

ALL-STAR REPLAY

featuring Sports Illustrated Games

VOLUME IV, NUMBER 5

\$2.00



ALL-STAR REPLAY

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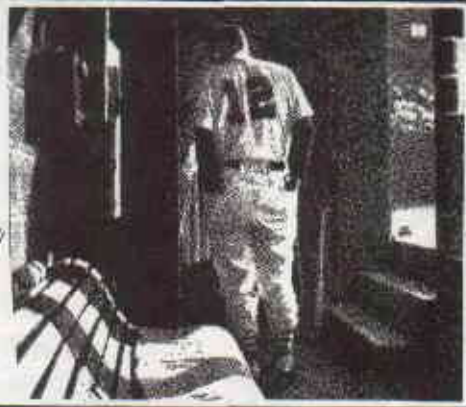
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ALL-STAR REPLAY is a publication of the Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports simulations. In addition, articles dealing with sports history as it relates to the games are published.

ALL-STAR REPLAY attempts to adhere to a bi-monthly publication schedule. All editorial mail and consumer inquiries should be addressed to: **The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland, 21214.** Subscription costs are \$7.50 for six issues and \$12.00 for twelve issues. Send checks or money orders only — Avalon Hill cannot be responsible for cash lost in transit. All subscriptions are sent by bulk permit. Air-mail and first-class delivery must be pre-arranged with the subscription department at additional cost. Address changes must be submitted to the same department at least six weeks in advance to insure proper delivery. Please state your old and your new address when informing us of such a change. No paid advertising of any type is accepted in the magazine. However, subscriber "Opponents Wanted" ads or League Membership notices are accepted and are printed in the back of each issue.

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THE DUGOUT



By William T. Hughes

With springtime in the air, a sports fan's fancy turns to—baseball! And more specifically, for the sports gamer who wants the ultimate in realism—STATIS-PRO BASEBALL and PENNANT RACE!

The long wait is over, because the set of player cards for the 1982 season for STATIS-PRO BASEBALL is ready right now. Containing over 700 individual cards, the 1982 set is the most comprehensive we have ever published. Each pitcher in the National League is given a separate batting rating this time—a dramatic improvement over past seasons' sets. Don't forget to use the 1982 cards in conjunction with the second edition of the rules (not included with the set). The second edition,

now available in each complete game (or separately for \$2.00), includes a much clearer explanation of the basic game as well as advanced rules for those of you who want to be able to re-create every facet of baseball action.

You won't want to miss this chance to re-live all the excitement of the 1982 season. Three out of the four divisional races came down to the last weekend before the champions were determined! Perhaps you're a Milwaukee Brewers fan and want another shot to see if "Harvey's Wallbangers" can defeat the St. Louis Cardinals in a rematch of the World Series. Or maybe you want to find out how to spell disaster with the Yankees in 1982 (hint: "Stein . . ."). The spectacular individual performances that

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1982 STATIS-PRO BASEBALL CARDS

All the excitement of the 1982 season is here to be re-lived with the new STATIS-PRO BASEBALL Player Card set! Nowhere else will you be able to re-create with such amazing, statistical accuracy the on-field performances of the past season. With over 700 individual player cards, the 1982 set gives you as "manager" all the maneuverability you'll need to play the major league schedule. This new set also contains an added "bonus" for the serious baseball gamer—each National League pitcher is rated separately for batting.

The 1982 baseball season was one of the most thrilling in memory. All four divisional races went down to the wire, with the Brewers, Angels and Braves not clinching first place until the final weekend! Here's your chance to re-create the World Series and playoffs. Are the St. Louis Cardinals really better than Milwaukee? Could a different handling of the pitching rotation have prevented the Angels' defeat in the playoffs? What caused the collapse of the New York Yankees and Oakland A's? All these questions and many more will be answered as you put your managerial skills to the test with the STATIS-PRO BASEBALL set.

You'll also be able to re-live with unbelievable authenticity the stand-out individual performances in 1982. Robin Yount's MVP season in leading "Harvey's Wallbangers" to the American League pennant is yours to replay. Watch the worry in the eyes of the other "manager" when Rickey Henderson gets on first base and is set to steal at the first opportunity. Dale Murphy and Bob Horner will provide the devastating 1-2 home-run punch that helped lead Atlanta to the National League West crown. Bruce Sutter will slam the door on opposing teams' rallies, and Steve Carlton once again will be the most consistent starter in baseball. Perhaps you can get better results out of the vast array of individual stars on the Los Angeles Dodgers and New York Yankees than did Tom Lasorda and Bob Lemon/Gene Michael/Clyde King/George Steinbrenner? last year.

The 1982 STATIS-PRO BASEBALL Player Card set is available now for the low price of \$12 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for postage.



1982 Milwaukee - American

Robin YOUNT

SS-154 E3

OBR: B SP: C HR: 1
CD: 1/SS Sac: BB Inj: 1

1Bf: 11 3B8: 36-37
1B7: 12-16 HR: 38-44
1B8: 17-21 K: 45-46
1B9: 22-24 W: 47-48
2B7: 25-27 HPB:
2B8: 28-32 Out: 51-88
2B9: 33-35 Cht: RP
BD Rating: 0

(c) 1983 - Avalon Hill Game Co.

1982 Los Angeles - National

Fernando VALENZUELA

Throws Left Fields: E2 CD1

PB: 2-7 SR: 14 RR: 0

1Bf: 11 K: 23-37
1B7: 12-14 W: 38-44
1B8: 15-17 PB: 45
1B9: 18-22 WP: 46
BK: Out: 47-88

Starts-Relief: 37-0

Use Batting Card: 7

(c) 1983 - Avalon Hill Game Co.

1982 Oakland - American

Rickey HENDERSON

OF-144 E3 T3 DH-4

(Steals after hit on own card)

OBR: A SP: A HR: 0
CD: 0 Sac: AA Inj: 2

1Bf: 11 3B8: 28
1B7: 12-14 HR: 31-32
1B8: 15-17 K: 33-42
1B9: 18-22 W: 43-61
2B7: 23-24 HPB:
2B8: 25 Out: 62-88
2B9: 26-27 Cht: RN
BD Rating: 0

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BLASTS FROM THE PAST!



WHO WAS "BONEHEAD" MERKLE? AND OTHER STORIES FROM THE EXTRAORDINARY 1908 BASEBALL SEASON!

BY JOSEPH BALKOSKI

Consider for a moment the monumental changes which have taken place in the United States since 1908: the incredible development of mass communications, bringing Americans into instant contact with national and global events; the advent of two world wars, pushing the country into a position of world-wide leadership, however, reluctantly; the refinement of methods of transportation which would have astounded Americans only 75 years ago; and, perhaps most horribly, the creation of weapons of war whose destructive capabilities would have made the contraptions of H.G. Wells appear to be mere toys in comparison.

Three-quarters of a century ago, the United States was a vast expanse of territory encompassing 46 states (the 46th, Oklahoma, had been admitted to the Union only in November 1907) and 85 million citizens. Travel between states was possible only by train or by horse-driven coach (the newfangled automobiles were mostly in the hands of the elite). The nation had only just begun to ascend the ladder of global diplomacy after a number of remarkably successful foreign military adventures in lands most Americans had never even heard of. The President, Teddy Roosevelt, was symbolic of America's innocent vitality; his obsession with toughness and physical prowess was just what the doctor ordered for the young nation.

When we look back at the sport of baseball 75 years ago, we subconsciously assume that it was as different from the game that is played today as much as ragtime is at

odds with punk rock. Glancing at old black-and-white photos of ballplayers in their quaint uniforms leads the casual sports fan to momentarily wonder how exactly the game was played in these mysterious days that virtually no one alive today can remember. And for the most part, we take it for granted that these inscrutable faces peering at us from faded photos were not athletes in the modern-day sense of the word; instead, many of them look like paunchy middle-aged men in loose-fitting uniforms and funny little hats! We even begin to wonder whether we would recognize the game as baseball if we saw it played.

However, upon closer examination of the facts, it quickly becomes evident that these notions are very far from the truth. Baseball as played in 1908 was remarkably similar in almost all respects to the game that is played today—what few differences that there were were almost entirely equipment-oriented. The modern baseball fan would be continually surprised at some of the amazing parallels of the two eras—from public adulation of the professional ballplayer (perhaps even more so than today!) to the spitball controversy to managers with remarkably similar personalities to that of Billy Martin! A casual baseball or softball player of the eighties could step back into a 1908 ballgame and feel perfectly at ease.

BASEBALL AT THE TURN OF THE CENTURY

As San Francisco recovered from its devastating earthquake and Baltimore from

its almost equally destructive fire, professional baseball was in the process of a major transformation—not so much in the rules themselves (which had been fairly constant since 1892), but in terms of organization. The young, upstart American League, which had been formed in 1901 by a sportswriter-turned entrepreneur named Ban Johnson, was just beginning to earn grudging respect from conservative National League fans, especially in the light of the junior circuit's triumph over their elder brothers in the first World Series in baseball history in 1903. Only two years later, the Fall Classic was made an official, regular event every October—finally fulfilling Johnson's dream of making his league truly "major".

By 1908, both leagues consisted of eight franchises apiece. (Ten of these clubs still exist today in their original cities; remarkably, the sixteen major league teams remained in operation without alteration for 45 years, until the Boston Braves of the National League moved to Milwaukee). In the senior circuit, the strongest clubs of the first decade of the 20th century were without doubt the Pittsburgh Pirates, Chicago Cubs and New York Giants. Amazingly, these three teams finished in varying patterns of first-second-third in the National League for eight of the first twelve years of the century.

In the American League, the sources of power were more evenly distributed. Only the Boston franchise had taken two pennants in a row (1903-1904); other teams of

strength included the "Hitless Wonder" Chicago White Sox, the blossoming Detroit Tigers (with a young outfielder by the name of Ty Cobb), and Connie Mack's Philadelphia Athletics. In the 1908 pre-season, the pennant was viewed as being up for grabs among any of these clubs.

THE NATIONAL PASTIME

As Teddy Roosevelt's "Great White Fleet" steamed around the world in 1907, subtly informing the world that the United States was a new power to be reckoned with in global affairs, Americans had already wildly adopted baseball as the "national pastime". However, in the early 20th century, this nation-wide idolatry was as fresh in the minds of most Americans as the nation's new position of authority in the world. At this time, baseball was a young, unjaded sport that was proudly seen as uniquely American. The rules, although outwardly complex and voluminous, were basically quite simple and comprehensible to the layman. The game was relaxing to both watch and play; and unlike British cricket (its closest cousin), it was not very time-consuming. Professional ballgames were usually played in an hour and a half.

Two factors led directly to the adoption of baseball as the national sport by Americans at the turn of the century: first, the stabilization of the rules after frequent periods of change in the late 19th century, leading to a highly-balanced, consistent game whose by-laws and dimensions have hardly changed since that time; second, the slow influx into the sport of numerous charismatic and attractive personalities, building up the image of the professional baseball player from a rough-and-tumble, hard-drinking drifter to that of a highly-respected gentleman-athlete. Christy Mathewson of the New York Giants and Walter Johnson of the Washington Senators were the most obvious cases of hero-worship among fans; this adulation went a long way in establishing America's love affair with the game. "Several ministers and two or three judges were spectators yesterday," wrote the *Pittsburgh Dispatch* after a 1908 baseball game. "Baseball appeals to all classes. It is the one real sport," the article concluded.

NATIONAL LEAGUE RACE

The 1908 National League season will be forever associated with a single play: the famed "Merkle Boner," which took place on 23 September at the Polo Grounds in New York. The circumstances leading to this fabled baseball yarn were complex to

say the least. The long-awaited three team race between the Giants, Pirates, and Cubs took hold at the beginning of July as Chicago and Pittsburgh battled closely for the lead with John McGraw's New York club in hot pursuit. Then, through the two-week period from 3 to 17 September the Giants reeled off an incredible 16 of 17 wins (mostly against hapless St. Louis and Brooklyn), pulling out in front of the two rivals by four and one-half games. Over the next five days, however, the Cubs started a five-game win streak of their own, while the Giants lost four in a row. On the fateful morning of 23 September, the Giants and Cubs stood in a flat-footed tie for first place, with the Pirates only two games out.

On the afternoon of the 23rd, the Cubs and Giants squared off against one another at the Polo Grounds in northern Manhattan. Chicago's player-manager Frank Chance—"The Peerless Leader"—sent the 30-year old southpaw Jack "the Giant-Killer" Pfiester to the mound, opposing New York's immortal Christy Mathewson. With the score tied at 1-1 in the bottom of the ninth, outfielder Cy Seymour—the first Giant batter of the inning—bounced out to second baseman Johnny Evers of the Cubs. The next batter, third baseman Art Devlin, singled. Moose McCormick then bounced to Evers, who forced Devlin at second—leaving McCormick at first on the fielder's choice. 19-year-old Fred Merkle, starting this first and only game of the year at first base for New York, then singled to center, sending McCormick to third. The situation: runners at first and third with two outs, the runner at third representing

the WINNING run. Up stepped shortstop Al Bridwell who promptly "socked one on the nose" (his own words) into centerfield for the game-winning hit. McCormick trotted home from third as most of the park's 20,000 fans streamed joyously onto the diamond.

BUT WAIT! The Cubs' aggressive second baseman, Johnny Evers, was frantically calling for the ball from centerfielder Solly Hofman. Fred Merkle, the Giant runner at first, had trotted off the field upon watching Bridwell's hit fall into the outfield and had failed to touch second base! The possibility of a force play on Merkle at second base still existed even though the go-ahead run had seemingly scored already! What happened next is a matter of conjecture, for no two accounts agree—and how could they with 20,000 screaming fans on the field and the National League pennant at stake?

Apparently, Hofman immediately recognized Evers' scheme, for he rocketed a throw to second base; the peg, however, was off-line, hitting a spectator or player and rolling towards first base. Giant first base coach "Iron Man" Joe McGinnity also realized what was happening and raced for the ball in a mad scramble against Evers and other alerted Cubs. The Iron Man won the battle and picked up the ball. He promptly heaved it as far as he could towards leftfield while Cub players furiously tried to pin him down. A second-string Chicago pitcher named Rube Kroh somehow retrieved the ball (or perhaps another ball) amid the tumultuous mob, transferred it to Evers, who ran to second



base as fast as he could. In the confusion on the field, Evers and manager Chance ran up to umpire Hank O'Day to plead for a decision.

By this time, such a huge throng of fans had descended on the field that things were beginning to look ugly for both the umpires and the Cub players. Almost all of the New York "fanatics" (as fans were still sometimes referred to in this era) were convinced that the Giants had won as were the

New York players themselves. The great Christy Mathewson, a highly-respected pillar of truth, even claimed later on that he physically dragged Merkle to second during the mad scramble for the ball among Chicago players and fans. "Maybe Evers got the ball and touched second base afterward. If he did, it didn't prove anything," Matty concluded.

The game's two umpires huddled in a small room beneath the stands as Frank Chance

pounded on the door for a decision. One was soon forthcoming; it was decided that Evers was right: Merkle was forced out at second despite the apparent game-winning hit. As a result, the run did not count; the score still stood at 1-1 and conditions for continuing play were now completely unacceptable. The game was declared a 1-1 tie, a decision that was corroborated by National League President Harry Pulliam on the next day. The Cubs and Giants remained tied for first place. "There have

BASEBALL 75 YEARS AGO

OR, A GUIDE FOR SPORTS FANS PLANNING A TRIP BACK IN TIME

Although the sport of baseball as played 75 years ago was for all intents and purposes identical to the game that is played today, it is interesting to consider some of the subtle differences that have evolved in the national pastime over the past three-quarters of a century. And even more fascinating to the modern fan are some aspects of the Grand Ol' Game that bear uncanny resemblance to the wheelings and unemotional dealings of the Steinbrenner Era of the eighties. Would it shock today's fans to discover that Mr. Steinbrenner probably would have fit quite nicely into this past era without any more commotion than he already causes?

What follows is a summary of some of the most obvious differences between baseball in the two different eras, followed by some of the remarkable similarities:

1. What first strikes the modern fan upon glancing at photos of old-timers is the seemingly bizarre equipment donned by the competitors. The modern fan, attached as he is to his ubiquitous baseball glove, is usually most shocked by the miniscule size of the mitts worn by old-timers. It was only in the late 19th century that the use of gloves had come into vogue at all—and even these were intended more for protection rather than defensive enhancement. By the early part of the 20th century, gloves were growing, but were still laughable by modern standards. Nevertheless, one sportswriter lamented in 1908: "We have no desire to revert to the gloveless game, but there is a wide margin between no gloves and the present huge mitts which enable the veriest dub to face a cannon shot. The big mitt should be confined to the catcher; the first baseman should be restricted to a small mitt; the pitcher and

infielders should wear only small gloves; and the outfielders should wear no gloves at all." Imagine what the author of this piece would have to say if he saw the modern gloves!

2. When Roger Bresnahan, the New York Giants' great catcher in 1907, donned shin-guards for the first time, there was widespread criticism and mockery drifting around the pressbox (even chest protectors—which had evolved around 20 years previously—had a hard time gaining acceptance). One journalist wrote of Bresnahan's innovation: "It is not fitting that anything so remindful of such a dull game as cricket should be introduced in such a live sport as baseball. This latest protection for catchers looks rather clumsy, besides delaying a game while the guards are strapped above the knee and around the ankle, and it is doubtful if the fad will ever become popular."

3. The modern ballplayer is used to an almost fanatical regard for the actual baseball used in play, should there be any scratches, blemishes, or scuff marks—then out she goes! In 1908, individual baseballs were treated with far less respect. A ball hit into the stands was supposed to be returned by the fans (they almost always were) and it was fully expected for the ball to last for more than a few innings of play. Considering the ball was much less lively than the modern horse-hide, it is not surprising that hitting for power was a rare feat in 1908, especially after a few innings with the same ball. In fact, on 4 August 1908, the Dodgers and the Cardinals played an entire game with a single ball!

4. Batting helmets were not employed in

1908. It took a tragedy, which took place on 16 August 1920, to spark a movement to require the use of helmets by batters. In a game between the Yanks and the Indians on this day, Cleveland shortstop Ray Chapman was hit in the head by a pitched ball thrown by Carl Mays. Chapman fell into a coma and died soon thereafter.

5. These days, ballplayers flaunt their personalities and quirks with uniforms that blare out not only their numbers, but their names as well! 75 years ago, players had neither of these features on their uniforms, so fans had to be well acquainted with the appearances of ballplayers in order to remember who they were! And what's more, the uniforms of the old-timers were amazingly baggy and ruffled. It was obvious they never heard of permanent press, or double-knits; instead it looked like their uniforms hadn't been ironed in months!

6. Tarpaulins to cover the baseball infield during rainstorms first came into effect in 1908. Pittsburgh was the first club to employ the tarp—a \$2,000 monstrosity that was dragged onto the field by a truck.

7. Spitballs were legal in 1908, although there was a growing movement to have them abolished. One writer noted: "It is hard on the catchers, injuring their hands; it causes fielders to make wild throws; it is repulsive both in name and to the view of spectators, and its abolition would do much to increase batting." Ed Walsh of the White Sox was baseball's master of the spitball—a legitimate Gaylord Perry!

8. Only two umpires worked games in 1908. Only a few years previously, a single ump had worked each game, but as the Man in Blue could not be everywhere at

been some complicated plays in baseball, but we do not recall one like this in a career of monkeying around with the national pastime," wrote a Chicago scribe.

There were now only two weeks remaining in the season and all three teams kept up their sizzling paces. On 4 October, Pittsburgh closed out their season with a 98-56 record. On this day, the Cubs stood in first at 98-55 with only one game to play. That game was the make-up of the game that

was declared a tie on 23 September. The Giants were 95-55, which meant that they had to sweep a three-game set with Boston to be given the chance to tie Chicago and play-off for the National League championship. The Giants completed this sweep handily and on 8 October, the Giants and Cubs—each with identical 98-55 records—prepared to face each other for the flag. With New York's sweep of Boston, Pittsburgh was mathematically eliminated from contention.

