ALL-STAR REPLAY

featuring Sports Illustrated Games

THE DUGOUT

By William T. Hughes

By the time you read this, the new baseball season should be well under way. Perhaps there's even a club who's gotten such a fast start out of the gate that they look like an updated version of the 1927 New York Yankees. Admittedly the balance of contending teams in each division this year makes such a possibility unlikely. But just in case, you can get an idea of how awesome that '27 club was—and how hard it is to find another comparable team in baseball history—by using the 25 individual player cards (this issue's bonus insert) for those Yankees in conjunction with SUPERSTAR BASEBALL. Remember that the ratings for these cards are intended to reflect a player's performance for the '27 season only, not his entire career; thus Ruth's and Gehrig's cards in this set will have even better numbers than the ones that come with the SUPERSTAR BASEBALL game.

We've received numerous letters from SUPERSTAR fans asking when Avalon Hill is going to produce more cards as accessories for the game. So we hope we've made at least some of you loyal ALL-STAR REPLAY readers happy with this issue's insert. Bob Biscontini has done an excellent job in designing these cards. Furthermore, we are considering doing additional clubs from the past as part of a "Greatest Teams of All-Time" package for SUPERSTAR. Would you like to be able to re-create the

TABLE OF CONTENTS

BLASTS FROM THE PAST!

SUPERSTAR BASEBALL— GREAT CHAMPIONSHIP TEAMS
THE 1927 YANKEES
BY BOB BISCONTINI

A new concept has been added to SUPERSTAR BASEBALL. Eight of the greatest championship teams of the past have been analyzed, and are being considered as an accessory set for the game. Also, several rules have been added in order to provide as much realism as possible. The teams are:

1927 New York Yankees
1948 Cleveland Indians
1955 Brooklyn Dodgers
1961 New York Yankees
1967 St. Louis Cardinals
1970 Baltimore Orioles
1973 Oakland A's
1976 Cincinnati Reds

One of the above teams, the '27 Yankees, is included in this issue. Now, the original "Bronx Bombers" can "dig in" against an All-Star team of original or SET II SUPERSTAR BASEBALL players. The prospect of staging hypothetical confrontations in sports is always exciting, and this concept should not disappoint SUPERSTAR BASEBALL fans.

The cards have been developed to reflect the team's performance during the 1927 championship season *only*. I have also provided a roster and statistics in order to assist you in making managerial decisions.

Basically, the standard rules of SUPERSTAR BASEBALL are to be followed, with the following exceptions:

1. DEFENSIVE RATINGS AND ERRORS
2. PITCHER EFFECTIVENESS AND FATIGUE
3. SPECIAL SITUATIONS

1. **Defensive ratings and errors**—The new cards do not list individual defensive ratings for players. The reason for this is that *team defense* is built into the pitchers' cards. When a *team*, rather than a collection of stars, is rated, this becomes more feasible. Spectacular defensive play, reflected by a "team defense" rating, in SUPERSTAR BASEBALL, is incorporated into the automatic outs which appear on the pitchers' cards.

This is also the reason why errors appear on the pitchers', rather than the hitters' cards. When an E appears as the result of the roll of the dice, the batter is safe on an error and all runners advance one base. Consult the *special situation* section of the team roster to determine when a team's error frequency changes. (Note: This revision does not affect the original SUPERSTAR or SET II cards. Continue to use defensive ratings, and errors on the batters' cards when using these cards against the '27 Yankees.)

2. **Pitcher effectiveness and fatigue**—Pitchers' ratings have been developed to simulate actual performances, *when pitchers are used realistically*. (ALL-TIME ALL STAR and SUPERSTAR BASEBALL fans have frequently addressed the need for strict guidelines for pitchers.) If a pitcher is "overworked", guidelines and an "effectiveness" or fatigue factor need to be employed because the statistical rating becomes invalid.

The guidelines, along with the "effectiveness factor", have been added to provide optimum realism. Also, because SUPERSTAR BASEBALL has always provided a relatively uncomplicated means of reflecting statistical accuracy, use of the factor is easy.

Pitching guidelines, which also could (should) be used with SPORTS ILLUSTRATED, ALL-TIME ALL STAR or SUPER STAR BASEBALL, are listed below:

Guidelines for All Starting Pitchers
(1) If a starter, during a scheduled start, pitches one inning or less, he may start the following day. If more than one inning is pitched, he may not start the following day. If he does, reduce effectiveness 100%. This is done by *ignoring* all automatic outs on the pitcher's card, and allowing the batter to roll the dice. (Note: In ALL-TIME ALL STAR and SUPERSTAR BASE-BALL SETS I and II, any out that occurs as a result of an exceptional defensive play, numbers 10-15, is not included in this rule. The out stands.)
(2) If he pitches more than one and less than four innings, he must rest at least one day before starting again. Otherwise, reduce effectiveness 100% during that start.

(3) If he hurls between four and nine innings, he must rest at least three days between starts. If he pitches between 9 1/3 and 12 innings, at least four days of rest are required. If either of these limits is exceeded, reduce effectiveness 100% in the pitcher's next start.

(4) If he pitches more than 12 innings in a game, the pitcher's effectiveness is reduced 50% (see below) immediately.

Guidelines for Starters Used in Relief

(1) A starter without a relief rating (S) may not pitch at all the day before a scheduled start.

(2) If a starter without a relief rating relieves at all between starts, he must rest an extra day. If not, reduce effectiveness 50% in his next start. If he pitches more than one inning between starts, add another day of rest, or reduce effectiveness 50% during the next outing.

(3) If the pitcher hurls more than two innings of relief at one time, and he hasn't had at least three days of rest, reduce effectiveness 50% immediately upon completion of the second inning of relief. After three relief innings, reduce effectiveness 100%.

(4) Starters with relief ratings (S/R) may pitch no more than three total innings between starts. They may pitch the day before a start. If they pitch more than three total innings between starts, they must rest an extra day before the next start, or effectiveness is reduced 50% during that start. If the pitcher hurls more than four total innings, and does not rest an extra day before his next start, reduce effectiveness 100% during that start.

(5) If a starter with a relief rating pitches more than four innings of relief at one time, without having had at least three days of rest, reduce effectiveness 50% immediately. If he goes more than five, reduce 100%.

Guidelines for Relief Pitchers

(1) A relief pitcher, who is used exclusively in relief (R), and who hurls more than three innings in one game, must rest one day, or reduce effectiveness 50% in his next outing.

(2) If he pitches more than four innings in one game and doesn't rest at least one day, reduce effectiveness 100% during his next appearance.

(3) If he pitches more than 5 2/3 innings in two successive games or days, he must rest one day, or reduce effectiveness 50% during his next appearance.

(4) A reliever may not pitch more than five innings in one game. If he does, reduce effectiveness 100% immediately.

(5) Relief pitchers may not start a game, but starters may relieve, using the guidelines above.

50% Effectiveness Reduction—If the pitcher rolls an automatic out, roll the dice again. If any number from 30 to 39 appears, ignore the automatic out and allow the batter to roll the dice. If any other number (10-29) appears, the automatic out stands.

100% Effectiveness Reduction—Ignore all automatic outs on the pitcher's card (except defensive outs as explained before) and allow batter to roll the dice.

During effectiveness reduction, bases on balls and errors are unaffected.

3. Special situations—Each Championship Team has a special situation chart. This has been added to reflect a team's individual personality.

Bob Shawkey, a pitcher for the '27 Yanks, was fairly effective that season. Rarely, however, did he pitch more than two innings in a single game. To ensure an accurate reflection of his performance and capabilities, this factor has been addressed under special situations. Remember that each player's card is based upon performance during the championship season only. Safeguards must be taken so that relative accuracy is attained.

In terms of batting, several players' cards contain "inflated" batting averages or high extra-base hit ratios. This is because the charts were designed as pinch-hitting charts. A player, as a pinch-hitter, may swat four homers in 20 at bats. This does not mean that, as a starter, he is expected to deliver a homer every five times at bat. The special situation chart accounts for this. (Many of you are familiar with the tabletop baseball games which contain cards of players who hit .500 because they were 4 for 8 for the season.)

The pitching guidelines and special situations chart, although requiring much explanation, are easy to use. They simply indicate common baseball sense.

Notes:
*(S), (S/R) and (R) after the pitchers' names on the new cards indicate whether the pitcher is to be considered a starter, reliever or both.

*You may set up your rotation any way you wish, but remember that a pure reliever (R) may never start a game.

*If any outfielder other than the regular centerfielder is playing that position and a single is hit, roll dice again. If no. 23 appears, the ball is bobbled and all runners advance an extra base on the error (new cards only).

*The composite hitting of the 1927 Yankee pitchers is reflected on one card.

*If a 1927 Yankee pitcher wishes to attempt a sacrifice bunt, he must roll the dice twice. The first roll determines whether the pitcher uses the A or B rating (see numbers on batting card). The second roll is the bunt attempt.

*1+ on a pitcher's card is an automatic single; batter does not roll dice.

*Enjoy the new cards.

The immense popularity of SUPERSTAR BASEBALL is measured by the number of comments and questions received by Avalon Hill. In response to several recent inquiries by loyal fans:

(1) The cards of Gil Hodges and Luis Aparicio contain printing errors. On Hodges' card, #30 vs L. reads DF, and should read DP. On Aparicio's card, #38 vs. R indicates F+ and should read G+.

(2) When FC appears as the result of a sacrifice or squeeze bunt attempt, this indicates that the fielder elected to get a lead
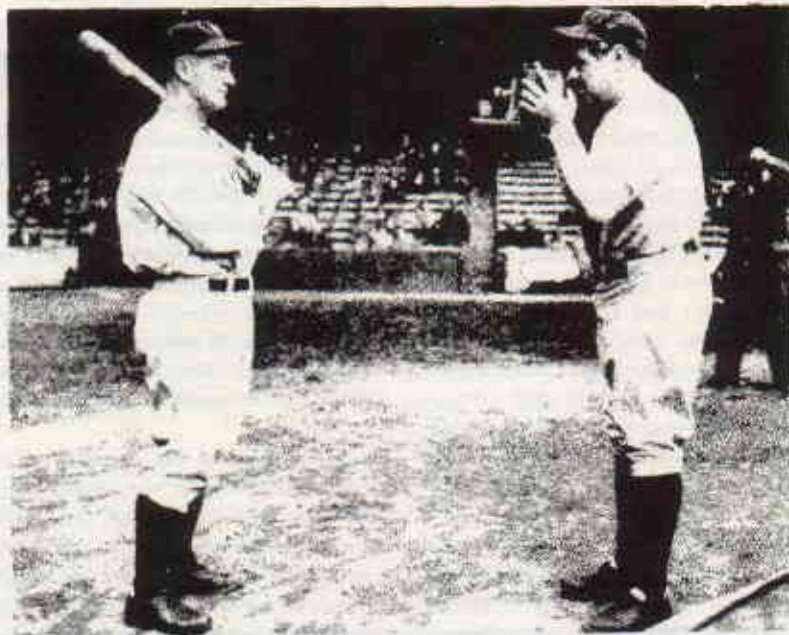
runner out, and failed. There is no hit, no error and no sacrifice. The fielder took a chance, and, as a result, all runners are safe. It is scored as a *fielder's choice* and the batter is charged with an "at bat."

Catchers Defensive and Throwing Ratings
All of the Catchers have an I immediately following the defensive rating on their batter's card. This indicates that they have exceptionally strong throwing arms.
(For example, Roy Campanella's defensive and throwing rating is shown as +14I on his batter's card.)

The ratings for the catchers in this game are as follows:

	Defensive Rating	Throwing Rating
Johnny Bench	+ 6	I
Yogi Berra	+ 8	I
Roy Campanella	+14	I
Mickey Cochrane	+14	I
Bill Dickey	+13	I
Gabby Hartnett	+11	I
Ray Shalk	+14	I
Jimmy Foxx	− 1	

(Foxx usually played First Base)

The Catcher's throwing rating is used to reduce by one (1) the running rating of the runner trying to steal 2nd or 3rd base. If the runner tries to steal Home the Catcher's throwing rating is not used.

EXAMPLE: If the Runner's rating is 5 and the Catcher has a throwing rating, the steal chart for a number 4 runner would be used instead.

Batters Legend
An HR or a 4R on a batter's card indicates a home run.

1927 NEW YORK YANKEES
THE GREATEST TEAM EVER?
"LET'S LOOK AT THE EVIDENCE"
BY BILL HUGHES

For this issue of ALL-STAR REPLAY, we are pleased to be able to include SUPER-STAR BASEBALL cards for the 1927 New York Yankees. Bob Biscontini has done a superb job in designing 25 individual player cards—16 batters and 9 pitchers—for this awesome club.

Few questions among baseball fans generate more heated arguments than, "What was the best team in history?" But no matter what one's personal favorite is, the discussion always seems to get around to the subject of the 1927 Yankees. While undoubtedly there were teams in other years that may have been stronger in one particular aspect of the game, it is hard to imagine any that combined excellence in so many categories as this one—crushing power, stingy pitching in the clutch, and marvelous defense.

The extent of the 1927 Yanks' dominance of the league is still mind-boggling. Never out of first place all year, the "Bronx Bombers" racked up 110 wins in capturing the pennant by 19 games and sweeping an awe-struck Pittsburgh Pirate club in four games in the World Series. Led by Babe Ruth's 60 homers and Lou Gehrig's 47, New York clouted over a hundred more round-trippers and had 125 more runs scored than the next highest club. They also posted the best marks in batting and slugging average (.307 and .489, respectively), triples, and walks.

Individually, the "Murderer's Row" line-up contained the leader in every key offensive category in the league except batting average and stolen bases. Centerfielder Earl Combs led in at bats (648), hits (231), and triples (23), along with a nifty .356 BA. Ruth was on top in—of course—home runs, runs scored (158), walks (138), and slugging average (.772!), while batting .356. Gehrig led in doubles (52), RBI's (175), and total bases (447), hitting .373!

Besides having Ruth in right field, Combs in center, and Gehrig at first base, the Yankees were solid at the other positions as well. At second was Tony "Poosh 'em Up" Lazzeri, one of the best clutch hitters in the game, who pounded out 18 homers with 102 RBI's and batted .309. Shortstop was in the capable hands of Mark Koenig, who had great range in the field and also hit .285. "Jumpin' Joe" Dugan at third base was an excellent glove man and a better hitter than his .269 average indicated. In left, Bob Meusel more than held his own alongside of Combs and Ruth with a .337 average, 102 RBI's, and 24 stolen bases; he also possessed a deadly accurate throwing arm. Only at catcher did the Yankees not field an outstanding player; but even here Pat Collins, Johnny Grabowski and Benny Bengough combined to drive in 71 runs. New York's line-up was particularly devastating in the late innings of a game, so much so that these onslaughts became known as "five o'clock lightning".

Overshadowed by the members of "Murderer's Row" was a very good pitching staff. The Yanks' 3.20 ERA was a full .71 below the next best White Sox' mark. Leading the way were two future Hall-of-Famers, Waite Hoyt and Herb Pennock.

Hoyt was tops in the league among starters with a 22-7 record and 2.63 ERA, while Pennock was not far behind with a 19-8 ledger and 3.00 ERA. The unsung hero of the staff was 30-year-old rookie Wilcy Moore, who had been languishing in the minors for the past six years. The sinker-ball was Moore's "outpitch", and he used it to great effect in his 50 appearances. Moore was 19-7 on the season, getting 13 of those wins and 13 saves as a reliever, while leading the league with a 2.28 ERA.

The only real competition of the '27 season was the home-run race between Ruth and Gehrig. By June 30, they were tied with 24 homers, and on August 15, Gehrig actually went ahead, 38 to 36. The duel went on into September, when the Babe began a simply incredible tear, belting out 17 round-trippers—seven in the last eight games—to eclipse his previous mark of 59 in 1921. Ironically, not that much was made of this record at the time, since many felt the Babe could do even better in future years. It is always interesting to read the sports section of one's daily newspaper when some hitter goes on a home-run spree at the start of a season—immediately his pace is compared to Ruth's. What is not mentioned as often in these comparisons is that the Bambino had to hit 24 homers in his last 42 games to reach 60!

After the Yanks destroyed a very good Pirate team in the Series, Pittsburgh scout Joe Devine remarked, "If they had played a hundred games, I honestly believe the Yankees would have won them all. That's how scared the Pittsburgh club was".

Special Situations:

Bengough—If he bats more than once in a game and hits a triple, roll dice again. Numbers 30-39 —reduce triple to 1+; numbers 10-29—allow *triple to stand.*

Gazella—If he bats more than once in a game and gets a hit, roll dice again. If no. 19, 32, 36, 37, 38 or 39 appears, treat as a ground out (G). If any other number appears, *the hit stands.*

Shawkey—If he pitches more than two innings in one game, reduce effectiveness 50% immediately; more than three—reduce 100%.

Moore—If he pitches more than five innings as a starter, reduce effectiveness 100% immediately. Disregard *Guidelines* (3) and (4). For example, no. (1) would read "... who hurls more than four innings in one game ...".

Defense—If more than two regulars are out of the lineup, change *E* number to 14.

*Shawkey and Giard may not start. ∎

	Regulars			
Player	AB	HR	RBI	AVG.
Lou Gehrig	584	47	175	.373
Tony Lazzeri	570	18	102	.309
Mark Koenig	526	3	62	.285
Joe Dugan	387	2	43	.269
Babe Ruth	540	60	164	.356
Earle Combs	648	6	64	.356
Bob Meusel	516	8	103	.337
Pat Collins	251	7	36	.275
	Reserves			
Benny Bengough	85	0	10	.247
Johnny Grabowski	195	0	25	.277
Cedric Durst	129	0	25	.248
Ray Morehart	195	1	20	.256
Mike Gazella	115	0	9	.278
Ben Paschal	82	2	16	.317
Julie Wera	42	1	8	.239
	Pitchers			

Pitcher	(S), (S/R), (R)	IP	W-L	Saves	E.R.A.
Wilcy Moore	(S/R)	213	19-7	13	2.28
Herb Pennock	(S)	210	19-8	2	3.00
George Pipgras	(S)	166	10-3	0	4.12
Waite Hoyt	(S)	256	22-7	1	2.64
Urban Shocker	(S)	200	18-6	0	2.84
Dutch Ruether	(S)	184	13-6	0	3.38
Myles Thomas	(S/R)	89	7-4	0	4.85
Bob Shawkey	(R)	44	2-3	4	2.86
Joe Giard	(R)	27	0-0	0	8.00

WAITE HOYT   WILCY MOORE   GEORGE PIPGRAS

HERBERT PENNOCK   URBAN SHOCKER   WALTER H. RUETHER

MYLES THOMAS   JOHN GRABOWSKI   ROBERT SHAWKEY
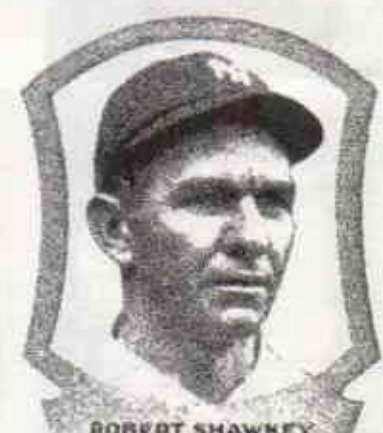
JOSEPH GIARD   WALTER BEALL   RAY MOREHART   JULIAN WERA

ALL-STAR REPLAY/PAGE 8

BOB MEUSEL JOE DUGAN ANTHONY LAZZERI
LOUIS GEHRIG GEO. H. RUTH EARLE COMBS
CEDRIC DURST MIKE GAZELLA BEN PASCHAL
BERNARD BENGOUGH MARK KOENIG PAT COLLINS

ALL-TIME ALL STAR BASEBALL — 10 YEARS LATER

THE GAME THAT EVOLVED INTO SUPERSTAR BASEBALL

By Bob Biscontini

In the spring of 1973, an attractive ad appeared in *Sports Illustrated* magazine. It featured two new baseball games—*Sports Illustrated* MAJOR LEAGUE BASEBALL, which was based upon the performances of current players during the previous season, and one called ALL-TIME ALL STAR BASEBALL. The latter reflected the performances of current and past players during their "prime" seasons.

