

ALL-STAR REPLAY

featuring Sports Illustrated Games



Vol. II, No. 3

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*Almost in Time for
Christmas Issue*

**1955 World Series
for
Major League Baseball**

**A COMPLETE MINI-
BOXING GAME**

Speed Circuit Analyzed

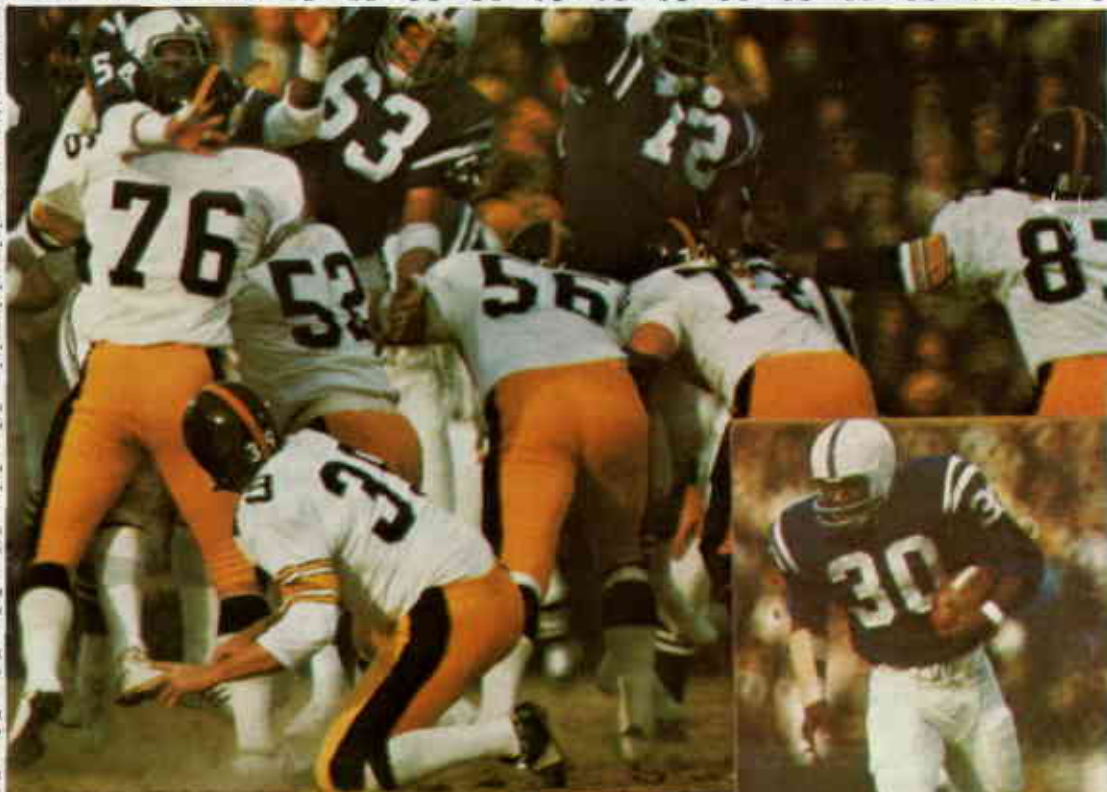
TITLE BOUT UPDATES

(and 4 new cards)

Appaloosas on the Loose!

Losing as an Art!

No Football Strategy Articles!



The Avalon Hill Game Co.
4517 Harford Road
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ALL-STAR REPLAY

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 games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

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THE DUGOUT

A belated Merry Christmas from the staff of All-Star Replay. I am typing this on Christmas Day (now that's dedication—actually it's the result of too much fooling around the Friday before Christmas) in the hopes that while I am on my two-week fact-finding mission in Florida it will be printed. Just in case it isn't, happy Lincoln's Birthday, too.

This issue has more substance to it than any previous issue, and as a result there is a concomitant decline in some other things, such as artwork and those pieces we pass off as humorous. To begin with, there is a complete boxing game from the Trunzos, something that will be ideal both to play out preliminary bouts of tournaments you don't want to fight out round by round, and to give you a game that can actually be played during television commercials (I'm sure that this is a first in the game world, and it may even start a whole new trend in game design).

Speaking of TITLE BOUT (if I was), there are quite a few revisions to boxer cards in this issue, all the result of changes in the performances of the fighters listed. This you will find on page five, and also on page nineteen. We've also got Appaloosas for you, more reader ads, more solitaire articles, and some really good stuff on SPEED CIRCUIT. I have been asked to put a table of contents in ASR, and I will try to do that in the future. Of course if I do, there won't be much to put on the editorial page any more, but I guess I can always set it in larger type.

I have been asked by our Parts Department to mention that for those of you who are interested in making up your own teams for Major League Baseball (which the rules explain fairly completely, though you have to make a few subjective assumptions) we do have blank player cards available, with 240 (1/3 of which are pitchers) for \$4.00 plus 10% postage. This is also useful for putting fringe players on cards.

While we're on that subject, we've already begun to make up the cards for the 1979 Major League Baseball players, and you can expect that they will be available for sale around March. This year each pitcher will have his own batting chart, with each

team in the National League having its own pitcher batting card (if things work out). We will still have to be more general with American League pitchers (if they get in the World Series) but that is unavoidable.

TITLE BOUT enthusiasts (of which there is a growing number, some of whom can more appropriately be called fanatics) might be interested in finding out about "SQUARE RING", a spinoff magazine of the PAAFL in England. It is edited (I think) by Richard Wilkins, 90, Sandylands Road, Kendal, Cumbria, United Kingdom (England). He suggests a stamped, self-addressed envelope from anyone interested. "SQUARE RING" will deal with boxing in general, and TITLE BOUT in particular, and the editor says that he is particularly interested in hearing from readers about the results of their fights, so he can put together some "all-time" rankings.

A friend of mine, who is waiting patiently to take me to the airport, just asked me, "What that hell are you doing here on Christmas Day?" That's a good question. Since I have no adequate answer I will go on to something else.

WHAT'S NEWS? This should fill the column out. Right now we are working madly on the new Major League cards, as well as doing some work on a tennis game that we hope to have out sometime next year. Also, it won't be long now before Jim Barnes is going to have to figure out how to integrate three-point plays into NBA Basketball, which we are all looking forward to. Mark Maticek is putting together a Grand Prix set of 8 tracks for SPEED CIRCUIT, which promises to be really exciting.



A COMPLETE MINI-BOXING GAME

(At least for Heavyweights)

That You Can Play in just Four Minutes!

By Tom Trunzo

The designers of TITLE BOUT, Avalon Hill's latest addition to their sports game line, have developed exclusively for the STATIS-PRO REPORT and ALL-STAR REPLAY yet another boxing game, this one to be played in conjunction with TITLE BOUT or on its own, depending upon the purpose you wish it to serve. While it doesn't compare in scope, detail, or accuracy and realism with TITLE BOUT, it does the job that it was intended to do. The game was to be designed as alluded to above for several distinct purposes. First, it was intended to be a quickly played, reasonably accurate, and hopefully, very enjoyable game for the casual boxing fan. Next, it was to be an appetizer that would, again, hopefully stimulate sales of TITLE BOUT. Finally, because of its quick play nature, the game was to serve as a very useful tool when used to complement TITLE BOUT in one of two ways: 1) to be used to eliminate the lower echelon fighters in a large tournament so that all fighters might participate without a month being spent on each tourney; 2) to quickly build up a legitimate record for a fighter as he battles into contention for a title shot. Once either of the above objectives has been fulfilled, play could then be shifted to TITLE BOUT where maximum excitement and realistic accuracy could be obtained. The designers strongly feel that the boxing game found on the following pages satisfied the requirements for whatever reason it might be played. After reading the instructions, the set-up time takes about 30 seconds. The average playing time for a 10 round fight that goes the distance is about 4 minutes! So read the instructions, look over the charts, and come out fighting.

