

ALL STAR REPLAY

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ALL STAR REPLAY

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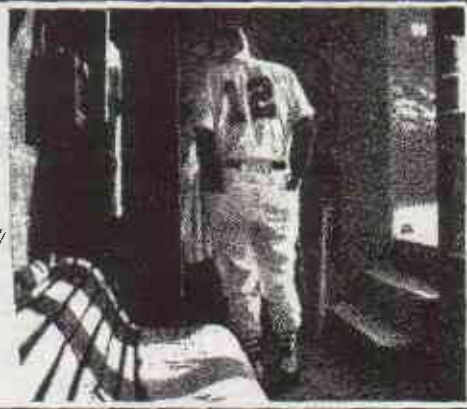
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ALL-STAR REPLAY is a publication of the Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports simulations. In addition, articles dealing with sports history as it relates to the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

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THE DUGOUT



By William T. Hughes

With this year's Wimbledon tournament recently completed and the U.S. Open just around the bend, we're pleased to be able to announce the release of PRO TENNIS—the most comprehensive and realistic simulation of court action on the market! Now you can re-create the "Grand Slam" events, or run your own tournament, if you like. Ratings for 50 men and 50 women tennis stars are featured, including such categories as serve and return, volley, special and clutch shots. There's also plenty of room for effective use of strategy in the game so that the top seeds won't always win. By choosing to "rush the net", for example, you might be able to emulate Kathy Jordan's upset of Chris Evert in this year's

Wimbledon. All in all, the "advantage" will be yours when you purchase PRO TENNIS—just \$16.

Now that the gridiron exhibition (oops, we mean "pre-season") games have begun, we want to remind you that the upcoming third edition of the rules (available by September) for STATIS-PRO FOOTBALL will be the best yet. As was said in the last issue, there will be a superb system for solitaire play, as well as new and easier-to-read Fast Action cards. All ball-handlers will now be rated for fumble frequency (to separate the Steve Thurlos from the Larry Csonkas) and endurance (so no longer will a Jim Del Gaizo beat a Joe Namath for the starting QB spot). By the way, we still hope

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NOW AVAILABLE!

The Complete

8 GRAND PRIX TRACKS

SPEED CIRCUIT



Grand Prix Accessory Pack II

If you are a fan of *SPEED CIRCUIT*, Avalon Hill's classic grand prix auto racing game, then you won't want to miss AH's new *ACCESSORY PACK II*—consisting of eight new tracks from grand prix courses all over the world. Each track has been designed with meticulous detail and accurately reflects the subtle differences inherent in each course layout. For those of you who are not auto racing fans, don't worry! *SPEED CIRCUIT* is a game that is oriented both towards the expert and the novice. No prior knowledge of cars and/or tracks is necessary to play the game. However, ownership of *SPEED CIRCUIT* is a prerequisite for *ACCESSORY PACK II*. Here are the eight tracks:

1. MONTE CARLO: This is what grand prix racing is all about: glamor, yachts, tradition and fast cars. Monte Carlo is all that and more: a road race through city streets at up to 170mph. Monaco has held a May Grand Prix since the '20s. This course replaces the one on the gameboard, which has undergone extensive modifications in the last decade.

2. LE MANS: One of the most famous races in the world, the 24 hours of Le Mans is the ultimate test of man and machine. Run on public roads, Le Mans is considered by many to be the premier sports car race in history.

3. INTERLAGOS: Set in a natural amphitheater overlooking the slums of Sao Paulo, Brazil, Interlagos has been the main site of the Brazilian Grand Prix since 1973. Interlagos is a real test of driving skill since the first two corners are taken as virtually one arc.

4. LAS VEGAS: A new American track and the site of the Caesar's Palace Grand Prix. The track is flat with very little room to pass. For the past two seasons, the World Championship was decided at this track.

5. SPA-FRANCORCHAMPS: One of the great Grand Prix venues.

Racing through the Ardennes forest at speeds approaching 190mph, Spa was the ultimate test of a driver's skill and courage. One mistake on this Belgian course could be fatal, as most of the gentle sweeping corners were taken at speeds up to 150mph. In the '70s, this track was said to be too dangerous and was removed from the Grand Prix circuit. A new track is being built here, but the course in *ACCESSORY PACK II* is the original one.

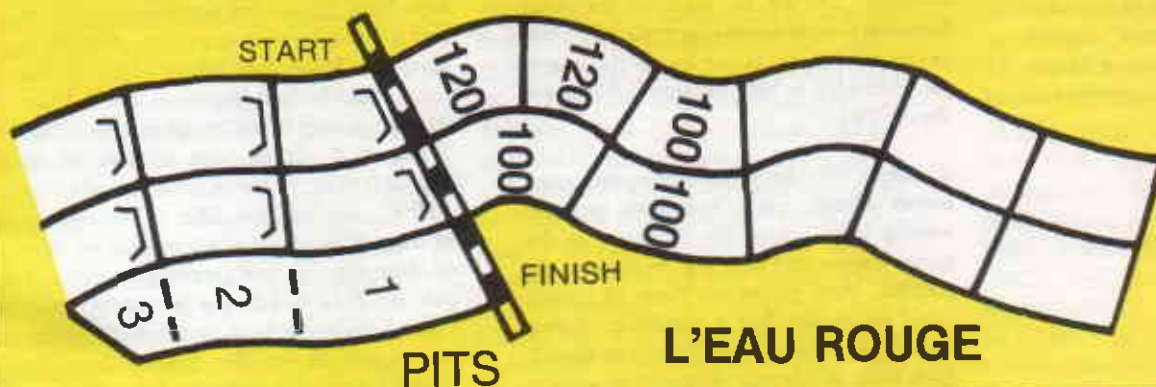
6. RHEIMS: "Run for the Champagne!" That is what this grand old race was known as during the '50s and '60s, when Rheims was the primary home of the French Grand Prix. Like Spa, Rheims was run on public roads and lap times were very fast—so much so that the advent of modern automobile technology made them too dangerous.

7. DIJON: Set in the Burgundian countryside, Dijon came into prominence during the mid-'70s. Used for the French Grand Prix in alternate years, Dijon has also been the site of the Swiss Grand Prix (Switzerland banned auto racing in '55 after a major accident in Le Mans). Dijon has challenging sweeping corners in a rather simple layout.

8. IMOLA: Site of the 1980 Italian Grand Prix after a boycott of Monza, Imola is now the home of the San Marino Grand Prix. Imola has been the home of many sports car races in the last two decades, but it has been modernized to accommodate the modern Formula One circus.

(Track design and narrative notes by Mark J. Maticek)

SPEED CIRCUIT: ACCESSORY PACK II is available from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214 for \$12 plus plus 10% for shipping (which will be in a cardboard tube). To play the Grand Prix Campaign Game, you must also own *ACCESSORY PACK I*. For more *SPEED CIRCUIT* tracks, keep your eyes on *All-STAR REPLAY*. Thank you!



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SERIES REPLAY



PENNANT RACE AS PLAYED BY THE EXPERTS

OR, BEATING STEINBRENNER AT HIS OWN GAME!

BY JOSEPH BALKOSKI

Initially formed in April of 1983, the Avalon Hill PENNANT RACE League (AHPRL) is currently in mid-season of a highly-detailed re-creation of the 1982 Major League Baseball season. Eight staffers gathered in the Sports Department on a blustery April day to become the Founding Fathers of AHPRL, each armed with a fresh copy of Avalon Hill's new baseball simulation, PENNANT RACE. Using the basic rules provided with the game plus all of the rules modifications and financial rules provided in the first installment of this article (see "More Pennant Race" in Volume IV, Number 6 of ALL-STAR REPLAY), our eight club owners sat down to draw up an informal league constitution. Here's how the league works:

1. The 26 Team Roster sheets were clipped out of the Roster Booklet and placed in a box. Each of the eight participants then randomly chose a team from the box. No team choice was permitted: the player was obligated to become the owner of the team he picked. The eight teams chosen represented a good cross-section of Major League baseball, from the best to average to poor. These teams were:

1. MILWAUKEE BREWERS
2. KANSAS CITY ROYALS
3. NEW YORK YANKEES
4. NEW YORK METS
5. PITTSBURGH PIRATES
6. HOUSTON ASTROS
7. MONTREAL EXPOS
8. OAKLAND A'S

2. All of the financial rules described in the immediately preceding issue of ALL-STAR REPLAY were adhered to. That is, each team owner received \$300 at the start of the season, from which expenses were deducted and revenues collected. A single team owner was appointed Commissioner and was made responsible for keeping the league's "Books" (a thankless task as it turned out).

3. Designated hitters were permitted in the AHPRL, even among National League teams.

4. Since there were only eight teams in the AHPRL, a 154-game schedule was decided upon. This permitted a perfectly balanced season in which each team played every other team 22 times during the campaign.

To make matters even more simple, the 1951 National League schedule that was published in Volume IV, Number 4 of ALL-STAR REPLAY was chosen for AHPRL's schedule. To do so, each of the 1951 National League teams was replaced by one of the eight teams in our league (for example, Brooklyn in 1951 became Oakland for the AHPRL).

5. Before the start of the season, each team owner secretly made five draft picks in writing from among the 18 teams in the major leagues that were not involved in the AHPRL. Any player on these 18 rosters could be chosen, but a maximum of two players per team could eventually be signed. Each team owner was obligated to secretly

note the salary offer he was giving the draft choice (the minimum offer was \$400,000). Then, in a general AHPRL meeting, the Commissioner announced the draft picks of each team and awarded each of the eight teams the right to sign two players apiece and the salaries at which these players were available.

Here are the draft selections made by each team in the AHPRL, followed by each owner's strategy notes during the draft:

MILWAUKEE

1. J. Andujar, STL (\$400,000)
2. R. Sutcliffe, CLE (\$720,000)
3. J. Palmer, BAL (\$1,320,000)
4. M. Soto, CIN (\$600,000)
5. G. Minton, SF (\$400,000)

After examining the Milwaukee Brewers' roster, I can only say that somebody above was smiling upon me when I made my team selection. The Brewers have no weaknesses anywhere. I guess the worst that could be said is that their starting pitching rotation is adequate. It was here where I first felt the team could be best improved and I determined to try for two ace starters with a Start Value of 5. There were a total of six available in the 18 teams not involved in the AHPRL, although I decided to pass on two of them (Carlton and Valenzuela) because of their price tag and general popularity. I put my bids in for the remaining four, Palmer, Soto, Andujar, and Sutcliffe. After some analysis of the Brewer financial health, I decided to limit myself to a total ex-

penditure of not more than \$24 in game terms (\$1,440,000 in real dollars). I made a special bid of \$1,320,000 for Palmer because of his crowd drawing potential. For the remaining three pitchers, I varied my offers from \$400,000 to \$600,000. Just in case ace starters might have high priority among the other seven owners (a situation I considered highly likely), I decided, for my fifth and final pick, to stray slightly and pick an ace (+1 Relief Value) reliever, Greg Minton, as a safety valve. I was confident that I would have no competition for his services and that he would prove as valuable as a good starter.

I must say, when the draft results were announced, that I was very surprised at the huge salary offers made by the other owners. I believed that most of the other teams could not afford the dollar amounts they were offering. Whether this prediction comes true or not at this point, I'm not sure. I do feel fortunate that I was able to get Rick Sutcliffe—he just slipped through! Although I couldn't get another starter, I did get Minton and was very satisfied with my team before the start of the season.
—MICK UHL

PITTSBURGH

1. A. Trammell, DET (\$420,000)
2. D. LaPoint, STL (\$420,000)
3. R. Sutcliffe, CLE (\$420,000)
4. L. Hoyt, CHI (\$420,000)
5. Rg. Jackson, CAL (\$1,260,000)

The 1982 Pittsburgh Pirates reportedly lost millions of dollars as they slipped to the second lowest attendance in baseball. In the AHPRL, this circumstance is penalized immediately, as at least one randomly chosen player must be waived off of a team each month that a team fails to earn enough to meet the payroll. With an average attendance figure 50% lower than many teams in our league, my drafting and trading was constrained by the need to improve and cut expenses.

The Pirates turned out to be a surprisingly good team, considering their attendance woes. They showed above average hitting, power, speed, and good relief pitching. Starting pitching was just below average, and the defense had only one weak point (shortstop Dale Berra's "-1" Fielding Value). My immediate pre-draft goal was to trade Dave Parker and his huge salary for pitching or another starting right fielder of lesser ability, but no other owner in the league was biting.

Unable to work out any trades to unload Parker (he refused to be traded to three

separate teams, as is his right as a "five-and-ten year man"), it was more important than ever to improve my draw in the draft. Reggie Jackson of the California Angels was the player that best fit that bill, his "+3" attendance Draw Value meaning a difference of at least 8,000 fans per game for me at Pittsburgh. Plus, the addition of his power to the lineup would make first baseman Jason Thompson available for trade. I offered Jackson his current salary in the draft, hoping to get him "cheap". My second choice was Alan Trammell, who hit as well as Berra, but his "+1" Fielding Value at shortstop could make the difference for me in as many as fifteen games. I offered Trammell and all my other draft choices the minimum salary possible in the draft rules. I finished my draft selections with one pitching ace (Rick Sutcliffe) and two first-line starters (LaMarr Hoyt and Dave LaPoint). I hoped to steal Hoyt and Sutcliffe and figured no other owner would draft LaPoint if I was shutout against the others. I was correct only with LaPoint, as I was the only owner to draft him. I was outbid for all my other choices, but only Sutcliffe and Hoyt ended up by signing with other teams. This left me with the choice of signing two of the following three players: Reggie, Trammell, or LaPoint. I decided upon Trammell's defense and Jackson's draw and power.

After the draft's dust had settled, I was able to make a big trade, sending Thompson and reserve outfielder Bill Robinson to Houston for Art Howe and Don Sutton. This left me with two ace starting pitchers and didn't appreciably hurt my offense. I had worked out

four different trades to dump Parker with Milwaukee, Oakland, Montreal, and the Yankees, but he vetoed each trade! It looks like he's mine for the duration. With luck, I'll meet the payroll, and look to finish third or fourth in September.—
BRUCE SHELLEY

MONTREAL

1. B. Diaz, PHI (\$600,000)
2. L. Parrish, DET (\$600,000)
3. B. Bell, TEX (\$720,000)
4. E. Show, SD (\$600,000)
5. D. Spillner, CLE (\$600,000)

Presented with the Montreal Expos as my introduction to the game PENNANT RACE and having absolutely no interest in the sport of baseball (indeed, I've always found slightly ludicrous the notion of grown men flailing at fast-moving objects with a stick), I decided to approach our exhibition game as an exercise in numbers. Looking over the stats of my team, it struck me that I should engineer to improve the team "BAT" Value to its best in our truncated league. Obviously, I would also like to improve the fielding ability and already-deep pitching staff at the same time. But I decided that I could trade pitching for power, heroes for hits. A team of non-name stars would suit me just fine if I could win but a majority of my team's games.

First, though, I wanted to assure the financial situation of the team. After some tentative contacts, a deal was arranged with the New York Yankees to trade catcher Gary Carter for Dave Winfield, with a concomitant trade of Charlie Lea for Dave





Righetti. This managed to cut my salary pay-out while increasing my attendance draw. (I have always had a golden tongue in DIPLOMACY, so don't condemn the Yanks' manager out of hand; it is truly amazing what can be accomplished over a six-pack.) Too, I always figured that I could pick up another starting pitcher with a Start Value of "4"; and Righetti is certainly not a detriment. Next, I shifted Tim Raines to the outfield and, lo and behold, I had one of the most awesome outfields in the AHPRL! Meanwhile, I shifted Cromartie to the bench.

I looked over the starting lineup and immediately concluded that I would place Taveras on waivers. Thus, I knew that I would probably have to draft a good second baseman, as well as a tolerable catcher. I turned to my minor league system for salvation and managed to bring up a decent second sacker, but I failed miserably with my young catchers.

In the draft, I figured that the other owners would go for big-name pitchers and hitters. My goals were more modest. I wanted a decent starting pitcher who could also work effectively out of the bullpen when I desperately needed it in the pennant run. I also had to look for the best catcher that money could buy. I also thought that it might be nice to replace Tim Wallach at third. All the while, I refused to get into a bidding war with the rest of these turkeys (oops, I mean other distinguished team owners), for I want a solvent organization that will be able to carry me through the lean period in the middle of the season when I have few scheduled home games. I settled on the draft picks listed above.

Unfortunately, I could only sign two. Since I didn't conflict with any of the others in my drafts, I had a free hand to

choose who I wanted. No thought was required with Lance Parrish—he is but slightly less effective than Carter, who I had traded to the Yanks. Now, I figured, did I want Bell or a good starter/reliever? Bruce Shelley advised me that, as nice as Bell would appear on my roster, the name of the game is pitching. So, despite my fears, I passed up on Bell and signed Spillner. My team BAT Value is now at "32" and my pitching is fairly deep. Only my bench bothers me; it is as thin as a Montana thaw. —REX MARTIN

NEW YORK METS

1. B. Bochte, TOR (\$600,000)
2. K. Hrbek, MIN (\$480,000)
3. S. Carlton, PHI (\$1,200,000)
4. L. Hoyt, CHI (\$720,000)
5. C. Ripken, BAL (\$900,000)

I had my work cut out for me when I randomly chose the Mets to supervise in the AHPRL. Consider these facts: The Mets have the worst-fielding starting player in the game in Dave Kingman; they have "-1" fielders at the critical positions of shortstop and third; their Team Batting Value is a paltry "23"; their best starting pitcher has a Start Value of "4"; and their best reliever has a Relief Value of "0". Given this abominable situation, I was determined to make dramatic improvements in the team through the draft procedure. My first goal was to get Kingman off the field and into the designated hitter spot—a rule that was permitted in the AHPRL. As a result, I had to get a decent first baseman. Kent Hrbek of the Twins was a player I knew that I could probably sign cheaply, yet who hit with more power than anyone in the Met lineup. I drafted him and signed him without any trouble.

Certainly, my pitching needed improvement, and although I determined not to spend the big bucks that my brother owners were bragging about, I made a stab at getting Carlton (which failed) and finally ended up with LaMarr Hoyt of the White Sox. My other draft picks (Bochte and Ripken) were passed up and remained unsigned.

I made a dramatic move immediately before the start of the season by placing George Foster on waivers. I was paying him two million dollars for average—or even below average—stats. And even though he provided a substantial amount of draw value at Big Shea, I felt he couldn't remain in my outfield if I was to produce a halfway decent team. I reached into the

minor leagues and brought up Darrell Strawberry to replace Foster. Strawberry proved to be a tremendous disappointment, but at least I was only paying him the minimum major league salary.

I got a big break early in the season when Jim Palmer (who had been signed for a huge salary by the Yanks at the beginning of the season) couldn't take Steinbrenner anymore and decided to demand a trade. The Boss granted Palmer's wish and traded him cross-town to me, where I knew that my pitching staff could use his years of expertise. —BOB COGGINS

OAKLAND

1. M. Soto, CIN (\$1,500,000)
2. J. Palmer, BAL (\$1,320,000)
3. J. Andujar, STL (\$1,320,000)
4. T. Paciorek, CHI (\$600,000)
5. A. Trammell, DET (\$480,000)

After examining the roster of the '82 Oakland A's, I have to conclude that they were lucky to do as well as they did in the real 1982 Major League baseball campaign. The A's have the lowest Team Bat Value of any team in PENNANT RACE (21). They also possess three starters with Fielding Values of "-1", and don't have a starting pitcher with a Start Value of above "3"! In addition, their relief staff has two "-1" relievers and even a "-2". My drafting strategy was definitely of the George Steinbrenner school: I was willing to spend megabucks for any player who could help my team. And what I figured would really help my team was starting pitching offered Mario Soto, Joaquin Andujar, and Jim Palmer almost one million and a half apiece, a drafting strategy which worked in the short-term, but backfired in the end. I learned a critical lesson in the AHPRL draft: a starting pitcher is often-times only as good as his team! By eventually signing Andujar and Soto, my pitching staff suddenly looked very impressive, but I soon was to discover that when your team can't score runs, your starters can't win. Both Soto and Andujar began the first month of the season by consistently losing close, low-scoring games.

At the beginning of the season, I also began furious dealing with my fellow owners in the AHPRL. My first blockbuster was to trade my only legitimate offensive threat, speedster Rickey Henderson, to Milwaukee for the very impressive Paul Molitor, a true all-around threat (except with his glove). In the long-run, I believe this trade was truly beneficial, as Molitor consistently provided

power for the otherwise weak A's lineup. My next strike was to trade Dave Beard (a "0" rated reliever) to Kansas City for veteran lefty Vida Blue. Blue proved to be my best pitcher in the first weeks of the season. Finally, I picked up reliever Jeff Reardon (one of the best in PENNANT RACE) from Montreal for minor league points.—JOE BALKOSKI.

NEW YORK YANKEES

1. M. Soto, CIN (\$1,200,000)
2. J. Andujar, STL (\$1,200,000)
3. K. Hrbek, MIN (\$1,200,000)
4. E. Murray, BAL (\$1,800,000)
5. J. Palmer, BAL (\$1,800,000)

The 1982 Yankees tried to inject speed as well as power into their starting lineup, an experiment that ultimately failed miserably. Armed with this hindsight, I went looking for a superstar power hitter in the draft, as well as a top-notch starting pitcher. Representing the Yankees in the AHPRL, I must have felt the presence of Steinbrenner, for I made bids of at least one million to each player I picked out in the draft (including two player-bids of almost two million). I thought I wouldn't be outbid by anyone, but it turned out that more than a few owners had the spirit of The Boss in them, particularly the Kansas City Royals' General Manager.