On the Penn State campus, we, who had spent countless hours guiding Chuck Burkhart and the 1969 Nittany Lions to victory over the 1969 Texas Longhorns and other hated foes, were very familiar with SI games. The composite grade point average of the dorm floor would have been one grade level higher if *Sports Illustrated* COLLEGE FOOTBALL had not been invented.

SI BASEBALL was chosen and a check for ten dollars was sent to Darien, Ct. Instead of receiving the game which had been ordered, I received the ATAS game, along with a letter indicating that they were sold out of the current game, and that they would like me to try ATAS BASEBALL.

At the time, that move thrilled me as much as the discovery of mushrooms on my pepperoni pizza. As it turned out, I quickly became a lifetime fan of the game.

ATAS BASEBALL contained charts for the 16 original teams and the 25 "best" players to ever perform for that team. (See rosters.) Statistics between 1890-1971 were used and a brilliant man named David Neft received credit for designing the game. (Neft also is the co-author of the Sports Encyclopedia: Baseball which is, by far, the best baseball reference book on the market).

Each player's rating reflected a *composite* sketch of the performance during his prime. This, perhaps, is the game's most intriguing facet—Koufax at his best pitching to Ruth at *his* best. The composite approach could not have even been duplicated on the field.

Believe it or not, the ATAS game was not very popular at the time. This is difficult to comprehend, based upon the almost legendary aura that surrounds it now. Almost every issue of All-Star Replay has contained want ads for ATAS charts.

A very good article by James Gordon (my favorite contributor) in Vol. IV, No. 2 of ASR addresses the game in the respectful vain it deserves. That article, along with Bob Norgard's article in Vol IV, No. 1, induced me to share these thoughts and accomplishments with you.

As a result of legal complications, relating to the use of players' names, ATAS BASEBALL was discontinued. (To this day, I have never even seen one at a flea market). Subsequently, SUPERSTAR BASEBALL evolved.

Ninety-five players from ATAS were used to form American and National League All-Star teams. Only one new player, Tom Seaver, was added, and one card, that of Jackie Robinson, was erroneously copied from the charts.

The game, had the ATAS game never been developed, would have been great. Instead, although, in itself, SUPERSTAR BASEBALL is a good game, many game players were disappointed. They had finally discovered ATAS and now it was unavailable.

Meanwhile, SI games were now being developed and distributed by the Avalon Hill Game Company. SUPERSTAR BASEBALL fans exhorted the ASR editor at the time, Bruce Milligan, to encourage the development of new player cards for the game. In Vol. 1, No. 3, Milligan wrote, "After three months of struggling with the old *SI* formulas for the game (ATAS/SUPERSTAR BB), our computer expert suffered a moral breakdown and gave up. But we're still trying to decipher them (it's the pitcher formulas that are driving us batty), and if we ever do we will put out new teams."

Not because of any great endowment of intelligence, but mainly because I had acquired more credits in ATAS BASEBALL than I had in my academic major, I wrote to ASR. It was pointed out that, because I had studied the game carefully, I was able to develop statistically accurate player ratings. (As those who had tinkered with the charts already knew, the computer expert was right about the pitchers' charts.)

To condense a long story, the contract was awarded to me, based upon examples that I had sent. SET II, featuring 48 current stars, was added to SUPERSTAR BASEBALL. These cards reflected statistics through the 1978 season.

Although many game players were satisfied, I was not. There were still close to 300 "dormant" players from the original ATAS charts, who were not "performing" for anyone. Many current players included in SET II would not make the ATAS rosters.

Using my own formulas in conjunction with SI's original formula, I decided to update the original ATAS charts. The remainder of this article should create interest among the original, almost exclusive, ATAS fraternity.

Using statistics from 1972-1980 inclusive, the rosters were altered. (As Gordon pointed out, one of the keys to the game's attractiveness is the fact that it is "timeless.") New players were added, improvements were made and some original players had their charts revised in order to reflect performances in the '70s. Also, several of the players in SET II had their charts altered. A few players who, I felt, should have been among the 400 originals in the first place, were also added. In a sense, an updated version of ATAS emerged.

Each team, except the White Sox, was strengthened by additions and/or revisions. If the team would not be improved by a certain player, he was not added. (I tried to sneak one of my favorites, Mel

Stottlemyre, onto the Yankee staff, but he didn't make it.)

The new charts have already been developed and, although I prefer the chart form, it would be feasible to convert them into SUPERSTAR BASEBALL cards. Whenever necessary, cards could be revised or added in the same manner as TITLE BOUT cards. Revisions of an existing player's rating would be infrequent because once a "prime" rating has been established, most changes are minimal.

The revisions are listed below:

American League
A's—Cut—Shantz, Walberg, Earnshaw.
Add—Vida Blue, Rollie Fingers, Jim Hunter.

Three seldom used pitchers were deleted and two solid starters and one reliever were added. Blue and Hunter join Grove, Plank and Waddell to form a formidable starting rotation.

Browns/Orioles—Revise—charts of pitchers Cuellar and Palmer. Cuellar's control improves, whereas Palmer acquires a few more automatic outs while sacrificing some control.

Yankees—Cut—Hoyt, Lopat, Crosetti.
Add—Elston Howard, Ron Guidry, Sparky Lyle.

It must be considered a luxury when a team is able to "cut" a Hall of Famer (Hoyt). Guidry becomes one of the aces of the staff and Lyle provides much-needed left-handed relief. Howard, who platoons with Bill Dickey, should have been on the roster from the beginning. Yogi Berra, another Hall of Famer, becomes the game's most valuable "sub."

Red Sox—Cut—Dineen, Dobson, White, Culp, Cramer.
Add—Carlton Fisk, Fred Lynn, Jim Rice, Dick Radatz, Luis Tiant.

The Sox improve dramatically by adding a starting catcher, outfield depth, a number five starter and a reliever who should have appeared on the original chart. Radatz's control will give you indigestion, but he is fun to use.

Indians—Cut—Garcia
Add—Rick Waits
Revise—chart of Sam McDowell

I know, I know—if I had your attention up until now, I'm going to lose it. Permit me to explain.

This move was made because the Tribe staff contained only one lefty (McDowell). Although Waits is far from an all-time "great," he, and Al Smith (early '40s) are the number two lefty starters in Indian history. Waits was chosen because he is a current hurler.

McDowell's chart was slightly altered to better reflect (in my opinion) his performance.

Tigers—Cut—Rowe
Add—John Hiller

The Bengals make only one move, but it's a dandy. Added to the roster is one of the most under-rated players of all time. Hiller bolsters a mediocre starting rotation.

Senators/Twins—Cut—Leonard, Myer.
Add—Jim Lemon, Bert Blyleven.
Revise—chart of Rod Carew.

Blyleven becomes the number three man in a weak rotation. Myer was cut and Lemon added mainly because this team was quite vulnerable to lefty pitching. Carew's lifetime batting average increased significantly through the '70s, and this is reflected in his new chart. He also receives a defensive rating at first base. The team, unfortunately, still performs the way a Senator/Twin team is expected to perform.

National League
Pirates—Cut—Clarke, Law.
Add—Dave Parker, John Candelaria

Even though Parker is unable to crack this tough Pirate starting outfield, he rates an edge over Clarke. Law added nothing to a weak staff, whereas Candelaria now gives the Bucs three fairly-tough lefty starters.

Giants—Cut—Dark.
Add—Jim Ray Hart.

For some reason, I always liked Hart. When the Yanks picked him up in 1974, I thought it was great. Defensively, he is a rock, but, versus lefty pitching, he is tough. He should have replaced Dark originally.

Dodgers—Cut—Pfeffer, Casey, Gilliam.
Add—Dave Lopes, Charlie Hough, Andy Messersmith.

In the Gilliam-Lopes situation, the Dodgers sacrifice versatility to pick up speed. The pitching moves, however, bolster the staff significantly. Hough can cause ulcers with his poor control, but he is difficult to hit. Messersmith, while hurling for only three complete seasons for the Dodgers, earned a spot by pitching enough total innings. His effectiveness makes him the number two man in the rotation. Andy is the best *new* starter in the game.

Cubs—Cut—Root, Bush.
Add—Ken Holtzman, Bruce Sutter.

Although Root and Bush are both more effective pitchers than Holtzman, the move was made because the Cub staff contained only one lefty (Vaughn). Sutter is as tough (or tougher) as you would expect him to be.

Braves—Cut—Rudolph, Lowe.
Add—Ralph Garr, Phil Niekro.

Garr adds much-needed lefty punch to the Braves' lineup, but Niekro's contribution lies mainly in the addition of a better-known name.

Phillies—Cut—Farrell, Taylor, Fraser, Jones.
Add.Greg Luzinski, Mike Schmidt, Steve Carlton, Tug McGraw.
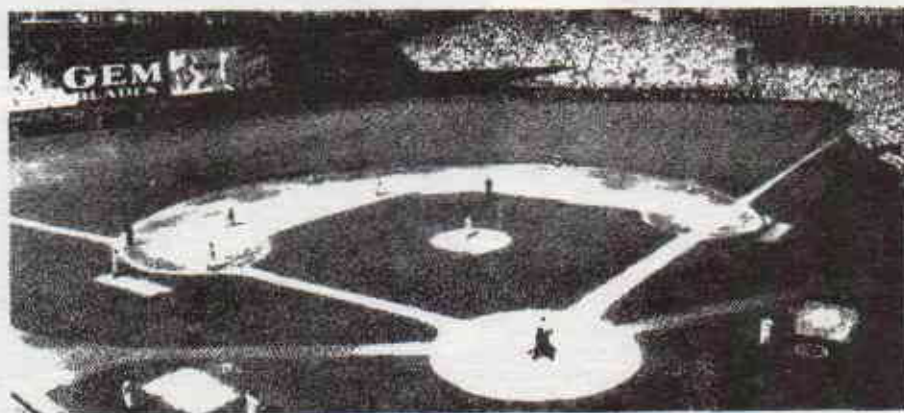
The Phillies were not a very bad team, but their roster contained some players who wouldn't make anyone else's roster. Depth was not a strong suit. Luzinski becomes a platoon player and Schmidt starts at either short or third. Carlton joins Alexander and Roberts in the rotation to give the Phils a tough 1-2-3. McGraw complements Konstanty very well in the bullpen, and overall, the Phils are a much-improved team. (McGraw was added to the Phils because the Mets do not have a team. This will be discussed later.)

Reds—Cut—Purkey, Donohue, Helms, Cardenas, Bell.

Add—Dave Concepcion, George Foster, Joe Morgan, Don Gullett, Gary Nolan.

Depth was not abundant with this outfit, either. However, the 20% facelift adds a "Big Red Machine" cast. (In the first game with the new roster, they were "one-hit" by Gibson.)

Concepcion and Morgan become starters and add punch where the Reds need it most. Foster platoons in the outfield. Gullett and Nolan will not dazzle the league, but they are better than Purkey and Donohue.

Cardinals—Cut—Sherdel, McCarver.
Add—Ted Simmons, Al Hrabosky.

Simmons platoons with Walker Cooper and Hrabosky complements McDaniel in the pen. The Cards and the Yanks are the game's best teams.

In the near future, it is probable that players such as Rich Gossage, Eddie Murray, Rickey Henderson and Fernando Valenzuela will be added.

At this time, I wish to address a few other issues which should be of interest to ALL-TIME ALL STAR BASEBALL fans.

ATAS fans will never be convinced that it is not the best baseball board game ever designed. The students of the game will also tell you that, with a few minor additions, it will never have a peer.

The major weakness of the game is that there is no "fatigue factor" built into the pitchers' ratings. Theoretically, a pitcher can hurl for 18 innings and not lose effectiveness. Also, better-defined guidelines for starters and relievers needed to be developed.

Pitchers' ratings were designed to simulate actual performances, *when pitchers are used realistically*. I have developed guidelines for starters, relievers and a simple "effectiveness reduction" formula, which will appear in a separate article either in this issue or a future ASR issue.

Hit-and-Run—Some game players have indicated that ATAS and SUPERSTAR BASEBALL need a hit-and-run chart. I do not feel that a separate chart is necessary, mainly because the hit-and-run play is "built into" the charts. The number of bases advanced on a single, as well as the "ground-out, runners advance" result, simulate hit-and-run type plays on individual charts. In other words, if a player was adept at executing the hit-and-run play, it is, for the most part, already reflected in his chart.

Expansion—Players such as George Brett, Nolan Ryan and Tom Seaver cannot be added to ATAS BASEBALL because expansion teams, for whom these players have performed, are not included in the game. Some people would like to include them.

First of all, the Royals, Mets, etc. cannot be added to the game mainly because they would have their "doors blown in" virtually

every time they took the field. Even the "oldest" expansion teams have only been around for 22 seasons. Their pool of talent is simply not large.

Other than the three mentioned above, there haven't been many true all-time all-stars playing for expansion teams. Carter, Winfield and Yount are a few quality players who would qualify.

My personal feeling is that, for the time being, these players should not be added to ATAS. If they were put into a pool and drafted by the existing teams, it would destroy the game's continuity.

The only possible solution would be to add one expansion team per league, using players from the A.L. and N.L. expansion teams. It would still be difficult for these teams to be competitive.

Injuries—The old SI Baseball rules contained general guidelines for injuries. Sometimes, table baseball games can suffer from "overkill" when it comes to injuries. In ATAS games, you don't want Babe Ruth to be injured. (You wouldn't conduct a Holmes/Cooney rematch if Cooney had a bad shoulder.) For this reason, I advocate the use of an injury factor as it relates to players who suffered *frequent* injuries (e.g. Mantle, Gullett).

In "Great Championship Teams" charts, that I have designed for SUPERSTAR or ATAS BASEBALL, I employed an injury factor only for those players who were injured for a significant amount of time.

These charts, incidentally, reflect the performances of teams such as the 1927 Yankees, 1955 Dodgers, 1976 Reds, etc. They will also be discussed in a future article. ■

ORIGINAL ALL-TIME ALL STAR BASEBALL ROSTERS
American League

A's	Elmer Valo	Dave Johnson	Jim Palmer	Mickey Mantle	Red Sox
Batters	**Pitchers**	Marty McManus	Milt Pappas	Roger Maris	**Batters**
Frank Baker	Chief Bender	Boog Powell	Jack Powell	Gil McDougald	Doc Cramer
Max Bishop	Jack Coombs	Brooks Robinson	Urban Shocker	Bob Meusel	Joe Cronin
Bert Campaneris	George Earnshaw	Hank Severeid	Dick Hall	Phil Rizzuto	Dom DiMaggio
Mickey Cochrane	Lefty Grove	Burt Shotton	Stu Miller	Red Rolfe	Bobby Doerr
Jimmy Dykes	Eddie Plank	George Sisler	**Yankees**	Babe Ruth	Rick Ferrell
Jimmie Foxx	Eddie Rommel	Vern Stephens	**Batters**	**Pitchers**	Billy Goodman
Frankie Hayes	Bobby Shantz	Jack Tobin	Yogi Berra	Jack Chesbro	Harry Hooper
Reggie Jackson	Rube Waddell	Gus Triandos	Hal Chase	Whitey Ford	Jackie Jensen
Bob Johnson	Rube Walberg	Bobby Wallace	Earle Combs	Lefty Gomez	Frank Malzone
Eddie Joost		Sammy West	Frankie Crosetti	Waite Hoyt	Johnny Pesky
Stuffy McInnis	**Browns/Orioles**	Ken Williams	Bill Dickey	Ed Lopat	Rico Petrocelli
Bing Miller	**Batters**	**Pitchers**	Joe DiMaggio	Herb Pennock	Pete Runnells
Wally Moses	Paul Blair	Steve Barber	Lou Gehrig	Allie Reynolds	Reggie Smith
Danny Murphy	Harlond Clift	Mike Cuellar	Joe Gordon	Red Ruffing	Sammy White
Al Simmons	Baby Doll Jacobson	Dave McNally	Tony Lazzari	Bob Shawkey	Ted Williams

Carl Yastrzemski

Pitchers
Ray Culp
Bill Dinneen
Joe Dobson
Dutch Leonard
Carl Mays
Mel Parnell
Joe Wood
Cy Young
Ellis Kinder

Indians
Batters
Earl Averill
Bobby Avila
Lou Boudreau
Ray Chapman
Rocky Colavito
Larry Doby
Elmer Flick
Jim Hegan
Joe Jackson
Ken Keltner
Nap Lajoie
Steve O'Neill
Al Rosen
Joe Sewell
Tris Speaker
Hal Trosky
Pitchers
Stan Coveleski
Bob Feller
Wes Ferrell
Mike Garcia
Mel Harder
Addie Joss
Bob Lemon
Sam McDowell
Early Wynn

Tigers
Batters
Ray Boone
Donnie Bush
Norm Cash
Ty Cobb
Sam Crawford
Bill Freehan
Charlie Gehringer
Hank Greenberg
Harry Heilmann
Al Kaline
George Kell
Harvey Kuenn
Dick McAuliffe
Birdie Tebbets
Bobby Veach
Rudy York
Pitchers
Tommy Bridges
Jim Bunning
Wild Bill Donovan
Mickey Lolich
Denny McLain
George Mullin
Hal Newhouser
Schoolboy Rowe
Dizzy Trout