INSTRUCTIONS:

Sample fighter: Joe Louis 22A +OHJ

- 22 - this is the base number of points that Louis will score each round unless otherwise modified
- A - Louis' power rating
- +0 - Louis' defence
- H - Louis' chances of being knocked down
- J - Louis' chances of being knocked out

Every fighter provided with this game is rated in the exact sequence as shown above.

1. After selecting the boxers who will fight each other, compare their base number of points, subtracting the low number from the high number, and apply the result to the TKO chart. The corresponding number is the number of accumulated points that must be scored for the fighter with the lower base point number to be technically knocked out. **Example:** Boxer A has a rating of 14 base points while Boxer B has a rating of 10 base points. The difference in base points is 4 and when applied to the TKO chart the number 42 is found. If at any time during the fight, fighter A accumulates 42 points MORE than fighter B, fighter A wins on a TKO. If the base point ratings of the fighters are the same, the one who accumulates 50 points MORE than his opponent wins on a TKO. For a fighter with a lower base point rating to TKO an opponent with a higher base point rating, 70 points are needed.

2. The game is played by rolling dice, adding their total, and applying the total to the Master Chart. On the Master Chart, one of the following results will be found!

- Power - refer to the Power Chart
- Dice - roll the dice again, and use their total instead of the base point number as your score for this round.
- Column A - roll again using column A found on the Master Chart and apply the results to the base point number.
- Column B - roll the dice again using column B found on the Master Chart and apply the results to the base point number.
- Defense - Add or subtract the opponent's defense to or from the base point number
- No Change - Use the base point number

3. POWER CHART

If power is rolled on the Master Chart, roll again, add the dice together and cross index the dice roll and the boxer's Power Rating. If a "K" appears the boxer has a chance for a knockout. If a number appears add it to the normal rating of the fighter for that round. If a "K" does appear then the opponent rolls the dice, adds them and cross indexes the dice roll to his Knockdown Rating. If a "K" does appear then the boxer has been knocked down. If a number appears the boxer did not go down, so just add the number to the normal rating of the boxer who landed the punch, to get the points scored that round.

If a boxer is knocked down then you must check to see if he was knocked out. Roll the dice again, add them together and cross index the dice roll with the Knockout Rating to the boxer. If a "K" appears then the fighter is knocked out. If a number appears then the

boxer gets back up. Add 10 to the boxer who scored the knockdown (add to his normal rating) and he automatically wins the round. If both fighters score a knockdown in the same round then the round is considered even.

When a fighter is knocked down, his Knockdown Rating and Knockout Rating are raised one letter. (Example: If a boxer

with an H and I rating gets knocked down, his ratings become a G and H. If knocked down a second time, his ratings become an F and G, etc.)

4. SEQUENCE OF PLAY

Each fighter rolls once per round on the Master Chart and performs the instructions found there to arrive at his point total for the

round.

The fighter with the higher base point rating goes first; if the ratings are the same, each player rolls the dice once before the fight and the high roll plays first.

If a knockout occurs at any time during the fight, the fight is of course over immediately.

5. SCORING

Scoring is on a rounds system. The fighter who wins the most rounds is the winner. If the rounds are equal add the points scored. The fighter with the most points wins by split decision. Winning by rounds is considered a unanimous decision. The fight can also be decided by a TKO (Technical Knockout) or Knockout.

SAMPLE FIGHT

Boxer A—16 C -2 G H

Boxer B—11 F +1 F F

TKO Rating—Difference of 5, boxer A must win by 40 for the fight to be stopped

	1	2	3	4	5	6	7	8	9	10
Boxer A	16	7	22	16	26	17	Wins on a TKO in round 6			
Boxer B	8	19	9	11	11	5				
(TKO)	+8	-4	+9	+14	+29	+41	(Running score)			

Round 1 - Boxer A rolls a 7—No Change—Scores 16
Boxer B rolls a 10—rolls again—a 5—under Column "B"—3—Scores 8

Round 2 - Boxer A rolls a 3—Dice—Rolls again—a 7—Scores 7
Boxer B rolls a 2—Power—Rolls again—a 9—Go across row 9 to Column F on the Power Chart—result is a 8—Scores 19

Round 3 - Boxer A rolls a 4—Column A—rolls again—a 10
+6—Scores 22
Boxer B rolls a 5 Defense—Subtract -2 (Opp. Defense Rating)—Scores 9

Round 4 - Boxer A rolls a 10—Column B—rolls again—a 7
No Change—Scores 16
Boxer B rolls a 7—No Change—Scores 11

Round 5 - Boxer A rolls a 12—Power—Rolls again—a 5—Go across row 5 to Column C—a "K" appears—then Boxer B rolls a 6—go across row 6 to Column F (Knockdown Rating)—a "K" appears meaning Boxer B is knocked down—Boxer B rolls again an 11—go across row 11 to Column F (Knockout Rating)—a 6 appears—No knockout—Add 10 to Boxer A's normal rating—Scores 26
Boxer B rolls a 7—No Change—Scores 11

Round 6 - Boxer A rolls an 8—Defense—add 1—Scores 17
Boxer B rolls an 11—Dice—rolls again—a 5—Scores 5

After Round 6 Boxer A had a 41 point lead over Boxer B. The TKO rating was 40 therefore, the fight was stopped.

At the time Boxer A had won Rounds 1, 3, 4, 5, and 6.

Boxer B has won only Round 2.

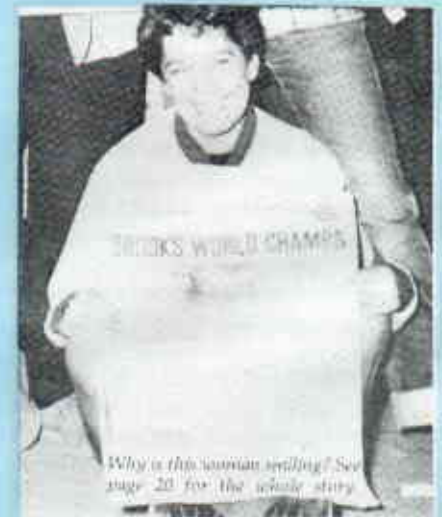
If in Round 5 after the knockdown had occurred a "K" would have appeared when checking for the knockout Boxer B would have been Knocked Out.

MASTER CHART

	"A"	"B"
2 Power	No Change	No Change
3 Dice	+7	-7
4 Column "A"	+5	-5
5 Defense	+3	-3
6 Power	+1	-1
7 No Change	No Change	No Change
8 Defense	+2	-2
9 Power	+4	-4
10 Column "B"	+6	-6
11 Dice	+8	-8
12 Power	No Change	No Change

TKO CHART

0	-	50
1	-	48
2	-	46
3	-	44
4	-	42
5	-	40
6	-	38
7	-	36
8	-	34
9	-	32
10	-	30
Never less than 30 or more than 50		



POWER CHART

	A	B	C	D	E	F	G	H	I	J
2	K	K	K	K	K	K	K	K	K	K
3	K	K	K	K	K	K	K	K	K	10
4	K	K	K	K	K	K	K	K	10	9
5	K	K	K	K	K	K	K	10	9	8
6	K	K	K	K	K	K	10	9	8	7
7	K	K	K	K	K	10	9	8	7	6
8	K	K	K	K	10	9	8	7	6	5
9	K	K	K	10	9	8	7	6	5	4
10	K	K	10	9	8	7	6	5	4	3
11	K	10	9	8	7	6	5	4	3	2
12	10	9	8	7	6	5	4	3	2	1

Sample Boxer:

Boxer's Name 14 C -2 H I

- 14 - Normal rating of points scored in a round
- C - Power rating
- 2 - Defense rating
- H - Knockdown rating
- I - Knockout rating

TATE, John 13C+2HH
 HOLMES, Larry 16D-2II
 ZANON, Lorenzo 7E+2FG
 EVANGELISTA, Alfredo 9D+4HH
 SPINKS, Leon 11C+4II
 NORTON, Ken 14C+0HH
 AGOSTO, Pedro 6C+6DF
 YOUNG, Jimmy 14E-2HI
 ALI, Muhammad 14E-4JJ
 BOBICK, Duane 9C+6FG
 MERCADO, Bernardo 8D+4DF
 KNOETZE, Kallie 10C+6HH
 SHAVERS, Ernie 14A+6II
 RIGHETTI, Alfio 10E+2HH
 DENNIS, Dino 8E+4FH
 COETZEE, Gerrie 11C+2HI
 COOPMAN, Jean Pierre 6F+6FG
 SMITH, Howard 8C+6FG
 BOUDREAUX, Johnny 6F+4EF
 LeDOUX, Scott 7D+6FG
 LYLE, Ron 13B+6HH
 KIRKMAN, Bodne 9C+4FF
 JONES, Leroy 11C+6HI
 OCCASIO, Ossie 10D+2HI
 FRAZIER, Joe 20A+2HI
 ELLIS, Jimmy 15E-4IG
 QUARRY, Jerry 13C+4HH
 MARTIN, Leotis 15C+2HI
 PATTERSON, Floyd 15D-2FH
 CHUVALO, George 12C+6JJ
 BONAVENTA, Oscar 13C+4IJ
 TERRELL, Ernie 15C-2IH
 SPENCER, Thad 11E+4GG
 MILDENBERGER, Karl 24D+0HI
 CLARK, Henry 9E+0FG
 MERRITT, Jeff 13A+5FF
 ROS, Bepi 10C+5HH
 ROMAN, Jose 8E+4FF
 WARD, Stan 8E+5HH
 BUGNER, Joe 13E+0II
 URTAIN, Jose 6C+6EG
 ISSACS, Kevin 7C+6GF
 LUBBERS, Rudi 7D+GG
 HOUBE, Young Sanford 8C+5GG
 STEPHANS, Randy 5E+5DE
 ARLINGTON, Ibar 9C+6FH
 WEPNER, Chuck 8D+HG
 DUNN, Richard 6D+6EF
 LEWIS, Al 10D-2HH
 WILLIAMS, Roy 11C+5HH
 BRION, Cesar 15C+2II
 LAVORANTE, Dante 6D+5DF
 PASTOR, Bob 15E-2II
 GODAY, Arturo 12C+2GH
 MISKE, Billy 15E-5IJ
 NEUMAN, Randy 10E+4GG
 FOSTER, Mac 13B+4HH
 MIDDLETON, Larry 11E-4FG
 WILLS, Harry 18C-2HH

CANE, Dante 7C+4DF
 JEFFRIES, James 19B-4AA
 NOVA, Lou 13C-2GG
 GALENTO, Tony 14B+4HH
 WALCOTT, Joe 17C+4HG
 MOORE, Archie 16E-4FG
 BESMANOFF, Willie 6F+4DF
 JOHNSON, Jack 22D-6II
 LaSTARZA, Roland 16E-6II
 FOSTER, Bob 14C+0GE
 JONES, Doug 15C+0HI
 COCKELL, Don 10E+0GG
 JACKSON, Hurricane 11C+6FG
 MAURIELLO, Tami 12C+4HH
 JACKSON, Peter 20C-5AA
 McVEY, Sam 18C-4GI
 FOLLEY, Zara 13E+0HG
 DEJOHN, Mike 11B+2FG
 BLIN, Jurgin 10F+0FG
 SAVOLD, Lee 11C+5HH
 UZEUDUN, Pawino 15C-4JJ
 FOREMAN, George 16A+2HH
 CHARLES, Ezzard 20D-4HF
 MARCIANO, Rocky 20A+4IJ
 CARNERA, Primo 7D+2EF
 BRADDOCK, Jim 11E-4II
 SCHAAF, Ernie 11E+0HI
 COOPER, Henry 13C+2HG
 MCNEELEY, Tom 6E+5DF
 FIRPO, Luis 13C+5FI
 LONDON, Brian 8D+4E5
 SATTERFIELD, Bob 11A+4FF
 JOHANNSON, Ingemar 15B+2HG
 MACHEN, Eddie 16C+0II
 LANGFORD, Sam 20A+5IJ
 WILLARD, Jess 11C+0GH
 JEANNETTE, Joe 19B-4HI
 WILLIAMS, Cleveland 17A+0HH
 STRIBLING, Young 17E-5IJ
 DEMPSEY, Jack 19B-0II
 VALDEZ, Nino 12C+2FG
 ALI, Muhammad (Prime) 22D-6JJ
 HART, Marvin 14C+0HH
 FITZSIMMONS, Bob 18B-2HI
 TUNNEY, Gene 20E-6II
 LOUIS, Joe 22A+0HI
 BAER, Buddy 12B+5HI
 SCHMELING, Max 19C-4II
 FARR, Tommy 15E-6II
 MATHIS, Buster 12E-4HG
 DANIELS, Terry 10E-4EG
 BURNS, Tommy 18C-4HI
 TURNBOW, Mel 2D+6DD
 SHARKEY, Jack 17C+0HI
 SULLIVAN, John L. 13B+6FG
 LISTON, Sonny 18A+4II
 CORBETT, James 18F-5II
 LEVINSKY, King 11E+2HH
 BAER, Max 15A+0HI

TITLE BOUT UPDATES

The following fighters should have their ratings changed to reflect their performances since their cards were originally rated. Please note that this is an option to make your game more realistic—it is not required. All ratings are based upon fights fought before December 1st, 1979.

1. **Sugar Ray Leonard:** HP 8, KDR(1) 2, AGG 8, DEF -4, Punches Landed 1-44, TKO 2.
2. **Carlos Palomino:** Retired (Present card represents Palomino's prime), End of career—CF 9/9 Punches Landed 1-39, DEF +2.
3. **Dave Green:** CF 9/9, KDR(1) 4, Punches Landed 1-39, DEF +2.
4. **Scott LeDoux:** KDR(1) 2, KOR(2), END 85, Punches Landed 1-35.
5. **Ken Norton:** KDR(1) 4, Punches Landed 1-39, DEF +2.
6. **Jimmy Young:** CF 8/8, KDR(1) 4, KOR 3, DEF +2, END 75.
7. **Leon Spinks:** KDR(1) 4, KOR 3.
8. **Earnie Shavers:** Punches Landed 1-36.
9. **Andy Gannigan:** CF 8/8, KDR(1) 4, DEF +4.
10. **Esteban DeJesus:** Use as a Jr. Welter-weight CF 9/9.
11. **Maurice Watkins:** DEF Even.
12. **Howard Davis:** HP 6.
13. **Roberto Duran:** Use card as All Time Lightweight.
14. **Jo Kimpuani:** CF 9/9.
15. **Saensak Muangsurin:** CF 9/9.
16. **Antonio Cervantes:** HP 7, CF 10/10.
17. **San Serrano:** Punches Landed 1-43.
18. **Alfredo Escalera:** CF 9/8, DEF +2.
19. **Mike Ayola:** KDR(1) 2, KOR 2.
20. **Roberto Castanon:** CF 10/9.
21. **Sean O'Grady:** Use as Jr. Welter-weight.
22. **Ruben Castillo:** KDR(1) 4, KOR 3.
23. **Carlos Zarate:** Punches Landed 1-43, HP 9, DEF Even.
24. **Alfonso Zamora:** KOR 4, Punches Landed 1-39, DEF +6.
25. **Guadalupe Pintor:** CF 9/10.
26. **Miguel Canto:** CF 9/10, Punches Landed 1-43, KOR 1, END 85.
27. **Mike Rossman:** KDR(1) 4.
28. **Alvaro Lopez:** CF 9/9.
29. **James Scott:** Punches Landed: 1-40.
30. **Victor Galindez:** KDR(1) 3, KOR 3.
31. **Marvin Johnson:** KDR(1) 3, DEF +2.
32. **Marvin Hagler:** CF 10/10, HP 8, Punches Landed 1-41, DEF +2.
33. **Bernie Briscoe:** HP 7, KDR(1) 3, Punches Landed 1-36.



