ALL-STAR REPLAY

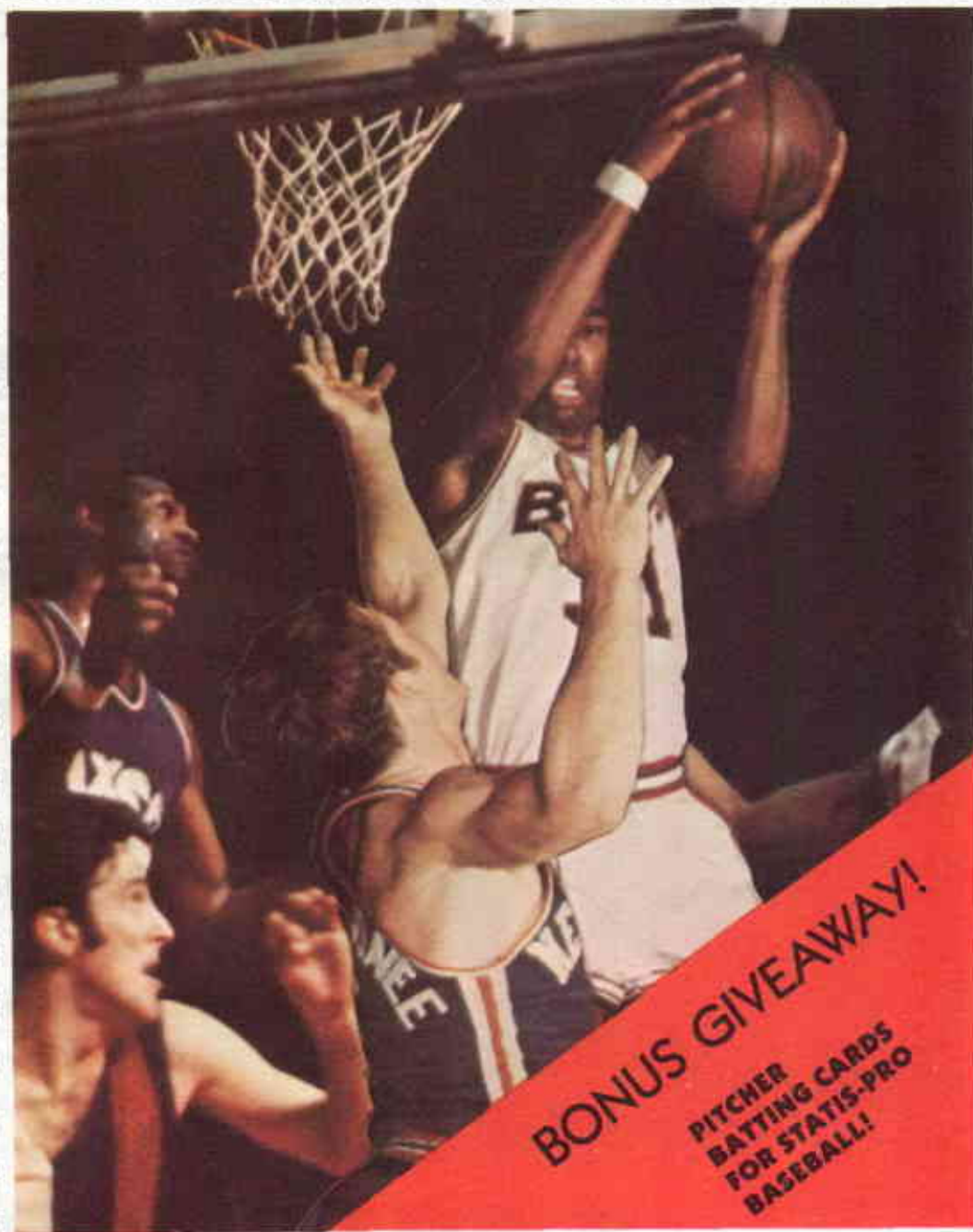featuring Sports Illustrated Games

In This Issue:

"THE GIANTS WIN THE PENNANT . . .": THE INCREDIBLE 1951 BASEBALL SEASON!

EVERYTHING YOU EVER WANTED TO KNOW ABOUT STATIS-PRO BASKETBALL (BUT WERE AFRAID TO ASK!)

PLUS LOTS MORE!

BONUS GIVEAWAY!

PITCHER BATTING CARDS FOR STATIS-PRO BASEBALL!

ALL-STAR REPLAY

THE DUGOUT

By Thomas N. Shaw, Executive Editor

It was interesting to note that the great mechanical arm built for the U.S. space shuttle Columbia cost $80 million. If you want to put things in proper perspective, the rifle arm of Gary Carter, baseball's latest $15 million dollar man, could be the year's biggest bargain for Montreal. (And Carter's arm won't rust.)

What is proper perspective? A $4 ticket to watch the Orioles destroy Kansas City on opening day? Paying the highest ticket price in the majors ($8) to see the Minnesota Twins imitate a big-league team in the new Minneapolis Metrodome? How about $20 for the thousands of hours of enjoyment you can get with STATIS-PRO BASEBALL? Now that's a bargain!

Yet I received a postcard recently in which the president of a small manufacturing company chided Avalon Hill for such high prices. This same executive probably doesn't bat an eyelash at shelling out $8 for one 3-hour ballgame, or $28 for some live stage show of questionable taste in New York.

Soapbox rhetoric isn't my bag. Who am I to dictate to the public what is good value and what isn't . . . particularly since I wasn't willing to bid higher than $4.75 for free agent Doug Decinces, thereby leaving me without a 3rd baseman at the conclusion of the draft. Sound confusing?

Not if you were a member of an Avalon Hill BASEBALL STRATEGY League back in 1979. One Saturday in March, 12 "managers" gathered to bid for players—real Major Leaguers—with which to outfit 12 big league teams. Each manager's franchise fee was equal to the total amount he spent to fill his 25-player roster. The league secretary, Don Greenwood, rated 250 players according to offensive and defensive skills, with the average player priced at 40¢. Each manager selected a player in each round of the draft, and then paid the price attached to the player he had chosen. At the conclusion of the draft, the real fun began. Approximately 60 players that Don had arbitrarily designated to be free agents went up for grabs to the highest bidder.

This was an especially enjoyable part of the day. Without exception, every manager, including myself, had some "holes" in his roster. I desperately needed a quality 3rd

TABLE OF CONTENTS

PRO GOLF

Professional Golf's Top Money-Winners:
here to re-create the
most famous tournament of them all!

Have you ever wondered 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 tour?

PRO GOLF is more than just a sports game! It is a
scientific in-depth analysis of the contemporary
sport of golf. Golfdom's top money-winners have
all been computer-analyzed and evaluated in ten
different areas of play based upon their actual
performances.

Are you partial to a golfer who'll blast the ball off
the tee like a powerhouse . . . or one who'll keep
the ball on the fairway as consistently as the year's
top money-winner? You'll get to "play" golfers
superb with their irons; many who'll put the ball on
the green in two at any range. Others will be
deadly once near the green, be it with a pitch,
chip, or even out of the sand.

The fabulous putters are here . . . yours to "replay"
in a realistic re-creation of the tense battle of
nerves and skill that is professional golf.

PRO GOLF homes in on the **Augusta National**
course—home of the famous **Masters**—the most
prestigious tournament of them all!

Every hole at Augusta National is reproduced in
absolute detail in the Course Book that is included
in this package—in perfect scale; your guarantee
that PRO GOLF is as authentic a
re-creation of professional golf as is humanly
possible.

PRO GOLF may be played either solitaire or by as
many as 36 players at once. Like the real sport of
golf, this simulation is not necessarily competitive in
nature; instead, each golfer must play the course
to the best of his ability while attempting to obtain
the lowest possible score.
PRO GOLF plays extremely quickly. On each hole,
the players simply roll two dice for every shot
attempted by their golfers, resolving it by cross-
referencing the location the ball occupies on the
hole itself with the appropriate type of shot being
attempted on the golfer's Player Card. The result
will state precisely where this shot has landed and
what will be required of the golfer on his ensuing
shot. In cases where the ball has landed on the
green, the number of feet between the ball and
the pin is indicated. Of course, all sorts of unusual
circumstances that may occur on the golf course
are dealt with as well—such as water hazards,
trees, bunkers, and adverse weather conditions.

PRO GOLF is available now for $11.00 from the
Avalon Hill Game Company, 4517 Harford Road,
Baltimore, MD 21214. Please add 10% for postage
and handling (20% for Canadian orders, 30% for
overseas). Maryland residents please add 5% state
sales tax.
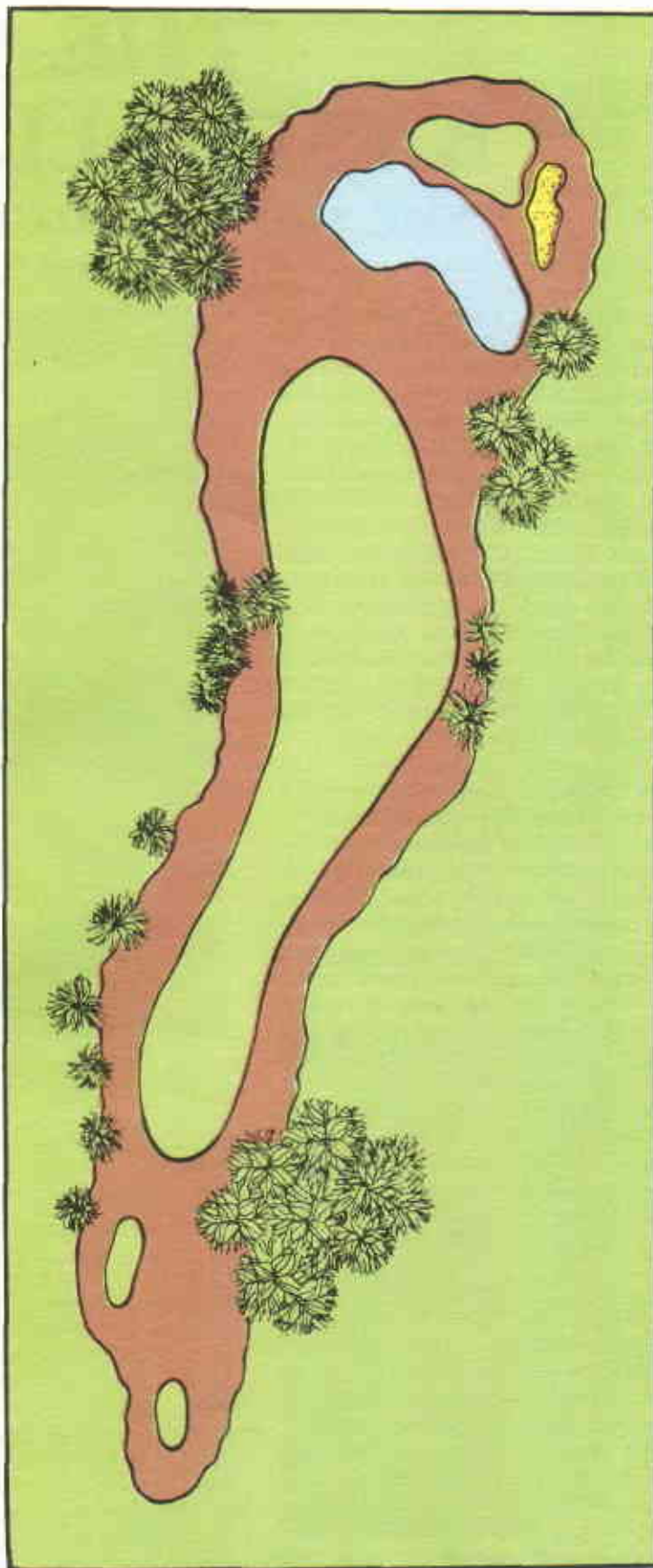
THE 1951 BASEBALL SEASON

"THE SHOT HEARD 'ROUND THE WORLD"

By Joseph Balkoski

"Brooklyn leads it, 4 to 2 . . . Hartung leads down the line at third, not taking any chances; Lockman without too big of a lead at second, but he'll be running like the wind if Thomson hits one . . . Branca throws . . . THERE'S A LONG DRIVE . . . IT'S GOIN' TO BE, I BELIEVE . . . THE GIANTS WIN THE PENNANT! THE GIANTS WIN THE PENNANT! THE GIANTS WIN THE PEN-NANT! THE GIANTS WIN THE PEN-NANT! BOBBY THOMSON HAS JUST HIT ONE INTO THE LOWER DECK OF THE LEFT-FIELD STANDS, THE GIANTS WIN THE PENNANT AND THE WHOLE PLACE IS GOING CRAZY! I DON'T BELIEVE IT! I DON'T BELIEVE IT! I DO NOT BELIEVE IT!!!

Russ Hodges's crackling radio broadcast of the unforgettable "Shot Heard 'Round the World" in the Polo Grounds on 3 October 1951 is one that millions of baseball fans who listened in will not easily forget. The event that Hodges described—labeled the "Miracle of Coogan's Bluff" by the next day's newspapers—is considered by most baseball historians to be the most memorable moment in baseball history. It took Carl Hubbell, an old ex-Giant superstar pitcher of a past era, to summarize the feelings of most fans: "We won't live long enough to see anything like it again," he said. Like Pearl Harbor and the Kennedy assassination, most people could immediately state where they were and what they were doing at the moment Thomson's clout took place.

Thomson's dramatic October home run was by no means the only excitement of this unusual baseball season. In the other league, 1951 saw the establishment of the first post-war dynasty when the Yankees captured their third straight junior circuit title and World Series crown. (Incredibly, they would go on to duplicate this feat in '52 and '53 as well.) It was also a year of fresh baseball faces (Mickey Mantle and Willie Mays) and old ones on the wane (Joe DiMaggio called it quits this year). Bill Veeck was up to his usual pranks in St. Louis with one of the most outrageous stunts in the history of baseball. To top it off, baseball

Bobby Thomson of the Giants arrives at home plate following the "Miracle of Coogan's Bluff" on 3 October 1951 against the Dodgers. This was considered by many to be the most exciting event in the history of baseball.

had a new Commissioner in Ford Frick—a leader who would preside over a peaceful and stable national pastime for the next 14 years.

NATIONAL LEAGUE

With the opening of the '51 season, the amazing "Whiz Kids" from Philadelphia were the team to beat in the National League. In the preceding year, the Phils had gone from rags to riches, stunning the baseball world with their 91-63 first-place finish (a 65 percentage point improvement from their '49 performance). The "Bums" from Brooklyn also appeared impressive, as they had been looking since the end of the Second World War. They seemed to be the best bet to dethrone the league champs, but the Dodgers were notorious for never being able to put together their marvelous talent into one glorious, Yankee-style season. The

rest of the circuit all seemed to be long-shots, although the New York Giants and St. Louis Cardinals seemed to be talented on paper.

The season began auspiciously enough for the Dodgers, who assumed first place by mid-May—seemingly growing more and more powerful as the season progressed. Brooklyn jumped to an eight-game lead over their nearest rivals by the beginning of June, a gap that widened by three more games towards the end of the month. Meanwhile, the Giants had dropped their first 11 games of the year and plummeted to last place one month into the season. The Cardinals and the Phillies struggled at .500—a pattern that was not to change for the remainder of the year. By 1 June, the Giants had fought back to respectability by reaching the .500 plateau. At this time, only the Cardinals (3 games over) and the Dodgers (11 games

over) were winning more games than they were losing.

The summer "dog days" have often been a time when teams have squandered large leads, but in '51 the Dodgers continued to play excellent baseball in July and August—in fact, their best ball of the season. By early August, the Bums were 36 games over .500, while the Giants were the only other team in the league to be playing .500-plus baseball. Brooklyn's cross-town rival had made steady improvement since their disastrous season opening, but still trailed the Dodgers by nine games. To make matters worse for the Giants, an important three-game series with the Dodgers in early August was swept by the Bums, widening the lead to 12 games.

However, from 11-26 August, the Giants reeled off an incredible 16 straight wins while the Dodgers slumped with alternate days of winning and losing. In the space of two weeks, the gap between the two teams was narrowed to six games. The situation remained somewhat stable for the next two-and-a-half weeks until 13 September, when the Giants kicked off their second great spurt of the season. Amazingly, the Giants were to lose only one more game from this day to the close of the season while claiming 12 victories. Since 13 August, the Giants played at a 37-7 (.841) clip! Meanwhile, the Dodgers were playing their worst ball of the season, although even this period was not disastrous (they were 8-9 over the last 17 games of the season). The result was a flat-footed tie between the two rivals on the last day of regular play, both teams possessing identical records of 96-58.

A best-of-three playoff for the league championship was set for the next three days. The

Brooklyn's Roy Campanella, National League MVP in 1951

first game was played at Brooklyn's Ebbets Field in Flatbush. On home runs by Bobby Thomson (off Ralph Branca: a premonition!) and Monte Irvin, the high-flying Giants took this contest 3-1. The second game shifted to the Polo Grounds in northern Manhattan, and on home runs by Gil Hodges, Andy Pafko, Jackie Robinson, and Rube Walker, the Dodgers won a laugher, 10-0. The dramatic third (and last) game was also played at the Polo Grounds and in a microcosm of the whole, thrilling season, this game also went down to the wire. The Dodgers broke a 1-1 tie in the top of the 8th, scoring three runs to lift them to a seemingly invincible 4-1 lead with only six more Giant outs to go. After the Giants were meekly put out in the 8th, the stage was set for the game's unforgettable climax. Al Dark and Don Mueller led off the bottom of the 9th for the Giants with scratch singles. After Monte Irvin popped out for the first out, Whitey Lockman smacked a clutch double down the left field line, scoring Dark and sending Mueller (soon to be replaced by pinch-runner "Hondo Hurricane" Hartung) to third. The score now stood 4-2, with the game's winning run standing in the batter's box in the person of Bobby Thomson, nicknamed the "Flying Scot". Squatting in the on-deck circle was a rookie outfielder by the name of Willie Mays.

Dodger manager Chuck Dressen took this opportunity to change pitchers. Out went 20-game winner Don Newcombe (the National League's strikeout king) and in came 25-year old Ralph Branca, a right-handed fast ball pitcher. Thomson took Branca's first pitch right down the middle for a called strike one. The next pitch came in an almost identical location and Thomson smacked the ball on a solid line directly into the left field seats. The ball wasn't in the air more than two or three seconds before it was gone. HOME RUN! The game, the playoffs, and the National League pennant belonged to the Giants. The remarkable contrast between the stunned Dodgers and the tumultuous Giants was one that would remain fixed in the minds of all baseball fans who witnessed this scene for years to come. "It was pure pandemonium," said Thomson. "There was just this fantastic mob scene at home plate, and it kind of turned into a riot. I thought, hey, I could get killed! Those fans were absolutely out of their minds. So I took off for the clubhouse. Never ran so fast, I guess, weaving my way through all those people, all of them trying to get a piece of me."

AMERICAN LEAGUE
In the spring of 1951, the New York Yankees were the undisputed kings of the American League, but their reign was threatened from more than one source. Two years previously the Yanks and the Boston Red Sox had stood toe-to-toe and slugged it out for the AL crown in August and September. In this remarkable race, the Sox actually held the lead as late as 30 September! However, a Yankee sweep of the Fenway favorites in the last two games of the season ended the Sox's hopes. In 1950, the Yankees didn't reach first place until early September and then struggled to overcome charges by the Tigers, Red Sox, and Indians to clinch their second straight crown. All four of these teams finished within six games of one another, all with winning percentages of .597 or better!

The '51 season began in a similar vein. By the summer, the Indians, Red Sox, and White Sox were all playing .600 ball and were competing equally with the high-flying Yanks. By September, the Red Sox and White Sox had dropped out of the race, but the Indians continued to battle New York right down to the wire. The Yanks clinched their third straight pennant on 28 September with a doubleheader sweep of the Red Sox, finishing with a sensational .636 winning percentage—the best record in either league since the '46 Red Sox. Amazingly, the frustrated Indians compiled a .604 percentage, the third straight year that an AL club had finished second to the Yanks with a .600-plus record!