Twins/Senators
Batters
Earl Battey
Rod Carew
Goose Goslin
Harmon Killebrew
Buddy Lewis
Heinie Manush
Clyde Milan
Buddy Myer
Tony Oliva
Sam Rice
Muddy Ruel
Roy Sievers
Cesar Tovar
Cecil Travis
Mickey Vernon
Eddie Yost
Pitchers
General Crowder
Walter Johnson
Jim Kaat
Dutch Leonard
Firpo Marberry
Camilo Pascual
Jim Perry
Tom Zachary
Al Worthington

White Sox
Batters
Luis Aparicio
Luke Appling
Eddie Collins
Bibb Falk
Nellie Fox
Willie Kamm
Joe Kuhel
Jim Landis
Sherm Lollar
Bill Melton
Minnie Minoso
Johnny Mostil
Ray Schalk
Earl Sheely
Buck Weaver
Taffy Wright
Pitchers
Eddie Cicotte
Dick Donovan
Red Faber
Ted Lyons
Billy Pierce
Ed Walsh
Doc White
Hoyt Wilhelm
Wilbur Wood

National League

Pirates
Batters
Matty Alou
Smokey Burgess
Max Carey
Fred Clarke
Roberto Clemente
George Grantham
Dick Groat
Ralph Kiner
Bill Mazeroski
Manny Sanguillen
Willie Stargell
Pie Traynor
Arky Vaughan
Honus Wagner
Lloyd Waner
Paul Waner
Pitchers
Babe Adams
Wilbur Cooper
Ray Kremer
Vernon Law
Sam Leever
Deacon Phillippe
Rip Sewell
Jesse Tannehill
Roy Face

Giants
Batters
Bobby Bonds
Roger Bresnahan
Orlando Cepeda
Al Dark
George Davis
Larry Doyle
Travis Jackson
Fred Lindstrom
Willie Mays
Willie McCovey
Irish Meusel
Chief Meyers
Mel Ott
Bill Terry
Mike Tiernan
Ross Youngs
Pitchers
Carl Hubbell
Sal Maglie
Juan Marichal
Rube Marquard
Christy Mathewson
Joe McGinnity
Art Nehf
Gaylord Perry
Amos Rusie

Dodgers
Batters
Dolf Camilli
Roy Campanella
Billy Cox
Tommy Davis
Carl Furillo
Jim Gilliam
Babe Herman
Gil Hodges
Jimmy Johnston
Pee Wee Reese
Jackie Robinson
John Roseboro
Duke Snider
Dixie Walker
Zack Wheat
Maury Wills

Pitchers
Don Drysdale
Burleigh Grimes
Sandy Koufax
Don Newcombe
Jeff Pfeffer
Nap Rucker
Dazzy Vance
Hugh Casey
Ron Perranoski

Cubs
Batters
Cap Anson
Ernie Banks
Phil Cavaretta
Kiki Cuyler
Johnny Evers
Stan Hack
Gabby Hartnett
Billy Herman
Johnny Kling
Andy Pafko
Ron Santo
Hank Sauer
Riggs Stephenson
Joe Tinker
Billy Williams
Hack Wilson
Pitchers
Three Finger Brown
Guy Bush
Clark Griffith
Ferguson Jenkins
Claude Passeau
Ed Reulbach
Charlie Root
Hippo Vaughn
Lon Warneke

Braves
Batters
Hank Aaron
Joe Adcock
Felipe Alou
Wally Berger
Rico Carty
Jimmy Collins
Del Crandall
Hugh Duffy
Bob Elliot
Herman Long
Bobby Lowe
Rabbit Maranville
Eddie Mathews
Felix Millan
Fred Tenney
Joe Torre
Pitchers
Ed Brandt
Bob Buhl
Lew Burdette
Kid Nichols
Dick Rudolph
Johnny Sain
Warren Spahn
Lefty Tyler
Vic Willis

Phillies
Batters
Richie Allen
Richie Ashburn
Dave Bancroft
Spud Davis
Ed Delahanty
Del Ennis
Bill Hallman
Billy Hamilton
Granny Hamner
Willie Jones
Chuck Klein
Tony Taylor
Roy Thomas
Sam Thompson
Cy Williams
Jimmie Wilson
Pitchers
Grover Alexander
Chick Fraser
Al Orth
Robin Roberts
Chris Short
Curt Simmons
Tully Sparks
Dick Farrell
Jim Konstanty

Reds
Batters
Gus Bell
Johnnie Bench
Leo Cardenas
Heinie Groh
Tommy Helms
Ted Kluszewski
Ernie Lombardi
Lee May
Frank McCormick
Roy McMillan
Bid McPhee
Tony Perez

Vada Pinson
Frank Robinson
Pete Rose
Edd Roush
Pitchers
Duke Derringer
Pete Donohue
Red Lucas
Dolf Luque
Jim Maloney
Bob Purkey
Eppa Rixey
Bucky Walters
Clay Carroll

Cardinals
Batters
Jim Bottomley
Ken Boyer
Lou Brock
Walker Cooper
Curt Flood
Frankie Frisch
Chick Hafey
Rogers Hornsby
Marty Marion
Pepper Martin
Tim McCarver
Joe Medwick
Johnnie Mize
Stan Musial
Red Schoendienst
Enos Slaughter
Pitchers
Harry Brecheen
Mort Cooper
Dizzy Dean
Bob Gibson
Jesse Haines
Larry Jackson
Slim Sallee
Bill Sherdel
Lindy McDaniel

REAL BALLPLAYERS DON'T EAT QUICHE!

EXPERIENCES OF A SUPERSTAR BASEBALL LEAGUE IN CANADA

BY BOB NORGARD

BABE RUTH HITS 60 HOMERS, DRIVES IN 156! HORNSBY RUNS AWAY WITH BATTING CROWN! RELIEF ACE LEFTY GROVE CHALKS UP 33 VICTORIES AND 41 SAVES! PETE ALEXANDER WINS 36 GAMES AND IS TOPS IN ERA! KOUFAX FANS 378 HITTERS! SHORT-STOP WAGNER OUT-STEALS COBB, 271-206!

Did these headlines come from a yellowed sports page of the past? No, it's a factual report of an All-Star Replay that took place over a three-year stretch in an up-to-now obscure SUPERSTAR BASEBALL league in Canada!

Every year in the shank of the Ontario summer, the members of the TORONTO SUPERSTAR BASEBALL LEAGUE (TSBL) choose up sides for another season of the great American pastime. Hats off to these noble lads who answered my call for final averages to use as a basis for the drafting of players in SUPERSTAR BASEBALL ("Diamond Dust," Volume IV, Number 1 of ALL-STAR REPLAY).

In particular my thanks to league statistician Steven Lloyd of Willowdale who supplied me with composite batting and pitching records of 173 players as they performed through seven seasons of the TSBL in Toronto!

This six-team league, which is active during the winter months, has two seasons per winter—one from August to December, another from January to April. Each season consists of 30 games—three at home and three away against each opponent —and a two-tier playoff format. The seasons run about 14 weeks, with each team playing an average of three games on Tuesday nights and about three Tuesdays of playoffs.

Every season begins with a grueling cutthroat draft of players, as all teams start from scratch each year. The original 96 players in SUPERSTAR BASEBALL and most of the 48 modern all-stars in SUPERSTAR—SET II form the nucleus of the basic TSBL roster. For added interest they have added one, two or three "rookies" each season—recruited from the old ALL-TIME ALL-STAR BASEBALL game (ATAS), which means you will find stats for about two dozen players for whom there are presently no Avalon Hill cards.

In addition, some pitchers (Gaylord Perry for example) were converted to relievers to bring about a better balance among the six pitching staffs. The made-up cards and effected pitchers are noted in the stats.

The six ball clubs in the TSBL are the Warlords (three-time champions) Stompers (two-time champs), Grizzlies (one championship and FIVE World Series losses), Monarchs (one championship), Triumphs and Clippers. The latter two are comparatively new expansion teams.

Up to now we could only guess about the results those little player cards and crazy game dice would produce over an extended period of play. But here at last are composite statistics gathered from more than 210 ball games and the participation of six teams in SUPERSTAR BASEBALL!

The composite TSBL batting average is .259, which is a higher average than over half of the random samplings I took from the turn of the 20th century through 1978 for both the American and National League. I found some league averages that were lower and some that were higher than those I listed. During the '20s and '30s the overall averages were consistently above the .280 mark, but they took a drop during the war years and on up to the present, they haven't been able to match the glory years of baseball. But I decided to take a sample from each decade. I wouldn't be surprised if the TSBL's .259 figure isn't reasonably close to the all-time major league composite average.

There are some surprises here. With a few exceptions, the individual batting averages are down and the strikeouts and stolen bases are up. Most of the game's most talented hitters fell short of their lifetime

averages. Paul Waner, although he has appeared in fewer games than some of his cohorts in the Canadian circuit (321 AB's) is minus 101 points. Such Hall-of-Famers as Cochrane, Eddie Collins and Ted Williams—all with more than 700 at bats—are minus 46, 60 and 64 points, respectively. DiMaggio and Dickey—each with more than 500 plate appearances—are down 60 *percentage points or more*, and Tris Speaker, who has lugged the wood to the plate 886 times in the TSBL, is 82 points below his career average of .344.

Shoeless Joe Jackson—surpassed only by Cobb and Hornsby in lifetime batting average, hit only .253.

What SUPERSTAR BASEBALL took away from Joe Jackson in the batting average department, it more than made up for in base stealing. In his most successful year of burglary with Cleveland he stole only 35 bases, but in a limited number of TSBL outings he made good on 93 steals. More discrepancies include Wagner's 217. This greatest of all shortstops was fast, but his personal high for one season was 81 in 1910 and 286 in 21 big league seasons. The TSBL managers are really giving their speedsters the green light.

Getting back to the hitting, not *all* the bats are silent. Among those who failed to fall victim to the SUPERSTAR BASEBALL scythe were George Sisler, who matched his astonishing fielding with phenomenal hitting—minus only 10 points below his lifetime average; Stuffy McInnis—who played first base on Connie Mack's "hundred-thousand-dollar" infield—is minus only 5, and one of the five TSBL regulars who is hitting over the .300 mark; and third baseman Ken Boyer (544 AB's) is hitting .287—the same average he left in the record book when he hung up his spikes in 1969 after 15 years in the big leagues.

There are many other analogies. Hornsby —sure-handed fielder and tops among all *right-handed sluggers*—won five batting championships in succession with marks of .397, .401, .384, .424 (highest in modern major league history), and .403. And Rajah (at .336) leads the TSBL—26 points ahead of Sisler.

What a coincidence Babe Ruth should hit his 60th homer before these figures were compiled! True, the Bambino required 829 at bats in the TSBL compared with only 540 with the 1927 Yankees (that's one

SUPERSTAR BASEBALL COMPOSITE BATTING AVERAGES

PLAYER	AB	H	2B	3B	HR	HR%	R	RBI	BB	SO	SB	BA	SLG
Thurman Munson	53	18	4	0	4	7.5	6	12	5	3	0	.340	.641
Rogers Hornsby	821	276	44	14	41	5.0	117	136	52	103	13	.336	.574
Tony Oliva	198	63	15	5	1	0.9	18	21	11	25	12	.318	.460
George Sisler	787	244	21	13	7	0.9	107	84	54	101	193	.310	.396
Babe Ruth	829	253	44	4	60	7.2	124	156	72	151	4	.305	.585
Stuffy McInnis	366	111	13	2	3	0.8	65	30	28	38	105	.303	.374
Zack Wheat	110	33	2	2	1	0.9	9	14	10	11	2	.300	.382
Ty Cobb	854	255	30	18	10	1.2	118	62	55	135	206	.299	.411
Nap Lajoie	816	240	45	16	5	0.6	88	72	59	93	109	.294	.407
George Foster	295	86	15	4	9	3.0	30	31	19	51	0	.292	.461
George Scott	148	43	9	3	3	2.0	15	18	16	23	0	.291	.453
Luke Appling	110	32	4	4	0	0.0	5	8	3	14	3	.291	.400
Honus Wagner	905	262	46	13	10	1.1	144	81	55	115	217	.290	.402
Dave Parker	259	75	9	3	10	3.9	31	26	15	47	1	.290	.463
Lou Gehrig	795	228	34	3	37	4.6	92	116	58	106	1	.287	.477
Ken Boyer	544	157	13	6	21	3.9	60	74	34	71	10	.287	.450
Bill Terry	637	182	29	7	9	1.4	58	83	31	76	10	.286	.396
Tony Lazzeri	28	8	1	1	0	0.0	2	3	4	6	0	.286	.393
Hank Aaron	775	220	31	8	29	3.7	92	108	53	107	41	.284	.457
Greg Luzinski	74	21	4	0	4	5.4	9	9	6	12	0	.284	.500
Johnny Mize	291	82	7	4	7	2.4	30	30	30	35	0	.282	.405
Charley Gehringer	750	211	33	6	15	2.0	87	98	47	95	17	.281	.401
Roberto Clemente	737	207	13	12	15	2.0	77	82	48	125	43	.281	.392
Ted Williams	790	221	41	6	32	4.0	107	109	54	123	1	.280	.468
John Mayberry*	482	135	16	5	11	2.3	58	57	30	54	45	.280	.402
Ed Roush	741	207	27	11	2	0.3	98	66	50	76	111	.279	.354
George Kell	545	150	22	3	2	0.4	46	57	39	47	14	.275	.338
Mickey Cochrane	770	211	31	2	19	2.5	85	76	53	94	5	.274	.394
Eddie Collins	711	195	21	8	3	0.4	91	66	56	80	139	.274	.339
Al Simmons	641	175	30	8	17	2.3	81	80	49	90	0	.273	.424
Hank Greenberg	561	153	26	7	31	5.5	69	80	32	87	0	.273	.510
Earl Averill	381	104	23	7	8	2.1	31	41	15	49	3	.273	.433
Reggie Jackson	366	100	15	0	16	4.4	46	43	28	77	10	.273	.445
Willie Mays	811	220	21	13	32	3.9	113	95	50	100	114	.271	.448
Ken Williams	690	186	21	9	25	3.6	86	94	45	92	11	.270	.435
Arky Vaughan	610	165	23	7	7	1.1	54	65	37	75	0	.270	.366
Stan Musial	644	173	20	7	22	3.4	81	74	49	91	14	.269	.424
Lou Boudreau	536	144	21	1	4	0.7	38	42	30	58	0	.269	.341
Toby Harrah	52	14	0	1	0	0.0	12	8	2	7	24	.269	.308
Rod Carew	524	140	19	2	4	0.8	64	38	29	71	92	.267	.334
Tris Speaker	886	232	46	7	9	1.0	97	92	61	94	110	.262	.360
Frank Robinson	294	77	12	5	8	2.7	35	41	25	33	1	.262	.418
Lou Brock	191	50	6	3	3	1.5	45	10	16	32	85	.262	.372
Tim McCarver*	134	35	4	1	1	0.7	14	10	7	21	2	.261	.328
Mickey Mantle	682	177	19	3	31	4.5	78	85	47	130	67	.260	.433
Joe DiMaggio*	538	140	12	9	21	3.9	54	67	49	82	0	.260	.433
Joe Morgan	640	166	23	4	14	2.9	92	65	31	94	145	.259	.373
Brooks Robinson	425	110	12	3	10	2.3	38	42	26	40	1	.259	.372
Ralph Kiner*	453	116	11	3	26	5.7	53	63	40	87	0	.256	.466
Joe Torre*	234	60	9	1	3	1.3	35	20	17	66	0	.256	.342
Maury Wills*	547	139	17	4	1	0.2	85	28	51	82	168	.254	.305
Bobby Murcer*	138	35	3	0	3	2.2	12	19	3	40	0	.254	.341
Bill Dickey	522	132	16	1	10	1.9	56	44	33	62	0	.253	.345
Joe Jackson	462	117	20	8	3	0.6	58	48	31	59	93	.253	.351
Willie McCovey	219	55	8	0	12	5.5	23	27	15	45	0	.251	.452

homer in every 11.76 at bats), but, as batting averages shrink somewhat due to the superior pitching in SUPERSTAR BASEBALL, so does the frequency of the home run. In the TSBL, Ruth has connected every 13.82 at bats on the average. That would be good enough for third highest in home run frequency among all the big league sluggers!

The Babe is Number One in SUPERSTAR BASEBALL, sweeping all the slugging divisions—Homers, HR frequency, Runs scored, runs batted in, and slugging average! And he frightened the pitchers so much that he was walked more than any other player in the TSBL. He even *struck out* more than anyone else. The team with Ruth in the lineup has a definite offensive edge. I've often wondered why Babe's pitching stats weren't included in the ATAS or SUPERSTAR BASEBALL games. In his first three full seasons with the Red Sox, Babe won 56 games and he became one of the best pitchers in baseball.

The TSBL's pitching records are so outstanding one wonders how the hitters got on base as often as they did! Lefty Grove (strictly a fast-baller at first with the Athletics, later on learning how to use all the other pitches) was used mostly in relief in the TSBL and had an incredible 41 saves while amassing a 33-19 won-lost record!

Pete Alexander has the same uncanny control in SUPERSTAR BASEBALL he displayed with the Phillies and the Cubs from 1911 to 1925; Sandy Koufax displays the same ability to strike out opposing batters as he did in his relatively brief big-league career with the Dodgers; and Walter Johnson—whose fast ball was a blur—has the best completed-game ratio of all the pitchers in the TSBL. Cy Young, who left behind him the all-time winning record of 511 major-league victories, and young Mike Marshall, who had the benefit of a TSBL home-made player card, round out the top five pitchers in the stats of the Canadian league.

Some of the more modern pitchers in the majors made a fine showing in the TSBL's "Toughest To Homer Against" department—Mike Marshall, Sam McDowell, J.R. Richard, for example, proving their craftiness in denying the long ball to the awsome sluggers in the SUPERSTAR lineups. It's a seldom-seen statistic, but one that would-be managers would do well to study before deciding on which guy to bring in from the bullpen with men on base.