My big bid was for Baltimore's Eddie Murray, one of the highest-rated players in PENNANT RACE. Shockingly, not one other owner bid for Murray, so I got full rights to sign him. I only regretted the \$1,800,000 I offered—I could have gotten him for far less. My second big bid was also for a Baltimore player: veteran pitcher Jim Palmer, who I got for the same price as Murray. With the extremely disappointing stats of Ron Guidry, Tommy John, and Dave Righetti, Palmer became far and away the best pitcher on my staff. Unfortunately, I lost him in a salary squabble early in the season, when he demanded to be traded. He eventually ended up with the New York Mets.

Before the start of the season, I also made a blockbuster deal with the Expos, sending Dave Winfield and Righetti to the Expos for super-catcher Gary Carter and starting pitcher Charlie Lea. All in all, I think I profited by that one, as Carter has helped me immeasurably so far in the season.—BILL HUGHES

HOUSTON

1. R. Jackson, CAL (\$2,040,000)

2. E. Vande Berg, SEA (\$600,000)
3. K. Hrbek, MIN (\$420,000)
4. D. Murphy, ATL (\$960,000)
5. W. Boggs, BOS (\$540,000)

The Astros' prime weakness when I assumed leadership of the club was their batting. Their highest Power Value in the starting lineup was "3", and the Team Bat Value was "22". The bench was also extremely weak. My first strategy was to draft a high-average hitter to raise my Team Bat Value. Wade Boggs of the Red Sox, who I assumed would probably not be a hot item in the draft due to his average speed, defense, and power, was a perfect choice as DH, considering his "7" Bat Value. In addition, I picked up first baseman Jason Thompson from the Pirates for pitcher Don Sutton, giving me a good power hitter in the starting lineup. All in all, I was well-satisfied with my picks as far as offense was concerned.

On the pitching side of the coin, I calculated that my pitching staff was more than decent—even with the trade of Sutton. I had Niekro, Ryan, LaCoss, and rookie phenom Ricky Eisenacher. In my mind, an indestructible bullpen is the hallmark of a great team, so I determined in my draft picks to choose a superb reliever. I figured I could get one cheap since there were so many available among the 18 teams not participating in the AHPRL. I chose Ed Vande Berg of the Mariners, a "+1" reliever to complement Joe Sambito in my bullpen.—VINCE FRATELLI

KANSAS CITY

1. F. Valenzuela, LA (\$2,280,000)
2. S. Carlton, PHI (\$2,280,000)
3. M. Soto, CIN (\$1,980,000)
4. R. Sutcliffe, CLE (\$1,980,000)
5. J. Palmer, BAL (\$1,980,000)

Offensively, the Royals are perhaps the most impressive team in the AHPRL; as such, I had very little to worry about during the draft as far as scoring runs—lots of them—were concerned. A "30" team Bat Value, along with a "6" Power hitter in designated hitter Hal McRae is any general manager's dream! Moreover, two players have "5" Speed Values (John Wathan and Willie Wilson), and, aside from Willie Aikens, there isn't one weak spot in the defense. Let the offense alone, I figured. (Postscript: My offense was made even stronger in the first week of the season when I reached into the minors to replace right fielder Jerry Martin with the young superstar Dennis Agosta, a budding Willie Mays.)

"Pitching, pitching, and more pitching," was my general conclusion of a sound PENNANT RACE strategy. Thus, in the draft I bid at least two million dollars for five separate super-starters, including the best two pitchers in the game, Steven Carlton and Fernando Valenzuela. What's more, I sure did psyche out the rest of the owners by giving a lot of Steinbrenner-like bravado in the pre-draft talks about how much I was going to spend for these two pitchers. As it turned out, not one other owner bid for Fernando and only one for Carlton! My only regret was that I spent so much money for these two when I could have had them far more cheaply. Nevertheless, it was the greatest steal since the Brink's job!—ALAN MOON

THE DRAFT

1. Kansas City selects Valenzuela (LA) for \$2,280,000.
2. Kansas City selects Carlton (PHI) for \$2,280,000.
3. New York Yankees select Murray (BAL) for \$1,800,000.
4. New York Yankees select Palmer (BAL) for \$1,800,000.
5. Oakland selects Soto (CIN) for \$1,500,000.
6. Oakland selects Andujar (STL) for \$1,320,000.
7. Pittsburgh selects Jackson (CAL) for \$1,260,000.
8. New York Mets select Hoyt (CHI) for \$720,000.
9. Brewers select Sutcliffe (CLE) for \$720,000.
10. Houston selects Vande Berg (SEA) for \$600,000.
11. Montreal selects Parrish (DET) for \$600,000.
12. Montreal selects Spillner (CLE) for \$600,000.
13. New York Mets select Hrbek (MIN) for \$480,000.



14. Houston selects Boggs (BOS) for \$540,000.

15. Brewers select Minton (SF) for \$420,000.

16. Pittsburgh selects Trammell (DET) for \$420,000.

PRE-SEASON ANALYSIS

BREWERS

Quite simply, the team to beat in the AHPRL. Their offense is awesome: a "32" team Bat Value, with substantial power at almost every position. The early season acquisition of Rickey Henderson of the A's gives them a speed threat as well—something they have never had before. Defensively, they are superb, with FIVE "+1" fielders in the starting lineup. The bench is also strong. The drafting of Sutcliffe and Minton bolster the pitching staff admirably, although if the team has any weakness, this may be it. An injury to a good starting pitcher could be disastrous.

EXPOS

This is a team that, on paper, is just about as good as the Brewers, but we're a little worried about the Expos' manager. Considering he's never watched a baseball game before, this is a serious consideration. In our humble opinion, the trading of Carter-for-Winfield was a mistake, as outfielders as good as Winfield are not impossible to obtain by other means, whereas a catcher like Carter is unique. We were told that this move was for financial purposes more than anything else, but it still smells a bit. The pitching staff is superb, but getting rid of their only decent reliever, Jeff Reardon, was a big mistake. The lack of baseball acumen may keep the Expos from challenging the Brewers.

ROYALS

A very impressive team, especially after the draft when the Royals picked up Valenzuela and Carlton. The offense and the defense are the team's strong points. Behind the big two starters there is very little, and an injury to one or both of them would knock the Royals out of the race entirely. Nevertheless, a real dark-horse candidate for the flag.

PIRATES

The Pirates were the most scientific and calculating team during the draft period. They studied what they needed and got it (for a cheap price) in the end. Unfortunately, the team is financially unsound and a lot of pre-draft thinking was oriented towards improving this condition above all. The

PITCHING STATISTICS

NAME/TEAM	GS	W	L	CG	CG%	W%
Haas, MIL	1	1	0	1	1000	1000
D. Palmer, MON	9	8	1	5	.506	.889
Ladd, MIL	13	11	2	9	.692	.846
Floyd, HOU	6	5	1	2	.333	.833
Carlton, KC	15	12	3	8	.533	.800
Gura, KC	13	10	3	8	.615	.769
Stucliffe, MIL	16	12	4	6	.375	.750
Beardsley, KC	12	9	3	8	.667	.750
Righetti, MON	12	9	3	7	.583	.750
Candelaria, PIT	12	9	3	6	.500	.750
LaCoss, HOU	10	7	3	6	.600	.700
Lea, NY	12	8	4	7	.583	.667
Ruhle, HOU	9	6	3	4	.444	.667
Eisenacher, HOU	15	10	5	12	.800	.667
Slaton, MIL	9	6	3	6	.667	.667
Gullickson, MON	15	10	5	9	.600	.667
Sanderson, MON	15	10	5	9	.600	.667
Sutton, PIT	16	10	6	6	.375	.625
Rhoden, PIT	13	8	5	8	.615	.615
Glenfield, KC	5	3	2	3	.600	.600
Robinson, PIT	14	8	6	7	.500	.571
Vuckovich, MIL	16	9	7	8	.500	.563
Caldwell, MIL	9	5	4	3	.333	.556
Bulb, PIT	9	5	4	1	.111	.556
Soto, OAK	13	7	6	8	.615	.538
Guidry, NYY	15	8	7	4	.267	.533
Ryan, HOU	16	8	8	8	.500	.500
Knepper, HOU	4	2	2	4	1000	.500
Augustine, MIL	6	3	3	5	.833	.500
Valenzuela, KC	16	8	8	6	.375	.500
Spillner, MON	2	1	1	1	.500	.500
Falcone, NYM	13	6	7	6	.462	.462
Sarmiento, PIT	11	5	6	7	.636	.455
Tiliston, NYY	11	5	6	7	.636	.455
McClure, MIL	9	4	5	5	.556	.444
Splittorff, KC	9	4	5	5	.556	.444
Niekro, HOU	16	7	9	9	.563	.438
J. Palmer, NYM	12	5	7	7	.583	.417
Rogers, MON	16	7	9	8	.500	.438
Underwood, MON	5	2	3	0	.000	.400
John, NYY	14	6	8	6	.429	.429
Moon, KC	11	4	7	7	.632	.364
McCatty, OAK	11	4	7	5	.456	.364
Richard, HOU	6	2	4	1	.167	.333
Swan, NYM	12	4	8	8	.667	.333
Andujar, OAK	15	5	10	4	.267	.333
Langford, OAK	9	3	6	3	.333	.333
Lynch, NYM	10	3	7	6	.600	.300
Dean, PIT	4	1	3	2	.500	.250
Zachry, NYM	8	2	6	4	.500	.250
Morgan, NYY	9	2	7	2	.222	.222
Rawley, NYY	10	2	8	4	.400	.200
May, NYY	10	2	8	1	.100	.200
Rory, NYM	5	1	4	3	.600	.200
Burris, MON	5	1	4	3	.600	.200
Norris, OAK	6	1	5	2	.333	.167
Mathewson, OAK	7	1	6	2	.286	.143
Blue, OAK	15	2	13	6	.400	.133
Reeves, PIT	2	0	2	0	.000	.000
Puleo, NYM	9	0	9	3	.333	.000

ABBREVIATIONS: GS: Games Started; W: Games won by team started by indicated pitcher; L: Games lost by team started by indicated pitcher; CG: Number of started games by indicated pitcher that did not need relief help; CG%: Percentage of games started by indicated pitcher that did not need relief help; W%: Percentage of games won by starting pitcher's team when he started game.



failure to unload Parker and his huge salary was purely bad luck and will hurt in the long-run. However, the addition of Trammell and Jackson was masterful and should make a good team approach being great. The bullpen is unbelievable, but it will be called on more than any other team in the AHPRL because of the lack of consistent starting pitching.

ASTROS

The Astros have the best and the worst: a superb pitching staff, including relievers, but the most anemic hitting attack in the AHPRL. Had the Astros not traded away Don Sutton to the Pirates for Jason Thompson, they would have had three starting pitchers with Start Values of "5" plus two relievers with Relief Values of "+1"! In a league with at least three teams of exceptionally high quality, the Astros will probably go nowhere. As a better bet, the Astros probably should have kept Sutton for superlative pitching—something that might stop the awesome hitting attacks of clubs like Kansas City and Milwaukee.

YANKEES

After some hope at the beginning of the season due to the signing of Murray and the acquisition of Carter as catcher, any hopes for the Yanks were dashed when their only quality pitcher, Jim Palmer, was traded in a salary squabble in the first week of the season. Now only a very average team, they have little hope to do well in a league that includes teams like Milwaukee, Kansas City, and Montreal. They will give up far too many runs. In addition, their financial situation is about as hopeful as a New York stockbroker in October 1929.

METS

The Mets had a miserable team to begin with and were hardly improved at all by the draft (Hrbek is nothing to write home about, given the high quality of the players in this eight-team league, and the same can be said for LaMarr Hoyt). They are clearly a last-place team in a normal six-team division, not to mention playing in a league with three genuine championship-caliber teams. They should be atrocious.

A's

Oakland was in the same class as the Mets before the draft, but improved considerably where they needed it most: pitching. Andujar and Soto should be quite a one-two punch, but after team, severe problems develop. The bullpen is very poor, with Tom Underwood its best performer (and he may be needed to start frequently in the "dog days" of summer). The offense is pathetic and it is questionable whether the A's will score enough to make pitchers like Soto and Andujar effective. They should battle the Mets for the cellar and have little trouble in winning this struggle.

AHPRL STANDINGS: Morning 9 July

TEAM	W	L	GB	PCT
Milwaukee	52	27	—	.658
Kansas City	51	30	2	.630
Montreal	48	31	4	.608
Houston	47	35	6½	.573
Pittsburgh	45	36	8	.556
New York Yanks	36	48	18½	.429
Oakland	23	59	30½	.280
New York Mets	22	59	31	.272

STATISTICS

AVERAGE RUNS PER GAME

TEAM	R/G
Montreal	4.90
Milwaukee	4.63
Kansas City	4.25
Pittsburgh	4.11
Houston	4.01
New York Yanks	3.80
New York Mets	2.51
Oakland	2.39

AVERAGE RUNS YIELDED PER GAME

TEAM	RY/G
Houston	2.95
Montreal	3.23
Milwaukee	3.30
Kansas City	3.69
Pittsburgh	3.77
Oakland	4.26
New York Yanks	4.77
New York Mets	4.83

SHUTOUTS

NAME/TEAM	SHUTOUTS
Ryan, HOU	3
Sutton, PIT	3
Candelaria, PIT	3
Eisenacher, HOU	2
Vuckovich, MIL	2
Slaton, MIL	2
Carlton, KC	2
Gullickson, MON	2
Sanderson, MON	2
Swan, NYM	1
Valenzuela, KC	1
Rogers, MON	1
Mathewson, OAK	1

LONGEST WINNING STREAKS

- 11 games: Montreal (18 May to 27 May). Expos went from 11-14 record to 22-14, outscoring the opposition by an incredible 72-14. Scott Sanderson pitched two shutouts in this period.
- 8 games: Kansas City (4 May to 11 May). Royals went from 10-7 record to 18-7 and temporary possession of first place.
- 8 games: Kansas City (26 June to 3 July). Royals went from 39-28 record to 47-28 to continue to hang tough against the Brewers.

LONGEST LOSING STREAKS

- 15 games: New York Mets (16 April to 3 May). The Mets lost their first 15 games of the year. They broke the streak by shutting out the A's 4-0 on 4 May. They were outscored by the opposition 92-22 during this stretch.
- 11 games: Oakland (13 May to 25 May). The A's went from 9-17 to 9-28 during this stretch, almost falling into the cellar beneath the hapless Mets.
- 11 games: Oakland (29 June to 8 July). The A's are still on this streak as of this writing.

AVAILABLE SEPTEMBER 1983!
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STATIS-PRO FOOTBALL

(1982 PLAYER CARD SET AND DETAILED NEW RULES BOOKLET)

When first released two years ago, Avalon Hill's STATIS-PRO FOOTBALL quickly developed into the NFL connoisseur's ultimate football game. The realism of actual offensive and defensive play-calling, including accurate usage of varying lineups and formations, is something that no football fan would want to miss. Over 1500 rated players—scientifically evaluated in different areas of play—are provided in the game, including linemen. In short, STATIS-PRO FOOTBALL has developed into the most accurate—and playable—football simulation on the market.

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- 1. A totally new and unique solitaire system has been designed which allows a single player to complete a full game in a little over an hour with little or no loss in realism!*
- 2. The individual players have been given additional ratings directly on their cards in the following areas of play: endurance, fumble proclivity, and pass catching ability.*
- 3. A realistic new timing system has been provided which allows for a more accurate representation of the "two-minute" offense. Basically, this system allows for an exciting, catch-up offense in the closing minutes of the game, a hallmark of real NFL games.*
- 4. New offensive plays, such as the screen pass and the "end-around", have been provided.*
- 5. New defensive plays, such as the "prevent", have been provided.*
- 6. A new set of clearer and larger Fast Action Cards have been designed, which include the new solitaire system directly on the cards.*

You won't want to miss the 3rd Edition of STATIS-PRO FOOTBALL! The 1982 player cards and new rules booklet should be available in September 1983. Keep your eyes on the pages of ALL-STAR REPLAY for further information. Send orders to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Thank you!

Care is taken to develop and publish quality games that will appeal to the widest segment of gaming interests possible. We point with pride to the knowledge that Avalon Hill has the highest percentage of "best game awards" in the industry.



OPTIONAL RULES FOR SLAPSHOT

AVALON HILL'S FUN GAME OF HOCKEY

BY PETER PETRONE

The N.H.L. it isn't, but a very good beer and pretzel game it is. SLAPSHOT is a fun game that can be learned in about four minutes and played for hours. The optional rules found herein will make the game a bit more complex but will also add options to the play and therefore the enjoyment.

The optional rules are just that, optional; you may play with all, some, or none of them as you desire, as long as all parties are willing and know the rules to be used before play starts. The options are summarized in the charts at the end of this article.

To aid in describing the rules' changes the following definition is used: FACEOFF . . . Whenever two players' cards are turned and their numbers are compared.

Play of Games

The actual hockey games can be enhanced in a number of ways . . . such as:

A. At the end of play the home player (see later on "Home Ice") rolls two dice, if the total falls between 4 and 10 inclusive then the game just played stands as is; however if the roll is:

2= Two players are injured, both team and players are picked at random. It is possible that the two players are on the same team or each team suffers one injury. If the same player is picked both times then only he is hurt and the second roll is disregarded.

3= One player selected at random is injured.

11= A penalty shot is taken by the team which was losing at the end of regulation play. If the regular game ended in a tie, both teams get one penalty shot.

12= Two penalty shots are awarded to the team which was losing at the end of regulation play. If the regular game ended in a tie, both teams get two penalty shots.

On the rolls of 2 or 3 the injuries incurred are *in addition* to any gotten in the regular way during the game. On the roll of 11 or 12 a penalty shot must be taken. This is done in the following manner: The Defensive team puts up their goalie and the offen-

sive team puts up any uninjured forward. These two players now go head to head. Compare these players' numbers; if the goalie's number is higher, then a goal is scored only on a roll of 6 on one die. If the two numbers are equal, a goal is scored on a roll of 5 or 6 on one die. If the forward's number is higher, he then scores on a roll of 3,4,5 or 6 on one die.

All penalties must be taken before any players are replaced because of injury; however if no forward is available due to one reason or another, then and only then may a defenseman take the penalty shot.

B. PENALTIES

A penalty may be called on any forward or defenseman in the following way:

If the Player beats another player (including goalies) by more than 3 (4 or more) in a regular game faceoff, that player may be called on a penalty.

If a bruiser beats another player (including a goalie) by more than 2 (3 or more) in a regular game faceoff, that bruiser may be called on a penalty.

If a penalty is possible because one of the above conditions are met, then roll one die; on a roll of 1,2 or 3 there is no penalty. On a roll of 4,5 or 6 a penalty is incurred.

If a penalty is called for, reroll the die—on a roll of 1 through 4 the goal is disallowed. On a roll of 5 or 6, the goal is disallowed and the player is ejected from the game and must be replaced by draft at the end of the game.

TINY TIM stills draws ejection penalties for all bruisers, but the goals scored count in this case.

The differential between the two numbers can be altered by either the manager's edge or home ice advantage (see M.E. and H.I.A. later in the rules).

C. Home Ice Advantage

The player who challenges another to a game is the home player and the game is played on his home ice. To receive the Home Ice Advantage (H.I.A.) the home player rolls one die and on a roll of 5 or 6 he has the H.I.A. With this advantage he may

add a +1 to any one player involved in a faceoff in regulation time after the cards are flipped.

In the playoffs the home ice is determined by the order of the players' standings for the regular season, with the player who finished higher getting the home ice. In case of tie standings a single die roll is used to see who will receive the home ice at the start of the playoffs. Either of the following two systems may be used for the home and away games in the playoffs:

SYSTEM #1 Alternate home & away.

SYSTEM #2 for 5 games series . . . games 1 & 2 at home, games 3 & 4 away, and if necessary game 5 at home.

SYSTEM #2 for 7 games series . . . games 1 & 2 at home, games 3,4 & 5 away, and if necessary games 6 & 7 at home.

Players can agree at the beginning of the playoffs which system to use.

D. Manager's Edge

Some managers get more out of a team than others; to simulate this you may use the *Manager's Edge (M.E.)*. You must keep a record of games your team plays. When a team wins two games in a row in regular play (not playoffs), add a +1 to that team's M.E. Both the record of the games and the M.E. should be kept on a piece of paper.

Once gained, a plus may not be lost for the rest of a SLAPSHOT game. We know that the wins are the manager's accomplishments, whereas the losses are never his fault. A manager may increase his M.E. up to Three for each pair of wins in a row. The M.E. may never go above +3.

The M.E. is used in the following way:

A player may add any value less than or equal to his M.E. total to an individual faceoff *before* the cards are turned over. The manager may thus add *less than* his total M.E., and save it for later faceoffs in the same game. The total additions may *never exceed the M.E.* (The manager has his full M.E. each game.) The M.E. may not be increased in the playoff games but the pluses accumulated until then may be used in each playoff game.