THE CREAM OF THE CROP
The sterling performances of the '51 season contain many a familiar name, plus not a

Boston's Ted Williams, perhaps the greatest pure hitter of all time

few unfamiliar ones. By position, here are the stars of the 1951 season:

CATCHER: In the National League, there was no question about the best backstop in the business: Brooklyn's Roy Campanella (.325, 33 HR) won the first of three Most Valuable Player awards and was in the top five in batting, home runs, RBI, slugging, and doubles. In the American League, the Yanks' Yogi Berra (.294, 27 HR) also won the first of three MVPs. Berra struck out only 20 times in '51, an amazingly low percentage for a power hitter. Honorable mention goes to the Giants' Wes Westrum (.219, 20 HR) who, in addition to being one of the best defensive catchers in the game, knocked in 70 runs in only 360 at bats and walked 104 times.

FIRST BASE: Brooklyn's Gil Hodges (.268, 40 HR) was the most dynamic first baseman in the National League. Gil started *every* game of this grueling season for the Dodgers. In the American League, Ferris "Burrhead" Fain of the Athletics surprised everyone by hitting .344, despite having missed a portion of the season with a broken foot. Fain struck out only 20 times in '51 (as opposed to 99 for Hodges). Honorable mention: Whitey Lockman (.282, 12 HR) of the NL champion Giants.

SECOND BASE: In the National League, Brooklyn's Jackie Robinson (.338, 19 HR) not only was the best second baseman in the league but one of the best of all time. Robinson played sterling defense and slugged .527. No second baseman in the NL (save for Jackie himself in '49) had hit with such dynamism since Rogers Hornsby in '31. In the American League, the White Sox's Nellie Fox (.313, 4 HR), a 23-year old, played in the field with tremendous range and struck out only 11 times in 647 plate appearances. Honorable mention: Bobby Doerr (.289, 13 HR) of the Red Sox.

SHORTSTOP: Al Dark of the Giants (.303, 14 HR) was the most potent offensive short-stop in the majors in '51, leading baseball with 41 doubles. Unfortunately, he made an incredible total of 45 errors. Johnny Pesky (.313, 3 HR) of the Red Sox was fifth in batting in the American League. Honorable mention: Phil Rizzuto (.274, 2 HR) of the Yanks and Pee Wee Reese (.286, 10 HR) of the Dodgers.

THIRD BASE: Bobby Thomson (.293, 32 HR) of the Giants, initiator of the Shot Heard 'Round the World, slugged at a .562

clip throughout the '51 season. Normally, Thomson was an outfielder but in '51 he started 69 games at third to make room in the lineup for a rookie by the name of Willie Mays. In the American League, Vern Stephens (.300, 17 HR) of the Red Sox knocked in 78 runs in only 377 at bats and slugged .501. Honorable mention: George Kell (.319, 2 HR) of the Tigers.

OUTFIELD: Without doubt, Stan Musial (.355, 32 HR) of the Cardinals and Ted Williams (.318, 30 HR) of the Red Sox were the premier players of this incredible season. Musial led the majors in batting and runs scored (124) and was second in slugging (.614). Williams slugged at a .556 clip and had a sensational on-base percentage of .465 (including 144 walks). Other stellar performers of the year included Richie Ashburn (.344, 4 HR) of the Phillies, Ralph Kiner (.309, 42 HR) of the Pirates, Larry Doby (.295, 20 HR) of the Indians, and Minnie Minoso (.324, 10 HR) of the White Sox. '51 was the fifth straight year that Kiner hit over 40 homers. Honorable mention: Monte Irvin (.312, 24 HR) of the Giants, Sid Gordon (.287, 29 HR) of the Braves, Vic Wertz (.285,

27 HR) of the Tigers, and Gus Zernial (.274, 33 HR) of the Athletics.

PITCHERS: The two premier pitchers of '51 were old men by baseball standards. 33-year old Ed Lopat (21-9, 2.91 ERA) of the Yankees and 34-year old Sal "The Barber" Maglie (23-6, 2.93) of the Giants. Ironically, this was the only year that either pitcher ever achieved the 20-victory plateau during their entire careers! In the American League, the pitching story was purely Yankee and Indian-oriented. Six pitchers won 20 or more games in this league in '51 and five of them were on New York or Cleveland! In addition to Lopat, the Yanks had Vic Raschi (21-10, 3.28). The Indians had Bob Feller (22-8, 3.49), Mike Garcia (20-13, 3.15), and Early Wynn (20-13, 3.02). The Yankees also had 36-year old Allie Reynolds (17-8, 3.05), who pitched TWO no-hitters after the All-Star break. Perhaps the most amazing performance of the year was Ned Garver's (20-12, 3.73) of the hapless St. Louis Browns. Garver won 38% of the Browns' 52 victories and his ERA was 1.44 runs less than the team's ERA of 5.17! No other pitcher won more than six games for the Browns.

National League pitching strength was concentrated on the Giants and the Dodgers. In addition to Maglie, the Giants had Larry Jansen (23-11, 3.03). The Dodgers had spitballing Preacher Roe (22-3, the seventh highest winning percentage of all time, 3.03) and Don Newcombe (20-9, 3.28). Warren Spahn (22-14, 2.98) of the Braves won more than 20 for the third straight year, completing an amazing 26 out of 36 games. Robin Roberts (21-15, 3.03) of the Phillies pitched 315 innings, the most in the National League since Bucky Walters' 319 in '39.

Relief was a nascent form of pitching in '51, but the groundwork for this specialty had been laid by Joe Page of the Yanks and Jim Konstanty of the Phils in the late 40's and in '50. In the '51 season, Ellis Kinder (14 saves) of the Red Sox and Ted Wilks (12 saves) of the Pirates were the premier artists of this revolutionary pitching concept, which was not really going to come into its own until the early 60's.

SOMETHING OLD/SOMETHING NEW/ SOMETHING BORROWED/ SOMETHING BLUE DEPT.

1951 was Joe DiMaggio's last year as a professional ballplayer. The Yankee Clipper batted .263 with 12 homers, finishing his career with a lifetime batting average of .325 (32nd on the all-time list), 2214 hits (92nd), 361 homers (28th) and a slugging average of .579 (6th). He also clouted a round tripper in the '51 World Series against the Giants. The oldest player in the '51 season was 45-year old Satchel Paige of the St. Louis Browns. Paige finished the year with a 3-4 record and a 4.79 ERA.

The 1951 season also saw the introduction of a couple of kids named Mays and Mantle. Willie Mays, who came up from the minors in mid-season for the Giants, was named the National League Rookie of the Year at age 20. He batted .277 with 16 homers in 121 games and was on-deck when Bobby Thomson hit his one-out, 9th inning homer off Ralph Branca of the Dodgers in the last NL playoff game. Mickey Mantle was a year younger than Mays and arrived at Yankee Stadium with the unenviable task of replacing the DiMaggio institution in center field. Mantle started 86 games in the outfield for the Yanks and batted .267 with 13 homers. However, the Rookie of the Year in the American League was a different Yankee: 23-year old Gil McDougald, an infielder by trade. McDougald batted .306 in 130 games, with 14 homers.

Perhaps the most amazing event of the 1951 season was the appearance of 3'7" Eddie Gaedel as a pinch hitter for Bill Veeck's St. Louis Browns. Gaedel batted once, walked on four straight pitches, was replaced by a pinch runner, and left baseball never to be heard from again. The Browns needed all the help they could get, particularly in the power department; however, Gaedel's lack of power was ridiculous.

THE WORLD SERIES

Anything after the Miracle of Coogan's Bluff would have to be considered something of an anticlimax, and that's the way many baseball fans look at the 1951 World Series. The struggle between the crosstown rival New York Giants and New York Yankees (their respective stadiums were easily within sight of one another) was by no means a one-sided one, although the exhaustion on the Giant team was easily discernible on their overworked pitching staff. The Yanks' well-rested hurlers limited the Giant big bats to only two homers in six games, whereas the Yankees clouted five. Essentially, the Yankee victory in six in the 1951 World Series seems to be more attributable to their overpowering roster rather than to an emotional let-down on the part of the Giants following one of the most exciting pennant races in the history of baseball.

Game #1

The Giants continued to fly high after the Thomson home run (less than 24 hours previously) in the slightly less friendly confines of Yankee Stadium, an easy walk from the Polo Grounds. Dave Koslo, a Giant pitcher who did not even appear in the playoffs against Brooklyn, held the Yanks to 1 run on 7 hits, while the Giants were scoring

5 on a homer by Al Dark and big hits by Monte Irvin and Whitey Lockman (including a sensational steal of home by Irvin in the first inning).

Game #2

The Yanks came back to win the second game 3-1, in a pitching duel between Ed Lopat and Larry Jansen. Only ten singles and one extra base hit were allowed in the game, but that extra base hit was a home run by Yankee first baseman Joe Collins, a hit that provided the Yanks with the margin of victory.

Game #3

The Giants took a 2-1 lead in the series by winning the third game 6-2 behind the pitching of Jim Hearn and Sheldon Jones. The Giants had a big five-run inning in the fifth, including a three-run homer by Whitey Lockman.

Game #4

The Yankees evened up the series behind the pitching of Allie Reynolds. The game was touch-and-go until Joe DiMaggio clouted a two-run homer into the upper deck of the left field stands of the Polo Grounds in the fifth inning to put the Yanks up 4-1 (they eventually won 6-2).

Game #5

The fifth game was a blow-out, as the Yankees demolished the Giants by a score of 13-1 behind the five-hit pitching of Ed Lopat. Lopat's second series victory was accompanied by home runs by AL Rookie of the Year Gil McDougald and Phil Rizzuto (who had hit only two throughout the course of the regular season). McDougald's clout was a grand slam in the third inning.

NATIONAL LEAGUE 1951	W	L	PCT	GB
New York	98	59	.624	—
Brooklyn	97	60	.618	1
St. Louis	81	73	.526	15 ½
Boston	76	78	.494	20 ½
Philadelphia	73	81	.474	23 ½
Cincinnati	68	86	.442	28 ½
Pittsburgh	64	90	.416	32 ½
Chicago	62	92	.403	34 ½

AMERICAN LEAGUE 1951	W	L	PCT	GB
New York	98	56	.636	—
Cleveland	93	61	.604	5
Boston	87	67	.565	11
Chicago	81	73	.526	17
Detroit	73	81	.474	25
Philadelphia	70	84	.455	28
Washington	62	92	.403	36
St. Louis	52	102	.338	46

THE 1951 WORLD SERIES

Game 1 October 4 at New York (A)

New York—N	200 003 000	5
New York—A	010 000 000	1

Game 2 October 5 at New York (A)

New York—N	000 000 100	1
New York—A	110 000 01x	3

Game 3 October 6 at New York (N)

New York—A	000 000 011	2
New York—N	010 050 00x	6

Game 4 October 8 at New York (N)

New York—A	010 120 200	6
New York—N	100 000 001	2

Game 5 October 9 at New York (N)

New York—A	005 202 400	13
New York—N	100 000 000	1

Game 6 October 10 at New York (A)

New York—N	000 010 002	3
New York—A	100 003 00x	4

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

1951, CONT.

WARNING! CORRESPONDING WITH THE EDITOR CAN BE HAZARDOUS TO YOUR HEALTH!

Due to the tremendous amount of mail we receive here in the Avalon Hill Sports Department (we always knew ALL-STAR REPLAY was good, but not that good!) and keeping in mind that until very recently this Department consisted of ONE (that's right) person, we have finally taken to the pages of our celebrated magazine to keep our readers and customers informed of what exactly goes on here when mail is received. First of all, EVERY LETTER IS READ! We guarantee it! (Just keep in mind: I got me an "A" in English in High School.) All of your wonderful (and sometimes not-so-wonderful) ideas occasionally DO make an impression on us. However, due to the large amount of mail received, it is impossible for us to individually respond to each letter unless the customer follows certain rigid guidelines: first, if you expect a response, INCLUDE A STAMPED, SELF-ADDRESSED ENVELOPE WITH CURRENT FIRST-CLASS POSTAGE. This is an absolute must. Second, if you want a coherent reponse, ask things sensibly. If you are asking questions concerning one of our games, specify the title and phrase the question SO THAT IT CAN BE ANSWERED IN A "YES" OR "NO" FORMAT, OR WITH A SIMPLE, ONE-WORD ANSWER. Please, no questions asking why Joe Shlabotnik's throwing arm is rated "A" while Biff Schlubb's is rated "B". A few months ago, we got a letter from someone asking us to provide him with complete statistics from the 1915 Federal League. I wrote back to him, saying that if I could provide such information, I wouldn't be working at Avalon Hill! Recently, we have been fairly successful in eliminating the backlog of games questions that had been sitting around the office for sometime and we hope to keep this situation stable. But we need your help in doing so. We've been under a lot of stress trying to keep things right in the Sports Department, but in the words of an immortal baseball manager, "The only people who aren't under stress are dead!"

Game #6

The Yankees won the 1951 World Series with a 4-3 victory behind the pitching of Vic Raschi, Johnny Sain, and Bob Kuzava. Former Marine Hank Bauer clinched the game for the Yanks with a crucial bases loaded triple in the Yankee sixth. Joe DiMaggio's last major league at bat came in the eighth when he doubled to the opposite field. Incredibly, this was DiMaggio's ninth World Series triumph in 13 seasons as a professional! ■

IN THE CARDS
PRO BASKETBALL BY THE NUMBERS
by Jim Burnett

As with any statistical game, PRO BASKETBALL works by the numbers. In choosing a team or picking a lineup, each player wishes to maximize his chances at victory. The trouble is knowing which numbers are most important. Too often the players focus on the player cards without understanding what they are looking for. Here, then, is a study of the foundation of the game—*the Fast Action Cards.* Hopefully the use of the data presented here will allow you to use your players more wisely and to have a better game. The first portion of the article will focus on the tables and the analysis of the Fast Action Cards.

TABLE I: USAGE

The Fast Action Card deck contains 180 card faces—good for one quarter of play—or 720 per game. Table I gives the number of times you can expect each line on the cards to come up in the average game. These estimates are based on a sampling of 25 games. The bias is that all of them were relatively fast play games, with most shots taken off the first advance. There is a question mark on the press row since the use of this line is dependent upon the game situation and therefore is not "normal". The games picked for study had close scores and the press was not used. Use of the press *would lower the expected action,* but raise shot and foul line usage. In a slowdown style of game, more advance would be used. The shot line is a total of both field shots and free throws which are separated out in parentheses. This table is a base for all the others. It tells us line use frequency and thereby allows us to come up with an expected number of occurrences for different events in the game. Note that the expected occurrences are for the entire game. Each team could expect about half that number for itself and half for the opposition depending on individual play style. *Percentages are still* applicable directly for each situation.

TABLE II: ACTION

Several factors are evident under action. The first is that the guards are the ball handlers. Assist ratings and *secondary* shooting are more important for them than for forwards and centers. If you need to get off a fast shot, put in a guard with a good secondary shooting rating. Note that turnovers (exclusive of Z cards) happen only 5.56% of the time and are not tied to steal ratings. You have almost twice as much chance of being fouled. Action can be turned into a *very positive line for fast scoring if* you have a good secondary shooting team.

TABLE III: REBOUND

This table is perhaps the most complicated and one of the most important. Rebounds are often the key to the pro game, so you want to maximize the number you get. Right off the bat we see that the defense gets 38.89% and the offense has 16.67% with 11.11% going for goal-tending and fouls.

This still leaves one-third of them to fight over. The bulk of these will go to the high at center and forwards. Since the cards which have high at (position) also add so many points to the defensive player they become additionally important for the offensive rebounder. From the sub-table on additions,

Philadelphia's Wilt Chamberlain scoring in his incredible 100-point performance against the Knicks on 2 March 1962

we see that to achieve any real superiority at a position, the center and forwards must outrange their opponents by five and the guards by three. If you can't get over this, then try to stay within three for forward and center and two for guard in order to at least retain your defensive rebounding. For the offensive boards, take the shot unless your shooter is truly poor or your opponent has plus three or more defense against your front court. Get the points when you can. Another important point to be noted here is the 27.78% chance for rebounds leading to a fast break. The expectation of ten breaks per game will be discussed later. The final lesson is to have at least one good rebounder in the game. While they can't all be Moses Malone, a few boards here and there could spell the difference in the game.

TABLE IV: SHOT

This table is what it's all about. No matter what else you do, sometimes the ball has to go in the hoop for you to get anything. The real points of interest here are numbers 44 and 45 and 47 through 57. These numbers have only two cards instead of three. To take advantage of this defensively, arrange your minus defensive numbers so they are outside of this range when possible, especially on number 46. For example, minus two defense against a 47 shooter lowers his percentage by 2.88 but against a 49 shooter, only 2.22. Not much, perhaps, but maybe worth one more miss per game. An excellent shooter like Artis Gilmore can be lowered 5% by a minus

three defense. Since the offensive player has limited options on who shoots, the same would be true for a 43 or worse shooter. Don't worry about the usually higher assist values since they aren't affected by defense anyway. As a bonus for the offense, there is a 6.11% chance of being fouled on a shot.

The shot-blocking table is also shown here. This is really intended to show the value of the big man since a five-rated center blocks 6.67% of the shots taken against him, but the zero guard only 0.56%. By referring to the table, you can assess your benefits from putting in a higher rated player. Try to have at least a four-rated center. He should get five blocks per game. Five is worth no more than four at forward. Also, since several of the block chances are on shots which would go in for anyone, they are quite a bit more valuable.

TABLE V: ADVANCE

Advance is what you use to work the ball in to the big men. If you really need to get the ball to your center, the two tries that are permitted on this line will get him the ball 64% of the time. Turnovers are a low 2.22%. This table is the opposite of action. The guards must really rely on choice for the ball so your field goal ratings advantages should go to the forwards and center. As a bonus, 13.89% of the time you are also eligible for assists, so the importance of the passer assist rating and the action table for ball handling is emphasized.

As a leveler for the defense, steals are introduced here. Since the offensive thrust is toward forward and center, you will find that quick hands in these defensive positions will pay off. The number of occurrences of steals is summarized to show the progressive nature of these ratings. If the ball is sent to the center one-third of the time, a one-rating on defense could barely expect an intercept, but a five rating could expect almost four takeaways. If you think that's not much remember that small things add up.

TABLE VI: JUMP

The best strategy here is to be the home team. Fortunately the small number of occurrences balance this out for the visitor. As a suggestion for leveling, either award "home team" designation to the high rebounder, ties going to the actual home team, or see the neutral court suggestions under substitutions.

TABLE VII: Z

This aptly-named table (Z is the last thing you want to see) just throws the normal

trash of reality into a game. There is no bias to injury or ejection; expect to lose one player from some team during a game. Rest is another thing. The traveling team comes out the worst here and their center the worst of all. If you must rely heavily on a player, assign him to F1. On this particular portion of the table, occurrences are per team rather than per game. As a slight aid to the visitor, the home team is rowdier, but not much, getting slightly more technicals called against them. Other fouls and turnovers are about even, offense and defense, and are not likely to occur at all. Finally, expect to skip about three cards per game. Not really a loss unless you happen to draw it when behind in the fourth quarter.

TABLE VIII: PRESS

Expected occurrences are not listed for this table since it is unknown how much the press option will be used in any one game. Suffice it to say that the home team has a slight advantage when employing the press and the offense retains ball control at a three-to-one advantage. Never press with the lead! Always press when behind if you see no real chance of catching up without steals. The press also gives an advantage if the presser has fouls to give and the offense has poor shooters. At any rate, the turnovers jump from 5.56% on action to 22.22% on press. Conversely, there is a 7.22% chance of a foul.

The press really must be viewed statistically. If you need it, go ahead. You were going to lose anyway. If it's a toss-up, a fantastic memory for previous cards would help. A press will be exciting at any rate.

TABLE IX: FOULS

The bane of basketball is presented in Table IX. As long as there are imperfect players and officials to watch them, fouls will be called. Study of this table reveals two parts. The first is the number of occurrences by Fast Action Card number; the second by Foul Drawing number. Also presented is a table of sums which allow percentages to be calculated from the FAC numbers. This table is given because of the wide variance in foul numbers.