Frankie Frisch	845	211	30	11	11	1.3	102	65	51	95	156	250	350
Gabby Hartnett	663	166	31	3	21	3.2	59	80	49	89	0	250	401
Chick Hafey	537	134	24	6	9	1.7	46	50	36	91	1	250	.367
Larry Bowa	60	15	2	0	0	0.0	8	4	9	8	13	250	283
Mel Ott	574	143	24	2	24	4.2	61	75	32	81	1	249	423
Duke Snider	433	108	12	3	15	3.5	45	51	26	89	3	249	395
Fred Lynn	319	79	16	7	10	3.1	40	36	20	54	1	248	436
Pie Traynor	728	178	18	6	4	0.5	66	61	58	82	13	245	302
Jimmie Foxx	593	145	12	8	23	3.9	68	64	51	110	0	245	408
Carlton Fisk	179	43	9	0	3	1.7	15	11	9	36	2	242	341
Rico Carty*	396	95	14	5	8	2.0	32	30	24	47	0	240	361
Al Rosen*	188	45	9	0	4	2.1	15	24	7	26	0	239	351
Larry Hisle	180	43	2	1	6	3.3	26	15	17	37	26	239	361
Carl Yastrzemski	273	65	4	0	11	4.3	32	29	20	48	2	238	374
Phil Rizzuto	160	38	2	2	0	0.0	14	5	12	18	7	.238	275
Frank Baker	76	18	3	1	0	0.0	9	9	4	8	14	237	303
Pee Wee Reese	557	131	18	1	5	0.9	51	44	45	94	56	235	298
Orlando Cepeda	162	38	4	1	9	5.5	14	26	10	30	0	235	438
Harry Heilmann	321	75	16	6	8	2.5	28	40	19	40	0	234	396
Luis Aparicio	767	178	19	4	2	0.3	73	54	42	84	132	.232	275
Paul Waner	393	91	6	8	1	0.2	32	33	20	43	11	232	295
Eddie Mathews	284	66	7	4	15	5.3	33	50	15	48	1	232	444
Ron Santo	139	32	3	0	3	2.6	16	13	7	17	0	230	.317
Mike Schmidt	201	46	6	0	11	5.5	23	21	14	47	3	229	423
Gil Hodges	408	93	11	0	11	2.7	33	41	32	78	0	.228	336
Al Kaline	193	44	5	1	1	0.5	14	13	16	21	2	228	280
Roy Campanella	604	137	16	2	16	2.6	56	74	37	88	0	227	339
Jackie Robinson	471	107	12	7	8	1.7	53	45	39	58	70	227	333
Joe Gordon	453	103	16	2	16	3.5	48	56	31	67	12	227	377
Ray Schalk	317	72	5	1	1	0.3	24	21	16	41	12	227	259
Willie Stargell	225	51	8	0	12	5.3	19	31	12	48	0	.227	422
Billy Cox	107	24	6	2	0	0.0	4	8	2	12	1	226	318
Yogi Berra	374	84	11	1	8	2.1	25	30	20	38	0	.225	324
Pete Rose	208	46	6	2	1	0.5	23	14	10	30	9	221	284
Sam Rice	88	19	4	0	1	1.1	4	6	5	9	1	216	295
Ted Simmons	266	57	7	0	2	0.5	15	30	22	41	0	214	263
Ernie Banks	339	72	3	0	17	5.0	38	41	28	58	1	.212	372
Kiki Cuyler	104	22	0	0	0	0.0	8	3	7	13	14	212	212
Mickey Rivers	33	7	0	0	0	0.0	20	1	2	5	47	212	212
Bill Madlock	91	19	1	0	2	2.2	7	11	10	15	2	.209	286
Ron LeFlore	106	22	2	1	0	0.0	24	1	8	16	45	208	245
Johnny Bench	228	46	3	0	9	3.9	22	24	16	51	0	.202	333
Carney Lansford*	119	24	2	0	4	3.4	12	7	9	17	13	202	319
Steve Garvey	217	43	7	0	2	0.9	14	14	13	31	0	.198	258
Bert Campaneris	179	35	4	0	2	1.1	38	14	14	26	67	.196	251
Red Schoendienst	67	13	3	0	0	0.0	0	7	6	12	0	194	239
Frank Howard	31	6	0	0	1	3.2	1	4	1	6	0	.194	290
Joe Cronin	145	26	6	1	0	0.0	11	2	5	20	0	.179	234
Tony Perez	17	3	0	0	0	0.0	1	0	1	5	0	176	176
Harmon Killebrew	194	32	4	1	4	2.1	9	12	8	39	0	.165	258
Bob Bailor*	168	27	9	2	1	0.6	48	6	0	18	82	.161	256
Graig Nettles	119	18	0	0	2	1.7	6	9	5	16	0	.151	202
George Brett	40	6	1	0	0	0.0	0	1	2	5	0	.150	175
Dave Concepcion	41	6	2	0	0	0.0	8	2	3	6	14	.146	195
Roger Maris*	106	14	4	0	1	0.9	10	14	13	34	0	.132	198
Don Money	82	10	2	0	1	1.2	4	4	8	19	0	.122	183
Pete Runnels	30	2	0	1	0	0.0	2	1	3	3	1	067	133
Hack Wilson	24	1	0	0	0	0.0	0	2	0	3	0	042	042

COMPOSITE LEAGUE BATTING AVERAGE 259

*Not included in SUPERSTAR card set

SUPERSTAR BASEBALL COMPOSITE PITCHING RECORDS

PITCHER	W	L	PCT	ERA	GS	CG	IP	H	BB	SO	Sho	SV
Grover Alexander (R)	36	20	643	2.28	5	5	548	431	107	275	0	30
Mike Marshall* (R)	25	11	694	2.37	0	0	346	263	72	329	0	19
Walter Johnson	25	19	568	2.38	48	41	413	347	100	237	5	0
Lefty Grove (R)	33	19	635	2.48	2	1	529	414	122	321	0	41
Cy Young	16	16	500	2.61	43	21	314	294	44	146	1	0
Ed Walsh (R)	19	9	679	2.67	0	0	263	235	55	177	0	21
Hal Newhouser	23	9	.719	2.71	5	0	289	254	63	145	0	15
Sandy Koufax	20	24	455	2.77	46	33	389	331	77	378	6	0
Rube Marquard*	6	3	667	2.81	12	6	99	79	19	49	1	0
Carl Hubbell (R)	34	19	642	2.86	1	1	425	398	65	199	0	24
Christy Mathewson	23	22	511	2.88	49	35	426	370	81	222	3	0
John Hiller* (R)	21	11	656	3.00	0	0	240	234	50	102	0	9
Juan Marichal	23	16	589	3.02	47	26	345	302	52	213	4	0
Sam McDowell*	5	5	.500	3.03	14	6	107	103	56	85	0	0
Dizzy Dean (R)	11	14	440	3.05	0	0	343	320	61	194	0	14
Robin Roberts	13	13	.500	3.10	41	9	232	221	35	95	2	1
Bob Gibson	17	17	500	3.25	43	20	322	311	89	225	1	0
Roy Face (R)	7	8	.467	3.30	0	0	98	97	16	48	0	4
Andy Messersmith	13	7	650	3.39	38	9	218	206	100	153	2	1
Three-Finger Brown (R)	22	12	647	3.41	2	1	254	236	35	115	0	10
Goose Gossage* (R)	9	9	500	3.41	0	0	171	156	77	195	0	12
Kid Nichols	16	23	410	3.47	45	28	350	355	53	102	4	0
Joe McGinnity	5	8	.385	3.47	27	1	119	130	29	30	0	0
Stan Coveleski	2	4	.333	3.50	19	2	69	75	19	14	0	0
John Candeleria	4	13	235	3.55	34	3	165	172	34	81	0	0
Hippo Vaughn	13	16	448	3.57	44	13	272	269	82	129	1	0
Jim Palmer	4	4	500	3.58	31	0	101	105	35	47	0	0
Ferguson Jenkins	1	4	.250	3.61	11	0	42	42	3	22	0	0
Red Faber	5	9	357	3.71	34	0	133	151	30	38	0	0
Whitey Ford	13	17	433	3.72	42	4	210	237	54	103	1	0
Charlie Hough (R)	5	9	357	3.78	0	0	112	115	71	75	0	1
Rod Guidry	19	18	.513	3.80	44	20	308	292	112	220	2	0
Warren Spahn	11	14	440	3.81	43	13	274	306	49	109	1	0
Early Wynn	8	11	421	3.81	38	6	191	178	62	98	0	0
Chief Bender (R)	5	4	.555	3.86	2	0	75	83	23	40	0	1
Clark Griffith	0	2	000	3.88	20	0	63	76	11	20	0	0
Frank Tanana	11	7	614	3.90	32	4	166	183	37	84	0	0
Vida Blue	1	8	.111	3.93	19	1	94	99	28	48	0	0
Eddie Plank	11	8	.579	4.09	40	1	180	203	39	104	1	0
Don Sutton	3	2	.400	4.15	15	2	52	63	15	27	0	0
Lefty Gomez*	3	3	.500	4.21	15	2	88	92	18	32	1	0
Rube Waddell	14	17	.452	4.25	50	7	248	269	91	117	0	0
Hoyt Wilhelm (R)	10	8	.555	4.25	0	0	138	149	36	98	0	7
Rollie Fingers (R)	7	4	.636	4.39	0	0	70	71	14	37	0	3
Gaylord Perry (R)	0	2	000	4.55	1	0	55	73	17	28	0	2
Jim Kern* (R)	4	3	.571	4.56	0	0	73	82	17	51	0	0
Mike Cuellar	5	10	.333	4.61	30	3	121	142	41	63	0	0
Don Drysdale	4	10	.286	4.61	20	0	90	118	16	48	0	0
Catfish Hunter	1	4	250	4.82	8	1	28	36	16	12	0	0
Nolan Ryan	4	10	.286	5.04	21	3	125	127	66	112	0	0
Don Stanhouse* (R)	5	4	.555	5.05	0	0	57	66	16	28	0	4
Bob Feller	7	15	.318	5.08	39	8	213	248	90	159	1	0
Tom Seaver	3	12	200	5.11	26	2	123	147	36	75	0	0
Lew Burdette*	1	6	.142	5.12	12	1	58	78	12	46	1	0
Jim Richard	1	9	.100	5.51	13	2	65	69	35	44	0	1
Sparky Lyle (R)	2	5	.286	5.57	0	0	52	62	17	18	0	0
Tug McGraw (R)	8	7	.533	5.72	0	0	112	154	51	63	0	5
Bob Lemon	6	15	286	5.77	43	2	158	193	63	63	0	0
Steve Carlton	6	20	231	6.20	37	1	160	221	60	74	0	0
Bruce Sutter* (R)	1	2	.250	6.28	0	0	29	31	19	17	0	0

*: Not included in SUPERSTAR card set
(R): Indicates pitcher was used mostly in relief roles

Sometimes I think we could emphasize the defensive part of the game more than we do. Yet the absence of Fielding Averages is of no great consequence because they seldom reflect a player's real defensive ability.

For example, in the *Baseball Encyclopedia's* listing of Life-time Fielding Leaders, the names of Joe DiMaggio, Tris Speaker, Willie Mays and a host of other all-time greats cannot be found among the top 15. Nor is the exquisite-fielding George Sisler and a host of other glove wizards among the leaders in the fielding percentages.

SUPERSTAR BASEBALL *does* have a built-in defensive system by which each team benefits as a whole from outstanding glove ratings on the player cards, and likewise is hindered by some of the more modest rating numbers of players with less defensive abilities. The SUPERSTAR BASEBALL "DR" ranges from minus one or two points to plus several points. Shortstop Hans Wagner has the highest marks of any I've come across—he's +17 at short, and is rated very highly at several other positions. The total of all nine players' DR points is a factor—but not a substantial one—in determining the number of Automatic Outs that can be recorded against opposing hitters.

On the very day this article was ready for the printers, I learned that the TSBL had survived its eighth season and has added a seventh ball club.

If more of these Composite Batting & Pitching Stats for Superstar Baseball would be helpful, why not drop a card or letter to the ASR Editor, or to myself if you wish. I believe a follow-up article concerning the doings of the TSBL would help even further in settling the dust, as it will include the updated statistics for batters and pitchers, and the part that pinch-hitters play in SUPERSTAR BASEBALL.

Thanks again to the members of the TORONTO SUPERSTAR BASEBALL LEAGUE, progressing very nicely I hear, in their ninth season. ∎
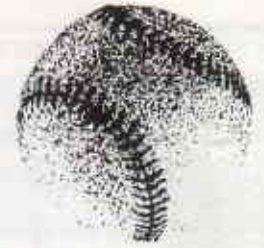
MORE PENNANT RACE!
OR, HOW TO BE JUST LIKE GEORGE STEINBRENNER!
BY JOSEPH BALKOSKI

In this, the first of two articles concerning Avalon Hill's brand new baseball "campaign" game PENNANT RACE, the game mechanics will be expanded to cover the amazing world of major league baseball finance. These additional rules will be illustrated by an in-house "Series Replay" in the next issue of ASR, which is currently in progress among the staffers here at our AH offices in downtown Baltimore. Our eight participants are in the process of learning the true meaning of "the agony and the ecstasy," as they wheel and deal in players and money in a detailed re-creation of the '82 baseball season. But more on that later on in this article and in the next issue.

For the Avalon Hill PENNANT RACE league, a certain number of rules modifications are being employed that make the game even more realistic. When a second edition rules booklet is done (probably with the 1983 Roster Booklet), these modifications will become official AH rules, so do not hesitate to employ them in your PENNANT RACE games immediately:

1. The "Park" Value listed at the top of every team's roster does not modify a given player's Power Value; instead, when a Power Bonus is being used by a particular player, the DICE ROLL used to multiply that player's Power Value is the number that is modified by the Park Value, *not the Power Value itself.*

2. Each and every time a player consults the Minor League Table for his team, be it for one of his four Minor League Options per season or due to an injury or trade, he must record this action on his Club Record Pad. A player may consult the Minor League Table an unlimited number of times due to injuries or trades; he is also permitted four "free" Minor League Options during the course of the season. Any, all, or zero Minor League Points owned by a team may be applied to ANY Minor League dice roll. Each Minor League Point applied to a dice roll modifies that roll one line UPWARDS on the Table, but once used, Minor League Points may never be used again. Minor League dice rolls may also be modified DOWNWARDS:

a. On the second Minor League dice roll undertaken by a team during a season, modify the dice roll TWO LINES DOWNWARD.

b. On the third dice roll, modify it FOUR LINES DOWNWARD.

c. On the fourth dice roll, modify it SIX LINES DOWNWARD.

d. On the fifth dice roll, modify it EIGHT LINES DOWNWARD.

e. On the sixth dice roll, modify it TEN LINES DOWNWARD . . . and so on indefinitely.

All modifications to Minor League dice rolls are cumulative. For example, if a team was making its fifth Minor League dice roll of the season while applying four Minor League Points to that roll, the dice roll would end up being modified four lines downward.

3. If a starting player is injured, waived, or traded, he may be replaced by a minor leaguer, a starting player acquired from another team, or a bench player from the same roster or newly acquired in a trade. Minor leaguers and starting players may be inserted into the spot of an injured, waived, or traded player without any modifications to their Values (of course, the replacement must be able to play the position of the departing player). A bench player that replaces a starter, however, must have his Batting and Power Values HALVED (round fractions up) for the duration of his stay in the starting lineup. His Speed and Fielding Values remain unaltered. When the bench player goes back to the bench, his original Batting and Power Values return. Of course, the Values of a bench player inserted into the starting lineup may not be consulted in the event of a Bench Bonus. A platoon player (one who is in the starting lineup against a left-handed or right-handed pitcher, but not both) may be inserted into the starting lineup to replace an injured, waived, or traded player. His Batting and Power Values are reduced by ONE when in a full-time starting role (minimum Value: 0), but his Speed and Fielding are unaltered. In fact, if a platoon

player plays full-time for any reason, this penalty MUST be imposed.

4. When playing with the DH rule and an injury occurs, a dice roll of 12 on the Injury Table means that team's designated hitter is injured, not their starting pitcher. Subject to the restrictions of rule #3 above, any starting player, minor leaguer, or bench player may become the designated hitter (the DH is considered a starter).

5. A pitcher who has started a game may not employ his Relief Value (if any) for a number of days following his start equal to his Rest Value. For example, a pitcher who has a Rest Value of 4 and a Relief Value of +1 may not employ that +1 Value for four full days after any start.

6. If a team is required to use relief in a given game and there are not enough relievers on the staff to satisfy the number shown on the red die, then a number of hypothetical relievers with Relief Values of (–1) are used to satisfy the number shown on the red die. Remember, though, that no relief sum may be greater than (+2) or less than (–2).

7. If a "D" result is obtained on the Pitching Rotation Table, the visiting team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value is C (*not* B). If an "E" result is obtained on the Pitching Rotation Table, the visiting team must choose a rested pitcher with a Start Value of no more than 2 to start the ensuing game, but only if the team Rotation Value is B or C (*not* just C). All other rotation rules apply unchanged.

8. If an American League pennant race *before* 1969 ends in a tie between two teams, there is a single game playoff for the pennant flag, not a best-of-three as was the case in the National League.

MONEY MAKES THE WORLD GO 'ROUND . . .

With the birth of the Free Agency era almost a decade ago (has it been that

long?), the study of baseball economics has come into focus as perhaps the most vital element of the game. Skyrocketing player salaries and lucrative television and radio contracts have changed the business of baseball from what was once a simple, cut-and-dry occupation of slightly eccentric *entrepreneurs* to a Madison Avenue-like operation constantly struggling to stay in the black—but for the most part, ending up most definitely in the red (except for a few lucky franchises). Moreover, the effects of baseball economics have been most assuredly felt on the playing fields as well. Can anyone doubt this fact after witnessing trades such as Alex Trevino and Jim Kern of the Mets for superstar George Foster of the Reds? In fact, Cincinnati did more than just deal Foster away to make their franchise more solvent; over the past five years, they disposed of Pete Rose, Ken Griffey, Dave Collins, Tony Perez, and Joe Morgan. To show you how fickle baseball is, the Reds probably ended the 1982 season worse off financially then they were before they got rid of their high-priced stars.

To add the element of baseball finance to PENNANT RACE, adhere to the following guidelines. Please note that in reality, the ultimate objective of any baseball operation is to make money, preferably lots of it. In 1982, only four of twenty-six franchises did so. When playing PENNANT RACE with economic options, your ultimate objective will be to *win*, not to show a profit. This is slightly unrealistic and, as a result, a number of options have been built into the financial rules to give the owners incentive to end in the black. When replaying only a

single season without continuity to the next year's campaign, it is exceedingly difficult to convince the owners to end the year making large amounts of money. If they don't have to search out and spend big bucks for free agents next year, why worry about it? For this reason, if you are organizing a PENNANT RACE league with the finance options, either try to keep the spirit of reality in your economic dealings or play with the idea that the league will continue year-after-year indefinitely.

1. Each team owner receives $300. In game terms, each dollar equals approximately $10,000. The $300 should be entered in pencil at the top of a piece of scrap paper. Then, as expenditures are made and revenues taken in, cross out the old sum and enter the new one directly underneath. Alternatively, if players have access to some kind of play money, owners can simply receive $300 in bills and actually pay "cash" when expenditures are undertaken or receive it when revenues come in. (Please note that for each club to start the year with $300 in spending money is a complete abstraction. Some franchises, such as the Dodgers or the Yankees, have far larger amounts of money to deal with than other, poorer clubs. If players wish to assign "rich" clubs more money to start and "poor" ones less, this is perfectly acceptable.)