If both managers have M.E. then the home team manager must declare first. Notice that the M.E. is *in addition* to the H.I.A. and differs from H.I.A. in that it must be applied *before* the cards are turned. Neither M.E. or H.I.A. may be used in sudden death.

TURN OPTIONS

On a player's turn he has one of three options; he may play a game, draft, or trade. The following rule now gives him one more option.

On a player's regular turn he may now GO TO THE LEAGUE PRESIDENT. If he does so he rolls two dice and consults the chart at the end of this article.

2=STRIKE. The season is over. Go to the playoffs unless no team has won more than two games, in which case start the season over with all new cards.

3=SUPER DRAFT. Roll one die and that is the number of total drafts you may make this turn. (You may choose to take less.) You may not draft for a player already acquired in this draft.

4=SCANDAL. Roll one die, and on a roll of 2 through 6 all your opponents must find which of their players was involved in the scandal. On a roll of *one*, all players, yourself included, must find the scandal-ridden player. This is done by placing the members of your team in a straight line (numbered left to right) and then rolling the die to determine the player that must be

replaced immediately by draft.

5=APPEAL. Roll one die and on a roll of 1 or 2, you *lose* the appeal and go *down* in the standings. (Unless you are still at start, then you remain where you are.) On a roll of 3 or 4 you have *won* an appeal and go *up* on the standings board. On a 5 *another* player picked at random *loses* an appeal and sinks on the standing board. Finally, on a roll of 6 another player *of your choice* loses an appeal.

6=NO ACTION. Turn ends, no further actions are allowed.

7=NO ACTION. Same as 6 above.

8=NO ACTION. Same as 6 above.

9=COMPENSATION. You may draft or trade (but not both), and then play a hockey game as your turn. It must be done *before* playing your hockey game.

10=SUSPENSION. Your team is suspended; this will last until after your next turn. While suspended you may not draft, be involved in any trades, or play any games *and* you may not be challenged to play a game. You are still subject to an appeal or scandal. You also lose your next turn. To signify the fact that you are under suspension, place your team in front of you in a single pile, face down.

11=SUPER TRADE. Roll a single die and on a roll of 1, 2 or 3 an opponent's team is selected *at random*, and on a roll of 4, 5 or 6 you may *choose* the opponent you wish to trade with. You now *reroll* the die and

follow these results: (a) 1 or 2—trade all defensemen; (b) 3 or 4—trade all forwards; (c) 5—trade complete team except goalie; (d) 6—trade complete team. If the opponent selected at random is under suspension, your game turn ends with no action done.

12=DOUBLE TURN—You may take two regular turns in *any order* except that you may not GO TO THE LEAGUE PRESIDENT on either.

It is hoped that the above additions and changes will improve the playing enjoyment of SLAPSHOT.

Play of Game

DIE ROLL	RESULTS
2	Two Players injured
3	One Player injured
4 thru 10	No change
11	One Penalty Shot
12	Two Penalty Shots

Penalties

DIE ROLL	RESULTS
1-2-3	No Penalty
4-5-6	Penalty (go to table below)
DIE ROLL	RESULTS
1-2-3-4	Goal Disallowed
5-6	Goal disallowed and player ejected

Home Ice Advantage

DIE ROLL	RESULTS
1-2-3-4	No Advantage
5-6	Home team receives advantage

TURN OPTIONS

DIE ROLL	RESULTS
2	STRIKE
3	SUPER DRAFT
4	SCANDAL
5	APPEAL
6	NO ACTION
7	NO ACTION
8	NO ACTION
9	COMPENSATION
10	SUSPENSION
11	SUPER TRADE
12	DOUBLE TURN

Appeal

#5 DIE ROLL	RESULTS
1-2	You lose appeal
3-4	You win appeal
5	Random opponent loses appeal
6	Opponent of your choice loses appeal

Super Trade

DIE ROLL	RESULTS
1-2	Trade all Defensemen
3-4	Trade all Forwards
5	Trade all but Goalie
6	Trade entire teams

**The
AVALON HILL
Game Company**



A DAY AT THE RACES



GIDDEE' 'YUP, OLD PAINT!

THE RACING PAINT HORSES OF THE SOUTHWEST

BY PAT PREMO

WIN, PLACE & SHOW has long been a favorite game of Avalon Hill fans in that it allows one to buy horses at auctions, "jockey" the horses through a race, and even "bet" on the horses. Winners collect the purses and (if they are lucky) payoffs. WP&S began as (and still is) a great party game that is a lot of fun for a great evening of entertainment.

However, when ALL-STAR REPLAY was born, WIN, PLACE & SHOW had better and bigger things in store for it. Vic Hasselblad started things off by submitting two programs for WP&S based on actual races of the American Thoroughbred turf—the 1957 Kentucky Derby (V. 1, #2) featuring Iron Liege, Bold Ruler, Round Table, and Gallant Man, and, the 1967 Woodward Stakes (V. 1, #3) starring Dr. Fager, Damascus, and Buckpasser. Yours truly then dared to be different by introducing WP&S programs based on actual races, too, but on races of breeds other than the popular Thoroughbred. The 1969 Roosevelt International (V. 1, #4) presented the world of the Trotting Standardbred to WP&S with some of the greatest Trotters the world ever saw, specifically Nevele Pride (US) and Une De Mai (France). From there we saw, race programs for Quarter Horses (V. 2, #2), Appaloosas (V. 2, #3), Steeplechasing Thoroughbreds (V. 3, #1), Arabians (V. 4, #2), and the old-time Heat Racing Thoroughbreds of the 1700 and 1800s (V. 4, #3). But (as if this weren't enough) there was still more—Man O' War and Secretariat (V. 3, #2), Pacing and Trotting Triple Crown Winners (V. 3, #3), The Black Stallion (V. 4, #2), a new odds payoff

chart (V. 3, #2), Great Thoroughbreds of 1980 (V. 3, #4), 1981 (V. 4, #1) and 1982 (V. 4, #6), the 1982 Triple Crown Races for Thoroughbreds (V. 4, #4), and the special insert of the 72 Greatest Thoroughbreds of All-Time in 12 Programs (V. 4, #4).

This issue now introduces the last major racing breed found in the US—the racing Paints of the Southwest! But more on this in a moment.

Now that you have been brought up to date with all the different events that have made WP&S a game for the statistical buff as well as for the party fan, perhaps we should digress and discuss what makes the various racing breeds found in the world today so different. The Thoroughbred is obviously the most popular and well known of all racing breeds and is generally considered to be the fastest—these thousand pound animals, with tiny 100 lb. jockeys perched on their backs, often attain speeds in excess of 40 miles per hour. Standardbreds (Trotters and Pacers) are probably the next most popular breeds and have the novel characteristic of pulling a small, two wheeled cart (known as a "bike" or "sulky") carrying a driver. Quarter horse enthusiasts would argue that their breed is the fastest, at least at distances around 440 yards (¼ of a mile). These stocky horses are about the size of a Thoroughbred but race basically at the shorter distances. Steeplechasing Thoroughbreds are not as well known as their "flat racing" counterparts, but they are the same breed—the only difference is that they race at longer distances (two miles or better), carry more weight, and have to

"jump" or "hurdle" deliberate fences, hedges, or ditches placed in their paths.

The remaining three breeds are the least known of all, but are all gradually becoming more prominent at the tracks. Arabians are the originating throwback breed of the Thoroughbred and race at distances similar to those raced by the Thoroughbred; the Arabian is considerably slower, however, and would be no match for his cousin. In fact, the longer the race, the slower the Arabian seems to be. Appaloosas are one of the more colorful breeds in that their solid color body usually has different colored splotches on it, especially on the rump area. The Appaloosas are one of the more versatile breeds in that they not only race at the shorter distances like the Quarter Horse, but also race at other distances up to a mile. They are not quite as fast as the Quarter horse at the shorter distances, but are very nearly so. They are faster than the Arabian from ½ up to a mile, but are no match for the Thoroughbred at those distances. The last breed is the Paint. This colorful animal also races only at the shorter distances like the Quarter Horse and is slightly slower than both the Quarter Horse and the Appaloosa. We will look at the Paint in more detail in a moment.

Table I accompanying this article provides a comparative glance at the various distances at which the above noted breeds race as well as the current American time records for these distances for each breed. As further evidence of the popularity of each racing breed, we can look at the purses earned by the various breeds. Table

II provides a good overview of the earnings power of each breed. Part A of the chart lists the top twenty-three money winning race horses of all-time, regardless of breed, who have earned at least \$1.3 million. There are 13 Thoroughbreds (including the top two), five Trotting Standardbreds, four Pacing Standardbreds, and one Quarter Horse (#17 on the list)—none of the other racing breeds even come close. Part B of Table II is a recap of the top five all-time earners for each of the eight breeds.

And NOW onto the racing Paints of the Great Southwest! Probably the most famous Paint horse was that belonging to the sidekick of the Lone Ranger, Tonto. (Remember the horse's name?—answer later on.) Many Indians rode Paints in the cowboy and Indian movies and they were depicted as fast, sturdy, and intelligent little horses—and that is not far from the truth.

Paints have been in existence as long as there have been horses. Paints have been seen in the drawings and legends of Asia, Africa, and Europe; even the earliest cave dwellers drew pictures of Paint horses on their cave walls. Egyptian tombs have long had decorations depicting Paints. Paints have also been present in Tibet and the Himalayas and were scattered widely over Europe before the New World was discovered. Chinese statues of Paint horses dating as far back as 206 BC can be found in museums. Although the horses of the American continent disappeared mysteriously during the time that horses were developing in other parts of the world, they were re-introduced to the Americas thanks to the Spanish Conquistadors. At least one of the horses brought by Cortes in 1519 was a Paint. Large numbers of Paints developed in the American mustang herds and became very popular with the buffalo hunting tribes of the Great Plains. The Comanches favored the Paint because of his speed, tenacity, and bright colors. (Scout was the name of Tonto's horse—remember, "Get 'um up, Scout!") The cowboys also began to have a preference for the colorful Paint. Many Paints became very good at working cattle. Bush-track races saw outstanding Paints; perhaps the most memorable was Painted Joe, the 1939 colt who delighted fans by beating all comers—even some of the best Quarter horses of the day!

However, as the solid-color breed registries developed, the Paint was for the

ALL-TIME GREAT RACING PAINTS/PINTOS PART I

DISTANCE: 440 yds. (1/4 mile)

1939 1 ODDS 7-5	3	4	5	7
PAINTED JOE				BONUS #
Veteran T. Spencer		Class: 12 Speed: 7		
1949 2 ODDS 9-5	3	4	4	6
PAINTED JOE, JR.				BONUS #
Veteran E. Taylor		Class: 11 Speed: 7		
1962 3 ODDS 5-1	2	3	4	4
BAR W BAR BEETLEBOMB (PINTO)				BONUS #
Apprentice B Wilcox		Class: 9 Speed: 5		
1964 4 ODDS 2-1	5	3	3	5
PAINTED JEWEL				BONUS #
Veteran K. Richards		Class: 11 Speed: 8		
1965 5 ODDS 8-5	2	4	5	8
POWDER CHARGE				BONUS #
Veteran J. Hawthorne		Class: 11 Speed: 6		
1968 6 ODDS 3-1	2	4	4	9
SPOILER				BONUS #
Veteran D. Foale		Class: 10 Speed: 6		

ALL-TIME GREAT RACING PAINTS/PINTOS PART II

DISTANCE: 440 yds. (1/4 mile)

1970 1 ODDS 5-1	2	2	5	10
SHADRACH				BONUS #
Veteran C. Renfro		Class: 9 Speed: 4		
1971 2 ODDS 3-1	3	3	4	8
TOP YELLOW				BONUS #
Veteran C. Hunt		Class: 10 Speed: 6		
1974 3 ODDS 7-1	4	3	2	9
EASY BIRD (PINTO)				BONUS #
Veteran D. Spangler		Class: 9 Speed: 7		
1975 4 ODDS 5-2	2	3	5	6
EASY WINNER				BONUS #
Veteran R. Holmes		Class: 10 Speed: 5		
1977 5 ODDS 7-2	4	3	3	5
CHEROKEE INDIAN				BONUS #
Veteran J. Orr		Class: 10 Speed: 7		
1979 6 ODDS 9-5	4	4	3	7
FAIR LOOK				BONUS #
Veteran K. Moon		Class: 11 Speed: 8		

most part forgotten. In the early 1960s, however, public interest in the Paint horse was renewed and the American Paint Horse Association was born. The year 1966 saw the first officially sanctioned Paint horse races recorded. Occasionally, one will hear the word "Pinto" used to refer to a "Paint" horse. Actually, the two words are synonymous—they both refer to spotted or two-tone horses with body markings of white and another color. The American Paint Horse Association, however, registers only horses that have Paint bloodlines; Paints may be cross-bred with registered Quarter Horses and registered Thoroughbreds and still be recognized by the Paint Horse Assn. Appaloosa, Arabian, or draught horse bloodlines are ineligible for Paint registration. The Pinto Horse Association of America, on the other hand, is only concerned with color and allows anything from a pony to a draught horse to be registered as long as it meets the color requirements.

The colorful markings of Paints/Pintos are different and distinctive. Technically, there are TWO types of Paints, the "Tobiano" and the "Overo (or "calico")." The distinctions between the two are found below:

AREA	TOBIANO
1. Head	1. Marked like a solid-colored horse; either solid or will have a star or stripe or blaze on face between eyes
2. Legs	2. All four generally white, at least below the knees
3. Tail	3. Either dark or mixed with white
4. Markings	4. Spots usually regular and distinct, often oval patterns extending down over neck and chest giving appearance of a shield
5. Back & Sides	5. Usually a dark color on one or both flanks (area where rear leg connects with body)
6. General	6. Horse may be either predominantly dark or white

OVERO

1. Will have a lot of white on it, perhaps the whole face or even on the side and under the head
2. At least one and maybe all four legs will be dark
3. Usually one color, rarely white
4. Irregular, scattered or splashy white markings on the body

5. White rarely crosses over back between tail and withers (top of shoulder behind top of neck)
6. Horse may be either predominantly dark or white

As mentioned above, Paint racing did not receive formal recognition until the mid-1960s, but bush-track racing was prevalent from the early 1940s. (Bush-track refers to some friends getting together at some little known track to see whose horse is the fastest—registration or bloodlines are unimportant—just to see which horse can get to the finish line first.) Painted Joe, referred to earlier, was the early legend among Paints. Although no official records were kept of Painted Joe's races, it is known that he took on all comers. He once defeated Clabber, the Quarter Horse World Champion of 1941. He even defeated a Thoroughbred at 3/8ths of a mile. He raced until nearly ten years of age when an injury forced his retirement. Painted Joe had a son, Painted Joe, Jr., who was every bit as good as his sire and raced until he was 17 years old! Again, no official records were kept but his owner did record Painted Joe, Jr.'s races at one particular track and out of 54 races, Joe Jr. won 50 and was second the other 4!

The next spotted horse we will consider was better known as a "Pinto" registered horse than a Paint, and that was the speedy Bar W Bar Beetlebomb. He raced in the mid-60s but primarily in non-sanctioned races. The remaining horses of note did race in sanctioned races and we have records on them:

	Starts	Wins	2nds	3rds
Painted Jewel	12	11	1	0
Powder Charge	6	6	0	0
Spoiler	20	14	5	1
Shadrach	31	13	6	6
Top Yellow	17	11	4	0
Easy Bird (Pinto)	17	9	5	2
Easy Winner	10	7	1	1
Cherokee Indian	17	10	4	2
Fair Look	34	23	8	1

Painted Jewel won the Southwest Championship race and the Texas Futurity in 1966 and then came back in 1967 to take the Oklahoma Maturity—all elite Paint races. Powder Charge never lost and his victories included the 1967 Texas Futurity, Kansas Futurity, and Oklahoma Futurity at two; the next year he captured the Oklahoma Maturity and the Rocky Mountain Maturity. Spoiler also had a very impressive race record winning the Kansas,

TABLE I
CURRENT AMERICAN RACING RECORDS AT VARIOUS DISTANCES
BREED COMPARATIVE

Distance	Thorough-Breds	Standardbreds		Apaloosas	Arabians	Quarter Horses	Paints
		Pacers	Trotters				
220 yards (1/8 mile)	—	—	—	:12.15	—	:11.62	—
250 yards	—	—	—	:13.51	—	:13.00	—
300 yards	—	—	—	:15.43	—	:15.19	:15.55
330 yards	—	—	—	:16.63	—	:16.47	:16.70
350 yards	—	—	—	:17.67	—	:17.24	:17.82
400 yards	—	—	—	:19.96	—	:19.18	:20.09
440 yards (1/4 mile)	(:20 4/5)	—	(:27)	:21.59	—	:21.02	:22.07
550 yards	—	—	—	:28.07	—	:26.68	—
660 yards (3/8 mile)	(:32)	—	—	(:32.24)	(:33.2)	:33.98	—
770 yards	—	—	—	:41.42	—	:40.03	—
870 yards (1/2 mile)	(:44 2/5)	(:55 3/4)	(:56 1/4)	(:44 4/5)	(:48.22)	:44.54	—
5/8 mile	:55 2/5	1:10 1/2	1:14	:57	1:02.51	—	—
3/4 mile	1:07 1/5	1:28	1:28 1/4	1:10 4/5	1:16.3	—	—
7/8 mile	1:19 2/5	1:44	1:46 1/4	1:29 3/5	1:33.4	—	—
1 mile	1:32 1/5	1:49 1/5	1:54	1:39 2/5	1:46.3	—	—
1 1/16 mis.	1:39	2:03 1/5	2:05	—	1:51.3	—	—
1 1/8 mis.	1:45 2/5	2:07 3/5	2:11 3/5	—	2:01.4	—	—
1 3/16 mis.	1:52 2/5	2:22 1/5	2:22 4/5	—	—	—	—
1 1/4 miles	1:57 4/5	2:28 3/5	2:30 3/5	—	2:19.4	—	—
1 1/2 miles	2:24	2:56 1/5	3:01 3/5	—	2:47.3	—	—
2 miles	3:19 1/5	4:08 4/5	4:06	—	3:57.1	—	—

NOTE: Times for Steeplechasers are not provided in that the number of obstacles varies considerably from race to race (even races of the same distance), and this factor makes time comparisons very difficult.

TABLE II
ALL-TIME MONEY EARNERS (as of January 1, 1983)

A. ALL BREEDS, ALL-TIME MONEY EARNERS (earnings in excess of \$1.3 million)

Rank	Horse's Name	Horse's Breed	Money Earned
1.	John Henry	Thoroughbred	\$3,603,110
2.	Spectacular Bid	Thoroughbred	2,781,608
3.	Ideal Du Gazeau	Standardbred Trotter	2,474,924
4.	Affirmed	Thoroughbred	2,393,818
5.	Niatross	Standardbred Pacer	2,019,213
6.	Rambling Willie	Standardbred Pacer	1,980,849
7.	Kelso	Thoroughbred	1,977,896
8.	Bellino II	Standardbred Trotter	1,960,945
9.	Forego	Thoroughbred	1,938,957
10.	Une De Mai	Standardbred Trotter	1,834,274
11.	Round Table	Thoroughbred	1,749,869
12.	Exceller	Thoroughbred	1,654,003
13.	Jorky	Standardbred Trotter	1,574,395
14.	Temperence Hill	Thoroughbred	1,567,650
15.	Dahlia	Thoroughbred	1,535,443
16.	McKinzie Almahurst	Standardbred Pacer	1,532,870
17.	Higheasterjet	Quarter Horse	1,514,262
18.	Perrault	Thoroughbred	1,489,942
19.	Buckpasser	Thoroughbred	1,462,014
20.	Allez France	Thoroughbred	1,380,565
21.	Savoir	Standardbred Trotter	1,365,145
22.	Secretariat	Thoroughbred	1,316,808
23.	Fortune Teller	Standardbred Pacer	1,313,175

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B. TOP FIVE MONEY EARNERS IN EACH CLASS OF RACING BREEDS

1. Thoroughbreds

John Henry	\$3,603,110
Spectacular Bid	2,781,608
Affirmed	2,393,818
Kelso	1,977,896
Forego	1,938,957

2. Standardbred Trotters

Ideal Du Gazeau	2,474,924
Bellino II	1,960,945
Une De Mai	1,834,274
Jorky	1,574,395
Savoir	1,365,145

3. Standardbred Pacers

Niatross	2,019,213
Rambling Willie	1,980,849
McKinzie Aimahurst	1,532,870
Fortune Teller	1,313,175
Albatross	1,201,470

4. Quarter Horses

Higheasterjet	1,514,262
Special Effort	1,219,948
Mr. Master Bug	1,138,798
Sail On Bunny	908,982
Town Policy	859,518

5. *Steeplechase Thoroughbreds

Zaccio	\$ 287,624
Neji	274,047
Elkridge	235,225
Leaping Frog	233,118
Top Bid	229,921

6. Appaloosas

Undercover Willie	105,774
Little Lady Oh	104,355
Easy We Go	92,376
Bar-T's Man	92,326
Time Flies	87,318

7. Paints

Fair Look	40,480
Summer of 76	34,231
Swift Lorretta	30,803
Mr. Poison Bars	27,487
Shadrach	25,553

8. Arabians

Saam	24,762
Mohak	22,800
Bobbies Sam	15,389
Samsun	13,841
Samstar	13,320

*Only includes American Steeplechase earnings leader; foreign will be forthcoming.