In a Polo Grounds packed to the gills with rabid Giants' fans, Chicago's Jack Pfeister squared off against the best in the business: New York's "Big Six" Christy Mathewson.

The Giants started off well, knocking Pfeister for a single run in the first, but Chicago manager Frank Chance immediately brought in his tired ace Mordecai "Three-Finger" Brown at the first sign of trouble. The Cubs scored four times in the third off the great Matty, which proved to

once, an additional arbiter was deemed necessary. But even with two umps, players of this era got away with a lot more subtle intimidation tactics (e.g., blocking the base-paths) than they do today.

9. Pitchers were allowed only five warm-up pitches at the start of each inning and when entering the game as a reliever in 1908, not eight as is the case today.

10. In 1908, ground rule doubles were not in effect on balls that bounced over the outfield fence. Such hits were deemed to be home runs at this time.

11. In 1908, the home team had the choice of batting first or last in the nine innings of the game. This rule—although rarely used—remained in effect until 1951, when the home team was required to bat last in each inning.

12. In many cities, baseball was prohibited from being played on Sundays. These "blue laws" of baseball were slowly falling by the wayside in the first two decades of the century, but many players—notably the great Christy Mathewson—refused to play on Sundays even in cities in which games were permissible.

13. An average ticket at a ballgame was 65¢ in 1908. Most baseball parks were small and cozy, and crowds of over 25,000 were considered huge (although accurate attendance records were not kept at this time). The one remaining authentic ballpark from this era is Boston's Fenway Park, which opened up in 1912; however, even this park has been subtly altered over the years. As far as salaries were concerned, a yearly paycheck of over \$5,000 per year was considered monumental. This was the great Honus Wagner's salary in 1908; young Rube Marquard of the Giants—one of the first "Bonus Babies"—received an \$11,000 premium for signing with John McGraw in

1908. This was an unheard of sum and led to widespread criticism of the youngster's ambition among fans and writers. Considering that tickets have gone up in price about tenfold over the past 75 years while salaries have risen over a hundredfold, either old-timers were underpaid or modern players are overpaid. Take your pick.

14. If rained out games had not been made-up by the end of the season, there was no specific league rule requiring their make-up—even if they had an effect on the pennant race! This rule omission may possibly have cost the Cleveland Indians the 1908 American League flag and in the ensuing commotion, the rule was soon changed.

15. Do you think that Earl Weaver and Billy Martin beef at umpires too much? Well, you should have seen the players and managers of 1908! In general, protestations over controversial calls by the arbiters were more widespread in 1908 than they are today. Very often, players and managers probably felt that their cause was just, considering that there were only two umps on the field at any given time—and of these, many were not of the highest quality. Ballplayers were ejected at an alarming rate in 1908. Manager John McGraw of the Giants was the league's leading umpire-baiter; it was not unknown for McGraw to be ejected from the premises only for the umpires to find him rushing out of the dugout later in the game to protest another controversial call!

16. Baseball games were played in an amazingly short amount of time in 1908. Whereas the two-hour game today is a rarity (nationally-televized games consistently go over three hours), games 75 years ago were usually played to completion in an hour and three-quarters. One game during this season was played in an hour and a quarter!

And now for some elements of the game that

are strikingly similar to today:

1. Billy Martin didn't invent "Billy Ball," 75 years ago, with a strong emphasis placed on baserunning skills and scratching out runs, basepath antics were not uncommon. With runners on first and third, Honus Wagner once tried to steal second while the pitcher was holding the ball. While unsuccessfully trying to put Wagner out, the runner on third scored. In 1908, Fred Tenney of the Giants and Germany Schaefer of the Tigers both stole first base while already occupying second! This steal in reverse was attempted in order to give a runner on third the opportunity to score while the opposition was napping.

2. On the morning of 11 October 1980, George Steinbrenner announced that his third base coach, Mike Ferraro, would be discharged because a runner that he waved around third was easily thrown out at home. Baseball analysts question Steinbrenner's sanity; these things happen in baseball and to fire a man for such an act would only make the next man gun-shy.

On 17 July 1908, the following incident occurred when Joe Tinker of the Cubs was rounding third and heading for home with the winning run: "Zimmerman, coaching on the line, seized him and forced him back to third . . . Joe took a look, saw that there still remained the slimmest sort of chance, and shook off [Zimmerman] furiously. He plunged for the plate and Bridwell, throwing with a strange slowness, beat the ball by an eighth of an inch . . . Tinker steamed on to the bench; Chance [Cub manager] rose, and called in Zimmerman. What happened in the doghouse, screened by red awnings, no one knows . . . Whatever happened, H. Goat Zimmerman came forth to coach no more." ■

be more than a sufficient margin of victory for Brown; the Cubs' stocky pitcher gave up only one more run for the remainder of the contest, winning the game by a score of 4-2 and clinching Chicago's third straight National League pennant.

AMERICAN LEAGUE RACE

Overshadowed by the remarkable race in the National League was a spectacularly exciting and controversial competition in the junior circuit. By the beginning of July, the lineup for the September onrush was set: the Detroit Tigers (the 1907 American League champs), Cleveland Indians, Chicago White Sox, and St. Louis Browns all stood in contention. By mid-September, the Browns had folded although the remaining three teams still hung tough; amazingly, the three clubs were all tied for first as late as 29 September. Three days later, Cleveland's Addie Joss pitched only the second perfect game in baseball history in a critical win against the White Sox. Still, the Tigers clung tenaciously to a one-half game lead over both of their rivals; right up to the last day of the season, all three teams were in contention but the Tigers prevailed by defeating Chicago 7-0 on 6 October. The final standings: Detroit, 90-63; Cleveland, 90-64, one-half game behind; Chicago, 88-64, one and one-half games behind.

Experienced baseball fans may wonder: how can a club win a pennant by ONE-HALF game? It can be readily noticed that Detroit played one less game than the regularly scheduled 154 contests! The answer is this: Detroit had a rained out game in late summer that was never replayed; had this game been played and lost by the Tigers, Cleveland would have tied Detroit for the flag. However, there was no specific league rule which stated that games not made up by the end of the season must be replayed—even if they had an effect on the pennant race! Cleveland's vociferous complaints that this bizarre rule may have cost them the 1908 American League pennant did not go unheeded; the rule was changed for both leagues soon thereafter.

THE WORLD SERIES

The Fall Classic matched up the talents of "Peerless Leader" Frank Chance of the Cubs and the "Georgia Peach," Ty Cobb of the Tigers. This was the second straight year that these two clubs squared off in October for the world championship; in 1907, the Cubs had demolished the Tigers in four straight games. And this time, Chicago again proved its superiority by taking the Series in five contests. Cub pitching proved to be too much for the

Tigers to handle, as Mordecai Brown and Orvie Overall combined for four wins and an 0.62 ERA. The Tigers didn't score a run for the last 23 innings of the Series, despite Cobb's .368 batting average. For Chicago, player-manager Chance led the attack with .421. With the Cubs taking eight of nine games against the Tigers over the two World Series, the conservative baseball fan laconically concluded that the new league was not yet ready to compete on even terms with the National League.

BIBLIOGRAPHY

Anyone interested in delving further into the 1908 season could not do better than to pick up a copy of G.H. Fleming's masterful work, *THE UNFORGETTABLE SEASON* (New York: Holt, Rinehart, and Winston, 1981). This is a collection of contemporary newspaper clippings dealing for the most part with the National League race. The insights into early 20th century baseball are sensational. Also: Lawrence Ritter's *THE GLORY OF THEIR TIMES* (New York: Collier Books, 1973), Anthony J. Connor's *BASEBALL FOR THE LOVE OF IT* (New York: Macmillan Publishers, 1982), and Daniel Okrent's and Harris Lewine's *THE ULTIMATE BASEBALL BOOK* (Boston: Houghton, Mifflin Books, 1981) are treasures of baseball folklore. ■



"YOU CAN'T TELL THE PLAYERS
WITHOUT A SCORECARD!"



A 1908 WHO'S WHO OF BASEBALL



NICK ALTROCK

Pitcher, Chicago White Sox

Altrock and his teammate Al Schacht were the legitimate forerunners to the San Diego Chicken. Both on and off the field, their comical routines of baseball were extremely popular for two generations. All the while, Altrock was a moderately effective pitcher, even winning 20 games for the 1906 "Hitless Wonder" White Sox.

FRANK BAKER

Third Base, Philadelphia Athletics

Frank "Home Run" Baker was a 22-year old rookie who played in only nine games in 1908. However, Baker's more tangible contributions to Connie Mack's "\$100,000 in-

field" would come during the next season and would last for well over a decade. Baker led the American League in round-trippers from 1911-1914 with respective totals of 9, 10, 12, and 8! In the pre-war era, characterized as it was by the non-cork centered "dead" ball, this was considered a remarkable accomplishment. Within the next ten years, Babe Ruth would shortly lead fans to laugh derisively at Baker's nickname. Baker never played a position other than third for his entire 13-year career.

CHARLES BENDER

Pitcher, Philadelphia Athletics

"Chief" Bender was another of the "Mack Men" who pitched excellent baseball for

the A's from 1903-1914, winning 208 games in his career. In an era in which a large percentage of baseball players were saddled with sublime nicknames by writers, Bender earned his by being an olive-skinned Chippewa Indian from Minnesota. He was one of the most highly-respected and well educated athletes in baseball during the pre-war era.

ROGER BRESNAHAN

Catcher, New York Giants

The first catcher to be elected to the Hall of Fame (1945), Bresnahan was primarily known as Christy Mathewson's batterymate during his seven-year stint as backstop

for the Giants. In 1907, Bresnahan was the first catcher to don shin-guards, a revolutionary event at the time. "When Roger works behind the bat, there always seems to be more life and aggressiveness on the field," wrote a New York newspaperman during the 1908 campaign.

MORDECAI BROWN

Pitcher, Chicago Cubs

A childhood accident to his right-hand gave Mordecai Brown his nickname of "Three-Finger," although in actuality he lost only his index finger, while his fifth finger was partially crippled. Brown's disability actually helped him develop a baffling sinkerball that kept batters on edge throughout his 12-year stint in the National League. He was a 229-game winner over his career; he posted a 27-9 record with a 1.47 ERA in 1908 while pitching the Cubs to their second straight World Championship.

FRANK CHANCE

First Baseman, Chicago Cubs

The player-manager of the 1908 World Champion Chicago Cubs earned the nickname "The Peerless Leader" for his cool leadership and charismatic personality, despite the fact that he took over the helm of his ballclub at the young age of 28. A great run producer and batter, Chance batted .296 over his career. Recognizing Chance's indispensable value to the Cubs, Fred Snodgrass, a young Giant rookie in 1908, tells this story of New York's method for disposing of the "Peerless Leader" before their critical playoff game in October 1908: "Before the game, we talked over in the club-house how in the world we could get Chance out of there. Matty was to pitch for us and Frank always hit Matty pretty well . . . So it was cooked up that Joe McGinnity was to pick a fight with Chance early in the game. They were to have a knockdown, drag-out fight and both would get thrown out of the game . . . McGinnity did just what he was supposed to. He called Chance names on some pretext or other, stepped on his toes, pushed him, actually spit on him. But Frank wouldn't fight. He was too smart."

JACK CHESBRO

Pitcher, New York Highlanders

"Happy Jack" Chesbro was the American League's premier pitcher in the first years of the 20th century. Toiling for the Highlanders (as the Yankees were known at the time), Chesbro won 41 games in 1904 with a 1.82 ERA—the modern record for victories in a season by a pitcher. He won fully 45%



of the Yankees' games! In 1903, Chesbro first made headlines by jumping from the Pirates of the National League to the Highlanders of the upstart American League. Here, he pitched for seven more years.

TY COBB

Outfielder, Detroit Tigers

The premier member of baseball's immortal "Select Five" (Cobb, Ruth, Mathewson, Wagner, and Johnson—in that order) as selected in 1936 for the initial inductions into the Baseball Hall of Fame. The modern image of Cobb is well-defined: a brilliant, wildly aggressive player with a violent temperament who did anything to win. This impression of the "Georgia Peach" is for all intents and purposes accurate, but when taken out of context may seem distorted to those who knew Cobb. Certainly, Cobb was one of the greatest offensive players in history: his lifetime batting average (.367), hits (4190), and runs (2245) are all long-standing records. (Babe Ruth's figures were: .342, 2873, and 2174, respectively).

Cobb's violent style of play must be considered by the modern reader in terms of the era in which he played. With a premium placed in pre-war baseball on baserunning skills, and also considering the fact that the game was a more aggressively competitive sport than it is now, Cobb's bellicose attitude should make more sense to the present-day baseball fan. "If any player learned I could be scared, I would have lasted 2 years in the league, not 24," Cobb wrote. "Don't let anyone ever tell you I was a dirty ballplayer though. When you're out on those paths, you've got to protect yourself."

Cobb came up to the majors as a taciturn southerner, extremely mistrustful of strangers. "He sure wasn't easy to get along with," said his teammate Sam Crawford. "He wasn't a friendly, good-natured guy, like Wagner was, or Walter Johnson . . . Every rookie gets a little hazing, but most of them just take it and laugh. Cobb took it the wrong way. He came up with an antagonistic attitude, which in his mind turned any little razzing into a life-or-death struggle."

"The older men tried to make my life miserable," Cobb said in his defense. They didn't confine themselves to cutting remarks. They also played tricks on me . . . I made up my mind they wouldn't succeed."

EDDIE AND JIMMY COLLINS

Second and Third Basemen,
Philadelphia Athletics

The Collins boys (they were unrelated) both played for Connie Mack in 1908, one (Eddie) at the beginning of a brilliant 25-year career as the second baseman in the "\$100,000 infield" and the other (Jimmy) in the last year of an equally-sensational 14-year career as third baseman for the Braves and Red Sox. Both ended up in the Hall of Fame.

SAM CRAWFORD

Outfielder, Detroit Tigers

Never heard of "Wahoo Sam" Crawford? That's because he played in Ty Cobb's shadow in the Detroit outfield for most of his 19-year career. From 1902-1914, Crawford never batted less than 550 times. His 312 triples are the most by any ball-



player in history; no player active today is within 150 triples of his total!

MIKE DONLIN

Outfielder, New York Giants

"Turkey Mike" Donlin was a spectacular outfielder and a vital cog in John McGraw's Giant club in 1908. In the early years of the century, Donlin had almost unlimited potential; he was considered on a par with the best in the game—even Honus Wagner. However, Donlin's personality problems and accident-prone career kept him shuttling from team-to-team and he never found a comfortable niche. He even served six months in jail for drunkenness in 1902.

JOHNNY EVERS

Second Baseman, Chicago Cubs

Evers was immortalized in poetry by newspaperman Franklin Adams' "Tinker to Evers to Chance" lament in the early 20th century. Evers spent 18-years in the majors as a fiery 125-pound dynamo (he was nicknamed by his teammates "The Human Crab") and was a key figure in the "Merkle Incident" on 23 September 1908. Casey Stengel recalled the first time he encountered Evers: "I took off for second. I was 20 feet from the bag when I saw Johnny Evers with the ball. I tried to slide around

him but it was no use. He really crowned me. As I was laying there, he pulled up one pant leg. 'Oh, trying to spike me! Why you busher, you! Next time you come down here you better wear a tin helmet because I'm gonna shove the ball right down your throat!'"

MILLER HUGGINS

Second Baseman, Cincinnati Reds

Miller Huggins, known throughout his career as "Mighty Mite" because he was 5'6" and weighed only 140 pounds, was known more for his sensational managing career with the New York Yankees from 1919-1929 than for his playing days. As a manager, he led his team into six World Series and captained the supposed "Greatest Team of All-Time"—the 1927 Yanks. In 1908, he was a 30-year old second baseman, hitting .239.

WALTER JOHNSON

Pitcher, Washington Senators

"The Big Train" was perhaps the greatest right-handed pitcher in the history of the American League, winning 413 games, compiling a 2.17 lifetime ERA, and still possessing more strikeouts than any pitcher in baseball history. Johnson pitched for the Senators for 21 straight years, 1907-1927, at one stretch winning 20 or more games for ten consecutive seasons! In August 1907, Ty Cobb wrote of his first encounter with Johnson: "I watched him take that easy windup—and then something went past me that made me flinch . . . Every one of us knew we'd met the most powerful arm ever turned loose in a ballpark."

ADDIE JOSS

Pitcher, Cleveland Indians

Joss was a superlative although relatively unknown pitcher who won 160 games over a nine-year career, 1902-1910. Joss's 1.88 lifetime ERA is the second best figure in the history of baseball. In 1908, Joss made big news by hurling a perfect game against the White Sox in the middle of a tight pennant race on 2 October. Tragically, in April 1911, Joss died of meningitis at the age of 31. The first American League All-Star team was organized in Joss's honor to raise money for his widow.

WILLIE KEELER

Outfielder, New York Highlanders

Cy Young (41) and "Wee Willie" Keeler (36) were baseball's senior citizens in 1908; Keeler, who had been playing professionally since 1892, was a lifetime .341 hitter and was the originator of the 'hit 'em where

they ain't" batting philosophy—a logical course of action considering Keeler's 5'4", 140 pound frame.

BILL KLEM

Umpire, National League

A National League arbiter for 37 seasons, Klem was instrumental in establishing the peerless code of conduct and authoritative style of what we recognize today as the major league umpire. Once fiery John McGraw of the Giants was thrown out of a game by Klem.

"I'll have your job for this!" McGraw roared.

To which Klem coolly retorted: "If it's possible for you to take my job, then I don't want it!"

When Klem retired in 1941, he explained why: "I walked away from a beefing ball-player saying to myself, 'I'm almost certain Herman tagged him.' Then it came to me and I almost wept. For the first time in my career I only 'thought' a man was tagged."

NAPOLEON LAJOIE

Second Baseman, Cleveland Indians

"Nap" Lajoie (pronounced by many as "La-Joey") was such an institution in Cleveland throughout his stint as a player and a manager from 1903-1914 that the team became known as the "Naps." Lajoie was a lifetime .338 hitter and is currently tenth on the All-Time hit list. He made huge headlines when he jumped from the National League to Philadelphia of the fledgling American League in 1901 (a period that was known as "wartime" to the shuttling players). Emotions ran so high in this league-jumping war that Lajoie was prohibited by court order from playing in Pennsylvania. A pitcher once said: "If you pitched inside to him, he'd tear a hand off the third baseman, and if you pitched outside he'd knock down the second baseman."

CONNIE MACK

Manager, Philadelphia Athletics

Cornelius McGillicuddy, usually known as "Connie Mack," never played a game of professional baseball in the 20th century. Instead, he made his mark on modern baseball with an unbelievable 53-year managing career, 50 of them with the Philadelphia Athletics. It always seemed as if Mack's teams were either fabulous or terrible. After winning four of five pennants (1910-1914), the A's finished last seven straight years (1915-1921), only to establish another

superlative team from 1925-1932. Mack managed until 1950, when he was 78 years old. "Nothing can equal in volume my lifetime of memories from baseball," he once said.

RUBE MARQUARD

Pitcher, New York Giants

Richard "Rube" Marquard was a highly-publicized, 19-year old rookie phenom who came up to the Giants in late summer of 1908, just in the nick of time to join New York's incredible pursuit of the Cubs and Pirates. Although he was to make a name for himself only two years later (and pitch until 1925), Marquard's debut on 26 September 1908 (only three days after the "Merkle Incident") was an unmitigated disaster. Christy Mathewson recalled: "Kane, the right fielder on the Cincinnati club, was the first man up, and although he was one of the smallest targets in the league, Marquard hit him. He promptly stole second, which worried Rube some more. Up came Lobert, the man who broke Marquard's heart . . . Lobert whacked out a triple to the far outfield and stopped at third with a mocking smile on his face. Some fan shouted the fatal, 'Take him out.' Marquard was gone and was two years recovering from the shock of that beating."