Francis Goes to the Rose Bowl

A Totally Irrelevant Headline

But an Extremely Relevant Review of the New BOWLBOUND Rules

by James C. Gordon

I can almost hear Keith Jackson now . . .
" . . . Good afternoon everybody and welcome to the start of another NCAA College football season, courtesy of ABC Sports. Brought to you by . . . "

Seasons come and seasons go, and each one promises to be better than the last. But if this year's team doesn't win the Big Game, one can always call on fond memories of seasons past . . .

" . . . I'm Keith Jackson, from Memorial Stadium in Westwood, California for this year's season opener between the Kentucky Wildcats of 1977 and the UCLA Bruins of 1954 . . . "

That may be stretching the imagination a little, but now YOU TOO can relive the thrill of victory, the agony of defeat, and the pageantry of a college football afternoon with the Brand New, Revised and Updated, Bowl Bound Team Charts SET III!! The names and faces on the field can change, but almost everyone must have a favorite team, or player, or year, or game that lingers on, not to be outdone by any current sophomore flash or last-second victory. So much the better if that team has been among the 52 immortalized as part of the Sports Illustrated Bowl Bound Team Chart series. (That's a subtle hint/plea for Avalon Hill not to forget their semi-promise of periodic additions in the future.)

Pro football has its attractions, but college football, and this game, is tough to beat, with the options, breakaways, big plays, and even the big names. My main purpose in

this article is to review the rule changes and updates that have been made, not only to note the mechanical alterations that would be obvious to anyone familiar with this game, but also to view them from the practical sense of how they would affect the playing of the game in terms of player options or strategies. (The playing field, scorepad, etc. have all been redesigned, but since I didn't order them I won't attempt to comment on them.)

I. Trivia

The visual effect of the charts may be trivial to some people, but I was pleased to see that the color-coding was retained—Sports Illustrated suspended this with their 1972 Pro charts—giving the charts that attractive, efficient look about them. The new charts are slightly narrower than the old, though not the half-sized 1972 version, and the material is more flexible; one must be more careful when flipping them over in the excitement of a fumble recovery.

One other point, as equally unimportant in the playing of the game, is the brief description of the team and its performance at the bottom of the chart. To me, it's much more exciting to think of Anthony Davis or "Hopalong" Cassidy breaking around end, zigging and zagging, and running 63 yards for a TD, rather than just rolling for a breakaway and following it with a TD. It adds feeling to the game.

II. More Important Matters

Sports Illustrated games, particularly the football game system(s), are relatively unique in the sport/wargame hobby (more so in the broader view of wargaming) in that

they have been out for several years, and the successive designers/developers have been able to benefit (I assume) from the prior exposure of the system when it came time to revise and update. The rules booklet has undergone several format changes, the latest including an inflation to eight pages with about two dozen changes. Highlighting these changes in red ink was a help, allowing a quick skim-through refresher course before playing that first game.

There has been a wording change here and there to clarify some meanings, but the main attraction of the system alterations is the higher degree of realism that it brings to the game. The basic simplicity of the game mechanics allows a fast and relatively easy system, to which a large number of variations, options and extensions can be added.

Many, if not most, of the rule changes had already been brought out in the updated Pro football rules, ca. 1977. The original restriction on over-using draws and screens has been taken away, along with the idea of a pass completion being "too long" for the playing field. The first item is not as frivolous as it might seem, since few teams have a draw and/or screen play good enough to produce a "cheap" victory any easier than they can gain a "clean" victory using their other plays. Also, nearly every team has at least one defensive formation that can effectively stop a given play, and most have several. As for the passing situation, a 48-yd gain can be a 7-yd pass and 41-yd run just as easily (depending on who's running!) as a true "bomb", especially since the college offensive plays emphasize method—sprintout, bootleg, dropback—rather than the intended length of the play.

Both of these changes increase the options for the Offense, and will help to keep the Defenses from dominating the game at times.

A rather small strategic choice is given to the Defense with the option to call an Interception as an Incompletion. It may not be something to use at every opportunity, but it would be available if there were enough factors involved, such as it being fourth down, the scrimmage line being near one goal or the other, or if the Defense's Punt Return column is a lot better than their Interception Return. It's available if needed.

One change that I was skeptical about seems to give the Offense an unreasonable advantage. A result of SOP or BLP on the option play overrules *all* Defensive results, and only the Offense rolls a second time under the appropriate column. Unlike the draw and screen pass rationale, even the best defense against the option play can be constantly outwitted by an Offense with a lot of SOP's and BLP's. There is an Advanced rule to balance this change (discussed later), but this entire revision remains as a restructuring of the game system.

Beyond a revised Onside Kickoff, there are two *minor* changes to the kicking game in the Basic rules. PAT's are now considered 3-yd field goals for die rolling purposes, their success or failure being determined on that column. The other change is a rule update which allows the defending team on a missed field goal attempt to return the ball either to the 20-yd line or the line of scrimmage. Several teams have outstanding placekickers (Texas, Arkansas, Missouri, Stanford; that's '77, '77, '69, and '70), but this may make them think twice in a close game; it might even make a close game closer.

Fumbles have been altered in two respects, both intended to enhance the realism of fumbled plays by increasing the variables; no longer will players merely fall on the football. Along with blocked kicks, fumbles can be advanced using the Interception Return if the recovering team rolls the proper number (19 by the Offense, 37-39 by the Defense). The other change is to keep alive plays with fumbled yardage that reaches into the end zone, resulting in either a touchdown, touchback, or safety.

On a more mechanical note, the implementation of penalties on plays from scrimmage, and returns, is now combined with the result of the play in many cases. Defensive 15-yd penalties are added to all returns, and plays if they gain yardage, while Offensive penalties are measured from the midpoint of the return. Another technical change makes a Pass Interference that is played through to a Quarterback

Trapped result into a Defensive 15 yard penalty, presumably roughing the passer.

All of these last points concerning fumble, blocked kick, and penalty procedures are prime examples of how realism has been added to the game, and how the system has benefited from previous exposure. Advancing of fumbles and blocked kicks does happen occasionally, and I've always felt that the possibility should be available, if rather remote. The marking off of penalties in combination with some results is even more appropriate, especially on the return plays where, in effect, Offensive infractions are marked from the point where they occurred. Seeing these rules with the overall game system tells something about the sophistication that has been added; rules that would have been considered "Advanced" five years ago are now deemed "Basic" enough to be in that part of the rule booklet.

One other section that I was not entirely pleased with involves changes in the time consumed by various types of plays. The standard time for a play from scrimmage is still 30 seconds, except for when first downs are made, reducing the time to 20, rather than the previous 10, seconds. This increase is balanced by a reduction to 10 seconds for all plays involving a change of possession; although unspecified, this presumably includes Punts and Returns, Interceptions and Returns, Fumbles recovered by the Defense, unsuccessful Field Goals, Blocked Kicks, and unsuccessful 4th Down Plays. Since the clock stops on all such plays in college football a reduction does seem appropriate, but it wasn't until seeing a televised game this season that I understood the change in timing for a standard play which gains a first down. As of this season, the clock resumes moving as soon as the referee decides that all is ready, rather than with the snap of the ball. One other possibility I've considered in the past is for a distance factor to play a part in timing a play which gains a first down. The split between 10 and 20 seconds can be set at about 20 yards for running plays, and 40 or 50 yards for passing plays, since a 2-yd gain for a first down is likely to take less time than an 83-yd broken field run.