ALL-STAR REPLAY

featuring Sports Illustrated Games



Texas, and Oklahoma Futurities at two and the Kansas, Texas, and Oklahoma Maturities at three years of age. Shadrach won the Texas and Oklahoma Maturities at three and then came back at four to win these two again along with the Kansas Maturity. Top Yellow won the Kansas Futurity and the National Championship Futurity at two; then at three he won the Midway Downs Derby and the National Championship Maturity but was disqualified to sixth for a bump during the race. Easy Bird was not only the *Pinto* Horse of the Year in 1976 but she was also the second leading two year old Paint money earner. She won the Texas, Kansas, Missouri, and Oklahoma Futurities at two; at three she captured the Kansas Maturity and the Midway Downs Derby. As purse moneys increased, Easy Winner was just that and won more money in one year (over \$14,000) than any Paint race horse before, as she included in her victories the Texas and Oklahoma Futurities.

In 1980, the American Paint Horse Association instituted Horse of the Year voting for the first time in history and the first Paint Race Horse of the Year was the mighty Cherokee Indian. Victories in the Kansas Maturity and the National Open Championship earned him this title. In 1981 and 1982, the same horse took top honors—the outstanding mare, Fair-Look. In 1981 as a two-year old, she triumphed in the Texas Futurity and in the National Championship Futurity. In 1982 she captured the Oklahoma and Kansas Maturities along with the National Championship Maturity. She is also the current leading all-time money earner among racing Paints. Paint racing is on the move—1982 saw 230 Paint races and gross race purses of nearly \$350,000.

The accompanying race programs for WP&S feature the twelve above noted Paint Champions so you can stage your own dream races with the "Sport Model of the Horse World!"

NOTE: Use the "Quarter Horse Racing Rules" modification (V. 2, #2) for racing Paints. ■



TEN NEW OPTIONS FOR NBA STATIS-PRO BASKETBALL

“THE POSSIBILITIES ARE ENDLESS!”

BY CRAIG CARTER

First of all, I would like to thank Craig Cowley (ASR Vol. 3, No. 1) and Jim Burnett (ASR Vol. 4, No. 2) for their articles on Statis-Pro NBA Basketball. I have assimilated some of their ideas and suggestions, and also have been inspired to create some new options of my own. Mr. Burnett's breakdown of the fast-action cards was invaluable—Thanks guys!

The beauty of Statis-Pro Basketball is that it's possible to design the game in many ways, using the basic game as a proto-type. Since it is possible to use optional rules, as well as use actual NBA statistics to make your own player cards, the possibilities are (almost) endless. As with the previous articles, these modifications and ideas are purely optional. Having played a good many games, my opponent and I have constantly upgraded our ability and strategy because of our increased knowledge of the game, and the different aspects it presents. Of course, each time you add a new rule, it makes the game a little bit longer, especially if you keep a lot of statistics (that's half the fun!). But we have added the options we feel best simulate a real NBA game, without adding an inordinate amount of time to the actual game itself. So without further adieu, here goes.

OPTION ONE—TIME-OUTS

In the real NBA, time-outs are usually called when the opposing team is playing *their* game and taking you out of yours, or has run off a string of unanswered points, or at the end of a game when each play is critical. Thus, the decision to call a time-out in Statis-Pro should be made for the same reasons. As with Jim Burnett's suggestion, the team calling time-out must be in possession of the ball, and must follow the allotted rules for the time-outs (7 total in a game, not more than 4 in a quarter, and at least one in every quarter *must* be called). A time-out allows the team in possession to decide what the final match-ups will be *for that play only*. Any stop of action afterwards returns the match-up advantage to the home team. But I have

found that Mr. Burnett's idea of having the fast-action card reading go to advance instead of action isn't much of an advantage because the defense usually calls for a press, negating that advantage. Our option is to add 10 to the offense player's FG rating for the *first shot only* taken after time is resumed. In addition, regardless of whether the offense scores or not, the first shot taken by the opposing team when it regains possession will have 10 subtracted from the FG rating of the player's *first shot only*. Thus a team calling time-out has the opportunity to slow down the other team's momentum and start some of their own.

Of course, as in real life, sometimes a time-out will help, sometimes not. *Example:* Team A calls time-out. They decide what match-ups they want. Time is back in, and Team B presses and the result is a pass to G1, who passes to G2, whose FG rating is 51. G2 shoots with a $51 + 10 = 61$. If that number is equal to or bigger than the shot #, the shot is good. Team B must then follow the same procedure, except subtract 10 instead of adding 10. Obviously it is best to work for the best possible shot in both instances. (Note: the minus 10 applies to 3 pt. FG attempts as well.) Remember, no matter what happens on team A's first possession after a time-out, Team B must subtract 10 from their first shot.

OPTION TWO—20 SECOND INJURY TIME-OUTS

Each team has one per half. This allows the team calling the time-out to decide what the match-ups for the *next play only* will be. No other aspect of play is affected by a 20 second injury time-out, except that only one player per team may be substituted after it is called.

OPTION THREE—3PT. FG ATTEMPTS

I have found that it works best to limit each player to four 3 pt. FG attempts per game. Otherwise someone who has a high 3 pt. FG rating, but shot relatively few 3 pt.

shots, could fire away at will, which would hurt the game's authenticity.

OPTION FOUR—INJURIES

An injury that is only serious enough to cause a player to miss the balance of the game may be ignored at the cost of 3 home court advantage points. Since this is a rather costly use of home court points, it should be used only if the player in question is absolutely essential to the team (a player usually won't play hurt unless it's really important). This does not apply to any player with an injury rating other than 0.

OPTION FIVE—PRESS V.S. FAST BREAK

At times during the course of a game the opportunity to fast break will be challenged by the opposing coach's wish to press. I have found it easiest to roll one die to resolve the conflict. I don't usually like using dice in games, but this seems the best way in this instance. (Any better ideas? I'm listening!)

OPTION SIX—MIX AND MATCH TEAMS

An alternative method for determining fast break ratings and home court advantages for mix and match teams is to take each player's original team and find what that team's fast break rating and home court advantage are, and jot it down. Do this for each player on the team. Then add the totals and take the average. This will give you a base to start with. Then with each succeeding season, you can adjust their ratings according to the team's performance in your league. I like playing with mix and match teams because it's interesting to see which combinations of players do the best.

Often times a certain combination will surprise you in its effectiveness (or lack of it). This also allows you to conduct your own drafts, trades, etc., and contend with player retirements, injuries, and other melodramatic happenings!

OPTIONS SEVEN AND EIGHT —MAKING YOUR OWN PLAYERS

Whether you use regular NBA teams or mix'n' match teams, here's a chance for all of you who have dreamt of being an NBA star to get your big chance! Make a card for yourself, or your "alter-ego". Make up your own names, or draw names out of the phone book. Your imagination is the only limit you have. Now you can follow the evolution of your own players from season to season using actual statistics from the games you play. One suggestion though—during a game, when a reading "Pass to choice who scores" comes up, don't give it to your player card if his stamina has been reached or exceeded. Otherwise his shooting numbers will be abnormally high. It's OK to give any other "choice" categories to him like steals or rebounds. In fact, I encourage you to do so. Use the guide on table I for determining your initial ratings. We usually add two new players each season, but you can add as many as you want. Try it, you'll like it!

OPTION NINE—SCOREKEEPING

If you like to keep statistics, here is one more to keep in mind—I have found it interesting to circle baskets made on offensive rebounds. This is an important stat, especially if you have a team with players who have low FG ratings and high rebound ratings.

OPTION TEN—BALL HANDLING AND TURNOVERS

The Statis-Pro player cards do a good job of rating the various abilities of a player—scoring ability, shooting range, rebounding, passing, foul-drawing, defense, etc. But there is one aspect of the game that I feel has been left out—ball handling ability. Yes, assist ratings are one indication of that, but some players with high assist ratings commit an inordinate amount of turnovers, while some players may have better-than average assist ratings but not be very good ball-handlers. For example, a player like Doug Collins who moves well without the ball, has a better than average assist rating, but if forced to bring the ball up court all the time would be more susceptible to steals and turnovers. A team would have a much easier time pressing Brian Winters and Sidney Moncrief than they would Norm Nixon and Magic Johnson. I have devised a system to determine a player's ball-handling rating, for use when the opposing team is pressing. The players

with higher ball-handling (BH for short) will be less susceptible to the press.

Take the player's assists-per-minute and subtract his turnovers per minute, a stat which is available in the Sporting News NBA Guide. You should apply this number to the chart on table II to find the player's BH number.

Example: Larry Bird's assist-per-minute is .15 and turnover per minute is .09—the difference is .06; thus his BH rating would be 3, which is excellent for a big forward. Another example is Moses Malone, whose assists-per-minute is .04 and turnovers-per-minute is .09, which results in a negative .05; thus he would be a 0.

Next, take 25 cards from the fast action deck that have turnovers under Press (see table III). Next to each turnover, write the corresponding notation "ignore if (position) C-F1-F2-G1-G2, BH rating 0-5".

Example: On a card whose press reading says "ball thrown away," write next to it "ignore if F1 BH 3-5." The chart on table III shows how many of each reading you should use and which notations you should write for each position.

You will note that the guard positions' ball-handling ratings come into play more than the forwards and center. This reflects the fact that guards usually bring the ball up court more than the forwards and center.

Here is an example of how it works: Team A is in possession. Team B is pressing. Under PRESS it reads "double dribble (ignore if G2 BH 4-5)". If G2's BH rating is 4 or 5, the turnover is ignored, and the result is instead a pass to the player whose BH rating was consulted. Thus it becomes the action reading, and the next fast action card you will use advance, not action. PRESS is the only reading in which the BH is used. This adds another dimension to the game. Players who have a higher BH now have more value to their team, and can ward off pressure more easily.

In addition, you can keep track of individual turnovers if you wish. Statistic lovers may want to, while others may find they have enough to keep track of as it is. It's all up to you! Here's how: When a steal occurs, the turnover is charged to the player whom the ball was stolen from. If the turnover occurs under advance, the turnover is charged to the player who *passed* the ball previously under action. If the turnover occurs under the Action

reading, consult chart IV and use the foul range number on the *same* fast action card in which the turnover occurred. (In case you're wondering why you use a foul number for a turnover, the foul-range numbers are random and have no bearing on actual fouls.)

If the turnover comes up under press, do the same as you would under action unless it is a turnover in which the BH rating was used. If the player's BH rating wasn't good enough to prevent a turnover, it is charged to him.

I'm sure this all sounds terribly confusing at first, but after you get a few games under your belt, it becomes habit like the rest of the game.

I think you will find that this adds another dimension to the game, as some players who are good passers aren't necessarily good ball-handlers and that players who are deficient in some areas may now have added value.

With the addition of turnovers, you can now keep track of every statistic the NBA does except minutes played. (That is also possible, but it would slow the game up far too much.) To have an accurate gauge on players *you* create, try to keep track of the minutes they play as accurately as possible. Estimate how long they've been in by the amount of fast action cards used.

One last suggestion—if you decide to use any of the options in All-Star Replay, make a copy on a duplicating machine, cut it out, and affix it to the game board. It saves a lot of thumbing through charts. Or else put all of the charts on a piece of cardboard so you will have easy reference to them.

I hope that some of these options will be helpful and interesting to you, and that you've been able to decipher my explanations! If you have any questions, comments, or suggestions, write to Craig Carter, 7044 N.E. Davis, Portland, Oregon 97213. Please enclose a S.A.S.E. Good luck! (Extra-special thanks to Stephanie for putting up with me and all of this!) ■

Avalon Hill Games

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**TABLE I
MAKING YOUR OWN PLAYERS**

Center

FG	Secondary	FT	Rebound	Foul Draw.	Block	Steal	Assist	Stamina	Defense
2-52	2-42	2-72	2-33	2-18	2-5	2-3	2-42	2-28	2-(-5)
3-51	3-41	3-71	3-41	3-17	3-5	3-2	3-41	3-26	3-(-4)
4-48	4-38	4-68	4-31	4-16	4-4	4-1	4-38	4-24	4-(-3)
5-47	5-37	5-67	5-30	5-15	5-4	5-1	5-37	5-22	5-(-2)
6-46	6-36	6-66	6-29	6-14	6-3	6-0	6-36	6-20	6-(-1)
7-45	7-35	7-65	7-28	7-13	7-2	7-0	7-35	7-18	7-(0)
8-46	8-36	8-66	8-29	8-14	8-3	8-0	8-36	8-19	8-(-1)
9-47	9-37	9-67	9-30	9-15	9-4	9-1	9-37	9-21	9-(-2)
10-48	10-38	10-68	10-31	10-16	10-4	10-1	10-38	10-23	10-(-3)
11-51	11-41	11-71	11-32	11-17	11-5	11-2	11-41	11-25	11-(-4)
12-52	12-42	12-72	12-33	12-18	12-5	12-3	12-42	12-27	12-(-5)

Power Forward

FG	Secondary	FT	Rebound	Foul Draw.	Block	Steal	Assist	Stamina	Defense
same	same	same	2-31	2-16	2-5	same	2-45	same	same
as	as	as	3-30	3-15	3-4	as	3-44	as	as
center	center	center	4-29	4-14	4-3	center	4-43	center	center
			5-28	5-13	5-3		5-42		
			6-27	6-12	6-2		6-41		
			7-26	7-11	7-1		7-38		
			8-27	8-12	8-2		8-41		
			9-28	9-13	9-3		9-42		
			10-29	10-14	10-3		10-43		
			11-30	11-15	11-4		11-44		
			12-31	12-16	12-5		12-45		

Small Forward

FG	Secondary	FT	Rebound	Foul Draw.	Block	Steal	Assist	Stamina	Defense
2-54	2-44	2-76	2-23	2-16	2-4	2-4	2-51	same	same
3-53	3-43	3-75	3-22	3-15	3-3	3-3	3-48	as	as
4-52	4-42	4-74	4-21	4-14	4-3	4-2	4-47	center	center
5-51	5-41	5-73	5-20	5-13	5-2	5-2	5-46	and	and
6-48	6-38	6-72	6-19	6-12	6-1	6-1	6-45	power	power
7-47	7-37	7-71	7-18	7-11	7-0	7-0	7-44	forward	forward
8-48	8-38	8-72	8-19	8-12	8-1	8-1	8-45		
9-51	9-41	9-73	9-20	9-13	9-2	9-2	9-46		
10-52	10-42	10-74	10-21	10-14	10-3	10-2	10-47		
11-53	11-43	11-75	11-22	11-15	11-3	11-3	11-48		
12-54	12-44	12-76	12-23	12-16	12-4	12-4	12-51		

Off-Guard

FG	Secondary	FT	Rebound	Foul Draw.	Block	Steal	Assist	Stamina	Defense
2-52	same	same	2-15	2-14	2-3	2-5	2-53	same	same
3-51	as	as	3-14	3-13	3-2	3-5	3-52	as	as
4-48	small	small	4-13	4-12	4-1	4-4	4-51	center	center
5-47	forward	forward	5-12	5-11	5-1	5-4	5-48	and	and
6-46			6-11	6-10	6-0	6-3	6-47	forwards	forwards
7-45			7-10	7-9	7-0	7-2	7-46		
8-46			8-11	8-10	8-0	8-3	8-47		
9-47			9-12	9-11	9-1	9-4	9-48		
10-48			10-13	10-12	10-1	10-4	10-51		
11-51			11-14	11-13	11-2	11-5	11-52		
12-52			12-15	12-14	12-3	12-5	12-53		

Point Guard

FG	Secondary	FT	Rebound	Foul Draw.	Block	Steal	Assist	Stamina	Defense
2-51	same	2-74	2-10	same	2-2	same	2-61	same	same
3-48	as	3-73	3-9	as	3-2	as	3-58	as	as
4-47	center	4-72	4-8	off-guard	4-1	off-guard	4-57	center	center
5-46		5-71	5-7		5-0		5-56	and	and
6-45		6-68	6-6		6-0		6-55	forwards	forwards
7-44		7-67	7-5		7-0		7-54		
8-45		8-68	8-6		8-0		8-55		
9-46		9-71	9-7		9-1		9-56		
10-47		10-72	10-8		10-1		10-57		
11-48		11-73	11-9		11-2		11-58		
12-51		12-74	12-10		12-2		12-61		

Foul Range: Assign each player a range of four numbers if die roll is 3 or 4, three numbers if die roll is 2 or 5. (The choice of which numbers to use is up to you, as long as the range is correct.)

NOTE: This table is only a guideline for how to determine your player's beginning ratings. You may give a player any rating you want, but we use this system because it gives the player good ratings in some areas, and average ratings in other areas, depending on the roll of the dice. Roll the dice once for each area on the player's card. You will notice that there is a separate chart for center, power forward, small forward, point guard and off-guard. Most ratings will be at least average; none are poor, and some are excellent. This gives your player a fighting chance!

**TABLE II
BALL-HANDLING RATINGS**

APM less T.O.PM	Ball-Handling Rating
Any minus number	0
0-.01-.02	1
.03-.04-.05	2
.06-.07-.08	3
.09-.10-.11	4
.12 and over	5

Subtract turnovers-per-minute from assists-per-minute and consult table to obtain rating. (Use Sporting News NBA Guide for statistical figures and information).

**TABLE III
BALL-HANDLING RATINGS
FOR FAST-ACTION CARDS**

Ball Thrown Away (10 Total Cards)

- Ignore if C-BH 1-5
- Ignore if F1-BH 3-5
- Ignore if F1-BH 4-5
- Ignore if F2-BH 1-5
- Ignore if F2-BH 4-5
- Ignore if G1-BH 1-5
- Ignore if G1-BH 5

- Ignore if G1-BH 5
- Ignore if G2-BH 2-5
- Ignore if G2-BH 5

Line Violation (4 Total Cards)

- Ignore if C-BH 2-5
- Ignore if F1-BH 1-5
- Ignore if G1-BH 2-5
- Ignore if G2-BH 3-5

Traveling (5 Total Cards)

- Ignore if C-BH 3-5
- Ignore if F1-BH 2-5
- Ignore if F2-BH 2-5
- Ignore if G1-BH 3-5
- Ignore if G2-BH 1-5

Double Dribble (3 Total Cards)

- Ignore if F2-BH 3-5
- Ignore if G1-BH 4-5
- Ignore if G2-BH 4-5

Offensive Charging Foul (2 Total Cards)

- Ignore if G1-BH 4-5
- Ignore if G2-BH 4-5

10 Second Violation (1 Card)

- Ignore if G2-BH 5

Take 25 fast-action cards from the deck with these readings under press and fill in the ball-handling notations (one per card).

**TABLE IV
TURNOVER CHART**

Foul-Range Number	Turnover-Committed BY
11-15	F1
16-22	F2
23-28	C
31-36	G1
37-45	G2
46-53	Choice of opposing coach
54-61	5th best BH rating on team committing turnover
62-67	4th best BH rating on team committing turnover
68-75	3rd best BH rating on team committing turnover
76-82	2nd best BH rating on team committing turnover
83-88	best BH rating on team committing turnover

NOTE: If two or more players have the same BH rating, turnover is on the player with the worst rating.

Consult Foul Range Number on same fast-action card as turnover occurs and use this table for turnovers that happen under ACTION reading.

ON THE ROAD AGAIN

HOW TO MODEL THE HOME-FIELD ADVANTAGE IN STATIS-PRO BASEBALL

BY RANDY RASMUSSEN

A few years ago I attempted to replay the 1950 American League season using Statis-Pro Baseball. I was enormously pleased with the resulting statistical realism and ease of play of the game, but after a couple hundred games a curious pattern began emerging.

The teams and players performed about as was expected of them—the good teams won and the poor teams lost—however, it didn't seem to matter whether they were playing at home or on the road as to who had the edge. In fact, through the "luck of the cards", only three of the eight teams played better at home than on the road. The only difference between a road trip and a home stand was who took the field first. This bothered me for it seemed that there should be more discomfort involved in a road trip than batting first.

After much careful thought I came up with a system easily incorporated into the game design which accurately portrays the home field advantage in baseball without altering play or adding cumbersome charts. The system proved so successful that during a recently completed 100 game

schedule involving the eight first-half, second-half divisional winners from the 1981 season, the home teams won 231 games and lost 171, for a .575 winning percentage at home for the entire league. Additionally, none of the eight teams played poorer at home than on the road, and only two teams had a losing record at home.

To model the home field advantage in Statis-Pro Baseball, it is necessary to circle twenty-two randomly selected PB numbers on the Fast Action Cards, two each of numbers 2 through 12 so that two "2's" are circled, two 3's, two 4's, two 5's, etc. up to 12. Each team in the league will be assigned a Home Field Advantage Rating, which will be a number from one to twelve.

If, when searching for a PB number during the sequence of play you come across a circled PB number, compare this number to the home team's Home Field Advantage Rating. If the circled PB number is greater than this rating, compare the PB number to the pitcher's control rating and proceed as usual. Also, if no one is on base at the time,

ignore the fact that the PB number is circled and proceed as usual.

If the circled PB number is less than or equal to the home team's Home Field Advantage Rating and men are on base, treat the PB number as though it were a CD or BD result depending on which team is at bat (i.e., if the home team is at bat, the result is BD; if the visiting team is at bat, the result is CD). Next, follow the CD or BD procedure.