CHRISTY MATHEWSON

Pitcher, New York Giants

Christy Mathewson exerted more positive influence on the sport of baseball than any player before or since, except perhaps for Babe Ruth. Not only was "The Big Six" probably the greatest pitcher of all-time, but his gentlemanly character, high level of education, and sportsmanlike conduct (he was never once ejected from a game) was instrumental in establishing baseball as the "national pastime"—one that could be watched and enjoyed by almost anyone, as well as a profession that children could make their parents proud of if they succeeded in a baseball career. Mathewson was a workhorse for the New York Giants for 16 seasons (1900-1915); over one stretch (1903-1914), Matty AVERAGED 27 wins per year with a 2.01 ERA! This achievement was head and shoulders above other contemporary pitchers. "Matty was the greatest pitcher I ever saw. He was the greatest anybody ever saw. Let them name all the others. I don't care how good they were. Matty was better," wrote a baseball analyst.

JOE MCGINNITY

Pitcher, New York Giants

"Iron Man" Joe McGinnity was a 37-year old old-timer on John McGraw's 1908 Giants squad, in the last year of an illustrious career in which he won 20 or more games for eight of the ten seasons in which he participated. In 1903, McGinnity once started and won both games of a double-header THREE times within one month. It is interesting to note that he did not earn his nickname by being a workhorse; instead, he entered baseball from an iron foundry!

JOHN MCGRAW

Manager, New York Giants

"Little Napoleon" John McGraw was probably the most influential manager in the history of baseball—one which modern managers would emulate, whether they realize it or not. McGraw managed the Giants for 30 incredible years, 1902-1932, winning ten pennants and compiling a .589 winning percentage. McGraw was a short, irascible man who made hundreds of enemies in his playing days at third base in the late 19th century, employing such antics as grabbing baserunners' belts on the base-paths when the umpire wasn't looking or stepping on the first baseman's feet. But it was McGraw's school of managing that left his mark on the game: steals, sacrifices, working out walks, punching singles—in short, scratching out runs and letting pitchers do the rest. But his aggressive personality, umpire-baiting, and Pattonesque drive had its drawbacks. One of his players wrote: "He was rough as a manager. Very hard to play for . . . You couldn't do anything right for him, ever. If something went wrong, it was always your fault, not his. He was always so grouchy."

EDDIE PLANK

Pitcher, Philadelphia Athletics

Eddie Plank was a native of Gettysburg, Pennsylvania who pitched for Connie Mack for most of his career (1901-1917), winning 325 games. Ty Cobb once named him as one of the best pitchers he ever faced. Until he jumped to the Federal League in 1915, Plank was the heart of the A's pitching staff in their glory years, 1911-1914—labeled by a writer "the team that could not lose."

GERMANY SCHAEFER

Second Baseman, Detroit Tigers

One of the most colorful characters in baseball history, Herman "Germany" Schaefer was a journeyman infielder in the

American League for most of his 15-year career. Schaefer's most well-remembered antic was stealing first base when he had already occupied second in a game played between Detroit and Cleveland in 1908!

TRIS SPEAKER

Outfielder, Boston Red Sox

A 20-year old outfielder with only limited playing time in 1908, the "Grey Eagle" was destined to become one of the greatest ballplayers in history in his 22-year American League career. His .344 lifetime average is sixth highest in the baseball record books and only four players (Cobb, Aaron, Rose, Musial) have more hits in their careers.

GABBY STREET

Catcher, Washington Senators

"Old Sarge" Gabby Street's two claims to fame in his mediocre eight-year career were that he was Walter Johnson's battery-mate in 1908 as well as being the first (and only) player to successfully catch a ball thrown from the top of the Washington Monument, 505 feet high. This feat was accomplished on 21 August 1908 after 12 unsuccessful attempts.



LUTHER TAYLOR

Pitcher, New York Giants

Luther "Dummy" Taylor was a deaf-mute pitcher, winning 113 games in a nine-year career. John McGraw, the manager of the Giants, demanded that all members of the team learn basic sign language in order to communicate with Taylor, who soon became one of the team's most popular and humorous players. Interestingly enough, this method of communication later developed a purpose of its own on the baseball diamond, although McGraw's method of employing signs on the field was extremely basic: he simply used to spell out in Taylor's hand language what he wanted his players to do—steal, bunt, hit-and-run, etc! Once, Taylor was ejected from a game for baiting an umpire. It is interesting to speculate on what exactly was exchanged between the pitcher and the arbiter!

JOE TINKER

Shortstop, Chicago Cubs

The shortstop in the everlasting baseball poem "Tinker-to-Evers-to-Chance," immortalizing the Cubs' infield of the early 20th century. Tinker was an aggressive ball-player who never hit for average (lifetime: .262), but was a superb fielder with moderate power at the plate in an era where homers were as rare as a blue moon. It is interesting to note that Tinker did not get along with Evers and almost never spoke to him.

RUBE WADDELL

Pitcher, St. Louis Browns

In 1908, Rube Waddell was a 32-year old lefty who had his best pitching years behind him. Waddell was one of the star players of the National League who jumped to the newly-formed American League during the "war" between the two circuits in the early years of the century. With Connie Mack's Philadelphia Athletics, Waddell made an everlasting name for himself, once winning 94 games over a four-year span. "Rube was just a big kid, you know," recalled one of his teammates. "He'd pitch one day and we wouldn't see him for three or four days after. He'd just disappear, go fishing or something, or be off playing ball with a bunch of 12-year olds in an empty lot somewhere. You couldn't control him 'cause he was just a big kid himself."

HONUS WAGNER

Shortstop, Pittsburgh Pirates

Many label "Hans" Wagner the greatest baseball player of all-time. And when one examines the statistics of the "Flying Dutchman," it is hard to dispute that claim. Over

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PENNANT RACE! TEAM CHARTS FOR 1908

The following team rosters for Avalon Hill's new baseball game, PENNANT RACE!, allow you to recreate the National League race and the World Series for this incredible year. Only four teams are included: the New York Giants, Chicago Cubs, Pittsburgh Pirates, and Detroit Tigers. If readers demonstrate sufficient interest, it is conceivable that a complete roster booklet, with accompanying schedules and special rules, can be published by Avalon Hill in the near-future. If you would like to see such a treatment, write to AH and let us know (or on any other of your favorite seasons, for that matter). When employing the following charts for PENNANT RACE!, all normal rules are adhered to, save one: any time the Relief/Defense Chart calls for Relief to be employed, use the team Relief Value (note that individual pitchers are not given their own Relief Values). Also, ignore all rules for Parks, the Minors, and Right-Handed and Left-Handed Pitching/Batting.

1908 CHICAGO CUBS (NL)

BAT 26	ENDURANCE B	ROTATION B	WEATHER Zone 3		
STARTERS	POS	BAT	POW	SPD	FLD
FRANK CHANCE	1B	3	2	4	0
JOHNNY EVERS	2B	5	2	5	0
JOE TINKER	SS	3	3	4	+1
HARRY STEINFELDT	3B	2	1	2	0
WILDFIRE SCHULTE	RF	1	1	2	0
JIMMY SLAGLE	CF	0	0	3	0
JIMMY SHECKARD	LF	1	1	3	-1
JOHNNY KLING	C	4	2	3	0
BENCH	POS	BAT	POW	SPD	FLD
SOLLY HOFMAN	INF/OF	2	1	3	0
DEL HOWARD	OF	4	1	3	-1
PAT MORAN	C	3	0	1	-1
HEINIE ZIMMERMAN	INF/OF	4	2	1	-1
KID DURBIN	OF	2	0	0	-1
JACK HAYDEN	OF	0	0	1	-1
PITCHERS	R/L	START	END	REST	
MORDECAI BROWN	R	7	5	4	
ED REULBACH	R	6	4	4	
ORVIE OVERALL	R	6	3	5	
JACK PFIESTER	L	6	4	5	
CHICK FRASER	R	5	4	6	
CARL LUNGGREN	R	2	3	6	

TEAM RELIEF VALUE: 0 (-1 if used on 3 consecutive days or more)

1908 NEW YORK GIANTS (NL)

BAT 29	ENDURANCE A	ROTATION A	WEATHER Zone 3		
STARTERS	POS	BAT	POW	SPD	FLD
FRED TENNEY	1B	3	1	3	0
LARRY DOYLE	2B	5	3	3	-1
AL BRIDWELL	SS	4	1	3	-1
ART DEVLIN	3B	2	1	3	0
MIKE DONLIN	RF	7	4	5	+1
CY SEYMOUR	CF	3	1	3	0
SPIKE SHANNON	LF	1	0	2	0
ROGER BRESNAHAN	C	4	2	2	+1
BENCH	POS	BAT	POW	SPD	FLD
BUCK HERZOG	INF	5	2	4	-1
TOM NEEDHAM	C	0	0	0	0
FRED MERKLE	1B/OF	3	3	0	-1
SAMMY STRANG	INF/OF	0	0	2	-1
FRED SNOODGRASS	C	2	0	0	0
PITCHERS	R/L	START	END	REST	
CHRISTY MATHEWSON	R	7	5	3	
HOOKS WILTSE	L	6	5	4	
DOC GRANDALL	R	5	3	5	

JOE MCGINNITY	R	6	1	6
DUMMY TAYLOR	R	5	2	6
RED AMES	R	6	1	7

TEAM RELIEF VALUE: 0 (-1 if used on 3 consecutive days or more)

1908 DETROIT TIGERS (AL)

BAT 30	ENDURANCE A	ROTATION A		WEATHER Zone 3	
STARTERS	POS	BAT	POW	SPD	FLD
CLAUDE ROSSMAN	1B	5	3	1	-1
RED DOWNS	2B	0	0	0	-1
GERMANY SCHAEFER	SS	3	1	5	-1
BILL COUGHLIN	3B	0	0	1	-1
TY COBB	RF	6	4	5	-1
SAM CRAWFORD	CF	6	4	3	0
MATTY MCINTYRE	LF	5	2	3	0
BOB SCHMIDT	C	3	1	0	-1
BENCH	POS	BAT	POW	SPD	FLD
CHARLEY O'LEARY	INF	2	1	1	-1
DAVY JONES	OF	0	0	3	0
IRA THOMAS	C	5	1	0	-1
RED KILLEFER	INF	0	0	1	-1
DONNIE BUSH	INF	4	1	1	0
FREDDIE PAYNE	C/OF	0	0	0	-1
PITCHERS	R/L	START	END	REST	
ED SUMMERS	R	7	4	4	
WILD BILL DONOVAN	R	6	5	5	
GEORGE MULLIN	R	4	5	4	
ED WILLETT	R	6	5	5	
ED KILLIAN	L	4	4	5	
ED SIEVER	L	4	3	7	

TEAM RELIEF VALUE: -1

1908 PITTSBURGH PIRATES (NL)

BAT 27	ENDURANCE A	ROTATION A		WEATHER Zone 3	
STARTERS	POS	BAT	POW	SPD	FLD
HARRY SWACINA	1B	0	0	0	-1
ED ABBATICCHIO	2B	2	1	3	+1
HONUS WAGNER	SS	8	6	6	+1
TOMMY LEACH	3B	3	2	4	-1
OWEN WILSON	RF	0	0	2	-1
DANNY MOELLER	CF	0	0	0	-1
FRED CLARKE	LF	3	2	4	0
GEORGE GIBSON	C	0	0	0	-1
BENCH	POS	BAT	POW	SPD	FLD
ALAN STORKE	INF	2	1	1	0
JIM KANE	1B	2	0	1	-1
EDDIE PHELPS	C	1	1	0	-1
DOC GILL	1B	0	0	1	0
BEALS BECKER	OF	0	0	0	-1
CHARLIE STARR	INF	0	0	3	-1
PITCHERS	R/L	START	END	REST	
NICK MADDOX	R	6	4	4	
VIC WILLIS	R	6	4	4	
HOWIE CAMNITZ	R	7	4	5	
SAM LEEVER	R	6	4	5	
LEFTY LEIFIELD	L	6	4	5	
HARLAN YOUNG	R	4	2	7	

TEAM RELIEF VALUE: 0 (-1 if used on 3 consecutive days or more)

one 14-year stretch (1899-1912), Wagner never batted UNDER .320 and never batted less than 490 times. During that span, he hit over .350 six times, stole 40 or more bases eight times, and knocked in 100 or more runs seven times—all in an era in which a common team batting average was in the .250 range, roughly comparable to today! And when it came to fielding, one of his teammates recalled: "Honus was the best third baseman in the league, he was also the best first baseman, the best second baseman, the best shortstop, and the best outfielder . . . As well as the best base runner."

ED WALSH

Pitcher, Chicago White Sox

"Big Ed" Walsh was a right-handed flame-thrower whose lifetime 1.82 ERA in a 14-year career is the best figure in the history of baseball. In 1908, Walsh won more games than any pitcher in the game, posting 39 victories against 15 defeats, with a 1.42 ERA. Walsh was a master of the spitball, which was entirely legal in 1908. "I think that ball disintegrated on the way to the plate and the catcher put it back together again," recalled one of his teammates. "I swear, when it went past the plate it was just the spit that went by."

HOOKS WILTSE

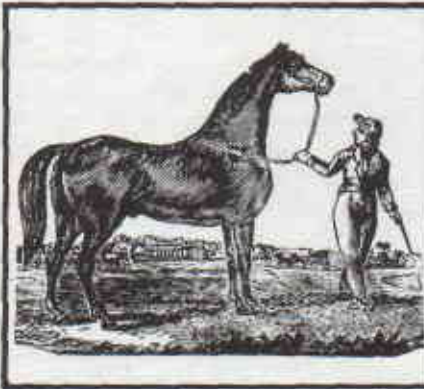
Pitcher, New York Giants

George "Hooks" Wiltse put together the best season of his career in 1908 when the Giants made their spectacular and controversial bid for the National League pennant. Wiltse pitched in the shadow of the great Christy Mathewson for 11 years, but only managed to win 20 or more games in the "unforgettable season" of '08, when he went 23-14.

CY YOUNG

Pitcher, Boston Red Sox

The pitcher whose name was immortalized in baseball's award for pitching excellence was already a 41-year old old-timer by 1908, still pitching superbly (21-12, 1.26 ERA) for the Red Sox. Young's 511 wins are the most by any pitcher in baseball history, although almost 300 of these belong to a different era of baseball—the game played before 1900. Young continued to pitch until he was 44, ending his career in the National League with the Boston Braves. It is interesting to note that in one of his last appearances ever on the mound on 12 September 1911, Young was matched up against the Giants' Christy Mathewson. Youth triumphed over experience in this battle as Young was knocked out of the box in the second after the Giants scored nine runs. ■



A DAY AT THE RACES



“WIN, PLACE & SHOW” HARNESS RACING—RE-VISITED AND THIS TIME IT’S THE PACERS

By PATRICK M. PREMO

Our first excursion into the exciting world of harness racing focused on only half the sport—trotting Standardbreds. This article will feature the other half (some will say the better half)—the pacer. The pacer is the faster running of the two types of harness horses. A brief history of the pacing Standardbred will be presented followed by a look at one of the greatest pacers ever to be put in harness—Bret Hanover (in the opinion of many, the greatest harness horse of all-time). The featured race in the article is the 1965 Little Brown Jug at a distance of one mile. The Jug is a good example of a championship harness race where the winner of the event must win two heats. In races of this nature, should three different horses win the first three heats, then all other horses are eliminated (or, “ruled out”) and the three winners race in one final heat to determine the race victor. In this one mile harness race, ten running strength numbers are used in keeping with the format for harness racing.

Pacers did not enjoy the popularity of the trotter in the early 1800s, but they had their great champions nevertheless. Pocahontas was the first pacing queen and also the first pacer to race a mile in under 2 minutes and 18 seconds. Her unbeaten career took place in the days when horses were often required to pull heavy weapons instead of the lightweight sulkies that are common today. By the 1870s, though, pacers had come into their own and in 1878 the “Big Four of Pacing” raced prominently into the

picture. The original four were Mattie Hunter, Rowdy Boy, Lucy, and Sleepy Tom, but the greatest of these was Sleepy Tom. His record of being in the money 59 out of 72 heats and a mile mark of 2:12¼ speak for themselves, but these achievements are even further enhanced when we realize that Sleepy Tom was completely *blind* and had to rely solely upon the voice of his driver for guidance!

The horse with the unusual name, Little Brown Jug, was also a champion as he was first or second 26 out of 29 heats. Then, in 1897, Star Pointer did for harness racing what Roger Bannister did for the mile run; he was the first harness horse—trotter or pacer—to run the mile in less than two minutes: 1:59¼. From that day hence, the two minute mile in harness racing became the accepted standard.

Shortly thereafter a pacer burst upon the scene who was to become a household word, one that has lasted even to this day—the immortal Dan Patch. This legendary animal never lost a race and won 54 out of 56 heats (in each of the two heats he lost, he came back to win the race in the heats immediately following). Dan not only set nine world records, but he also paced the mile under two minutes 30 times—a record that stood for 57 years!! His pacing time for the mile of 1:55¼ was untouchable for over 30 years—such was the mettle of Dan Patch.

Other champions came along and made

their marks. Single G, “The Horse That Time Forgot,” raced until age 16 and won 264 out of 436 heats; in 1950 he was voted the top pacer of the first half of the 20th Century. In the 1930s, Billy Direct made history when he won 47 out of 55 heats and broke Dan Patch’s mile record. Billy set the mile mark for pacers at 1:55 flat and that time went unchallenged for over 20 years. In 1960, Adios Butler finally eclipsed Billy Direct’s time for the mile when he ran in 1:54 3/5. Adios Butler also became the first winner of the Pacing Triple Crown (the Messenger Stakes, the Cane Futurity, and the Little Brown Jug) and was named Horse of the Year TWO years in succession. Only Good Time (also a pacer) had been named Horse of the Year more than once: in 1949 and 1952; but no harness horse (trotter or pacer) had ever been named Horse of the Year two years in a row before.

Then came the “Age of Bret.” For the three years from 1964 until 1966, Bret Hanover completely dominated the world of harness racing. Oftentimes Bret was affectionately known as “The Peppermint Kid” because of his liking for that candy. A true “people’s horse,” Bret went undefeated at age two when he won 24 straight heats. His reward for this performance was even sweeter than the peppermint candy he liked so much—he was named Harness Horse of the Year at age two, an unprecedented accomplishment. (To date, the only other two year old so honored was that great trotter, Nevele Pride.)

As a three year old, Bret came on stronger than ever. He ran his consecutive streak of winning heats to 35—the longest in modern harness racing history—before finishing second to Adios Vic (a horse that was to become his nemesis and defeat him for four of his six lifetime losses). In becoming the second winner of pacing's Triple Crown, Bret Hanover amassed earnings of over \$340,000—the first pacer ever to win over \$300,000 in a single season. And for the second straight year, Bret was named Harness Horse of the Year—to the surprise of no one.

As a four year old, Bret became the most popular gate attraction in the sport since Dan Patch. Not only did he win over \$407,000 that year, but he lowered the pacing record for the mile by a *full second* when he ran a time trial in 1:53 3/5!! He also surpassed Dan Patch's 57-year record of 30 sub-two minute miles by pacing 31 such miles. Needless to say, Bret Hanover was once again honored as *Harness Horse of the Year*—no other pacer before or since has been honored three times. (In all fairness to the trotters, it should be mentioned that Nevele Pride has been the only trotter to be named *Horse of the Year* three times.) Bret had won 62 of 68 career heats and had lifetime earnings of nearly a million dollars; upon retirement, he was sold for an unheard of price of \$2 million!