To figure an individual player's chances for fouls, we make the following imperfect but close approximations. First, each team will get half of the fouls. Second, half of the fouls will be by number, half by foul drawing. Therefore, for a player, sum the FAC numbers present in his range, and divide by two: once for half the fouls by number, and once for half the total fouls. Second, divide the expected occurrences found under the

chart per his opponent's foul drawing rating by four. Adding these will give an approximation of the number of expected fouls. For example, a player with a 25—31 rating versus an opponent with a FD2 has a sum of 16 giving 0.98 (3.91/4) for FAC, and 3.26 (13.06/4) on foul drawing for an expectation of about four fouls per game. As can be seen, an FD1 can be expected to draw about six fouls a game by himself, virtually assuring the necessity of using a sub against him. Strangely enough, FD5's draw more fouls than FD4's. Defensively then, foul drawing is definitely of some importance. You can at least worry your opponent by placing your best foul drawer against his top player.

TABLE X: FAST BREAK

On boy! Now for the excitement of basketball. From the rebound section above, we saw that we can expect ten fast breaks per game. The expectation for the five alotted to us is covered in the table by a "+" favoring the offense, a "–" favoring the defense and an "o" for a result the same as action. What results is a big advantage for an "A" team and a definite loser for the "D" team. This makes the break situation dependent. A "D" team should break only if behind late in the game; an "A" or "B" team unless it is ahead in the late going. A "C" team will have to play it by ear. The advantage is too slight to set a hard and fast rule except for late game situations when it should act as the teams above. Even more circumspection should be used if a valuable guard already has four or five fouls.

TABLE XI: STAMINA

This table is a planning guide through estimates based on all the above tables. The table lists the expected stamina use per position and notes the 18 stamina points which may be alotted by choice. Note that these are only approximations which cannot take into account rebounding, foul drawing, and the desirability of certain players shooting. As a guide, however, it will show what you should expect to use so that shot choice and substitutions may be better apportioned. If your team is an "average" team, it will also show who didn't pull his weight when the game stats are compiled.

OPTIONAL DEFENSES

We will now use some of the data in the above tables to examine the optional defenses. The main thing here will be to use caution and examine need. As for double-teaming, this is a good choice when your opponent has a very good shooter playing in the front court and a guard with a shot rating of about 47. In this case you can use two plus-rated defenders to great advantage. Since the plus and minus ten is automatic, you will effectively lose the plus defensive ratings. If you pick the players to be double-teamed carefully, you should also be able to pick up a few percentage points on the shot table also. The double-team can be a real bonus. The sag isn't. Giving your opponent

HOW TO SUBMIT ARTICLES TO ALL-STAR REPLAY

If you are submitting an article to ALL-STAR REPLAY for potential publication, there are certain rules that must be followed in order to make things easier for us on this end of the stick. Failure to follow these guidelines will make your loyal editor cry:

1. ALWAYS TYPE YOUR ARTICLE, and neatly too. Double or triple space between lines is a must. Have only a small amount of handwritten corrections on each page if you have made typing mistakes.

2. DO NOT SEND US YOUR ONLY COPY OF THE ARTICLE, as the article will not be returned to you unless special arrangements have been made with the editor. This applies whether the article has been accepted for publication or not.

3. INCLUDE AN INDEX CARD (OR SOME SUCH PIECE OF PAPER) WITH YOUR NAME, ADDRESS, AND PHONE NUMBER. This is so that you can be sought out, located, and paid if the article is eventually published. Occasionally, we have not been able to find our own authors!

4. ALL CHARTS, TABLES, GRAPHS, OR OTHER ILLUS-TRATIVE ELEMENTS OF YOUR ARTICLE MUST BE NUMBERED, LABELED, AND PLACED ON IN-DIVIDUAL PIECES OF PAPER. Do not place them in the body of the article. This makes it hard for the editors and the typesetters.

5. IF YOU HAVE ANY PHOTOGRAPHS, SLIDES, OR LINE ILLUSTRATIONS THAT WOULD FIT NICELY WITH YOUR ARTICLE, THESE WOULD BE GREATLY APPRECIATED. We can return these to you and you will be paid for their use if the article is published.

6. Putting ALL-STAR REPLAY together is usually an unplanned adventure. We only have the barest notions of what articles will be appearing in the next few months and, as a result, sometimes even superlative articles have a long waiting period before publication. Remember that each issue is supposed to have a balance of articles dealing with a wide variety of sports, and if your article happens to deal

with a sport that is already heavily covered there will usually be a long waiting period if the article is accepted. Due to the aforementioned reasons, we usually do not get back to the authors of potential articles that have been submitted to ALL-STAR REPLAY. For the most part, you'll hear from us right before the magazine in which your piece is published goes to press—assuming of course that the article is acceptable.

7. We (the editors) reserve the right to use our judgement in correcting faulty English in submitted pieces, as well as altering their format and titles.

8. Do not let the above guidelines intimidate you in any way. ALL-STAR REPLAY is for and by the readers. Avalon Hill thanks all of you who have taken the time to prepare and submit articles for publication. We may be slow sometimes, but we are never not caring. Thanks again for your wonderful help. In the immortal style of Yogi Berra, "We'd like to thank you all for making this magazine necessary!"

a four percent better shot isn't worth an extra couple of rebounds. The only time to use this one is if all of your players are out manned on the rebound ratings by four or five. The same goes for the loose defense. The explanation even states that this can be a costly defense if used early in the game. The same goes for late in the game. Five numbers to field goals is about seven percent. Out of 85 shots from the field, this adds six in the bucket and 12 points is more than the average margin. Enough said for the optionals. Just make sure you know what you're doing when you pick one.

RECOMMENDED CHANGES AND ADDITIONS

The following changes and additions to the rules are recommended to add a little extra bit of coaching strategy and make the game more closely resemble the real NBA.

SUBSTITUTION: The home team gets to setup second on the display as before. This home team setup starts every quarter. (Alternatively, if you are playing on a "neutral court", flip for the opening tip-off and the player who would get the ball first for each quarter under NBA rules is the home team for that quarter. This then would apply to all home/visitor situations.) Substitutions may be made at any time they would be during a regular basketball game—during a time out (see below) or at any time the referee handles the ball—free throws, jumps, or out-of-bounds plays. During a time out, which may be called only when you have the ball, the player calling the time out will get to make his substitutions second and make any changes to his line-up he desires.

TIMEOUTS: Each team is allowed seven times outs per game. Only four may be used in the last quarter and only three of these may be used in the last two minutes. An additional two are available during overtime. Time outs may be called any time you have the ball. After any time out that is called in the last two minutes of any quarter, a player gets the ball at half-court—which allows him to go directly to advance. This allows a speed-up at the end of the game. Allow this after a technical foul too if you wish. The number of time outs used may be tallied in the unused box in the lower right of the score sheet under the total points.

LAST TWO MINUTES: As an approximation, the last two minutes of a quarter

occur when a deck is three-quarters gone. This will be easy for those of you with the old style cards. For the others, this happens when the deck and the discard pile are about even the second time through. During this time, the time out advantages listed above will be in effect. Also, any team which does not have three fouls will have its team foul total for the quarter set to three.

OVERTIME: An overtime period is played by using half of the cards—one time through the deck with the new cards. Each team will be allowed two time outs and three fouls. The overtime period will be started with a jump ball.

CONCLUSION

I hope the above hints and suggestions have been helpful. The only other suggestion I could give is to be a good "card counter" to help maximize your percentages; but if you're that good, why aren't you in Vegas?

Please send all comments and suggestions to Jim Burnett, 606 Timbercrest Dr., Clinton, TN, 37716. Enclose a SASE if a reply is desired. ■

TABLE I
CARD USAGE

	EXPECTED NUMBER	PERCENTAGE	EXPECTED OCCURRENCE PER CARD
ACTION	216	30.00	1.20
REBOUND	72	10.00	.40
SHOT	216	30.00	1.20
FIELD	(171)	(23.75)	(.92)
F. T.	(45)	(6.25)	(.25)
ADVANCE	160	22.22	.89
JUMP	3	0.42	.02
Z	11	1.53	.06
PRESS	?	—	—
FOUL	42	5.83	.23
TOTAL	720	100.00	4.00

TABLE II
ACTION

	NUMBER	PERCENTAGE	EXPECTED OCCURRENCES
PASS C	18	10.00	22
PASS F1	25	13.89	30
PASS F2	25	13.89	30
PASS G1	34	18.89	41
PASS G2	33	18.33	40
CHOICE	7	3.89	8
SHOOTING FOUL	9	5.00	11
DEFENSE FOUL	10	5.56	12
Z	9	5.00	11
TURNOVERS	8	4.44	9
OFFENSE FOUL	2	1.11	2
TOTAL	180	100.00	216

TABLE III
REBOUND

	NUMBER	PERCENTAGE	EXPECTED
HIGH GAME	5	2.78	2
HIGH GUARD	7	3.89	3
HIGH FORWARD	2	1.11	1
HIGH CENTER	11	6.11	4
HIGH F1	13	7.22	5
HIGH F2	14	7.78	6
HIGH G1	4	2.22	2
HIGH G2	4	2.22	2
HIGH OFFENSE	5	2.78	2
HIGH DEFENSE	8	4.44	3
DEFENSE C	22	12.22	9
DEFENSE F1	14	7.78	6
DEFENSE F2	14	7.78	6
DEFENSE G1	6	3.33	2
DEFENSE G2	6	3.33	2
OFFENSE C	8	4.44	3
OFFENSE F1	7	3.89	3
OFFENSE F2	6	3.33	2
OFFENSE G1	2	1.11	1
OFFENSE G2	2	1.11	1
DEF GOAL TEND	5	2.78	2
OFF GOAL TEND	1	0.56	0
DEFENSE FOUL	6	3.33	2
OFFENSE FOUL	2	1.11	1
JUMP	6	3.33	2
TOTAL	180	100.00	72

TABLE IIIa
REBOUND

HIGH	ADDITIONS	SUM	AVG	NUMBERS
C	11	49	4.5	1,2,3,3,3,5,5,6,8,10
F1	13	60	4.6	1,2,3,3,3,4,5,5,6,7,8,10
F2	14	66	4.7	0,1,2,3,3,3,4,5,5,6,7,8,9,10
G1	4	10	2.5	1,2,3,4
G2	4	10	2.5	1,2,3,4

FAST BREAK:
Number: 50% 27.78; Expected: 20

TABLE IV
SHOT

FAC #	#	%
11	3	1.67
12	3	3.33
13	3	5.00
14	3	6.67
15	3	8.33
16	3	10.00
17	3	11.67
18	3	13.33
21	3	15.00
22	3	16.67
23	3	18.33
24	3	20.00
25	3	21.67
26	3	23.33
27	3	25.00
28	3	26.67
31	3	28.33
32	3	30.00
33	3	31.67
34	3	33.33
35	3	35.00
36	3	36.67
37	3	38.88
38	3	40.00
41	3	41.67
42	3	43.33
43	3	45.00
44	2	46.11
45	2	47.22
46	3	48.89
47	2	50.00
48	2	51.11

FAC #	#	%
51	2	52.22
52	2	53.33
53	2	54.44
54	2	55.56
55	2	56.68
56	2	57.78
57	2	58.86
58	3	60.56
61	3	62.22
62	3	63.89
63	3	65.56
64	3	67.22
65	3	68.89
66	3	70.56
67	3	72.22
68	3	73.89
71	3	75.56
72	3	77.22
73	3	78.89
74	3	80.56
75	3	82.22
76	3	83.89
77	3	85.56
78	3	87.22
81	3	88.89
82	3	90.56
83	3	92.22
84	3	93.89
85	3	95.56
86	3	97.22
87	3	98.89
88	2	100.00

TABLE IVa
SHOT

FOULS

NUMBER	%	EXPECTED	
11	6.11	10	(One each directed at C, G1, G2)

BLOCKS: FORWARD AND GUARD

	#	SUM	%	EXPECTED
0	1	1	0.56	1
1	1	2	1.11	2
2	1	3	1.67	3
3	1	4	2.22	4
4	2	6	3.33	6
5	—	6	3.33	6

CENTERS

	#	SUM	%	EXPECTED
0	1	1	0.56	1
1	2	3	1.67	3
2	2	5	2.78	5
3	2	7	3.89	7
4	3	10	5.56	10
5	2	12	6.67	11

TABLE V
ADVANCE

	NUMBER	PERCENTAGE	EXPECTED
PASS C	35	19.44	31
PASS F1	27	15.00	24
PASS F2	27	15.00	24
PASS G1	20	11.11	18
PASS G2	20	11.11	18
PASS CHOICE	39	21.67	35
DEFENSE FOUL	7	3.89	6
JUMP	1	0.56	1
TURNOVER	4	2.22	3
TOTAL	180	100.00	160

	NUMBER	PERCENTAGE	EXPECTED	SUM
ASSISTS:	25	13.89	22	
STEALS:				SUM
STEAL 1	5	2.78	4	5
STEAL 2	5	5.56	9	10
STEAL 3	5	8.33	13	15
STEAL 4	5	11.11	18	20
STEAL 5	5	13.89	22	25

TABLE VI
JUMP

	NUMBER	PERCENTAGE	EXPECTED
HOME	123	68.33	2
VISITOR	57	31.67	1

TABLE VII
Z CARDS

REST	#	%	EXPECTED
HOME C	11	6.11	.66
HOME F1	9	5.00	.54
HOME F2	12	6.67	.72
HOME G1	11	6.11	.66
HOME G2	12	6.67	.72
TOTAL	55	30.56	3.30
VISITOR C	15	8.33	.90
VISITOR F1	10	5.56	.60
VISITOR F2	13	7.22	.78
VISITOR G1	12	6.67	.72
VISITOR G2	12	6.67	.72
TOTAL	62	34.44	3.72

INJURY: Each player position, 1 chance on injury table, 1 chance on 2 Quarters

TABLE	10	5.56	.60
2 QUARTERS	10	5.56	.60

EJECTION: One for each set of player/positions

	#	%	EXPECTED
	5	2.78	.30
T FOUL HOME	7	3.89	.42
T FOUL VISITOR	6	3.33	.36
DEFENSE FOUL	1	0.55	.06
DOUBLE FOUL	3	1.67	.18
PASS G1, SCORE	1	0.55	.06
			(And Fouled)
TURNOVERS	2	1.11	.12
SKIP	18	10.00	.60

TABLE VIII
PRESS

	#	%
PASS CHOICE, SCORE	13	7.22
PASS CHOICE	22	12.22
PASS C	7	3.89
PASS F1	10	5.56
PASS F2	9	5.00
PASS G1	11	6.11
PASS G2	14	7.78
DEFENSE FOUL	36	20.00
JUMP	15	8.33
Z	3	1.67
OFFENSE FOUL	6	3.33
TURNOVERS	34	18.89
TOTAL	180	100.00

	HOME #	HOME %	VISITOR #	VISITOR %
ADVANTAGE OFFENSE	132	73.33	127	70.56
NEUTRAL	3	1.67	3	1.67
ADVANTAGE DEFENSE	45	25.00	50	27.78

SUM	#	FOULS
1	0.56	0.46
2	1.11	.69
3	1.67	.92
4	2.22	1.15
5	2.78	1.38
6	3.33	1.61
7	3.89	1.84
8	4.44	2.07
9	5.00	2.30
10	5.56	2.53
11	6.11	2.76
12	6.67	2.99
13	7.22	3.22
14	7.78	3.45
15	8.33	3.68
16	8.89	3.91
17	9.44	4.14
18	10.00	4.37
19	10.56	4.60
20	11.11	4.83
21	11.67	5.06
22	12.22	5.29
23	12.78	5.52
24	13.33	5.75

TABLE IX
FOULS

FAC	#		#
11	4	51	2
12	5	52	2
13	2	53	2
14	3	54	2
15	3	55	2
16	2	56	2
17	3	57	3
18	4	58	3
21	4	61	4
22	4	62	3
23	2	63	3
24	2	64	2
25	3	65	3
26	4	66	3
27	3	67	3
28	3	68	3
31	3	71	3
32	3	72	3
33	3	73	3
34	2	74	3
35	3	75	2
36	3	76	3
37	3	77	3
38	3	78	4
41	3	81	3
42	3	82	3
43	1	83	2
44	2	84	3
45	2	85	3
46	2	86	3
47	2	87	3
48	2	88	3

TABLE IXa
FOULS

FOUL DRAW	#	%	EXPECTED
FD 1	104	57.78	24.27
FD 2	56	31.11	13.06
FD 3	17	9.44	3.96
FD 4	1	.56	.23
FD 5	2	1.11	.46

TABLE X
FAST BREAK

BREAK	+	-	o	RATIO	%+	%-
A	73	40	67	1.825	41	22
B	63	41	76	1.537	35	23
C	48	41	91	1.171	27	23
D	36	41	103	0.878	20	23

TABLE XI
STAMINA

PLAYER	SHOTS	REBOUNDS	FOULS	SUM
C	17	11	5	33
F1	14	7	5	26
F2	14	7	5	26
G1	11	4	5	20
G2	11	4	5	20
CHOICE	18			18
TOTAL	85	33	25	143

ALL-STAR REPLAY

HORSE RACING: AN INFORMAL HISTORY

A BACKGROUND FOR WIN, PLACE, AND SHOW FANS!

by Patrick Premo

FROM WHENCE CAME THE HORSE?

The horse *(Equus caballus)* preceded man on this planet by many ages, but not much is known about it until about 3000 BC. Although there is speculation that horses from Asia migrated to Alaska and then south to North America, the fact is that these "dawn horses" disappeared from the Americas in some mysterious manner. It is generally felt that the *modern* horse originated in the north-central part of Asia, *from where it migrated in three main direc*tions. One group went eastward to China and Mongolia. Another traveled westward into Europe and eventually roamed almost the entire continent. The third and most important group went to the southwest into Asia Minor, Iran (Persia), India, and Arabia; eventually they crossed into Egypt and Northern Africa as well as into Greece and along the northern shores of the Mediterranean. Almost all ancestors of the modern breeds descended from this last migratory group, specifically from the Mediterranean areas.

From these areas three basic types of horses seemed to evolve: the Oriental horse, the Arabian, and the Barb (Barbary). These three types spread throughout northern Europe and were cross bred with some of the wild horses of Europe, but remained the dominant breed. The Moors took Arabian and Barb horses into Spain; the Spanish in turn took horses to the Americas from which all American wild breeds are descended (e.g., the mustangs).

BUT FROM WHENCE CAME THE RACE HORSE?

All the lightweight breeds (to distinguish them from the heavy draft horses), are related to the Arabian through the Thoroughbred. The Arabian is regarded as the oldest breed, but the Barb horse (of northern Africa) is similar to the Arabian. The Thoroughbred is descended from the Arabian and the Barb. The oldest known records point to three horses as being

the foundation for the Thoroughbred— Matchem (foaled in 1748), King Herod (1758), and Eclipse (1764). These three, in turn, are the *only* direct survivors of the original breeds—the Godolphin Arabian (or Barb), the Byerley Turk, and the Darley Arabian. These three horses came to England from various places. The Earl of Godolphin acquired his Arabian (grandsire of Matchem) from Roger Williams who got *him from Edward Coke who* brought him from France about 1730. Capt. Robert Byerley rode the Turk (great-great-grandsire of Herod) into the Battle of the Boyne in 1690. Richard Darley obtained his Arabian (ancester of Eclipse) from his son, Thomas, who acquired him directly from Arabia in 1704. Eclipse has had the most pronounced affect upon the world's Thoroughbred population in that over 90% of today's Thoroughbreds are descended from Eclipse!

The Thoroughbred, then, the dominant racing breed in the world today, is descended primarily from the Arabian horse. It is interesting to note, however, that other racing

breeds are indirectly related to the Thoroughbred as well. The Standardbred (or Harness horse) is a mixture of Thoroughbred and other breeds. The American Quarter horse (so named because of its speed at ¼ miles) is a direct descendant of Janus (himself a Thoroughbred), an English stallion who was imported into the North American colonies in 1756. When the Quarter Horse went west, it was bred with the wild Spanish stock. The speedy racing Quarter horse of today, however, has considerable Thoroughbred breeding, most of it recent cross breeding. The Appaloosa is primarily from Spanish stock, but has been cross bred with other breeds, especially Arabian. Today's racing Appaloosas have been bred with Quarter Horses and Thoroughbreds as well.

AND WHAT ABOUT THE RACING ARABIAN TODAY?

