4 Good defensive techniques; Seldom takes clean hit
16-25	-3 Strong defensive fighter
26-35	-2 Forces opponent to miss more than average
36-50	-1 Better than average defense
51-55	Even Average defense
56-60	+1 Gets hit more than the average fighter
61-70	+2 Poor defensive techniques
71-80	+3 Tendency to lead with chin
81-90	+4 Takes 2 punches for every one he lands
91-95	+5 Thinks defense is Brooklynese for "de fence"
96-00	+6 Blocks punches with his face

Special: Subtract 10 from the RN result if your character's style is that of a boxer. Add 10 to the RN result if your character's style is that of a puncher.

TABLE XI

RN	Punches Landed
1-5	1-46 A real sharpshooter; extremely accurate
6-10	1-45 Finds all openings and lands after finding
11-20	1-43 Very accurate, landing often
21-40	1-41 Good accuracy but will miss shots occasionally
41-60	1-39 Average accuracy at best
61-80	1-37 Misses as often as he hits, tends to swing wildly
81-90	1-35 Poor accuracy, telegraphs punches
91-00	1-33 Lands only by accident, not talent

TABLE XII

RN	Clinching/		Movement
	Ring		
1-5	12	6	Poor movement but great in clinches
6-15	11	7	No gazelle but can tie up opponent
16-45	10	8	Above average clincher/below average mover
46-75	9	9	Good at both clinching and moving
76-85	8	10	Best balance since edge goes to mover
86-95	7	11	Fluid movement but poor clincher
96-00	6	12	Dancing man but outmuscled in clinches

Example of usage: Assume that your character's punches missed range is from 47-60. Then you roll a 65 on the table above, resulting in a 9/9. First add the number before the slash to establish the Clinching range (60+9 = 69 thus the range is 61-69). Finally, add the second number to the clinching range to establish the movement range (69+9 = 78 thus the range is 70-78).

TABLE XIII

RN 1-20	3	2	RN 21-40	3	2
Jab	1-9	10-11	Jab	1-11	12-27
Hook	12-29	30-34	Hook	28-35	36-47
Cross	35-52	53-57	Cross	48-52	53-60
Combo	58-71	72-74	Combo	61-65	66-73
Uppercut	75-79	80	Uppercut	74-76	77-80

RN 41-60	3	2	RN 61-80	3	2
Jab	1-5	6-13	Jab	1-3	4-7
Hook	14-21	22-33	Hook	8-18	19-34
Cross	34-41	42-53	Cross	35-42	43-54
Combo	54-61	62-73	Combo	55-59	60-67
Uppercut	74-76	77-80	Uppercut	68-72	73-80

RN 81-00	3	2
Jab		1-16
Hook		17-32
Cross		33-48
Combo		49-64
Uppercut		65-80

SPECIAL:
 Subtract 10 from RN result if your fighter's style is that of a puncher; add 10 to the RN result if your fighter's style is that of a boxer.

TABLE XIV

RN	IC/OR	
1-20	0	Fighter knows exactly how to get off the ropes
21-40	1	Uses the ropes to his advantage
41-60	2	Average ability on ropes or in corner
61-80	3	In trouble if pinned against ropes or in corner
81-00	4	Sticks to ropes

TABLE XV

RN	Foul Rating	
1-50	A	Good, clean fighter; polished in the ring
51-80	B	Will Foul occasionally, usually unintentionally
81-00	C	Either very dirty or very awkward!



ROOKIE!

by Alan R. Moon



In September 1980, I joined the Avalon Hill Football Strategy League. I had never played the game. I took over the Houston Oilers, replacing the guy who as a rookie had stunned the league veterans by winning the Super Bowl. Tough shoes to fill.

Actually, by the time I played my first league contest I had played one and a half games against Mick Uhl. Mick, a former league member and holder of the best career record in the history of the league (23-7) outscored me 77-7 in those six quarters. I had also tried to do my usual competitive preparation by reading everything that had been written about the game. Unfortunately, the only articles in **ALL-STAR REPLAY** were by Tom Shaw, the game's designer. After reading the title of the first article, "Key Calls That Kaused Krying", I decided I could do without.

Opening day. My opponent wins the die roll and elects to receive. I roll a one and give him a Long Gain Runback. He rolls two ones and runs the kick back for a touchdown. Fifteen seconds into the game, before I have had a chance to make a single call (offensive

or defensive), I am seven points down; I wonder if this is an omen.

It is. I lose my first two games by scores of 28-14, and 44-6. Don Greenwood and Tom, co-workers and league founders, begin to snicker a lot and give advice. I begin to plan my revenge.

Playing experience. That's what I needed. I went up to New Jersey for a weekend, and spent most of it playing **FOOTBALL STRATEGY**. And returned to Baltimore convinced I was ready. My next opponent was Tom Shaw and the hometown Colts. I lead 7-3 early, but wound up losing 30-7.

The next week I won my first game, 23-12, leading all the way. I was sure I'd made it then. I was wrong. I dropped my next two games by scores of 47-12 and 42-7. In six games I had given up 203 points and scored but 76. I was discouraged. So, back to New Jersey and another weekend of **FOOTBALL STRATEGY**.

My next league game against Kansas City was a nail-biter. With less than two minutes remaining, I kicked a field goal to tie it at 24. Overtime. Neither of us could move the ball

through the first ten minutes. Then, with less than four minutes left, I had a field goal attempt from inside the thirty. It missed. My opponent then ran down the field in four quick plays, before stalling inside my thirty. Fortunately his kick also missed and I had a tie to make my record an undistinguished 1-5-1.

But the easy part of my schedule was coming up and I knew I had a chance to pick up five straight wins. I tried to act confident. I got some self help as my offense came to life. I won the five games by scores of 35-20, 26-13, 23-13, 40-30, and 23-21. Despite a tremendous negative point differential 240-324, my record was 6-5-1.

Suddenly nobody wanted to play me. The rookie had shown his teeth. I actually still had a chance to make the playoffs though I would probably have to win the rest of my games. But the rest of my schedule was tough, including one division leader (the Jets), the two teams above me in my division (the Browns and Steelers), and Don Greenwood's league leading Packers. Still, I had nothing to lose, being the underdog. And I

was confident now.

In the first of these games, a stunning 21-7 victory over the Jets finally raised some eyebrows from my co-workers. Tom seemed glad he'd played me early in the year. Don looked worried. Our game would be like the Army-Navy clash to me; a one game season.

The next game was against the Browns. In the first half I never entered enemy territory, almost the whole thirty minutes played between the fifty and my twenty. Amazingly, the score at halftime was 2-0. I had given up only a safety. In the second half, I took the lead early but was overtaken at 12-10. On the last play of the game, I had a field goal attempt from the nine yardline to win the game (a 1-5 shot). I rolled a six. My playoff hopes were gone. I felt cheated. Fate had built me up and slapped me down.

The big game with the Packers was next. At the end of the third quarter, I was down 17-0 and in danger of suffering the ultimate humiliation, a shutout. I gritted my teeth and began to mix it up. Two quick fourth quarter touchdowns made it 17-14. With three minutes left, I got the ball back. I marched down the field, but stalled at the 13. With fifteen seconds left, the last play again, I tried for the tying field goal (a roll of 1-4). I rolled a five.

My heart wasn't in the last game of the season, but fate had one more nail for my coffin. Trailing 20-17, I had another short field goal attempt on the last play of the game. Of course, it missed. I had lost my last three games by a total of eight points. My final record was 7-8-1 having scored 302 points while giving up 380. But the rookie had learned his lesson well. Next year would be different.

One minor satisfaction was that Kansas City, the team I had tied, won the Super Bowl.

PSYCHO FOOTBALL

To the uninitiated, **FOOTBALL STRATEGY** may seem like a game of pure luck. Yet, if this were true, it would be only by incredible coincidence that the same players do well each year in the AHFSL. Sure, luck plays a part. But **FOOTBALL STRATEGY** is the perfect example of a psycho(logical) game.

The most important thing is to have a winning attitude and to have confidence in your calls. When you hesitate, you start second guessing yourself. I try to play quickly and not give myself a chance to think deeply. I trust my first instinct. And instinct is one of those unexplainable phenomena. It is a natural gift that almost everyone has. The trick is in knowing how to use it.

The next most important thing is to play your opponent by picking up his tendencies. Because of this, the first part of many games is spent feeling the other guy out.

There are basically three types of players in the league. One, the ultra conservatives who never call plays 16, 17, or 19 even when behind. Two, the moderates who are basically conservative but try to mix their calls up more and take chances when behind. Three, the wild men who will call anything at anytime.

It is important to know how your opponents see you too. Respect in the AHFSL is everything. If they consider you a threat, they play you differently than if they are confident they can beat you. Nowhere is the

"psych out" more apparent than in AHFSL games.

Further complicating all this are the three types of Offenses a player can use. Many of the league members use **BALL CONTROL** rather than **PRO STYLE**. This forces a player to develop two distinct defensive styles, one for each offense. The third type of offense, **AERIAL GAME**, is rarely used, reserved for those occasions when a player is in a slump or trying to surprise a particular opponent.

What this adds up to is a game with a lot of skill in it, though not the same type of skill associated with most sports games. It is one of the few games in which I feel any tension. The tension is extremely enjoyable.

ANOTHER MAN'S GAME

Working on games for a living, you'd think I'd be satisfied having found a great game like **FOOTBALL STRATEGY**. Wrong again. It's a gem, alright. But here are some sparkles Tom missed:

1. The **A Defense**. This defense hardly ever gets used between the twenties, except on fourth down. To bring it into play more, make the following changes:

- a. Play 1 —Fumble.
- b. Play 4 —-2.
- c. Play 13—Interception, Opps Gain 5.

2. **Play 8**. This play hardly ever gets called because the gains are not enough to offset the fumble on G. Make the following changes:

- a. Defense B—+6.
- b. Defense E—0.
- c. Defense I—Long Gain.
- d. Defense J—Long Gain.

3. **Play 10**. This play is just too deadly inside the opponent's ten, especially since it covers both A and B, the best defenses. Make the following changes:

- a. Defense A-Incomplete .
- b. Defense D—+6.

4. **Play 11**. This play hardly ever gets called except on fourth down, because the gains are not enough to offset the interception on C. Change: Defense A or B-Long Gain

5. **Play 19**. This play is useless unless the opponent is playing a lot of I and/or B. Make the following changes.

- a. Defense F—QB Thrown For 10 Yard Loss.
- b. Defense G—QB Thrown For 5 Yard Loss.
- c. Defense H—Long Gain.