Other champions succeeded Bret Hanover, but none were so dominant for so long nor left such a lasting impression on the sport. Oh, in 1971, Steady Star broke Bret's mark for the mile by running a time trial in 1:52, but that is the only claim to fame Steady Star had. (A time trial is when a horse simply races against the clock and not against other horses.) In the early 1970s, mighty Albatross came the closest to overshadowing Bret's achievements. Winning 59 of 71 lifetime heats, Albatross was named *Harness Horse of the Year* two times. He did better Bret's 31 sub-two minute miles by six, but Albatross, for all his greatness, lacked the flair and the appeal of "The Peppermint Kid."

The 1965 Little Brown Jug (named in honor of you-know-who) was one of Bret Hanover's greatest races. It was also a great race for the sport; many renowned horsemen have labeled the race as one of the greatest harness horse races ever. This was partly due to the fact that it had rained all night before the race and until ten the next morning—the track was a veritable sea of mud. When the sun came out at

1965 LITTLE BROWN JUG RACE											
PURSE: \$71,500						DISTANCE: 1 mile					
1st \$40,000			2nd \$18,000			3rd \$10,000			4th \$3,500		
1 ODDS 15-1	7	6	6	6	5	4	5	5	5	4	4
	RIVALTIME										BONUS #
Veteran G. Sholty			Class: 53 Speed: 49								
2 ODDS 10-1	3	3	5	6	7	7	6	6	6	6	9
	TUXEDO HANOVER										BONUS #
Veteran W. Smart			Class: 55 Speed: 49								
3 ODDS 20-1	5	5	5	5	6	6	6	6	5	4	10
	GEE LEE HANOVER										BONUS #
Veteran Sonny Dancer			Class: 53 Speed: 49								
4 ODDS 3-2	4	4	6	6	8	6	6	6	6	6	7
	BRET HANOVER										BONUS #
Veteran F. Ervin			Class: 58 Speed: 52								
5 ODDS 50-1	3	3	5	5	5	6	6	6	6	5	3
	SCARLET WAVE										BONUS #
Veteran C. Martin			Class: 50 Speed: 45								
6 ODDS 6-1	1	2	4	5	5	8	9	8	6	6	5
	ADIOS VIC										BONUS #
Veteran J. Dennis			Class: 54 Speed: 48								

noon, the decision was made to try and race. Road graders scraped away mud until it was nearly four feet high against the outside fence. Truck loads of sand were then brought in and the track was ready by race time early in the afternoon.

Bret's familiar rival, Adios Vic, was also

entered in the Jug. Adios Vic had already defeated Bret three times that year, but so far he was the only horse to beat Bret to the finish line. But Bret Hanover showed his championship merit by winning the first heat in 1:57 flat—the fastest heat in a race on a half-mile track in the history of the sport—and Bret had been parked wide the

entire first half of the race! Adios Vic had been unable to get any closer than third in the heat and had faded to fourth at the wire. In the second heat, Bret took command right after the first quarter and stayed there the rest of the race, winning in a remarkable 1:57 2/5. Not only was this

time the fastest second heat in history, but the time of the two heats combined broke the two-heat World Record! And Adios Vic again could do no better than fourth.

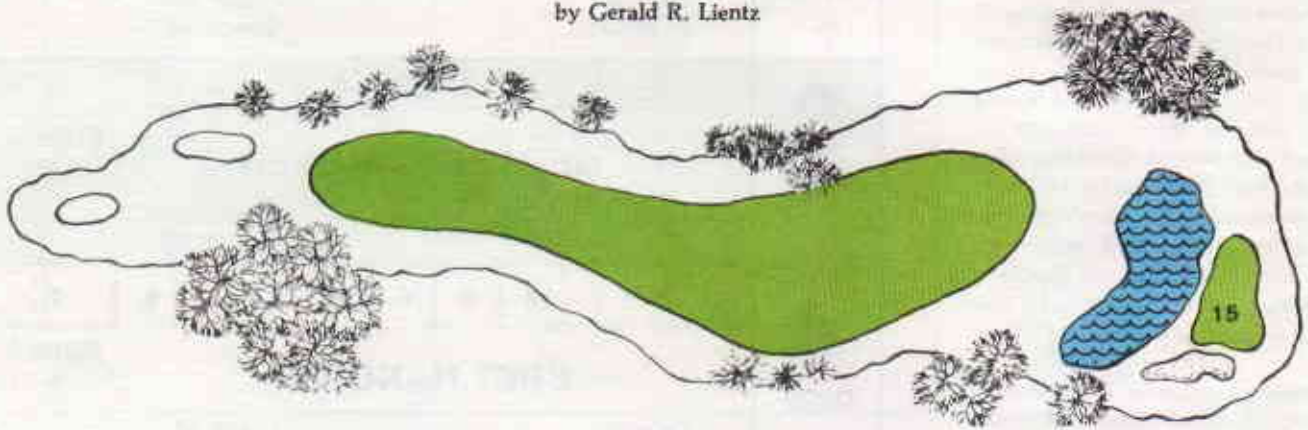
Bret's lifetime record plus the Jug program for "Win, Place & Show" follow: ■



BRET HANOVER							
Year	Age	Starts	Won	Second	Third	Unplaced	Earnings
1964	2	24	24	0	0	0	\$173,298
1965	3	24	21	3	0	0	341,784
1966	4	20	17	2	1	0	407,534
Totals		68	62	5	1	0	\$922,616

Decision-Making in PRO GOLF: A Gambler's Tour of Augusta National

by Gerald R. Lientz



The individual player cards in PRO GOLF produce a solid simulation of the PGA's best by themselves. However, players will not get the full impact of the simulation or of the possibilities of the Augusta National course until they use the optional rules for playing safe and gambling. This article will deal with the general factors that go into these decisions and then will apply the general ideas to a hole-by-hole tour of the course.

The first dominant consideration is the overall nature of the course. Augusta favors long hitters, accurate approach shots to the green and intelligent gambling. There are few spots where anyone will ever use the "play safe" option, and breaking par almost always requires taking some risks.

Players will also have to adjust to the odds changes caused by the different dice rules used in PRO GOLF. With this system (2 dice read consecutively, low number first) certain rolls have a much stronger chance of occurring than may seem apparent. For

example, a roll of 26 or better is only a 50-50 shot. A player has only one chance in four of rolling 44 or higher. (See Chart included with this article for full odds breakdown.) When considering a gamble a player needs to figure both the chances of success or failure and the probability of making a roll that will significantly improve his position.

PRO GOLF provides three kinds of choices. On the par 5's a player will sometimes have to choose between a "Layup" with his second shot or trying for the green. Given this option, GO FOR THE GREEN. Saving strokes on the par 5's is necessary to a good score at Augusta, and you have to reach some greens in two to have a good chance of saving strokes.

Very occasionally a player will want to try the "Safe Play" option. Usually the only players who will use this will be short hitters playing holes where a wild first shot could require a "Save" before shooting for the green. When playing it safe, make sure that a roll of "11" is safe for your golfer on the hole.

It will always be one of his options and it could be his only choice if you roll badly. If you really want to play safe, be certain that you will be.

Considered gambling will carry a player around Augusta in fine style. There are general considerations on deciding when to gamble. First, never gamble on a layup. A layup is a conservative shot with limited goals. It makes no sense to gamble for slight improvement on a safety play.

A golfer's overall rating will influence how often he gambles. The lower his overall number, the better his chance of gambling successfully and the more borderline chances he will want to take. With some golfers a gamble has a better chance of hitting the green with some clubs. If an unsuccessful gamble is not disastrous, these golfers will obviously want to gamble more often. Tom Watson, Jack Nicklaus and Lee Trevino will gamble often for this reason, a bold strategy that fits their real playing style. With the closely balanced cards in PRO

GOLF, they will have to gamble to score like they do on the tour. On the other hand, some golfers are so accurate (notably Tom Kite) that they will gamble less often because they are risking more, since the gamble actually cuts down their chances of hitting the green.

In golf, as in any game, a gamble must match possible gain against the possible loss. If "Trouble" from an unsuccessful gamble is not as bad as some of the regular bad results, a gamble can actually be the safer play. If a gamble needs great luck to save a stroke, there is no sense trying it. Finally, a golfer in a strong position, either in total score or on the hole, usually shouldn't gamble good position to get better.

Players will find that they should seldom gamble on their tee shots. Trouble will ruin the hole right there, while even with extra length they will still need a good second shot to save strokes. Long hitters will want to gamble some on the par 5's to increase the chance of getting on in two, while some par 3's are safer in a gambled shot than a normal tee shot. There are not many 4's where the tee shot is a worthwhile gamble. In the same way, except where the gamble avoids disaster, the second shot on par 5's are usually unwise gambles. The player who gambles risks a fairly sure birdie against a very long shot at an eagle.

On the second shots on the par 4's, there are a number of good spots to gamble. With most of the irons, a successful gamble can cut the length of a putt significantly while a roll that would be an unsuccessful gamble would usually miss the green anyway. A superlative drive provides an especially good gambling opportunity because the benefits of the gamble are noticeably enhanced by the bonus from the drive.

With these principles as a guide on decision-making, let's see how this applies to the individual holes at Augusta.

#1(par 4). Never gamble on the tee shot because of the severe penalty for failure. Gamble on the second shot only if it increases the chance of hitting the green and then only if you really feel lucky.

#2(5). A really short hitter might play this one safe off the tee, while a long hitter might want to gamble. On the second shot the Trouble is too severe to be worth a gamble. #3(4). The tee shot is virtually a "must" gamble for everyone because Trouble is so light. Do not gamble on the second shot.

#4(3). On this mean Par 3, a player who gambles is asking for trouble on a hole that is already very hard to par.

#5(4). A player may want to play safe here. Gambling here is punished too severely to be

worth the risk.

#6(3). Gamble if it improves the chances of hitting the green.

#7(4) No one in his right mind would gamble on the second shot here with its drastic negative modifier. Only a very long straight hitter with a good overall number should think about gambling off the tee. Even for long hitters it's a very poor risk.

#8(5). A long hitter might gamble off the tee. The second shot is a very poor gamble.

#9(4). Don't gamble off the tee here. Gamble on the second shot only if it improves your player's chances of hitting the green.

#10(4) Don't gamble, this long, long par 4 is already too tough to risk any extra problems.

#11(4). There's not enough gain to be worth a gamble off the tee. Never gamble on your second shot since "Trouble" splashes in the water.

#12(3). Gamble here if your regular tee shot could hit the water since a gamble won't.

#13(3). Save your gamble here for the second shot—an extremely short player might even play it safe on the drive. Gamble on the second shot to avoid the water unless the gamble severely reduces your chance of landing on the green.

#14(4). Do not gamble here, the Trouble is just too severe.

#15(5). As on 13, save your gamble for the second shot where trouble dodges the pond.

#16(3). Gamble if a regular tee shot could splash. This hole can make a big swing either way.

#17(4). Gamble on the second shot here unless you have a big, big lead. A gamble on the tee, while almost harmless, can't gain enough to be worth any risk.

#18(4). Don't gamble off the tee. Players with an "SR" Drive result may want to play safe. Gamble on the second shot if it improves your chance of getting on or you need strokes badly. ■

Odds of Making a Particular Roll or Better

Roll	Chances in 36 of making roll or better	Probability of making roll or better
11	36	100%
12	35	97%
13	33	92%
14	31	86%
15	29	81%
16	27	75%
22	25	69%
23	24	67%
24	22	61%
25	20	56%
26	18	50%
33	16	44%
34	15	42%
35	13	36%
36	11	31%
44	9	25%
45	8	22%
46	6	17%
55	4	11%
56	3	8%
66	1	3%



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SERIES REPLAY, VOLUME THREE

A MATCH MADE IN HEAVEN!

A HEAVENLY GAME OF SPEED CIRCUIT AMONG HISTORY'S IMMORTALS

BY JOSEPH BALKOSKI

ALL-STAR REPLAY's third installment of SERIES REPLAY focuses on this issue's bonus insert—the Detroit Grand Prix track for Avalon Hill's SPEED CIRCUIT auto racing game. SPEED CIRCUIT has always been one of our sports line's most popular games; it requires no prior knowledge or interest in grand prix racing and the rules are quickly and easily learned—in fact, some of this replay's participants learned the game while playing! The game IS NOT a statistical one; instead, it is purely player-oriented, calling for decisions on the part of the driver each and every turn. How fast should I corner that turn up ahead? How quickly should I accelerate after coming out of the turn? How should I decelerate going into the next turn? Should I put strain on my brakes to do so? Moreover, each grand prix track has its own subtleties that make each race completely different in terms of the proper tactics to be adhered to. Some tracks stress the long straightaways with their concomitant high acceleration rates and terrifically high top speeds. Others (like the Detroit Grand Prix track used in this replay) emphasize proficient cornering ability and adept brake usage in order to successfully negotiate hazardous hairpin turns that occur at distressingly frequent intervals. So far, fifteen SPEED CIRCUIT tracks have been published (see Jim Burnett's accompanying article in this issue for a list of these tracks and their availability); the Detroit track included here (designed by Mark J. Maticzek) makes sixteen; and we are pleased to announce that sometime in the near future, NINE more tracks will be available for SPEED CIRCUIT fans. These nine (also designed by Mr. Maticzek) will probably be prepared as an ACCESSORY PACK, VOLUME II, in the same fashion as the first Accessory Pack was produced a few years ago (and still available for \$14 from Avalon Hill). These new courses will be:

1. Monaco (re-design)
2. LeMans
3. Brazil (Interlagos)
4. United States (Las Vegas)
5. Belgium (Zolder)
6. Belgium (Spa-Francorchamps)
7. France (Rheims)
8. France (Dijon)
9. Italy (Imola)

To demonstrate the Detroit track and the SPEED CIRCUIT game as a whole, we are pleased to reproduce here a very unusual race that was recently undertaken by six very special personages with whom you will all be familiar, we are sure. In this "match made in heaven", the spirits of Karl Marx (car driven by Rex Martin), Casey Stengel (driver: Joe Balkoski), Ludwig von Beethoven (driver: Bill Hughes), Galileo Galilei (driver: Mick Uhl), George Patton (driver: Bruce Shelley) and, last but not least, Ben Franklin (driver: Bruce Milligan), all put their collective minds to the test to see who would be the world's greatest Grand Prix driver. We hope you agree that each participant's finish in the race is indicative of his contribution to humanity as a whole . . .

FRANKLIN: Ah, gentlemen, I am most assuredly joyous to see you gathered here to play SPEED CIRCUIT: let me express my heart-felt gratitude on the sensibility of choosing this particular simulation; for the life of me, I cannot perceive how an old sage such as me can fail to win the match. Three laps circuiting Detroit, I take it?

MARX: Detroit! The epitome of the ills of capitalism! Can anyone possibly dare to deny the utter exploitation of the lowly but noble proletariat by the evil-doers of the bourgeoisie? The trampers of the human spirit? I hereby declare that I have nothing to lose in this race but my chains! I switch gears for the workers of Detroit!

PATTON: Lemme at that yellow-bellied red coward! I won't have Bolshies disgracing my unit! Gimme 100 tanks and a couple of good men and I'll be in Moscow by morning! Hey Marx, wanna eat some quiche?

GALILEO: Ah, gentlemen, let there be peace! Surely you must understand that in a vacuum—like Patton's head—all forces are equal! But on the Speed Circuit track, you have to think harder than I did when I proved the earth revolved around the sun.

STENDEL: That reminds me of a little story! If you guys commence to listen, I'll tell ya, because I had this guy on my team

by the name of Throneberry who said to me, "Skip, why don't we play baseball in winter?" So I said to him, "Marvelous One, let me show you; say your head is the sun and this baseball is the earth." So I walked all around him holding the baseball and explaining the seasons, but he still couldn't hit the curveball . . .

BEETHOVEN: Oh, how can a man have any peace while contemplating the distribution of his Preparation Points? The symmetrical beauty of a symphony is present here as one must allocate his Points to the area of the race that he sees most important. For myself, I have composed a Performance Chart of 60mph for Start Speed, 20mph Acceleration, 60mph Deceleration, 140mph as Top Speed, and 18 Wear Points. And you, Franklin?

FRANKLIN: Oh, well played, sir, I declare! I have also stressed my braking with 18 Wear Points, but have distributed my other Preparation Points equally among the other four performance areas: 40mph Start Speed, 40mph Acceleration and Deceleration, and 160mph Top Speed. Pray tell the assembled throng, Marx, of your decisions!

MARX: I have made identical selections, Franklin. Perhaps we think alike; have you read *The Manifesto*, sir?

PATTON: Don't answer that commie son-of-a-gun, Ben. Since it's All-American to get ahead early and kick the opposition in the pants, I've gone for a 60mph Start Speed and only a 140 Top Speed. Once my tanks -er, I mean my cars—get rolling, nothing can stop 'em. However, like the quiche-eater I've chosen 40mph Acceleration and Deceleration levels and 18 Wear Points.

STENDEL: So I said to Throneberry, if your head is Jupiter and these ping-pong balls are the moons of Saturn, why wouldn't you wanna have Spring Training in March, so . . .

GALILEO: Your decisions, Casey.



STENDEL: Oh . . . 40mph Start, 60mph Acceleration, 40mph Deceleration, 140mph Top Speed, and 18 Wear Points.

GALILEO: That settles it. As I have also opted for 18 Wear Points, it seems as if universally (no pun intended) we have examined the Detroit track and declared it to be a test of braking and cornering. I think high speeds will be impossible on this circuit, gentlemen, and as a result, acceleration, deceleration, and speed seems to have been sacrificed by all of you, even dear General Patton, who just whispered in my ear that he could drive his machine into the streets of Leningrad if he had to. However, I see that most of you have neglected Start Speed. Normally, on a wide-open track this is an acceptable strategem, but surely, gentlemen, do you not agree that on a congested track with numerous hairpin turns and little emphasis on high speed that getting ahead at the start and staying ahead is what is called for? I dare say, you will see the error of your ways soon!

PATTON: Cut out the malarky and let's race, Mr. Astonomer.

GALILEO: So be it, although your attitude, my dear General, is reminiscent of Pope Urban VIII when he condemned me for heresy due to my heliocentric theory of the solar system. Gentlemen, start your internal combustion machines!

(NOTE: At this point, the SPEED CIRCUIT transcript becomes extremely muddled and confused. Amid a cacaphony

of shrieks, oaths (mostly from General Patton), groans, and cheers, the participants launched the first of three laps around the Detroit track. We pick up the transcript at the end of Lap One . . .)

GALILEO: Ho, hum. When will humanity learn that science is the answer to the confusion of the human mind? I thought I proved that on the Leaning Tower of Pisa 400 years ago! As I fully expected, a quick Start Speed put me out in front immediately and I don't expect to lose this position. I have no congestion ahead of me and I can negotiate all of the track's hazardous corners without fear of spinning out or being blocked. Moreover, I don't have to use up my precious Wear Points early in the race to pass other drivers on the corners. Within the next two laps, gentlemen, you people will be consulting the Chance Table due to lack of Wear more often than I was called to Rome to testify in front of the Pope!

STENDEL: I think that hunk of spaghetti makes sense, you guys! I started out slow and at the back of the pack, hoping to sit tight during most of the race and save my Wear Points. But on the second turn, I couldn't get by the crowd bursting out of the start line and I spun out! Now I have to play catch-up all race. But I'm used to that, since I managed the Mets for four years!

FRANKLIN: As for me, I fear that I have been too energetic in the use of my Wear; I have employed 11 of my possible 18 Points already and only sit in the third position! My future cornering will have to be performed a bit more handsomely if I am to win this race.

PATTON: Get the hell out of the way, Ben, I'm coming through! If I have to consult the Chance Table every turn in order to catch that Italian star-watcher, then so be it!

MARX: A typical American capitalist, eh Ludwig? My driving philosophy is like my politics: let the aggressive ones strangle themselves with their own ropes while I sit back, save my Wear Points for the last lap, and then—ZOOM! Right from the back of the pack to victory, like the inevitable triumph of socialism! What does a fellow German say, Ludwig?

BEETHOVEN: Snore . . . Snore . . .