2. On the first day of the season, May 1, June 1, July 1, August 1, and September 1, each owner must pay the following costs:

a. $125 for "fixed" costs, such as stadium operations, front office personnel, scouting, and travel.

b. The combined salaries of all the players on the owner's roster (see the accompanying list of teams and player salaries, which PENNANT RACE owners may wish to pencil in directly on their rosters).

3. Players who are injured must have their salaries paid normally at the beginning of the month if they are eventually to be reinstated—even if they are not currently on the roster. Players who are traded have to have their salaries paid for by their new owners on the FIRST day of the FIRST month that they are on their new rosters; once paid for at the beginning of a month, an owner may never get back any money that is spent in salary payments.

4. The following costs are applied to owners at the moment the event occurs and

are immediately subtracted from their current wealth:

a. Every time an owner consults the Minor League Table it costs $2.

b. Every time a player is placed on waivers, it costs the owner $10 or the player's monthly salary, whichever is lower.

c. Every time a player is picked up from waivers it costs $2.

5. All players placed on the roster from the minors have a salary of "1". All players picked up on waivers have their original salaries.

6. Trades may not be made after September 1. Trades may involve players, Minor League Points, money, or any combination of the three. A roster must consist of 25 players at all times—no more, no less. Injured, traded, or waived players must be immediately replaced.

7. All waived players should be placed on a piece of scrap paper. They are made available to the lowest-ranked club in the same league first and then to each club in turn up the ladder. If no team in the league wants the waived player, he is made available to all of the clubs in the other league in the same order. If no one wants the waived player, his name remains on the list indefinitely and he may be claimed at any time by any team.

8. At the end of the last day of every month during the season, each team owner receives revenues from attendance, local TV and radio, and national TV:

a. Before the beginning of each game, the home team player must roll a single die and consult the Attendance Table (see below) to determine his attendance for the ensuing game. Note that a number of factors influence this die roll: among them, the team's Attendance Value, the time and day of the week of the game, and the position of the team in the standings. Also, the number of players on the roster who have "drawing" potential is important. Note the result obtained from the Attendance Table in the left-hand margin of the Club Record Pad next to the game's date and result. At the end of the month, add up the attendance figures of all home games played by your team and multiply it by 1,000. This is the number of people who attended games at your park. Multiply this figure by $7.50 (the average income generated per person for the franchise) and then divide by 10,000—the result indicating the number of dollars (in game terms) you have generated for your club through attendance. Note this figure on a piece of scrap paper.

b. To determine local television and radio revenues for your team, multiply the number of dollars (in game terms) obtained in attendance revenue as described in Step "a" above by 10% (drop fractions). The result is the amount of dollars (in game terms) made by your team for that month in TV and radio contracts.

c. To determine national television revenues for your team, it is first necessary for the players to choose nationally televised "Games of the Week." The first Game of the Week of the season is on the first Saturday in May. Then, Games of the Week occur every Saturday (night or afternoon) and Monday night until the end of the season. This will yield approximately 45 Games of the Week per year. Although there is no rigid rule specifying which teams are to be chosen for Games of the Week, adhere to the following guidelines: 1) Assign Games of the Week for a given month on the first day of that month; 2) Generally, teams that are in first place in any of the four divisions of the majors at this time should be chosen for the Game of

the Week, whether they are home or away; 3) Every team in the majors must have at least one Game of the Week scheduled for it at home during the course of the season; 4) If a scheduled Game of the Week is rained out, any "backup" game may be chosen (if there are no more games scheduled for this day, then there is simply no Game of the Week). *Only the home team is granted revenues for a Game of the Week.* This team receives $8 (in game terms) for each Game of the Week.

To determine total revenues for a given month, add up: 1) Attendance revenue; 2) Local television and radio revenue; 3) National television revenue. Add this figure to the team owner's current wealth.

9. If, at any time, a team owner fails to meet costs—be it for salaries, a minor league move, waivers, or what have you—his team immediately begins to suffer from "Discord". This occurs when the owner's wealth is not sufficient to meet the demands of any of the above expenses. If this occurs, continue to keep track of the

ATTENDANCE TABLE

TOTAL DRAW (Visitors Plus Home)*

DIE	0	1	2	3	4	5	6+
-3(-)	1	2	4	5	6	7	9
-2	3	5	8	9	10	11	14
-1	6	9	12	13	14	15	19
0	9	13	16	17	18	19	24
1	12	17	20	21	22	23	29
2	15	22	24	25	26	27	34
3	18	25	28	29	30	31	39
4	21	29	32	33	34	35	44
5	24	33	36	37	38	39	49
6	27	37	40	41	42	43	50
7	30	41	44	45	46	47	55
8	35	46	49	50	51	52	55
9	40	51	54	55	56	57	60
10(+)	45	56	59	60	61	64	70

*To determine Total Draw of a given game, add up the Draw Values of the players on both the home and visiting rosters (do not count injured players) and use the column corresponding to this sum. A pitcher's Draw Value only counts if he is starting the current game. **The maximum Draw per team in each game is 3.**

MODIFIERS TO ATTENDANCE DIE ROLLS

a. + 4: Opening game of season at home
b. + 4: Home team is in first place (August 1 to end of season)
c. + 2: Home team is in first place (June 1 to July 31)
d. + 3: Home team is in second place (August 1 to end of season)
e. + 1: Home team is in second place (June 1 to July 31)
f. + 2: Games on holidays (Memorial Day, Independence Day, Labor Day)
g. + 1: Scheduled weekend doubleheader
h. −4: Home team is in last place (August 1 to end of season)
i. −2: Home team is in last place (June 1 to July 31)
j. −3: Home team is in next-to-last place (August 1 to end of season)
k. −1: Home team is in next-to-last place (June 1 to July 31)
l. −3: Weekday day games (except home opener in April)
m. −2: Weekday night games (except Friday nights)
n. + # or −#: Home Team Attendance Value
o. Note each park has a maximum attendance figure (see accompanying Table)
p. All the above modifiers are cumulative

TEAM ATTENDANCE VALUES AND PARK SIZES

NATIONAL

TEAM	ATTENDANCE VALUE	MAXIMUM PARK SIZE
ATLANTA	+ 1	53
CHICAGO	−1	37
CINCINNATI	−1	52
HOUSTON	0	45
LOS ANGELES	+ 3	56
MONTREAL	+ 2	59
NEW YORK	−1	56
PHILADELPHIA	+ 2	65
PITTSBURGH	−2	55
ST. LOUIS	+ 1	50
SAN DIEGO	0	51
SAN FRANCISCO	−1	58

AMERICAN

TEAM	ATTENDANCE VALUE	MAXIMUM PARK SIZE
BALTIMORE	0	53
BOSTON	+ 1	34
CALIFORNIA	+ 2	65
CHICAGO	0	45
CLEVELAND	−1	70
DETROIT	0	53
KANSAS CITY	+ 2	41
MILWAUKEE	+ 1	53
MINNESOTA	−2	54
NEW YORK	+ 2	58
OAKLAND	+ 1	50
SEATTLE	−1	60
TEXAS	−1	41
TORONTO	−1	44

owner's money, even if it is "in the red" (i.e., in negative numbers); when new revenues come in at the end of the month, they are added to this negative figure. The effects of Discord are as follows:

a. Immediately, the team owner must roll two dice and consult the Injury Table in the rules booklet. The player at the indicated position must instantly be put on waivers as described in Rule #7. If the Table calls for a starting pitcher, the team owner rolls a single die. On a "1" or "2", the pitcher with the best Start Value on the roster must be placed on waivers (if there are two or more pitchers with this Value, then the owner may choose which pitcher to dispose of); on a roll of "6", any pitcher with the worst Start Value on the roster may be placed on waivers; on any other die roll, *any* starting pitcher except the best or the worst (in terms of Start Values) must be placed on waivers. If a relief pitcher is called for by the Injury Table, it must be the best on the staff (or tied for the best).

b. Discord dice rolls may only occur a maximum of once per month per team, even if an owner fails to meet costs more than once per month. The Discord dice roll must take place the *first* time in a month that expenses are not met—and the dice roll must be made immediately.

10. Certain players are indicated as being "Five-and-Ten Year Men". These are players who have been major leaguers for at least ten years and have played with their current team at least five years. Such players have the right to veto any trade or sale involving themselves. Five-and-Ten Year Men may never be placed on waivers except when a Discord dice roll demands it (see Rule #9 above). When an owner makes a trade involving a Five-and-Ten Year Man, he must roll a single die before the trade is made official. If the die roll is odd, the Five-and-Ten Year Man has turned down the trade and elects to remain with his current team. Moreover, he may *never* be traded to that club for the remainder of the season (however, trade efforts to other teams may continue to be made). If the die roll is even, the Five-and-Ten Man agrees to the trade and it is immediately made official. Once a Five-and-Ten Year Man is traded he immediately loses his Five-and-Ten Year status on his new club.

NEXT TIME . . .

In the next issue of ALL-STAR REPLAY, we will continue this elaboration of PENNANT RACE by describing Avalon Hill's unusual league (which is in mid-season as of this writing). The AH PENNANT RACE league is adhering to all of the preceding economic rules as well as a unique drafting and free agent system that allows team owners substantial flexibility in re-structuring their franchise. In fact, the AH PENNANT RACE drafting session was probably more scientific and secretive than the real Baseball Winter Meetings! If you don't think you have the manpower or time to play a 26-team re-creation of the 1982 season, then you should take a look at our next installment for hints and suggestions for a more limited league that is both informative and enjoyable. Stay tuned!

FIVE-AND-TEN YEAR PLAYERS, 1982

NATIONAL LEAGUE
ATLANTA
Niekro(P), Garber(P)

CHICAGO
Buckner(1B)

CINCINNATI
Driessen(1B), Concepcion(SS), Bench(3B), Seaver(P)

HOUSTON
Niekro(P)

LOS ANGELES
Garvey(1B), Russell(SS), Cey(3B), Baker(OF), Monday(OF), Yeager(C), Hooton(P), Forster(P)

MONTREAL
Rogers(P), Fryman(P)

NEW YORK
Hodges(C), Swan(P)

PHILADELPHIA
Schmidt(3B), Matthews(OF), Carlton(P), Ruthven(P), Reed(P), McGraw(P)

PITTSBURGH
Stargell(1B), Parker(OF)

ST. LOUIS
Hendrick(OF)

SAN DIEGO
None

SAN FRANCISCO
Evans(3B)

AMERICAN LEAGUE
BALTIMORE
Dempsey(C), Singleton(DH), Crowley(1B), Bumbry(OF), Palmer(P)

BOSTON
Yastrzemski(DH), Burgmeier(P)

CALIFORNIA
Grich(2B), Baylor(DH)

CHICAGO
None

CLEVELAND
Thornton(DH)

DETROIT
Wilcox(P)

KANSAS CITY
Otis(OF), McRae(DH), Gura(P), Splittorff(P)

MILWAUKEE
Cooper(1B), Money(DH), Caldwell(P)

MINNESOTA
None

NEW YORK
Nettles(3B), Piniella(OF)

OAKLAND
None

SEATTLE
None

TEXAS
Grubb(OF)

TORONTO
None

MONTHLY SALARIES OF PLAYERS, 1982

NATIONAL LEAGUE

ATLANTA(88)
12: Washington, Niekro
9: Horner
8: Murphy, Chambliss
6: Garber, Hrabosky
3: Walk, Camp, Royster
2: Hubbard, Ramirez, Pocoroba
1: Remainder

CHICAGO(93)
16: Buckner
14: Jenkins
10: Bowa
6: Campbell
5: Henderson, Wills
4: Durham, Tidrow, Morales
2: Woods, Moreland, Kennedy, Martz, Noles, Ripley, Bird, Smith, Hernandez
1: Remainder

CINCINNATI(93)
12: Concepcion, Bench
11: Cedeno
9: Seaver
8: Driessen
6: Hume
4: Kern, Pastore
3: Soto, Biittner
2: Trevino, Oester, Vail, Hurdle, Berenyi, Leibrandt
1: Remainder

HOUSTON(131)
20: Ryan
17: Sutton
11: Niekro
9: Garner, Cruz
8: Sambito
7: Knepper
6: Knight, Howe
4: Scott, Ivie, Moffitt, Puhl
3: Ashby, LaCorte, Ruhle
2: Thon, Reynolds, Garcia, Lacoss
1: Remainder

LOS ANGELES(94)
8: Baker
7: Garvey, Reuss, Hooton
6: Russell, Cey, Monday
5: Yeager,, Valenzuela
4: Landreaux, Guerrero, Johnstone, Welch
3: Belanger, Forster
2: Scioscia, Thomas, Stewart, Howe, Niedenfuer
1: Remainder

MONTREAL(134)
32: Carter
14: Oliver
12: Dawson, Rogers
8: Cromartie
7: Speier
5: Fryman, Gullickson
4: Milner, Sanderson, Lee, Burris
3: Taveras, Reardon, Raines
2: Lea, White, Scott, Francona, Palmer
1: Remainder

NEW YORK(123)
30: Foster
12: Kingman
8: Swan, Stearns
7: Valentine, Staub
6: Youngblood, Allen
5: Jones
4: Zachry
3: Wilson, Jorgensen, Hodges, Veryzer, Falcone, Scott
2: Bailor, Brooks, Hausman
1: Remainder

PHILADELPHIA(177)
30: Schmidt
22: Rose
20: Carlton
12: Matthews
10: Maddox, Trillo, McGraw
9: Lyle
7: Farmer, Ruthven
6: Christenson, Reed
4: Monge, Unser, DeJesus
3: Krukow, Diaz
2: Vukovich, Gross
1: Remainder

PITTSBURGH(117)
18: Parker
12: Thompson, Madlock
10: Candelaria
7: Stargell, Moreno, Tekulve
4: B.Robinson, D.Robinson, Lacy, Easler
3: Montanez, Sarmiento, Rhoden
2: Berra, Pena, Nicosia, Griffin, Solomon Moskau, Scurry, Romo

1: Remainder

ST. LOUIS(112)
15: Sutter
12: Hernandez
10: Hendrick, Porter
7: O.Smith, Tenace, Forsch
5: Oberkfell, Andujar, Kaat
4: Herr, L.Smith
3: Mura, Bair, Littell
2: Martin, Iorg
1: Remainder

SAN DIEGO(61)
11: Templeton
7: Lezcano
5: Jones, Montefusco
4: Richards, Kennedy
3: Eichelberger, Curtis
2: Perkins, Flannery
1: Remainder

SAN FRANCISCO(86)
12: Smith, Morgan
10: Clark
6: Evans
4: May, Summers, Minton, Lavelle, Holland
3: Lemaster, Wohlford, Barr
2: Leonard, Kuiper, Gale, Schatzeder
1: Remainder

AMERICAN LEAGUE

BALTIMORE(105)
17: Murray
14: Palmer
11: Singleton
7: Ford, Bumbry
5: Flanagan
4: Dauer, Roenicke, Lowenstein, McGregor, D.Martinez
3: Stewart, T.Martinez
2: Sakata, Ayala, Dwyer, Crowley, Nolan, Stoddard
1: Remainder

BOSTON(113)
16: Rice
12: Yastrzemski, Evans
9: Perez, Eckersley
8: Lansford
7: Torrez
4: Remy, Miller, Stanley, Burgmeier, Clear, Tudor

DRAW VALUES OF PLAYERS, 1982

Before determining the attendance of a given game, the "Draw" Values of the players on the home and visiting rosters should be added up.

Pitchers only have their Draw Values used if they are starting the game. The maximum Draw per team in each game is 3, even if there are players on the team whose Draw Values exceed this figure. Thus, the maximum Draw in any game is 6 (3 for the home team and 3 for the visitors). When the total Draw has been calculated, roll the die and consult the appropriate column of the Attendance Table to determine that game's crowd.

NATIONAL LEAGUE

ATLANTA
Niekro(1)
Murphy(1)

CHICAGO
Jenkins(1)

CINCINNATI
Seaver(1)

HOUSTON
Ryan(2)
Sutton(1)

LOS ANGELES
Valenzuela(3)
Garvey(1)

MONTREAL
Carter(1)

Dawson(1)

NEW YORK
Kingman(1)
Foster(1)

PHILADELPHIA
Rose(1)
Schmidt(2)
Carlton(2)

PITTSBURGH
None

ST. LOUIS
None

SAN DIEGO
None

SAN FRANCISCO
Morgan(1)

AMERICAN LEAGUE

BALTIMORE
Palmer(1)
Murray(1)

BOSTON
Rice(1)

CALIFORNIA
Jackson(3)

Lynn(1)
Carew(1)

CHICAGO
Fisk(1)

CLEVELAND
None

DETROIT
None

2: Stapleton, Hoffman, Ojeda, Rainey
1: Remainder

CALIFORNIA(187)
20: Rg.Jackson, Lynn, Carew
16: Grich, Baylor
12: Burleson
10: Forsch, Kison
8: Boone, DeCinces
6: Downing
5: Foli, Zahn, Aase
4: Ferguson, Renko, Hassler
3: Beniquez, Rn.Jackson, Goltz
1: Remainder

CHICAGO(108)
14: Fisk
12: LeFlore, Luzinski
10: Kemp, Paciorek
8: Koosman
5: Rodriguez
4: Baines, Burns, Lamp
3: Bernazard, Almon, Hoyt
2: R.Law, Dotson, Trout, Hickey
1: Remainder

CLEVELAND(90)
12: Harrah
10: Thornton
8: McBride
7: Manning
6: Barker
5: Denny, Hargrove
4: Dilone, Charboneau, Sutcliffe, Sorensen,
Waits
2: Whitson, Nahorodny, Hassey, Bannister
1: Remainder

DETROIT(83)
9: Lemon
8: Gibson
7: Morris
6: Hebner, Wilcox
5: Petry, Cabell, Trammell, Parrish
4: Whitaker, Herndon
3: Saucier
2: Brookens, Wockenfuss, Underwood
1: Remainder

KANSAS CITY(135)
20: Brett
10: White, Otis, Wilson, McRae, Blue
8: Quisenberry
6: Aikens, Gura, Splittorff, Leonard

5: Washington, Geronimo, May
4: Jackson
3: Wathan
2: Martin, Poquette
1: Remainder

MILWAUKEE(150)
16: Fingers
12: Thomas, Simmons, Cooper
10: Yount, Oglivie, Hisle
9: Molitor
8: Vuckovich, Money
7: Caldwell
6: Gantner
5: Moore, McClure, Haas
3: Slaton, Howell
2: Brouhard
1: Remainder

MINNESOTA (42)
6: Davis
4: Castino, Wynegar, Corbett
2: Hatcher, Ward, Castillo
1: Remainder