The one rule change which I must admit I am at a loss to understand is Basic VI-3-B-f, which allows a safety to result from an Offensive penalty. This occurs "if the enforcement of an offensive penalty is within the offense's own End Zone . . .", but that statement seems to contradict the explanation that "no penalty may be marked more than half the distance to the offender's goal line. Any resulting half yards are discarded and not marked." The only situation I can think of where this would be used is if a Kickoff or

Punt return lost yardage into the end zone, and had an Offensive penalty, so that the midpoint of the return was inside the goal line. Unusual, at least.

III. Bigger and Better

I think that most players (myself included) would consider the Advanced rules to be almost universally necessary for a well-rounded game, it just wouldn't be complete without them.

A Squib Kickoff (40 yards) and Return column has been added, and the Kickoff Selection strategy option used in the Pro game is included also—the Defensive team attempts to predict which of the three types of Kickoff the Offense will attempt, with alterations to the return or recovery according to the accuracy of the Defense's choice. I prefer to use this Squib Kickoff Return column for regular kickoffs of under 40 yards, or else the ancient SI method of subtracting 10 yards from the regular Kickoff Return. Long returns are often the result of being given the time to form a wedge, and for the returner to pick his lane; on a shorter kickoff, the defenders would be able to close faster, possibly inhibiting the return.

Several of the Advanced options apply to the Offensive team, with rules for 2-point PAT's, a Razzle-Dazzle play, and methods for running out or conserving time. The first calls for any play from scrimmage at the three-yard line, while the second involves a series of die rolls by the Defense and Offense, using the Offensive dice. The team with the lower result chooses which play will be run. Essentially, this play allows only an Offensive result, and virtually insures a "big play" result, either Offensively or Defensively. Running out the clock (two-yard loss, 40 seconds elapse) can be a merciful ending to a lopsided contest, but the time conservation can keep a close game undecided until the final play: more than once I've had a team score two or three times in the last couple of minutes because they were able to get a large number of plays in during the time remaining (as well as a few lucky breaks).

One rule that I felt was unnecessary requires an automatic 2-yd loss on 4th down plays and 2-pt conversions. If one is to assume that these plays involve "extra difficulty", then the same should be said for any play from scrimmage in a pressure situation. Teams must be cautious near their own goal, and their flexibility is restricted near the opponent's goal, not to mention any tendencies that arise from a team's particular characteristics. If I'm playing Penn St. '73 and have a 3rd and 2, anywhere on the field, more than likely I'll give the ball to

Cappalletti. The other team will probably think the same way and might be more watchful of the direction he takes, but the real point is that I'm likely to give him the ball on 1st and 10, 2nd and 8, 3rd and 5, and maybe—after seeing all those breakaways—even on 3rd and 12. There's no reason to think that I'll attempt to cross up the defense by passing or using another running back on 4th down any more often than on 2nd or 3rd, so the play by play success that's reflected on the Penn St. chart should be representative of a team with one primary ball carrier (Cappalletti) whom the defense is likely to watch more carefully than the rest of the offensive team. On the other hand, since it's always possible that I would run another play, the defense must keep that in mind, but they would still not know which of the eight plays I might use, giving them more alternatives to be aware of than if they expect Cappalletti to carry the ball. (With acknowledgements to Joseph Heller, I think I'd call this a Catch-22; I know what the defense is thinking, and he knows I know what he's thinking, and I know he knows that I know . . .)

Sometimes it's best simply to run a play and not think too hard.

There are a few more variations for the Special Teams, all of which came out in the updated Pro rules. Quick kicks are non-returnable punts, on 1st, 2nd or 3rd down. When kicking from one's own end zone, a Short-Drop Punt gives a Free Block Option to the defense, and is always returnable. The kicking team has an option for a Fake Kick, and the returning team can attempt to block the punt; both ideas involve rolling a specific number and so will occur somewhat rarely.

Two separate options concerning Special Teams' play are among the more interesting of all the changes that have been made. The first is for Coffin-Corner Kick attempts performed by the kicking team, and the accompanying chance for the receiving team to Let The Ball Roll. The Offense can deduct any amount of yardage from the length of the kick, before the dice are rolled, in an effort to keep it out of the end zone. Once the punt has been measured, the Defense can roll the Offensive dice to add to the length of the punt. Both of these options can be used at any time, but probably won't be other than near the goal line. Each side has a decision to make and a chance to take; if the punting team subtracts a large number and kicks a short distance, the defender will have good field position; the receiving team is in a worse predicament if they try and fail, I've let the ball roll dead inside the five more often than I like to remember.

The other rule change that I find very appropriate allows placekicking situations to be attempted on the Punt column, as Drop-Kicks, by adding 17 yards to the required distance. Many of the older teams, from the 40's and 50's, and several of the more recent ones have poor field goal columns (at best!). Using the Punt column will make these teams more lethal, and will also offer an option to all teams—at times a frustrating option when the choice made turns out to be unsuccessful on a number that would have worked using the other method.

Winner of The-Most-Off-The-Wall-Rule Award is Advanced Option 8-D, Options on Blocked Kicks and Fumbled Snaps. Instead of merely advancing the ball on a roll of 19, the Offense can attempt a second punt in a more dangerous position, or they can try to gain the first down on a broken play, if they recover on a roll of 10-19. The returning team gets a Free Block Option, and all punts are returnable in this situation, but the Offense can take their chances with play 3 or 9 rather than attempt the punt.

A close runnerup for that award is the option that allows the Offensive team an elected safety from anywhere on the field. The saving grace is the assumption that only a lunatic would call for one beyond his own 30. The purpose for using this play at all would be to follow it with a free kickoff from one's own 20, rather than be forced to punt and possibly have it blocked or returned a long distance.

A Home Team Advantage option is a rather arbitrary rule, reflected in an improved chance for the home team to recover fumbles. On offense, they retain possession on a roll of 10-35; on defense, they recover on 20-39. This rule definitely achieves its objective of giving the home team an advantage, by my rough calculations they will recover about 50% more fumbles than they normally would, allowing for the variation among teams. Over the course of a full season, this rule would work for all teams, but for an average game I don't feel it's warranted.

The last optional rule that affects the actual play of the game is the Wild Card Defense, with which the Defense attempts to predict the Offensive play being chosen, rather than calling a specific formation. This rule carries the Defensive strategy to one extreme or another, either they make a big play (automatic Incompletion or No Gain) or they are completely out of the play (if they choose wrong). The odds are 13-1, including the nine numbered plays, plus separate choices for the option-sprintout and option-bootleg combinations, the razzle-dazzle play, and a Quarterback Sneak play (an at-

tempt to gain a single yard by rolling for any yardage gained result on the line plunge). A given situation, or a team's strengths and tendencies can be an indication of which play might be coming, cutting the odds a little, but they will still be high. This defense can cover an obvious gap in a team's overall performance, but by using it to protect against one play, any strong defense against the others will be negated.

I have a personal prejudice against this option for the simple reason that I play my games solitaire, and it's a little ridiculous to try and outguess myself. I do like the idea of using it against the Ivy League teams, when playing a non-Ivy Leaguer, because nothing is more frustrating than Princeton beating Nebraska. However, I prefer to use this Wild Card Defense in addition to the regular formation called, with the Offensive play it's used against being assigned by rolling the two white Offensive dice only. Any total one through nine corresponds to the nine numbered plays, and a zero connects the options to either the sprintout or bootleg, as a solitaire player I decide which my Wild Card Defense will protect against before I roll for the play.