(NOTE: As our heroes cruised into the second lap, the pack got tighter and the race more exciting. We pick up the action



with only one-half of a lap to go in the race with the drivers pulling off every trick in the book to pick up ground . . .)

GALILEO: Ah, gentlemen, I must confess to a slight feeling of anxiety! Coming out of the Congress turn on the last lap, Mr. Stengel trails me by only a few lengths. Considering his spinout at the start of the race, this is a remarkable accomplishment. However, I still have three Wear Points left to his two, and I plan to use them up when cornering the Jefferson Service and Cobo Hall turns. All in all, my position is not an unenviable one, would you not agree?

STENDEL: You think I was born old, Galileo? I'm going to use up my last two Wears and hit the Jefferson Service corner at 120mph, 60 more than normal! How do ya like them apples? Then, I'm into the short straightaway at 120mph and I'll take a chance by cornering the railroad crossing corner at 80mph! You'll be looking at my tail soon, astronomer! Where's the die? OH NO! A CRASH! I'm out of the race!

PATTON: I'm glad that old guy is out of the way, because I'm gonna drive this machine right past you and straight into Berlin, Galileo. You're just like Monty—too darn cautious. How do you think I got where I am today, by being a wimp? I have no Wear left, but what the heck! I'm hitting the Cobo Hall corner at 100mph, 40 over the limit. Oh-Oh; I spun out! Oh, well—that's it. Darn! If Eisenhower had only given me the gas, I could've kicked Galileo right in the tail!

BEETHOVEN: Ah, at least these madmen

are out of the way and I can finish this race in peace! It is a pleasure to listen to my *Ode to Joy* on the tape deck without the distraction of automobile engines in one's ears!

FRANKLIN: My dear Ludwig, you are most accurate in your assessment of the race; to Mr. Galileo I say, "A most well-driven and planned race, sir!" Let him cross the finish line in glory, for his quick jump-off strategy and calculating employment of his Wear left the other drivers in shame. Most assuredly, in the future I will have to take more careful stock of my Wear and cornering ability in the beginning of the

race!

MARX: As I bring up the rear, I cannot help but think of the devious methods by which the capitalistic pig drivers conspired to keep me out of the contention in this race! The iron heel of tyranny has again lifted its ugly head! But as our brothers in Petrograd and Moscow proved, the inevitable triumph of the socialist SPEED CIRCUIT driver is just around the corner!

GALILEO (crossing the finish line): Gentlemen, thank you for a most enjoyable evening of recreation. Indeed, would anyone care to discuss my scien-

tifically proven and fool-proof strategies for victory in WIN, PLACE, AND SHOW? ■

ORDER OF FINISH

NAME	AVG SPEED
1. GALILEO (ITALY)	91.548
2. PATTON (ALL-AMERICAN)	91.154
3. FRANKLIN (PHILADELPHIA)	89.231
4. BEETHOVEN (GERMANY)	88.846
5. MARX (CITIZEN OF THE WORLD)	88.518
6. STENDEL (NEW YORK)	89.778*

*Stengel did not complete race due to crash on third lap.

THE INAUGURAL DETROIT GRAND PRIX

A RACE TO STAY ON TRACK

BY BILL HUGHES



Without question, the newly-constructed Detroit Grand Prix course is destined to become one of the most memorable of all the world championship circuits. Designed to be a major cog in Detroit's plan to revitalize the downtown area, the course succeeds in retaining all the characteristics—both good and bad—of its inner city.

Certainly no one will confuse this circuit with any other American track. At the heart of the course is Detroit's famed Renaissance Center, a multi-purpose, seven-towered structure with glass facades to help reflect the activity of the city. Other unique sites alongside of the circuit are Hart Plaza and Cobo Hall, each providing countless hours of entertainment for spectators.

Also contained in the course were some very different—and not nearly so unique—reminders of what city driving can be like—congested, tight, and bumpy. The track had 20 turns in only a 2.59 mile lap, and 16 of these turns were right angles or sharper. Most dangerous of all was the Turn 5 hairpin, where the race drivers had to go from speeds well in excess of 100 MPH down to almost a complete stop to navigate the turn safely. What all the turns meant was that no driver could afford to maintain a high speed for very long. Bunch-ups at the corners would be inevitable. Adding to the hazards was the bumpiness of the streets, despite an

\$800,000 repaving job ordered by the City Council. In any event, the first Detroit Grand Prix could not help but be exciting.

The fastest qualifier among the 25 starters was France's Alain Prost in his turbo-charged V-6 Renault. Prost's strategy was to take advantage of his starting position by getting an early lead to avoid colliding with other cars in the turns. It was a wise move on his part, because Turn 5 predictably claimed two casualties on the very first lap—Arrows driver Mauro Baldi hit the March of Paul Boesel of Brazil. Neither car could go back in the race. On the seventh lap, Roberto Guerrero of Colombia brushed the Brabham car of Riccardo Patrese in Turn 1, causing it to crash into some tires at the side and catch fire. Fortunately, Patrese was not hurt and the fire was put out easily. But the accident forced the race to be stopped for an hour since there were no cranes available to "lift" the disabled cars out of the way and avoid the restart.

By the thirteenth of the race's 62 laps, Prost led Finland's Keke Rosberg in his Williams-Cosworth by eight seconds. Just at that point the fuel injection system on Prost's Renault started failing and Rosberg assumed the lead. But the car that was really making headway was the McLaren driven by Ulster's John Watson. Surging out of the pack from the 17th starting position, Watson quickly took over second place

from teammate Niki Lauda in a fierce struggle and then set his sights on Rosberg's increasingly precarious lead. A problem with the gearbox in Rosberg's car made Watson's task easier and by lap 42 the Ulsterman was in command of the race. Able to avoid the mechanical difficulties experienced by the previous leaders, Watson maintained a steady pace to the finish and won by 15.72 seconds, with an average speed of 78.2 MPH. Americans had reason to cheer when the country's only entrant, Eddie Cheever, managed to zoom his V-12 Talbot-Ligier past Lauda and Rosberg into second place.

All told, the inaugural Detroit Grand Prix proved to be quite a success. The course itself was an unusual challenge to the drivers, and the race evolved into a festival which attracted a crowd of 100,000 spectators and thousands more visitors to Detroit. ■

Avalon Hill Games

4517 Harford Road,
Baltimore, Md. 21214



MORE LAPS IN SPEED CIRCUIT

An Expert's Guide to Navigating the Tracks Cleanly and Quickly

By J. L. BURNETT

In ALL STAR REPLAY Volume 2, Number 3, I presented an article on lap paths in SPEED CIRCUIT. Due to the overwhelming indifference to the data in that article, here is the way I like to run the rest of the available tracks. From Figure #1, we see that there are now sixteen different courses to race over. While the circuits presented in the game itself lend themselves a little more easily to analysis, the newer ones done by Mark Maticzek are quite a bit more realistic representations of the actual courses, if for no other reason than that they are up-to-date. As Formula 1 tracks grow more chicane each year, this up-dating is really necessary. Especially needed right now is a new Monaco.

Setups for the cars are recommended in Figure #2. If you have to keep the same set-up for a "season", use the normal one. The

"Monza" set-up is strongly recommended for only that track, but the more adventurous may wish to try it on Osterreicherung, Hockenheim, and Zandvoort. The "Jarama" set-up is an optional one for the Spanish circuit. This track is an odd one since you should stay between 80 and 120 MPH all the time but can't buy anymore wear. As a rule, I don't like to spend points on start speed, but what else is there?

As an explanation to the charts, "SF±N" refers to that number of squares away from the Start/Finish line. The line is not a square. Speed is MPH. The comments section contains letters signifying the following: "W" is wear. "Y" means you may slip-stream next turn. "O" means your opponent may be able to slip-stream you next turn. A number will mean to follow those numbered squares around the turn.

Since SPEED CIRCUIT is a remarkably clean game as far as rules problems go, I would merely refer you to previous articles in ASR for comments and answers to questions. The astute observer will note that the arrows are backwards for the Brazilian Grand Prix. Simply reverse "heads" and "tails" and everything will work out all right. If you are racing a season, use the Watkins Glen track from the Accessory Pack; it is newer and closer to "reality."

Remember that these charts are merely easy ways to take your car around the circuit. When faced by the vagaries of real opposition, different methods may be required. What they will do is enable you to take a car around a circuit cleanly and in such a manner that you will be set up to do it again next turn. Good racing! ■

OSTERREICHRING—AUSTRIA			SILVERSTONE—ENGLAND			ZANDVOORT—NETHERLANDS		
START:	SF +4		START:	SF +6		START:	SF -1	
TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS
1	120	W W Y	1	120	W Y O	1	140	Y O
2	120	Y O	2	120	W	2	100	W
3	140	W Y O	3	120	Y	3	100	
4	160	Y O	4	160	O	4	120	W Y O
5	160	Y O	5	120	Y O	5	140	Y
6	140	W Y O	6	140	W Y O	6	140	Y O
7	140	O	7	160	Y O	7	140	O
8	120	O	8	120	W W	8	100	W
9	120	W Y O	9	160	Y O	9	100	W
10	140	W	10			10	140	W Y O
11	140	Y O	11			11	160	Y O
12	160	Y O	12			12		
13			13			13		
14			14			14		
15			15			15		
16			16			16		
TOTAL WEAR:	6		TOTAL WEAR:	5		TOTAL WEAR:	5	
HOCKENHEIM—WEST GERMANY			JACAREPAGUA—BRAZIL			JARAMA—SPAIN		
START:	SF -2		START:	SF -1		START:	SF +3	
TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS
1	140		1	120	O	1	120	
2	160	Y O	2	100	W Y	2	80	
3	120	W	3	100	Y	3	80	
4	160	Y O	4	80		4	80	W
5	140		5	100		5	80	W
6	140	O	6	120	W Y O	6	80	
7	120	W O	7	160	W Y O	7	80	
8	120	W Y O	8	160	Y O	8	80	
9	80		9	120	W W	9	80	
10	100	Y	10	100	W	10	120	W
11	100	Y	11	120		11	80	W
12	100	Y	12	140	W W	12	80	
13			13	140	O	13	120	W W
14			14	120	Y O	14	120	Y O
15			15			15	160	Y O
16			16			16		
TOTAL WEAR:	3		TOTAL WEAR:	8		TOTAL WEAR:	6	

MONTREAL—CANADA			LONG BEACH—USA			BRANDS HATCH—ENGLAND		
START:	SF -2		START:	SF +1		START:	SF -1	
TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS
1	120	○	1	160	○	1	120	
2	120	Y ○	2	140	Y ○	2	100	
3	120	W Y ○	3	100		3	100	W W W
4	120	○	4	100	W W	4	100	W Y ○
5	100	W	5	100		5	140	Y ○
6	120	Y	6	60		6	140	W Y
7	120	W Y	7	100	W Y	7	120	W
8	120	W ○	8	140	Y ○	8	140	○
9	80	W Y	9	100	W (80)	9	100	W
10	120	Y ○	10	80		10	140	○
11	100		11	80	W Y	11	120	Y ○
12	100	Y ○	12	100	W	12		
13	100	W	13	140	Y ○	13		
14			14			14		
15			15			15		
16			16			16		
TOTAL WEAR:	6		TOTAL WEAR:	6		TOTAL WEAR:	7	
AUTODROMO—ARGENTINA			WATKINS GLEN—USA (Acc. Pack)			PAUL RICHARD—FRANCE		
START:	SF -1		START:	SF +2		START:	SF +2	
TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS	TURN	SPEED	COMMENTS
1	120	W	1	100	W Y ○	1	100	W
2	140	Y ○	2	100		2	100	W
3	160	W	3	80	Y	3	100	W
4	160	Y ○	4	120	Y ○	4	100	Y
5	160	Y ○	5	160	Y ○	5	140	
6	120	W Y ○	6	140	W	6	160	○
7	100	W W	7	140	Y ○	7	140	Y ○
8	100	W	8	120	W	8	140	W Y ○
9	140	○	9	120	○	9	120	W
10	100		10	80	Y	10	100	
11	80		11	120	Y ○	11	100	W Y ○
12	100	W Y	12	100	W Y	12		
13			13	100	W	13		
14			14	120	W	14		
15			15	120	○	15		
16			16	120	W Y ○	16		
TOTAL WEAR:	7		TOTAL WEAR:	7		TOTAL WEAR:	6	

1

COURSE	LOCATION	SOURCE
MONACO	MONACO	GAME
MONZA	ITALY	GAME
WATKINS GLEN	USA	GAME
KYALAMI	SOUTH AFRICA	ASR VOL. 1 #2
NIVELLES	BELGIUM	ASR VOL. 1 #2
OSTERREICHRING	AUSTRIA	ACCESSORY PACK
HOCKENHEIM	WEST GERMANY	ACCESSORY PACK
SILVERSTONE	ENGLAND	ACCESSORY PACK
JACAREPAGUA	BRAZIL	ACCESSORY PACK
ZANDVOORT	NETHERLANDS	ACCESSORY PACK
JARAMA	SPAIN	ACCESSORY PACK
MONTREAL	CANADA	ACCESSORY PACK
AUTRODROMO	ARGENTINA	ACCESSORY PACK
LONG BEACH	USA	ACCESSORY PACK
WATKINS GLEN	USA	ACCESSORY PACK
BRANDS HATCH	ENGLAND	ORIGINS '78
PAUL RICHARD	FRANCE	ORIGINS '79

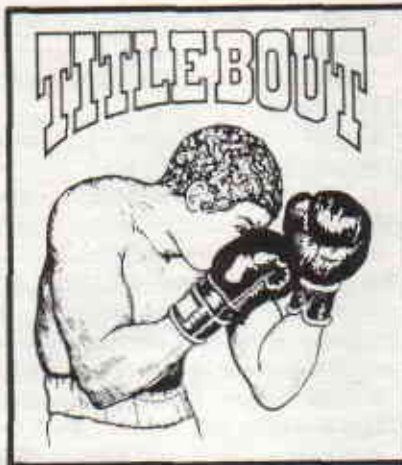
NEW ASR NUMBERING SYSTEM
 ALL-STAR REPLAY will now contain SIX issues per Volume, not four as in the past. The current issue is numbered Volume IV, Number 5; the next issue will be Volume IV, Number 6; and the issue after that, Volume V, Number 1. Keep this in mind when ordering back and current issues in the future. Incidentally, with our new numbering system, we can already determine the Volume and Issue number of our 100th ALL-STAR REPLAY! It will be Volume XVIII, Number 4. So make sure you'll be a subscriber when we make a century. At our current pace, we should achieve this goal—are you ready for this—in the year 2000!

2

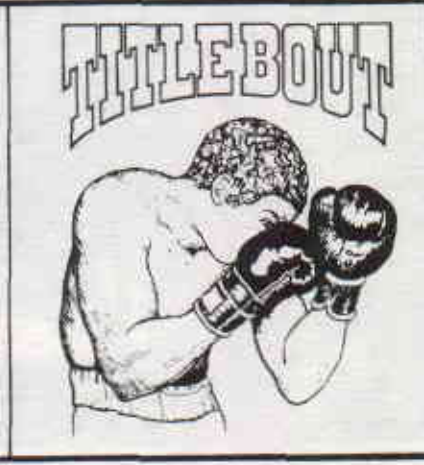
	NORMAL	MONZA	JARAMA
STARTING SPEED	40	40	60
ACCELERATION	40	40	40
DECELERATION	40	40	40
TOP SPEED	160	180	140
WEAR	6	5	6

THE AVALON HILL GAME COMPANY
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Monza and Jarama setups are only alternates for any circuits except for the Monza track itself.



The Fistic Scene



SOLID JAWS, MINOR FLAWS . . . ETC.

BY JIM TRUNZO

Departing from the typical single theme-oriented article that usually occupies this space, THE FISTIC SCENE presents instead (and in no particular order!) a veritable potpourri of tantalizing tidbits to tempt your tastes . . . and I certainly hope that you appreciate the fine example of alliteration just rendered! A new knockdown/knockout procedure, a list of corrections, and a detailed punch location chart make up the menu for this month's column and hopefully they'll provide a little something for everybody.

Always a fast starter, the FISTIC SCENE comes out swinging with a new optional KD/KO procedure to be used with TITLE BOUT. Because of the wide variance involved in rating fighters, especially across different eras, a certain amount of leeway is necessary in all areas of the game to: 1) allow for the arbitrary nature inherent in the sport of boxing itself and thus in any system used to simulate it and 2) to prevent the game from becoming a boring replay by making certain ratings too pat—eliminating the chance of the unpredictable occurring. Attempting to walk the tight rope between exceptional realism and spontaneous, exciting possibilities isn't easy; yet, it is precisely this "balance" that must be achieved to make a game something special. One area that we thought could stand some revision was the KD/KO procedure.

One thing that has always bothered me, though I tended to accept it as a necessary evil, was the instance in which a fighter

who had never "kissed the canvas" found himself floored by an opponent with "manos de marshmallows" (or, in English, hands of marshmallows!). I know . . . it can and does happen in the ring. A Snipes drops a Holmes. An Ali runs into a Wepner's fist. The point is, though it can occur, it should be a rarity. In TITLE BOUT it may take place more frequently than desirable. The following procedure should solve the problem and add more realism to the game:

KNOCKDOWNS

- 1) Use standard playing procedure to determine if a knockdown has occurred.
- 2) If the KD/KO table indicates that one has occurred (a K is arrived at) AND THE FIGHTER SUFFERING THE POSSIBLE KNOCKDOWN HAS AN ORIGINAL KD1 RATING OF (1), an extra step must be taken to determine if a knockdown has actually taken place.
- 3) Flip the next card (the one normally used to determine if a Knockout has taken place) and apply the random number to the following table:
Opp. HP = 1 to 6: Random Number 1-4
KNOCKDOWN
Opp. HP = 7 or 8: Random Number 1-8
KNOCKDOWN
Opp. HP = 9 : Random Number 1-12
KNOCKDOWN
Opp. HP = 10 : Random Number 1-16
KNOCKDOWN

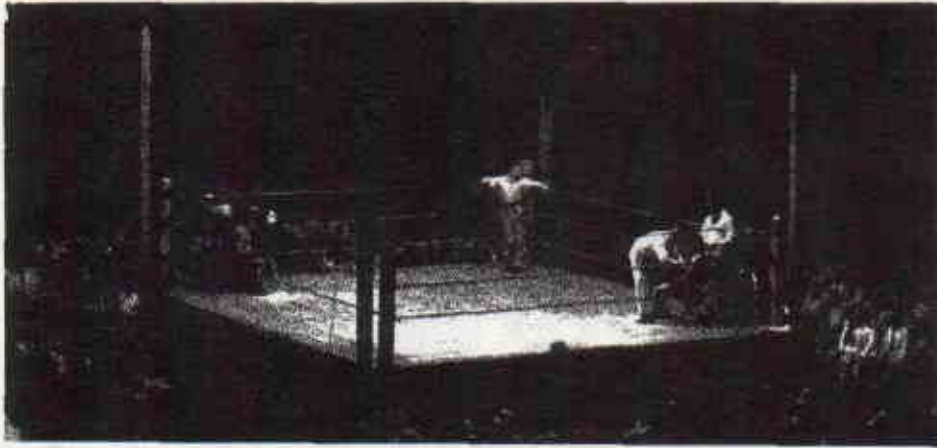
If the random number on the card following the potential knockdown falls within

the appropriate range opposite the Opponent's HP rating, a knockdown has been scored. Follow all normal procedures that take place after a knockdown . . . with one exception that will be covered shortly.

If the random number on the card does not fall within the appropriate range, score the punch as a 6 POINT PUNCH and begin to employ killer instinct as per the regular rules.

It should be noted that this rule may be used regardless of whether or not you adjust a fighter's KD1 by his opponent's HP rating. The criteria for using this optional procedure states that the fighter's ORIGINAL KD1 be checked. It is also recommended that this procedure be used only when the contestants in the bout are established fighters to insure truer realism, although current fighters are rated with an eye towards the fact that their records may be deceiving; thus if they have received a (1) rating at their KD1, it should be fairly indicative of their ability to take a punch. Tex Cobb would be, for example, a current fighter who would definitely qualify for the "iron jaw" bonus given by the above procedure.