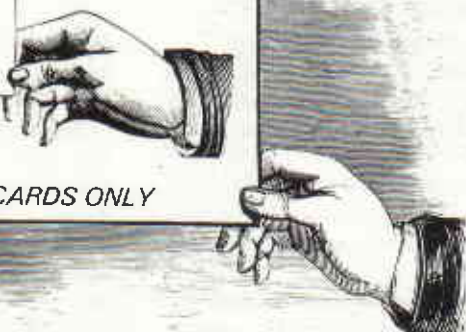
6. Add **PUNT FOURTH DOWN B**. If there is one part of the game I dislike it's the punts, which many times come down to a guessing game of whether the opponent has

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ALL-STAR REPLAY

TITLE BOUT UPDATE

ONE MAN'S VIEW OF AVALON HILL'S CLASSIC BOXING GAME

by Frank Taylor

In our last issue of ASR, Fistic Scene editor Jim Trunzo correctly called September 16th's Leonard-Hearns fight. (I wonder how many of you noticed? I also wonder how many of you noticed that you got the issue after the fight was over?) Well, in the following article, former boxer "Kid Candle" Taylor presents his view of that classic fight as well as giving us TITLE BOUT cards for two other great matches. Frank's opinion concerning the current fight scene is strictly his own, so how about hearing from all of you out there about what you think of it?

Let's step back into the ring on Sept. 16, 1981 at Caesar's Palace for Round 13 of the Hearns-Leonard fight, Tommy Hearns is clearly ahead in this fight, mainly due to his left jab. But here in Round 13 he has decided to stand and fight, which could be a mistake, because Rounds 6 and 7 proved this to be the wrong strategy. Hearns stops circling and plants himself directly in front of Leonard—Sugar lands a hard combination. Looks like Hearns is in trouble—yes, his legs are buckling! A blur of lefts and rights knocks Hearns out of the ring! Somehow he recovers and survives the round.

As Round 14 opens, it looks like Hearns has recovered his senses—he has amazing recuperative powers! A wild haymaker right thrown from the cheap seats lands flush on Hearns' head! How he weathered that punch is beyond belief! Leonard steps back, takes a deep breath, sets his chin and wades into Hearns like a woodcutter into a pile of wood. Hearns' lights are dimmed but not out as Leonard pummels him into the corner! It's over!! The referee has stopped the fight??

Was the fight stopped prematurely, as some say? Could Hearns have survived and lasted Round 15 too and thereby won the decision?

Although a great fight, these questions linger in the minds of many of the 300 million people who witnessed the Donnybrook.

To all of you pugilistic followers, the variances of a few super-fights are offered so that you may answer some of the "What if?" questions.

In addition to the Hearns-Leonard fight what about the first Ali-Liston fight and the controversial seventh round? Staying with Ali—what about Fight-of-the-Century I with Smokin Joe Frazier? Although most everyone agrees Frazier won the fight, it was a super fight that could prove interesting to re-create.

The problem with making fight cards for one particular fight is mainly twofold; First, the card is in no way representative of the fighter's overall career and secondly, the designer must not "over-design" and thereby eliminate the "What if" possibility. As for the first problem—the player must view the cards as a "slice-of-life" situation—A one-time occurrence that possibly will never be duplicated. But the second problem can be dealt with by designing trends into the card.

Perhaps the first trend most glaringly apparent in the Leonard-Hearns fight is the HP/KI of both fighters. Hearns has no real punch (as was indicated in this one particular fight) and Leonard possesses power in excess of his previous ratings. But on this special night their roles were reversed; Hearns the boxer and Leonard the puncher. Leonard had the power of a knockout artist and it should be reflected. So by watching trends and not becoming the omnipotent designer, a fairly accurate and sometimes very surprising simulation of one night in history can be recreated. So sit back in your favorite time-machine chair and enjoy the three "Super Fights."

Many fight fans have had an infatuation with Ali for a number of years. TITLE BOUT enables one to re-create the majority of his career bouts. Except for a few early fights, the entire career is represented. But, one must keep in mind that, like all fighters of longevity, Ali had three careers. Two of the three are included in TITLE BOUT: **Prime and Past Prime.**

But what about his early prime? This can be duplicated by using the Ali-Liston fight card mentioned in this variant for his career up to an including the first Ali-Liston fight. Then use the Ali **Prime** card (which is almost unbeatable) until the first Ali-Frazier war. Use the cards listed in this article for that

fight! Unfortunately, one's prime is a fleeting thing and Ali's **Past Prime** card should be used from the first Norton fight on. This long **Past Prime** period is interesting because most of the fights will be close and go the distance but, even so, Ali has a good shot at winning most of them.

Since a boxer's career can change so rapidly, a person who wants up-to-date realism needs to pencil in periodic changes. Here are a few subjective suggestions and their rationales that might prove interesting for fans interested in the top contenders.

JOHN TATE: change rating to (7) B/S, CFB/S 8/8, KDR 1: 4. He has shown that he is just a member of the pack.

LARRY HOMES: much maligned and better than TITLE BOUT gives him credit for; change: CFB/S 10/10, HP/KI 7/6 (even Ali **Past Prime** had a Killer Instinct of 6), TKO 3 and END 90. Finally, although he's not a heavy puncher, 16 3-pt punches is hardly enough. I suggest you give him 25-30.

AYUB KALULE: change CFB/S 8/10. He's a good fighter until he fights somebody!

MICHAEL SPINKS: change END 85. He may be short on skills but he's always in shape.

SALVADOR SANCHEZ: change DEF to (-4). He's a pretty slick boxer and should stay the lightweight champ until Mac-Donald's goes into Mexico and forces a few pounds on him.

VITO ANTUOFERMO: change CO/CH 5/7. He should be the Red Cross poster boy.

MARVIN HAGLER: change HP/KI 10/7. The ultimate killer.

ROBERTO DURAN: change to 9(S), HP/KI 8/8. He has shown no real dominance over this division or his appetite.

MATTHEW SAAD MUHAMMAD (FRANKLIN): is probably correctly rated, but he is such a Hollywood-script type fighter that it may be impossible to incorporate this fact. Perhaps we should say that after he is knocked down or cut very badly (H or I), his HP goes to 12 for the next three rounds!!!

SCOTT LEDOUX: change DEF to 50. He is a human punching bag. Word is that he

can get medical insurance on his entire body—except for his face.

These rating should update the champs

and the near-champs. Remember, a card could be changed from fight to fight and still not be accurate. One has to see the trends

that are developing in a man's career and temper the last fight zeal syndrome to get realistic simulations. ■ ■

SUGAR RAY AND HITMAN

September 16, 1981

SUGAR RAY LEONARD—10 (B/S)

CFB/S: 9/11 CO/CH: 5/3
 HP/KI: 9/9 TKO: 2
 KDR 1: 2 AGG: 7
 KDR 2: 1 END: 95
 KOR: 1 DEF: Even
 FI: 1 FO: 3 CU: 2 KO: 2
ACTION
 Punches Landed: 1-35
 Punches Missed: 36-63
 Clinching: 64-65
 Ring Movement: 66-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-8 9-14
 Hook: 15-20 21-25
 Cross: 26-40 41-50
 Combination: 51-68 69-72
 Uppercut: 73-76 77-80
 In Corner/On Ropes: 1

TOMMY HEARNS—10 (B/S)

CFB/S: 11/10 CO/CH: 6/1
 HP/KI: 7/5 TKO: 3
 KDR 1: 4 AGG: 8
 KDR 2: 1 END: 85
 KOR: 2 DEF: +2
 FI: 2 FO: 2 CU: 1 KO: 2
ACTION
 Punches Landed: 1-41
 Punches Missed: 42-63
 Clinching: 64-65
 Ring Movement: 66-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-18 19-24
 Hook: 25-32 33-40
 Cross: 41-45 46-55
 Combination: 56-60 61-70
 Uppercut: 71-75 76-80
 In Corner/On Ropes: 4

FIGHT-OF-THE CENTURY I

MUHAMMAD ALI—12 (B)

CFB/S: 12/11 CO/CH: 6/1
 HP/KI: 7/6 TKO: 3
 KDR 1: 2 AGG: 6
 KDR 2: 0 END: 95
 KOR: 1 DEF: -4
 FI: 1 FO: 3 CU: 2 KO: 2
ACTION
 Punches Landed: 1-42
 Punches Missed: 43-56
 Clinching: 57-65
 Ring Movement: 66-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-17 18-24
 Hook: 25-32 33-35
 Cross: 36-42 43-46
 Combination: 47-64 65-67
 Uppercut: 68-70 71-80
 In Corner/On Ropes: 0

JOE FRAZIER—11 (S)

CFB/S: 11/10 CO/CH: 6/2
 HP/KI: 10/8 TKO: 1
 KDR 1: 2 AGG: 10
 KDR 2: 0 END: 110
 KOR: 1 DEF: +2
 FI: 4 FO: 1 CU: 1 KO: 3
ACTION
 Punches Landed: 1-45
 Punches Missed: 46-61
 Clinching: 62-70
 Ring Movement: 71-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-5 6-8
 Hook: 9-24 25-29
 Cross: 30-43 44-46
 Combination: 47-60 61-67
 Uppercut: 68-76 77-80
 In Corner/On Ropes: 2

FIRST CLAY (ALI)—LISTON FIGHT (ALSO ALI EARLY PRIME)

CASSIUS CLAY—9 (B)

CFB/S: 11/10 CO/CH: 5/1
 HP/KI: 7/6 TKO: 2
 KDR 1: 1 AGG: 7
 KDR 2: 0 END: 110
 KOR: 1 DEF: -4
 FI: 1 FO: 4 CU: 2 KO: 2
ACTION
 Punches Landed: 1-43
 Punches Missed: 44-57
 Clinching: 58-65
 Ring Movement: 66-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-14 15-20
 Hook: 21-26 27-29
 Cross: 30-34 35-38
 Combination: 39-54 55-61
 Uppercut: 62-69 70-80
 In Corner/On Ropes: 0

SONNY LISTON—10 (S)

CFB/S: 9/11 CO/CH: 5/3
 HP/KI: 10/7 TKO: 2
 KDR 1: 2 AGG: 8
 KDR 2: 1 END: 90
 KOR: 2 DEF: +4
 FI: 3 FO: 1 CU: 0 KO: 2
ACTION
 Punches Landed: 1-38
 Punches Missed: 39-61
 Clinching: 62-69
 Ring Movement: 70-78
 Foul Rating: (A)
 HITTING VALUE 3 2
 Jab: 1-9 10-11
 Hook: 12-27 28-34
 Cross: 35-48 49-55
 Combination: 56-58 59-67
 Uppercut: 68-71 72-80
 In Corner/On Ropes: 2

THE 1981 PGA TOUR IN REVIEW

A PRELIMINARY TO AVALON HILL'S UPCOMING GOLF GAME

by Rick Byrd

For the past four years, golf fans have had little to argue about when it came to picking the year's top player. In 1977, 1978, 1979, and 1980 the title remained in the hands of one man, Tom Watson. In 1981, Watson has been challenged by at least four competitors with the credentials to become his successor.

The defending champ has not given up the throne without a fight. Until he suffered an uncharacteristic second half slump, Watson appeared headed for a certain fifth consecutive award. The Kansas City native won three 1981 titles, including his second Masters green jacket. He was the tour's leading money winner for most of the summer and has led the Tour in putting throughout the year. But, after winning the Atlanta Classic in June, Watson failed to challenge for a title again, particularly in the major tournaments.