Arabian race horses are making a gradual comeback in North America. These pure bred Arabians have raced in Poland, Russia, and Egypt for many years, but it wasn't until

the late 1950s that a true Arabian race was held in the United States. On November 11, 1959 (Washington, DC, International day), a 2½ miles Arabian horse race was held at Laurel, Maryland. The winner was named OFIR. In the early 1960s, a series of exhibition races at 2½ miles were held at several Thoroughbred race tracks. Non-parimutuel racing of Arabians continued throughout the 1960s and into the 1970s at fairs and horse shows. In 1967, the first parimutuel races for Arabians were held at Evangeline Downs in Louisiana. A number of states now allow parimutual betting on racing Arabians.

The Arabians racing in the US are no match for the Thoroughbreds and probably never will be. For the most part, Arabian races in the US have been changed from the 2½ miles endurance tests of the 1960s to shorter races—5, 6, and 7 furlongs with occasional longer races thrown in.

Perhaps the biggest breakthrough in Arabian racing in the US took place in August of 1980 when Arlington Park in Chicago, Illinois, sponsored the 1980 Arabian Super Derby for 3-year old Arabians. A field of ten top 3-year olds was entered in this 6 furlong, non-wagering, exhibition race. It carried a purse of $16,000 which seemed to indicate that maybe Arabian horse racing in the US was finally coming of age! It was an exciting race from start to finish. The pre-race favorite, OTIKI, broke quickly but tired and was never a factor, finishing ninth. SAAM, who had never finished worse than second in eleven starts prior to the Super Derby, quickly took the lead from OTIKI and then battled with EQUUS the rest of the way. The latter briefly took the lead at th ½ mile pole, but SAAM came back in the stretch and won by a length. GLYMARR broke slowly and ran eighth most of the way; this game filly came very wide at the top of the stretch where she was still sixth and rallied strongly, making up eleven lengths in the stretch to come within ¾s of a length of EQUUS to finish third. Many felt that another ½ furlong—or less—and she would have even caught SAAM!

Included with this article is the race program for that Super Derby, featuring the top six horses. It is compatible with the WP&S rules, all of which should be followed in running the race.

AND WHAT ABOUT "THE BLACK STALLION"?

A little over a year ago, Walter Farley's classic tale about a boy and his horse hit the big screen. It turned out to one of the most popular pictures of the year and was one of those rare family films in the Walt Disney tradition, although the Disney studios were not involved with it. The movie was based upon the book by the same name that was written in the early 1940s when Walter Farley was still in high school! Briefly, the story tells of a boy and a wild black *Arabian* stallion who are stranded together on an uninhabited island after the ship they are sailing on goes down in a storm—no others survived. While on the island, the boy and horse forged a strong bond. After being rescued, the boy (Alec Ramsay) takes the

1980 ARABIAN SUPER DERBY
Arlington Park, Chicago, Illinois

PURSE: $16,000 6 furlongs

1st $8,000 2nd $4,000 3rd $1,600 4th $800
5th $800 6th $800

#											BONUS #	ODDS	Horse	Jockey info	Class/Speed
1	4	4	5	7	8	5	—	—	—	—	9	6-1	**DIMORCA**	Veteran / K. Rice	Class: 33 / Speed: 28
2	6	6	5	5	7	5	—	—	—	—	5	10-1	**BRIPA DARIUS**	Veteran / M. Morgan	Class: 34 / Speed: 29
3	5	5	7	7	4	3	—	—	—	—	4	20-1	**JEA FIRE DESERAI**	Veteran / D. Salvino	Class: 31 / Speed: 28
4	2	2	4	6	14	8	—	—	—	—	8	5-1	**GLYMARR**	Veteran / V. Amato	Class: 36 / Speed: 28
5	7	7	7	6	5	5	—	—	—	—	6	3-1	**EQUUS**	Veteran / J. Rusham	Class: 37 / Speed: 32
6	8	7	6	5	6	6	—	—	—	—	7	5-2	**SAAM**	Veteran / J. Milner	Class: 38 / Speed: 32

horse (The Black) back to his Long Island home where a friendly neighbor allows him to rent a barn to stable the horse. This neighbor turns out to be a former horse trainer who was once a jockey. They learn that the black stallion can really run. Meanwhile, two Thoroughbred race horses are tearing up the tracks of America—Cyclone on the East Coast and Sun Raider on the West Coast. Both are unbeaten and apparently unbeatable so a special match race is arranged. Thanks to an influential news reporter, Alec manages to get The Black into the race as a "mystery horse."

The day of the race, everyone is talking about Cyclone and Sun Raider while very few even mention the mystery horse. But Alec Ramsay knows that The Black will win. Just as the horses are about to enter the starting gate, The Black acts up and cuts one of his rear legs badly. Alec spots the blood and starts to dismount just as the starting gates are released. Cyclone and Sun Raider burst from the gate and The Black is practically left at the gate with Alec half-in and half-out of the saddle—the boy doesn't want his horse to run with a cut leg, but The Black's Arabian spirit is aroused and he is determined to run. Alec struggles back into the saddle and lets the horse run—they are seemingly too far behind now to have any chance of catching up, but The Black is all out to try and catch the two champions. Cyclone takes a brief lead into the first turn and then Sun Raider pulls up alongside down the backstretch. Meanwhile The Black is unbelievably gaining ground with every stride. Coming into the stretch, Sun Raider puts Cyclone away and surges into the lead. The Black's great strides bring him past the beaten Cyclone, but is there enough track left to catch Sun Raider? With a magnificent burst of speed, The Black roars past Sun Raider to win by two lengths!! Truly a great story with a wonderful storybook ending— not to mention an exciting race to boot! The movie followed the book quite closely, I might add. Walter Farley wrote many Black Stallion books and a movie is currently being completed on the *second* Black Stallion book. If you love horses and horse racing, you won't want to miss the second movie!

Presented in this article is a little mini-race featuring The Black, Sun Raider, and Cyclone. The name of the jockey on Sun Raider is omitted because it was never mentioned in the book. The distance of the race below is 1¼ miles although the book never said exactly how long the race was; in the movie, it seemed to be a two mile race, but

that distance is not a realistic one for Today's Thoroughbreds. The 1¼ miles race below is compatible with other 1¼ miles races that have been presented in ALL-STAR REPLAY but it should be remembered that The Black had a cut leg and was virtually left at the gate—if he had run the whole race at top speed, there's no telling what his class rating would have been or how badly he would have beaten Sun Raider and Cyclone!!

AUTHOR'S NOTES:
If there are any special horses or races you

would like to see recreated in ASR, please write to the Editor and let him know. We are open to any and all suggestions!

CREDITS
The author would like to acknowledge information supplied by Ms. Karen Kasting regarding racing Arabians, the ENCYCLOPEDIA BRITANNICA for the background information on horses and their history, and Mr. Walter Farley for writing the exciting BLACK STALLION series of books. ■

1 ODDS	10	10	8	8	7	6	6	6	6	6	4
	CYCLONE										**BONUS #**
	Veteran Dave						Class: 73 Speed: 67				

2 ODDS	9	8	8	8	8	7	7	7	7	6	10
	SUN RAIDER										**BONUS #**
	Veteran						Class: 75 Speed: 69				

3 ODDS	1	1	5	10	10	10	10	10	10	10	7
	THE BLACK										**BONUS #**
	Apprentice Alec Ramsay						Class: 77 Speed: 67				

REALISTIC BATTING FOR PITCHERS IN STATIS-PRO BASEBALL

("AND IT'S ABOUT TIME," WE HEAR YOU CRY!)

By Joseph Balkoski and William T. Hughes

At last, we have gotten around to evaluating all National League pitchers in terms of their batting ability as demonstrated in the strike-shortened 1981 season! We have drawn up ten Pitcher Batting cards (which are included as an insert in this issue) for your use when playing STATIS-PRO BASEBALL. No longer will you have to use the common team Pitcher Batting card that so many of you have complained about in the past! Instead, we recommend that you carefully write each pitcher's batting values (as listed in the following article) directly on his player card. Then, when a National League pitcher comes to bat, simply employ the Pitcher Batting card that has the same number as the pitcher's batting value.

The following list gives all National League pitchers by team. Directly following the pitcher's name is how he bats: R=right; L=left; S=switch. Then, the pitcher's batting ability (a number from 1 to 10) is listed, followed (after a slash) by his Sacrifice (SAC) value (AA, BB, CC, or DD). Pleae note that in the 1981 STATIS-PRO BASEBALL card set, there was no American League Pitcher Batting card included. For inter-league play when the designated hitter rule is not in use, we recommend that you use Pitcher Batting card #4 for all American League pitchers when they come to bat (although the choice of which card to use in this circumstance is really up to you).

Atlanta
Camp (R): 1/BB
Montefusco (R): 8/CC
Mahler (R): 4/BB
Niekro (R): 1/AA
Walk (R): 3/AA
McWilliams (L): 1/BB
Garber (R): 1/CC
Bedrosian (R): 1/CC
Perry (R): 10/AA
Hrabosky (R): 1/CC
Bradford (R): 6/CC
Hanna (R): 6/CC
Boggs (R): 4/BB

Chicago
Hernandez (L): 1/CC
Smith (R): 1/BB
Kravec (L): 1/AA
Tidrow (R): 1/BB
Griffin (R): 4/BB
McGlothen (L): 8/CC
Eastwick (R): 1/CC
Howell (R): 1/BB

Reuschel (R): 1/AA
Krukow (R): 5/AA
Caudill (R): 3/BB
Bird (R): 1/BB
Capilla (L): 1/CC
Geisel (L): 1/CC
Martz (L): 6/BB

Cincinnati
Seaver (R): 10/AA
Berenyi (R): 9/BB
Combe (R): 1/CC
Brown (R): 1/CC
LaCoss (R): 1/AA
Edelen (R): 5/CC
Hume (R): 1/CC
Pastore (R): 2/AA
Soto (R): 1/AA
Price (R): 1/CC
Moskau (R): 1/BB
Leibrandt (R): 1/CC

Houston
Sprowl (L): 4/CC
Smith (R): 1/CC
Ruhle (R): 7/BB
Knepper (L): 9/AA
Niekro (R): 5/AA
Sambito (L): 1/CC
Sutton (R): 3/AA
Ryan (R): 6/BB
Smith (R): 6/CC
LaCorte (R): 6/CC

Los Angeles
Pena (R): 1/CC
Sutcliffe (L): 5/CC
Reuss (L): 5/AA

Forster (L): 1/CC
Goltz (R): 1/BB
Hooton (R): 5/AA
Welch (R): 6/AA
Niedenfuer (R): 1/CC
Valenzuela (L): 7/AA
Castillo (R): 6/CC
Howe (L): 1/CC
Stewart (R): 6/CC

Montreal
Sosa (R): 6/CC
Bahnsen (R): 2/CC
Gorman (L): 1/CC
Ratzer (R): 1/CC
Lee (L): 10/CC
Fryman (R): 6/BB
Rogers (R): 4/AA
Sanderson (R): 8/AA
Burris (R): 5/AA
Jackson (L): 1/CC
Lea (R): 3/AA
Gullickson (R): 4/AA
Reardon (R): 1/BB

New York
Roberts (L): 6/CC
Boitano (R): 1/CC
Harris (S): 5/CC
Miller (R): 6/CC
Zachry (R): 4/BB
Allen (R): 5/BB
Orosco (R): 1/CC
Falcone (L): 9/CC
Scott (R): 1/CC
Jones (R): 2/CC
Leach (R): 1/CC
Searage (L): 6/CC
Lynch (R): 3/BB
Hausman (R): 1/CC
Marshall (R): 1/CC

Philadelphia
Christenson (R): 1/BB
Carlton (L): 8/BB
Ruthven (R): 3/AA
Noles (R): 2/BB
McGraw (R): 1/BB
Brusstar (R): 1/CC
Larson (R): 2/BB
Bystrom (R): 2/BB
Lyle (L): 6/BB
Davis (L): 1/BB
Espinosa (R): 5/AA
Proly (R): 1/CC
Reed (R): 6/CC

Pittsburgh
Tekulve (R): 1/CC
Solomon (R): 4/AA

Candelaria (L): 6/BB
Bibby (R): 8/BB
Camacho (R): 1/BB
Romo (R): 1/BB
Jones (R): 5/AA
Cruz (R): 1/BB
Rhoden (R): 5/BB
Perez (R): 8/BB
Robinson (R): 6/CC
Long (R): 1/BB
Scurry (L): 4/CC
Lee (R): 6/CC
Tiant (R): 9/BB

San Diego
Firevoid (S): 3/CC
Littlefield (R): 1/BB
Armstrong (R): 1/CC
Kuhaulua (L): 2/BB
Curtis (L): 1/BB
Mura (R): 3/BB
Eichelberger (R): 1/AA
Lollar (L): 9/CC
Boone (L): 6/BB
Urrea (R): 6/CC
Welsh (L): 3/AA
Lucas (L): 1/AA
Show (R): 1/CC
Wise (R): 1/AA

San Francisco
Hargesheimer (R): 5/BB
Ripley (R): 3/AA
Whitson (R): 1/AA
Rowland (R): 6/CC
Tufts (L): 1/CC

Alexander (R): 9/AA
Minton (S): 1/BB
Holland (R): 1/AA
Griffin (R): 9/AA
Lavelle (S): 9/AA
Moffitt (R): 1/CC
Blue (S): 5/AA
Breining (R): 1/BB

St. Louis
Martinez (R): 5/CC
Sykes (S): 1/CC
Andujar (R): 1/AA
DeLeon (R): 1/CC
Rincon (R): 5/AA
Martin (S): 10/AA
Littell (L): 6/CC
Bair (R): 9/CC
Kaat (L): 10/CC
Sorensen (R): 1/AA
Forsch (R): 3/AA
Otten (R): 1/BB
Shirley (R): 3/CC
Sutter (R): 1/CC

RICHARD BERG . . .
The Sporting Muse

The arrival of the brand-new Statis-Pro Football game activated an instant pang of nostalgia within my essentially malleable soul. I have been playing sports games since 1955, and certain games still retain an honored place in my gamer's heart, even though I no longer play them. One of those is most assuredly the original version of Statis-Pro Football.

Now, you have to understand that Statis-Pro Football has, considering its relatively short life-span, undergone some rather radical changes in both its presentation and its system. Designer Jim Barnes, one of sports gaming's most prolific and inventive minds (so prolific and inventive that he now has a better job, making real money), never seemed to be satisfied with what he had done—as opposed to his feelings towards SP baseball, which has stayed virtually the same since its inception a decade ago. Without getting into the merits of what is now the *fourth* (and present) version of AH/SP Football—mostly because I have not had adequate time to form an opinion—I hereby cast a vote for the original version as the best of the lot.

I started playing Statis-Pro Football back in 1974, which meant the 1973 season. At that time Statis-Pro was sometimes known as Mid-West Research and operated out of a basement in Waterloo, Iowa. That game bears only a partial resemblance to the new, AH-published version, a difference that can be seen just by looking at it. The 1973 edition of Statis-Pro Football came in a big, flat box—much the same as a Monopoly game—and the bulk of the product consisted of player cards for each team (in individual team envelopes, no less) and huge Offensive and Defensive Team charts. The player cards were 4″ × 4″, while the team charts were 8″ × 17″ and were printed on heavy, laminated stock in a variety of colors. Very snappy. Needless to say, in this era of rampant inflation, such high-level printing would shoot the cost of a game over the $30 mark. As far as the game itself goes, you have to remember that the basic philosophy of Statis-Pro was that their games be designed for solitaire play. Although this was basic throughout all of Barnes's products,

nowhere was this more prevalent than in the football game. That, in itself, brings up two important facets of designing a football game for the table-top market.

First of all, football is superficially an easy game to design. But, simulating effortlessly the interaction of offense and defense, of one coaching mind against another, is a plateau of achievement that few designers have reached. Of all the major sports on which games are available, football uses the most input from the "coach". (I sometimes think, when watching the NBA go through its weary paces, that their players either do not receive or do not choose to use *any* input from their coaches). This means that there is a lot of important decision-making to consider. In attempting to put this into a game, however, the designer runs head-first into the stone wall called "playability." And this is especially so in terms of designing a football game for solitaire play.

This brings up the second point. Like it or not, most people (and I assuredly do not say *all*) play sports games solitaire. Whatever the reasons for this—and there are many—it is a known and documented fact in the sports game industry. This may account for the distinct lead in popularity that table-top baseball games have over football, despite some evidence to the contrary in terms of the actual appeal of the professional games. Baseball is eminently suited for solitaire play (being a team sport of individual accomplishments); football is not. Not only is there the coaching factor to consider, but the intermeshing of players and plays, all of which make for some very difficult decision-making processes by the designer.

Most table-top football games are basically the same system. (They *are* basically the same; they just *appear* different—in much the same way as do any two given TV shows on the same subject.) What is usually different is the way in which the designer tackles the problems discussed above. Strat-O-Matic simply ignores (for the most part) solitaire play; it is strictly a two-player game, unless you want to emasculate the game entirely. Other games, such as BLM and APBA, resort to a heavy-handed method for determining one team's play as

opposed to another. Whether they work or not depends on how well the player can assimilate that system into his basic style of play, as all of us who play solitaire regularly have a "system" which we use to keep the game flowing.

Statis-Pro, however, cut right through that Gordian's Knot and simply presented a game for solitaire play. The play results were divided evenly between offense-affected and defense-affected read-outs. The player, whom we shall envision as solitary at this point, simply chose one of 10 basic plays (there were some infrequently used special plays, such as scrambles and option passes), looked at the "Option Card" for that play, and threw 3 dice. The first die would refer the gamer to either Offense or Defense and then state which offensive or defensive ratings determined the defense. Then, depending on the effect of either offense or defense the gamer would check the chosen player's card or the Master Defense Chart for the result. For example—and for this example I am using the cards for the 1974 season—the gamer runs John Riggins of the Jets on an Inside Slant Left against New England. The only decision the gamer has to make is which *offensive* play to choose, the cards do the rest. He throws a "4" on the first die, and a total of "6" on the other two. The "4" indicates that the offensive left tackle and left guard led the play, and for the Jets those two players—Rasmussen and Brown—have 2 blocking points. The gamer then looks under the "2" column on Riggins running card (the range was from 0-4 for blocking points) to see that, with a "6", Riggins gained 4 yards. If the initial roll had been a "3", the defensive RLB and RT (Hunt and Lunsford, with a total of 2 tackling points) would have given a play result of +3 yards. The better your blocking, or tackling, the better you did. In this way, and with seemingly little effort, Barnes meshed line-play with running ability, as well as solving the solitaire play problem.

Then, after two years of this (the cards for the second year were greatly reduced in size, unfortunately, although the pass receiving was improved), Barnes switched to a completely different system. The game now resembled the old Negamco game; it also

was a forerunner of SPI Football. However, it was much less complex or incisive than either those two or its illustrious forefather. Barnes's stated desire was to make the game easier and quicker to play, mostly by assigning one rating to a player. The statistical read-out wasn't bad, but much of the fun was taken out of the game. By 1977-8 Barnes was tinkering with the system even further. This time he was into a sort of "design-it-yourself" shtick, which, admittedly, further reduced the costs of paper and printing but which only served to further dilute and cheapen the product. By 1979 Statis-Pro had been purchased by Avalon Hill and Barnes set about working on yet another system, which we now have as the AH version of SP Football.

I can't help but mourn for the original Statis-Pro Football. The game played almost effortlessly, with none of the chart-flipping, rule-wrenching, number-adding numbness of so many other games. Stats were excellent (when you bothered to notice the mistake in the Pass Result Chart), and an individual game played in just over an hour. I still don't know why it was abandoned; I do know that it was the last football game—other than my own design—that I played with any relish.

And now for a brief change of pace . . . and some instant, Nostradamical prognostications. I'm about to let you know who is going to finish where this year in the Major Leagues. Of course, these inspired choices come complete without any form of guarantee, and do not include such possible phenomena as George Brett joining Fernando Valenzuela in a two-headed Mexican stand-off; Gary Templeton starting a road-show company of "Jekyl and Hyde", or Ted Turner buying the Minnesota Twins to see if he can find anyone he knows. My method of selection is, to be sure, no secret: my son, Alex, with all the innate wisdom that any standard 5-year old can muster, simply pointed to the teams as I said "next."