It was stated above that if, indeed, a knockdown had been scored against a fighter whose original KD1 rating was a (1), the usual procedure should be followed to determine the possibility of a knockout with one exception. The exception would be if the fighter suffering the knockdown also possessed a KO rating of



(1). In this case, you would follow the same steps established above to determine if a knockout had occurred:

KNOCKOUTS:

- 1) Determine if a potential knockout had occurred (arriving at a K when checking for a knockout).
- 2) Flip the next card and if the random number falls within a range of 1-20, a knockout has taken place.
- 3) If the random number falls outside the designated range, score a 10 POINT PUNCH and continue the fight as normal (going to Killer Instinct, etc.)

That's it. Having play-tested this new procedure, we feel that it still allows for the possibility of a freak knockdown/knockout to occur; yet, it imposes a more realistic limitation on the general KD/KO Table which is used for all fighters, giving the fighter who has proved he can really take a punch a better chance to demonstrate this quality.

Certainly, there is room for your individual tastes to come into play. If you like *half the concept presented but not the other half* (i.e. you feel that there are too many unrealistic KD's but are satisfied with the amount of KO's or visa-versa), just use part of the above procedures. The choice is yours.

Finally, as a short addendum to this part of the article, it should be stated that the back of Jake LaMotta's card is incorrect. It states that LaMotta was never knocked down when in actuality, the "Raging Bull" was introduced to the ring mat in his last fight. LaMotta suffered this ignominy at the hands of Tony Nardico. And Bazooka Limon's KD1 rating should be a 1, in spite of the knockdown he suffered in his recent title loss to Bobby Chacon.

The "middle rounds" of this article, to keep within the proper motif, will present a punch location chart courtesy of Mr. Jose Garcia. Mr. Garcia, who is an ardent TITLE BOUT fan, has been in correspondence with this author for several years and graciously granted permission to include his work in THE FISTIC SCENE. The chart does not perform a functional chore nor does it change procedure, scoring or anything of that nature. However, it does add authentic color to the game by . . . well, let Mr. Garcia tell you in his own words:

" . . . it (the chart) adds much realism to the visualization of the action. It can be used to picture the missed or blocked punches, too, if one wishes.

The numbers 1 through 0 refer to the last digit of the CF number on the Action Card in use. The chart is easy to memorize because from 1-0, the punches progress downward from the temple to the solar plexus, and the pattern is consistent for every punch type. Also, the right and left-handed charts are mirror images."

By way of explanation, Mr. Garcia intends the reading to be taken from the card which indicates the type of punch that has landed. Thus, if Ali lands a combination and the last digit of the CF on the card which identified the punch was a (3), Ali's combination would have been a LEFT JAB TO THE FOREHEAD and a RIGHT CROSS TO THE EYE as shown by the Punch Location Chart. The chart itself can be found at the end of this article, and our thanks once again to Mr. Garcia for providing us with this enjoyable enhancement for TITLE BOUT.

Ending the article with a flurry of information in the hopes of being awarded a unanimous "good article", the following corrections should be noted:

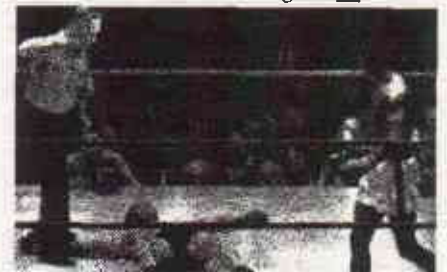
1. 1979 Danny Lopez: #71 should be clinching under ACTION (Featherweight)

2. 1981 Wilford Scypion: Style B/S (Middleweight)
3. 1981 Nicky Perez (Jr. Featherweight): CH rating (5)
4. 1979 Lorenzo Zanon (Heavyweight) Jab range 1-16 not 4-16
5. 1979 Willie Monroe (Middleweight)—Hook 3 range should be 16-18 not 13-18
6. Vicente Rondon: All-time LHW also has Welterweight listed—NO ERROR. He fought in both divisions and no change is necessary in his card when moving from one division to another.
7. 1980 Roberto Duran (Welterweight): Style should be B/S
8. Cleveland Williams (All-time Heavyweight): Style should be S
9. 1979 Hugo Corro (Middleweight): Punches landed range should be 1-41
10. 1981 Gerrie Coetzee (Heavyweight): Punches missed range should be 37-62
11. Eddie Machen (All-time Heavyweight): CO should be 5, not 7
12. Fast Action Cards still carry two errors:

a) There are two #66's and no #52 "Result" reading. Change one of the #66's to #52.
 b) This is very important!!! There are only 19 *knockdown* results in the deck. There should be 20 (Result-Knockdown)'s. Select one of the other cards not containing Knockdown at "Result" and mark a Knockdown on the card. This alters the probability considerably, so make sure you follow through on this.

13. There are, we know, a number of cards that do not include certain data. As we procure correct historical information on these fighters, including accurate career dates, we will forward that information to TITLE BOUT owners through the ALL-STAR REPLAY.

Well, that is it for this month's (or bi-monthly, I should say) article. Several exciting changes in TITLE BOUT are being considered and play-tested. These will be implemented through either a series of articles in ALL-STAR REPLAY or in booklet form via the oft-hinted at ADVANCED TITLE BOUT booklet. Among new possibilities are the effect of accumulated punches, a newly revised cut chart, and additional strategies. ■



RIGHT-HANDED PUNCH LOCATION CHART

JAB	HOOK	CROSS	COMBINATION	UPPERCUT
1. L—Temple	1. L—Temple	1. R—Temple	L-J—Forehead 1. R-C—Temple	1. L—Temple
2. L—Forehead	2. L—Forehead	2. R—Forehead	L-H—Temple 2. R-C—Forehead	2. L—Forehead
3. L—Eye	3. L—Eye	3. R—Eye	L-J—Forehead 3. R-C—Eye	3. L—Eye
4. L—Nose	4. L—Nose	4. R—Nose	L-J—Eye 4. R-C—Nose	4. L—Nose
5. L—Cheek	5. L—Cheek	5. R—Cheek	L-J—Nose 5. R-C—Cheek	5. L—Cheek
6. L—Mouth	6. L—Mouth	6. R—Mouth	L-H—Cheek 6. R-C—Mouth	6. R—Mouth
7. L—Chin	7. L—Chin	7. R—Chin	L-H—Mouth 7. R-H—Chin	7. R—Chin
8. L—Jaw	8. L—Jaw	8. R—Jaw	L-H—Chin 8. R-H—Jaw	8. R—Jaw
9. L—Heart	9. L—Heart	9. R—Heart	L-H—Ribs 9. L-H—Jaw	9. R—Heart
0. R—Solar Plexus	0. R—Solar Plexus	0. L—Jaw	L-H—Ribs 0. R-U—Solar Plexus	0. R—Solar Plexus

ABBREVIATIONS: R=Right, L=Left, J=Jab, C=Cross, H=Hook, U=Uppercut

LEFT-HANDED PUNCH LOCATION CHART

JAB	HOOK	CROSS	COMBINATION	UPPERCUT
1. R—Temple	1. R—Temple	1. L—Temple	R-J—Forehead 1. L-C—Temple	1. R—Temple
2. R—Forehead	2. R—Forehead	2. L—Forehead	R-H—Temple 2. L-C—Forehead	2. R—Forehead
3. R—Eye	3. R—Eye	3. L—Eye	R-J—Forehead 3. L-C—Eye	3. R—Eye
4. R—Nose	4. R—Nose	4. L—Nose	R-J—Eye 4. L-C—Nose	4. R—Nose
5. R—Cheek	5. R—Cheek	5. L—Cheek	R-J—Nose 5. L-C—Cheek	5. R—Cheek
6. R—Mouth	6. R—Mouth	6. L—Mouth	R-H—Cheek 6. L-C—Mouth	6. L—Mouth
7. R—Chin	7. R—Chin	7. L—Chin	R-H—Mouth 7. L-H—Chin	7. L—Chin
8. R—Jaw	8. R—Jaw	8. L—Jaw	R-H—Chin 8. L-H—Jaw	8. L—Jaw
9. R—Heart	9. R—Heart	9. L—Heart	R-H—Ribs 9. R-H—Jaw	9. L—Heart
0. L—Solar Plexus	0. L—Solar Plexus	0. R—Jaw	R-H—Ribs 0. L-U—Solar Plexus	0. L—Solar Plexus

ABBREVIATIONS: R=Right, L=Left, J=Jab, C=Cross, H=Hook, U=Uppercut



FINE-TUNING STATIS-PRO FOOTBALL

INITIAL IMPRESSIONS, MODIFICATIONS, AND OPTIONAL RULES FOR AH'S AMAZINGLY ACCURATE FOOTBALL SIMULATION GAME

By Mark J. Maticsek

So Avalon Hill went and did it. They shook the foundations of the IFL (International Football League), a pillar of gaming stability. For twenty years, my football gaming associates and I lived very comfortably with the award-winning FOOTBALL STRATEGY game from AH. Then, last fall, Avalon Hill threw us a curve—they introduced STATIS-PRO FOOTBALL.

At this point, let me digress for a moment and explain why this introduction shook our league up. As I said, for the last two decades, the IFL has used FT ST to play all league games. There is no greater pure strategy game on the market today. However, our league has an "alternative reality" format, meaning we have fictitious teams with rosters of real players. While it admittedly has no tangible effect on the outcome of the game, we feel this adds color and scope to the league. Trading and drafting players gives us something to do in the off season. Everyone in the league was very content with this fantasy.

Therein lies the dilemma. When STATIS-PRO FOOTBALL was introduced, it gave all those IFL rosters of players tangible meaning. Now, the drafting and trading of players actually has a bearing on that team's performance. Yet not everyone in the league wants to punt ole reliable FT ST into the closet for that intriguing newcomer, Stasis-Pro. Last season we experimented with the game while retaining FT ST for some league games. This season, we have switched to Stasis-Pro exclusively.

What follows then are our initial impressions of the game and our modifications to the new 2nd Edition rules to fit our league's needs.

First, let's discuss the game's strengths. It is certainly complete, with close to 53 rated players per team. That is almost 1,500 player cards, more than any other

statistical football game on the market. The player ratings are statistically based so that, given enough games being played, it should yield realistic results. The famous Stasis-Pro fast action cards make the game play fast (for a football game). In IFL games, we have found the average playing time for a game between experienced players to be about three hours. The solitaire system is even faster. I've played a full game in only 90 minutes, and that includes keeping detailed statistics. The timing system is excellent. You can really run a two minute drill, thanks to the quick huddle rule. Finally, the game is a great face-to-face game, encompassing most of the strategic decisions facing a pro football coach.

Now for the weaknesses and omissions, which is what this article is really all about.

There are no rules governing such things as free kicks, the effects of wind or weather. While the game can certainly be played as is, it would be nice to have these touches, if only as options.

The main problems with the game lie in three areas: solitaire play, the rushing game and the lack of overall offense (in face-to-face play). The solitaire game, by Avalon Hill's own admission, is heavily weighted towards the offense. This is contrary to past Stasis-Pro efforts. Yet football is an elusive sport to capture since it is such a team effort. The failure of just one player to execute his assignment can unravel a play. To give the opposing defense a chance and to keep the offense guessing just a little, I have devised a solitaire system that takes into account the situation present for both sides. The offense has a pretty fair idea what the defense will be doing, depending on the down and distance, but they can't be absolutely sure.

Another area of the game that could be improved on is the running game. In the

original prototype of this game which I playtested, I commented that the lines, both offense and defense, did not have a great effect on the overall play of the game. The re-designed version is much better, but it still doesn't feel right. When the fast action card calls for a player or box to add or subtract yardage from the final gain, it assumes a much too partial outlook. I have found that there are too many 8 and 9 yard gains along with 3 and 4 yard losses. Not many 3 yards and a cloud of dust. While these plays average out to a statistically realistic yield, it certainly is not indicative of the usual outcome of a pro rushing play. I feel that a *mesh system* would address this problem. The logic behind this thinking is that the fast action cards direct you to the key players involved in deciding the outcome of the play. The remaining members of both teams are assumed to have neutralized each other. The net effect of this then is a mini-battle in the midst of the great war going on during the play. For example, if a sweep is going right, and the fast action card says boxes D and I, we can't assume that they (defensive players) have been left completely alone. Instead, in this instance, the men assigned to take these players out would probably be the RG pulling and the lead blocking back. Whoever wins the war among these four players will ultimately affect the yardage of the running back. I believe this system would work better in solitaire play, but face-to-face playtests with this system have been satisfactory (at a sacrifice in playability). This idea came to me during a game last season. My opponent had a 3rd and 8 at midfield. I figured he would try a draw play, which he did. I had stacked two players in boxes B, C and D and keyed on the back he called on to run the play. Big loss right? No way, the fast action card called for his center and LG, both of whom were a +3 blocking. The end result was a 10 yard gain and a first down. I guess my six players just took a nap on that one. Anyway . . .

The third problem area seems to be the overall lack of scoring when playing the game face to face. We rarely got scores over 20 points and only once in 20 games did the winning team score more than 30 points. More like the 1960's than the aerial game we see in the 1980's. We feel the problem can be traced to two things: the pass coverage modifiers and the lack of a strong penalty for calling the wrong defense. Last season in the IFL, the smart thing to do was sit in a pass defense, man to man coverage the whole game. This in effect eliminated the quick passes while having no detrimental effect on the run defense. In reality, any pro team doing that would probably have the ball rammed down their throats, but you have a hard time doing that in this game. In addition, the NFL game today is definitely pass-oriented and this is difficult to simulate against a shrewd opponent employing this strategy (which I found out the hard way). Some suggestions then to alter this seemingly imbalanced situation:

1. If the defense is in a pass defense and the offense calls a running play, subtract one from the run number.
2. Change the pass modifiers on the man to man coverage card to the following: Quick 0 if RD (-10 if within 20 yards of opponents goal); -5 if PD (-15 if within 20 yards of opponents goal). Short +7 if RD (+0 if between the opponents 5 to 20); -3 if PD (-5 if between the opponents 5 to 20). Long +10 if RD; +5 if PD. No short passes may be called inside the opponent's 5 yard line.

With these changes, you pay the price for calling the wrong defense and it also makes the zone defense more attractive when trying to stop the long passing game. Playing the zone gives you the deep coverage while conceding the short game (which is what is actually going on in the NFL these days).

Finally, I have to question some of the player ratings, particularly the linemen. Spot players, who fill a specialized role seem to suffer. Take for example DE Willie Jones of the Oakland (oops), Los Angeles Raiders. He is a fierce pass rusher who is used in obvious passing situations. Because he is not a full time player, his pass rush rating seems to suffer (he is rated a 0). Contrary to what the statistical sports gamer purist might say, I don't believe that every rating in a game should be based on statistical data, even if available. Some ratings should be subjective, such as pass rushing values, drive-blocking ability

**TABLE 1
WIND CHART**

DIE	EFFECT
1,2	No Wind
3,4,5	10 MPH Wind Blowing Left To Right
6	20 MPH Wind Blowing Right To Left

MODIFIERS

No Wind—No Effect

10 MPH—With The Wind:

- a. Add 5 Yards To Distance Of All Punts And Kickoffs
- b. Subtract 2 From Pass Number On Field Goals

10 MPH—Against The Wind:

- a. Subtract 5 Yards From Distance Of All Punts And Kickoffs
- b. Add 2 To Pass Number On Field Goals

20 MPH—With The Wind:

- a. Add 10 Yards To Distance Of All Punts And Kickoffs
- b. Subtract 5 From Pass Number On Field Goals

20 MPH—Against The Wind:

- a. Subtract 10 Yards From Distance Of All Punts And Kickoffs
- b. Add 5 To Pass Number On Field Goals

NOTE: Do Not Use This Table When Playing Games In Seattle, Detroit, New Orleans, Houston, Dallas And Minnesota.

**TABLE 2
WEATHER CHART**

	Aug.	Sept.	Oct.	Nov.	Dec. & Jan.
Clear	1-12	1-11	1-9	1-7	1-4
Rain/Mud	—	12	10-12	8-11	5
Snow/Frozen	—	—	—	12	6-12

MODIFIERS TO RUN NUMBERS

- a. Weather is always clear in Seattle, Detroit, Houston, New Orleans, Minnesota, San Diego, Miami and Los Angeles. : NA
- b. Oakland, San Francisco, Atlanta. : -4 (-6 in Dec. & Jan.)
- c. Green Bay, Chicago, Buffalo, Cleveland, Pittsburgh, Cincinnati, Denver, New England : +1 (+3 in Nov., Dec., & Jan.)

WEATHER EFFECTS

Clear—None

Rain/Mud—Add 2 To All Run Numbers On Rushing Plays

Snow/Frozen:

- a. Add 1 To All Run Numbers On Rushing Plays
- b. Subtract 2 From Completion Range Of QB On All Passes

NOTE: All Weather Modifiers Are In Addition To Any Normal Play Modifiers.



throwing arms in baseball, etc. A valid case can be made that QB sacks or put-out assists in the case of an outfielder in baseball do not truly measure that player's "intimidation" factor on the play of the game. But that argument is for another article.

What follows then are some optional rules and clarifications, courtesy of the IFL. We have found that these options enhance an already fine game.

No short passes may be called inside the opponent's 5 yard line.

FIELD GOALS AFTER A FAIR CATCH (Free Kick)

Any team which fair catches a punt may attempt a free kick immediately from the point of the fair catch. Resolve the field goal attempt as normal with the following modifiers:

- To determine the distance, add only 10 yards to the line of scrimmage.
- After picking a FAC, subtract 7 from the pass number to get the result.

OPTIONAL RULES

WIND

Before the game, roll a die to determine if the wind will be a factor in the game. Consult the wind table (Table 1) to determine the effects. All wind modifiers are in addition to any other modifiers. Wind only affects kicks.

WEATHER

Weather can have a drastic effect on the outcome of a football game. Before the game, pick a FAC and consult the run number. Cross-index this number with the month the game is being played. Modify the run number by the modifiers listed on the chart (Table 2). All weather modifiers are in addition to any other modifiers.

TABLE 3
SOLITAIRE DEFENSIVE CHART

SITUATION, DOWN AND DISTANCE/DIE ROLL	1	2	3	4	5	6
1st and 10 or less	RZ	RZ	RM	PM	PM	PZ
1st and 11 or more	RZ	RZ	PZ	PZ	PM	PMB
2nd and 10 or more	RZ	PM	PM	PM	PZ	PZ
2nd and 6-9	RZ	RM	PZ	PZ	PM	PMB
2nd and 3-5	RZ	RZ	RM	PM	PM	PZ
2nd and 1-2	RZ	RZ	RM	RM	PZ	PM
3rd and 10 or more	PZ	PZ	PZ	PZ	PM	PMB
3rd and 5-9	RM	PZ	PZ	PZ	PM	PM
3rd and 1-4	RZ	PM	PM	PM	PZ	PZ
4th and 1-2	RZ	RZ	RZ	RM	RM	PM
4th and 3 or more	RZ	RM	RM	PZ	PZ	PM
Inside opp.'s 5 yard line	RM	RM	RM	PM	PM	PM
Between opp.'s 6 and 19	RM	RM	RM	PM	PM	PM

KEY TO ABBREVIATIONS:
 P—Pass Defense
 R—Run Defense, No Key
 M—Man to Man Coverage
 Z—Zone Coverage
 B—Blitz, with Linebacker in Zone H

SOLITAIRE RULES

Ignore the solitaire rules listed in gray on the back page of the rules. Instead, after the offense calls a play, roll a die and consult the solitaire play table (Table 3). Cross-index the die roll with the situation. The chart will yield a defensive play, pass coverage and blitz (if any). These results shall then be applied to the resolution of the play just as in face-to-face competition. In addition, you may wish to use the matchup or "Mesh" table on any rushing play. Simply pick a FAC and refer to the section of the card which has the rushing play called. It will show either an offensive player or a defensive box. Now check the mesh table to see which players not listed on the FAC will figure in the play. Add the

results of the defensive player(s) tackling values and the offensive player(s) blocking values to get a net sum. That net sum is applied to the final yardage obtained from the runner's card.