Lest anyone get the idea that USC is the sole carrier of this statistical plague, Nebraska has a 98 yard return on #34, Penn St. has a 98 yarder on #35, and Notre Dame has Al Hunter's 93 yard return on #34, right next to a measly 74 yarder. All of these teams, in fact, all twenty teams, also have a TD result on #19 for Kickoff, Punt and Interception Return columns. In addition, there are the 70, 80, and 90 yard returns on the Punt and Interception Return columns, topped by Maryland's 105 yard return, which could conceivably end without a TD.

The potential involved here was well demonstrated to me when USC '72 thrashed Florida '69 91-20, in a game featuring no less than four USC kickoff returns for touchdowns, and another by the Gators. I would think that this is best equated to the expression "historical inaccuracies" as it is used in connection with wargame. The alternative is to include the actual number of touchdown returns on an appropriate number, to express their actual percentage of the total returns. This can be seen among the teams in the old set, where few teams have a Kickoff Return TD, and a couple have it on unusual numbers—Notre Dame on #28, Florida on #12—which seem to represent more realistic percentages.

All of this reasoning leaves the player to decide for himself whether or not these "historical inaccuracies" and rule changes detract from the enjoyment of the game. In

my opinion, they do just the opposite. It might seem a bit strange for a kickoff to be returned 98 yards to the opponent's one, but it has to be considered possible. Overall, I find the format changes rather appealing; many of these teams have seemed to be very powerful, almost unbeatable at times, but then, many of them *were* unbeatable. With a combined winning percentage over 90% and two dozen National Champions, one has to expect these teams to be the cream of the crop—I've seen defensive struggles, high-scoring games, lop-sided scores (such as Oklahoma '55 over Oklahoma '67 92-0!), and as many last-second victories on my board as on TV.

V. Square Peg In Round Hole

Now that all of those changes, options, and observations have begun to digest, where does one go from here? Straight into a season, of course. Divide the teams into their respective conferences and you too can create your very own NCAA!!! This isn't difficult, although it does produce some uneven results. The Big-10 has enough teams to fill out its name, while out on the west coast, the Pac-10 reverts to its old designation of Pac-8 (with teams spanning 35 years). The Big-8 drops to a Big-5, but they're an ominous five—poor Missouri has to face Nebraska and Oklahoma *twice each!* The SWC looks a little light, but it would take a good hand to beat this two-pair, and the south rises again with a nine-team SEC. Maryland and Georgia Tech hold down the ACC, and the three Ivy League teams are best left to themselves; there are eleven Independents, most from the East.

Setting a schedule for these teams is another adventure. I have in the past played a ten-game season using just the original 32 teams (and gotten extremely disturbed when the likes of Yale would beat Texas), but that was too many for too few. With the additional 20 teams that idea would work a lot better, although, the schedules would undoubtedly get harder—not harder to make, harder to survive, those new teams are really good. I enjoy a long season, where each team will have to face several others of high quality and if one should go undefeated, they will deserve to be ranked #1.

I don't intend to actually draw up an entire schedule, since doing it yourself is half the fun, but instead to offer a few suggestions. The easiest place to start is for all teams to play every other team in their conference once; that takes care of most of the games for the Big-10, Pac-8 and SEC. The odd games from within those conferences can be filled out by playing the SWC, Big-5 and ACC teams. Don't forget the big

rivalries: Oklahoma and Texas, Georgia and Georgia Tech, and of course, the Independents can't be left out, USC and Notre Dame, etc. Another area for good matchups is between teams of the same year (or had you thought of that?), like Maryland and Tennessee '51, Penn St and Missouri '69, and Washington vs. Minnesota '60.

Playing all of the teams within the respective conference is the most important part of the schedule, since that is how the conference champion is decided. If an entire season is not desirable, then it can be limited to intraconference games only, and let the national rankings fall to the bowl games. Elimination tournaments can also be interesting, although there isn't an exact number of teams available to make it simple.

The options are either to use 12 teams twice, based on their performance in their first (losing) effort, or eliminating 20 teams at start. In the first tournament I played, I chose the second method, and found a reasonable way of getting the appropriate number of teams. First, I dropped the three Ivy Leaguers, since there's that unwritten law against using them with the other teams. Then, I left out Air Force for no particular reason other than someone had to go, and they aren't exactly a powerhouse. That left 48 teams, 32 of which came in pairs (Alabama '66 & Alabama '78, etc.), and these teams formed the first round; surprisingly, only two teams from the original set (Alabama and Stanford) survived this first elimination—perhaps an indication of the strength that the newer charts have. The 32 teams remaining then played a win-or-else series. (For anyone interested, Penn St '73 beat UCLA '54 in the finals, 42-35.)

The chart below illustrates the conference distribution, with the teams arranged according to how I predict they would finish by the end of the season. These rankings are based on several dozen games I've played in the last few months, a knowledge of the game system, a fairly arbitrary solitaire technique, and as little personal bias as possible; in other words, I took a guess.

IV. The View From the Press Box

High above the playing field (18" at eye level), my seat allows me a clear view of both teams as they warm up for the start of the game. As I watch one team run through their plunges, sweeps and bootlegs at one end, and their opponent do the same thing at their end, I can't help but notice the difference.

If I used only one word to describe the new (Set II) charts, it would be "Breakaways". Whereas the old (Set I) teams were often lucky to have more than one per run-

ning play, the new ones are dotted with them, as evidenced by the chart below:

Team	# of B's	# of B's on Draw
UCLA '54	18	1
Stanford '40	18	3
Michigan '47	18	4
Tennessee '51	17	1
Maryland '51	15	4
Ohio St '54	14	2

Especially when compared with those original teams with a lot of breakaways:

Michigan St '66	6	2
USC '67	6	3
Stanford '70	6	3
Missouri '69	5	1
Texas '69	5	2
Michigan '69	5	2
Northwestern '70	5	3

The additional total given for breakaways on the draw play is noted because that play is used less often than the other three, usually. Another point to make is that almost every team in the new set has at least one breakaway result on the option play, while the old charts had none.

Balancing this influx of breakaway results is a change in its purpose for many teams. In the old set., a Breakaway was simply a run of 20 yards or more, and all other gains in the run columns were 19 yards or less. About half of the new teams—including all of those listed in the chart above—have 10-20 yard gains routinely placed throughout their Breakaway column, most prevalent in the 30-35 (most commonly rolled) range. Many of these same teams do not have a TD result (which has been restricted to a roll of 19), but there is invariably the odd 73-, 86- or 91-yard run to take its place.

Speaking of running, and before the thought of those breakaways cloud your mind, consider the pitfalls that claim their share of the die rolls. For all of those 12-, 14-, and 17-yard gains, most teams also have an occasional 8-, 9-, or 12-yard loss to balance it; one team that shall remain nameless has an 18-yard loss on their sweep column. And lost yardage isn't even the worst of it. The way some teams fumble, it's a wonder that they can still run up the score (the way I like to).

Of course, the Defenses have a lot to do with those pitfalls too, since the amount of "Defense" fumbles and interceptions (on the Defensive chart) has increased overall. A more significant effect on the game by the Defense has always been the frequency of results (in parenthesis). Sometimes it's tough for an Offense to gain anything at all, even if the Defense changes its formation during a series of plays. Most any team will have a

weakness against a play somewhere on their chart, so that it can come down to a matter of guess-work at times; if both teams guess the same way the odds are against a good Offensive result, and in this way the Defense shares control of the game.