One of the primary challengers to Watson's reign is Bill Rogers, the steady Texan whose improving game produced a great 1981 season. Rogers captured his first major title at the British Open and culminated an outstanding summer with a dramatic win in the World Series of Golf. That win at Firestone was his third of 1981, as he captured the prestigious Heritage Classic in March. These three wins, plus a second place finish in the U.S. Open at Merion, add up to give Rogers some outstanding credentials in his bid for player of the year honors.

If Watson was streaky, and Rogers was dramatic, certainly Tom Kite was consist-

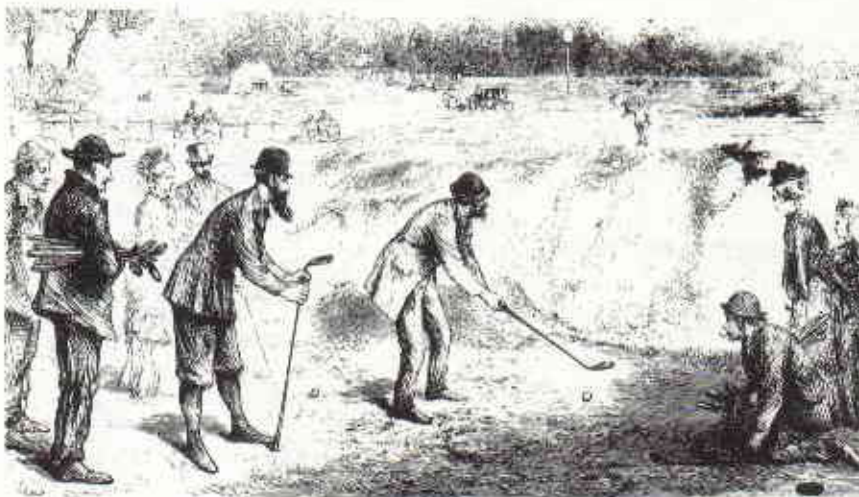
ent. The word has been overused in his case, but it will be some time before anyone matches the weekly excellence of this young Texan. Through the Jimmy Fund Classic in September, Kite had finished among the top eight in fifteen of his last sixteen tournaments. Not since Byron Nelson won thirteen straight against a war-weakened field in 1945 has a golfer maintained such a level of outstanding play. There is little to fault in Kite's outstanding year, but the straight hitting Texan was able to win only once despite his almost constant appearance on the leader board.

A veteran player who enjoyed his finest year ever in 1981 was Ray Floyd. The former PGA and Masters champion had a remarkable spring, winning back to back crowns at Doral and the Tournament Players Championship, earning in the process a sizable bonus payoff. Floyd continued his outstanding play and added the Westchester Classic in June for his third title of the year. Floyd was the Tour's leading money winner through the Jimmy Fund Classic.

Tying Floyd, Rogers, and Watson for the most titles of 1981 is another player of the year candidate, Bruce Lietzke. Lietzke, like Floyd and Watson, enjoyed an outstanding early season performance. He was a winner at the Bob Hope Classic, at San Diego, and the Byron Nelson Classic, all before the Tour reached its halfway point. The long-hitting Lietzke was battling both Kite and Floyd for the scoring average lead, and the coveted

Vardon Trophy, as the season wound down in September.

While these five players provided many of the highlights on the 1981 Tour, their supporting cast gave golf fans some exciting moments. Perhaps the most memorable such performance was the near perfect 67 that earned David Graham the U.S. Open Championship at Merion. The veteran competitor from Australia hit 18 greens in regulation to wear down third round leader George Burns and fast closing Bill Rogers. Steady Larry Nelson overcame the length and rough of Atlanta Athletic Club to win his first major title in front of his hometown fans. Johnny Miller continued his comeback with two early wins at Tuscon and Los Angeles. Jay Haas was a two-time winner (Milwaukee and the B.C. Open) as was Hale Irwin (Hawaiian and the Buick Open). Talented Keith Fergus won the prestigious Memorial Tournament for his first career victory and veteran Peter Oosterhuis ended years of frustration with a Canadian Open victory. Jerry Pate celebrated his Memphis Classic victory with a less than perfect dive into the greenside lake. Bobby Clampett, John Cook and Mark O'Meara look to be sure stars of future years, as do international golfers Greg Norman of Australia and Bernhard Langer of West Germany. Any or all of these fine young golfers could break through with a great 1982. ■ ■



FACTORY OUTLET

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WHAT'S IT LIKE BEING A MAJOR LEAGUE BASEBALL PLAYER?

We of the real world tend to look upon the professional athlete as someone from outer space. Indeed, their profession is atypical, but as human beings, their interests and hobbies are the same as those of us average people in an average working day world. We know that the modern players' interests are more focused on the financial end of the stick than they were a generation ago. Marvin Miller has seen to that. But what of the players of a past era? We posed this question to a chap by the name of Ethan N. Allen, who visited the AH offices on the last balmy day in October. Allen's career in baseball spanned 13 seasons, retiring in 1938 with a lifetime batting average of exactly .300. By today's standards, Allen could be a millionaire many times over. In his time, players didn't even have a retirement plan! Allen is an active 77-year old, plays golf three times a week . . . and designs games. Yes, this is the same Ethan Allen whose ALL-STAR BASEBALL has been in production for over 40 years. I played it. You probably played it. It was actually the first of a breed of game that is today called the "stat" game. Immediately after leaving organized baseball, Allen produced a series of promotional films on baseball. He also coached varsity baseball at Yale for 20 years.

But what was life like during his active days as a player? In general, Allen's recollections focused on the fact that professional ballplayers truly enjoyed their profession—but many shortened their careers by partaking in too much after hours good times. Notorious night owls like Hack Wilson even fell asleep in the outfield upon occasion! In the age of train travel, life outside the ballpark was more restrictive than today. A train trip from St. Louis to Boston took two days. If you didn't play poker, you were a lonely man in the big leagues!

Allen holds the distinction of playing in the first night game ever. Cincinnati! Night games changed the complexion of baseball drastically, he related. Players going bad used it as an excuse. "Either play all night games or all day games!" was the chant. Were managers overly preoccupied with keeping a book on pitchers and hitters as they seem to do today?" we asked. Allen did not think so. Some did, but usually only on rookies. The smart pitchers kept their book in their heads. But Allen recalled well that the greatness among pitchers of his era relied on their ability to keep opposing hitters off-balance. It was at this point that I asked the

question I've been most curious about: "Are major league batters guess hitters?" Allen replied in the affirmative, but in a way that I did not expect. We would think that most hitters expect a fastball, assuming that it's easier to delay your swing when off-speed stuff comes instead. Actually, Allen said that the guessing takes the form of picking a spot where the ball will be thrown—not guessing the type of pitch. While this should be no great revelation to the majority of the readers, the terminology of his reply was: He said, "Think late!" Meaning, regardless of the type of pitch thrown, hold back on your swing until you're sure, and then whip the bat around with the wrists. Allen claimed that the main reason averages are lower now than in his era is simply because today's hitters all go for the fences—and this is not what you're going to do when you hit late. "The trouble with today's hitters," he said, "is that too many think that they're power hitters when they're not. Fellows who hit 10 homers a year are swinging from the heels. They see the big money paid to home run hitters and it's a natural inclination to alter one's style hoping to cash in on those big dollars. Believe it or not, the financial rewards often dictate a hitter's style with the bat."

Expounding on his earlier thoughts, Allen claimed, "The secret to pitching was keeping the hitter off-balance. There's no way you can get a major league hitter out consistently with just a fast ball . . . The better pitchers tried to keep us off-balance with off-speed junk in unusual situations." Allen quit baseball near the height of his career. He was released in mid-1938 after 19 games with the St. Louis Browns. The previous year, he had batted .316 in 103 games. All of his previous 11 years were spent in the National League, including a .330 year for the Phillies in 1934. He also played for Cincinnati, New York, St. Louis, and Chicago. He never played any other position except the outfield. Just three years after his retirement, his ALL-STAR BASEBALL game was first published. He's been drawing royalties ever since. Life after baseball hasn't been all that traumatic for Ethan N. Allen.

HOW TO MAKE THE WINTER GO BY QUICKLY!

Take out a loan that's due in the spring! Actually, spring training is just around the corner, so we're starting early by unveiling a feature on BASEBALL STRATEGY in this issue. Still, the consensus of opinion strongly favors features on games that spotlight the players themselves. Our best-selling game

year-in and year-out continues to be MAJOR LEAGUE BASEBALL. What is it about the stat games that holds so much appeal? Is it the personality of the player that we wish to relate to or does the appeal lie in the fantasies with which we actually see ourselves in the roles of our heroes? Most likely, the explanation lies in the former rationale, for many fans seem to desire more than just a knowledge of what a player does on the field—just as many sportswriters put their teeth on the line by asking callous and embarrassing questions constantly. (Small wonder that some of them end up hanging by the collar from an irate player's locker!) The majority of pro athletes are very accommodating, even on their bad days. Some, like Jay Johnstone of the Dodgers, are virtual comics and mimics—if only because it helps to relieve the pressure.

When a team is going bad, pressure can build up to a point where Murphy's Law takes over ("Whatever can go wrong will go wrong"). When this happens, ineptness feeds on itself. But of course, the same thing applies when a team is on a hot streak. Weak grounders have eyes and nubbies go through for base hits. A chronic .220 hitter sees his stats at .290 and all of a sudden he develops some sort of new confidence. We're experimenting with this confidence syndrome now, as I feel it is an important aspect of player performance and should be built into our stat games. We'll let you know when the system is perfected. Of course, this is all done more realistically in BASEBALL STRATEGY. You can inject current player stats on AH's BASEBALL STRATEGY blank cards. But how these pros perform afterwards is really up to you. BASEBALL STRATEGY's flexibility in this area makes it the perfect combination of head-to-head and statistical replay systems. We hope that you enjoy our BASEBALL STRATEGY inserts. If you do, let us know about it and perhaps we can arrange for similar great teams of the past to be evaluated on the same basis in the future. ■ ■



'69 Series, cont.

in the top of the 10th setting up the dramatic game-clincher in the bottom half of the inning. Jerry Grote opened up the 10th for the Mets with a double. An intentional walk to Al Weis brought out left-handed hitting J.C. Martin to hit for Seaver. Martin dropped a perfect bunt out in front of the plate which relief pitcher Pete Richert fielded cleanly. Richert's only play being to first, he fired to second baseman Dave Johnson who was covering the bag. The throw was on line, but it hit Martin squarely on the wrist as he ran down the line. The ball bounced into rightfield as a pinch-runner Rod Gaspar cruised around third and into home with the winning run as the crowd—and the Mets' bench—was launched into delirium.