AMERICAN EAST

1. Baltimore (Too much good pitching, and I just feel it in my bones.)
2. New York (They'll miss the power, which is something no Yankee team has won without.)
3. Milwaukee (A *distant* 3rd, no less. Standing still is no improvement.)
4. Cleveland (And it's about time; barring a trade they just may have a 7-man rotation!)
5. Detroit (They have a lot of ballplayers who don't appear to be going anywhere.)
6. Boston (I know, they said the same thing

last year. This year it looks right.)
7. Toronto (I can see no discernible improvement on what is surely the least attractive team in baseball)

AMERICAN WEST

1. Chicago (What?! You're sending for the white wagon!! Let's face it, a Chicago team has got to win something sooner or later, and it's not going to be the Cubs, Bears, Bulls or Blackhawks.)
2. Texas (Lot's of talent, which might wilt again during the usual hot summer.)
3. Oakland (Billy has a habit of losing after he wins; and I still think he did it with mirrors last year.)
4. Kansas City (On the way down, with some dismal pitching and poor personnel choices.)
5. California (Just think if their hitting could bat against their pitching. Unfortunately, only the rest of the league gets to bat against those bozos.)
6. Seattle (A hunch, plus I know at least five of their players, which is more than I can say about . . .)
7. Minnesota (Who are these guys? Well, I may not know who they are but I do know what they are: bad.)

NATIONAL EAST

1. Montreal (Not that I'm crazy about them, but they do have some mighty talent.)
2. Philadelphia (But only if Carlton is on beam; otherwise, they could slip to fifth.)
3. St. Louis (Nice hitting, good bullpen, and the most overpaid SS in history.)
4. New York (If Ellis Valentine has a good year—and he isn't traded—this could be a ferocious lineup; unfortunately the pitching is *tres* chancey.)
5. Pittsburgh (I don't care what Dave weighs, this team is on the way down.)
6. Chicago (A walking wake.)

NATIONAL WEST

1. Houston (Awesome pitching, and that may be all they need, because it's about all they have.)
2. Los Angeles (Only on past record. If Fernando gets deported and everyone starts to act their age, they could slip waaayyy down.)
3. Atlanta (Look for good years from key players, such as Horner and Murphy.)
4. Cincinnati (Isn't Tom Seaver just amaz-

ing? And isn't the rest of the team not! Key personnel decisions seem to have been made by Clyde the Orangutan. "Scrap the outfield, Clyde!")
5. San Francisco (Poor Frank, he's got a fairly dreary bunch here; actually there's talent, but none of it seems to jell.)
6. San Diego (The only way this team will make it through the season is if, every night, it slips across the border for some local vegetation.)

THIS MONTH'S NITPICKER:

There has been a lot of talk over the last two years about the phenomenal complete-games record of the Oakland A's pitching staff. So, here's two high hard ones on complete games:
1. Who was the last pitcher with 20 or more starts to complete *every* game he started in a single season?
2. Name the pitcher who holds the all-time modern-day (1901 +) record for most consecutive complete games (not including, of course, any relief appearances)?
Last issue's nitpicker was Johnny Sain, of the Boston Braves, who, in 1946 hit .298 in 94 official at bats with nary a "K" and then followed that in 1947 with a .346 season in 107 appearances with only one strikeout. ∎

The Fistic Scene

ROLE PLAYING WITH "TITLE BOUT": PART II

by Jim Trunzo

In Vol. III, No. 4 of THE FISTIC SCENE, readers were provided with a method for generating a fighter, presumably one who would represent the reader himself, to be used in the staging of bouts in conjunction with Avalon Hill's TITLE BOUT. This article is the companion piece and deals with gaining your fighter a ranking and eventually a shot at a division crown; and also it deals with character advancement or decline, depending upon his won-lost record. The first step, then, after generating your fighter is to get him into the top ten ratings. The procedure for doing so follows.

I. RANKING THE FIGHTERS IN THE GAME

Before your fighter can move up in the rankings, there must be rankings in which to move up! Select the division in which your fighter will compete and establish rankings using whatever method you see fit. A quick and quite accurate way to set up ratings is by using the prcocedure listed below:

1. Arrange the fighters according to the boxer ratings

2. Any fighters whose boxer ratings are equal are then ranked by combining the CF numbers, with the higher number receiving the higher rating.

3. Any fighters whose CF numbers are equal resort to the following formula to determine position in the ratings: HP + PL - KD 1, - KD 2, and - KO. The high number receives the higher ranking.

4. If a tie still exists, the fighter with the better defense is given the higher rating.

5. Finally, if a fighter still is tied with another fighter, compare Endurance ratings to determine ranking, high number receiving high rating.

For example, the Top Five 1981 welterweights (actually the 1980 card set) would have been Duran, Leonard, Benitez, Hearns, and Cuevas in that order. If you have that card set you will see that Duran's rating of 11 put him ahead of all the others, whose ratings were 10's. The remaining four fighters next compared CF's and Cuevas settled into 5th place since his CF numbers totaled only 19, compared to the other fighters' 20 CF numbers. That still left Hearns, Leonard, and Benitez tied, necessitating the use of Step 3. If you apply the formula to each of the three fighters, you should come up with 46 for Leonard, 43 for Benitez, and 41 for Hearns. Maybe the WBA and WBC should purchase the new TITLE BOUT cards and use this system. It's got to be as accurate as whatever method they use!

Once you have established the ratings for the fighters already included in the game, you are ready to find out where your fighter fits in.

II. ESTABLISHING YOUR FIGHTER'S RANKING

To do so requires two steps. First, you must determine his record. It is assumed that the fighter you have generated has completed his first year as a professional fighter. Obtain a random number (using a range of 1-100) and apply it to Table I to determine your

fighter's record at the end of his first year of competition.

Next, obtain another random number, again using 1-100, and apply it to Table II to determine your ranking. NOTE: Your ranking will be in the bottom 10. You must also apply a modifier to your RN result based upon your record.

III. NEGOTIATING FOR A BOUT AGAINST A TOP TEN CONTENDER

You may "negotiate" for a bout against one of the contenders in the Top Ten whenever you choose. To do so, simply apply a RN (1-100) to Table III. If the RN falls within the stated range opposite the contender you wish to fight, he has agreed to meet you and the bout is set. If, however, the RN falls outside the range opposite the fighter you are in negotiations with, the fighter has refused to fight you (feeling that you aren't worthy of a shot at this time). If a top ten contender refuses to fight you, you must fight a bout against a fighter outside the top ten before negotiating again with a top ten fighter. FIGHTS AGAINST A BOXER WHO IS NOT RANKED IN THE TOP TEN ARE AUTOMATICALLY ARRANGED. Two modifiers are applied to the RN when "negotiating" with a top ten fighter:

1. Add –2 for victory you have gained prior to "negotiations".

2. Add or subtract the proper number from the RN according to the following table (based upon your current rank):

Rank:	Modifier:
11th	−5
12th	−4
13th	−3
14th	−2
15th	−1
16th	0
17th	+1
18th	+2
19th	+3
20th	+4

IV. ADVANCING THROUGH THE RANKS

Your obvious objective is, of course, to move upward through the ranks and gain a title shot. However, to break into the top ten ratings, you must defeat a top ten fighter. This may take some time, though. While awaiting your big opportunity to pit yourself against a contender, you can still make progress by moving through the lower ranked fighters, who may still be ahead of you. To do so, follow the instructions of Tables IV and V.

There are several additional rules that apply here. First of all, you cannot advance above the number 11 spot. As mentioned before, you must defeat a fighter in the top ten to move into the top ten. Secondly, you can only drop into the last spot available. What that means is if you only have 15 fighters in your division, you can't be ranked lower than 15th.

When Fighting an Opponent in the Top Ten

Fighting an opponent in the Top Ten is handled differently than when fighting an opponent of a lesser caliber. As stated before, first of all the opponent must agree to fight you. Assuming that this is the case, the following procedure is used:

AFTER THE FIGHT IS OVER, crosscheck each fighter's pre-fight ranking against his opponent's pre-fight ranking. The result found by making the crosscheck dictates the fighter's rise or drop in the rankings. *Use the result before the slash if the fighter has scored a victory; use the result after the slash if the fighter has suffered a loss.* REMEMBER THIS PROCEDURE MUST BE DONE TWICE, ONCE FOR EACH FIGHTER!

An example using the Rankings Table would be as follows. Assume that the number 8 contender has negotiated for a fight with the number 4 contender and the fight is on. The number 8 contender upsets the number 4 ranked fighter. Using the Rankings Table and following the procedures correctly would yield the following results:

A. The number 8 ranked fighter would move up to number 6 in the ratings;

B. The number 4 ranked fighter would drop to number 7 in the ratings;

Had the number 4 fighter beaten the number 8 in the above situation, the results would have been:

A. The number 8 ranked fighter would have dropped to number 9;

B. The number 4 ranked fighter would have remained in the same position.

Once you have made the primary changes in the rankings (those changes involving the two contestants in the fight just completed), all other fighters in the rankings should be adjusted, moving either up or down, as logic dictates. (The "*" after the 11 on the Rankings Table means the 11th ranked fighter and down, by the way!)

V. "NEGOTIATING" AFTER BREAKING INTO THE TOP TEN

Once you have gained a spot in the Top Ten rankings it is much easier to get a fight with other Top Ten contenders, though not automatic. To do so, apply a RN of 1-100 to Table VI cross checking your current ranking with that of the fighter with whom you are negotiating. If the RN falls within a range of 1 through the number indicated, the match is set. If it falls outside the range, the fight falls through. (The assumption is that your would-be opponent feels that fighting you might jeopardize a title shot for him). In this case, you may still "negotiate" to fight someone else in the Top Ten, if you so choose, or you can "tune-up" on a lower echelon boxer. YOU MAY NEVER "NEGOTIATE" WITH THE SAME FIGHTER TWICE IN A ROW!

VI. "NEGOTIATING" FOR A CHAMPIONSHIP BOUT

Fighting the champion is what this racket is all about! To be able to negotiate for a championship bout, you must first make it into the top ten ratings. Once you have accomplished this, you may, at any time, negotiate with the management of the champion concerning a title bout against your fighter. To determine the success of your negotiations, apply a RN of 1-100 to Table VII. Each time you negotiate with the champion and negotiations "fail", you must engage in a bout with another contender before trying once again to negotiate for a shot at the crown. When you do negotiate again, use the column with the heading "2nd" IF YOU HAVE WON A FIGHT AGAINST A TOP TEN CONTENDER SINCE YOUR LAST ATTEMPT AT GETTING A TITLE SHOT. If you haven't won

against a ranked contender, use column one. If your second attempt at negotiations fail, follow the same procedure as above. Then when negotiating for the third time and beyond, use the column headed "3rd", assuming you have achieved a win over a top ten fighter during the interim. When "AUT" appears (automatic), it is assumed that this is a mandatory defense against the No. 1 contender.

VII. FIGHTER ADVANCEMENT

Like everyone else, a fighter can only go one of two ways. He either improves himself to the point where he is as good as he can possibly be, which hopefully translates into a championship reign, or deteriorates into a "trail horse", used to give a promising young fighter an education and fatten his record. What follows, then, is a system for advancement or regression to be used in conjunction with the fighter you have created. (Note: Regression or the deterioration of skills is handled by simply showing no improvement over the attributes originally generated. Since only victories allow for improvement, a card that loses consistently is still a losing card, without modifying it in a downward fashion, which would simply make it even easier to beat.) The system for advancement is simple and similar to most basic role-playing games. Wins translate into a various amount of points and these points

are used to improve one or more of the fighter's attributes.

Earning "Advancement" Points

A. A win over an opponent whose ranking is lower than yours equals +7 Points;

B. A win over an opponent whose ranking is higher than yours equals +7 Points PLUS 3 points for each rank higher than yours. **Example:** Your 7th ranked fighter upsets the number 4 ranked fighter. He earns 16 points (7 for the win and 9 for the rankings)

C. A loss against an opponent ranked beneath you equals -4 PLUS -2 for each rank lower than you. A loss against a 7th ranked fighter by, say, the No. 4 ranked fighter would cost that No. 4 man -10 points.

D. A loss against an opponent ranked higher than you costs -4 points.

Improving Attributes Through "Advancement Points"

Once a fighter has earned "Advancement Points", he may save them, use part of them, or use all of them, as he sees fit. Different attributes require different amounts of points to improve. Also, a fighter's style will affect the cost of attributes, in some cases. In Table VIII are the various attributes that can be improved and the cost in "advancement points" necessary for each.

Here are several factors to keep in mind when using character advancement.

A. A fighter may quite possibly accumulate MINUS points and need several wins in a row to get him into the positive side again and begin improving his attributes.

B. It is difficult to change the "style" of a fighter, though it may be done. To change a boxer, for example, into a slugger can be accomplished by putting all his attribute points towards the improvement of his HP. However, this will be a time consuming process and losses may prevent it from ever happening if his initial generation was weak to begin with.

Finally, the numbers in parentheses indicate the maximum a category can be either increased or decreased to. HP cannot go above 10, for example, A "B" indicates BOXER while an "S" indicates SLUGGER. *A fighter whose style is B/S should split the difference in point costs.*

Well, that completes the two part Role-Playing article. It should be emphasized, however, that although this article dealt with role-playing, much of it can be used in conjunction with the TITLE BOUT game as it stands! The various methods of "negotiating" matches and adjusting the various rankings according to fight results can easily and valuably be applied to TITLE BOUT, even if you are not into role-playing. Hopefully, then, this article contains something for all TITLE BOUT fans and will add still more color and realism to the game.

TABLE I

RN	Record	RN	Record
1-5	10-0	31-40	6-0
6-10	9-0	41-70	5-0
11-20	8-0	71-100	4-0
21-30	7-0		

TABLE II
Ranking Table
Modifier: -2 off your random number result for each victory you gained during your first year in the ring.

RN	Rank	RN	Rank
1-5	No. 11	51-60	No. 16
6-10	No. 12	61-70	No. 17
11-15	No. 13	71-80	No. 18
16-25	No. 14	81-90	No. 19
26-50	No. 15	91-100	No. 20

If there is another fighter already occupying your rating slot, drop him and all other fighters who follow him down one notch in the standings.

TABLE III
Negotiation Table

Rank	RN	Rank	RN
1	1-5	6	1-30
2	1-10	7	1-35
3	1-15	8	1-40
4	1-20	9	1-45
5	1-25	10	1-50

Example of "Negotiating" a Fight:
You (or your fighter) are currently ranked number 13 in your chosen division, with a record of 6 wins 0 losses. You are in "negotiations" with the 8th ranked fighter in your division. Your RN after modification must fall within a range of 1-40. In this particular case, assume a RN of 54 results. Modify 54 by -12 (6 wins × (-2)). This leaves an RN of 42 which is further modified by your ranking, in this case -3. Your final modified RN equals 39. Your bout with the number 8 fighter is set!

It should be obvious that the better your record and ranking, the better your chances of gaining a fight against a top ten opponent. Thus, you might wish to fight a number of fights against fighters in the bottom ten to gain "experience" and fatten your record. And as you will see, winning bouts helps to develop your fighter and improve his individual categories (explained in "Character Advancement").

TABLE IV

When Fighting an Opponent in the Bottom Ten

A. Subtract your opponent's ranking from yours

B. Apply the result to the table below

Ranking Difference:	Effect on Rating:
+9 or greater	Win—Advance 5 places in the ratings
	Lose—No change
+8	Win—Advance 5 places in the ratings
	Lose—No change
+6 or +7	Win—Advance 4 places in the ratings
	Lose—No change
+3, +4, or +5	Win—Advance 3 places in the ratings
	Lose—Drop one place in the ratings
+2	Win—Advance 2 places in the ratings
	Lose—Drop two places in the ratings
+1	Win—Advance 1 place in the ratings
	Lose—Drop two places in the ratings
0 or –1	Win—No change
	Lose—Drop two places in the ratings
–2, –3, –4, or –5	Win—No change
	Lose—Drop three places in the ratings
–6, –7, –8, –9 and down	Win—No change
	Lose—Drop four places in the ratings

TABLE V

Rankings Table

(–) indicates the match-up is not possible

(–1), (–2) indicates that the fighter should be dropped that number in the rankings (for example, a fighter comes into the fight ranked 12th and earns a (–1). His new rank would be number 13.

NC indicates that No Change should be made in the fighter's ranking

7/10 the number before the slash indicates a fighter's new ranking if he has won the fight. The number after the slash indicates a fighter's new ranking if he has lost the fight.

Current Rank		Opponent's Ranking										
		11*	10	9	8	7	6	5	4	3	2	1
	11*	—	10/-2	10/-2	9/-1	9/-1	8/NC	8/NC	7/NC	7/NC	6/NC	5/NC
	10	NC/13	—	9/12	9/12	8/11	8/11	7/11	7/11	6/NC	5/NC	4/NC
	9	NC/12	NC/11	—	8/11	8/11	7/10	7/10	6/10	5/NC	4/NC	3/NC
	8	NC/11	NC/11	NC/10	—	7/10	7/10	6/9	6/9	5/9	4/NC	3/NC
	7	NC/10	NC/10	NC/9	NC/9	—	6/9	5/9	5/9	4/8	4/NC	3/NC
	6	NC/10	NC/9	NC/9	NC/8	NC/8	—	5/8	4/7	4/7	3/NC	3/NC
	5	NC/10	NC/9	NC/8	NC/8	NC/7	NC/7	—	4/7	3/6	3/6	2/NC
	4	NC/9	NC/8	NC/7	NC/7	NC/6	NC/6	NC/5	—	3/5	2/5	2/NC
	3	NC/8	NC/7	NC/7	NC/6	NC/6	NC/5	NC/5	NC/5	—	2/4	1/NC
	2	NC/7	NC/6	NC/6	NC/5	NC/5	NC/5	NC/4	NC/4	NC/4	—	1/3
	1	NC/6	NC/5	NC/5	NC/5	NC/4	NC/4	NC/4	NC/3	NC/3	NC/2	—

TABLE VI

Contender Versus Contender Table

	Opponent's Ranking									
Rank	10	9	8	7	6	5	4	3	2	1
10	—	90	80	70	60	50	40	30	20	10
9	A	—	90	80	70	60	50	40	30	20
8	A	A	—	90	80	70	60	50	40	30
7	A	A	A	—	90	80	70	60	50	40
6	A	A	A	A	—	90	80	70	60	50
5	A	A	A	A	A	—	90	80	70	60
4	A	A	A	A	A	A	—	90	80	70
3	A	A	A	A	A	A	A	—	90	80
2	A	A	A	A	A	A	A	A	—	90
1	A	A	A	A	A	A	A	A	A	—

A = automatic
Number indicates range for successful negoitations (90 = 1-90)

Example: Your current ranking is 7 and you "negotiate" with the number 4 ranked fighter in your division. By crosschecking ratings, you will see that there is a 1-70 chance of negotiations being successful.

TABLE VII

Championship Bout Table

Rank	1st	2nd	3rd
1	1-60	1-80	Aut
2	1-55	1-75	1-85
3	1-50	1-70	1-80
4	1-45	1-65	1-75
5	1-40	1-60	1-70
6	1-35	1-55	1-65
7	1-30	1-50	1-60
8	1-25	1-45	1-55
9	1-20	1-40	1-50
10	1-15	1-35	1-45

GREAT PLAYERS OF THE GREAT AMERICAN PASTIME

by
James C. Gordon

In Volume III, Number 3 of ALL-STAR REPLAY, the editor commented on the potential effects of the 1981 Major League Baseball strike on the retailing of baseball board games. He mentioned the actual increase in sales during the strike, possibly caused by fans with time on their hands and the need for a baseball fix. STATIS-PRO BASEBALL deserves its success, balancing a playable system with realistic detail, but it remains a statistically-based game and 1981 was statistically disappointing. I'm not condemning the yearly player card set just because of the strike, as I'm sure that they will be welcomed in the Spring of 1982 by devoted STATIS-PRO fans, and rightfully so. However, another possibility for meeting the interests of the public would be a resurrection of the original ALL-TIME ALL-STAR BASEBALL (ATAS) game produced by Sports Illustrated a decade ago.