NEW YORK(206)
30: Winfield
18: Guidry
16: Gossage, John, Griffey
11: Collins, Randolph, Nettles
8: Mumphrey, Pinella
7: Smalley, Dent, Mayberry
6: Cerone, Gamble, Murcer, May
4: Righetti, Alexander
3: LaRoche
1: Remainder

OAKLAND(120)
9: Rudi, Lopes, Henderson, Armas, Murphy,
Burroughs
8: Langford, Norris, Keough
7: McCatty
5: Johnson
4: Spencer, Kingman
3: Underwood, Meyer, Gross
2: Stanley, Heath, Beard, Owchinko
1: Remainder

SEATTLE(58)
12: Zisk
8: Cowens
5: Bochte
4: Perry
3: Bannister, Beattie

2: J.Cruz, Essian, Randle, Brown
1: Remainder

TEXAS(90)
10: Sundberg, Bell
7: Parrish, Mazzilli, Tanana
6: Matlack, L.Johnson
5: Flynn, Honeycutt, Medich
4: Hough
3: Grubb
2: Wagner, Comer
1: Remainder

TORONTO(56)
7: Stieb
5: Bonnell
4: Garcia, Nordhagen, Revering
3: Clancy
2: Upshaw, Griffin, Iorg, Moseby, Whitt,
Woods, Mulliniks, Martinez, Velez, Murray
1: Remainder

MONTHLY SALARIES BY CLUB
NATIONAL

Philadelphia	177
Montreal	134
Houston	131
New York	123
Pittsburgh	117
St. Louis	112
Los Angeles	94
Chicago	93
Cincinnati	93
Atlanta	88
San Francisco	86
San Diego	61

AMERICAN

New York	206
California	187
Milwaukee	150
Kansas City	135
Oakland	120
Boston	113
Chicago	108
Baltimore	105
Cleveland	90
Texas	90
Detroit	83
Seattle	58
Toronto	56
Minnesota	42

KANSAS CITY
Brett(2)
Blue(1)

MILWAUKEE
Yount(1)
Thomas(1)

MINNESOTA
None

NEW YORK
Winfield(2)
Guidry(1)
John(1)

OAKLAND
Henderson(1)

SEATTLE
Perry(1)

TEXAS
None

TORONTO
Stieb(1)

HOW TO DETERMINE REVENUES
ATTENDANCE
1. Add up monthly home attendance
2. Multiply by 1,000
3. Multiply by $7.50
4. Divide by $10,000

LOCAL TV AND RADIO
1. Determine Attendance revenue
2. Multiply by .10

NATIONAL TV
1. $8 per "Game of the Week" at home

HOW TO DETERMINE COSTS
1. Fixed Costs per month: $125.
2. Salaries per month: sum of salaries of roster players and those on injured list.
3. Each roll on Minor League Table: $2.
4. Each player placed on waivers: $10 or player's salary (whichever is lower).
5. Each player picked up from waivers: $2.

The
AVALON HILL
Game Company

ALL-STAR REPLAY/PAGE 23

AVAILABLE ACCESSORIES FOR ALL AH SPORTS GAMES

AT LAST, WE'RE TAKING STOCK OF OURSELVES!

In response to a large number of subscriber requests, we herewith publish a COMPLETE list of all accessories currently available for Avalon Hill's SPORTS ILLUSTRATED line of games. Now, for example, if you want to know where to find the WIN, PLACE, AND SHOW program for the '82 Kentucky Derby, you'll know where to look. Each accessory is listed under its applicable game title and by price (if it is readily available to the public). On some occasions where an accessory may be out of print or not directly purchasable from Avalon Hill, an explanatory letter-code is provided in parentheses. The meaning of each letter is explained at the end of the article. Good Hunting!

BASEBALL STRATEGY

1. 1969 World Series player cards, New York Mets vs. Baltimore Orioles (A).

BASKETBALL STRATEGY

1. The 1956-57 Boston Celtics, player ratings (B).
2. The 1976-77 Portland Trailblazers, player ratings (C).
3. The 1968-69 NBA Championship, Celtics vs. Lakers, player ratings (D).
4. The 1980 NCAA Final Four, Iowa, Purdue, UCLA, Louisville, player ratings (E).
5. The 1979-80 NBA Championship, Supersonics vs. Celtics, player ratings (F).

BOWL BOUND

1. Team Set II ('78 Alabama, '75 Arizona State, '77 Arkansas, '45 Army, '77 Kentucky, '51 Maryland, '47 Michigan, '52 Michigan State, '71 Nebraska, '73 Notre Dame, '54 Ohio State, '55 Oklahoma, '73 Penn State, '76 Pitt, '72 USC, '59 Syracuse, '51 Tennessee, '77 Texas, '54 UCLA) ($12.00).
2. The 1940 Stanford Indians (C).
3. Team Set III (available Fall '84).

CHALLENGE FOOTBALL

No accessories available

FOOTBALL STRATEGY

No accessories available

PAYDIRT!

1. 1972 NFL Team Set ($12.00).
2. 1976 NFL Team Set ($12.00).
3. 1977 NFL Team Set ($12.00).
4. 1979 NFL Team Set ($12.00).
5. 1980 NFL Team Set ($12.00).
6. 1981 NFL Team Set ($12.00).
7. Team Charts for '67 Packers and '67 Cowboys (G).
8. Team Charts for '58 Colts and '58 Giants (H, or $2.75 for both).

PENNANT RACE

1. 1982 AL and NL Roster Booklet ($8.50).
2. 1951 NL rosters (I).
3. 1908 rosters for Pirates, Giants, Cubs, and Tigers (J).

PRO GOLF

1. All-time golf greats (Sarazen, Hogan, Palmer, Player, Snead, Nelson) (K).
2. Augusta National Course Booklet ($6.00).

REGATTA

No accessories available

SLAPSHOT

No accessories available

SPEED CIRCUIT

1. Kyalami (South Africa) and Nivelles (Belgium) tracks ($5.00).
2. Accessory Pack I: Osterreichring (Austria), Hockenheim (West Germany), Silverstone (Britain), Jacarepagua (Brazil), Zandvoort (Netherlands), Jarama (Spain), Montreal (Canada), Autrodromo (Argentina), Long Beach (United States), Watkins Glen (United States) ($14.00).
3. Accessory Pack II: Monte Carlo (Monaco—a re-design of the track in the original SPEED CIRCUIT game), Le Mans (France), Interlagos (Brazil), Las Vegas (United States), Spa-Francorchamps (Belgium), Rheims (France), Dijon (France/Switzerland), Imola (Italy) ($12.00).
4. Detroit Grand Prix (United States (J or $3.00).
5. Zolder (Belgium) (available summer '84).

STATIS-PRO BASEBALL

1. 1977 AL and NL player cards ($12.00).
2. 1978 AL and NL player cards ($12.00).
3. 1979 AL and NL player cards ($12.00).
4. 1980 AL and NL player cards ($12.00).
5. 1981 AL and NL player cards ($12.00).
6. 1982 AL and NL player cards ($12.00).
7. 1961 AL and NL player cards ($15.00).
8. 1950 AL, 1964 NL, and 1967 AL player cards ($12.00).
9. 1978 Fringe Player chart ($4.00).
10. 1979 Fringe Player chart ($4.00).
11. 1955 World Series (Dodgers vs. Yankees) player cards ($2.00).
12. 1978 Japanese player cards (Taiyo Whales and Tokyo Giants) (F).
13. 1912 World Series (Red Sox vs. Giants) player cards (C).

STATIS-PRO BASKETBALL

1. 1977-78 NBA player cards ($12.00).
2. 1978-79 NBA player cards ($12.00).
3. 1979-80 NBA player cards ($12.00).
4. 1980-81 NBA player cards ($12.00).
5. 1981-82 NBA player cards ($12.00).
6. 1970 NBA Championship (Lakers vs. Knicks) player cards (B or $2.00).

STATIS-PRO FOOTBALL
1. 1980 NFL player cards ($14.00).
2. 1981 NFL player cards ($14.00).
3. 1982 NFL player cards (available August 1983).
4. 1957 NFL player cards ($15.00).
5. 1972 Miami Dolphins (available October 1983).

SUPERSTAR BASEBALL
1. Player Card Set II (Players of the '70s) ($7.00).
2. 1927 New York Yankees player cards (available May 1983).

TITLE BOUT
1. 1979 Boxer Cards ($12.00).
2. 1981 Boxer Cards ($12.00).
3. 1982 Boxer Cards ($12.00).
4. Weaver, Duran, Lira, Espana revised cards (1980) (L).
5. Jeby, G. Jones, Soose, Steele new historical Middleweights (E).
6. Special October 1980 Ali vs. Holmes cards (M).
7. Leonard, Benitez, Duran, Hearns revised cards (1981) (G).
8. Special May 1982 Holmes vs. Cooney cards (K).
9. Stars of Tomorrow special boxer ratings (H).
10. Canto, Galindez, Conteh, Briscoe, Norton, Valdez, J. Young, Shavers, Locche, Arrendondo revised cards (1983) (I).

USAC AUTO RACING
1. 1978 Indy 500 driver cards ($6.00).
2. 1980 Indy 500 driver cards ($6.00).
3. 1982 Indy 500 driver cards ($6.00).

WIN, PLACE, AND SHOW
1. 1957 Kentucky Derby race program (O).
2. 1967 Woodward Stakes race program (N).
3. 1969 Roosevelt International Trot race program (B).
4. 1974 All-American Futurity race program (D).
5. 1976 Ben Blades Memorial Appaloosa Stakes race program (L).
6. 1977 Colonial Cup International Steeplechase race program (M).
7. 1920 Travers Stakes, 1973 Kentucky Derby race programs (F).
8. Triple Crown winners for Pacing and Trotting (two race programs) (G).
9. 1980 Great Thoroughbreds race program (A).
10. 1981 Great Thoroughbreds race program (K).
11. 1980 Arabian Super Derby race program (P).
12. 1700-1825 and 1826-1860 Heat Racing (two race programs) (H).
13. 1982 Kentucky Derby, Preakness, and Belmont race programs (I).
14. 1965 Little Brown Jug race program (Pacers) (J).
15. Great Thoroughbreds of the Past, 1860-1910 (six race programs) (I or $1.25).
16. Great Thoroughbreds of the Past, 1920-1970 (six race programs) (I or $1.25).

EXPLANATION OF LETTER-CODES
A. Available in back issue of ALL-STAR REPLAY, Volume III, Number 4.
B. Available in back issue of ALL-STAR REPLAY, Volume I, Number 4.
C. Available in back issue of ALL-STAR REPLAY, Volume II, Number 1.
D. Available in back issue of ALL-STAR REPLAY, Volume II, Number 2.
E. Available in back issue of ALL-STAR REPLAY, Volume II, Number 4.
F. Available in back issue of ALL-STAR REPLAY, Volume III, Number 2.
G. Available in back issue of ALL-STAR REPLAY, Volume III, Number 3.
H. Available in back issue of ALL-STAR REPLAY, Volume IV, Number 3.
I. Available in back issue of ALL-STAR REPLAY, Volume IV, Number 4.
J. Available in back issue of ALL-STAR REPLAY, Volume IV, Number 5.
K. Available in back issue of ALL-STAR REPLAY, Volume IV, Number 1.
L. Available in back issue of ALL-STAR REPLAY, Volume II, Number 3.
M. Available in back issue of ALL-STAR REPLAY, Volume III, Number 1.
N. Available in back issue of ALL-STAR REPLAY, Volume I, Number 3.
O. Available in back issue of ALL-STAR REPLAY, Volume I, Number 2.
P. Available in back issue of ALL-STAR REPLAY, Volume IV, Number 2.

BACK ISSUES OF ALL-STAR REPLAY
Back issues of our sports journal, ALL-STAR REPLAY, are available for $2.00 per issue plus 10% shipping on each order. There is a possibility that some of our older issues are out of stock, but don't worry; we provide a photostating service for specific articles that you'd like from out-of-print issues. You must specify the article you'd like photostated, along with the Volume number and issue number of ASR in which it appears. (The ALL-STAR REPLAY complete index, available in Volume IV, Number 3 should help you to find the articles you're looking for.) The cost is $1.00 per photostated page—with a minimum order of $5.00. There is a 10% surcharge for shipping. Thank you.

BocaWest
FLORIDA
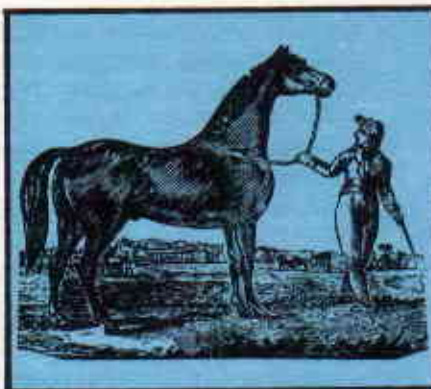
A DAY AT THE RACES

GREAT THOROUGHBREDS OF 1982
A REVIEW OF THE PAST YEAR IN HORSE RACING
BY PAT PREMO

The year was marked by many ups and downs as Thoroughbred horse racing experienced one of the most wide open years in its history. No horse clearly dominated its sex or division and, for the first time in ECLIPSE AWARD (year end honors for outstanding racing Thoroughbreds) balloting, three horses gained first place votes! Let us review each of the age and sex winners and then focus on the ultimate Horse of the Year and see how the three-horse-tie was settled.

I. TWO YEAR OLDS
A. COLTS

The two year olds started out slowly as always—trainers try and bring the young, fragile Thoroughbreds along slowly so that they develop gradually and mature into fine runners by the end of the year. The obvious goal of all two year olds is the Kentucky Derby, first major test for three year olds. Early in the year, such colts as Victorious, Flying Pocket, OK by You, Cast Party, Pax in Bello, and Pappa Riccio seemed headed for the two year old championship. Then along came a horse called Copelan who defeated most of the above in a series of Eastern races. On the West coast, another colt was coming into his own—Roving Boy. He had defeated the very tough Desert Wine and looked very good. Copelan went west to meet Roving Boy in the Hollywood Futurity; Roving Boy won decisively while Copelan struggled home fifth. Thus, Roving Boy was narrowly voted the Two Year Old Horse of the Year.

B. FILLIES

The fillies started as slowly as the colts with such stars as Share the Fantasy, Singing Susan, For Once'n My Life, Weekend Surprise, Bemissed, and Wings of Jove winning early. Then two fillies began to emerge as the ones to beat: Princess Rooney in the East and Landaluce in the West. Princess Rooney won all six of her races convincingly by a total of 56 lengths; in her last win she established a new stakes record. Landaluce, daughter of the great Seattle Slew, was no less impressive—she won all of her five races by a total of 46 lengths. She was pointed for a showdown with Copelan and Roving Boy (Princess Rooney had been slightly injured and was retired for the season) in the Hollywood Futurity when she contracted a virus and died. Although she met no equal on the track, many felt that all the publicity over her death garnered her the Two Year Old Filly Championship over Princess Rooney.

II. THREE YEAR OLDS
A. COLTS

In the East, the big races leading up to the Kentucky Derby had figured to be grueling battles between Deputy Minister (two year old champion) and Timely Writer (close runner-up at two). Deputy Minister was injured early and was out of racing for most of the year. To no one's surprise, Timely Writer took over and dominated such races as the Florida Derby and Flamingo Stakes and was the early favorite for the Derby. He then had surgery for an intestinal disorder and was out of action for

many months. Little Air Forbes Won, undefeated after his tough victory in the Wood Memorial, went into the Derby as favorite. Linkage, winner of the Blue Grass, elected to bypass the Derby. Hostage, winner of the Arkansas Derby, injured himself in a workout and was immediately retired. From the West came Muttering, winner of the Santa Anita Derby. But the surprise victor in the Kentucky Derby was the stretch running Gato Del Sol. Aloma's Ruler came back from injury to defeat Linkage in the Preakness. In the Belmont, Conquistador Cielo (also back from an early injury), literally walked away from Gato Del Sol, Aloma's Ruler, and Linkage by 14 lengths —and that after an impressive win over older horses in the Metropolitan Handicap only five days earlier! Conquistador Cielo won two more races and then, in the Travers at Saratoga, he finished third behind Aloma's Ruler and the Canadian surprise, Runaway Groom. Discovered to have hurt himself in the Travers, Cielo was immediately retired. Timely Writer returned in the fall and could have wrapped up the three year old championship with a victory in the Jockey Club Gold Cup; in one of horse racing's greatest disasters, Timely Writer fell in the final turn and had to be destroyed. His greatness will never be known. The three year old vote went to Conquistador Cielo.

B. FILLIES

Cupecoy's Joy was probably the best known three year old filly of 1982 as she

ran in the Kentucky Derby and spurted to an early lead; she could not hold it and finished tenth. She then came back, surprisingly, to win the first two races in the filly Triple Crown, defeating Kentucky Oaks winner Blush With Pride, the good Nancy Huang, and Christmas Past. The latter then came on strong to win the last leg of the filly triple. Cupecoy's Joy failed to win another race while Christmas Past won the Monmouth Oaks and the Ruffian Handicap. Christmas Past then took on the boys in the Jockey Club Gold Cup and finished a respectable third behind Lemhi Gold and Silver Supreme. Other good three year old fillies were Broom Dance, Too Chic, Tango Dance, Flying Partner, Castilla, and Number—but Christmas Past seemed to be the most consistent and was voted best three year old filly.

III. OLDER HORSES—TURF

A. MALES

Although most European races are run on the grass, turf races in America are the exception rather than the rule. However, grass racing is gaining in prominence in the US and, as a result, awards are given to the best male and female performers on the grass (turf). Almost all of the contenders for male grass horse had also raced well on the dirt, so it was doubly difficult to distinguish a good turf performer. John Henry had a short year because of injury and lost two critical races late in the year. Lemhi Gold ran well on the grass, but fared poorly in the two big turf races, the Oak Tree Invitational and the Budweiser Million. Erin's Isle, The Bart, Majesty's Prince, Naskra's Breeze, and Frost King (Canada's Horse of the Year) also performed well on the grass. However, the one horse who seemed to be the most consistent on the grass was Perrault. He had won two grass races going into the Budweiser Million, which had a field of the best grass horses from all over the world, and came charging out of the pack at the head of the stretch to win the Million going away—this victory seemed to have clinched grass horse honors for Perrault. And, indeed, Perrault was voted best male on the grass.