GAME #5

The Mets fulfilled their destiny in the fifth game of the Series in typically-amazing fashion, coming behind in the 8th to win the game by a score of 5-3. The contest began badly for the Mets who fell behind 3-0 in the 3rd on home runs by pitcher Dave McNally and rightfielder Frank Robinson. McNally pitched masterfully until the 6th, when Cleon Jones reached first base on a hotly-disputed hit batsman call. Originally, plate umpire Lou DiMuro had simply called McNally's pitch—which had bounced near Jones' feet—a ball. But Met manager Hodges retrieved the ball and pointed out to DiMuro some of Jones' shoe polish on the horsehide. DiMuro immediately re-

versed his decision and sent Jones scurrying happily to first. Donn Clendenon promptly followed with his third homer of the Series to narrow the score to 3-2. In the Met half of the 7th, "mighty-mite" Al Weis tied up the game with a homer over the leftfield fence (he had only hit two all year). In the next inning, the Met barrage continued: back-to-back doubles by Jones and Swoboda followed by a double-error by Powell and relief pitcher Eddie Watt gave New York two more runs and a 5-3 lead. In the top of the 9th, Koosman set down the Birds without any trouble and was immediately engulfed by delirious teammates and fans celebrating the culmination of this miraculous year for the Grand Ol' Game. Baseball hasn't seen anything like it since. ■

Berg, cont.

In future columns this will be the type of thing I will be talking about, usually in much greater depth and covering the whole gamut of games available from AH. I might want to cover trends in the hobby in general, what's doing out there with the various publishers, how to organize yourself to play an entire season, how to go about changing various aspects of a game (and when and why you should, or should not, do it), providing ratings for entire seasons, such as the 1930 Baseball Season, or the 1957 NFL, or whatever. I'll also throw in a little nostalgia now and then, plus some really nasty trivia

questions to see if anyone is awake (See below). I have an extremely voluminous collection of sports (and other) games, so if any of you have any questions, or suggestions, feel free to write. That's not to say that I will answer everything, as I don't wish to spend my declining (and reclining) years checking to see whether Smead Jolley's 2BR rating is correct, or whatever. But if you've got something to say, by all means, say it. Perhaps it will provoke me to deep thought . . . a level I haven't reached in years.

Mostly I hope to entertain you, because that's what this is all about. Given the

George Steinbrenner's and John McEnroe's of the world, it is often hard to remember that that's what sports is supposed to be. I for one, hope to keep it that way.

This Month's Nitpicker: Name the star pitcher who, over a two-year period and over 175 at bats, including some in a pinch-hitting hole, struck out only *once*, and, over a lifetime of pitching excellence, struck out only 20 times in 770 at bats, a bat control record unequalled by any other pitcher (and most other batters, to be sure). ■ ■



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strong, the pitching staff has only two better-than-average starters and no superb reliever. Upon reflection, it becomes clear why the Rangers can never go all the way. They just don't possess superstars on their squad around which their other consistent performers can gel. As it stands now, the team is just plain talented and consistent. Add a 30-homer, 30-stolen bases a year man as well as one super-pitcher and the Rangers will go places.

CHICAGO WHITE SOX

The White Sox have to feel even more frustrated than the Rangers—they were just as finely balanced a club as Texas (2nd in the AL in batting, 4th in pitching) but finished the '81 season only two games over .500 at a .509 clip. This is a puzzling phenomenon and perhaps can best be explained by the team's youth and lack of extensive major league experience. Nevertheless, the White Sox were a pleasant surprise to Chicago fans in '81, as they improved upon their '80 performance by 71 percentage points. Like Texas, Chicago's lineup is marvelously consistent, boasting seven of nine players hitting .265 or above. In addition, they added two elements to the lineup that the Rangers lack: power and speed (Greg Luzinski smacked 21 homers and Ron LeFlore stole 36 bases). The problem area lies in the pitching department. Although the Sox possessed two of the league's top ten pitchers in Dennis Lamp and Britt Burns, there was no one else on the staff—either starting or in the bullpen—that could really be counted on in the clutch. In fact, had the season been fully completed, probably no one on the staff—Lamp and Burns not excepted—would have won or saved more than 15 games. Clearly, this is where the team's trouble spot lies. The hitting has enough consistency, dynamism, and power to be left alone. Add one super-starter and one super-reliever and the Sox should be in the pennant race.

KANSAS CITY ROYALS

The Royals were much-maligned by the fans and media for having made the post-season playoffs despite the fact that they finished the '81 season with a .480 winning percentage. As ludicrous as it seemed to the hardened baseball fan, the Royals still managed to compile highly creditable statistics in both batting (4th in the AL) and pitching (6th in the league) over the course of the year. These are definitely not the marks of a sub-.500 club and you can be certain that Kansas City will again come close to achieving its marvelous .599 '80

percentage soon. The Royals' batters are high average hitters, but lack home run and RBI punch (except, perhaps, for Willie Aikens). They are very fast (five men stole in double figures)—in general, a far more suitable team to execute "Billy Ball" than Martin's A's! Kansas City's pitching is only average—two classy starters, one super-reliever and little else. Essentially, it is strange that this team did not go anywhere in '81. The necessary bats are there (minus a little power) to produce enough runs to win. Perhaps another good starter would make the Royals a super-team, but the way the club performed in '81, it looks distressingly apparent that the team can't exactly mesh well together despite all this talent. Maybe a little "Billy Ball" wouldn't be a bad idea at all.

CALIFORNIA ANGELS

The Angels collapsed after the '79 season and have yet to recover. They managed one of the biggest declines in baseball over the last decade when they went from '79's first place record of .543 to '80's .406. The '81 season saw a moderate improvement to a .464 percentage, but with the big names and high salaries of this team, how can California fans be anything but disappointed? To show you how much baseball writers know, California ended the season a distressingly average, balanced team—weak in no areas, but strong nowhere as well. (They finished the year 8th in the AL in both pitching and batting.) In April, the writers were calling the Angels' pitching staff the worst in baseball for 20 years and predicted mass confusion on the mound for manager Jim Fregosi (who has since been fired). Instead, the California hurlers—although nothing to write home about—were moderately consistent, and in fact boasted one of the best pitchers in the AL is Ken Forsch. The hitters, who were supposed to knock the ball out of the park in record numbers, did relatively nothing, except for Bobby Grich's superb year. Two million-dollar men (Lynn and Baylor) had very disappointing years. All in all, it should be highly frustrating to manage this team. You'll be waiting and waiting for 7, 8, and 9 run games and you'll rarely, if ever, get them. Meanwhile, your staff won't hold close leads and will almost never shutout the opposition. Neither "Billy Ball" nor "Weaver Ball" is possible with this club, so just sit back and hope that the bats explode.

SEATTLE MARINERS

For what its worth, the Mariners are showing improvement, but at their pace it will take another decade before they become

contenders. Their .404 winning percentage in '81 was a considerable increase over their .364 '80 clip, but in five seasons in the AL they have never finished over .414. It is a basic baseball axiom that for any young team to become competent, a strong core of pitching has to be built up in the system over the years. A perfect case in point is the late '60s New York Mets, who floundered in the cellar for years while fine young pitchers were being developed in the minors. All of a sudden, the team won it all in '69. Unfortunately for the Mariners, this is very far from the case. In fact, little can be expected from this team in the future because its pitching is by far the worst in baseball. Only one pitcher on the staff completed more than one game and no one saved more than 8. The best ERA compiled by a Mariner pitcher who threw more than 100 innings was 3.95. The simple fact is that even with hitting like the Phillies, you can't win consistently with such a staff. And to make matters worse, the Mariners' hitting—even in the miniscule Kingdome—is less than adequate (although they did possess four players in double figures in homers). Essentially, don't look for a miracle here. In fact, don't look to go anywhere unless at least one super-pitcher is obtained.

MINNESOTA TWINS

The Twins are in the process of a tremendous decline—one of the worst collapses in recent baseball memory. From '79's .506 record, they went to .478 in '80 and a horrific .376 in '81. To make matters worse, this record is no fluke—in '81, the Twins were the worst club statistically in baseball (13th in the AL in both pitching and hitting). Not one player on the Twins (regular or scrub) batted over .270, no one hit over 7 homers, and no one batted in more than 40 runs. In addition, the team has no speed—the highest individual stolen base count on the team was 7. Pitching is much the same story. No one won more than 9 games and no one completed over 4. There is a bright spot in the bullpen in Doug Corbett (17 saves), but that's about all. Generally, the Twins have to be rated the most consistently bad team in baseball. The Cubs and the Blue Jays may have lower winning percentages, but at least they possess some justifiable stars to promote a faint glimmer of hope at the beginning of the season. The Twins don't have any more talent on their team than their record indicates and they consistently leave their manager looking bad after attempting to use subtle strategy. In fact, more than any other club in baseball, the Twins are a team without options. ■■

Rookie, cont.

the A, B, or J Defense. Making a block/runback a one out of three chance by adding this extra punting choice should help. This punt can only be used on fourth down. It cannot be used to kick-off after a safety. It can be used for coffin-corner kicks.

Defenses	Result
A	Punt 50, Runback 10
B	Punt 40 O/B
C	Punt 40, No Runback
D	Punt 30 O/B
E	Punt 20 O/B
F	Punt 40, Runback 10
G	Punt 40, No Runback
H	Punt 50, Runback 10
I	Blocked
J	Punt 50, No Runback

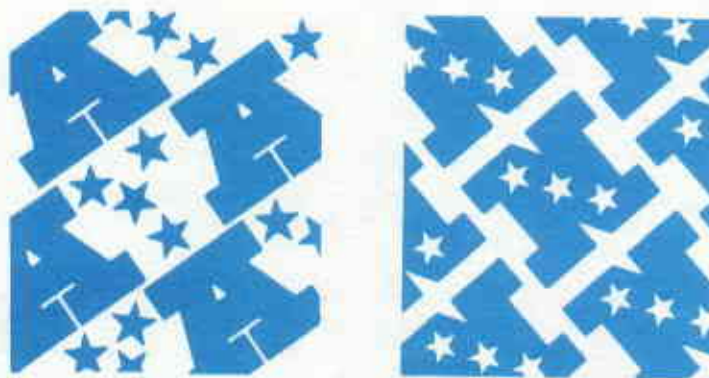
Some of you think these changes are akin to sacrilege, but you should have seen the original "tube edition" of the game! It provided some good laughs. My hat is off to Tom Shaw though, because today's FOOTBALL STRATEGY will always be in my top ten. And I'm not a rookie anymore. ■■

Avalon Hill Games

4517 Harford Road,
Baltimore, Md. 21214

AVALON HILL 1981

Football Strategy



LEAGUE PRESEASON BOOKLET

Sometimes we get a little carried away with our gaming around here as evidenced by the 500 copies of our 1981 pre-season FOOTBALL STRATEGY LEAGUE booklet printed for our 28 member league. If you're mildly curious about this pigskin madness we engage in every year, send a stamped, self-addressed 4" x 10" envelope to Don Greenwood c/o Avalon Hill and he'll send you a copy.