To assign Home Field Advantage Ratings, list all the teams in the league in order of their final season records. The worst team in the league is always assigned a rating of 1. Using games behind the leader as a guide, assign ratings to each team up to a maximum of 12. (It does not necessarily follow that the team with the best record will have a rating of 12, only that the better teams will have higher ratings than the poorer teams.) Thus, it can be seen that the worst team in the league, in effect, has no home field advantage because a circled PB number will always be higher than one.

Assigning ratings based on final season records is the simplest method, though if individual home records are available by all means use them.

Home Field Advantage Ratings for the 1982 season are given below:

Home Field Advantage Ratings 1982 Season

American League		National League	
Milwaukee	11	St. Louis	11
California	11	Atlanta	10
Baltimore	10	Philadelphia	9
Kansas City	9	Los Angeles	9
Boston	9	San Francisco	9
Chicago	8	Montreal	9
Detroit	7	Pittsburgh	8
New York	6	San Diego	7
Cleveland	6	Houston	6
Toronto	6	Chicago	5
Seattle	5	New York	2
Oakland	3	Cincinnati	1
Texas	2		
Minnesota	1		

The use of the Home Field Advantage further increases the importance of individual CD and BD ratings. A good defensive team will be even harder to score runs on when playing at home.

It is this increased importance of BD ratings which brings up one of my pet peeves concerning the game design. A

quick glance at the game's guidelines used to rate individual players for clutch hitting reveals the ratings are based on home runs. In practice, a higher BD rating gives a player a better chance to drive in runs, but not necessarily through hitting home runs. In fact, BD-2 hitters are penalized through having one home run number deducted from their card with no appreciable increase in their ability to hit home runs as reflected on the BD chart. The result is that BD-2 hitters will hit fewer home runs but more doubles than their real life counterparts.

It is my feeling that BD ratings should be assigned according to runs batted in rather than home runs. It is certainly true that home run hitters will drive in more runs, but does anyone seriously believe that Dave Kingman is a *clutch* hitter? With the tying run on second base with two outs I can think of dozens of hitters I would rather see come to the plate than Dave Kingman.

With this in mind, assign all hitters with at least 90 RBI's a BD rating of one and hitters with more than 120 RBI's a BD-2 rating. These ratings should be pro-rated to reflect a player's run productivity (i.e., a player

with 70 RBI's in only 90 games would receive a BD-2 rating).

Since BD-2 hitters have one less home run number on their card I offer the following revised Clutch Batting Chart:

Revised Clutch Batting Chart

BD-0	BD-1	BD-2	
11-24	11-32	11-35	Double, all runners score
25-26	33-34	36-37	Triple
27	35-37	38-48	Home Run
28-88	38-88	51-88	No Result

With the home field advantage a long road trip can become baseball's depressing reality where breaking even means catching up over the course of a long season. In a tight pennant race every road win is savored and a home defeat is agony.

Overall the home advantage probably means less than one run a game on the average to the better teams and for the poorer teams it is the absence of the ratings for the visiting teams which gives them their chance to surprise. In a close game it could mean the difference between winning and losing and that, after all, is the advantage a home ballclub enjoys. ■

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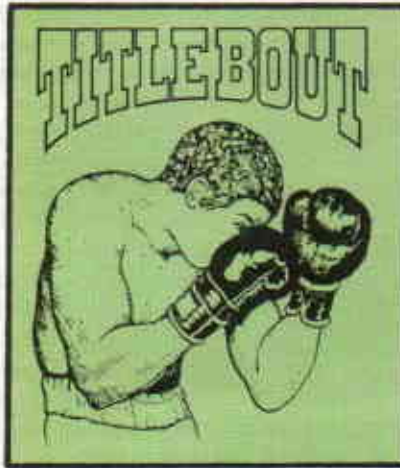
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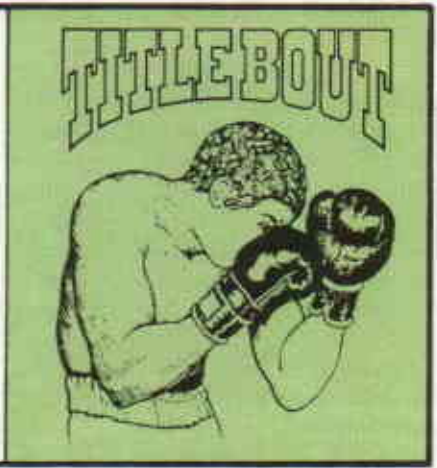
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The Fistic Scene



ADVANCED TITLE BOUT THE NEW AND IMPROVED VERSION OF AVALON HILL'S BOXING GAME

BY JIM TRUNZO

This article inaugurates the beginning of a new series designed to bring about the first set of major revisions in Title Bout since its inception over three years ago. The articles will be presented in the form of modular options, any or all of which may be used if the gamer so desires. While the scope of the articles will be far reaching, dealing with such diverse areas as new charts and tables, revised scoring procedures, etc., the simplicity and accuracy of the original Title Bout remains; in fact, if anything, these changes/options bring about even more accuracy and realism without adding to the time of play.

As mentioned, this is the first of a series of articles and it is only appropriate that it should deal with the most important aspect of the game—the player cards. It is also fitting that this article lead off Advanced Title Bout because its appearance in print should coincide with the availability of the new player card set. Yes, new fighter cards do exist! The parties involved are fully aware of what seems like a later release date of the new cards each year. However, the delay this year was completely out of the hands of AH: the ratings simply were not completed as scheduled. The wait, though, should be well worth it, for this year's set is extremely current and reflects even more accuracy than ever before.

Several major changes have been made in the player cards: first, three new categories

have been added to the card itself; second, the format of several existing categories have been changed. Each of these changes has been brought about to heighten the realism of the game either by filling an existing gap in play or by handling an area in a slightly different fashion than in the past to correct minor flaws that have affected the play and flow of the original design. But enough in the way of justification! Let's get to the meat of this thing!

The first thing that you will notice upon receiving the new player card set will be the addition of a new rating labeled KP. This rating stands for Knockout Power and will be found immediately after the HP (Hitting Power) rating, residing where Killer Instinct used to be. KP differs from HP in this way: Hitting power designates a fighter's overall ability to land punishing blows during the course of a fight. Its effects are cumulative in nature and damaging in a collective way. It also represents the fighter's ability to land a power punch that might be capable of taking out his opponent. The new rating, KP (knockout power), represents something that is related to the HP rating, yet unique in its own right.

KP is a rating indicative of a fighter's pure power; his ability to put away an opponent with one punch at any point in the fight. It does not take into account the accumulated effects of numerous blows, as

does HP, nor does it rely on an opponent's fatigue or recuperative powers. The KP number will be a rating based on a range of +2 or -2 and added or subtracted from the opponent's KO rating immediately after a knockdown has been scored and prior to checking for a knockout. To those of you familiar with Title Bout, you can readily see the implications of this new category! (Incidentally, although the new KP rating has been placed in the spot where Killer Instinct is normally found, that does not mean Killer Instinct has been eliminated; it's simply been relocated on the card.)

While the KP rating is a significant addition to the fighter's card, several other new categories are of equal importance. The second new feature found on the card is a Counterpunching rating. In the form of a range as opposed to a single numerical rating, Counterpunching is located immediately after the Punches Landed range in the Action section of the fighter's card (i.e. Punches Landed: 1-42/37). Most fighters are not as accurate when they are counterpunching as when they are leading; conversely, some are more accurate. This factor was not explored to any great degree in the original version of Title Bout. Now, every time a fighter's opponent misses a punch, the fighter will have a chance to land a counter. Not only will this bring counterpunching into play with more accuracy and realism, it will place much greater emphasis on the detriments

brought on by swinging wildly and missing punches.

Missing a punch or landing a counter will not affect which fighter is in control; that aspect will remain stable in that a fighter will only lose control by having a CF fall outside his CF rating. However, when control is lost, the opponent will no longer check to see if he has landed what was, in effect, a counter, as he did before. Now he will immediately go to his own CF. Again, devotees to Title Bout will be able to recognize the importance and the impact of this new feature.

Another aspect of boxing that has been ignored for too long by Title Bout deals with the individual fighter's tendency to start quickly and burn out or start slowly and come on or combinations of either extreme. Therefore Title Bout has instituted a new rating and restructured an old rating to give a better feel for an individual fighter's style—and, once again, achieve greater accuracy. How many times have you seen a fighter start out slowly only to come on in the late rounds to pull out a decision. Or start out slowly and lose a close decision because of that very fact, even though he closed with a rush! Now this type of occurrence can come to life in Title Bout.

At the bottom of the card, above the In Corner/On Ropes rating, a Fast/Slow Starter rating will be found. This rating will be in the form of a single number which will indicate the number of rounds a fighter will fight with a modified CF. All rounds prior to and including that particular number will be fought with a CF modified by -1. For example, let's assume that a notoriously slow starting fighter has a Fast/Slow rating of 4 and a CF rating of 9/9. For the first four rounds of each of his fights, he will fight with a CF of 8/8 (his original CF 9/9 modified by -1).

Once again, those familiar with Title Bout will fully appreciate what such a seemingly small adjustment could conceivably mean to the outcome of any given bout. Most of the ramifications are obvious; however, it is the subtle effects of a change like this that should be appreciated. Take a great fighter like Alexis Arguello, for example. Normally, Arguello has a CF rating of, say, 10/11. Fighting at this high of a level every round of every fight can result in any number of dull, blow-out fights against mediocre opposition. Yet, this isn't always the case in Arguello's real bouts. Many times, the

fight appears close for the first third of the bout because Arguello hasn't opened up. The excitement (or anxiety) of a possible upset is created. Then the master begins to take charge and the momentum abruptly shifts! Now this aspect should become more apparent in Title Bout.

Counterpunching, Knockout Power and Fast/Slow Starting ratings are all totally new to Title Bout. They are not, though, the only changes being made in the game. Changes have also been made in existing categories, either in their format or in their use. Endurance is one of those areas that has undergone obvious change.

The Endurance rating used to be a number ranging from 70 to 120. It involved a certain amount of ongoing bookkeeping in the form of reduction on a round to round basis. No more. Endurance is now based upon a rounds rating. For example, a fighter might have a rating like END: 7/11. The number before the slash indicates how many rounds of a ten round bout a boxer could fight before showing signs of fatigue; the number after the slash would indicate how many rounds of a fifteen round bout a boxer could fight before showing signs of fatigue. What if the bout is scheduled for twelve rounds? Add one to the number before the slash. Simple, isn't it? Well, yes and no.

The new system does eliminate the tediousness of adding points scored plus missed punches and then subtracting that total

from endurance, a bothersome task at best; since the importance of Missed Punches is accounted for under the new counter-punching rule, nothing is lost from that aspect of the game. And the new system does indicate more clearly, even at a glance, the scope of a fighter's endurance. It also speeds up the play of the game, however . . . in keeping with the realism stressed in Title Bout, two modifications do come into play. A fighter's endurance rating is lowered each time he suffers one of the following mishaps: 1) the fighter is knocked down, or 2) the fighter has twenty or more points scored against him in a given round. However, a fighter can never have more than one round subtracted from his endurance at any one time. Thus, if a fighter suffers a knockdown in round five and also has twenty-two points scored against him in that same round, his endurance is only lowered by 1. Likewise, if a fighter happens to be knocked down twice in a round, his endurance can only be lowered by 1. There is no limit, though, to the number of times the endurance can be lowered, providing the above guidelines are followed.

Once a fighter has gone past his Endurance Rating level, other areas of his game begin to suffer, just as before. Fatigued fighters begin to lose the sting in their punches. Conversely, most fighters are more susceptible to being knocked down or knocked out when fatigued. Punches are often not only less powerful, but less accurate as

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BLASTS FROM THE PAST!



NORMALIZING BASEBALL PLAYER RATINGS BETWEEN ERAS

A METHOD FOR PUTTING TEAMS FROM ANY YEAR ON AN EQUAL BASIS IN STATIS-PRO BASEBALL

BY DAVID LeSUEUR

I have recently started an 8-team tournament consisting of some of the greatest baseball teams in history. The entries are the 1906 Chicago Cubs, the 1912 Boston Red Sox, the 1927 New York Yankees, the 1936 New York Yankees, the 1943 St. Louis Cardinals, the 1953 Brooklyn Dodgers, the 1961 New York Yankees and the 1976 Cincinnati Reds. I have rated all of the teams using the Avalon Hill Statist-Pro Baseball game. But now I have a problem: the 1906 Cubs have very poor fielding averages because they were using very poor equipment; the 1936 Yankees have fantastic batting statistics because of the live ball used in that era; teams from earlier in the century used a dead ball. In 1936, the average American League team scored 5.7 runs per game, while in 1906, the average was only 3.6. How do you adjust for these differences and have a "fair" contest?

In this article, I will show you a method that I developed to adjust the Statist-Pro cards (or any other game, if you use a different one) when playing two teams from different baseball eras. But first, let's review how the Statist-Pro cards are set up for pitchers and batters.

PITCHING

Pitchers are rated relative to the *average* pitcher in that season. A 2.70 E.R.A. may be worth a PB rating of 2-8 in 1961, but only 2-6 in 1906. The PB ratings are allocated so that the same percentage are 2-9s and 2-8s, etc. each year. In addition, the pitchers for

any given year average 11 singles, 11 strikeouts and 7 walks on their cards. So, pitchers are already normalized between different seasons under the assumption that pitchers in general are equal every year.

BATTING

Batters, on the other hand, are rated based on their *absolute* statistics. The card for Babe Ruth in 1927 would produce 60 home runs whether you were using him against the 1906 pitchers, the 1927 pitchers, or the 1983 pitchers. Thus, the teams from years where not many runs were scored are at a severe disadvantage when playing the teams from high-scoring eras. It would seem logical that some adjustments to the batter cards would be in order.

FIELDING

Fielding statistics have stayed fairly even for the past 50 years or so, but the teams in the first couple of decades of this century are at a disadvantage if you don't make some kind of adjustment. I will save my suggestions for fielding changes for another article however.

MY ASSUMPTIONS FOR NORMALIZING

Before giving you my solution for normalization, I should first tell you some basic assumptions that I made about the relative abilities between different years. I don't intend to get into an argument about whether baseball players from the "good

old days" are better or worse than the players of today. In fact, I am going to assume that the pool of talent playing in the major leagues is equal in every year. I know most people will argue with that assumption. However, it seemed like a good place to start. In the first place, if you start out assuming that the teams in the 1930s, say, were better than the 1970s teams, then why bother playing games between the two eras if you already were giving better ratings to the 1930s teams? If you played enough games, the superiority you had built into the ratings would eventually be manifested. Second, the main purpose of the article is not to show you how to rate players of different eras against each other to see who is really better. Instead, I am showing you how to make the adjustments once you have decided which years had better players than other years. Thus, I am assuming that all years are equal, but you can use my method even if you make another assumption.

The other assumption that I made in my approach to normalization was that I would only change the number of *singles* on batter cards. I did not want to try to change the number of extra base hits any player was expected to get. It is far too speculative to guess, for example, how many home runs Ty Cobb might have hit in a live ball era, how swinging for the fences more often might have affected his batting average, etc. Also, by not changing the power of the teams, the running teams

would remain running teams, and the power teams would remain power teams.

THE SOLUTION

In baseball, the team that scores the most runs in a game wins. This simple truism is the key to normalizing teams. We must adjust the ratings so that the number of runs expected to be scored is the same in any era. Because of the way Statis-Pro is designed, I had to change the batter cards and leave the pitcher cards untouched. And because of my basic assumption, the number of singles on the batter cards had to be changed to normalize the teams, and no modifications were to be made to either extra base hits or walks. But how do you measure the effect of the number of singles by a team on the number of runs they will score?

This question is answered by baseball statistician Bill James. In his book, *1982 Baseball Abstract* (which is a fascinating book, by the way), he revealed a formula which can predict very closely how many runs a team will score during a season. The formula is:

$$\text{Runs} = \frac{(\text{hits} + \text{walks}) \times (\text{total bases})}{\text{at bats} + \text{walks}}$$

Of course, this is not an exact formula, but is a very good predictor of how many runs a team scores. Now we can estimate what will happen to a team's run production if we change the number of singles they get. Suppose that you determine that one team must score "K" more runs during a season to normalize it with another season, and you want to find how many extra singles it must get during the year (which we will call "X"). Using the equation above, we get:

$$\text{Runs} + K = \frac{(\text{hits} + \text{walks} + X) \times (\text{total bases} + X)}{\text{at bats} + \text{walks}}$$

Substitute for Runs from the first equation, and solve for x, and you will get the following formula:

$$X^2 + (\text{total bases} + \text{hits} + \text{walks})X - K(\text{at bats} + \text{walks}) = 0$$

If you remember any high school algebra, this is an equation of the type $ax^2 + bx + c = 0$, and the solution for x is:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

(Who would have thought that the general solution to a quadratic equation would be useful in playing a table top baseball game?) In our formula:

Cont. Page 27

1906 Chicago Cubs

PLAYER	POS	E	T	OBR	SP	SAC	HR	DP	1B	2B	3B	HR	SO	BB	HB	CH	AVG		
Frank Chance	1B	3	—	A	A	A	1	-20	27	35	37	38	42	53	54	RN	319		
Johnny Evers	2B 3B	5	—	B	A	A	1	-10	27	33	34	0	35	37	0	LN	255		
Joe Tinker	SS 3B	6	—	A	A	A	1	-20	23	27	28	0	32	35	0	RN	233		
Harry Steinfeldt	2B	5	—	B	A	A	1	-10	32	38	42	43	45	48	0	RN	327		
Wildfire Schulte	OF	3	—	B	B	A	1	-10	26	32	35	37	41	0	0	LN	281		
Jimmy Slagle	OF	3	—	B	A	A	1	-10	25	27	28	0	32	41	42	LN	239		
Jimmy Sheekard	OF	2	—	A	A	A	1	-20	23	31	33	0	35	44	45	LN	262		
Johnny Kling	C	2	—	B	B	A	1	-10	31	36	41	42	44	45	0	RN	312		
Pat Moran	C	2	—	B	C	A	1	-10	24	33	34	0	36	-3	0	RN	252		
Solly Hofman	OF-1B IF	3	—	A	A	A	1	-20	27	28	32	33	35	42	43	RN	256		
Doc Gessler	OF 1B	—	—	D	B	A	1	10	25	31	0	0	33	44	0	LN	253		
PITCHER																			
	PB	SR	RR	HR	1B	BK	SO	BB	PB	WP	ERA	W	L	GS	GR	SV	IP	E	BAT
Three Finger Brown	2-9	9	5	57	23	0	35	41	42	43	1.04	26	6	32	4	3	277	—	—
Jack Piester	2-9	11	5	82	22	0	36	43	44	45	1.56	20	8	29	2	0	242	—	—
Ed Reulbach	2-8	11	5	55	17	0	28	38	41	42	1.65	19	4	24	9	3	218	—	—
Carl Lundgren	2-7	14	7	48	18	21	35	47	48	52	2.21	17	6	24	3	2	208	—	—
Orvie Overall	2-7	14	7	43	21	22	42	52	53	55	1.88	12	3	14	4	1	144	—	—
Jack Taylor	2-8	13	6	61	23	0	28	35	36	37	1.84	12	3	16	1	0	147	—	—
Fred Beebe	2-6	14	7	44	15	16	51	67	68	72	2.70	7	1	6	8	1	70	—	—
Bob Wicker	2-6	15	8	48	24	25	38	47	48	52	3.00	3	5	8	2	0	72	—	—

1912 Boston Red Sox

PLAYER	POS	E	T	OBR	SP	SAC	HR	DP	1B	2B	3B	HR	SO	BB	HB	CH	AVG		
Jake Stahl	1B	4	—	C	B	B	0	0	25	35	37	38	44	48	0	RN	301		
Steve Yerkes	2B	6	—	A	D	B	0	-20	25	32	33	0	37	41	0	RN	252		
Heinie Wagner	SS	8	—	B	B	B	0	-10	25	33	34	0	38	47	48	RN	274		
Larry Gardner	3B	7	—	B	A	B	0	-10	27	34	38	41	45	52	0	LN	315		
Harry Hooper	OF	4	—	A	A	B	0	-20	23	27	31	0	35	43	44	LN	242		
Tris Speaker	OF	5	—	A	A	B	0	-20	32	44	46	48	54	65	66	LN	383		
Duffy Lewis	OF	6	—	B	C	B	0	-10	24	33	35	36	42	45	0	RN	284		
Bill Carrigan	C	3	—	D	C	B	0	-10	27	32	0	0	36	47	0	RN	263		
Clyde Engle	1B IF-OF	8	—	A	A	B	0	-20	22	25	27	0	33	46	47	RN	234		
Hick Cady	1B	—	—	A	E	B	0	-20	17	32	34	0	38	42	0	RN	259		
Smokey Joe Wood	P	—	—	B	E	B	0	-10	21	35	36	37	43	46	0	RN	290		
Hugh Bradley	1B	—	—	B	C	B	0	-10	0	21	22	23	27	35	0	RN	190		
Olaf Henriksen	OF	—	—	A	E	B	0	-20	27	34	36	0	42	65	0	LN	321		
Les Nunamaker	C	—	—	A	C	B	0	-20	24	32	34	0	38	0	0	RN	252		
Neal Ball	2B	—	—	A	A	B	0	-20	18	25	0	0	32	33	0	RN	200		
Marty Krug	SS 2B	—	—	B	A	B	0	-10	27	35	38	0	44	54	0	RN	308		
PITCHER																			
	PB	SR	RR	HR	1B	BK	SO	BB	PB	WP	ERA	W	L	GS	GR	SV	IP	E	BAT
Smokey Joe Wood	2-9	12	6	78	23	0	41	45	46	47	1.91	34	5	38	5	1	344	—	—
Hugh Bediant	2-7	13	6	52	21	22	36	42	43	45	2.92	20	9	28	13	3	231	—	—
Buck O'Brien	2-7	14	7	46	18	21	32	38	41	43	2.57	19	13	34	3	1	276	—	—
Charley Hall	2-7	14	7	53	21	22	33	42	43	45	3.02	15	8	21	13	2	191	—	—
Ray Collins	2-7	14	7	45	23	24	35	38	41	43	2.54	14	8	23	4	0	193	—	—
Jack Bushelman	2-5	0	9	46	12	13	42	71	73	77	4.50	1	0	0	3	0	8	—	—
Larry Pape	2-5	21	10	51	34	35	46	56	58	64	4.96	1	1	2	11	1	49	—	—
Eddie Cicotte	2-5	20	10	55	23	24	42	53	55	61	5.67	1	3	6	3	0	46	—	—
Ben Van Dyke	2-6	16	8	43	15	16	36	53	54	56	3.21	0	0	1	2	0	14	—	—