The current SUPERSTAR game is a worthwhile investment, especially for SI fans still tied to their ancient PENNANT RACE game, but a full 400-player roster offers an interesting and timely addition to Avalon Hill's line of sports games. Gamers interested in using the big name players in a full season schedule will find themselves restricted in this endeavor with only 96 players in SUPERSTAR, even if the 48 Modern All-Stars are added. If the Want Ad section of ALL-STAR REPLAY is any indication, enough interest persists in the original ATAS game to justify a renewal of that project. Nearly every issue contains someone wanting to buy, trade for, or play the old ATAS game.

Avalon Hill faces an additional problem if they decide to develop this idea: should they expand the present SUPERSTAR game to a full 400-player roster (a plan vaguely hinted at a couple of years ago), or should they continue to emphasize the STATIS-PRO system and produce an entirely new player card set? A difficult question.

Presumably, the STATIS-PRO system offers more market appeal since it has received the bulk of AH's attention, and even this diehard SI fan admits that STATIS-PRO BASEBALL can't be beat. On the other hand, some gamers might feel shafted if, after buying the SUPERSTAR game (and the Modern Players expansion kit), the switch is made to the other system. However, a majority of gamers probably own more than one type of sports game, whether baseball, football or whatever, and most would have played more than one wargame on a particular topic. The opportunity to experience diversity is one of the main attractions in this hobby, but there remains no easy solution—perhaps that's one reason why AH has yet to make the choice.

Assuming that the decision to produce the game is made, the next step would be setting the complete roster; the starting point is a review of the original SI version and a search for any player who isn't quite the best choice. My primary resource was the *Macmillan Baseball Encyclopedia* which I sifted through for deserving candidates, and found myself agreeing with over 90% of the original choices. (Many of the active players included in that list have improved over the last ten years, though most have since retired.) Each of the sixteen original teams is allotted sixteen fielders, preferably two at each position, and nine pitchers. Searching for appropriate nominees, I maintained a slight prejudice against active players who are under 30 or have only a few years of experience. The newest player I included is Mike Schmidt, who now has nine years with the Phillies; it was too hard to pass up all those home runs, and he is a better statistical catch than Roy Thomas, whom he replaces.

Another question arose over the inclusion or exclusion of deserving players who have never performed for one of the original teams, with Nolan Ryan among the most notable. A complete ATAS game wouldn't

seem right without Nolan Ryan, but which team should he go to? Someone like Tom Seaver presents another problem since he will finish his career with Cincinnati (apparently) but spent his best years with the Mets, and will be with the Reds for a comparatively short time. Seaver can replace a pitcher of much less ability for the Reds, but Ryan might have to be added to a pool of deserving pitchers from which each team would select one. Another possibility will be discussed later whereby both of these players, and many more from the expansion teams, can be included in the game.

The next question revolves around the pre-1900 players: how far back should the ATAS game reach for its participants. Originally, I intended to exclude all players without at least a majority of their playing years after a certain date, somewhere in the 1890's. A number of important players had careers which overlapped the turn of the century, including Wee Willie Keeler, who was inexcusably left out of the original ATAS game. Changes in the specifics of the game of baseball made during the 1890's should reinforce the need to exclude players who performed before then, but there is one exception: Cap Anson. In his case I broke my own rule, just to include the charter member of the 3000 hit club.

Supplying each team with two players at every position posed few problems; if anything, there were more problems limiting the teams to only two men at a specific spot. A few adjustments became necessary, such as Ed Delahanty backing up Richie Allen at first while also starting in the outfield. Tony Perez was bumped to third base for the Reds and both the Giants and Cardinals ended up short one infielder, adding an extra firstbaseman-outfielder. A number of players were on several different teams during their careers, often spending many years with more than one club, or without a real

majority of their years on any single team at all. Frankie Frisch and Eddie Collins typify the first example while a player like Lefty O'Doul illustrates the second point (and was left out because of it). Bob Elliot was the only player to switch his allegiancies, moving from Atlanta to Pittsburgh to replace Dick Groat (a third shortstop) and allowing the Braves a sixth outfielder, Tommy Holmes. Joe Jackson could logically have gone to Chicago, but since he had his best years with Cleveland, he remains on their roster.

In the interest of saving space I will refrain from including the entire 400-man roster—our editor cringed at the thought of the space required—at least for now. But the possibility exists that the entire roster might be printed in ALL-STAR REPLAY along with the appropriate player card data for use with the STATIS-PRO system. Gamers would then be able to copy the data onto blank cards for a homemade player card set. Unless, of course, Avalon Hill publishes the game themselves, which would save the gaming public a lot of time and would offer them a more professional-looking finished product. Seeing this idea become a reality in any form may depend heavily on direct reader response, which this article is intended to generate. I strongly encourage anyone with an interest in this idea and, hopefully, some opinion concerning which format they would prefer, to write Avalon Hill. If you feel like I do sometimes, that your little letter is likely to get lost in the shuffle of deadlines and more important decisions, you are welcome to write me instead: James Gordon, 1221 S. El Camino, #304, San Mateo, CA 94402. I can't guarantee an answer but I have nothing better to do than read your letters and absorb any input you have to offer.

Beyond the standard 400-player roster idea, the potential for an ATAS game can offer several more options. Twenty-five players per team might be enough to keep a club staffed through an entire season schedule, but if the STATIS-PRO injury system is used and if trades are to be considered more players might be preferable. Otherwise, a team might run short at a particular position and all trades would have to be on an even player-for-player basis. If endurance limitations are applied to pitchers and some injuries occur, then staffs of nine hurlers might also prove to be too small. Finding five extra players to add to each team would not be too difficult and this would create inactive rosters, players to be named later and increase the options available.
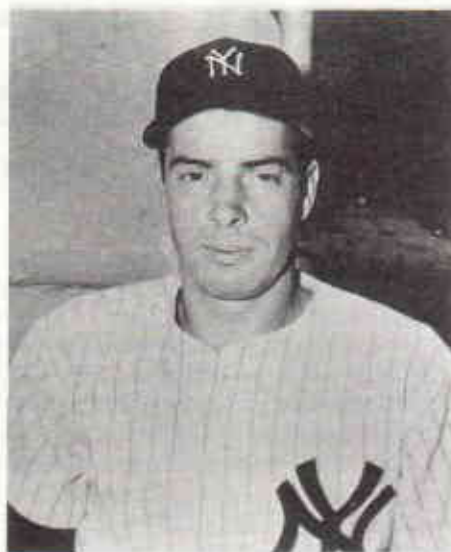
Once the roster has been arranged completely, the player card data would ordinarily be based on the total career performance of each player. Another possibility suggests using the all-time best single season to represent each player's contribution to the game's history. Granted that a player must have many good years to qualify as an all-time great, but over the span of a career, especially a long career, there are bound to be some bad years or injury-ridden years to average into a career performance. Willie Mays is remembered for his home runs, stolen bases and great catches, not his last years with the Mets, and Roger Maris is remembered for his 61 home runs—without them he probably wouldn't have been included—and not the years that followed. However, if every player was given his best year any baseball game could become a sequence of strikeouts and home runs with every score 13-12 before the game is over. Any given year will see some highs and some lows, but figuring all-time player data should produce a year of average performances.

Pursuing the idea from an entirely different angle suggests matching up all-time great teams taken as a composite instead of building them one player at a time. The 1927 Yankees could play the 1954 Indians, or the 1976 Reds could go against the 1911 Cubs. This method offers a much greater range of choices than even picking an expanded roster of some 500 players because many clubs have fielded several outstanding teams throughout the history of the franchise. A Yankee team could come from the Ruth-Gehrig era, the Dimaggio era, the Mantle-Ford era, or the Munson-Guidry-Jackson-Nettles (Winfield?) era. Likewise, the Giants could field a team with Mathewson or Terry

or Frisch or Mays. The all-time great teams idea also allows the addition of expansion teams, completing the series with an Angel team that features Nolan Ryan, a Met team with Tom Seaver and a Royal team with Brett, Wilson and the rest. Toronto and Seattle may need a few years before they can field a good team, much less a great one.

An expanded ALL-TIME ALL-STAR game, with at least 400 players, would present a timely bonus for baseball game fans in the wake of the 1981 season, complementing, but not replacing, the yearly player card sets. In addition, the ATAS roster remains "timeless", never becoming outdated (except in the case of the players who are still active), opposed to the yearly cards which remain interesting, but are also superceded every spring by a new set. Periodic updates of the ATAS set would allow the inclusion of new players and the necessary adjustments to the old ones finishing their careers. These periodic updates could shift the power to dominate from one team to another, keeping the interest level up. The baseball gaming public deserves a complete ATAS game, either Sports Illustrated or STATIS-PRO, and I suspect that most gamers interested in the idea would not be too picky about which system is finally chosen. If the owners of SUPERSTAR feel shafted by the prospect of a STATIS-PRO ATAS roster, they might console themselves with a look at the number of wargames on the same topic, such as the Battle of the Bulge. The choice is Avalon Hill's, but they may never decide to do the game at all without sufficient input from the waiting public supporting the idea. The fate of the ATAS game lies as much in the hands of ALL-STAR REPLAY's readers as it does in the hands of Avalon Hill's developers. ■

SECOND VERSE, SAME AS THE FIRST

Alan Moon's Second Season In the Avalon Hill Football Strategy League

by Alan R. Moon

"Next year would be different."

Well, so much for predictions. If anything, my second season in the Avalon Hill Football Strategy League was almost a carbon copy of the first. And it is only with a heavy heart that I tell this tale of woe.

My confidence raised by a win in the tournament at GENCON EAST 81, the final three games against league members Bill Cleary (New York Jets), Doug Burke (Cleveland Browns), and John Armstrong (Los Angeles Rams), all AHFSL 80 playoff participants, I entered my second season with high hopes. My schedule was one of the six toughest in the league, but I knew the pivotal games would be against divisional opponents Cleveland and Pittsburgh. If I could win three out of four of these games, I should take the division title.

The high hopes came down quite a bit in the season opener against the Miami Dolphins, a team that had finished with a 5-11 record the previous year. In the opening half, I had less than ten yards of total offense, most of the half being played between the fifty and my goal line. Still, Miami failed to capitalize on numerous scoring chances and only led 12-0 at halftime. As always seems to happen, those missed chances came back to haunt Miami in the second half as I got my offense going. Two quick third quarter touchdowns put me in front to stay. A fourth quarter touchdown and a defensive shutout clinched the victory at 21-12. I had won but I felt uneasy.

The next game was against Carroll Reynold's Super Bowl Champion Kansas City Chiefs. Ahead 23-17 in the fourth quarter, Kansas City had a fourth and eight on their own 38. A fake punt (play 8, defense H) got the first down and turned out to be the key play of the game as it fueled the drive which lead to a score and a 13 point lead. I came back with a quick score to make it 30-24 and then with less than two minutes to go, got the ball back. I drove into Kansas City territory but with only thirty seconds had to go for the bomb. An interception ended my dreams of an undefeated season. Still, I had not played badly and had regained some confidence in defeat.

On to play Bill Cleary's New York Jets, one of my major rivals. In the first quarter, after scoring a touchdown to tie the score at

7, the Jets ran back the ensuing kickoff for a touchdown. And then the roof fell in. The final: Jets 52, Oilers 21.

Believe it or not, things got even worse in the next game. Against Cleveland, I was lucky to avoid a shutout. The final was a 44-6 slaughter.

Incredibly, my second season was starting almost like the first. I had lost all confidence. I was now 1-3, having scored 73 points and given up 138. Both Bill and Doug had avenged their GENCON EAST losses and I had blown one of those all-important four divisional games.

Luckily my next game was with Oakland, another team off to a bad start having dropped its first two games. Trailing most of the game, I finally went ahed 17-16 late in the fourth quarter (the difference in the score a missed Oakland extra point). In the last minute, Oakland was on my forty. Four straight incomplete passes and a lot of fast heartbeats later I had my second victory.

The next game, with John Armstrong's Los Angeles Rams, probably did more to shape the rest of my season than any other. In a typical Wildman John affair, I had four interceptions including 3 17I's, and John had two long gain kick returns including one for a score. After all the craziness, I was behind only 32-28 late in the fourth quarter and still had a chance to pull it out in the final drive. After several first downs, another interception sealed my doom. John too, had avenged his GENCON EAST loss.

At 2-4, I had scored 118 points and given up 186. It was not much consolation that the easy part of my schedule was coming up.

Two games I had to win were against divisional opponent Cincinnati. In the first, I trailed 28-24 late in the fourth quarter. In a sustained drive I finally got down to the Cincinnati 1 yard line. I called play 12. He had the J. A fifteen yard penalty. Suddenly I was back on the 16 with only 30 seconds left. With about half the league members watching (all cheering for Cincinnati), I called play 6 and he had the G; a 13 yard pickup. Time remaining for one more play. Play 8; C defense. I scored and pulled out a squeaker 31-28. The crowd was silent.

The second game was almost identical except the crowd was gone. Close

throughout, I clinched the victory with a fourth quarter score to win 20-17.

Seattle was next. In an unusually wild game with a usually conservative opponent, I ran up 24 first quarter points and then hung on to win 35-24. My record was even at 5-5.

The next game was with divisional opponent Pittsburgh, a team I had never beaten and which had started the season at 0-4. In an incredibly frustrating game, my defense fell apart again. Never ahead, the game was never so close as the 27-24 score indicated. I had fallen below .500 again and was now in a must-win situation with six losses.

Against San Francisco, one of the weakest teams in the league, I had the struggle of my life. Ahead 27-21, he had a first down on my 1 yd line with a minute to go. Four plays later (12B, 10C, 8F, and 4A), after an excruciating goal line stand, the ball was still on my one and my defensive cards were soaked in sweat.

Unfortunately, the next opponent was Joe Reynolds, 1980 Super Bowl Champion, the guy I replaced as the Houston Oiler coach, now back in the league coaching the New England Patriots. A first quarter touchdown and field goal were the game's only points till midway through the fourth quarter as I played my finest three quarters of defensive football. In the fourth quarter though, Joe got his offense going and in a long drive cut the margin to 10-7. Four plays later, he had the ball back again with a little over two minutes left. With less than a minute to go, from my 42, he had a fourth and eight. He called 18. I had the G. The pass fell incomplete and I had my biggest win of the season.

Lifted by the victory over the Patriots, I finally got a laugher against New Orleans (the team that would shortly after end Don Greenwood's undefeated season). In a 42-10 shellacking, I could do no wrong. I spent most of the fourth quarter trying to run out the clock.

My record at 8-6, I had two games left. Both were with divisional opponents, one with Cleveland and one with Pittsburgh. If I could win them both and finish at 10-6, I could probably still make the playoffs by winning the division title since Cleveland was having a mediocre year.

The showdown with Doug Burke's

Cleveland Browns was a nail biter from the opening kick. Tied at 10 in the third quarter, my defense failed me on several crucial calls. A long Cleveland drive ended in a score. But I still had a chance, especially if I could answer with a TD of my own. It was not to be. A little panicked despite myself, I gave the ball back in my territory. Doug then kicked an insurance field goal and shut me out in the fourth quarter. He had clinched the division title and ended any hope I had of making the playoffs.

The final game of the season against Pittsburgh was just to see if I would finish with a winning record or at .500. Ahead 21-2 late in the fourth quarter, looking as if I was going to break the jinx against this oppo-

nent. Pittsburgh finally got across my goal line. After a successful onsides kick and four quick plays, he scored again and the score was suddenly 21-16. Another successful onsides kick and a few short gains, and he was on my 30. With time running out, he went for the bomb. Almost ironically, I ended the year with an interception, the play that had hurt me so much earlier in the year.

My final stats were 9-7, 347 points scored and 373 points given up, second in my division. A win in either of the two games against Cleveland and our records would have been reversed. Always opportunistic, Doug turned a mediocre season into a successful one by going all the way to the Super Bowl before losing to the Washington Red-

skins. I knew it could have been me.

Shortly after the season ended, I traded teams. Next year, I will be the Tampa Bay Buccaneers. My major rival? Don Greenwood's Green Bay Packers. Suicide you say? We'll see. It will be like having two Army-Navy games in one year.

My two year record stands at 16-15-1. To say I am frustrated is to put it mildly. Usually, with repeated play, I can gain a higher level of skill in a game than I have gained in **FOOTBALL STRATEGY**. The game just seems to have my number. However, I have vowed to never give up and I will not accept another mediocre year. Next year will be different!! ∎

1959: A YEAR OF TRANSITION

PART 2 OF THE HISTORY OF GRAND PRIX RACING FOR SPEED CIRCUIT BUFFS

by DR. RICH OKSAS

The British had a lot to celebrate about at the close of the 1958 Formula one season. Mike Hawthorne had just become the first English-speaking world driving champion. Even better yet, the Vanwall racing team won the first race car manufacturer's championship cup. The celebration, however, was to be a short lived one. In the next few months, both Hawthorne and Vanwall were to retreat into retirement from racing. Tragically, further gloom was cast when Hawthorne died in a non-racing car accident.

For these reasons and others, doubt was shed as to who would emerge into dominance during the 1959 season. The confusion was accentuated by a dramatic shift in Formula one racing rules which would dissolve any previous advantages held. Race time and distance was to be reduced by one-third, making pit stops for fuel a thing of the past. Essentially, Grand Prix had now become an extended sprint race with heavy penalty for stops of any kind. Additionally, special blends of racing fuel were now outlawed, standard pump gasoline being required. To make matters worse, it was announced that the popular 2½ litre engine size limit would be terminated at the end of 1960 in favor of a 1500 cc race class. This made it hard to justify creation and expense of all new cars with only two seasons before obsolescence. With all these changes in the

background, most teams decided to stick with their standard fare of tricks rather then gamble on change for the 1959 season.

TEAM LINEUPS AND PRE-SERIES FAVORITES

Essentially, six types of grand prix racers were to contest the 1959 World Championship. Based upon both technical research and actual race result records, I converted car statistics into SPEED CIRCUIT performance specifications so you can recapture the action with your own game. As you can see for yourself, only Ferrari, BRM, and Cooper had any hope of being in the hunt.

Among these 3 teams, in an expert's opinion, there were only two possible pre-season favorites depending upon varying viewpoints. Most European writers felt Ferrari had the superior edge for a variety of logical reasons. Their so-called "Dino" engine was by far the most powerful motor available and therefore the Ferrari car was the fastest in a straight line. Also the Ferrari team had the best historical record for winning among those contesting the champion-

ship and "Il Commentadore" was willing to win again at any expense by entering the most cars (3 or 4) at each race. So successful was their team that the BRM was a British copy of a Ferrari in many respects. The number one driver for Ferrari in 1959 was Tony Brooks.

The English had a hero of their own, but not with the BRM team! The best driver on the grand prix circuit after Fangio's and Hawthorne's retirements was Stirling Moss. At this point in his career, Moss had become fiercely nationalistic and elected to go with Rob Walker's privateer (non-factory) effort. Walker in turn wanted to provide Moss with the best possible car to make his championship bid. Not being sure which home car was to become superior, Moss had both a BRM for high speed races and a Cooper for twisty tracks at his disposal. Added to this, Moss tinkered with an experimental Colotti gearbox, thought to be at first a secret advantage but in the end it proved to be his undoing.

THE COOPER TWIST

There you have it; most people pegged the next champion to be either Brooks or

Moss. Everyone underestimated the "dark horse" Cooper team.

John Cooper was considered an eccentric and renegade from the outset by other international racing teams. He began as an independent mechanic and built tiny rear-engined racing cars using 500 cc motorcycle motors back in 1950. This led to a successful series of sprint racing sports cars of his design called "Cooper Monacos". A modified version of this car was unsuccessfully entered in the British Grand Prix of 1955. Undismayed, Cooper next constructed Formula 2 cars which won that class championship in 1958. He continued to flirt with possible entry into Formula 1. Using a stretched but underpowered Formula 2, Cooper-built cars actually won the Argentine and Monaco Grand Prixs for Rob Walker in 1958 and a team car placed second at the Nurburyring! From these results he decided to enter a big-sized car for 1959.

The new Cooper differed from the other entries in many respects. As with all his previous designs, it was the only rear-engined car that season. Also his Formula one machine was unorthodox in that it was the first truly "kit" car. At this time in racing history, teams such as Ferrari literally made all the parts for their race cars except for the tires, gas and electrics. Cooper, on the other hand, sub-contracted for parts made to his specifications for items such as engines (Coventry Climax), gearboxes, etc., from other small manufacturers. The end product was the most streamlined, compact and light race car ever seen. Throughout, John Cooper's main race driver was young Jack Brabham, a promising unestablished driver from Australia.