SURVEY RESULTS, VOL. III, NO. 3

The Survey included in Vol. III, No. 3 led to some interesting conclusions here at Avalon Hill. It seems that almost universally, all of you readers want ALL-STAR REPLAY to be a tool for enhancing your sports games through add-ons and accessories included in each issue. We have been doing this over the past year and hope to continue to do so in the future. In addition, 83% of you stressed your interest in articles dealing with the games themselves, including tips on play. A distant second and third were calls for more articles on sports history and sports statistics. Most of you had no particular like or dislike of Letters to the Editor, Game Club News, or humorous columns. Interestingly enough, it seems that most of you want less photos and artwork in the magazine—something that we had been working on increasing over the past year or so. As far as the games themselves are concerned, MAJOR LEAGUE BASEBALL easily took the cake as the most popular game in our line—87% of you naming it in the top three of your favorite games. PAYDIRT! was a distant second with 71%. Bunched in the middle were TITLE BOUT (54%), PRO BASEBALL (52%), SPEED CIRCUIT (50%), and FOOTBALL STRATEGY (46%). Our least popular game is GO FOR THE GREEN with a low 8% rating. (Perhaps appropriately, our new PRO GOLF game will soon be released, a game that we feel will elevate the sport of golf in the gaming world up to the levels now held by baseball, football, basketball, and boxing.) Avalon Hill sincerely thanks all of the gamers who responded to our survey, particularly those who included extensive commentary on their opinions of the sports gaming world in general. The winners of the Mystery Photo contest have been selected and will be receiving their notification soon. Two of you even picked Tom Shaw's Huntsville Parkers of 1951 as the Mystery Team, winning a \$25 gift certificate.

UNIVERSAL BOXING COMMISSION

Founded—Nov. 1981

Teams—No teams, but as many players as possible.

Active Members—2

Dues—None as of now, possibly later.

Activities—Members play matches assigned to them and send results in. I will then keep rankings of all boxers. We will use the heavyweight Division and then possibly expand. 1979 cards will be used. Rankings sent out.

Membership Requirements—Must own Title Bout with 1979 cards.

Contact—

Jim Kurek
624 Arcadia Ave.
Toledo, Ohio 43610
419-243-9574

UNIVERSAL BOXING COMMISSION

PENNSYLVANIA SPORTS LEAGUE

Founded—Now Forming

Teams—From 1980 Paydirt & 1980 Statis-Pro Baseball to be drafted.

Active Members—Me—want up to 27 for Baseball and 26 for Football.

Dues—TBA

Activities—16-Game Season & Superbowl and for Baseball 1-full (162) Game Season, All-Star Game, World Series and Playoffs. Awards for Top Teams.

Contact—

Don Geary
13-A North Manor
Connellsville, PA 15425
412-628-2593

PENNSYLVANIA SPORTS LEAGUE

INTERNATIONAL BASEBALL ASSOCIATION

Founded—1981

Teams—Hope to have 16.

Active Members—3

Dues—\$7.00/season

Activities—Will send out draft sheets in December. Teams will maintain players from year to year. Will have free-agent draft each year. Will play 162-game schedule. We'll have All-Star game and World Series and lots of fun!

Membership Requirements—Must own Statis-Pro Major League Baseball game. No age limit. Must be honest and prompt.

Contact—

Jay Glenn
Rte #2, Box 394-A
New Albany, IN 47150
812-923-3230

INTERNATIONAL BASEBALL ASSOCIATION

EVANSVILLE BASEBALL ASSOCIATION

Founded—April 1978

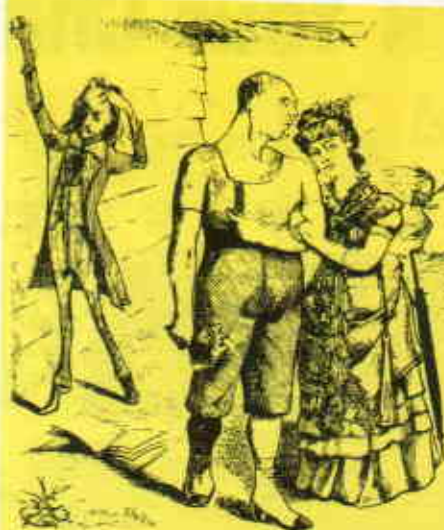
Teams—Maximum of 26

Active Members—6

Dues—\$5.00, for trophies and mailings.

Activities—We are currently expanding to the play-by-mail system for 1982, and would like more members. Play-offs and World Series will be played. Trophies will be given out to the World Champion, Pennant Winners, Division Champions, and runner-ups in each division. Will be using 1981 edition of Statis-Pro Baseball.

Membership Requirements—Can live anywhere in the U.S.A. Must be honest and prompt.



THE VICTORY OF MUSCLE OVER MIND

NEED NEW MEMBERS FOR YOUR LEAGUE?

Your free ad in ASR will be seen by thousands!

And some of them can even read. If your league is looking to expand, or just wants to replace retired or blackballed members, then you could hardly do better than to give us your ad to run on this page—free! The only requirements are that you adhere to the format given below, and that your league is involved with one of our Sports Illustrated/Avalon Hill games.

To see your ad in the next issue, just send in your information today. Please print or type.

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:



Contact—

Jim Tooley
c/o Evansville Baseball Association
404 Greenfield Road
Evansville, Indiana 47715

EVANSVILLE BASEBALL ASSOCIATION

TEXAS WINTER BASEBALL LEAGUE

Founded—1981

Teams—Need 8 Major League Teams.

Dues—\$4.50 per season

Activities—To play a 96-game split season. Each team will be placed in one of two divisions and play two 48-game schedules, 24 home games per semi-season. First-half division champs meet second-half champs in 7-game playoff, overall divisional champs meet in 9-game World Series. Newsletter containing standings, stats, and other vital info will be sent to members every 2 weeks. All-Star teams, MVPs, Cy Young winners, etc., will be named. Trophy to be awarded to World Champion, plaque to runner-up.

Membership Requirements—Must own SP MLB game and 1980 player cards. There is no age limit, and players may live anywhere in the free world. Accurate statistics must be kept, and players must be willing to play about 6 home games per week. Must be prompt, and, most importantly, must be very honest.

Contact—

John C. White
Rt. 1, Box 465
Granger, TX 76530

TEXAS WINTER BASEBALL LEAGUE

MEXICO PROFESSIONAL SPORTS LEAGUE (MPSL)

Founded—Now Forming

Teams—Depending on members, either MLB, NBA, or PD.

Active Members—One, me.

Dues—None

Activities—Depending on game, we will be playing a full season of either MLB, NBA, or PD. Will have playoffs and championship series. Champions will receive prizes. Other activities will be planned at a later date.

Membership Requirements—One must complete an entire season. All league rules must be followed. Can live anywhere in US and Canada and no Play-by-Mail experience is necessary, but honesty is very important. List the game(s) you want to play a season in, plus the team choices in each. The quicker you get a hold of me, the better a chance you will get the team you want.

Contact—

Don Dudenhoeffer
27 Quantico Road
Mexico, Missouri 65265
314-581-4002

MEXICO PROFESSIONAL SPORTS LEAGUE (MPSL)

Avalon Hill Games

4517 Harford Road,
Baltimore, Md. 21214



Here's Your Chance to Be COACH OF THE YEAR

Guide Your Favorite Pro Team to the Super Bowl!



Or, simply replay an entire AFL/NFL 1980 schedule to see for yourself how good these pro coaches really are. Maybe you're a helluva sight better!

**Play Brand New
Statis Pro Football
and Find Out!**

At long last, it's here! The definitive simulation of AFL/NFL football as it is really played—an intensely scientific sport requiring scrupulous teamwork, precise execution, and crafty strategy. STATIS-PRO FOOTBALL is all of this and more.

You Get Over 1500 Players

Cleveland Quarterback				
Brian Sipe				
Pass	Com	Inc	Int	
Quick	1-33	34-40	47-48	
Short	1-25	26-44	45-48	
Long	1-16	17-41	42-48	
PASS RUSH				
Sack	8	Runs	Com	Inc
1-9	10-30	31-40	41-48	
Rushing Long Rate: 0				
1:	S. Gain	7:	3	
2:	9	8:	2	
3:	8	9:	1	
4:	7	10:	0	
5:	6	11:	0	
6:	5	12:	0	

Sample Player Card

Every single player in the National Football League has been carefully analyzed to block, tackle, run, pass, catch, and kick as he really did in the 1980 season. 1500 player cards are included in the game so that every facet of the game can be accurately represented.

As the coach of any of the 28 teams in the NFL, you get to choose your starting lineups, your general game plan, individual offensive and defensive plays, and various special strategies. Do you think that Earl Campbell may run roughshod over you when playing the Oilers? Well, compensate by keying on Earl with your linebackers and switch to a 4-3 alignment rather than the

BOX H MLB	
Man Coverage	
Guards B3 (if any). Otherwise, may participate in triple coverage (see 31-32).	
If Boxes G, H, and I are unoccupied and pass is directed at B1 (with Man Coverage), add 2 to QB's completion range. If Box H is unoccupied and pass is directed here (with Zone Coverage), add 2 to QB's completion range.	

Sample Defensive Box

new 3-4. But you'd better watch out for those quick passes from Stabler! Do you think you have a strong blocking tight end? Well, run to this side of the line to find out! Have you got a superb offensive lineman like John Hannah of the New England Patriots on your team? Well, running plays

behind him will almost certainly be a profitable venture! Have you got a Lester Hayes in your defensive secondary? Assign him to the opposition's best receiver with Man-to-Man coverage and see if he can pick off the pass! (Or, if you're worried about the long bomb, switching to zone coverage might be smarter.) Think a drop-back pass is coming up? Maybe you'd like to blitz with a superb pass rusher like Ted Hendricks (but watch out for the draw play!).

The Ultimate in Realism

Essentially, STATIS-PRO FOOTBALL is the long awaited partner of Avalon Hill's PRO BASEBALL and PRO BASKETBALL games. Start your own leagues, trade and draft players, draw up your own schedule, or simply play the real 1980 season over again. One thing's for sure—you'll never play a more enjoyable and realistic game about professional football.

Play Solitaire, Too!

While the nature of STATIS PRO FOOTBALL is based on head-to-head play (because you must make secret defensive commitments) a special solitaire version is included in the rule book. Here, you can recreate an entire season simply playing against yourself—without sacrificing the flavor of the game.

Available NOW at better game stores; or from Avalon Hill Direct.

Send \$24 per game plus 10% for postage & handling to:

All-Star Replay

The Avalon Hill Game Company
4517 Harford Road, Balto, MD 21214-3192

Make checks payable to:
The Avalon Hill Game Co.

For quick credit card purchasing call
TOLL FREE 800-638-9292.