As passing teams, many of the new charts are confusing, if not deceptively misleading. Few of them could be called above average, and several are below it in terms of completion percentage and reliability, but many *do* have long gains or TDs in attractive places, such as: TDs on a roll of 32 for Texas '77, on 33 for Michigan St. '52, on 36 for Syracuse '59, and 31 for Penn St, '73—plus several teams with TDs in the high 20's or 30's—compared with a TD on Missouri's ('69) Drop-Back Pass on number 30 as the only equivalent among the older charts (although there are more TD and long yardage results in the 20's and high 30's). Quarterbacks also have a little better chance on some charts if trapped while dropping back (play #9). The Quarterback Run result now appears on all pass plays, but so does the Quarterback Trapped result.

The Special Teams' charts look harmless enough, but then so does a thumbtack from a distance. Less time is taken up by Special Teams' plays, and the Dropkick option can promote some tense decisions in kicking situations when one compares the Punt and Field Goal columns. Occasional Kickoff results of 10 or 12 yards, or 9 yard Punts are frustrating, but justified by their infrequency, and because they can happen. The real grievance that I have against this aspect of the game system is the treatment of "big play" results when representing them on the charts.

Who can forget that USC-Notre Dame game in 1972 when Anthony Davis scored no less than six touchdowns. Two of those TDs were on kickoff returns, or 96 and 97 yards. In the interest of making the USC Kickoff Return column as accurate as possible, both of these distances are dutifully placed on the chart. I do not know for certain exactly how many kickoffs USC (or Anthony Davis) returned for touchdowns that year, but by placing these two returns on numbers 34 and 35—and adding the TD result on number 19—there is a 17% chance (8.33%, 8.33%, .463%) that each kickoff USC returns will obtain one of these three results. Even if during the course of a season, USC's eleven opponents (plus the Rose Bowl) scored an average of only three times a game, calling for four kickoff returns by the Trojans (one to start the first or third quarter), then seven or eight should be returned for touchdowns, mathematically.

That figure may not seem too unreasonable by itself, but I don't think the statistics would support it, and the practical method by which it would be achieved leaves one large loophole. The obvious question: How many times was a kickoff returned 97 yards, *without* a touchdown being scored? An educated guess would be: Never.

As I have mentioned at least once before, I am more than satisfied with these new teams, they're a fine addition to the original charts. Now there's plenty of teams to fill many lost weekends with thrilling victories and agonizing ties. They should keep any devoted Bowl Bound fan busy for quite some time. However, in the *next* set of charts, I'd like to see Oklahoma '71 or '75, California '74 or '75, Ohio St with Archie Griffin, UCLA with Kermit Johnson, the Houston Cougars, the Auburn Tigers, the . . .

Pac-8

USC '72
UCLA '54
Arizona St '75
Stanford '40
USC '67
Stanford '70
UCLA '65
Washington '60

Big-5

Nebraska '71
Oklahoma '55
Nebraska '70
Oklahoma '67
Missouri '69

SEC

Tennessee '51
Alabama '78
LSU '69
Kentucky '77
Alabama '66
Tennessee '70
Georgia '68
Florida '69
Miss. '61

SWC

Texas '77
Arkansas '77
Texas '69
Arkansas '69

Big-10

Ohio St '54
Michigan St '52
Michigan '47
Michigan St '66
Michigan '69
Ohio St '68
Wisconsin '62
Northwestern '70
Minnesota '60
Purdue '66

IVY League

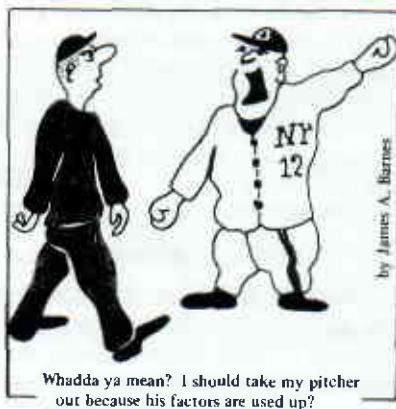
Dartmouth '70
Yale '68
Princeton '64

ACC

Maryland '51
Georgia Tech '66

Independents

Penn St '73
Pittsburgh '76
Syracuse '59
Army '45
Navy '63
Notre Dame '73
Penn St '69
Notre Dame '66
Syracuse '66
Army '66
Air Force '70



TRACK MONZA
Speed/Start Low/SF +4,5, or 6 High/SF +2

TURN	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS
1	160		1	1	180		1	1
2	140	1	1	1	140	1	1	1
3	160		1	1	180		1	1
4	120		1	1	140	1	1	1
5	120				140	1	1	1
6	160		1	1	180			1
7	140		1	1	140		1	1
8	180		1	1	180		1	1
9	140		1	1	140	2		
10	100		1		140		1	1
11	140		1	1	140	1	1	1
12	140	1	1	1	180		1	1
13	180		1	1				
14								
15								
16								
17								
Total Wear		2				6		

NOTES: Use all arrows and outside corners.
For low speed, use SF+4.
Cars are in same position on turn 5.
Zero wear = 14 turns.

Losing is an Art

by Brian Stanley

My friend, Bill, rested his head on his hands, his elbows on the table, and looked with disdain downward at his team, 1967 Southern Cal. The only time he moved was to listlessly toss his dice and mumble his defensive call, as the game of Bowl Bound drew to a close.

His team had suffered a run of fourth quarter bad luck and was losing to 1969 Texas, 28-17, and Bill didn't quite know how to take it. He had entered the quarter with a 17-7 lead, but three fumbles in the final quarter brought him face to face with his first defeat of the season.

As Texas ran out the clock and its coach, Sam, began to hum "The Eyes of Texas", I leaned over to pluck my team, 1967 Oklahoma, from the game box that lay beneath the table. As I did, the brown plastic juice cup that Bill had been using as a dice cup flew past my ear and slapped against the wall behind me, rebounding back on to the game table and skittering across the game board.

Bill pushed his chair back from the table, knocking the chair into a coffee table, raised his eyes to the heavens and demanded to know why the Fates had singled him out to endure the onus of incredibly bad luck.

"Why me? Why me?" he shouted. "I out-coached him. Why did the dice desert me?"

I think it was at the moment that Bill's cup almost embedded itself in my skull that I realized that not everyone reacts the same way to a loss.

From that moment on, I began making it a point to study the reactions of people who lost games. And I found that there are several distinct classes of losers into which most losers fall.

Few exhibit as little tact as did the chess grand master who, upon losing, leaped to his feet, jumped on the table, glared at his shocked opponent and declared, "I don't mind losing. I just mind losing to a fool like you."

I have found, however, that most losers are more like the ungracious chess player than like the perfect gentleman, who

smiles, congratulates his opponent and offers not a word of complaint about his luck.

And I have discovered that players of Bowl Bound are often more intense in their desire to win than players of other games. Why? Perhaps because the players identify closely with the schools whose teams they coach—the spirited competition and pride that so characterize collegiate football manifest themselves in Bowl Bound, too.

And now, to the types of losers I have encountered:

Probably the most common type of loser is the martyr.

Bill was a martyr. He wanted to know why the gods saw fit to rob him of a victory that his skills entitled him to. The martyr loathes the dice. They are evil, disrespectful, bouncing cubes that too often present the unworthy with wins, the martyr believes, merely to try the patience of the worthy and the skilled.

"I can't believe it" is the most-used phrase in the gaming vocabulary of the martyr.

"I can't believe it. This is incredible. My third fumble this quarter, and you haven't had one all game. I need some breaks."

The martyr is also always willing to furnish his opponent with a detailed account of precisely what has happened to the martyr during the game. These reports are often surprisingly comprehensive.

"I've tried to run the bootleg four times this quarter. I only have one QT on the whole bootleg, but I've hit it every time I've run it, and I've fumbled three out of the seven times I've run the counter, and there's only one fumble on it."

The information is usually unverifiable, the martyr's sole purpose being to let his opponent know that the dice are giving his opponent his victory unfairly.

Another type of loser, one related to the martyr, is the fatalist.