1961 New York Yankees

PLAYER	POS	E	T	OBR	SP	SAC	HR	DP	1B	2B	3B	HR	SO	BB	HB	CH	AVG
Bill Skowron	1B	2	—	C	E	D	0	0	21	26	27	35	51	52	0	RP	267
Bobby Richardson	2B	2	—	B	D	A	2	-10	28	33	34	35	-7	-1	0	RN	261
Tony Kubek	SS	4	—	A	D	A	1	-20	24	34	35	37	38	-2	0	LN	276
Clele Boyer	3B SS-OF	3	—	C	D	C	0	0	17	23	24	26	36	45	46	RN	224
Roger Maris	OF	4	—	B	E	A	1	-10	14	17	18	33	34	46	47	LP	268
Mickey Mantle	OF	2	—	C	C	D	0	0	16	21	22	35	48	72	73	SP	317
Yogi Berra	OF C	0	—	B	D	A	2	-10	23	26	0	35	-3	38	0	LP	271
Elston Howard	C	1	—	D	E	C	0	10	33	38	41	47	56	57	0	RP	348
Hector Lopez	OF	3	—	C	D	C	0	0	22	25	26	27	36	42	0	RN	222
Johnny Blanchard	C OF	0	—	D	D	A	1	10	21	26	0	38	42	48	0	LP	305

1976 Cincinnati Reds

PLAYER	POS	E	T	OB	SP	SAC	HR	DP	10	20	30	HR	SO	BB	HB	CH	AVG
Tony Perez	1B	1	—	B	C	C	0	-10	17	26	27	33	43	47	0	RP	.260
Joe Morgan	2B	2	—	B	A	A	2	-10	21	27	26	36	-2	56	51	LP	.320
Dave Concepcion	SS	3	—	C	B	B	0	0	25	33	34	36	41	44	0	RN	.281
Peer Ross	3B	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ken Griffey	OF	0	3	A	D	A	2	-20	27	36	37	41	-2	51	52	SN	.323
Cesar Geronimo	OF	3	3	A	A	A	1	-20	33	41	43	44	46	54	55	LN	.336
George Foster	OF	2	5	C	B	D	0	0	27	35	36	0	53	51	0	LN	.307
Johnny Bench	OF	1	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Dan Driessen	1B	0	—	C	C	C	0	0	25	31	33	41	48	54	0	RP	.306
Doug Flynn	C	1	A	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Mike Lum	OF	10	3	D	C	D	0	10	14	22	0	26	41	55	56	RP	.234
Ed Armbrister	1B	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Bob Bailey	OF	4	3	C	A	B	0	0	17	24	0	27	34	52	53	LN	.247
Bill Plummer	2B	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Joel Youngblood	3B	0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Ed Armbrister	SS	2	—	D	D	A	1	10	33	36	37	38	42	-1	0	RN	.283
Mike Lum	OF	0	2	D	E	C	0	10	17	23	24	26	36	51	52	LN	.228
Ed Armbrister	OF	3	3	A	A	D	0	-20	25	32	35	38	67	71	0	RN	.296
Bob Bailey	DF	3	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Bill Plummer	3B	10	—	D	E	D	0	10	24	31	32	37	54	64	0	RP	.298
Joel Youngblood	C	—	—	D	E	D	0	10	21	26	27	32	53	57	0	RN	.248
Joel Youngblood	OF	7	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Joel Youngblood	3B	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Joel Youngblood	2B	10	—	A	C	C	0	-20	21	23	25	0	33	-3	0	RN	.193

PITCHER	PB	SR	RR	HR	1B	BK	SO	BB	FB	WP	ERA	W	L	GS	GR	SV	IP	E	BAT
Gary Nolan	2-6	14	0	62	23	24	35	0	38	38	3.46	15	9	34	0	0	239	0	—
Pat Zachry	2-7	12	6	34	21	22	38	48	51	53	2.74	14	7	28	10	0	204	3	—
Fred Norman	2-7	13	7	42	21	22	38	47	48	52	3.10	12	7	24	9	0	180	0	—
Jack Billingham	2-6	16	8	48	24	25	33	41	42	44	4.32	12	10	29	5	1	177	3	—
Don Gullett	2-7	13	7	46	23	24	35	44	45	47	3.00	11	3	20	3	1	126	0	—
Santo Alicia	2-5	16	8	38	13	14	26	46	48	54	4.70	11	4	21	9	0	132	4	—
Rawly Eastwick	2-9	0	4	54	24	0	37	43	44	45	2.08	11	5	0	71	26	108	—	—
Manny Sarmiento	2-9	0	4	47	24	0	33	37	38	41	2.05	5	1	0	22	0	44	0	—
Pedro Borbon	2-6	11	5	24	26	27	36	41	42	44	3.35	4	3	1	68	8	121	0	—
Will McEnaney	2-5	0	6	22	34	35	38	45	47	53	4.88	2	6	0	55	7	72	10	—



SIMULTANEOUS PERSONIFICATION IN STATIS-PRO FOOTBALL

PLAYING AVALON HILL'S RENOWNED PIGSKIN GAME ALONG WITH THE REAL SUPER BOWL
BY FRANK TAYLOR

My wife calmly turned the Fast Action card to see how Dale Murphy of her 1981 All Star team would do against Matt Keough of my '81 Oakland A's. It was the bottom of the ninth and through shrewd managerial decisions I was slightly ahead. As my heart pulsed, she said, "Thirty-three, what does that mean?" I excitedly yelled, "A home run—Murph jacked one out—clear over the 460 sign. You win, honey!" Although outwardly disappointed, I was elated she had won. Now I would have a real opponent. As she stood, I noticed a detached boredom in her eyes, "I don't see how a bunch of numbers on a card could be any fun." The sound of the gavel boomed in my head as the Judge said, "I hereby

sentence you to—solitaire." I doubt Papillion spent as much time in solitaire as we gamers.

For most sport gamers personification is, if not the most important, an aspect that is enjoyable and necessary. We visualize Tony Dorsett glide off tackle, jouk a linebacker and explode into hyperspace for a breakaway. Or Reggie Jackson with runners on strikes out—again with a whooshing cut and neatly genuflects to avoid falling. And finally, 28,000 fans in our bedroom or den frenzy as Dr. J. steals a pass, bounds into the stratosphere and slams. Our games are not "numbers on cards" but the embodiment of the players'

talents set to imagination. I've always secretly thought that people who cannot personify do not have the full compliment of intellectual abilities anyway. (My wife not included.)

In this same vein, I wondered if such a thing as simultaneous personification existed in Statis-Pro games and decided to find out. So during the Super Bowl I set up the offenses and defenses, made the substitutions as best I could and "created" a few cards that weren't in the game. As the coaches called the plays, I charted them. In between plays I ran the Statis-Pro equivalent with the same personnel in hopes of achieving simultaneous personification.

Whether you believe my results is academic because if you want to test (SP) yourself, the plays and results are included with the exception of the opening kickoff and the first play from scrimmage. (My wife had me making tacos.)

Before we examine the Statis-Pro stats, let's look at the game. For Super Bowls it was atypical: there were a number of big plays. First, Jimmy Cefalo caught a short pass and broke it for a 76 yard touchdown. Second, Fulton Walker set a Super Bowl record with a 98 yard kickoff return. Finally, John Riggins bolted 43 yards on fourth and short yardage to score. As for the aerial game, David Woodley had an awful day, especially in light of his previous playoff performances. On the other hand, Joe Theismann had a great day, completing 65% of his passes. To complete the atypical format, Grandad Hog Riggins broke a host of records including Franco Harris' record of 158 yards by going 166. So, if there was any simultaneous personification, it would certainly be hard to find.

Here are the numbers for the Super Bowl in parenthesis and the ones for the Statis-Pro simulation in regular print:

RUSHING

Riggins	160	(166)
Harmon	25	(40)
Franklin	41	(49)
Nathan	39	(26)
Harris	3	(1)
Vigorito	12	(4)
TOTALS	272	336

PASS RECEIVING

Harris	5-97	(2-15)
Cefalo	1-11	(2-82)
Vigorito	1-16	(0-0)
Brown	5-34	(6-60)
Warren	5-26	(5-28)
Walker	1-2	(1-27)
Giaquinto	1-2	(1-2)
Garrett	2-44	(2-13)
Riggins	0-0	(1-15)

PASSING

COMP-ATT-YDS

Theismann	16-23-108	(15-23-143)
Woodley	5-14-90	(4-14-97)
Strock	2-3-34	(0-3-0)
TOTALS	23-40-232	(19-40-240)

remember that the actual play selections and results are included so you can check them out yourself.

Obviously the biggest similarities are; Riggins' yardage, Woodley's and Theismann's passing percentages and the total passing yardage. But what about the three long touchdown plays mentioned earlier? For the most part they did not occur. Duriel Harris caught a long pass for 35 yards and the next Fast Action Card passing number was 4 and so he scored. Riggins had a run of 19 yards but most everything else was rooted out yardage inside the pign.

And now test (SP) yourself because here are the real plays and their results:

TEAM	PLAY	PLAYER	RESULT
MIA	IR	Franklin	2
MIA	QTB RUN	Woodley	6
WAS	PR	Nelms	44/5
WAS	IL	Riggins	5
WAS	IR	Riggins	4
WAS	IR	Riggins	2
WAS	QL	Brown	12
WAS	IR	Riggins	1
WAS	LP	Garrett	INC
WAS	PASS	Theismann	SACK -3
WAS	PUNT	Hayes	47 TOUCHBACK
MIA	IL	Nathan	4
MIA	SHP	Cefalo	76 TOUCHDOWN (7-0)
WAS	KOR	Nelms	39
WAS	IL	Riggins	4
WAS	SR	Riggins	5
WAS	PASS	Theismann	SACK -4
MIA	PR	Vigorito	8
MIA	IR	Nathan	12
MIA	IL	Franklin	9
MIA	IL	Franklin	4
MIA	PASS	Fumble	-23 RAZZLE DAZZLE PLAY
WAS	LP	Brown	INC
WAS	IL	Harmon	8
WAS	QR	Warren	3
WAS	IL	Riggins	6
WAS	IL	Riggins	7
WAS	SL	Riggins	4
WAS	IL	Riggins	4
WAS	IL	Riggins	2
WAS	FG	Moseley	31 FG (7-3)
MIA	KOR	Walker	42
MIA	SR	Nathan	8
MIA	IL	Nathan	3
MIA	IL	Franklin	1
MIA	QR	Harris	8
MIA	IR	Franklin	2
MIA	QL	Cefalo	5
MIA	IL	Nathan	-2
MIA	QL	Harris	7
MIA	IL	Franklin	3
MIA	IL	Franklin	3
MIA	IL	Franklin	1
MIA	QTR RUN	Woodley	4
MIA	QL	Rose	INC
MIA	FG	von Schamann	28 (10-3)
WAS	KOR	Nelms	TOUCHBACK
WAS	QL	Walker	25
WAS	REVERSE	Walker	2
WAS	IL	Riggins	7

WAS	IL	Riggins	1
WAS	QR	Brown	2
WAS	QR	Riggins	14
WAS	IR	Riggins	-1
WAS	QTR RUN	Theismann	10
WAS	IL	Riggins	6
WAS	SL	Riggins	2
WAS	QR	Garrett	6 TOUCHDOWN (10-10)
MIA	KOR	Walker	98 TOUCHDOWN (17-10)
WAS	KOR	Nelms	16
WAS	IL	Riggins	3
WAS	IL	Harmon	4
WAS	QTR RUN	Theismann	11
WAS	QL	Warren	4
WAS	LP	Giaquinto	29 PASS INTERFERENCE
WAS	SHP	Brown	27
WAS	QL	Giaquinto	8
WAS	SL	Riggins	0
WAS	PASS	Sack	-3
WAS	SHP	Brown	INC
MIA	PR	Vigorito	FC
MIA	IR	Franklin	9
MIA	IL	Nathan	0
MIA	QTR RUN	Woodley	1
MIA	LP	Harris	INC
MIA	IR	Franklin	4
MIA	SHP	Rose	INC
WAS	PR	Nelms	11
WAS	QR	Warren	7
WAS	IR	Riggins	4
WAS	REVERSE	Garrett	37
WAS	IL	Riggins	1
WAS	QL	Warren	6
WAS	QR	Garrett	INC
WAS	FG	Moseley	20 (17-13)
MIA	KOR	L. Blackwood	13
MIA	IL	Nathan	-1
MIA	SHP	Harris	INC
MIA	QC	Vigorito	INC
WAS	PR	Nelms	10
WAS	SR	Riggins	2
WAS	IR	Riggins	3
WAS	QR	Brown	INC
MIA	PR	Vigorito	12
MIA	IL	Franklin	5
MIA	IL	Franklin	2
MIA	LP	Harris	INC
WAS	PR	Nelms	8
WAS	QL	Warren	INT-DUHE
MIA	LP	Cefalo	INC
MIA	QTR RUN	Woodley	4
MIA	IR	Franklin	0
MIA	LP	Cefalo	INT

TEAM	PLAY	PLAYER	RESULT
WAS	IL	Riggins	9
WAS	IR	Riggins	4
WAS	QR	Brown	INC
WSS	IL	Harmon	17
WAS	IR	Riggins	1
WAS	QR	Brown	5
WAS	QR	Warren	6
WAS	IL	Riggins	9
WAS	IR	Riggins	1
WAS	LP	Garrett	INC
MIA	IR	Franklin	2
MIA	IR	Franklin	1
MIA	LP	Moore	INC
WAS	PR	Nelms	8
WAS	IL	Riggins	5
WAS	IL	Riggins	3

WAS	IR	Harmon	2
WAS	IL	Riggins	42 TOUCHDOWN (17-20)
MIA	KOR	Walker	13
MIA	IR	Franklin	3
MIA	REV	Harris	2
MIA	LP	Harris	INC
WAS	PR	Nelms	8
WAS	IL	Riggins	6
WAS	IL	Riggins	3
WAS	IL	Riggins	1
WAS	IL	Riggins	6
WAS	IR	Riggins	-1
WAS	IR	Harmon	5
WAS	IR	Riggins	1
WAS	IR	Harmon	0
WAS	QL	Brown	7
WAS	IL	Riggins	3
WAS	IL	Riggins	0

WAS	QR	Brown	7 TOUCHDOWN (17-27)
MIA	KOR	Walker	34
WAS	REV	Vigorito	24
MIA	SHP	Cefalo	INC
MIA	OR	Vigorito	INC
MIA	SHP	Harris	INC
WAS	IL	Harmon	3
WAS	IL	Harmon	2
WAS	IR	Harmon	5

END OF GAME MIAMI! 17. WASHINGTON 27

After reviewing all the statistics, we have to decide if such a thing as Simultaneous Personification did occur and if it did, so what. Clearly the evidence proves that more than chance probability is involved. Did I prejudice the results somehow? All I

can say is I don't think so. In any case, you can test this for yourself. And finally, since as far as I'm concerned Simultaneous Personification does exist, what does it mean to a serious gamer? For starters, it gives credence to the overall format and validity to the Avalon Hill claimers about the Statis-Pro football. Sure you can play out a season and compare the game numbers to real-life. But Simultaneous Personification transcends anything we've known about Statis-Pro football. Getting back to what my wife said, "It's just a bunch of numbers on a card," we now see that not only does Statis-Pro football play in a real-life fashion,—IT IS LIFE! ■

MORE SOLITAIRE STRATEGY FOR TITLE BOUT

By Lee Lasky

Solitaire TITLE BOUT has been a mainstay in my gaming schedule for the last year—unfortunately, without the use of strategy cards. I welcomed the "Title Bout Strategy for Solitaire Play" article by Kirk C. Johnson, which appeared in Volume II, #4 of ALL STAR REPLAY. After having played TITLE BOUT using Mr. Johnson's system, some annoying omissions surfaced. The tables do not take into account a fighter's propensity to use strategy in a general sense, nor the fighter's ability to use each type of strategy. Also, the use of strategy was too infrequent for my liking.

Having fiddled around with a few systems, I think I've found a method which takes into account each fighter's strategy ratings and makes strategy occur a little more often. The system uses five tables: "Strategy Condition Chart", "Strategy Use Table", "Cover Up Chart", "Which Strategy Table", and the "Manager Table." Don't be put off by the number of tables—the heart of the system is the first two tables and they are very easy to use.

The "Strategy Condition Chart" lists KO, FI, and FO strategies and breaks them down into corresponding rating categories, i.e. KO 2, FI 1, FO 3 or greater. Under each category is a list of conditions which details when that category's strategy might be used. Use the categories that match the fighter's initial KO, FI, and FO values. Example: Jack Dempsey would use the categories of KO 3 or greater, FI 2, and

FO 2. If it was round 5 and Dempsey was losing he could use the "Fighting Inside" strategy (if he passes his "Strategy Use" die roll).

The "Strategy Use Table" is used to determine if a fighter actually uses a strategy. Total the initial KO, FI, and FO values to determine the fighter's "use rating." Cross-index this number with the scheduled length of the fight to determine the fighter's "strategy use range". Any time a fighter could use a strategy as determined by the "Strategy Condition Chart", roll two dice, reading the first die as a "tens" digit and the second die as a "ones" digit. If the roll is within or equal to the fighter's strategy use range he will use the strategy; otherwise he uses no strategy. Example: Dempsey has a use rating of 7 (3 + 2 + 2 = 7). If it was a 15 round fight, Dempsey's strategy use range would be 11-35. If it is round 5 and Dempsey is losing, he may be able to use "Fighting Inside". He rolls the die and gets a 33, allowing him to use the "Fighting Inside" strategy. If he had rolled a 36, no strategy would have been used (he failed his strategy use range die roll).

You may have noticed that in certain instances two strategies are eligible for use in the coming round. To determine which of the two strategies the fighter will use as a result of the "Strategy Use" die roll, consult the "Which Strategy Table". Find the column that matches the higher initial rated strategy/lower initial rated strategy. A

corresponding range will be given and if you roll within this range, the higher initial rated strategy will be used when consulting the "Strategy Use Table"; otherwise, use the lower initial rated strategy. You should never have a case in which the KO, FI, and FO strategies could be used in a round. NOTE: If a fighter meets more conditions under one category than under the other category, do not consult the "Which Strategy Table"; instead, use the strategy with the most conditions. Example: Dempsey could use either the KO or FI strategies in round one and two. Consult the 3/2 column of the "Which Strategy Table", since his KO rating is 3 and FI rating is 2. The range is 11-46, so if the die roll is within or equal to the range, Dempsey will use the KO strategy; otherwise, use the FI strategy, depending on the "Strategy Use Table" die roll, of course.

Cover up strategy is not determined by the procedures listed so far. Instead a separate "Cover Up Chart" is provided in which each cover up category lists the conditions for using this strategy, plus a "use range" to determine if the fighter does indeed use cover up strategy. The "Strategy Use Table" is not used with the "Cover Up Chart". If a fighter is eligible to use cover up at the beginning of a round and he is not using a strategy per the "Strategy Conditions Chart" and "Strategy Use Table", roll and consult the cover up's condition use range. If the die roll is within or equal to the use range, then the fighter uses cover up for

the entire round. Conditions for cover up use during a round are also listed. If the fighter meets one of these conditions and the die roll is within or equal to the given use range, he will immediately cover up, regardless of whether the fighter was using any non-CU strategy at the time. Example: Dempsey is under condition G of the "TKO CHART"; it is round 5 and he is losing. Dempsey tries for the "Fighting Inside" strategy, since he meets its condition, but he fails the "Strategy Use" die roll test. He now rolls for possible cover up. If he rolls within or equal to the range of 11-32, he will use "Cover Up" strategy.

Last, but not least, is the "Manager Table", which is affectionately known as the "last resort" table. If you feel the fighter should not use the strategy chosen per the "Strategy Condition", "Strategy Use", and/or "Cover Up" tables, consult the "Manager Table". If you can roll within or equal to the given range, the fighter will "listen" to his manager and not use any strategy that round. This is to help prevent seeming improbabilities from happening, i.e.: A fighter with KO of 3 using all his KO strategies in the first three rounds.