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 Inter-Bank Number: _____ Account No: _____
 Signature: _____ Expiration Date: _____
 Checks payable to **The Avalon Hill Game Co.**, 4517 Harford Rd., Balto., MD 21214

1st Base
CHICO SALMON



FIELDING 1
 POWER -1
 BATTING
.297
 AVERAGE
.301 Against LH
.292 Against RH
 SLOW SPEED

Infielder
BOBBY FLOYD



FIELDING 2
 POWER +3
 BATTING
.202
 AVERAGE
.212 Against LH
.192 Against RH
 SLOW SPEED

Center Field
PAUL BLAIR



FIELDING 3
 POWER -2
 BATTING
.285
 AVERAGE
.301 Against LH
.278 Against RH
 SLOW SPEED

Catcher
ELROD HENDRICKS



FIELDING 1
 THROWING -1
 POWER -2
 BATTING
.244
 AVERAGE
.218 Against LH
.258 Against RH
 SLOW SPEED

2nd Base
DAVE JOHNSON



FIELDING 2
 POWER 0
 BATTING
.280
 AVERAGE
.293 Against LH
.273 Against RH
 SLOW SPEED

Outfielder
CURT MOTTON



FIELDING 1
 POWER -2
 BATTING
.303
 AVERAGE
.317 Against LH
.283 Against RH
 SLOW SPEED

Left Field
DON BUFORD



FIELDING 1
 POWER 0
 BATTING
.291
 AVERAGE
.297 Against LH
.288 Against RH
 SLOW SPEED

3rd Base
BROOKS ROBINSON



FIELDING 4
 POWER -1
 BATTING
.234
 AVERAGE
.247 Against LH
.228 Against RH
 SLOW SPEED

Right Field
FRANK ROBINSON



FIELDING 3
 POWER -3
 BATTING
.308
 AVERAGE
.312 Against LH
.302 Against RH
 SPEED

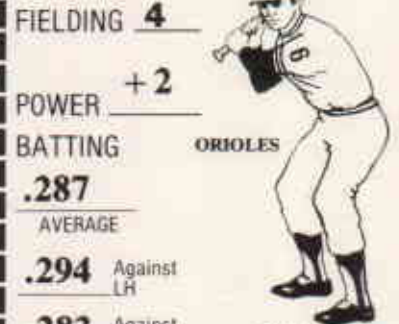
Catcher
CLAY DALRYMPLE



FIELDING 1
 THROWING 0
 POWER -1
 BATTING
.238
 AVERAGE
.231 Against LH
.245 Against RH
 SLOW SPEED

Short Stop

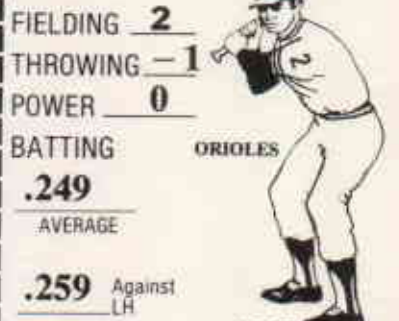
MARK BELANGER



FIELDING 4
 POWER +2
 BATTING
.287
 AVERAGE
.294 Against LH
.283 Against RH
 SPEED

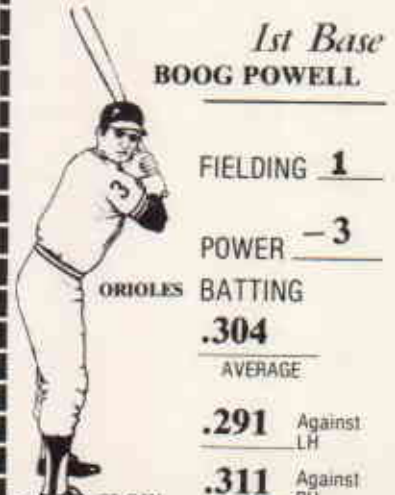
Catcher

ANDY ETCHEBARREN



FIELDING 2
 THROWING -1
 POWER 0
 BATTING
.249
 AVERAGE
.259 Against LH
.236 Against RH
 SLOW SPEED


1st Base
BOOG POWELL



FIELDING 1
 POWER -3
 BATTING
.304
 AVERAGE
.291 Against LH
.311 Against RH
 SLOW SPEED

Outfielder


MERV RETTENMUND




FIELDING **2**
 POWER **-1**
 BATTING **.247**
 AVERAGE
 .262 Against LH
 .224 Against RH
 SPEED **F1**

Pitcher

TOM PHOEBUS



1st Line STARTER, ONLY
 FIELDING **0**
 BATTING **.200**
 AVERAGE
 SLOW SPEED



Outfielder

DAVE MAY




FIELDING **3**
 POWER **-1**
 BATTING **.242**
 AVERAGE
 .233 Against LH
 .248 Against RH
 SPEED **F0**




Pitcher
DAVE MCNALLY

1st Line STARTER, ONLY
 FIELDING **0**
 BATTING **.085**
 AVERAGE



SLOW SPEED



Relief Pitcher

DICK HALL



1st Line 3 INNINGS MAXIMUM
 FIELDING **0**
 BATTING **.286**
 AVERAGE
 SLOW SPEED



Relief Pitcher

EDDIE WATT




Ace 5 INNINGS MAXIMUM
 FIELDING **0**
 BATTING **.000**
 AVERAGE
 SLOW SPEED




Pitcher
MARCELINO LOPEZ

2nd Line LONG RELIEF
 FIELDING **0**
 BATTING **.214**
 AVERAGE



SLOW SPEED



Relief Pitcher

PETE RICHERT



1st Line 3 INNINGS MAXIMUM
 FIELDING **0**
 BATTING **.125**
 AVERAGE
 SLOW SPEED



Pitcher

JIM HARDIN




2nd Line LONG RELIEF
 FIELDING **0**
 BATTING **.151**
 AVERAGE
 SLOW SPEED




Pitcher

JIM PALMER

Ace STARTER, ONLY
 FIELDING **0**
 BATTING **.203**
 AVERAGE



SLOW SPEED



Pitcher

MIKE CUELLAR



Ace STARTER, ONLY
 FIELDING **0**
 BATTING **.117**
 AVERAGE
 SLOW SPEED



Relief Pitcher

DAVE LEONHARD



1st Line 3 INNINGS MAXIMUM
 FIELDING **0**
 BATTING **.095**
 AVERAGE
 SLOW SPEED



Relief Pitcher
TUG MCCRAW

Ace
 5 INNINGS
 MAXIMUM
 FIELDING **0**
 BATTING
 AVERAGE **.167**



SLOW
 SPEED

Pitcher
JERRY KOOSMAN

Ace
 STARTER, ONLY
 FIELDING **0**
 BATTING
 AVERAGE **.048**



SLOW
 SPEED

Left Field
CLEON JONES

FIELDING **3**
 POWER **-1**
 BATTING
 AVERAGE **.340**
 .351 Against LH
 .333 Against RH



SPEED **F2**

Pitcher
JACK DILAURO

2nd Line
 LONG RELIEF
 FIELDING **0**
 BATTING
 AVERAGE **.000**



SPEED **SLOW**

Pitcher
TOM SEAVER

Ace
 STARTER, ONLY
 FIELDING **1**
 BATTING
 AVERAGE **.121**



SLOW
 SPEED

Relief Pitcher
RON TAYLOR

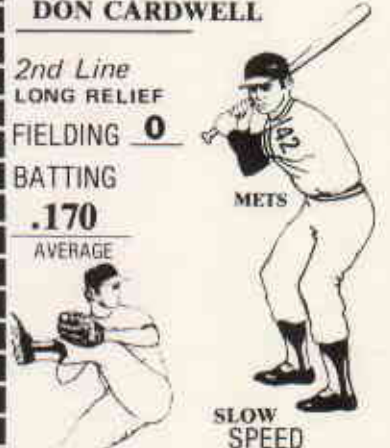
1st Line
 3 INNINGS
 MAXIMUM
 FIELDING **0**
 BATTING
 AVERAGE **.250**



SLOW
 SPEED

Pitcher
DON CARDWELL

2nd Line
 LONG RELIEF
 FIELDING **0**
 BATTING
 AVERAGE **.170**



SLOW
 SPEED

Pitcher
GARY GENTRY

1st Line
 STARTER, ONLY
 FIELDING **0**
 BATTING
 AVERAGE **.081**



SLOW
 SPEED

Pitcher
JIM MCANDREW

1st Line
 STARTER, ONLY
 FIELDING **0**
 BATTING
 AVERAGE **.135**



SLOW
 SPEED

Pitcher
NOLAN RYAN

2nd Line
 LONG RELIEF
 FIELDING **0**
 BATTING
 AVERAGE **.103**



SPEED **SLOW**

Center Field
TOMMIE AGEE

FIELDING **3**
 POWER **-2**
 BATTING
 AVERAGE **.271**
 .260 Against LH
 .278 Against RH



SPEED **F2**

Pitcher
CAL KOONCE

2nd Line
 LONG RELIEF
 FIELDING **0**
 BATTING
 AVERAGE **.235**



SLOW
 SPEED

Infielder

WAYNE GARRETT



FIELDING **2**
POWER **+3**
BATTING
.218
AVERAGE
.199 Against LH
.229 Against RH
F0
SPEED

Short Stop

BUD HARRELSON



FIELDING **4**
POWER **+3**
BATTING
.248
AVERAGE
.251 Against LH
.245 Against RH
F1
SPEED

Outfielder

ART SHAMSKY



FIELDING **1**
POWER **-2**
BATTING
.300
AVERAGE
.269 Against LH
.319 Against RH
SLOW
SPEED

1st Base

ED KRANEPOOL



FIELDING **2**
POWER **-1**
BATTING
.238
AVERAGE
.217 Against LH
.251 Against RH
SLOW
SPEED

Catcher

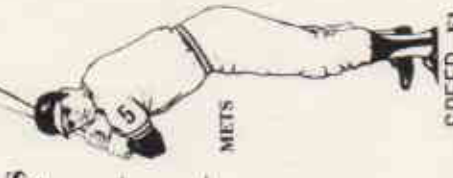
J.C. MARTIN



FIELDING **2**
THROWING **-1**
POWER **0**
BATTING
.209
AVERAGE
.198 Against LH
.216 Against RH
SLOW
SPEED

3rd Base

ED CHARLES



FIELDING **3**
POWER **0**
BATTING
.207
AVERAGE
.218 Against LH
.195 Against RH
F1
SPEED

1st Base

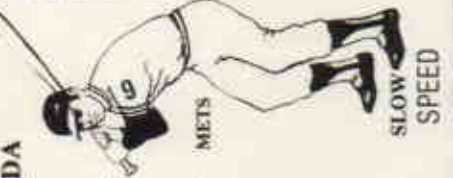
DON CLENDENON



FIELDING **2**
POWER **-3**
BATTING
.252
AVERAGE
.270 Against LH
.225 Against RH
SLOW
SPEED

Right Field

RON SWOBODA



FIELDING **1**
POWER **-1**
BATTING
.235
AVERAGE
.252 Against LH
.215 Against RH
SLOW
SPEED

Outfielder

ROD GASPAR



FIELDING **3**
POWER **+3**
BATTING
.228
AVERAGE
.226 Against LH
.229 Against RH
F2
SPEED

Infielder

AL WEIS



FIELDING **3**
POWER **+2**
BATTING
.215
AVERAGE
.221 Against LH
.209 Against RH
F0
SPEED

Catcher

DUFFY DYER



FIELDING **2**
THROWING **0**
POWER **-2**
BATTING
.257
AVERAGE
.263 Against LH
.247 Against RH
F0
SPEED