Example: The play called is a sweep right with B1. The first FAC says next to SR: Box E. The defensive end in Box E has a tackling value of -2. On the matchup or mesh table, that FAC is identical to the pattern of the second one listed. Next to E in red is RT. He has a blocking value of +3. The net sum then is +3 - 2 = +1. The next FAC is picked and the run number is 8. B1 has 2 yards listed next to run number 8. The net gain is 3 yards. ■

TABLE 4
SOLITAIRE FAC ROW CHART
RUSHING PLAYS

SL		IL		IR		SR	
FAC	ADD	FAC	ADD	FAC	ADD	FAC	ADD
A+F	<i>RG+LE</i>	B+G	<i>LG+B1 or B2</i>	C+H	<i>C+B1 or B2</i>	D+I	<i>RG+B1 or B2</i>
B	<i>LT</i>	C	<i>Center</i>	D	<i>RG</i>	E	<i>RT</i>
A	<i>LT</i>	B	<i>LG</i>	C	<i>Center</i>	D	<i>RT</i>
B+G	<i>LG+B1 or B2</i>	C+H	<i>C+B1 or B2</i>	D+I	<i>RG+B1 or B2</i>	E+J	<i>LG+RE</i>
LG+LT	<i>A+B</i>	LG	<i>C</i>	RG	<i>C</i>	RG+RT	<i>D+E</i>
LT	<i>A</i>	Center	<i>C</i>	Center	<i>C</i>	RT	<i>E</i>
LG	<i>B</i>	C+LG	<i>C+H</i>	C+RG	<i>C+H</i>	RG	<i>D</i>
LE	<i>F</i>	B1 or B2	<i>G+H</i>	B1 or B2	<i>I+H</i>	RE	<i>J</i>
B1 or B2	<i>F</i>	Center	<i>C</i>	Center	<i>C</i>	B1 or B2	<i>J</i>
LT	<i>A</i>	LT	<i>B</i>	RT	<i>D</i>	RT	<i>E</i>
LG+LE	<i>B+F</i>	C+LG	<i>B+C</i>	C+RG	<i>C+D</i>	RG+RE	<i>D+J</i>
LG+LE	<i>B+F</i>	LG	<i>B</i>	RG	<i>D</i>	RG+RE	<i>D+J</i>
LG	<i>B</i>	LT	<i>B</i>	RT	<i>D</i>	RG	<i>D</i>

NOTE: Add the Blocking or Tackling Value of the Players in Italics to the Players Referred to on the FAC to get a Net Value to be Added or Subtracted to the Rushing Yardage.

REVISED BASKETBALL STRATEGY

THE COLLEGE GAME

By Dennis R. Rose

In earlier issues of *All Star Replay* I have presented an overview of the changes in the playing system of *Basketball Strategy* that I have made, and a complete set of charts and tables that allow basketball fans to play the professional version of revised *Basketball Strategy*. The heart of these changes has been the defensive system, which has been totally revamped, the defensive cards and their inherent guesswork being replaced with the well-thought-out probabilities of the charts and tables. In this article I will present the tables that are necessary to play the college version of revised *Basketball Strategy*, a game which provides the opposing coaches with many different strategic choices.

Before I describe the college version of *Basketball Strategy*, I must present a brief explanation of how one reads the tables presented in this article. 1) The dice are read in the same manner that they are read to determine the result of a shot. 2) A roll of the dice will give the result of a player's attempt to move the ball from one area of the court to another. 3) After declaring the zone to which he will attempt to move the ball, the player on offense rolls two dice and consults the appropriate defensive chart. If the number rolled is equal to or lower than the number in the box of the column for the zone he is attempting to move to, and greater than the box directly below it, he obtains a result that corresponds with that box on the table. For example, a player attempting to move the ball into zone "C" against the 2-3 Zone rolls a 34. Looking under the "C-D" column of the 2-3 Zone table (see tables), he will see that 34 is less than 41, the number in the "guarded" box, and greater than 15, the number in the "open" box. This means the result of the attempt to move the ball to zone "C" is a guarded shot. An "X" on any table means that any dice roll greater than the number in the box below the "X" box, yields the "X" result. A "-" on any table means that the result in the box cannot occur. The "N" on the table refers to the area between zone "G" and the half court line. A player cannot shoot from zone "N".

The main difference between college basketball and professional basketball is

that the colleges are permitted to use various zone defenses, while the professionals are limited to man-to-man defense. This difference is simulated in the college version of revised *Basketball Strategy*, by giving the defensive coaches the choice of seven different zone defenses. These defenses will be discussed below.

The zone defenses that are an inherent part of the college version of revised *Basketball Strategy* are: the 2-3 Zone, the Sag Defense, the Baseline Defense, the Perimeter Defense, the Outside Defense, the Zone Left and the Zone Right. The Press, which is a gambling defense, is also provided as an option.

2-3 Zone

The 2-3 Zone is the standard zone defense which would be employed by most teams the majority of the time. While the 2-3 Zone does not overdefend any area of the court, it does provide good overall coverage and is a sound defense.

Sag

The sag defense protects the lane, making it impossible to get an open shot in zone "A" and almost as hard to get an open shot in zone "B". This defense also makes it difficult to get a guarded shot opportunity in the lane, and increases the chance of a turnover if a player attempts to pass into zones "A" or "B". In order to protect the lane so well, the sag defense leaves zones "C" through "N" relatively open and allows the players to move in these zones with a minimum of risk. This defense would be used against teams that have superior inside players or very weak outside players. It also could be used if the offensive player positions the majority of his players close to the lane.

Baseline Defense

The baseline defense does what its name implies, providing strong protection for zones "A" through "D" while offering little defense in zones "E" through "N". This is an excellent defense which forces the offense to the outside. Its main weakness is that it can be chewed up by a team with good outside shooters. It should be used against a team with poor outside shooters,

or against a team which positions all of its players on or near the baseline.

Perimeter Defense

The perimeter defense is the opposite of the sag defense. It protects the outside zones (zones "C" to "F") while leaving the lane somewhat open. This defense is particularly effective against teams with strong outside players or weak inside players. It is also effective if an offensive team does not position its players near the lane. This defense makes it difficult for players to work the ball upcourt, since the outside zones which are usually safe are now well-guarded, and an offensive coach would have to risk a long pass to try to bypass the perimeter defense.

Outside Defense

The outside defense is a semi-pressing defense which makes it very difficult for a player to bring the ball upcourt (see next section on inbounds passes). In this defense, zones "E" through "N" are heavily-guarded, while the inside zones are left relatively open. This defense should be employed when a team is behind and needs to get the ball back in a hurry. This is a gambling defense which must be used with caution, for if an offensive team gets by the initial outside pressure, easy baskets often result. This defense is not as extreme as the all-out press, however.

Zone Left and Zone Right

The two positional defenses, zone left and zone right, protect one side of the court while leaving the other side relatively unprotected. This defense has two main uses—it is used against a team that happens to position most of its players on one side of the court, or against a team that has only one or two superior offensive players who happen to be on the same side of the court. These defenses are the only ones which differentiate between the two sides of zone "B". Zone left protects the left side of zone "B" while leaving the right side less guarded, and zone right does just the opposite.

The Press

The press is an extreme, gambling defense that is only used when a team needs a quick turnover. When an offense works against

the press it only consults the press table and ignores the other defensive tables. When inbounding the ball the offensive player can either bring the ball up to "N", or make a full court pass to any zone. Once the offensive player has the ball in the forecourt he can either dribble the ball or pass it in order to obtain a shot. The numbers in the X-BH table at the bottom of the press table should be added to the white die when resolving a move against the press.

The turnover table is read in the same manner as the defensive tables. The offense-defense number is obtained by subtracting the total of all the defensive ratings from the total of all the offensive ratings. Differences greater than +2 are treated as +2, and differences less than -2 are treated as -2.

Any time a player obtains an "offense ball" or "pass again" result on the defensive tables the player should roll the dice a second time and refer to the foul table. The offense-defense number will be the same as the one used in the turnover table. If the number rolled is equal to or less than the number next to the D in the table, there is a defensive foul. If the number is equal to or less than the number next to the O in the table, and greater than the number next to the D, there is an offensive foul. Since the teams will be playing a zone defense, the defensive fouls should be determined randomly using the system provided in the original *Basketball Strategy*; these fouls are non-shooting fouls unless a team is over the foul limit. Offensive fouls should be charged to the player with the ball.

If the opposing coaches wish to enhance the realism of revised *Basketball Strategy*, they may employ the following rules which provide dice modifiers that will simulate the effect of long inbounds passes, the ball-handling skills of the players, and the defensive abilities of the two teams. If when bringing the ball upcourt a coach makes his first pass into zones "E" through "N", there is no modifier to the dice. However, if he tries to pass into the other zones on the inbound, the dice roll is modified in the following manner: with an inbounds pass to zones "C" or "D", he should add three to the white die on the roll to determine the result of the pass. If he is passing into zone "B", he should add 1 to the red die on the dice roll. If he is passing into zone "A", he should add 2 to the red die on the dice roll. This rule simulates the difficulty a team will encounter if it attempts to complete a long inbounds pass to

the baseline or lane. These modifiers should be used on all inbounds passes (even after "offense ball" results), because it is rare for a team to leave a man open for a shot close to the basket on the inbounds play. The other modifiers which I am about to present should be used on all dice rolls when determining the result of an attempt to move the ball on the court; these modifiers are presented in the following charts:

Off/BH*

	3	2	1
3	-6	-4	-3
2	-3	0	+1
1	+2	+4	+6

Total Team Defense

0-8	9-10	11-12	13-14	15
-4	0	+2	+4	+6

*"Off" is the offensive rating of the player with the ball and it is represented on the top of the table. "BH" is the ball-handling rating of the player with the ball, and is represented along the left side of the table. The modifiers on both tables are combined and added to the white die. These tables will demonstrate the benefits of a good ball-handler, as it will become easier to obtain an open shot opportunity and more difficult to obtain a turnover when he controls the ball. The opposite will be true, however, with a poor ball-handler. The team defense modifiers demonstrate the effect of the quality of the individual players on the particular defense being employed. (North Carolina's 2-3 zone is much more effective than the 2-3 zone of Podunk University).

I have saved the discussion of the next rule for last, because it has the greatest bearing on the strategic decisions a player will make when playing the college version of revised *Basketball Strategy*. The rule pertains to when a player can change his defense during the course of a game. If a player were allowed to change his defenses every time the offensive player brought the ball down the court, he would easily stifle the offensive team. To overcome this inequity, I have devised the following system: Before the game the opposing coaches should secretly write down the type of defense they will be playing. This is done before the offensive players are placed on the court. This procedure is followed at the beginning of the second half also. The only time a coach can change his defense is during a time-out that he called. This rule also applies to the changing of the set up of the offensive players as

well. In other words, the coach who has not called the time-out cannot change either his defense or his offense. With this system, a coach has to make careful use of his time-outs, and has to pay close attention to the tempo of the game.

Various college basketball conferences have made rule changes pertaining to the three point field goal attempt and the shot clock; if a player wishes to incorporate these rule changes into this game, he can do so by making shots from zone "G" three point attempts, and using the extra pawn to keep track of the shot clock.

Unlike professional basketball where the teams are limited to a man-to-man defense, and a coach's main task is the manipulation of his players on the court, college basketball provides the coach with a wide range of strategic options. I believe this is readily demonstrated by the college version of revised *Basketball Strategy*; many games have been won and lost because a coach stayed in the sag too long, or failed to use outside pressure when a team was trying to run out the clock. I hope you will enjoy this game and its many realistic strategic options as much as I have enjoyed developing it. ■

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Defensive Tables College Version

2-3 Zone

	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	52	54	55	61	62	64
Offense Ball	36	43	46	53	55	62
Guarded	26	34	41	45	53	56
Open	12	14	15	21	23	32

Sag

	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	—	—
Pass Again	46	51	61	64	X	X
Offense Ball	32	36	54	62	64	65
Guarded	15	24	46	55	61	64
Open	—	11	21	31	36	44

Baseline

	A	B	C-D	E-F	G	N
Turnover	X	X	X	—	—	—
Pass Again	51	51	53	X	—	—
Offense Ball	34	36	44	62	—	—
Guarded	23	31	35	55	X	—
Open	11	12	14	36	62	66

Perimeter Defense

	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	56	61	53	54	56	61
Offense Ball	51	54	41	53	55	53
Guarded	42	45	26	34	42	45
Open	15	21	11	13	16	24

Outside Pressure

	A	B	C-D	E-F	G	N
Turnover	X	X	X	X	X	X
Pass Again	61	62	64	46	51	55
Offense Ball	51	56	61	32	36	46
Guarded	43	46	53	24	32	43
Open	21	24	25	11	12	13

Turnover Table

OFFENSE-DEFENSE	+2	+1	0	-1	-2
Jump Ball	X	X	X	X	—
Interception	56	62	64	65	X
Defense Ball	41	41	36	36	36
Offense Foul	11	13	15	21	23

Zone Left

	A	BL	BR	C	D	E	F	G	N
Turnover	X	X	X	—	X	—	X	X	X
Pass Again	53	46	62	X	51	X	54	62	63
Offense Ball	43	41	53	56	44	65	44	55	62
Guarded	32	23	42	51	26	62	34	53	56
Open	12	11	16	26	11	36	12	32	32

Zone Right

	A	BL	BR	C	D	E	F	G	N
Turnover	X	X	X	X	—	X	—	X	X
Pass Again	53	62	46	51	X	54	X	62	63
Offense Ball	43	53	41	44	56	44	65	55	62
Guarded	32	42	23	26	51	34	62	53	56
Open	12	16	11	11	26	12	36	32	32

The Press

Full Court Pass To Any Zone		Bring The Ball Up To "N"	
Turnover	X	Turnover	X
Guarded	34	Foul	53
Open	16	Successful	46
Dribble		Pass	
Turnover	X	Turnover	X
Foul	61	Foul	53
Guarded	46	Open	46

- 1) Two zone passes allowed
- 2) Every pass over two zones add (2) to the white die
- 3) X = normal defender plus extra man for the press

X-BH	0	1	2	3	4	5	6	7
	-3	-1	0	+1	+3	+5	+8	+12

Foul Table

Offense-Defense	+2	+1	0	-1	-2
Offense Ball	D-23	D-21	D15	D-13	D-11
	O-26	O-23	O-21	O-15	O-13
Pass Again	D-21	D-15	D-13	D-13	D-13
	O-24	O-22	O-16	O-22	O-24

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MINI-GAME FOR PRO GOLF

AN AID FOR QUICK PLAY OF AN ENTIRE TOURNAMENT

By Thomas A. Trunzo

Although PRO GOLF is a game that can be played during a relatively short time, to play a 36 man-4 day tournament can become quite a task, especially if it is a solitaire effort. This is not to take anything away from the game because even for my own game design, TITLE BOUT, I devised a mini-game to aid in any tournament play.

The mini-game will not be as accurate as the full game version but it could be used to complete the first two days of the tournament. Then after the cut is made for the final two days of the tournament, PRO GOLF could be used to determine the winner. You can use the mini-game in any way you desire. Included in the game is a chart to be used for playoff holes if there are players tied after completion of the 72 hole tournament. There are various uses for the mini-game and it is provided as an aid for you.

PLAYER RATINGS

Each of the 36 professional golfers included in the PRO GOLF game are rated in the article. Each player has 3 ratings. They are rated for: approaching the green, putting, and over-all ability. These ratings were computed from the player's card in PRO GOLF. The rating itself is either an A, B, C, D or E. A is the best rating and E is the worst rating. The entire list appears at the end of the article.

APPROACH CHART

This chart gives you the total number of strokes it takes to reach the greens for 9 holes. To use simply roll the dice and as in PRO GOLF read the low die result first. Cross-check the dice roll and the player's approach rating to get the result. Example: Tom Kite has an Approach Rating of B. Kite's dice roll is a 35. When you cross check Kite's B rating and the dice roll of 35 the result is 25. This means that for 9 holes Kite used 25 strokes while approaching the green.

PUTTING CHART

This chart gives you the total number of putts it takes to put the ball in the hole after reaching the green for 9 holes. It is used in the same manner as the Approach Chart. Cross-check the dice roll and the player's

putting rating. Example: Tom Kite has a Putting Rating of A and has a dice roll 24. After cross-checking these results on the Putting Chart it shows that Kite had to putt 11 times for 9 holes.

COMPUTING A 9 HOLE SCORE

To compute the golfer's score for 9 holes simply add the number of strokes it took to approach the green and the number of putts it took for the 9 holes. This total is your 9 hole score. To get an 18 hole score you must make 4 rolls for the player. Two of which are applied to the Approach Chart and two of which are applied to the Putting Chart.

EXAMPLE OF A GOLFER'S 18 HOLE SCORE

For the example we will use Tom Watson —Watson has an Approach Rating of A and a Putting Rating of A.

Dice Roll	A	B	C	D	E
11	14	15	16	17	18
12	13	14	15	16	17
13	13	14	15	16	17
14	13	14	15	16	17
15	12	13	14	15	16
16	12	13	14	15	16
22	12	13	14	15	16
23	12	13	14	15	16
24	11	12	13	14	15
25	11	12	13	14	15
26	11	12	13	14	15
33	11	12	13	14	15
34	11	12	13	14	15
35	10	11	12	13	14
36	10	11	12	13	14
44	10	11	12	13	14
45	10	11	12	13	14
46	9	10	11	12	13
55	9	10	11	12	13
56	9	10	11	12	13
66	8	9	10	11	12

	Approach Rating	Putting Rating	Overall Rating
Jack Nicklaus	A	A	A
Tom Watson	A	A	A
Johnny Miller	A	B	A
Lee Trevino	A	B	A
Tom Weiskopf	A	B	A
Ray Floyd	B	A	A
Tom Kite	B	A	A
Jerry Pate	B	A	A
Bill Rogers	B	B	B
Craig Stadler	C	A	B
Bruce Lietzke	C	A	B
Hale Irwin	A	C	B
Curtis Strange	C	A	B
Larry Nelson	B	B	B
Jack Renner	B	B	B
Jay Haas	A	D	C
Gil Morgan	C	B	C
David Graham	B	C	C
Andy Bean	C	B	C
Fuzzy Zoeller	A	D	C
Keith Fergus	B	C	C
Ben Crenshaw	C	B	C
George Archer	C	B	C
J. C. Snead	B	D	D
John Mahalfey	B	D	D
Peter Oosterhuis	C	C	D
John Cook	B	D	D
Lon Hinkle	C	C	D
Hubert Green	B	D	D
Tom Purtzer	B	D	D
Andy North	C	D	E
Ron Streck	B	E	E
Ed Fiori	C	D	E
Scott Simpson	C	D	E
Jim Simons	B	E	E
Bobby Clampett	E	B	E

Dice Roll	A	B	C	D	E
11	28	29	30	31	32
12	27	28	29	30	31
13	27	28	29	30	31
14	27	28	29	30	31
15	26	27	28	29	30
16	26	27	28	29	30
22	26	27	28	29	30
23	26	27	28	29	30
24	25	26	27	28	29
25	25	26	27	28	29
26	25	26	27	28	29
33	25	26	27	28	29
34	25	26	27	28	29
35	24	25	26	27	28
36	24	25	26	27	28
44	24	25	26	27	28
45	24	25	26	27	28
46	23	24	25	26	27
55	23	24	25	26	27
56	23	24	25	26	27
66	22	23	24	25	26

Die Roll	A	B	C	D	E
1	1	2	3	4	5
2	2	3	4	5	6
3	3	4	5	6	6
4	4	5	6	6	6
5	5	6	6	6	6
6	6	6	6	6	6

Front Nine

Approach Roll—33

Putting Roll—45

Cross check 33 (Dice Roll) and A (Watson's Rating)—Result 25

Cross check 45 (Dice Roll) and A (Watson's Rating)—Result 10

Front Nine Score—35 (25 + 10)

Back Nine

Approach Roll—24

Putting Roll—44

Cross check 24 (Dice Roll) and A (Watson's Rating)—Result 25

Cross check 44 (Dice Roll) and A (Watson's Rating)—Result 10

Back Nine Score—35 (25 + 10)

Total Score for 18 Holes—70 (35 + 35 Front Nine + Back Nine)

OVERALL RATING

The player's Overall Rating is used only if two or more players are tied at the end of a 72 hole tournament and must have a playoff.