B. FEMALES

This was a tough division as Sangue raced well in the early Summer, primarily on the West Coast, followed by Honey Fox and Hunston in the Fall. However, the mare that covered the most ground and was most impressive was April Run. Running in France early in the season, she won one

GREAT THOROUGHBREDS OF 1982-I

DISTANCE: 1¼ miles

#											
1	6	7	7	7	7	7	7	7	9	9	8

1
ODDS
8-1

APRIL RUN   BONUS #

Veteran   Class: 73
C.B. Asmussen   Speed: 64

2	5	6	6	6	8	8	8	10	8	8	9

2
ODDS
7-2

CHRISTMAS PAST   BONUS #

Veteran   Class: 72
J. Vasquez   Speed: 65

3	10	10	9	8	8	7	5	5	6	7	7

3
ODDS
5-2

CONQUISTADOR CIELO   BONUS #

Veteran   Class: 75
E. Maple   Speed: 68

4	9	9	9	8	8	6	6	6	6	7	5

4
ODDS
4-1

LEMHI GOLD   BONUS #

Veteran   Class: 74
C.J. McCarron   Speed: 67

5	7	7	7	7	7	7	7	10	8	8	6

5
ODDS
2-1

PERRAULT   BONUS #

Veteran   Class: 75
L. Pincay   Speed: 67

6	12	10	8	8	8	5	5	5	5	5	4

6
ODDS
7-5

TRACK ROBBERY   BONUS #

Veteran   Class: 71
E. Delahoussaye   Speed: 66

big race and then was a game fourth in the Prix de l'Arc de Triomphe (Europe's most prestigious and challenging race). Coming to the US, she took on the boys and won both the Turf Classic and the Washington DC International against crack fields. She then travelled to Japan for the famed Japan Cup but a strong stretch run fell just short as she finished third. Her convincing victories over the males in the two American races were enough to give her the title of best female grass horse, however.

IV. OLDER HORSES—DIRT

A. MALES

As mentioned above, many of the top turf horses also ran on the dirt—and these included Perrault, John Henry, Lemhi Gold, and Erin's Isle. Other horses that had good, but not spectacular, races were Island Whirl, Lord Darnely, Silver Supreme, Silver Buck, It's the One, and Super Moment. But the main contenders seemed to be Perrault and Lemhi Gold. The former had seemed most dominant on the grass while the latter appeared most impressive on the dirt. Lemhi Gold's best wins were in the Marlboro Cup and in Timely Writer's ill-fated Jockey Club Gold Cup. These two solid races rightfully earned him the title of best older male on the dirt.

B. FEMALES

If the above divisions seemed wide open, wait until you read about this one!! The following horses all had a shot at the title at one time or another—Ack's Secret, Jameela, Sangue, Tina Tina Too, Track Robbery, Andover Way, Weber City Miss, Love Sign, Targa, Lady Dean, Miss Huntington, and Sweetest Chant. However, the three main contenders seemed to be Jameela, Sangue, and Track Robbery. Jameela won her last three races in a row before retiring. Sangue defeated both Track Robbery and Ack's Secret during her four win streak in early Summer. Track Robbery, for her part, had defeated Jameela, Ack's Secret, Targa, and the good Blush With Pride during her 1982 campaign. After the ballots had been cast and counted, Track Robbery came out as the winner of the best older female on dirt by the slimmest of noses. (I, personally, think that Sangue deserved the honor in that she had beaten Track Robbery in their only meeting.)

V. SPRINTER

Who can run the fastest and most consistently over the shortest distance of ground? The horse that answers that ques-

GREAT THOROUGHBREDS OF 1982-II

DISTANCE: 1¼ miles

#												Horse / Details
1 ODDS 7-2	3	4	5	6	7	8	9	10	10	8	4	**BLUSH WITH PRIDE** — BONUS # — Veteran, W. Shoemaker — Class: 70, Speed: 62
2 ODDS 5-1	8	8	8	8	6	6	7	7	7	6	5	**FROST KING** — BONUS # — Veteran, L. Duffy — Class: 71, Speed: 65
3 ODDS 8-5	6	7	8	8	6	6	7	8	8	8	6	**JAMEELA** — BONUS # — Veteran, J.L. Kaenel — Class: 72, Speed: 64
4 ODDS 5-2	2	2	4	6	6	8	10	12	12	9	9	**RUNAWAY GROOM** — BONUS # — Veteran, R. Platts — Class: 71, Speed: 62
5 ODDS 9-5	4	4	4	6	7	8	8	10	12	9	8	**SANGUE** — BONUS # — Veteran, P.A. Valenzuela — Class: 72, Speed: 63
6 ODDS 10-1	6	6	6	8	8	9	8	8	8	8	7	**TIMELY WRITER** — BONUS # — Veteran, J. Fell — Class: 75, Speed: 67

tion is the one voted best sprinter of the year. Here again, the contenders were many: Dave's Friend, Gold Beauty, Remember John, Shimatoree, Mad Key, Unpredictable, Rise Jim, Engine One, Chinook Pass, Always Run Lucky, and Excitable Lady. On the East Coast, two contenders seemed to have emerged by Fall—Gold Beauty and Engine One. On the West Coast, Chinook Pass looked like he had the sprint championship wrapped up. Then Chinook Pass faltered and finished third behind Unpredictable and Remember John in one division of the Hollywood Park Sprint Championship race. In the East, however, the unbeaten filly Gold Beauty, defeated Engine One in the Fall Highweight race. In the Vosburgh, Engine One turned the tables and defeated Gold Beauty. Gold Beauty did not race again that year, but Engine One won two more races and seemed assured of the Sprint Championship. However, the voters went with Gold Beauty in a surprise (and unfair, in my opinion) ballot.

VI. STEEPLECHASER

Probably the least known category is that of steeplechaser—Thoroughbreds that race over long distances and jump various types of hurdles and fences. Thrice Worthy looked strong early in the season, but then an injury forced him out of action for the rest of the year. Zaccio, who had won the Steeplechase Title the last two years, then came on strong. He won a number of steeplechase events and then closed out the season with a convincing victory in the Colonial Cup—that victory assured him his third straight steeplechase crown. Only the immortal Neji had won three titles in the past, but they had not been consecutive.

VII. HORSE OF THE YEAR

From these voted champions now must be selected the one who is deserving of the honor, Horse of the Year. Some felt that NO one horse had done enough to claim that title. Others thought that perhaps Zaccio, the steeplechaser, had done more in his division than any other; but no steeplechaser had ever won Horse of the Year and 1982 was to be no different. Three racing groups make up the Eclipse Balloting: The Thoroughbred Racing Associations members, the Daily Racing Form members, and the National Turf Writers. TRA voted for Landaluce; DRF for Lemhi Gold; and NTW for Conquistador Cielo. A three way tie—what to do? Since Conquistador Cielo had been voted second on the other two (TRA and DRF) ballots, he was chosen as HORSE OF THE YEAR.

The 1983 season has already begun and the two top contenders for the Kentucky Derby, Copelan and Roving Boy, have suffered injuries and will miss the big race. Landaluce is gone. The only other two year old of note is the filly, Princess Rooney.

But only two fillies have ever won the Kentucky Derby, Regret in 1915 and Genuine Risk in 1980. Can Princess Rooney do it—or will she even be entered? By the time this article gets to press, the answer to that question will probably be known. John Henry, Horse of the Year in 1981, is hurt again and will be out for a while. Conquistador Cielo is retired. Perrault is retired. Lemhi Gold and April Run are racing in Europe in preparation for the Prix de l'Arc de Triomphe. Timely Writer is gone. Who will emerge as the top horse of 1983?

Accompanying this article are two race programs to be used with WIN, PLACE, & SHOW—one features the top six vote getters—Conquistador Cielo, Lemhi Gold, Perrault, April Run, Christmas Past, and Track Robbery (two year olds, sprinters, and steeplechasers are obviously omitted). The second program features six other horses that also performed well—Timely Writer, Frost King, Sangue, Jameela, Blush With Pride, and Runaway Groom (runner-up to Frost King as Canada's Horse of the Year, and upset winner over Aloma's Ruler and Conquistador Cielo in the Travers). Other top horses of 1982 were featured in Vol. 4, No. 4, issue of ASR where the race programs for the 1982 Kentucky Derby, Preakness, and Belmont Stakes were presented. ■

ERRATA: ASR, Vol. 4, No. 4, included inserts of the Greatest Thoroughbreds in History. In the 1870s program, "Happy Bassett" should read "HARRY Bassett."
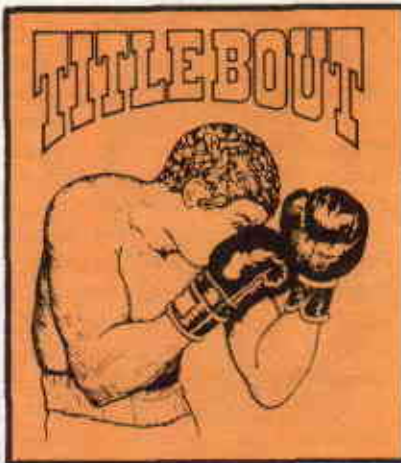
The Fistic Scene
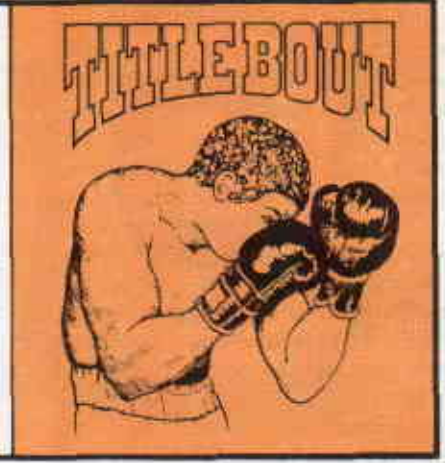
TITLE BOUT:
A MOVE UP IN CLASS
A SURVEY ON UP-GRADING AVALON HILL'S
CLASSIC BOXING GAME
BY JIM TRUNZO

Since its inception four years ago, TITLE BOUT has proven its staying power and popularity by remaining one of Avalon Hill's better selling sports simulation games. During that time, the game has been supplemented most admirably by numerous articles in ALL-STAR REPLAY and further augmented by periodic revisions of the fighter cards, even prior to the issuing of the annual boxer card set. However, no major revision of the game has taken place; the most dramatic and far-reaching change being the new Knockdown-Knockout procedure presented just last issue. This being the case, the designers of TITLE BOUT feel that the time has come to take a long look at their creation and "move up in class" by re-doing parts of the game and releasing what could well become known as ADVANCED TITLE BOUT. The basic format of the game would, of course, remain the same; however, an attempt would be made to reach a new high in accuracy, realism, and playability by generating new tables and charts, and by including new categories on the fighter cards themselves. Theoretically, at least, it is felt that this can be achieved without adding anything to the playing time or complexity of the game. How can you lose?

To accomplish this task, one must ask himself the question, "What needs chang-ing?", and while it might seem that the best person to answer that question would be the game's designer, that isn't always the case. Remember the old adage, "You can't see the forest for the trees"? A designer can be so close to the game he creates that he loses some objectivity, some creativeness due to his proximity with the project. It is
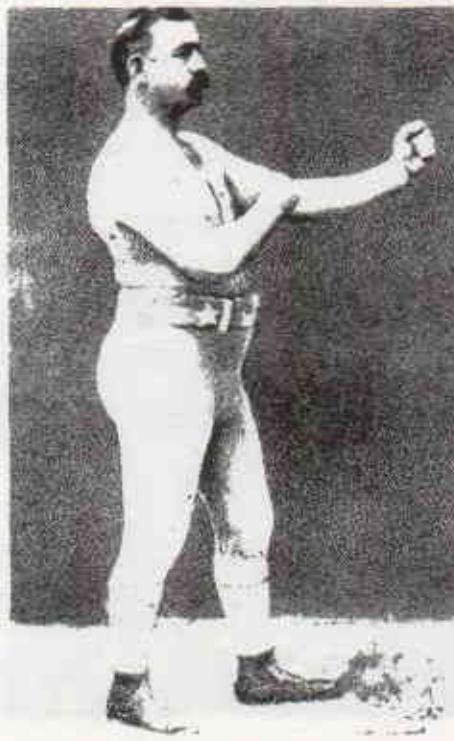
for this reason that the creators of TITLE BOUT are coming to you, the gamer who has played and supported TITLE BOUT over the years, for help in this new and exciting project.

Following is a survey form asking the questions that must be asked before the redesigning of TITLE BOUT can reach fruition. It is the hope of the game designers that all of you reading this article will respond to the questionnaire so that any changes that take place in TITLE BOUT will be guided by what you feel is needed in the way of revisions. We want to know what you would like to see in the game that isn't already there. What areas do you feel are weak and in need of improvements? And just as important, what areas do you wish to see left untouched? Your help in this matter will directly lead to a better game; and you can glean satisfaction from the knowledge that in some small way, you contributed to that betterment.

Please complete the following form and mail it to: James V. Trunzo, RD 2, Box 376, Leechburg, PA 15656. You may create your own form through copying or xeroxing the one found below if you do not wish to damage your copy of ALL-STAR REPLAY. Thank you in advance for making a great game even better.

THE GREATEST GAMES NEVER PLAYED

A DISCUSSION OF RECENT SUGGESTIONS ON SUPERSTAR BASEBALL
BY PAUL ROSANO

I've always been fascinated with the concept of matching up athletes of different eras, particularly in baseball. It probably stems from finding Ethan Allen's All-Star Baseball Game under the Christmas tree one year, in the 1950's. At that time, the game's roster consisted of hundreds of virtual free agents—old-timers and active players on individually computed, circular cards—from which you could create your own team and league affiliations. Sitting on the front stoop of our house on Blakeslee Avenue with a few neighborhood friends and playing a schedule of the greatest games never really played was a nice way of filling the time between a morning baseball game against Monroe St. and the arrival of the Good Humor man at 3:00 p.m. I often lament my mother's housecleaning of the early version of that game more than my shoe box of baseball cards.

After a hiatus of twenty years, I rejoined table-top game players by picking up SUPERSTAR BASEBALL, which in principle is very similar to Ethan Allen's game, albeit much more sophisticated. To keep in touch with what was happening in sport games, I augmented my collection of the early issues of All-Star Replay with some back issues and a current subscription. Scanning through the pages of the magazines, I noticed a distinct drop-off in coverage of the game with the introduction of the Statis-Pro line of games. Superstar had obviously taken a back seat to Statis-Pro.

However, the renewed interest demonstrated in Vol. IV, no. 1 and Vol. IV, no. 2 was encouraging to fans of Superstar, the seemingly forgotten member of the Avalon Hill baseball family. The articles by Bob Norgard and James C. Gordon dealing

with expanded player rosters and a possible change in format are worth considering and long overdue.

Superstar is unique because it deals only with the creme de la creme. There are no other game formats that concentrate only on matching up the greatest players of different eras. Others offer this as an option, but none succeed so well.

Bob Norgard's "Diamond Dust" was very timely for me. I've been playing Superstar since 1978 and only recently became aware of the original All-Time All-Star charts. I had been trying to track down a copy of them—no easy task—when I read his article. I was overjoyed to find someone else concerned with the problem of the very limited player roster and supported his idea of an expanded old-timer roster.

I was even more excited by the prospect of the original ATAS rosters—with some modifications—becoming available. (See Bob Biscontini's article in this issue.) But despite my euphoria, I have strong reservations about the issuance of the rosters in the Statis-Pro format.

Don't get me wrong, I'm a fan of the Statis-Pro line of games. I enjoy their unusual and refreshing approach to the basic play procedure—fast action cards. The statistical accuracy of the Statis-Pro games is a prodigious achievement, when you consider that in attaining this exactness for individuals and the entire season of a league, the excitement of the play procedure is not sacrificed.

Other games, which reproduce entire seasons like APBA, lose their attractiveness during repetition of play—especially for the solitaire player. The weaknesses of the APBA Baseball Game, for instance, become very apparent when you use the highest rated pitchers. Only the long ball or a team with speed—in APBA's basic version, speed means only automatic steals tagged onto singles—can produce runs against the A rated pitchers. Line-drive hitting teams or teams that execute sacrifices and the hit and run have little chance. Statistically the game succeeds, but the trade-off of stats for playability renders the game boring. They seem to be pulling it off with mirrors. In contrast, Statis-Pro reproduces an entire season in an exciting fashion.

But how well can Statis-Pro reproduce a season that was never played? The seasons of Superstar are the creation of the game player. Statis-Pro would have nothing to base its ratings on.

Nonsense, you say. Why can't Statis-Pro be adapted to a career stats format and be just as successful? It would, no doubt, succeed to some extent, but certainly no better than Superstar already does, and probably not as well for reasons which are inherent in its design.

Statis-Pro is team-oriented and season-oriented. And it works best in this limited context. Alter a Statis-Pro season by only using the best teams or re-assigning recently traded players, or better yet, having a free-agent draft, and it statistically changes the game. Many game players try these variations and experience a new dimension of fun and excitement. But you pay for your alternative reality with a loss of accuracy. How much? It's up to you. Jim Barnes, Statis-Pro designer, said in "Major League Baseball—How To Play For Realism" (Vol. 3, no. 2) that even though altering rosters and usage of individual players was part of the excitement the game offers, certain parameters relating to real-life play should be adhered to in order to protect the game's validity.

Superstar shies in the land of the unknown. Nothing can change the game drastically because it is not based on one year or one team. Even the team rosters in the ATAS version are imaginary, created from teams of different eras. Superstar's flexibility is its strength.

By matching up career ratings of the best pitchers and hitters a new set of statistics emerge, as illustrated by John Kerr ("Actual Game Averages of Players in Superstar Baseball," Vol. I, no. 3). Although the best vs. best format produces hitting stats lower than lifetime figures, it doesn't eliminate the possibility of an extraordinary performance. Hitters can rise above Mr. Kerr's expected stats given the right circumstances—what pitchers they face over the course of an entire schedule.

Of course you can't definitively predict which hitters will excel and lead their teams to victory. But that's part of the game's beauty.

Superstar can be called old-fashioned because it lacks the finesse and complexity of a fast action card format. But this is Superstar's charm. It's a throwback to the

early games of the genre. But where the predecessors' approach to play and strategy was too simplistic, Superstar has just the right mix. There are managerial decisions but not an overwhelming number. There is complexity—interaction of pitcher and hitter—but not to the point of delaying play excessively. These are particularly important to the solitaire player, who doesn't have a lot of time on his hands. I like to savour each game, but the speed of play is a nice bonus when you're dealing with a limited amount of time and you want to complete a full-season schedule. The time to complete a game—including balancing your scorecard and logging a running total of statistics—is about 30 to 40 minutes. But it doesn't compromise the game in any way.

Lending support to a Statis-Pro conversion of the ATAS charts, Mr. Gordon notes that many game players enjoy a variety of games within the same sport. For the same reason—diversity—an expansion of the rosters, within the Superstar format, is essential. With the coming of Pennant Race, Avalon Hill will be offering a wide spectrum of games of the National Pastime. Superstar should not be the neglected member of Avalon Hill's baseball family, by limiting its rosters. It's the original SI concept and it still holds up.