Catcher

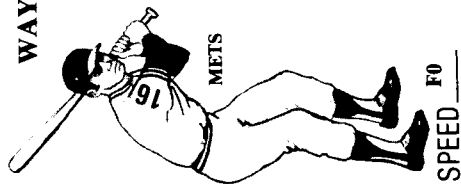
JERRY GROTE



FIELDING **3**
THROWING **-3**
POWER **0**
BATTING
.252
AVERAGE
.261 Against LH
.244 Against RH
SLOW
SPEED

Infielder

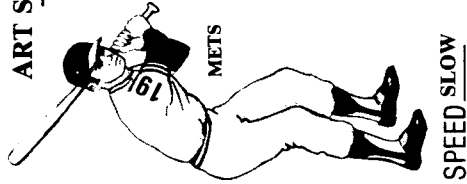
WAYNE GARRETT



FIELDING 2
 POWER +3
 BATTING
.218
 AVERAGE
.199 Against LH
.229 Against RH
 SPEED **F0**

Outfielder

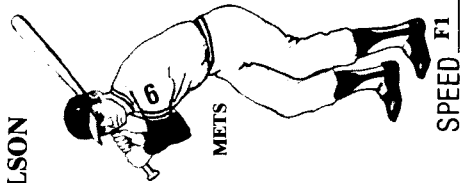
ART SHAMSKY



FIELDING 1
 POWER -2
 BATTING
.300
 AVERAGE
.269 Against LH
.319 Against RH
 SPEED **SLOW**

Short Stop

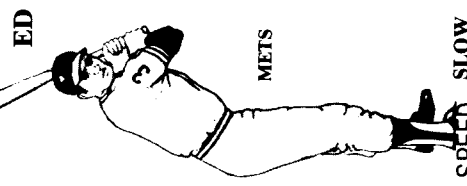
BUD HARRELSON



FIELDING 4
 POWER +3
 BATTING
.248
 AVERAGE
.251 Against LH
.245 Against RH
 SPEED **F1**

1st Base

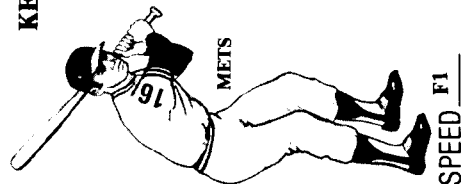
ED KRANEPOOL



FIELDING 2
 POWER -1
 BATTING
.238
 AVERAGE
.217 Against LH
.251 Against RH
 SPEED **SLOW**

2nd Base

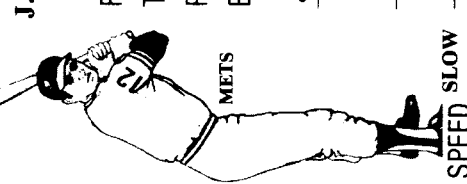
KEN BOSWELL



FIELDING 2
 POWER +2
 BATTING
.279
 AVERAGE
.247 Against LH
.298 Against RH
 SPEED **F1**

Catcher

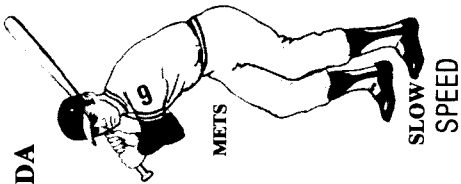
J.C. MARTIN



FIELDING 2
 THROWING -1
 POWER 0
 BATTING
.209
 AVERAGE
.198 Against LH
.216 Against RH
 SPEED **SLOW**

Right Field

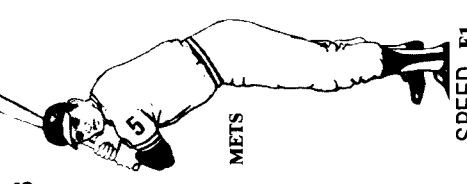
RON SWOBODA



FIELDING 1
 POWER -1
 BATTING
.235
 AVERAGE
.252 Against LH
.215 Against RH
 SPEED **SLOW**

3rd Base

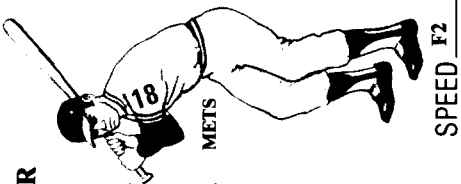
ED CHARLES



FIELDING 3
 POWER 0
 BATTING
.207
 AVERAGE
.218 Against LH
.195 Against RH
 SPEED **F1**

Outfielder

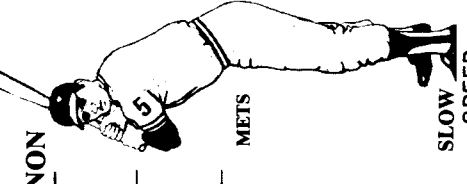
ROD GASPAR



FIELDING 3
 POWER +3
 BATTING
.228
 AVERAGE
.226 Against LH
.229 Against RH
 SPEED **F2**

1st Base

DON CLENDENON



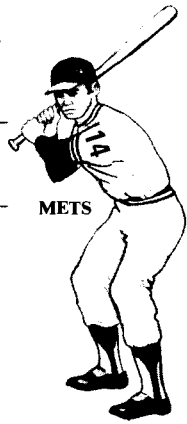
FIELDING 2
 POWER -3
 BATTING
.252
 AVERAGE
.270 Against LH
.225 Against RH
 SPEED **SLOW**

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Infielder

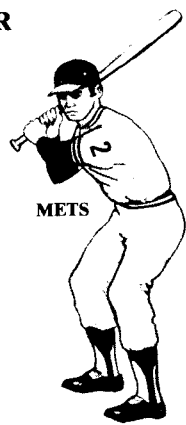
AL WEIS



FIELDING 3
 POWER +2
 BATTING
.215
 AVERAGE
.221 Against LH
.209 Against RH
 SPEED **F0**

Catcher

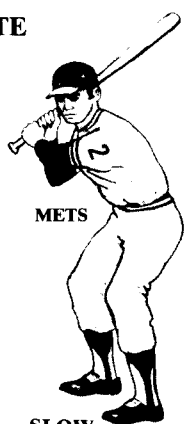
DUFFY DYER



FIELDING 2
 THROWING 0
 POWER -2
 BATTING
.257
 AVERAGE
.263 Against LH
.247 Against RH
 SPEED **F0**

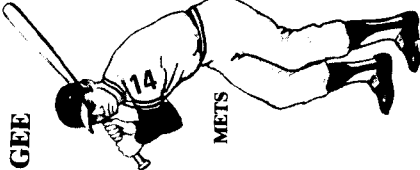
Catcher

JERRY GROTE



FIELDING 3
 THROWING -3
 POWER 0
 BATTING
.252
 AVERAGE
.261 Against LH
.244 Against RH
 SPEED **SLOW**

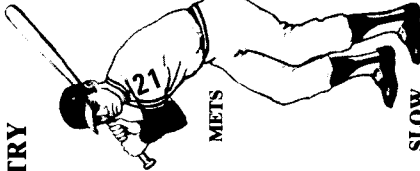
Center Field
TOMMIE AGEE



FIELDING **3**
 POWER **-2**
 BATTING
.271
 AVERAGE
.260 Against LH
.278 Against RH

SPEED **F2**

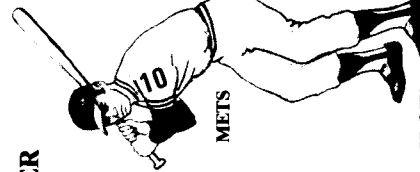
Pitcher
GARY GENTRY



1st Line STARTER, ONLY
 FIELDING **0**
 BATTING
.081
 AVERAGE

SPEED **SLOW**

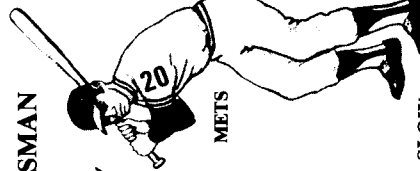
Pitcher
TOM SEAVER



Ace STARTER, ONLY
 FIELDING **1**
 BATTING
.121
 AVERAGE

SPEED **SLOW**

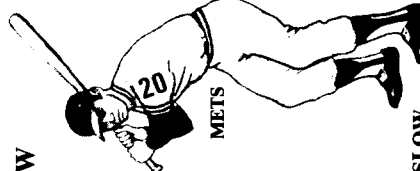
Pitcher
JERRY KOOSMAN



Ace STARTER, ONLY
 FIELDING **0**
 BATTING
.048
 AVERAGE

SPEED **SLOW**

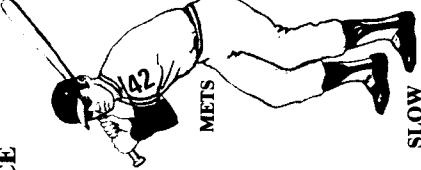
Relief Pitcher
TUG MCCRAW



Ace
 5 INNINGS MAXIMUM
 FIELDING **0**
 BATTING
.167
 AVERAGE

SPEED **SLOW**

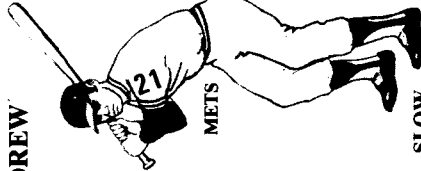
Pitcher
CAL KOONCE



2nd Line LONG RELIEF
 FIELDING **0**
 BATTING
.235
 AVERAGE

SPEED **SLOW**


Pitcher
JIM MCANDREW



1st Line STARTER, ONLY
 FIELDING **0**
 BATTING
.135
 AVERAGE

SPEED **SLOW**

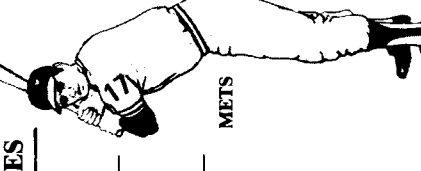
Relief Pitcher
RON TAYLOR



1st Line 3 INNINGS MAXIMUM
 FIELDING **0**
 BATTING
.250
 AVERAGE

SPEED **SLOW**

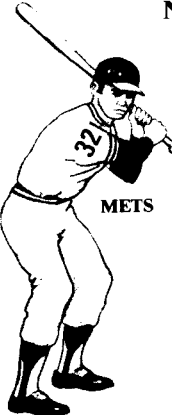
Left Field
CLEON JONES



FIELDING **3**
 POWER **-1**
 BATTING
.340
 AVERAGE
.351 Against LH
.333 Against RH

SPEED **F2**

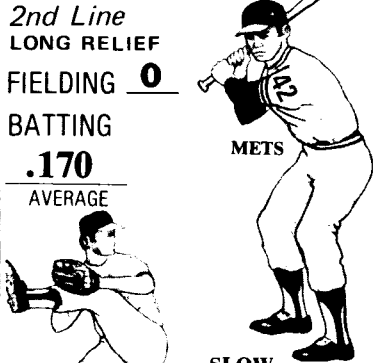
Pitcher
NOLAN RYAN



2nd Line LONG RELIEF
 FIELDING **0**
 BATTING
.103
 AVERAGE

SPEED **SLOW**

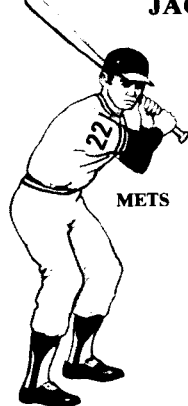
Pitcher
DON CARDWELL



2nd Line LONG RELIEF
 FIELDING **0**
 BATTING
.170
 AVERAGE

SPEED **SLOW**

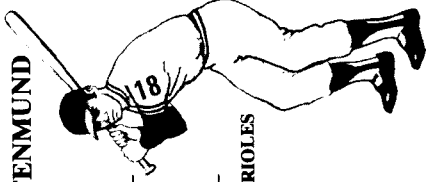
Pitcher
JACK DILAURO



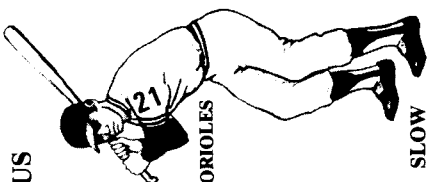
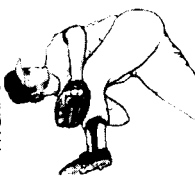
2nd Line LONG RELIEF
 FIELDING **0**
 BATTING
.000
 AVERAGE