PLAYOFF HOLES CHART

This chart is used to determine the winner of a tournament if two or more players were tied at the end of 72 holes. Simply roll a die and cross check the result with the player's Overall Rating. Do this for each player tied. The player with the lower result wins the hole and tournament. If no one wins the hole the above process is repeated until the winner emerges. Example: Watson (A Overall Rating) and Nicklaus (A Overall Rating) are tied after 72 holes. On the playoff hole Watson rolls a 4 and Nicklaus rolls a 1. Cross-checking the player's rolls and ratings shows Watson with a result of 4 and Nicklaus with a result of 1. Therefore, Nicklaus is declared the winner.

ADJUSTMENTS FOR COURSES WITH PARS OTHER THAN 72

The charts are based on 9 holes with a Par of 36. If the course you are playing is less

than 36 subtract the difference in pars from all Approach Chart results. If the course you are playing is more than 36 then add the difference in pars from all Approach Chart results. Example: Playing a course with a Front Nine Par of 34 and a Back Nine Par of 37.

All Approach Chart Results for the front nine will be decreased by 2. (36 - 34 = 2)

All Approach Chart Results for the back nine will be increased by 1. (37 - 36 = 1)

If a golfer has an Approach Chart Result of 25 on the front nine his score is actually 23 after the adjustment.

If a golfer has an Approach Chart Result of 25 on the back nine his score is actually 26 after the adjustment. ■

COMPUTING THE GOLFER'S RATING

HOW TO CONVERT ANY PLAYER'S RATING IN PRO GOLF FOR USE WITH THE MINI-GAME

When computing a golfer's rating for the mini-game from the player card provided in the PRO GOLF game you must come up with two separate ratings. The player must be rated for his Putting Ability and his Approach shots. By following the steps below you will be able to convert any player's rating ever provided in the future for the PRO GOLF game to the mini-game format.

STEP 1

Each player is assigned a certain number of points to divide among his Putting and his Approach Ratings based on his overall rating. The table below shows how to assign the golfer his points.

Overall Rating	Total Points
33	8
26	7
25	6
24	5
23	4
22	3

STEP 2

After assigning the golfer his total points it is time to convert the points into his letter ratings. The table below shows the number of points needed to attain a certain letter rating.

Total Points	Letter Rating
4	A
3	B
2	C
1	D
0	E

STEP 3

Now you must divide the total points into the two rated areas. The key to doing this is provided in the golfer's Putting column. Anytime a player has two "IN" results at the bottom of his Putting column his Putting Rating is rated better than his Approach Rating.

The easiest way to show this is through examples.

Ex. 1

The easiest golfer to rate is the golfer with an Overall Rating of 33. This gives him 8 total points. Dividing this among the 2 rated areas allows 4 points for each area. Since an "A" rating requires 4 points this player will have both his Putting and Approach rated "A". You cannot get better than that.

Ex. 2

This golfer has an Overall Rating of 25. This gives him 6 total points to divide. To make it simple that would be 3 points for both Putting and Approach. Converting that to letter ratings would mean this player is a "B" for both Putting and Approach.

The other alternative is if the golfer has 2 "IN" results in his Putting column, then his Putting should be given the higher rating.

This would mean his 6 points would be divided as follows: 4 points for Putting; 2 points for Approach. This would give him final letter ratings of "A" (Putting) and "C" (Approach).

Ex. 3

This golfer has an Overall Rating of 24. This gives him 5 total points to divide. Either 3 points for Putting and 2 points for Approach or just the opposite, 2 points for Putting and 3 points for Approach. If the player has 2 "IN" results in his putting column then his Putting rating will be given the advantage. If the player does not have 2 "IN" results then the advantage goes to his Approach rating. A player with 2 "IN" results will be rated "B" (Putting) — "C" (Approach). A player with 1 "IN" result will be rated "C" (Putting) — "B" (Approach).

It is much easier to do the rating than to read about how to do it. After doing a few golfers it becomes easy. Since the current PRO GOLF players are rated in the article this rating method will only be necessary when new golfers are published for the game. ■

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DUGOUT, CONT.

made last season so thrilling will be duplicated accurately with the STATIS-PRO BASEBALL set. Ricky Henderson will terrify opposing players with his speed, and Robin Yount will "do it all" for the Brewers. Steve Carlton will continue to be the most durable and reliable stopper in baseball and Bruce Sutter will snuff out late-inning threats by other teams. Even Minnesota Twins and Cincinnati Reds followers will have their moments to shout about when Kent Hrbek takes Jim Palmer "downtown" or Mario Soto tosses a shutout against the Dodgers. We're pleased to announce that the price of the 1982 set should remain at \$12.00—a great value for so many hours of fun.

You won't get to see the "big picture" in baseball unless you buy PENNANT RACE!, Avalon Hill's new major league game. Nothing else on the market allows the gamer to replay his favorite team's complete 162-game season in just a few hours with such realistic results. Now you'll be able to evaluate each team as an organization, instead of a mere collection of names. You will be in the hot seat as owner/general manager who has to make choices in a variety of areas to put together a cohesive unit on the field. Such factors as ballparks, farm systems, even the weather will be yours to contend with!

The entire package of PENNANT RACE!, containing full and accurate 25-player rosters and ratings for all 26 teams in a 64-page booklet, is now available. The awesome power of the Brewers, the speed of the Royals and Cardinals, and the "deep depth" of the Orioles are just a few examples of baseball's components that come into play with this game. The booklet also includes a summary of the 1982 season in general, plus evaluations of each club's performance.

Remember that the 1982 season ratings in the game package of PENNANT RACE! are just the first in a series of accessories and bonuses that we will publish. Since the game was designed by Avalon Hill's own Joe Balkoski, we should be able to compile such extras with a minimum of production/communication delays. Joe has already done ratings for National League teams of the 1951 season in the last issue of All-Star Replay in addition to the clubs of 1908 in this one.

The cost of PENNANT RACE! will be \$14.00, not \$12.00 as was mentioned in the last issue. How many other complete

tabletop baseball games on the market give such a unique opportunity for statistical replay and enjoyment for such a low price? If this price tag still causes you to hesitate for even a minute, consider the very recent plight of one current, moderately well-known, major league baseball player in purchasing a house. This player had signed one of those all too typical, multi-million dollar contracts and wanted to take up permanent residence near his team's city, according to a national sports magazine. Well, apparently he had quite a bit of difficulty finding a home to suit his needs, so he told reporters that he might "have to start looking in the \$500,000 range". This touching story nearly moved us to begin taking up a collection here at the Avalon Hill offices for him. Maybe we should send him one of our games for consolation.

We hope you enjoy the Detroit Grand Prix track for SPEED CIRCUIT as the bonus insert for this issue. Drawn by a true authority on racing, Mark Maticzek, the Detroit track was also selected as the course for SERIES REPLAY. If, when having car problems, you raise the hood, groan and say, "Yep, that sure is an engine all right", as I do, don't be turned off just because this game is about auto racing. The rules of SPEED CIRCUIT are easy to learn, yet navigating the track successfully is quite a challenge. I really cannot remember when I have had more fun playing any tabletop game as I did with SPEED CIRCUIT. But there's still plenty of intricacies to the game to satisfy the die-hard racing buff.

A couple of issues back we promised to produce an additional set of tracks for SPEED CIRCUIT. True to our word, Grand Prix Accessory Pack II, a set of eight new tracks for the game, should be ready very soon for a mere \$12.00. Mark Maticzek has again done a superb job with these drawings. The courses are: Interlagos, Spa-Francorchamps, LeMans, Imola, Rheims, Dijon-Prenois, Caesar's Palace, and an updated Monaco track. If the first accessory pack was any indication, this new set should sell like hotcakes, so you should get your order in as soon as the release is official. Accessory Pack II can be used as a campaign game, but only if you own Accessory Pack I. This issue of All-Star Replay contains an excellent guide by Jim Burnett on how to race in a clean and fast path around the courses of the first set.

The tennis game is coming along quite well as of this writing. A few extra touches have been added recently, such as a random events table and options including rushing

the net, as well as drop, clutch and power shots to provide even more realism to the game. Our target unveiling date for PRO TENNIS is Origins '83.

There should be a lot to catch your eye in this issue. Besides providing a list of rosters and ratings for teams of the 1908 season for PENNANT RACE!, Joe Balkoski's article includes great notes about that year's key players and events plus an interesting comparison of baseball then and now. A brief description of 1982's inaugural Detroit Grand Prix is intended as a background for the bonus insert. Mark Maticzek contributes his reactions to STATIS-PRO FOOTBALL and some optional rules, too. In addition, for those who want realistic aids for solitaire play, Mark devised charts to give you a method for doing so. In the "Fistic Scene", Jim Trunzo describes a new knockdown/knockout procedure, a detailed punch location chart, and a few corrections—all to increase your fun! Pat Premo gives a detailed history of the pacer horses in harness racing for "A Day at the Races" as a follow-up to last issue's article on the Standardbreds. Also included is a program for the 1965 Little Brown Jug race for WIN, PLACE & SHOW. Barring any last minute changes, this issue should contain an article on BASKETBALL STRATEGY by Dennis Rose which presents precise tables to play the college version of the game.

Future projects in the works: revised and simpler Fast Action Cards for STATIS-PRO FOOTBALL to make it an even "cleaner" game, fumble and endurance ratings right on the ball-handlers' individual cards, and the addition of all the rules that have appeared on the game in ASR before. Expert designer Jim Barnes has told us that he has created a College Football game for which he is in the process of doing the ratings of last year's teams. This game looks very good from our preliminary review and should become available not too far down the road as either a mini-game or an article in ASR. The next issue will contain a bonus insert for SUPERSTAR BASEBALL on a great team of the past (possibly the 1927 Yankees) and also an update of the team rosters of the All-Time All-Star baseball game (now out of print).

We hope you'll continue to read All-Star Replay. ■

Due to a lack of space, the readers' ads will not appear in this issue, but will be back again in the next one.

HEAD TO HEAD

FIND OUT HOW GOOD YOU REALLY ARE!

Do you need opponents in any Avalon Hill sports game? Let All-Star Replay help you! Just fill out the coupon below and send it to us (with your subscription, if by some remote chance you're not already a subscriber). Don't forget to give your name and address, along with the games you're interested in playing. You can use the same coupon to advertise discontinued or current games and components published by Avalon Hill.

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If you are running (or thinking of running) an Avalon Hill sports league, then why not run a free advertisement for league members right now? This ad will be seen by thousands (well . . . maybe hundreds) and could quickly turn you into the most popular person on the block! Just adhere to the format below and your ad will eventually see the light of day. Send to: Avalon Hill, 4517 Harford Road, Baltimore, MD 21214. THANKS!

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THE VICTORY OF MUSCLE OVER MIND

PENNANT RACE! IS HERE

PENNANT RACE!, Avalon Hill's revolutionary new baseball game, is available both by direct mail and in your local hobby shop! The latest addition to AH's **SPORTS ILLUSTRATED** line of games, **PENNANT RACE!** scientifically evaluates all of the teams and players of the fabulous 1982 season and allows you to recreate this magic on your gaming table, either by yourself, with a friend, or at a Friday night gathering of gamers. This game is intended to allow players to replay an **ENTIRE** baseball season according to actual schedules and the eccentricities of the weather. Each of the 26 teams will play a complete 162-game schedule; as General Manager of a given team, you must trade players to improve your club's weak spots, bring players up from the minors to replace injured veterans, establish a pitching rotation that is both effective and physically durable, and most important of all — keep winning!

Most baseball games on the market concentrate on a play-by-play system that is fine if you are recreating a World Series or are participating in a league with a limited schedule. But if you want to recreate the actual baseball year in all of its confused and hectic glory or wish to understand more of what makes a good team click and a bad one bomb, then **PENNANT RACE!** is for you. The game system is based on a game-by-game rather than play-by-play concept; as such, you can replay a three-game set between two clubs in a minute or two. Game resolution takes all of baseball's vital elements into account: pitching, relief, power, speed, defense, endurance, ballparks, weather, the minor leagues, right-handed and left-handed pitching and batting, and more! With a little record-keeping, you will find that you can simulate an entire baseball season in a remarkably short period of time.

PENNANT RACE! is available from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland, 21214 for \$14. Here's what you get: one 64-page Roster Booklet with team summaries and statistical rosters; one League Standings Pad; one Club Record Pad, 6 dice; and one 8-page Instruction Folder. Order now! **PENNANT RACE!** will be a regular feature in **ALL-STAR REPLAY** — optional rules and great seasons of the past will be regularly featured. So don't forget **ASR** either! Thank you!

ST. LOUIS CARDINALS

92-70, .568, World Champions

Manager: Whitey Herzog

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LHP	WEATHER
25	B	B	0	2	+1/+1	Zone 4
STARTERS		POS	BAT	POW	SPD	FLD
KEITH HERNANDEZ		1B	5	3	3	+1
TOM HERR		2B	3	1	4	+1
OZZIE SMITH		SS	2	1	4	+1
KEN OBERKFELL		3B	4	2	2	+1
GEORGE HENDRICK		RF	4	4	0	0
WILLIE MCGEE		CF	5	2	4	-1
LONNIE SMITH		LF	5	3	6	-1
DARRELL PORTER		C	1	3	0	0
BENCH		POS	BAT	POW	SPD	FLD
DAVID GREEN		OF	4	2	3	0
DANE IORG		OF/1B	5	2	0	0
JULIO GONZALEZ		INF	1	1	1	-1
GLENN BRUMMER		C	1	0	1	0
MIKE RAMSEY		INF	1	0	2	0
GENE TENACE		C/1B	3	4	0	0
TITO LANDRUM		OF	4	2	0	0
PITCHERS		R/L	START	END	REST	RELIEF
JOAQUIN ANDUJAR		R	5	1	4	—
BOB FORSCH		R	4	1	4	—
STEVE MURA		R	3	1	4	—
DAVE LAPOINT		L	4	1	5	0
JOHN MARTIN		L	2	1	7	-1
ANDY RINCON		R	2	1	6	-1
JIM KAAT		L	—	—	—	-1
DOUG BAIR		R	—	—	—	+1
BRUCE SUTTER		R	—	—	—	+1
MARK LITTELL		R	—	—	—	-2

NOTE: In the event of an injury to a starting player, Herr and Oberkfell may switch to any infield position.

WEATHER TABLE

ZONE 1

BOSTON
Rain: 11-14, 66
Clear: 15-56

MONTREAL
Rain (Apr): 15-25, 66
Clear (Apr): 11-14, 26-56
Rain (May +): 15-24, 66
Clear (May +): 11-14, 25-56

ZONE 2

NEW YORK (inc BROOKLYN)
Rain: 11-14, 66
Clear: 15-56

PHILADELPHIA
Rain: 12-14, 66
Clear: 11, 15-56

Monday, April 5, 1982
Kansas City at Baltimore
(Only game scheduled)

Tuesday, April 6, 1982
Toronto at Detroit
Cleveland at Milwaukee
Texas at New York
Boston at Chicago
Seattle at Minnesota*
California at Oakland*

Wednesday, April 7, 1982
Kansas City at Baltimore*
Seattle at Minnesota*
California at Oakland*

Thursday, April 8, 1982
Toronto at Detroit
Cleveland at Milwaukee
Texas at New York
Boston at Chicago
Seattle at Minnesota
California at Oakland*

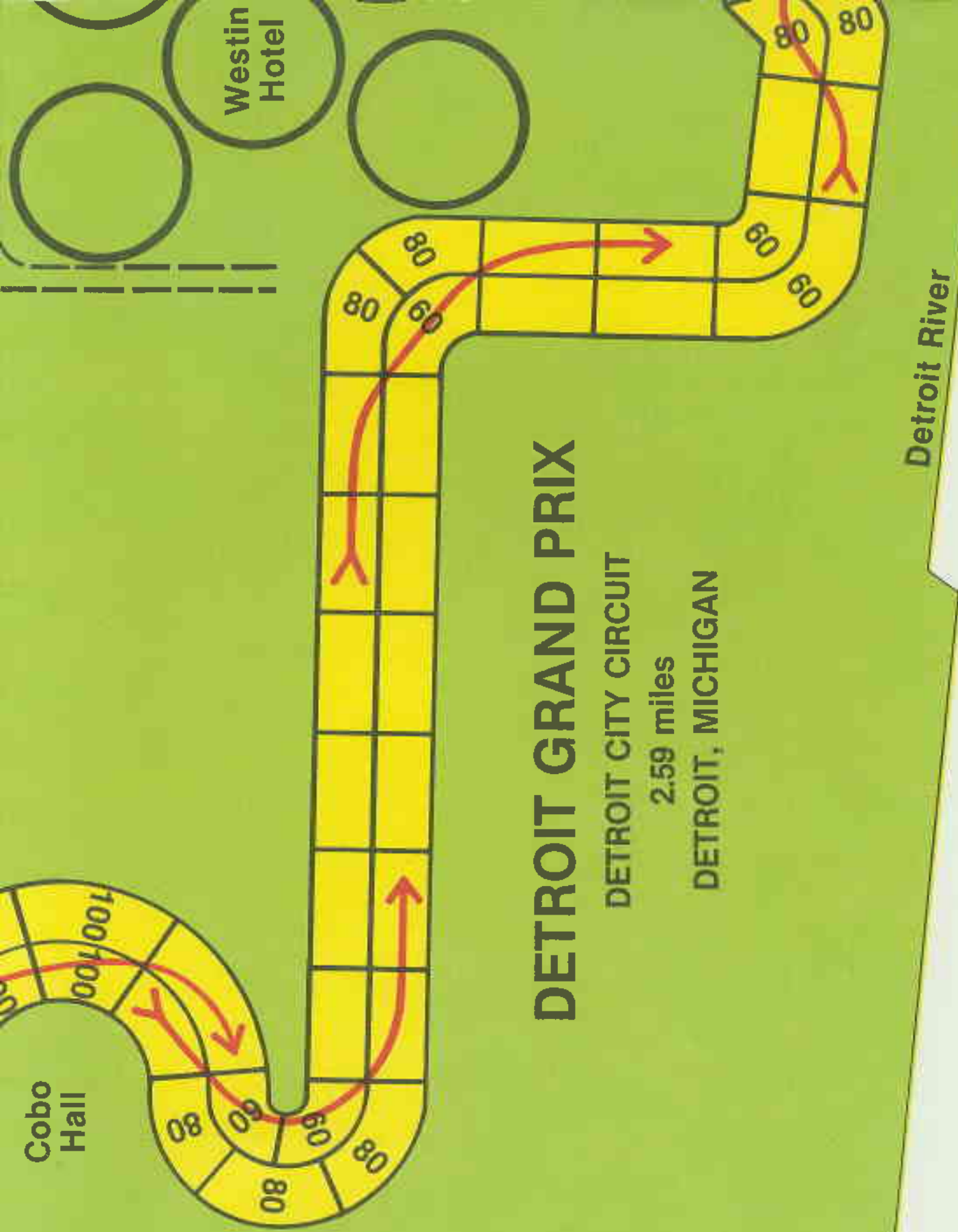
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