It was thought that the Cooper would be competitive on a few of the tighter race tracks but wouldn't stand a prayer of chance on the high speed circuits such as Rheims, Auus and Monza. Brabham and Cooper were to be plucky underdogs to say the least.

THE RACE SEASON

The results of the first grand prix of 1959 at Monte Carlo were pretty much to expected form. Brabham's Cooper won convincingly on this slowest of race tracks but only after Moss' similar car failed with transmission woes. Tony Brooks managed to manhandle his cumbersome Ferrari to a second-place finish. A few weeks later, the likable Swede Jo Bonnier took a surprise win for BRM in Holland after holding off Brabham. At this point, the score stood Brabham 15 points, Bonnier 8, Brooks 6 and

Moss only 1. However, skeptics felt that order would soon be restored.

They proved right. Round three on the fast French Grand Prix track witnessed a near Ferrari sweep: 1-2-4. Brooks's win helped him close ground on the third place Brabham. Back to homeground in England, Brabham won yet again, beating Moss' BRM which almost was passed by rookie Bruce McLaren in the second team Cooper. From then on Stirling abandoned the BRM in favor of the Cooper to get the winning edge. In Germany, Ferrari retaliated with Brooks's first followed by the young American drivers Dan Gurney and Phil Hill. The climax engines used in all Coopers literally blew up trying to keep up with the torrid Italian pace. Moss played catch-up by leading the Portuguese race from start to finish for his convincing first win of the season. With only two rounds remaining, it was Brabham 27 points, Brooks 23 and Moss 17½.

The turning point of the season and grand prix racing for that matter came at Monza, Italy. Ferrari entered no less then five cars at their own test track in an effort to smash the Cooper tide. Team drivers swapped the lead in hopes of setting a fast pace to force the Coopers' demise again in trying to keep up. Instead, Moss and Brabham stayed with them until the Ferraris had to stop for fuel and tires! On this fast track, it ended with Moss first, Phil Hill second, Brabham third and poor Brooks out of it. This race sounded the death knell for traditional front-engined race cars.

The season came to a late close four months later when the first U.S. Grand Prix was held at Sebring, Florida. Brabham,

Moss and Brooks still all had a shot at the crown. The results came early in a weird race. Almost right at the start, Brooks collided with a Ferrari teammate and became uncompetitive. Moss lost his gearbox once again on lap six. Brabham was cruising along in the lead only to run out of fuel with a half lap to go. Bruce McLaren won his first race and Jack Brabham had to push his lead car to the finish to collect fourth place points in winning the championship. The final score read: Brabham 2 wins and 31 points versus a disappointed Tony Brooks with 2 wins and 27 points.

EPILOGUE

The following year both Lotus and BRM developed their own rear-engined Formula one cars in an effort to be competitive. John Cooper's team cars, however, won their second consecutive championship in even more convincing style then in 1959. At year's end, it was "Black Jack" Brabham, 43 points with his team mate Bruce McLaren second with 34 marks. Stirling Moss was a distant third at 19 points. Ferrari, still using the front-engined Dino, was out of it entirely.

This wasn't enough for John Cooper. In the same year he challenged the Indianapolis 500 contingent with his stock Formula one racer which was distinctly out of its element. Jack Brabham brought it home ninth in the 33-card field. From that point on, the rear-engined, kit racing car became the item to use in order to win on either side of the Atlantic. But it was 1959 which would be heralded as the beginning of the modern era in racing technology. ∎

SPEED CIRCUIT SPECIFICATIONS
1959 Formula One Season

Car	Engine	Drivers (Natl.)	Perf Pts	Start Speed	Accel	Decel	Top Speed	Wears
Cooper	Climax "4"	Jack Brabham (AUS) Bruce McLaren (NZ) Stirling Moss *(GB)	3	60	40	40	160	4
Ferrari	Dino V-6	Tony Brooks (GB) Phil Hill (US) Dan Gurney (US)	3	40	60	20	160	3
BRM	"4"	Jo Bonnier (SWE) Harry Schell (US) Stirling Moss *(GB)	2	40	40	40	160	3
Lotus	Climax "4"	Graham Hill (GB) Innes Ireland (GB)	2	40	20	40	160	3
Aston Martin	"6"	Roy Salvadori (GB) Carrol Shelby (US)	1	40	20	40	160	2
Maserati 250F	"6"	Masten Gregory (US)	1	40	40	20	160	2

*Moss and his team mate Maurice Trigtignant (Fr) had both Cooper and BRM at their disposal on the private Rob Walker Racing Team.

NOW AVAILABLE—
1961 STATIS-PRO BASEBALL CARDS

Here's your chance to re-create the exciting 1961 baseball season. 1961 was "homer heaven" for the fans. The year of the "M and M boys," Roger Maris and Mickey Mantle, each bidding to overtake the immortal Babe Ruth's record of 60 homers, with Maris breaking the record in dramatic fashion by blasting his 61st in the season finale, and Mantle not far behind with 54 round-trippers. There were 2,740 homers overall in 1961, an average of 150 per team. The New York Yankees led the home-run parade, belting a major-league high 240.

The Yankees easily won the '61 AL pennant, taking charge after the All-Star break to out-distance the second-place Detroit Tigers by 8 games in posting a 109-53 won-loss record. New York was truly a super-team, leading the American League in slugging percentage, fielding and saves. The Yankees went on to win their 19th World Championship, over-whelming the National League pennant-winning Cincinnati Reds in five games. The 1961 World Series featured the Yankees displaying their "deep depth" and team balance, getting good production from reserves Johnny Blanchard and Hector Lopez in addition to timely hitting by Moose Skowron and Yogi Berra. Another Babe Ruth record was broken in the '61 Series, only this time involving pitching. Whitey Ford brought his total consecutive scoreless innings streak in World Series competition to 32, shattering the Babe's mark of 29 and 2/3 frames.

The Detroit Tigers had an excellent year in 1961, winning 101 games, led by the long-ball hitting of Norm Cash, Rocky Colavito and Al Kaline. Cash really came into his own in '61, leading the league in hitting with a .361 average, belting 41 homers, and knock-ing in 132 runs. Colavito crashed 45 homers and drove in 140 runs.

In the National League, the Cincinnati Reds surprised everyone by beating out the L.A. Dodgers and San Francisco Giants to win the pennant by four games. The Reds were led by MVP Frank Robinson, who batted .323, hit 37 homers and drove in 124 runs. Vada Pinson helped out by batting .343 and collecting a league-leading 208 hits. The Reds got strong starting pitching from 21 game-winner Joey Jay and 19 game-winner Jim O'Toole, while the bullpen featured Jim Brosnan and Bill Henry combining for 32 saves.

Orlando Cepeda was one of many National leaguers to have outstanding years in 1961, leading the league with 46 homers and 142 RBI's. Roberto Clemente won the first of four batting titles in his illustrious career in 1961, hitting .351. Willie Mays and Hank Aaron continued to contribute to the major-league home-run derby, blasting 40 and 34 round-trippers, respectively.

Despite the abundance of homers, the 1961 season featured a number of fine pitching performances in both leagues. In the American League, Whitey Ford led the majors with 25 wins and only 4 losses in winning the Cy Young award. Second to Ford in the AL in victories with 23 was the Tigers' Frank Lary, nicknamed "The Yankee Killer," who led the league with 22 complete games and was runner-up to Ford in innings pitched with 275. Luis Arroyo used his screwball pitch to post a league-high 29 saves and a sparkling 2.19 ERA. The Orioles' knuckleballer Hoyt Wilhelm had a good year in '61, finishing second to Arroyo in saves with 18 and fashioning a 2.30 ERA.

In the senior circuit, Warren Spahn had an excellent year in 1961, leading the National League with a 3.02 ERA and also in victories (21) on the way to finishing fifth on the all-time games won list with 363 for his career. Spahn also hurled the major's only no-hitter in '61. Sandy Koufax came of age in 1961, chalking up 269 strikeouts while winning 18 games for the Dodgers. Koufax's perform-ance that year was a harbinger of even better things to come—he was to lead the NL in ERA for each of the remaining five years of his career after 1961.

To get your set of 480 STATIS-PRO BASEBALL player cards for the 1961 season, just send your check or money order for $12.00 plus 10% postage (20% in Canada, 30% overseas) to: THE AVALON HILL GAME COMPANY, 4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214. ("IT'S A LONG FLY BALL . . . GOING . . . GOING . . ."—The "M and M boys" are waiting. Don't miss them.)

TITLE BOUT, CONT.
TABLE VIII

Attribute	Cost	Improvement	Attribute	Cost	Improvement
Control Factor (12)	20 pts.	Up either side of the CF by +1	Defense—S (-6)	30 pts.	Lower defense by -1
			Killer Instinct—B (10)	20 pts.	Increase KI by +1
Hitting Power—B (10)	40 pts.	Up hitting power by +1	Killer Instinct—S (10)	10 pts.	Increase KI by +1
Hitting Power—S (10)	20 pts.	Up hitting power by +1	Aggressiveness—B (10)	20 pts.	Increase aggressiveness by +1
Punching Accuracy—B (46)	10 pts	Up Punches Landed range by +1			
Punching Accuracy—S (46)	20 pts	Up Punches Landed range by +1	Aggressiveness-S(10)	10 pts.	Increase aggressiveness by +1
KDR 1 (1)	25 pts.	Lower KDR 1 by -1	TKO rating (0)	15 pts.	Lower TKO rating by -1
KDR 2 (1)	15 pts.	Lower KDR 2 by -1	Hitting Value—B	10 pts.	Increase the 3 point range of any punch by +1
KOR (1)	30 pts.	Lower KOR by -1			
Endurance (110)	10 pts.	Increase endurance by +5	Hitting Value—S	5 pts.	Increase the 3 point range of any punch by +1
Defense—B (-6)	20 pts.	Lower defense by -1			

baseman. But so did the Cincinnati manager.

At the end of the draft portion of the day, the average roster had cost each manager around $8.00. It was simply inconceivable to me to pay more than half that for one player. So I didn't. And it probably cost me the championship. As it turned out, I grabbed the honors in the weaker of our two divisions, but I couldn't win the games I wanted to—ego and all that, you see!

Total prices for the teams ranged between $9.90 and $17.00, with all funds collected going toward cash prizes at the end of the season.

In retrospect, it would seem outlandish to pay such a high price for one player—yet had I chosen to part with that extra 25¢, I might have gotten my quality 3rd baseman and won back 100 times that amount. Maybe Steinbrenner isn't so crazy after all!

ORDER BY PHONE
TOLL FREE

He's probably having almost as much fun as we did that Saturday morning. Incidentally, if you want to know the specifics of this BASEBALL STRATEGY League—and how you can operate one—get a hold of ALL-STAR REPLAY, Volume I, Number 3, which contains a feature article beginning on page 3 on this subject. (Back issues are still available in limited quantities—$2.20 postpaid.)

OUR STAFF AGAIN

What seems like a regular feature of ALL-STAR REPLAY is the addition of another editor to join the staff of our magazine. Last issue we announced the appointment of Bruce Shelley to work on the magazine. This issue we announce the acquisition of Bill Hughes to help out on the production of ASR. I will be stepping down as Executive Editor, leaving the magazine in the capable hands of Joe Balkoski and Bill. This leaves Joe with more time to develop sports game accessories and yet another baseball game, which will be described in more detail later. This sports column will probably be the last one I will ever write.

The following paragraphs will be the first sports column Bill will ever write, raising the question as to why we've appointed him to our staff. Bill attended Vassar College in pursuit of an athletic career, qualifying him for theatre of the absurd—a trait which makes him a kindred spirit with the typical sports game aficionado.

HOW I GOT WHERE
I AM TODAY

Bill had the good fortune to play softball on the famed "Murderers Row" dormitory championship team in the last year of their dynasty under the spirited leadership of editor Joe Balkoski. Bill was inducted into the Vassar Hall of Shame—er, Fame—for establishing the softball league record for consecutive hitless games. He showed his true potential in one game by dropping a picture-perfect throw from the left fielder to home, allowing the tying run to score; slamming his glove down in disgust at this miscue, Bill then allowed the winning run to sneak in from first base. For this achievement, he was the unanimous choice to captain next year's team.

Softball wasn't the only sport in Bill's illustrious athletic career. His table model hockey game was a smash hit with fellow Vassar students. Using a marble for a puck

and a metal spindle to control each player's movements, opponents needed lightning-fast reflexes and nerves of steel. The entire dormitory would shake as each player screamed in pain when the marble rocketed past his goalie. The hockey game caused more missed classes than faulty alarm clocks.

Bill experienced the thrill of victory and the agony of defeat in the sports gaming world at an early age. What gamer can't relate to this situation: ball on his own nineteen yard line, leading the opponent by four points, last play of the game. Bill's New York Giants seemingly had the game sewn up. After the play was called and the defense set, his brother's only chance was to roll a "66." He shook the dice and threw. Yep. Starr to McGee—touchdown! Final score, Packers 31, Giants 28.

An avid Yankee fan, Bill comes to Avalon Hill after brief stints as president of the Dooley Womack fan club, and advisor to George Steinbrenner on employee relations.

FROM THE GRAPEVINE . . .
By Joseph Balkoski, Editor

What with a new ALL-STAR REPLAY assistant, things are beginning to move a touch more smoothly here in the Avalon Hill Sports Department. We are currently working on our first completely in-house sports design since Don Greenwood's BASKET-BALL STRATEGY a half-dozen years ago. This game is entitled PENNANT RACE (formerly TAKE ME OUT TO THE BALL GAME), and is proving to be a fascinating means of putting the game players into the role of a General Manager of a baseball club while at the same time accurately recreating a complete baseball season in a very reasonable time (say one-two weeks). The game will not be high-priced (approximately $15) and, if our luck holds, it could be available by October. We are currently compiling stats for the strike-shortened 1981 campaign and we plan to move on to the classic '51 season in a short while (see the accompanying article in this issue). It has yet to be determined which season will be included in the initial game package. Perhaps both?

Since the last issue of ASR, our new PRO GOLF game has begun to skyrocket in sales. Yes, to all of you who have written in to ask, we will be doing new Course Booklets in the near future. These will be available for sale separately from the game itself and the

probable cost per booklet will be $6. So far, Merion (site of the '81 U.S. Open), Baltusrol (site of the 1980 U.S. Open), and the new and unique Tournament Players Club course in Sawgrass, Florida are the prime favorites for future production. Also, keep on the lookout for new (and more) player cards for 1982 golfers.

Soon to be released are the 1981 PAYDIRT! team charts and the massive 1981 set of STATIS-PRO FOOTBALL player cards. Here's your chance to recreate the magic of Walsh, Montana, and Company! Preliminary price is $12 for each set, but check your current price list for possible changes. We are well into the production of both of these items as of this writing, so they might well be already available by the time you are reading this. A little further down the line are the STATIS-PRO BASEBALL cards for the remarkable 1961 baseball season. These were promised to you way back in ASR Volume III, Number 3. The cards can be purchased independently of the game. Look for late '82 as a release date, but keep your eyes peeled on the pages of this magazine for further info. (Remember the only pitcher to throw a no-hitter in '61?)

Cards for the 1981-1982 NBA season for STATIS-PRO BASKETBALL are just going into the production line now (3 June), so these should be available by late summer as well. We are even going to produce a new, up-to-date set of driver cards for our USAC autoracing game based on the exciting 1982 Indy 500, won by 45-year old Gordon Johncock. We are starting to work on these now.

In the way of an apology, we regret to say that we were unable to print "Role Playing in Title Bout, Part II," by our expert boxing contributor Jim Trunzo, in our last issue as had been promised. Instead, we went with Jim's classy analysis of the Cooney-Holmes fight, something we felt was topical (how often can we get a chance to be topical in the pages of ASR?). Boy, did we hear from some of you about that! Well, for what it's worth, Jim's Role Playing piece appears in the very issue you are now reading and you will see that it was certainly well worth waiting for.

The current issue also features something that hordes of you have been repeatedly asking for over the past two years: realistic pitcher batting cards for STATIS-PRO BASEBALL to replace the "team" method of pitcher hitting that has been in the game since the '80 edition. Every National League pitcher has been evaluated on a 1—10 basis in terms of his batting ability, power, and bunting skill. Each name has been listed in the article starting on page 18 (the actual pitcher batting cards are provided in this issue as a free insert). We hope that you enjoy the added realism to this already dynamic game.

Speaking of STATIS-PRO BASEBALL, a new eight-page second edition rules booklet has recently been released for this game which greatly simplifies the original design as well as adding four new pages of optional rules. When the new rules are added to the Basic Game, they provide a level of realism unheard of in any baseball simulation currently on the market (although, of course, the complexity of the game is increased as well). Four of these rules appeared in Volume III, Number 4 of ALL-STAR REPLAY and four new optional rules have been added (Pitching Around Hitters, Guarding the 3rd Base Line, Center Fielders, and Steals of Home/Double Steals). The new rules are available for $2 by mail from Avalon Hill. Incidentally, many of you have been writing to us expressing concern over the various colored dots that magically appeared at the bottom of the new 1981 STATIS-PRO BASEBALL player card set. THESE DOTS HAVE NO EFFECT ON THE GAME! They were placed on the cards to make game assembly a simpler process for our loyal workers down in production land.

ALL-STAR REPLAY has always had a Humphrey Bogart philosophy; in *Casablanca*, one of Bogie's oft-quoted dictums was, "I never plan more than one day ahead," or some such similar macho phrase. That's always been the way we've felt here (as you have probably been able to tell), but for what it's worth, we're trying to change. Here and now, believe it or not, we will try to fill you in on what may be written in the hallowed pages of our journal in the near future. Next time, we're planning a football issue, highlighting the classic 1958 battle between the Colts and the Giants for the NFL championship (hopefully with PAYDIRT! inserts). We also should have new Endurance Values for the 1981 STATIS-PRO FOOTBALL player card set (plus, if we have the time and manpower, a sheet of offensive and defensive plays to replace the unwieldy play cards that are included in the game). In the far future, we're working out stats for the 1927 Yankees—"The Greatest Team of All Time"—for a special STATIS-PRO BASEBALL insert in ASR. We may have a special Triple Crown horse racing issue up our sleeves as well, written by our expert

racing analyst Pat Premo. Finally, you may be seeing inserts for our new PENNANT RACE game in the near future. Make sure to resubscribe!

What do you think of book reviews in the pages of ASR? Recently, when undertaking some of our sports research here at AH, we've come across some truly outstanding new books on athletics, such as Tom Boswell's HOW LIFE IMITATES THE WORLD SERIES or John W. Davenport's BASEBALL'S PENNANT RACES: A GRAPHIC VIEW. These works (and many more) have been such a help to us that we considered it a good idea to share these writers' views with you. After all, to play our games, we assume that you have more than a passing interest in the contemporary sports world! One of my college teachers once put his foot in his mouth when he introduced a writer to our class by saying, "Mister Smith has written seven books, two of which are interesting." Well, would you like us to describe for you in slightly more discreet tones which new sports books are interesting and which are not? We'd definitely like to hear your views on this matter. Then maybe we can prove or disprove George Plimpton's theory that the quality of a sports book is inversely proportional to the size of the ball used in the game being written about. ■

The staffs of ALL-STAR REPLAY and THE GENERAL clash in the Avalon Hill office over the services of new employee Bill Hughes. ALL-STAR REPLAY won.

HEAD TO HEAD

If you're looking for opponents in any of our 12 sports games, we suggest you fill out the coupon below and send it in to us (with your subscription, if you're not already a subscriber). In your ad be sure to give your name and address, and mention the games you're interested in playing. In addition, if you wish to advertise discontinued or current games and components *published by Avalon Hill*, you may use the same coupon.

OPPONENT WANTED

1. Want-ads will be accepted only when printed on this form.

2. For Sale, Trade, or Wanted-to-buy ads will be accepted only for Avalon Hill/Sports Illustrated games, and only when they are accompanied by a token 25¢ fee.