The question of the exact rosters can be answered by Mr. Norgard's idea of a third player set augmented by Mr. Gordon's dimensions—400 players. To avoid exclusion of players who are not members of original franchises, Avalon Hill could issue the cards like the present sets with team affiliations on the back. This would allow game players the option of arranging teams based on charter league members or by a free-agent draft.

Statis-Pro has a Great Pennant Race series which is very successful. As a compromise, an expansion of the Statis-Pro format using Mr. Gordon's idea of Great Teams of the Past could be made available. And it would suit Statis-Pro's team-oriented format perfectly.

Time has come for the expansion of the Superstar rosters. The best alternative is to keep it within the framework of the original concept with an optional Superstar Connoisseur's Set. If enough Superstar fans can leave their front stoops long enough to voice their feelings on the expansion roster idea, we may finally see some action taken. If not, all those potentially great games will never be played. ∎

feats of the '48 Indians, '55 Dodgers, '61 Yankees, '67 Cards, '70 Orioles, '73 A's, and '76 Reds? These are the teams Bob has offered to compile, and, if economically feasible—and given enough customer interest and sufficient time—we might release such a set. Another possibility is to print cards for one of these clubs every few issues of ALL-STAR REPLAY.

Obviously, SUPERSTAR BASEBALL is a theme for this issue. Bob's article on the game provides some rules suggestions and clarifications, as well as background stats and information on the '27 Yanks. Remember the game ALL-TIME ALL-STAR BASEBALL, the predecessor of SUPERSTAR BASEBALL? In this issue Bob discusses what happened to the game and lists more suggestions for updating the teams' rosters.

PENNANT RACE! is already proving to be a big hit with baseball fans. Joe Balkoski, the designer of Avalon Hill's brand new diamond game, lists some rules modifications and gives teams' attendance plus players' draw values and salary ratings for those who want to incorporate the increasingly complicated world of finance into their playing of PENNANT RACE!. Next issue the second article in this two-part series on the game will focus on the results of an eight-team league which was formed by the staff members here at the Avalon Hill office. Trades, free-agent drafts, roster changes, minor league call-ups and more will be discussed. As fate would have it, I got the Yankees. (I don't want to give away any secrets before next issue, but let's just say that my "managing" of the pin-stripers would not have gotten me much further with the "Boss" than Bob Lemon did last year.) Other tentative projects in the works for PENNANT RACE! include rosters and ratings (in an upcoming issue of ALL-STAR REPLAY) for the teams of the 1956 World Series, in which the Yankees' Don Larsen threw a perfect game against the Dodgers. Also possible as an additional accessory for PENNANT RACE! is a historical booklet for $7.50 of all the teams for the fabulous '69 season—the year the Mets won it all.

Joe is currently working on another new game, tentatively entitled "Great Moments in Baseball". The innovative concept of this game is to give you the opportunity to re-create 20 old-time and 10 contemporary scenarios of great pitcher vs. batter confrontations in baseball. "Great Moments in Baseball" is a relatively simple game yet it

plays very fast. Here's the basics of how it works: the Pitcher chooses the type of pitch (fastball, curve, slider, etc. . .) and location (inside, outside, high, low, etc. . .) to where he is throwing the ball. The Batter then decides the type of swing he is going to take and guesses what pitch he thinks is coming. Remember that the focus of this game is on one batter vs. pitcher confrontation—or perhaps an entire inning —not a complete nine-inning contest. The whole point is to show all the subtleties that go into the pitcher against batter match-up. So often in baseball one key batter vs. pitcher battle is so exciting that it completely transcends the game itself. Who can forget that classic duel in the second game of the '78 World Series between Bob Welch and Reggie Jackson, for instance? (I'll always remember the image of "Mr. October" storming out of the batter's box after swinging and missing for strike three to end the game.) Well now you will have a chance to re-live all the drama and strategy involved in this and many other confrontations with "Great Moments in Baseball".

Next issue we hope to be able to produce player cards for STATIS-PRO FOOT-BALL for the 1972 Miami Dolphins as the bonus insert. This team was the only club in modern NFL history to go undefeated and untied through the season as they posted a perfect 17-0 record. The "No-Name" defense of Buoniconti, Fernandez, Scott, Anderson, etc. . ., and the offense with Griese, Csonka, Kiick, Warfield, Little and the rest can be re-created on your gaming table! As was mentioned in the last issue, we are doing a third edition of the rules for STATIS-PRO FOOTBALL; featured are new Fast Action card types and a realistic method for solitaire play, plus fumble and endurance ratings on the ball-handlers' cards. For fans of BOWL-BOUND, we are going to start compiling SET III, which will have some of the great clubs of the past few years. This set should be available by the spring of next year.

Avalon Hill's microcomputer games division has just released a new sports game called BREAKTHRU. This arcade game lets you simulate playing racquetball in space! The three-dimensional action is nonstop as you try to knock out five consecutive walls at the opposite end of the court, using a joystick paddle to strike or deflect the lively ball. The graphics and sound are ultra-realistic. Just $20.00, BREAKTHRU (16K) is available on cassette and diskette for your TRS-80 I and III,

Apple II, and Atari 4/800. It's also on cassette for your PET CBM and TRS-80 Color, and on diskette for Commodore VIC and IBM PC. Don't forget about our other computer sports games, such as COMPUTER STATIS-PRO BASEBALL, FOOTBALL and BASKETBALL STRAT-EGY (all of which faithfully re-create the board games), and arcade paks KNOCK-OUT and ROADRACER/BOWLER. The microcomputer games division is now publishing a regular newsletter to give you all the latest details on new games.

Jim Barnes, the designer of our STATIS-PRO games, publishes a weekly Journal of Handicapping which really gives the inside scoop and stats to help you analyze upcoming sports contests. The subscription rates are: $35.00 for 13 issues, $70.00 for 26, and $125.00 for 52. All letters and subscriptions should be sent to: Jim Barnes, Journal of Handicapping, P.O. Box 4336, Las Vegas, Nevada 89127.

For those of you who don't think there's enough humor in ALL-STAR REPLAY, here are my baseball predictions for 1983 (remember that this is being written only a week into the new season):

AL East	NL East
Baltimore	Montreal
New York	St. Louis
Detroit	Philadelphia
Milwaukee	Pittsburgh
Boston	New York
Cleveland	Chicago
Toronto	

AL West	NL West
California	Los Angeles
Kansas City	San Diego
Chicago	Atlanta
Oakland	San Francisco
Minnesota	Cincinnati
Seattle	Houston
Texas	

Avalon Hill Games

HEAD TO HEAD

Opponents wanted for SP FT. I know the general football rules but have no experience of football games. Need to go through the game rules for SP FT and I look for joining a league if everything goes well. Hans Johansson, Tovadersgatan 13 C, S-754 31 UPPSALA, SWEDEN.

Free: new, improved method for rating KO Boxers. By author of "Performance Points", ASR III-3. Send long SASE. Mike Stephens, 312 Newton Ave., Oakland, CA 94606.

Will create SUP cards. Send name of player (must have ended career before 1978)—$1 per player. Computer generated. David K. Miller, 219 E. 69th St., NY, NY 10021.

I will rate any player, any team, any league, for use with MLB. Each Player—25¢; Each Team—$1.50; Each League—$10. Send your requests to: Douglas Giles, 10217 Valley Forge, Maple Grove, MN 55369.

TO BUY

Want to buy original SI Pro and COL FT game parts; any parts and charts for original SI baseball; cards for old season in NBA and MLB; and ASR Vol. 1. Willing to pay good price. Shayne Johnson, 4505 Windy Hill Road, SE, Decatur, Alabama 35603.

For Sale—Brand New Condition, BB ST 1981, SP BB 1980, PD 1980 and SP FT 1981. Best Offer! Mr. Joe Mueller, 350 Robinson St., #8, Sonoma, CA 95476 (707) 938-2280.

For Sale: CHAL GF, GFG, SP BB (1980 Cards), SP FT, PD Sheets (1978-80), COLL FT Sheets (Set I). Make offer or will trade for: USAC, SUP, KO, SP BK. Dale Somerfelt, 5570 Sunny La., Apt. A, Maple Hts., Ohio 44137.

For Sale or Trade: TITLE BOUT All-Time Greats. Complete, unused. Will consider trade for SP MLB. Charles DeFazio, 211 Beattie St., 3A, Syracuse, NY 13224.

AMERICAN BASKETBALL ASSOCIATION (ABA)

Founded—Now forming, season begins August 1983.

Teams—5, looking for up to 23.

Active Members—5

Dues—$5 per season

Activities—Play 82 game schedule, draft players, trades and playoffs. We will use a salary system with contracts.

Membership Requirements—Own NBA and purchase the new set to be available June '83

Contact—
Bill Schubert
157 Pleasant St.
New Britain, CT 06051
(203) 223-7622

NEVADA TEAM GOLF CLUB

Founded—1982

Teams—Eight, 2 four team divisions

Active Members—2, looking for up to 6 more.

Dues—Yes—amount to be determined

Activities—We will be having a team golf league. It will be PBM. A weekly newsletter will be sent out. We will be using Pro-Golf.

Membership Requirements—One can live anywhere in the USA. Must be responsible and honest. Must own Pro-Golf. (Send SASE for complete info.)

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

THE GREAT SUPERSTAR BASEBALL! LEAGUE

Founded—Now forming.

Teams—Four to eight, depending on response.

Active Members—One

Dues—To be determined by members.

Activities—Members will draft players from the Superstar Baseball! Game. Each team will play an equal number of games. This will be play-by-mail and only serious, honest and mature persons need reply. I will set up guidelines and all members will vote on league rules. Play-by-mail experience not needed.

Membership Requirements—To have what it takes to complete season, also to own Superstar Baseball! Either the old or new editions.

Contact—
Tim Dugan
RT-1 Box 546-A
Astoria, OR 97103
(503) 325-3257

STEEL CITY FOOTBALL

Founded—Forming now for Fall '83

Teams—To be based on 1980 Statis-Pro Football. First letter with choices and earliest postmark to get your team.

Active Members—One

Dues—To be decided, only to cover newsletter and postage.

Activities—To meet once a week a neutral hall or club and play face-to-face. Play will be on current NFL schedule if enough apply or it will be drawn on lots, playoffs, super bowl, newsletter, trades, and contract franchises.

Membership Requirements—Those in Beaver County or surrounding area who want to meet one day a week. Must have Statis-Pro Football version 1980. New player cards will be subject to own draft.

Contact—
Eric M. Tonsetic
1231 Center Rd.
Monaca, PA 15061

PUGET SOUND SPORTS ILLUSTRATED GAMES ASSOCIATION

Founded—1974-76—reformed 1980

Teams—20/Brewery Football League-West PAYDIRT. 8/Emerald City Football League STATIS-PRO.

Active Members—5 (with 1 leave of absence).

Dues—$25 annual (to be negotiated) newsletter, awards, etc.

Activities—Currently active with PAYDIRT and STATIS-PRO Football and Baseball. Expansion and a year round program to include mentioned and other SI/AH Games with various leagues accommodating gung-ho fanatics to casual drop-in player/coaches.

Membership Requirements—18 years up (although a junior program if enough response warrants); live in the greater Seattle/Tacoma/Everett area (transportation if outstate of area); experienced or newcomers welcome.

Contact—
Samuel F. Patterson
P.O. Box 9822
Seattle, Washington 98109
(206) 789-1822

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

Founded—March 1980

Teams—12 now, need 4 more managers for next season.

Active Members—12

Dues—$9.00 (postage and photocopies)

Activities—Every team is composed of players drafted from all the Major League Teams. A supplemental draft for additional players is held before each season. Players are maintained from year to year with trading encouraged. Each team will play 162 games (81 home). Statistics

are kept for each player on an easy to use stat sheet. We have a World Series, All-Star Game and individual awards (MVP, Cy Young, etc.). There will also be a trophy awarded to the World Champion.

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

Contact—

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

D.L. Engel—National League President
2202 East 15th
Hays, Kansas 67601

United States Professional Baseball League
Ed. J. Coss, Commissioner
744 Chestershire Road
Columbus, Ohio 43204
(614) 276-2736

UNITED STATES PROFESSIONAL SPORTS FEDERATION

Founded—Now forming.

Teams—26 maximum

Active Members—Me, but hoping for 26 more

Dues—To be announced

Activities—Will have draft as soon as possible. 162 game season to begin quickly. All-Star game and World Series Trophies for winners.

Membership Requirements—Must own SP BB and have cards for 82 Season. Must be willing to play 5 games/week. Honesty and accuracy essential. Promptness very important. Send top four team choices.

Contact—
Sean Lahman
1951 Seneca Ave
Rochester, NY 14617

Misc.—Please include phone number, relative playing experience and a SASE.

EUROPEAN STATIS-PRO BASEBALL LEAGUE

Founded—1983

Teams—Minimum is 6-8, hoping for more than 10.

Active Members—1, me so far. Looking for at least half a dozen.

Dues—Costs for postage, maybe a small membership fee.

Activities—I am forming a league where we will use the 1983 cards for Statis-Pro Baseball. AH gamers in Scandinavia and Europe, here is a PBM league where we can play and have exciting player-by-mail games and seasons. I am an active league player but I want to form a European league and use either the original MLB teams or a draft of all the players. The league, which we will form together, will have a newsletter and awards such as MVP's and Cy Young. I am looking to play over 100 games a season and we will use PBM instructions in some form and accurate stats will also be kept. I am hoping to start in mid-1983 or in the fall to have a winter league with playoffs and a World Series in early 1984.

Membership Requirements—Important, is to take part and have fun, no need to win. Must be honest and willing to complete season. Also to help the forming of our league for the first season is a must, mainly with ideas and thoughts. Must be an experienced Statis-Pro gamer and own the 1983 cards. New additional rules for Statis-Pro will be used, not all but a few.

Contact—
Hans Johansson
Tovadersgatan 13 C
S-754 31 UPPSALA
SWEDEN

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.

TO SIMPLIFY MATTERS FURTHER, PLEASE ADHERE TO THE RULES BELOW

OPPONENT WANTED:

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

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

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

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

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

NAME _____

STREET _____ APT ____

CITY _____

STATE _____ ZIP _____

LEAGUE MEMBERSHIPS
ADVERTISE IN ALL-STAR REPLAY

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!

FOUNDED:

TEAMS:

ACTIVE MEMBERS:

DUES:

ACTIVITIES:

REQUIREMENTS:

CONTACT:

MISCELLANEOUS:
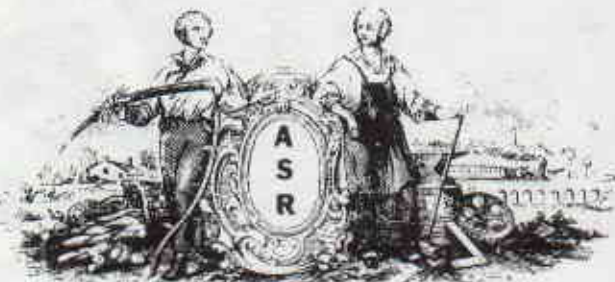
THE VICTORY OF MUSCLE OVER MIND

Player cards:

- Tony Lazzeri — BR — 2 — 2B, SS, 3B
- Mark Koenig — BB — 1 — A — SS
- Johnny Grabowski — BR — 0 — B — C
- Cedric Durst — BL — 0 — B — OF, 1B
- Lou Gehrig — BL — 1 — B — 1B
- Julie Wera — BR — 0 — B — 3B
- Babe Ruth — BL — 1 — B — OF
- Ben Paschal — BR — 0 — B — OF

W-6767   4/83

Player cards:

Bob Meusel — OF — BR — 2

Mike Gazella — 3B, SS — BR — 1

Earle Combs — CF — BL — 2

Pat Collins — C — BR — 0

Joe Dugan — 3B — BR — 0

Pitchers' Batting vs. Both — 1927 Yankees — Designed by Bob Biscontini — Bunt 32-39-A — 10-31-B — 0

Ray Morehart — 2B — BL — 1

Benny Bengough — C — BR — 0

3

Dutch Ruether (S) Throws L

E — F — G

BB — SO — BB — X — SO

Myles Thomas (S/R) Throws R

E

1+ BB — BB — X

Wilcy Moore (S/R) Throws R

E — F — BB

SO — BB — SO — G — X

Waite Hoyt (S) Throws R

E — K

F — BB — BB — SO — G — X

Urban Shocker (S) Throws R

E

G — SO — SO — F — BB — X

Bob Shawkey (R) Throws R

E — SO — G — SO

F — BB — X

George Pipgras (S) Throws R

E — G — G — BB

F — SO — SO — BB — X

Herb Pennock (S) Throws L

E — BB

BB — G — SO — X — F

Joe Giard (R) Throws R

E — 1+

BB — 1+ — BB — X

Babe Ruth — BL — B O 1 — OF

Lou Gehrig — BL — B 1 — 1B

Johnny Grabowski — BR — B O 0 — C

Tony Lazzeri — BR 2 — B 2 — 2B, SS, 3B

Mark Koenig — BB — A 1 — SS

Cedric Durst — BL — B O 0 — OF, 1B

Julie Wera — BR — B O 0 — 3B

Ben Paschal — BR — B O 0 — OF

Bob Meusel — OF — BR 2

Mike Gazella — 3B, SS — BR 1

Earle Combs — CF — BL 2

Pat Collins — C — BR 0

Joe Dugan — 3B — BR 0

Pitchers' Batting vs. Both — 1927 Yankees — 10-31-B — Bunt 32-39-A — 0
Designed by Bob Biscontini

Ray Morehart — 2B — BL 1

Benny Bengough — C — BR 0

W-6767 4/83

SUPERSTAR BASEBALL CARDS FOR THE 1927 YANKEES
INSERT FOR VOL. IV, NUMBER 6, ALL-STAR REPLAY
PITCHERS' CARDS

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Dutch Ruether (S)
Throws L

- E
- F
- G

BB

SO
BB

X
SO

Myles Thomas (S/R)
Throws R

- E

1+
BB

BB

X

Wilcy Moore (S/R)
Throws R

- E
- F
- BB

SO

BB

SO

G

X

Waite Hoyt (S)
Throws R

- E
- K

F

BB

BB
SO

G

X

Urban Shocker(S)
Throws R

- E
- SO
- SO
- F
- BB

G

X

Bob Shawkey (R)
Throws R

- E
- SO
- G
- SO

F

BB

X

George Pipgras (S)
Throws R

- E
- G
- G
- BB

F
SO

SO

BB

X

Herb Pennock (S)
Throws L

- E
- BB

BB
G

SO

X
F

Joe Giard (R)
Throws R

- E
- 1+

BB
1+
BB

X