SPEED **SLOW**


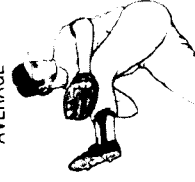
Outfielder
MERV RETTENMUND
 FIELDING 2
 POWER -1
 BATTING ORIOLES
 AVERAGE .247
 Against LH .262
 Against RH .224
 SPEED FI



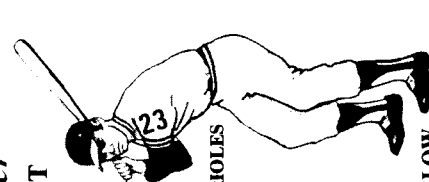

Pitcher
TOM PHOEBUS
 1st Line STARTER, ONLY
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .200
 SLOW SPEED

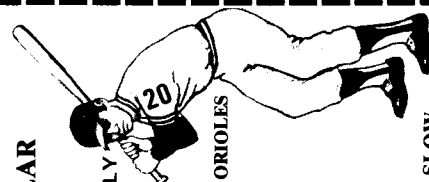

Relief Pitcher
DICK HALL
 1st Line 3 INNINGS MAXIMUM
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .286
 SLOW SPEED

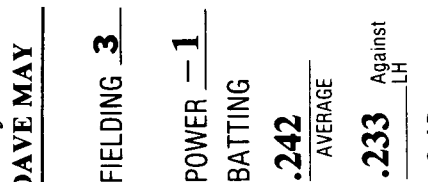
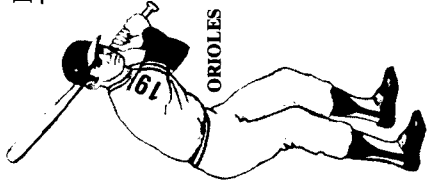
Relief Pitcher
PETE RICHERT
 1st Line 3 INNINGS MAXIMUM
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .125
 SLOW SPEED

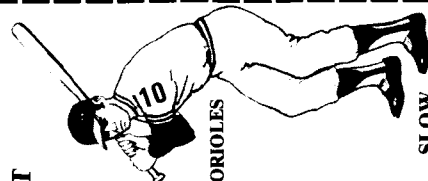
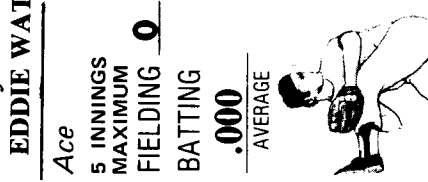
Pitcher
MIKE CUELLAR
 Ace STARTER, ONLY
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .117
 SLOW SPEED


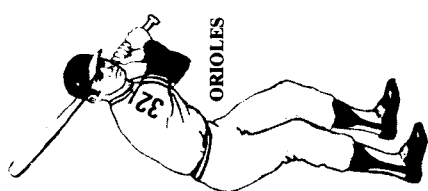
Outfielder
DAVE MAY
 FIELDING 3
 POWER -1
 BATTING ORIOLES
 AVERAGE .242
 Against LH .233
 Against RH .248
 SPEED F0



Relief Pitcher
EDDIE WATT
 Ace 5 INNINGS MAXIMUM
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .000
 SLOW SPEED

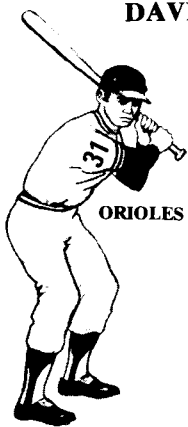
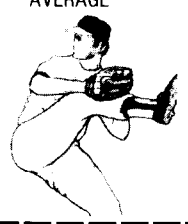
Pitcher
JIM HARDIN
 2nd Line LONG RELIEF
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .151
 SLOW SPEED

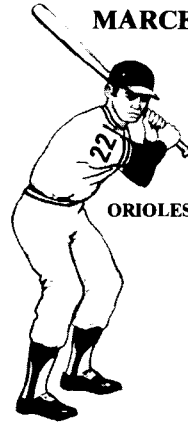

Relief Pitcher
DAVE LEONHARD
 1st Line 3 INNINGS MAXIMUM
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .095
 SLOW SPEED

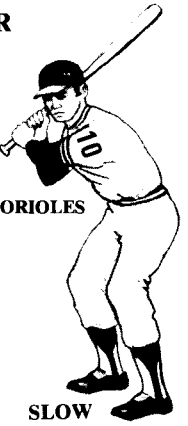

Pitcher
DAVE MCNALLY
 1st Line STARTER, ONLY
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .085
 SLOW SPEED

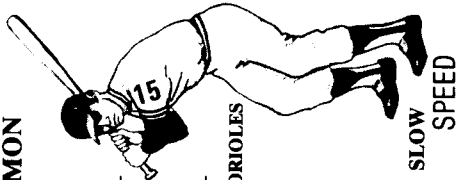
Pitcher
MARCELINO LOPEZ
 2nd Line LONG RELIEF
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .214
 SLOW SPEED

Pitcher
JIM PALMER
 Ace STARTER, ONLY
 FIELDING 0
 BATTING ORIOLES
 AVERAGE .203
 SLOW SPEED

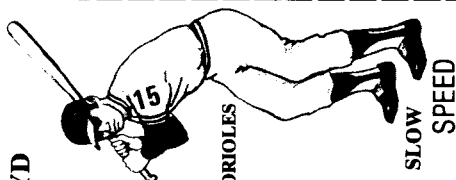



1st Base
CHICO SALMON



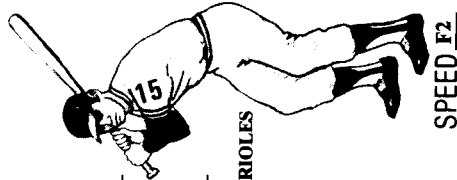
FIELDING 1
POWER -1
BATTING
.297
AVERAGE
.301 Against LH
.292 Against RH
SLOW SPEED

Infielder
BOBBY FLOYD



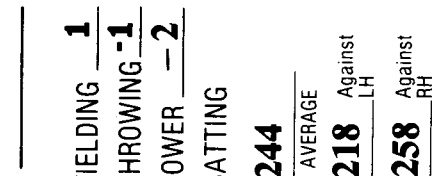
FIELDING 2
POWER +3
BATTING
.202
AVERAGE
.212 Against LH
.192 Against RH
SLOW SPEED

Center Field
PAUL BLAIR



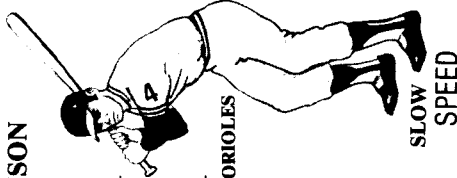
FIELDING 3
POWER -2
BATTING
.285
AVERAGE
.301 Against LH
.278 Against RH
SPEED F2

Catcher
ELROD HENDRICKS



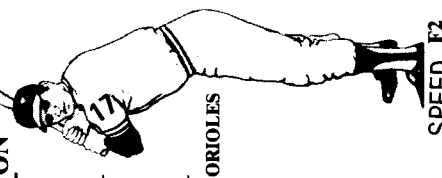
FIELDING 1
THROWING -1
POWER -2
BATTING
.244
AVERAGE
.218 Against LH
.258 Against RH
SLOW SPEED

2nd Base
DAVE JOHNSON



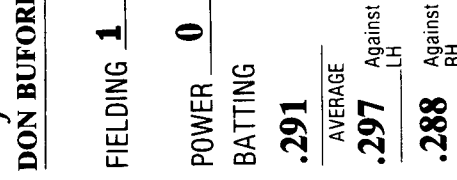
FIELDING 2
POWER 0
BATTING
.280
AVERAGE
.293 Against LH
.273 Against RH
SLOW SPEED

Outfielder
CURT MOTTON



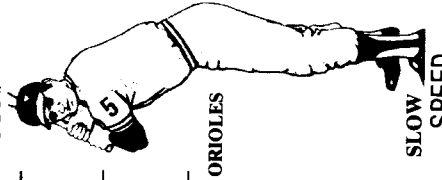
FIELDING 1
POWER -2
BATTING
.303
AVERAGE
.317 Against LH
.283 Against RH
SPEED F2

Left Field
DON BUFORD



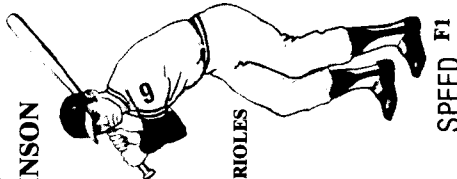
FIELDING 1
POWER 0
BATTING
.291
AVERAGE
.297 Against LH
.288 Against RH
SPEED F2

3rd Base
BROOKS ROBINSON




FIELDING 4
POWER -1
BATTING
.234
AVERAGE
.247 Against LH
.228 Against RH
SLOW SPEED

Right Field
FRANK ROBINSON



FIELDING 3
POWER -3
BATTING
.308
AVERAGE
.312 Against LH
.302 Against RH
SPEED F1

Catcher
CLAY DALRYMPLE



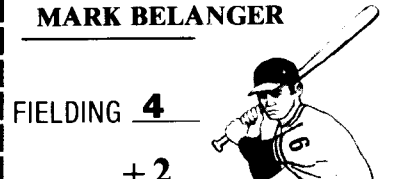
FIELDING 1
THROWING 0
POWER -1
BATTING
.238
AVERAGE
.231 Against LH
.245 Against RH
SLOW SPEED

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SHEET #4
DESIGNED BY JOSEPH BALKOSKI

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Short Stop

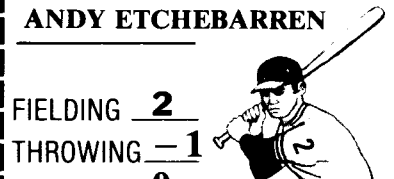
MARK BELANGER



FIELDING 4
POWER +2
BATTING
.287
AVERAGE
.294 Against LH
.283 Against RH
SPEED F2


Catcher

ANDY ETCHEBARREN



FIELDING 2
THROWING -1
POWER 0
BATTING
.249
AVERAGE
.259 Against LH
.236 Against RH
SLOW SPEED

1st Base
BOOG POWELL



FIELDING 1
POWER -3
BATTING
.304
AVERAGE
.291 Against LH
.311 Against RH
SLOW SPEED