3. Insert copy where required on lines provided and print name, address, and phone number (if desired) where provided.

4. So that as many ads can be printed as possible within our limited space, we request you to use the following abbreviations in wording your ad. Likewise with State abbreviations:

Baseball Strategy = BB ST, Basketball Strategy = BK ST, Challenge Football = CHAL FT, Challenge Golf = CHAL GF, College Football (Bowlbound) = COLL FT, Football Strategy = FT ST, Go for the Green = GFG, Paydirt = PD, PRO GOLF = PGF, Regatta = REG, Speed Circuit = SC, Major League Baseball = MLB, NBA Basketball = NBA, Statis-Pro Baseball = SP BB, Statis-Pro Basketball = SP BK, Statis-Pro Football = SP FT, Superstar Baseball = SUP, Title Bout = KO, Track Meet = TM, USAC = USAC, Win, Place & Show = WPS.

Name _____

Address _____

City _____

State _____ Zip _____

Baseball league commissioners—The EBA is putting together the ultimate baseball championship. We want all league champions to play in our MLB single elimination tournament. For details contact: Jim Tooley/EBA Tournament, 404 Greenfield Rd., Evansville, IN 47715, (812) 477-9924.

Wanted: GFG—very good to excellent condition; will pay $25. TM—very good to excellent condition; will pay $25. Bruce DiGiorgio, 133 James Landing Rd., Newport News, VA 23606.

I can make you realistic SUP and old Pennant Race cards of any team or individual from 1876 to 1981. Using statistics and mathematical equations. 10¢ per player; $2 per team; if order is under 30¢ send SASE. Mark Williams, 23 Rose Wood Lane, Owings Mills, MD 21117.

I would like to join any PBM racing league (USAC). I am desperate! Todd Zielsdorf, 1110 South 5th Ave., Wausau, WS 54401.

Serious opponents wanted and/or league play: COLL FT, PD, FTST, NBA, NFL, BB ST. Contact: Brad Stafford, Rt. 14, Box 365-A, Tallah., FL 32304 (904) 575-3841.

Opponents wanted for MLB, SUP, KO, WPS, COLL FT. Prefer over 18. Would also like to start league in Sacramento Area, or play PBM. George Senda, 2304 N. Cirby Way, Roseville, CA 95678.

TO BUY

For Sale: SP Football $18, KO $8. Both excellent condition. Ed Booth, 673 Elsinoor Lane, Crystal Lake, IL 60014, (815) 459-4152.

For Trade: BB ST used, good conditon. For FT ST in good condition. Jon Clark, 775 So. East St., Amherst, MA 01002.

For Sale: Statis-Pro Football. Excellent condition $15.00 PPD. or send list of items willing to trade. Cannot acknowledge all requests unless SASE is enclosed. John Houston, 8461 Helen Lane, Stockton, CA 95212.

For Sale: $15 SUP + Modern players. $6 1976 Paydirt team charts. $6 1972 Pennant Race player cards. James Gordon, 1221 S. El Camino #304, San Mateo, CA 94402.

SOUTHERN CALIFORNIA BASEBALL ASSOCIATION

Founded—1981

Teams—4 more

Active Members—4

Dues—$1.00, for postage

Activities—To play a 100 game season (roughly). We will have playoffs and a World Series. All-Stars, MVP, Cy Young winners will be named. A newsletter containing statistics and standings will be sent out periodically.

Membership Requirements—Must own 1980 MLB. Can live anywhere in the United States. Must be responsible enough to keep complete statistics of his team. Must give first choice of team you most desire and second, third and fourth choices, if we can't accommodate your first. Must be honest and prompt.

Contact—
Darren Bouwmeester
12682 Trask Ave.
Garden Grove, CA 92643
(714) 534-1338

SOUTHERN CALIFORNIA BASEBALL ASSOCIATION

MEMORY LANE BASEBALL LEAGUE

Founded—Now forming

Teams—MLB—Great Pennant Races

Active Members—One

Dues—To be established

Activities—To play the 1964 National League schedule. Newsletter every 7-10 days updating stats and standings. Other seasons to follow.

Membership Requirements—Can live anywhere. Must be serious about playing out one of the All-Time great seasons. No PBM experience required.

Contact—
Barry Brodsky
211 Wachusett St.
Boston, MA 02130
(617) 524-5333

MEMORY LANE BASEBALL LEAGUE

LAS VEGAS AUTO CLUB

Founded—1982

Teams—

Active Members—2, want up to 3 more

Dues—None

Activities—This is a league in USAC Auto racing. Each member will receive 1 or more driver cards (depending on how many members there are) on a first come first serve basis. There will be qualifying before each race. A 10 race season will be held. After each race a newsletter will be sent out showing the standings in points and news about the last race. We will be using the 1980 driver cards.

Membership Requirements—Must be honest and prompt. Must live in Las Vegas area. You don't have to own the game. Our league will meet every week at my house. Please contact me right away so I can get my club started.

Contact—
Walter Andonov
3929 Cedaredge Ct.
Las Vegas, NV 89120
(702) 451-3382

LAS VEGAS AUTO CLUB

CANADIAN BASEBALL ASSOCIATION

Founded—Now forming

Teams—16 to 20

Active Members—1

Dues—TBA

Activities—Each team will play 162 game season using MLB 1981 player cards. Draft sheets will be sent out in late fall this year. Season will begin in 1983. Will have World Series and All-Star game. Newsletter will be issued from time to time every month.

Membership Requirements—Must live in Canada only! Nobody from U.S.A. please! Must be 16 years or older. Must be prompt and honest. Must own MLB and 1981 player cards. Must be willing to complete season.

Contact—
Robert Bishop
121 Pictor Rd.
Truro N.S.
Canada
B2N 2S5
(902) 895-5744

CANADIAN BASEBALL ASSOCIATION

SCOTT CORNELIUS' SUPERSTAR BASEBALL LEAGUE

Founded—1981

Teams—4-8

Active Members—2

Dues—To be determined, not over $5.00

Activities—Superstar Baseball will be used. Regular season will start as soon as enough managers are found, and draft concluded. Play-by-mail, 162 game season. Weekly newsletter.

Membership Requirements—Must own Superstar Baseball, live in the United States, any age.

Contact—
Scott Cornelius' Superstar Baseball League
Scott Cornelius
6119 Nottingham Drive
East Ridge, TN 37412
(615) 894-1755

SCOTT CORNELIUS' SUPERSTAR
BASEBALL LEAGUE

EVANSVILLE BASEBALL ASSOCIATION

Founded—1980

Teams—20

Active Members—20

Dues—$1.50 for members on waiting list.

Activities—The EBA is accepting memberships on a waiting list for our 1982 season. With 20 members we expect a few to drop out and we will need people to fill their places. The chance of playing is good. We are using the 1981 player cards in our 80 game season. The season is running from May 1 to Sept. 15. The dues cover the cost of the newsletter for one year. All members on the waiting list receive a copy about every 3 weeks.

Membership Requirements—Must own MLB. Can live anywhere in the world. Honesty and promptness very important.

Contact—
Jim Tooley
EBA Waiting List
404 Greenfield Road
Evansville, IN 47715
(812) 477-9924

EVANSVILLE BASEBALL ASSOCIATION

MARYLAND SPORTS LEAGUE

Founded—1981

Teams—Need 26 for Baseball, 23 for Basketball, and 25 for Boxing

Active Members—4

Dues—$5 a year

Activities—Will have by-mail with playoffs in MLB, and NBA. Will have boxing league with randomly assigned fights. Activities year-round, with a monthly newsletter. Dues, are for one, two, or all three games. You are free to be in any one.

Membership Requirements—Must own 1980 cards for MLB, and KO, and 80-81 cards for NBA. Must be honest, and meet deadlines. Can live anywhere in world. Must be willing to complete season.

Contact—
Bryan Zeigler
123 Pemberton Drive
Salisbury, Maryland 21801

MARYLAND SPORTS LEAGUE

THE VICTORY OF MUSCLE OVER MIND
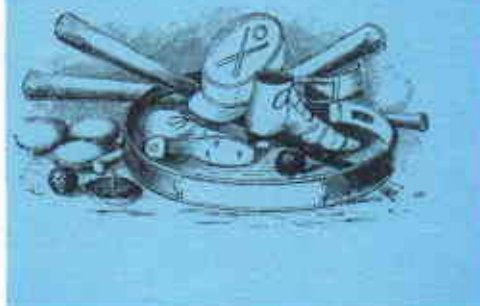
VIRGINIA BASEBALL LEAGUE

Founded—Now forming for Summer '82

Teams—Need 26 managers for 26 MLB teams

Active Members—Me, hoping for up to 26

Dues—None now. We will vote later.

Activities—Full 162 game schedule of MLB including playoffs, World Series, and All-Star game. MVP's, Cy Young winners, etc. will be named. Possibly have newsletter with up-to-date standings and league statistics. Main objective is to have fun and meet friends. Statistics will be kept by a computer.

Membership Requirements—Must own Statis-Pro Major League Baseball game with 1980 player cards. Must be willing to play up to 6 home games per week. Honesty very essential. Accuracy a must. Send top four choices for team(s) you want. Act quickly to better chances of getting top choice.

Contact—
Tony L. Cooper
405 W. Poplar Rd.
Sterling, VA 22170

VIRGINIA BASEBALL LEAGUE

STATIS-PRO NBA PLAYERS LEAGUE

Founded—1982

Teams—As many as 23

Active Members—unknown

Dues—unknown, depends on amount of teams

Activities—Open trading, Rookie Draft, Free Agency, Contracts for players, Full schedule

Membership Requirements—This will be either a mail or local league, depending on interest, but most likely a mail league. Members must own Statis-Pro NBA B.B.

Contact—
John Roberts
Box 53
Weston, MO 64098
(816) 386-2368

STATIS-PRO NBA PLAYERS LEAGUE

UNITED STATES PROFESSIONAL BASEBALL LEAGUE (U.S.P.B.L.)

Founded—March 1980

Teams—7 now, need 9 more managers for next season.

Active Members—7

Dues—$8.00 (postage and photocopies)

Activities—Every team is composed of players drafted from all the Major League Teams. A supplemental draft for additional players is held before each season. Players are maintained from year to year with trading encouraged. Each team will play 162 games (81 home). Statistics are kept for each player on an easy to use stat sheet. We have a World Series, All-Star Game and individual awards (MVP, Cy Young, etc.). There will also be a trophy awarded to the World Champion.

Membership Requirements—Must own Statis-Pro Major League Baseball and player cards for each season. Players can live anywhere in the U.S. Must be willing to complete all home games and keep accurate statistics. Responsibility and honesty are crucial.

Contact—
Steve Brown—American League President
712 East Dr.
Sheffield Lake, Ohio 44054

or

D. L. Engel—National League President
2202 East 15th
Hays, Kansas 67601
United States Professional Baseball League
Ed. J. Coss, Commissioner
744 Chestershire Road
Columbus, Ohio 43204
(614) 276-2736

UNITED STATES PROFESSIONAL
BASEBALL LEAGUE (U.S.P.B.L.)

Get into the Game.
Subscribe to ALL-STAR REPLAY.

ALL-STAR REPLAY is the sports game magazine devoted exclusively to the play and discussion of Avalon Hill/Sports Illustrated sports games (*including* STATIS-PRO games). If you're the type who really likes to get *involved* in his game, then ALL-STAR REPLAY is a must for you!

Are you looking for the *best* strategy; one that will make you a sure-fire winner in your league or neighborhood? Do you want additional rules for your games, and maybe even new teams and players? Or maybe you just want to stay in touch with the rest of the Avalon Hill sports game world.

All of these questions, and many more besides, are answered in every issue of ALL-STAR REPLAY. Packed full of reader-oriented information on sports and sports games, ASR is the true forum for the dedicated sports game nut. And it's all *useful*—the only advertising we permit (apart from our own new game and chart announcements) is the advertising (for a very minimal fee) we allow our readers, where they seek opponents, sell games and parts, and so forth.

In each colorful 36-page issue of ALL-STAR REPLAY you'll find numerous articles covering every facet of our sports games. Our genial editor and expert staff, knowledgeable readers (including *you*—we welcome article submissions from interested subscribers) and even the game designers themselves provide valuable insights into the games, with actual histories, game strategies, and design analyses often being accompanied by special rules—and sometimes even new teams and charts! Recent issues have included new tracks for SPEED CIRCUIT, special World Series team sets for our Major League Baseball game, new boxer cards for TITLE BOUT, and even complete "mini-games" to complement our large games.

ALL THIS AT A RIDICULOUSLY LOW SUBSCRIPTION RATE

For less than the gate price you pay for most tickets nowadays, you can have a whole year of ALL-STAR REPLAY.

Consult Game Parts List for current subscription rates.

For credit card purchasing call:
TOLL FREE 800-638-9292

REPLAY GREAT CONTESTS IN SPORTING HISTORY

In addition to articles about playing AH/SI sports games, ALL-STAR REPLAY also features special articles about great confrontations in sporting history—and then gives you complete rules and information to replay those classic contests yourself! Extra player cards, maps of great Grand Prix courses, special new rules—they're all included right in the magazine—and you pay nothing extra!

WINNING ISN'T EVERYTHING—OR IS IT?

Well, it may not be *everything*, but it's certainly a lot more fun than losing. And with each big issue of ALL-STAR REPLAY, you'll find plenty of articles telling you how you can win against your toughest opponents (and even how you can add solitaire systems to your games that'll be so tough you'll have trouble beating yourself!) "Foolproof" . . . "Never lost yet" . . . "Guaranteed to win every time" . . . these are just a few of the comments made about ASR's articles on strategy. Of course, since these are the writers themselves speaking, you may want to be a little cautious at first.

But most of their ideas are good, and they're bound to help you get to know your game (and the sport itself) better because of them. And who knows? You may even come up with your own sure-fire game plan, and send it in to us as an article submission.

HEAD TO HEAD

ALL-STAR REPLAY not only tells you *how* to play sports games, it tells you *who* to play them with. Each issue includes a special section where readers advertise for opponents in their favorite games. And if you'd like to join a *league* and test your skills over a full season, there's another whole section with news of leagues and their openings.

So when you subscribe, why not put an ad in HEAD TO HEAD and find out how good you really are. And who knows—you may even find your new opponent down the block or across the street!

THE DUGOUT

Find out the latest news on Sports Illustrated games and gamers around the country, as our editor fills you in with all the latest news on new game announcements, chart editions and revisions, special competitions, club happenings, and lots more.

SPECIAL FEATURE ARTICLES

You can never tell what our writers might come up with. How about a complete history of baseball as it's played in Japan, with player cards to go along with it? Or a unique gamer's guide to Baltimore restaurants? Reader photo essays, crossword puzzles, sports games by telephone . . . you'll find all sorts of fun for your sports games that you never *dreamed* could exist!

SUBSCRIBE NOW, AND READ ALL ABOUT THESE GREAT AVALON HILL SPORTS GAMES.

Statis Pro Baseball	Football Strategy
Pro Basketball	Basketball Strategy
Statis Pro Football	Superstar Baseball
Title Bout	Paydirt
Regatta	Bowlbound
Great Pennant Races	Speed Circuit
Pro Golf	USAC Auto Racing
Match Point	Win, Place & Show
Slapshot	Computer Knockout
Computer Football Str.	Computer Title Bout
Computer Baseball Str.	Computer Gridiron
Baseball Strategy	

Sports Illustrated
ALL-STAR REPLAY

PITCHER BATTING CARDS
for Statis-Pro Baseball

Insert for Vol. IV, No. 2, All-Star Replay

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #1

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf:
1B7:   3B8:
1B8:   HR:
1B9:   K: 11-74
2B7:   W: 75
2B8:   HPB:
2B9:   Out: 76-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #2

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7:   3B8:
1B8: 12   HR:
1B9:   K: 13-87
2B7:   W: 88
2B8:   HPB:
2B9:   Out: 71-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #3

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 12
1B7: 12   3B8:
1B8: 13   HR:
1B9: 14   K: 16-55
2B7:   W: 56
2B8: 15   HPB:
2B9:   Out: 57-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #4
(Also American League Pitchers)

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12-13   3B8:
1B8: 14-15   HR:
1B9: 16-17   K: 22-53
2B7:   W: 54
2B8: 18   HPB:
2B9: 21   Out: 55-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #5

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12-14   3B8: 33
1B8: 15-17   HR: 34
1B9: 18-22   K: 35-48
2B7: 23   W: 51
2B8:   HPB: 52
2B9: 24   Out: 53-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #6

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12-15   3B8:
1B8: 16-21   HR: 31-48
1B9: 22-25   K: 51
2B7: 26   W: 52
2B8: 27   HPB: 53-88
2B9: 28   Out:
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #7

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12-16   3B8: 34
1B8: 17-23   HR:
1B9: 24-28   K: 35-48
2B7: 31   W: 51
2B8: 32   HPB: 52
2B9: 33   Out: 53-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #8

OBR-D	SP-E	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12   3B8:
1B8: 12   HR: 14
1B9:   K: 15-64
2B7:   W: 65
2B8: 13   HPB:
2B9:   Out: 66-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #9

OBR-D	SP-D	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12   3B8:
1B8: 13-14   HR: 23
1B9: 15-16   K: 24-51
2B7: 17   W: 52
2B8: 18-21   HPB:
2B9: 22   Out: 53-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #10

OBR-C	SP-D	HR-0
CD-0		Inj-8

1Bf: 11
1B7: 12-14   3B8: 33
1B8: 15-18   HR: 34
1B9: 21-24   K: 35-48
2B7: 25-26   W: 51
2B8: 27-28   HPB: 52
2B9: 31-32   Out: 53-88
(BD Rating-0) Cht: P

© The Avalon Hill Game Co.

PITCHER BATTING CARDS
for Statis-Pro Baseball

Insert for Vol. IV, No. 2, All-Star Replay

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #1

OBR-D	SP-E	HR-0
CD-0		Inj-9

	3BB:
1BI: 11	HR:
1B7: 12-15	K: 31-48
1B8: 16-21	W: 51
1B9: 22-25	HPB: 52
2B7: 26	Out: 53-88
2B8: 27	Cht: P
2B9: 28	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #2

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR:
1B7:	K: 13-67
1B3: 12	W: 68
1B9:	HPB:
2B7:	Out: 71-88
2B8:	Cht: P
2B9:	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #3

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR:
1B7: 12	K: 16-55
1B8: 13	W: 56
1B9: 14	HPB:
2B7:	Out: 57-88
2B8: 15	Cht: P
2B9:	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #4
(Also American League Pitchers)

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR:
1B7: 12-13	K: 22-53
1B8: 14-15	W: 54
1B9: 16-17	HPB:
2B7:	Out: 55-88
2B8: 18	Cht: P
2B9: 21	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #5

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR:
1B7: 12-14	K: 25-51
1B8: 15-17	W: 52
1B9: 18-22	HPB:
2B7: 23	Out: 53-88
2B8:	Cht: P
2B9: 24	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #6

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR:
1B7: 12-16	K: 35-48
1B8: 17-23	W: 51
1B9: 24-28	HPB: 52
2B7: 31	Out: 53-88
2B8: 32	Cht: P
2B9: 33	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #7

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB: 34
1BI: 11	HR:
1B7: 12-16	K: 35-48
1B8: 17-23	W: 51
1B9: 24-28	HPB: 52
2B7: 31	Out: 53-88
2B8: 32	Cht: P
2B9: 33	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #8

OBR-D	SP-E	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR: 14
1B7:	K: 15-64
1B8: 12	W: 65
1B9:	HPB:
2B7:	Out: 66-88
2B8: 13	Cht: P
2B9:	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #9

OBR-C	SP-D	HR-0
CD-0		Inj-8

	3BB:
1BI: 11	HR: 23
1B7: 12	K: 24-51
1B8: 13-14	W: 52
1B9: 15-16	HPB:
2B7: 17	Out: 53-88
2B8: 18-21	Cht: P
2B9: 22	
(BD Rating-0)	

© The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Pitcher Batting Card #10

OBR-C	SP-D	HR-0
CD-0		Inj-8

	3BB: 33
1BI: 11	HR: 34
1B7: 12-14	K: 35-48
1B8: 15-18	W: 51
1B9: 21-24	HPB: 52
2B7: 25-26	Out: 53-88
2B8: 27-28	Cht: P
2B9: 31-32	
(BD Rating-0)	

© The Avalon Hill Game Co.