Another problem with *TITLE BOUT* is the current ring movement/clinching rules. Currently, they lack depth and need some filling out. I suggest these two rule additions:

1) *Endurance is used up in three ways:*

- A. *The number of punches he misses during the fight.*
- B. *The number of ring movements he does during the fight.*
- C. *The number of points the fighter's opponent scores against him, not including the opponent's ring movement/clinching additions/subtractions.*

Thus endurance is reduced by PM + RM + OTP (not including the opponents RM/CL). This change reflects the fact that an opponent's ring movement should not increase the punishment the fighter takes nor should an opponent's clinching lessen the punishment the fighter takes. But, when a fighter uses ring movement, this should reduce his own endurance from "dancing about the ring".

2) *Once endurance is used up a fighter's ability to use ring movement should be reduced, while his chance of clinching should be increased. To reflect this, reduce a fighter's ring movement range by two the*

first round after he uses up his endurance and by four the second round afterwards. Likewise, his clinching range is increased by this amount. Example, Dempsey loses his endurance in round 12. For round 13 Dempsey's ring movement range is reduced from 71-78 to 73-78 and his clinching range is increased from 64-70 to 64-72. For round 14 and 15 his ring movement is further reduced to 77-78 and his clinching increased to 64-76.

This reflects the fact that as a fighter loses his endurance, the less likely he is of moving around the ring, and the more likely he is of clinching to gain a breather.

I hope you have found the article interesting and find the solitaire system easy, quick and fun to use. I also hope it makes you delve into making an even better solitaire system for a special game entitled **TITLE BOUT**. ■

STRATEGY CONDITION CHART

KO 3 or greater:

- First 3 rounds
- Last 3 rounds, losing by two or more rounds
- Last round, tight is even or losing by one or more rounds
- Either fighter is knocked down in the previous round

KO 2:

- First two rounds and opponents KDR is two or greater
- Last two rounds, losing by two or more rounds
- Knocked opponent down in the previous round

KO 1:

- First round and opponents KDR is three or greater
- Last two rounds, losing by two or more rounds

FI 3 or greater:

- First three rounds
- Last three rounds, fight is even
- Not first three rounds, losing by one or more rounds

FI 2:

- First two rounds
- Last two rounds, fight is even
- Not first four rounds, losing by one or more rounds

FI 1:

- Not first four rounds, losing by two or more rounds
- Last two rounds, no KO's left, fight is even or losing by one or more rounds

FO 3 or greater:

- OFF—Not first or last three rounds, leading by two or more rounds
- OFF—Last three rounds, leading by one round
- DEF—Last three rounds, leading by two or more rounds

FO 2:

- OFF—Not first four rounds or last two rounds,

leading by two or more rounds

OFF—Last two rounds, leading by one round

DEF—Last two rounds, leading by two or more rounds

FO 1:

- OFF—Not first five rounds or last round, leading by two or more rounds
- DEF—Last round, leading by one or more rounds

NOTES: OFF under FO means fighting outside offensively and DEF means fighting outside defensively.

Fight is even if at least two of the judges score the fight even. At least two of the judges have to agree who is leading in order for the fight to be considered as going a particular way.

STRATEGY USE TABLE

RATING	NUMBER OF ROUNDS		
	10	12	15
10 or more	11-34	11-41	11-46
8-9	11-32	11-34	11-42
7	11-25	11-31	11-35
6	11-24	11-25	11-32
5	11-22	11-23	11-26
3-4	11-15	11-21	11-22
2 or less	11-14	11-14	11-15

COVER UP CHART

CU 3 OR GREATER:

- Last two rounds, leading by two or more rounds (11-31)
- Opponent has KO's left, you have no FO's left and would normally use a FO (11-44)
- Under condition F, G, or H for coming turn (11-43)
- During rounds—Knocked down, opponent using KO (11-45)
- Knocked down (11-21)
- Opponent has scored 12 points, 20 or more cards left (11-26)

CU 2:

- Under condition G or H for coming turn (11-32)
- During round—Knocked down, opponent using KO (11-34)

CU 1:

- Under condition G for coming turn (11-21)
- During round—Knocked down, opponent using KO (11-22)

WHICH STRATEGY TABLE

1/1	2/1	2/2	3/1	3/2	3/3
11-36	11-46	11-36	11-56	11-46	11-36

MANAGER TABLE

11-26

FISTIC SCENE, CONT'D

well. Therefore, the following changes are made once fatigue sets in: a) HP is reduced by 2 for the remainder of the bout; b) KDR1 and KDR2 are increased by 1 for the remainder of the bout; c) KOR is increased by 1 for the remainder of the bout; and d) punching accuracy, both regular and counter, are reduced by 2 for the remainder of the bout.

These changes brought about by fatigue are a departure from the past rules only in that the changes are made once and remain in effect for the duration of the bout; whereas before, the changes were more gradual but had to be adjusted every round. The new system should prove to be just as accurate and less confusing, time-consuming, and tedious.

Another change that isn't really new deals with the KDR1 and KOR ratings. Those of you who have been regular readers of *The Fistic Scene* are aware of the optional KD/KO procedure introduced several months ago in an article entitled *Solid Jaws, Minor Flaws . . . ETC.* The concept and procedure aired in that article have been adopted as part of the regular game format and are no longer considered optional. The only difference from the article is that only fighters whose original KDR1 or KOR rating is 0 qualify for the double check to see if a knockdown or knockout has actually occurred.

For the uninitiated it was felt that too often fighters who had never been off their feet, let alone actually knocked out, were going

DUGOUT, CONT'D

to provide player cards for the 1972 Miami Dolphins in a future issue.

For **TITLE BOUT** fans, we can definitely say that the long-awaited new and improved set of boxer cards will be available later this year. We're sorry for the delay, but we *promise* that the changes that have been made will reward you for your patience. For all the details, see Jim Trunzo's article in this issue.

For this issue's bonus insert, we have compiled the ratings for a total of 31 individual player cards for the "Final Four" teams in this year's NCAA basketball tournament—N.C. State, Houston, Louisville and Georgia. The cards are meant to be employed in conjunction with the rules for our **STATIS-PRO BASKETBALL** game. Normally, it is difficult for us to obtain the necessary stats for college players, but this year we were fortunate. A special thanks to

down in Title Bout. Therefore, a new procedure was instituted whereby a fighter with a KDR rating of 1 (now 0) would be given the benefit of what amounted to a second chance before actually being knocked down. An exact procedure for fighters with a KOR rating of 1 (now 0) was to be followed. The exact procedures, charts and rules will be provided (as will rules and so on for all the changes discussed in this article) along with the new fighter card set.

The new 0 rating can still be modified by an opponent's HP and by fatigue. The procedure alluded to above requires checking a fighter's ORIGINAL KDR or KOR.

Finally, a word about the new fighter card set as viewed in its entirety: the new card set has been constructed through the use of new, streamlined formulas. This being the case, the ratings may seem too generous in some cases and too strict in others. Do not judge them by past standards. The changes that have been made are subtle and should result in more accurate, exciting and realistic play. None of them add to the length of a bout and, in fact, may actually speed up play. Because of the new formulas that have been used, this year's card set is not as compatible with prior sets as has been the case in the past. More importantly, it must be understood that the ratings of the new card set are based upon a fighter's relative merits compared to his actively fighting contemporaries. Larry Holmes' card, for example, is based upon his ability when compared to the other heavyweights

the N.C. State sports department for sending us some additional information. Please note that the special guidelines listed at the bottom of each sheet for using the cards in this insert. And remember that the player card set for the '82-'83 NBA season for **STATIS-PRO BASKETBALL** should be available by this fall.

PENNANT RACE! continues to be a huge success with all baseball fans. This issue's **SERIES REPLAY** contains the second article of a two-part series by designer Joe Balkoski on the game, and more specifically, the results (at the half-way point) of an eight-team league that was formed by the staff here at Avalon Hill. You'll get the inside "scoop" of each team owner's strategy for drafting free agents, trades, waiver acquisitions, calling up minor leagues, and more. Using the teams' attendance plus players' "draw values" and salary ratings (listed in the last issue) really

competing right now, not when compared to the all-time greats. This is the case for all fighters in the set. Under those conditions, some fighters may appear better than they actually are if compared to some of the all-time cards. This has occurred because of the new rating system. If the same fighter who appears overrated were to be given an all-time card, it would differ drastically due to the comparison that would then have to be made against all fighters who had ever fought in a particular division.

The fight game is in a constant state of flux. Parity, brought on by mediocrity, (with the notable exceptions of fighters like Marvin Hagler, Mike Spinks, Larry Holmes and a few others) make it extremely difficult to accurately simulate boxing in game format. Many of the rated fighters will appear to have only minor differences.

In many cases, this will accurately portray the fact that in reality there isn't a very large gap in talent among the top five fighters, if any at all. However, as always, it doesn't take much in the way of differences to cost a fighter a point here and a point there which, of course, add up to the difference between winning and losing a bout. In Title Bout, small differences will greatly affect the fight's outcome, too. So when you look at two cards and see a range difference of only two in punching accuracy and a difference of only 1 in a KDR rating, don't be so sure that the fight's going to be a draw! The little differences add up! ■

gives you an idea of the importance of finance in running a baseball club successfully. With these additions, **PENNANT RACE!** can be the ultimate test of your knowledge of baseball. Moreover, it's a tremendous amount of fun! If you are planning to create your own **PENNANT RACE!** league, one recommendation—do *not* follow the strategy of the Avalon Hill office member (yes, it's the same guy who writes this column) who owned the New York Yankees, unless you're a masochist.

As a final note, here are the corrections to some types that a few customers have pointed out in the 1982 set of **STATIS-PRO BASEBALL** cards. The "Starts-Relief" row for Dan Quisenberry should be "0-72", and for Jim Palmer "32-4". On Reggie Jackson's card, his "K" range should be "32-57". Our apologies for whatever inconveniences or annoyances this might have caused.

HEAD TO HEAD

Interested adult to play the following SP BB and SP FT. Rob Neuber, 309 Garfield Ave., Mt. Ephrdim, NJ 08059, (609) 931-8514.

Opponents wanted for PGF. Any age, and any U.S. resident. Am fairly new into hobby. Glenn Farrell, 29 N. Seneca, Newcastle, WY 82701.

Interested in acquiring the 1970 Sports Illustrated Baseball Game. Anyone who can send me information, please write to: Clay Long, 2370 Del Rio Drive, Stockton, CA 95204.

TO BUY

For Sale or Trade: COLL FT—mint condition, never played. \$20 or trade for '81 SP FT cards. Contact: Hal Wing, 736 North 4th, Apt. 37, Springfield, OR 97477, (503) 726-8780.

For Sale: Card Sets—SP MLB 78, 79, 80, 81 and SP BK 77-78, 79-80, 80-81, 81-82. \$10 Per Season. Complete games— COLL FT: \$12, PD 1980: \$12, SP FT 1980: \$14. Pat Higdem, 12309 Burbank Blvd., #15, North Hollywood, CA 91607, (213) 766-8991.

Wanted to Buy: All-Time All-Star Baseball Charts. Will pay Top Price. Mark Chilton, Military Plaza, Benton, AR 72015, Day: (501) 778-1342 Night: (501) 778-4456.

AMERICAN BOXING ASSOCIATION

Founded—September 1982

Teams—No teams but as many players as possible.

Active Members—6

Dues—About \$5

Activities—Members will arrange their own bouts and send the results to me. I will keep statistics and send out a monthly newsletter. Each member will have a boxer created for him.

Membership Requirements—You only need to own Title Bout and be willing to have a good time.

Contact—

Tom Whalen
420 S. Plaza Dr.
Evansville, IN 47715
1-812-473-2053

AMERICAN BOXING ASSOCIATION

CONTINENTAL BASEBALL LEAGUE

Founded—Now being formed for Fall 1983

Teams—26 Major League teams of Statis-Pro Baseball

Active Members—2, presently accepting new members

Dues—None as of now.

Activities—We will play the full 162-game schedule of MLB. Will have All-Star and World Series games as well as MVP's and Cy Young winners. Trades may be possible.

Membership Requirements—Must own Statis-Pro Baseball and 1981 cards. Must be honest and accurate.

Contact—

Ashley K. Hardesty
Commissioner of CBL/AL
2 Georgetown, Kennedy Dr.
South Burlington, VT 05401
or

Robert Achilles
Commissioner of CBL/NL
G2 Grandview Drive
South Burlington, VT 05401

Miscellaneous—Send top 4 choices of teams you would like to play.

CONTINENTAL BASEBALL LEAGUE

STATIS-PRO WINTER BASEBALL LEAGUE

Founded—May, 1983

Teams—Up to 26

Active Members—2

Dues—\$2.00 (for postage)

Activities—Between 100-170 games in the league's schedule of MLB including Playoffs, World Series, and an All-Star game or two. MVP's and Cy Young winners will be named. A newsletter will be sent out with schedule and current statistics.

Membership Requirements—Must own MLB with 1981 playing cards for the play-by-mail league. Send top 5 teams you want to replay in order of preference. Act quickly to get first choices. Send within four weeks upon receiving this issue of *All-Star Replay*.

Contact—

Fred Strauss
2485 Waubesa Hill Road
McFarland, WI 53558

STATIS-PRO WINTER BASEBALL LEAGUE

UNITED STATES PENNANT RACE LEAGUE

Founded—Now forming.

Teams—Up to 26—1 owner per major league team.

Active Members—1, hoping for enough to fill each major league club, if not, will give each player 2 teams.

Dues—To be discussed and announced later.

Activities—Each team will play 82 home games according to 1982 schedule. Looking for a partner that has had play-by-mail experience. At close of season, will play World Series. Each owner will be responsible for finances, injuries, etc. We will use additional rules found in ASR Volume IV, No. 6. Hoping for a bi-weekly or monthly newsletter giving stats and standings. Will play all 162 games.

Membership Requirements—Be honest and able to keep accurate stats for each team. Also, patient, as this is our first season. In your response, please give any ideas you have. Ready to start season now. Must be able to play 5-7 home games per week.

Contact—

Send SASE to:
David Christiansen
1401 Dulles Ct.
Richmond, VA 23235

UNITED STATES PENNANT RACE LEAGUE

LONE STAR BASEBALL LEAGUE

Founded—Now forming.

Teams—12; 2 divisions of 6

Active Members—2

Dues—To be determined.

Activities—Computerized draft of the Major League start. 160 game season with All-Star voting, All-Star game, Divisional Playoffs, World Series, and trophies for Pennant and World Series winners. Bi-weekly newsletter featuring stats, leaders, results, and standings.

Membership Requirements—Must own SP BB with 82 cards. Honesty is an absolute must! Must be willing to score and compile stats for games played. Preferably but not necessarily over 18. A baseball "nut" is preferred.

Contact—

Cory Cofield
11618 Persuasion
San Antonio, TX 78216

LONE STAR BASEBALL LEAGUE

GREATER CHICAGO BASEBALL LEAGUE

Founded—Forming Spring 1984.

Teams—Minimum of twelve.

Active Members—Two

Dues—Tentatively \$5 per season to cover the cost of postage, newsletters and awards.

Activities—This will be a face-to-face draft league based on the current Statis-Pro Baseball card set. Managers will draft as soon as the cards are available. The season will be approximately 162 games, culminating in Playoffs.

Membership Requirements—Must live in the Chicago area. Must be able to play about 30 games per month. Experienced gamers over 21 years old. Will be given preference.

Contact—

Steven M. Healy
728 S. Ridgeland
Oak Park, IL 60304

Miscellaneous—Serious written applications only.

GREATER CHICAGO BASEBALL LEAGUE

Founded—1983

Teams—SP BB and SP FT

Active Members—3

Dues—None

Membership Requirements—Adult

Contact—

Rob Neuber
309 Garfield Ave.
Mt. Ephrdim, NJ 08059
(609) 931-8514

Miscellaneous—Wishing to start league in SP FT and/or SP BB.

Founded—Fall, 1983

Teams—At least 12.

Active Members—4 right now.

Dues—\$5.00 or \$5.50 depending on how many members we get.

Activities—Will have a draft. Play as many games as possible. Will have All-Star game and Play-Offs.

Membership Requirements—Must own Statis-Pro Baseball, and own the 1983 Player cards.

Contact—

Mike Williams
250 Union St.
Millersburg, PA 17061
(717) 692-3840



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:



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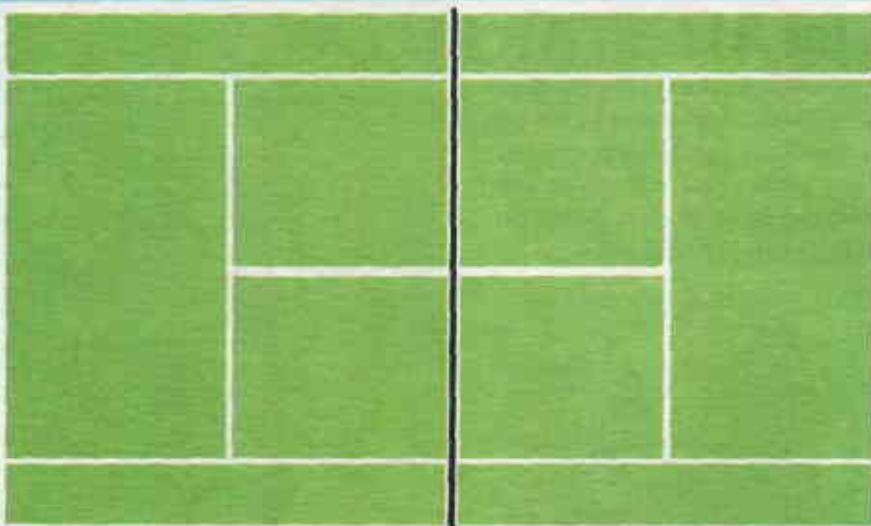
PRO TENNIS

Avalon Hill's extensive line of adult sports simulations is shortly to be expanded yet again with the release of PRO TENNIS. This game is the first accurate representation of the hugely-popular sport of professional tennis available on the market today. Fifty men and fifty women tennis stars of the contemporary era are scientifically evaluated in a half-dozen areas of court play. Beware of McEnroe's serve—it's deadly. But don't expect to pull off many aces against Jimmy Connors! Meanwhile, Ivan Lendl will be virtually indestructible in the volley game. Structure your own tennis tournaments with the rankings and rules provided in the game, or arrange "dream" matches of your own between the top stars—even men versus women! PRO TENNIS also enables you to play doubles matches.

Probably the most attractive aspect of PRO TENNIS is its combination of realism and simplicity. Within five minutes of removing the components from the game box, you can start play. The rules are short,

simple, and complete. A women's match should take no more than 30 minutes to complete and a men's match 45. Don't think that PRO TENNIS is only a statistical replay game—it also keeps the game players on their toes by enabling them to declare certain strategies at various points during the match. Rushing the net is a terrific gamble, but well worth it under certain conditions. Drop shots and smashes are also stratagems that may prove worthwhile. Players are even rated on their ability to perform clutch shots in the face of adversity!

Perhaps best of all, PRO TENNIS won't hurt your wallet. The cost will be only \$16, plus 10% for shipping and handling—cheaper than a seat at Center Court at Wimbledon! PRO TENNIS should be available on 15 July 1983. For orders, write to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. GAME, SET, AND MATCH!



Care is taken to develop and publish quality games that will appeal to the widest segment of gaming interests possible. We point with pride to the knowledge that Avalon Hill has the highest percentage of "best game awards" in the industry.

STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Terry Fair

Hgt: 6-7 School: Georgia Class: Sr.
 Position: F-C Games In: 34

Field Goal: **11-53**
 Secondary: **11-44**
 Free Throw: **11-63**

Rebound: **22**
 Foul Range: **36-45**
 Foul Drawing: **17**

Block: **4** Assist: **11-41**
 Steal: **4** Stamina: **19**
 Defensive Rating: **-4**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Gerald Crosby

Hgt: 6-1 School: Georgia Class: So.
 Position: G Games In: 34

Field Goal: **11-46**
 Secondary: **11-41**
 Free Throw: **11-63**

Rebound: **5**
 Foul Range: **46-56**
 Foul Drawing: **7**

Block: **1** Assist: **11-45**
 Steal: **4** Stamina: **9**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Jeff Hall

Hgt: 6-4 School: Louisville Class: Fr.
 Position: G Games In: 36

Field Goal: **11-51**
 Secondary: **11-33**
 Free Throw: **11-56**

Rebound: **7**
 Foul Range: **78-88**
 Foul Drawing: **5**

Block: **1** Assist: **11-44**
 Steal: **0** Stamina: **8**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

James Banks

Hgt: 6-6 School: Georgia Class: Jr.
 Position: F Games In: 33

Field Goal: **11-53**
 Secondary: **11-44**
 Free Throw: **11-67**

Rebound: **16**
 Foul Range: **16**
 Foul Drawing: **11**

Block: **0** Assist: **11-44**
 Steal: **1** Stamina: **18**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Vern Fleming

Hgt: 6-5 School: Georgia Class: Jr.
 Position: G Games In: 34

Field Goal: **11-53**
 Secondary: **11-66**
 Free Throw: **11-66**

Rebound: **13**
 Foul Range: **17-25**
 Foul Drawing: **15**

Block: **1** Assist: **11-45**
 Steal: **3** Stamina: **20**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lamar Heard

Hgt: 6-5 School: Georgia Class: Sr.
 Position: F Games In: 34

Field Goal: **11-51**
 Secondary: **11-35**
 Free Throw: **11-63**

Rebound: **20**
 Foul Range: **26-35**
 Foul Drawing: **5**

Block: **1** Assist: **11-43**
 Steal: **5** Stamina: **15**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lancaster Gordon

Hgt: 6-3 School: Louisville Class: Jr.
 Position: G Games In: 36

Field Goal: **11-52**
 Secondary: **11-44**
 Free Throw: **11-71**

Rebound: **10**
 Foul Range: **31-37**
 Foul Drawing: **8**

Block: **1** Assist: **11-45**
 Steal: **3** Stamina: **17**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Milt Wagner

Hgt: 6-5 School: Louisville Class: So.
 Position: G Games In: 36

Field Goal: **11-51**
 Secondary: **11-45**
 Free Throw: **11-65**

Rebound: **8**
 Foul Range: **38-47**
 Foul Drawing: **8**

Block: **2** Assist: **11-44**
 Steal: **1** Stamina: **18**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Charles Jones

Hgt: 6-8 School: Louisville Class: Jr.
 Position: C Games In: 36

Field Goal: **11-54**
 Secondary: **11-41**
 Free Throw: **11-63**

Rebound: **22**
 Foul Range: **48-61**
 Foul Drawing: **17**

Block: **6** Assist: **11-37**
 Steal: **2** Stamina: **16**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Billy Thompson

Hgt: 6-8 School: Louisville Class: Fr.
 Position: F Games In: 36

Field Goal: **11-48**
 Secondary: **11-36**
 Free Throw: **11-61**

Rebound: **19**
 Foul Range: **62-77**
 Foul Drawing: **11**

Block: **5** Assist: **11-42**
 Steal: **0** Stamina: **13**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Alvin Franklin

Hgt: 6-2 School: Houston Class: Fr
 Position: G Games In: 30

Field Goal: **11-43**
 Secondary: **11-33**
 Free Throw: **11-58**

Rebound: **5**
 Foul Range: **66-71**
 Foul Drawing: **10**

Block: **0** Assist: **11-55**
 Steal: **1** Stamina: **6**
 Defensive Rating: **+2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

David Rose

Hgt: 6-3 School: Houston Class: Sr
 Position: G Games In: 30

Field Goal: **11-53**
 Secondary: **11-32**
 Free Throw: **11-55**

Rebound: **8**
 Foul Range: **72-82**
 Foul Drawing: **11**

Block: **0** Assist: **11-42**
 Steal: **4** Stamina: **5**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Reid Gettys

Hgt: 6-7 School: Houston Class: So
 Position: F-G Games In: 34

Field Goal: **11-52**
 Secondary: **11-32**
 Free Throw: **11-65**

Rebound: **6**
 Foul Range: **83-88**
 Foul Drawing: **5**

Block: **0** Assist: **11-71**
 Steal: **1** Stamina: **5**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Clyde Drexler

Hgt: 6-7 School: Houston Class: Jr
 Position: F Games In: 34

Field Goal: **11-52**
 Secondary: **11-67**
 Free Throw: **11-67**

Rebound: **26**
 Foul Range: **17-26**
 Foul Drawing: **8**

Block: **2** Assist: **11-47**
 Steal: **7** Stamina: **25**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Larry Micheaux

Hgt: 6-9 School: Houston Class: Sr
 Position: F-C Games In: 34

Field Goal: **11-56**
 Secondary: **11-45**
 Free Throw: **11-54**

Rebound: **23**
 Foul Range: **27-36**
 Foul Drawing: **15**

Block: **5** Assist: **11-37**
 Steal: **3** Stamina: **20**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Akeem Olajuwon

Hgt: 7-0 School: Houston Class: So
 Position: C Games In: 34

Field Goal: **11-58**
 Secondary: **11-44**
 Free Throw: **11-56**

Rebound: **40**
 Foul Range: **37-51**
 Foul Drawing: **16**

Block: **10** Assist: **11-37**
 Steal: **3** Stamina: **23**
 Defensive Rating: **-5**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Benny Anders

Hgt: 6-5 School: Houston Class: So
 Position: F Games In: 30

Field Goal: **11-48**
 Secondary: **11-34**
 Free Throw: **11-62**

Rebound: **13**
 Foul Range: **52-65**
 Foul Drawing: **12**

Block: **3** Assist: **11-43**
 Steal: **2** Stamina: **8**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Richard Corhen

Hgt: 6-6 School: Georgia Class: So
 Position: F-C Games In: 34

Field Goal: **11-46**
 Secondary: **11-33**
 Free Throw: **11-58**

Rebound: **21**
 Foul Range: **57-72**
 Foul Drawing: **17**

Block: **3** Assist: **11-37**
 Steal: **1** Stamina: **8**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Donald Hartry

Hgt: 6-2 School: Georgia Class: Fr
 Position: G Games In: 33

Field Goal: **11-51**
 Secondary: **11-32**
 Free Throw: **11-53**

Rebound: **6**
 Foul Range: **73-78**
 Foul Drawing: **8**

Block: **0** Assist: **11-45**
 Steal: **1** Stamina: **5**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Derrick Floyd

Hgt: 6-3 School: Georgia Class: Sr
 Position: G Games In: 30

Field Goal: **11-44**
 Secondary: **11-31**
 Free Throw: **11-72**

Rebound: **10**
 Foul Range: **81-88**
 Foul Drawing: **14**

Block: **1** Assist: **11-41**
 Steal: **6** Stamina: **4**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Michael Young

Hgt: 6-6 School: Houston Class: Jr
 Position: F-C Games In: 34

Field Goal: **11-51**
 Secondary: **11-33**
 Free Throw: **11-63**

Rebound: **17**
 Foul Range: **16**
 Foul Drawing: **8**

Block: **1** Assist: **11-43**
 Steal: **3** Stamina: **23**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Rodney McCray

Hgt: 6-7 School: Louisville Class: Sr.
 Position: F Games In: 36

Field Goal: **11-56**
 Secondary: **11-42**
 Free Throw: **11-72**

Rebound: **26**
 Foul Range: **17**
 Foul Drawing: **10**

Block: **3** Assist: **11-46**
 Steal: **1** Stamina: **19**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Scooter McCray

Hgt: 6-9 School: Louisville Class: Sr.
 Position: F-C Games In: 36

Field Goal: **11-45**
 Secondary: **11-38**
 Free Throw: **11-63**

Rebound: **20**
 Foul Range: **18-28**
 Foul Drawing: **9**

Block: **5** Assist: **11-47**
 Steal: **2** Stamina: **18**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Sidney Lowe

Hgt: 6-0 School: N.C. State Class: Sr.
 Position: G Games In: 36

Field Goal: **11-45 (41)**
 Secondary: **11-42**
 Free Throw: **11-72**

Rebound: **10**
 Foul Range: **52-57**
 Foul Drawing: **9**

Block: **0** Assist: **11-57**
 Steal: **4** Stamina: **14**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Ernie Myers

Hgt: 6-4 School: N.C. State Class: Fr.
 Position: G-F Games In: 36

Field Goal: **11-45 (36)**
 Secondary: **11-42**
 Free Throw: **11-57**

Rebound: **12**
 Foul Range: **58-66**
 Foul Drawing: **17**

Block: **1** Assist: **11-42**
 Steal: **2** Stamina: **14**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Alvin Battle

Hgt: 6-7 School: N.C. State Class: Jr.
 Position: F Games In: 33

Field Goal: **11-43**
 Secondary: **11-31**
 Free Throw: **11-48**

Rebound: **19**
 Foul Range: **67-81**
 Foul Drawing: **15**

Block: **2** Assist: **11-36**
 Steal: **2** Stamina: **6**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Terry Gannin

Hgt: 6-0 School: N.C. State Class: So.
 Position: G Games In: 36

Field Goal: **11-51 (56)**
 Secondary: **11-36**
 Free Throw: **11-83**

Rebound: **5**
 Foul Range: **82-88**
 Foul Drawing: **11**

Block: **0** Assist: **11-44**
 Steal: **1** Stamina: **6**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Thurl Bailey

Hgt: 6-11 School: N.C. State Class: Sr.
 Position: F-C Games In: 36

Field Goal: **11-51 (63)**
 Secondary: **11-67**

Rebound: **21**
 Foul Range: **16**
 Foul Drawing: **10**

Block: **7** Assist: **11-38**
 Steal: **0** Stamina: **24**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lorenzo Charles

Hgt: 6-7 School: N.C. State Class: So.
 Position: F Games In: 36

Field Goal: **11-54**
 Secondary: **11-37**
 Free Throw: **11-64**

Rebound: **23**
 Foul Range: **17-28**
 Foul Drawing: **12**

Block: **2** Assist: **11-36**
 Steal: **0** Stamina: **15**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Cozell McQueen

Hgt: 6-11 School: N.C. State Class: So.
 Position: C Games In: 36

Field Goal: **11-44**
 Secondary: **11-32**
 Free Throw: **11-54**

Rebound: **22**
 Foul Range: **31-42**
 Foul Drawing: **4**

Block: **3** Assist: **11-38**
 Steal: **0** Stamina: **12**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Dereck Whittenburg

Hgt: 6-1 School: N.C. State Class: Sr.
 Position: G Games In: 20

Field Goal: **11-47 (47)**
 Secondary: **11-73**

Rebound: **8**
 Foul Range: **43-51**
 Foul Drawing: **11**

Block: **0** Assist: **11-43**
 Steal: **0** Stamina: **19**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Terry Fair

Hgt: 6-7 School: Georgia Class: Sr.
 Position: F-C Games In: 34

Field Goal: **11-53**
 Secondary: **11-44**
 Free Throw: **11-63**

Rebound: **22**
 Foul Range: **36-45**
 Foul Drawing: **17**

Block: **4** Assist: **11-41**
 Steal: **4** Stamina: **19**
 Defensive Rating: **-4**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Gerald Crosby

Hgt: 6-1 School: Georgia Class: So.
 Position: G Games In: 34

Field Goal: **11-46**
 Secondary: **11-41**
 Free Throw: **11-63**

Rebound: **5**
 Foul Range: **46-56**
 Foul Drawing: **7**

Block: **1** Assist: **11-45**
 Steal: **4** Stamina: **9**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Jeff Hall

Hgt: 6-4 School: Louisville Class: Fr.
 Position: G Games In: 36

Field Goal: **11-51**
 Secondary: **11-33**
 Free Throw: **11-56**

Rebound: **7**
 Foul Range: **78-88**
 Foul Drawing: **5**

Block: **1** Assist: **11-44**
 Steal: **0** Stamina: **8**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

James Banks

Hgt: 6-6 School: Georgia Class: Jr.
 Position: F Games In: 33

Field Goal: **11-53**
 Secondary: **11-44**
 Free Throw: **11-67**

Rebound: **16**
 Foul Range: **16**
 Foul Drawing: **11**

Block: **0** Assist: **11-44**
 Steal: **1** Stamina: **18**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Vern Fleming

Hgt: 6-5 School: Georgia Class: Jr.
 Position: G Games In: 34

Field Goal: **11-53**
 Secondary: **11-66**
 Free Throw: **11-66**

Rebound: **13**
 Foul Range: **17-25**
 Foul Drawing: **15**

Block: **1** Assist: **11-45**
 Steal: **3** Stamina: **20**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lamar Heard

Hgt: 6-5 School: Georgia Class: Sr.
 Position: F Games In: 34

Field Goal: **11-51**
 Secondary: **11-35**
 Free Throw: **11-63**

Rebound: **20**
 Foul Range: **26-35**
 Foul Drawing: **5**

Block: **1** Assist: **11-43**
 Steal: **5** Stamina: **15**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lancaster Gordon

Hgt: 6-3 School: Louisville Class: Jr.
 Position: G Games In: 36

Field Goal: **11-52**
 Secondary: **11-44**
 Free Throw: **11-71**

Rebound: **10**
 Foul Range: **31-37**
 Foul Drawing: **8**

Block: **1** Assist: **11-45**
 Steal: **3** Stamina: **17**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Milt Wagner

Hgt: 6-5 School: Louisville Class: So.
 Position: G Games In: 36

Field Goal: **11-51**
 Secondary: **11-45**
 Free Throw: **11-65**

Rebound: **8**
 Foul Range: **38-47**
 Foul Drawing: **8**

Block: **2** Assist: **11-44**
 Steal: **1** Stamina: **18**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Charles Jones

Hgt: 6-8 School: Louisville Class: Jr.
 Position: C Games In: 36

Field Goal: **11-54**
 Secondary: **11-41**
 Free Throw: **11-63**

Rebound: **22**
 Foul Range: **48-61**
 Foul Drawing: **17**

Block: **6** Assist: **11-37**
 Steal: **2** Stamina: **16**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Billy Thompson

Hgt: 6-8 School: Louisville Class: Fr.
 Position: F Games In: 36

Field Goal: **11-48**
 Secondary: **11-36**
 Free Throw: **11-61**

Rebound: **19**
 Foul Range: **62-77**
 Foul Drawing: **11**

Block: **5** Assist: **11-42**
 Steal: **0** Stamina: **13**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Alvin Franklin

Hgt: 6-2 School: Houston Class: Fr.
 Position: G Games In: 30

Field Goal: **11-43**
 Secondary: **11-33**
 Free Throw: **11-58**

Rebound: **5**
 Foul Range: **66-71**
 Foul Drawing: **10**

Block: **0** Assist: **11-55**
 Steal: **1** Stamina: **6**
 Defensive Rating: **+2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

David Rose

Hgt: 6-3 School: Houston Class: Sr.
 Position: G Games In: 30

Field Goal: **11-53**
 Secondary: **11-32**
 Free Throw: **11-55**

Rebound: **8**
 Foul Range: **72-82**
 Foul Drawing: **11**

Block: **0** Assist: **11-42**
 Steal: **4** Stamina: **5**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Reid Gettys

Hgt: 6-7 School: Houston Class: So.
 Position: F-G Games In: 34

Field Goal: **11-52**
 Secondary: **11-32**
 Free Throw: **11-65**

Rebound: **6**
 Foul Range: **83-88**
 Foul Drawing: **5**

Block: **0** Assist: **11-71**
 Steal: **1** Stamina: **5**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Clyde Drexler

Hgt: 6-7 School: Houston Class: Jr.
 Position: F Games In: 34

Field Goal: **11-52**
 Secondary: **11-33**
 Free Throw: **11-67**

Rebound: **26**
 Foul Range: **17-26**
 Foul Drawing: **8**

Block: **2** Assist: **11-47**
 Steal: **7** Stamina: **25**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Larry Micheaux

Hgt: 6-9 School: Houston Class: Sr.
 Position: F-C Games In: 34

Field Goal: **11-56**
 Secondary: **11-45**
 Free Throw: **11-54**

Rebound: **23**
 Foul Range: **27-36**
 Foul Drawing: **15**

Block: **5** Assist: **11-37**
 Steal: **3** Stamina: **20**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Akeem Olajuwon

Hgt: 7-0 School: Houston Class: So.
 Position: C Games In: 34

Field Goal: **11-58**
 Secondary: **11-44**
 Free Throw: **11-56**

Rebound: **40**
 Foul Range: **37-51**
 Foul Drawing: **16**

Block: **10** Assist: **11-37**
 Steal: **3** Stamina: **23**
 Defensive Rating: **-5**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Benny Anders

Hgt: 6-5 School: Houston Class: So.
 Position: F Games In: 30

Field Goal: **11-48**
 Secondary: **11-34**
 Free Throw: **11-62**

Rebound: **13**
 Foul Range: **52-65**
 Foul Drawing: **12**

Block: **3** Assist: **11-43**
 Steal: **2** Stamina: **8**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Richard Corhen

Hgt: 6-6 School: Georgia Class: So.
 Position: F-C Games In: 34

Field Goal: **11-46**
 Secondary: **11-33**
 Free Throw: **11-58**

Rebound: **21**
 Foul Range: **57-72**
 Foul Drawing: **17**

Block: **3** Assist: **11-37**
 Steal: **1** Stamina: **8**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Donald Hartry

Hgt: 6-2 School: Georgia Class: Fr.
 Position: G Games In: 33

Field Goal: **11-51**
 Secondary: **11-32**
 Free Throw: **11-53**

Rebound: **6**
 Foul Range: **73-78**
 Foul Drawing: **8**

Block: **0** Assist: **11-45**
 Steal: **1** Stamina: **5**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Derrick Floyd

Hgt: 6-3 School: Georgia Class: Sr.
 Position: G Games In: 30

Field Goal: **11-44**
 Secondary: **11-31**
 Free Throw: **11-72**

Rebound: **10**
 Foul Range: **81-88**
 Foul Drawing: **14**

Block: **1** Assist: **11-41**
 Steal: **6** Stamina: **4**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Michael Young

Hgt: 6-6 School: Houston Class: Jr.
 Position: F-C Games In: 34

Field Goal: **11-51**
 Secondary: **11-33**
 Free Throw: **11-63**

Rebound: **17**
 Foul Range: **16**
 Foul Drawing: **8**

Block: **1** Assist: **11-43**
 Steal: **3** Stamina: **23**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Rodney McCray

Hgt: 6-7 School: Louisville Class: Sr.
 Position: F Games In: 36

Field Goal: **11-56**
 Secondary: **11-42**
 Free Throw: **11-72**

Rebound: **26**
 Foul Range: **17**
 Foul Drawing: **10**

Block: **3** Assist: **11-46**
 Steal: **1** Stamina: **19**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Scooter McCray

Hgt: 6-9 School: Louisville Class: Sr.
 Position: F-C Games In: 36

Field Goal: **11-45**
 Secondary: **11-38**
 Free Throw: **11-63**

Rebound: **20**
 Foul Range: **18-28**
 Foul Drawing: **9**

Block: **5** Assist: **11-47**
 Steal: **2** Stamina: **18**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Sidney Lowe

Hgt: 6-0 School: N.C. State Class: Sr.
 Position: G Games In: 36

Field Goal: **11-45 (41)**
 Secondary: **11-42**
 Free Throw: **11-72**

Rebound: **10**
 Foul Range: **52-57**
 Foul Drawing: **9**

Block: **0** Assist: **11-57**
 Steal: **4** Stamina: **14**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Ernie Myers

Hgt: 6-4 School: N.C. State Class: Fr.
 Position: G-F Games In: 36

Field Goal: **11-45 (36)**
 Secondary: **11-42**
 Free Throw: **11-57**

Rebound: **12**
 Foul Range: **58-66**
 Foul Drawing: **17**

Block: **1** Assist: **11-42**
 Steal: **2** Stamina: **14**
 Defensive Rating: **-1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Alvin Battle

Hgt: 6-7 School: N.C. State Class: Jr.
 Position: F Games In: 33

Field Goal: **11-43**
 Secondary: **11-31**
 Free Throw: **11-48**

Rebound: **19**
 Foul Range: **67-81**
 Foul Drawing: **15**

Block: **2** Assist: **11-36**
 Steal: **2** Stamina: **6**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Terry Gannin

Hgt: 6-0 School: N.C. State Class: So.
 Position: G Games In: 36

Field Goal: **11-51 (56)**
 Secondary: **11-36**
 Free Throw: **11-83**

Rebound: **5**
 Foul Range: **82-88**
 Foul Drawing: **11**

Block: **0** Assist: **11-44**
 Steal: **1** Stamina: **6**
 Defensive Rating: **+1**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Thurl Bailey

Hgt: 6-11 School: N.C. State Class: Sr.
 Position: F-C Games In: 36

Field Goal: **11-51 (63)**
 Secondary: **11-37**
 Free Throw: **11-67**

Rebound: **21**
 Foul Range: **16**
 Foul Drawing: **10**

Block: **7** Assist: **11-38**
 Steal: **0** Stamina: **24**
 Defensive Rating: **0**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Lorenzo Charles

Hgt: 6-7 School: N.C. State Class: So.
 Position: F Games In: 36

Field Goal: **11-54**
 Secondary: **11-37**
 Free Throw: **11-64**

Rebound: **23**
 Foul Range: **17-28**
 Foul Drawing: **12**

Block: **2** Assist: **11-36**
 Steal: **0** Stamina: **15**
 Defensive Rating: **-2**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Cozell McQueen

Hgt: 6-11 School: N.C. State Class: So.
 Position: C Games In: 36

Field Goal: **11-44**
 Secondary: **11-32**
 Free Throw: **11-54**

Rebound: **22**
 Foul Range: **31-42**
 Foul Drawing: **4**

Block: **3** Assist: **11-38**
 Steal: **0** Stamina: **12**
 Defensive Rating: **-3**

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STATIS-PRO BASKETBALL
 1983 NCAA Final Four

Dereck Whittenburg

Hgt: 6-1 School: N.C. State Class: Sr.
 Position: G Games In: 20

Field Goal: **11-47 (47)**
 Secondary: **11-32**
 Free Throw: **11-73**

Rebound: **8**
 Foul Range: **43-51**
 Foul Drawing: **11**

Block: **0** Assist: **11-43**
 Steal: **0** Stamina: **19**
 Defensive Rating: **+1**

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