This player knows that his luck will be bad, and he fully expects the ill fortunes that befall him. Whereas the martyr is always shocked when his luck goes sour, the fatalist is only surprised when his doesn't.

"Yeah, there it is . . . the interception returned for a touchdown," the fatalist intones, often with a caustic laugh. The fatalist

never raises his voice. "I didn't know when you would get it, but I knew it was coming. It happens to me every game. It happened to me twice in one game last week."

And the fatalist is also a pessimist. It's not uncommon for him, after a victory, to rise from the table and say something like: "Yeah, but wait till next game. You'll probably kill me."

Another type of loser is the silent sulker. You can tell precisely how well this player is doing in a game by counting the number of words he says to someone just entering the room.

To test him, enter the room and say, "Hi, Tom, how's it going?"

"Hey there, Joe, how're you doing? Good to see you"—that means: I'm winning this game easily, therefore my true skills are being revealed.

"Yeah, hi what's up"—that means: I'm winning but the score is too close.

"Hi"—that means: I don't want to talk about it; I'm behind.

"Umm"—that means: I'm losing badly, you fool.

No response at all usually means he has already lost.

And there is the type of loser who takes a personal affront to your victory over him.

"Yeah, you won, so what. I'll get you next time," he says as you try to change the subject to where to have dinner. And this type of loser is wont to challenge you to a rematch immediately after losing a game.

"Come on, let's play again. You know you got lucky. You've got to give me another chance. It's only fair."

If you only have time to play one game, it's better to make sure you lose the first game to him. He is the kind of player who when playing poker considers it unfair for anyone to leave the table as long as he is behind.

These are not all the categories of losers. There are many more, and each category has its several sub-categories. But these, I think, are the most common ones, the ones that most often appear across the table from you . . . or across the table from your opponent.

But there is one other type, one who is relatively rare: the good sport. This is the player who realizes that games are played purely for enjoyment and relaxation and that their winning or losing means nothing. This person is mature, calm, rational, and he retains the same demeanor in defeat that he has in victory.

This is the kind of player we should all strive to become.

But isn't it more fun to beat someone who carries on?

Homers by Parks

Special Baseball Rating System for Major League Baseball

by Al Simon

For the home run purist, Al Simon of New Jersey has come up with a very easy to use, yet accurate home run by parks system. The method takes into consideration the number of homers hit by each team in the various parks, including their own.

As an example of the use, let us put the Cubs at home against the St. Louis Cards. The Cubs, at home, are PLUS 2 and the Cards, at Chicago are PLUS 2. We now add TWO HOME RUN numbers to each of the players.

However, if a player has ONLY ONE homer number, we add ONE. Never can a player have his Home Run numbers DOUBLED. If the Random Number, from the Batter Card, falls into the expanded HR range, it is now a Home Run. But be sure to never double the HR range . . . one number expands to 2 and no more and two numbers on the original range cannot be expanded past FOUR.

The same reverse position works on taking away home run numbers. A player cannot

be reduced to ZERO home run numbers. If the ball park calls for a MINUS 3 and the player has only two numbers, he is still given the FIRST home run number on his card.

From this basic chart, you can do many things with individual pitchers. If a pitcher gives up MANY home runs, adjust the park rating by PLUS 1. If he gives up FEW homers, reduce the park rating by one.

National League Parks

at NEW YORK		at ST. LOUIS		at MONTREAL		at CINCINNATI		at CHICAGO		at PHILADELPHIA	
Atlanta	NC	Atlanta	-1	Atlanta	-1	Atlanta	-2	Atlanta	+3	Atlanta	+1
Chicago	+2	Chicago	NC	Chicago	NC	Chicago	-2	Chicago	+2	Chicago	-1
Cincinnati	+2	Cincinnati	NC	Cincinnati	NC	Cincinnati	+3	Cincinnati	-1	Cincinnati	-1
Houston	+2	Houston	+2	Houston	-1	Houston	+2	Houston	-1	Houston	NC
Los Angeles	NC	Los Angeles	-2	Los Angeles	-1	Los Angeles	+3	Los Angeles	NC	Los Angeles	-1
Montreal	+1	Montreal	-1	Montreal	-3	Montreal	+3	Montreal	+1	Montreal	+3
New York	-2	New York	-1	New York	+3	New York	+1	New York	+2	New York	+2
Philadelphia	+1	Philadelphia	-1	Philadelphia	+1	Philadelphia	NC	Philadelphia	+1	Philadelphia	+3
Pittsburgh	+1	Pittsburgh	-1	Pittsburgh	+3	Pittsburgh	-2	Pittsburgh	+2	Pittsburgh	+1
St. Louis	NC	St. Louis	-2	St. Louis	+1	St. Louis	+1	St. Louis	+2	St. Louis	+1
San Diego	+2	San Diego	-2	San Diego	**	San Diego	-1	San Diego	+2	San Diego	+2
S. Francisco	-1	S. Francisco	-1	S. Francisco	-1	S. Francisco	+3	S. Francisco	-1	S. Francisco	NC
at SAN DIEGO		at PITTSBURGH		at LOS ANGELES		at ATLANTA		at SAN FRAN		at HOUSTON	
Atlanta	-1	Atlanta	NC	Atlanta	-1	Atlanta	+3	Atlanta	-1	Atlanta	-2
Chicago	-2	Chicago	+1	Chicago	+2	Chicago	+1	Chicago	-1	Chicago	**
Cincinnati	-2	Cincinnati	+1	Cincinnati	+1	Cincinnati	+3	Cincinnati	-1	Cincinnati	-1
Houston	-2	Houston	-2	Houston	+1	Houston	+2	Houston	-2	Houston	-2
Los Angeles	-1	Los Angeles	+1	Los Angeles	+1	Los Angeles	+2	Los Angeles	+1	Los Angeles	NC
Montreal	-1	Montreal	+3	Montreal	**	Montreal	+3	Montreal	-1	Montreal	-2
New York	-2	New York	-1	New York	+1	New York	+1	New York	-1	New York	-1
Philadelphia	-1	Philadelphia	+1	Philadelphia	+3	Philadelphia	-1	Philadelphia	-1	Philadelphia	-2
Pittsburgh	-1	Pittsburgh	NC	Pittsburgh	NC	Pittsburgh	+1	Pittsburgh	**	Pittsburgh	-1
St. Louis	-1	St. Louis	+2	St. Louis	+1	St. Louis	+2	St. Louis	-2	St. Louis	NC
San Diego	-2	San Diego	+2	San Diego	+1	San Diego	+2	San Diego	+1	San Diego	+1
S. Francisco	-1	S. Francisco	+1	S. Francisco	+3	S. Francisco	+3	S. Francisco	-3	S. Francisco	-1

American League Parks

at NEW YORK		at SEATTLE		at KANSAS CITY		at DETROIT		at TEXAS		at OAKLAND	
Baltimore	NC	Baltimore	+1	Baltimore	-1	Baltimore	+3	Baltimore	+2	Baltimore	+1
Boston	+1	Boston	+1	Boston	-1	Boston	+1	Boston	-1	Boston	+1
California	+2	California	+2	California	+1	California	+1	California	+1	California	+2
Chicago	NC	Chicago	+2	Chicago	-1	Chicago	-1	Chicago	NC	Chicago	+1
Cleveland	-1	Cleveland	+2	Cleveland	-1	Cleveland	+2	Cleveland	-1	Cleveland	+1
Detroit	-1	Detroit	-1	Detroit	+1	Detroit	+3	Detroit	+1	Detroit	NC
Kansas City	+2	Kansas City	+1	Kansas City	-2	Kansas City	+1	Kansas City	+2	Kansas City	-1
Milwaukee	+2	Milwaukee	NC	Milwaukee	-1	Milwaukee	+1	Milwaukee	NC	Milwaukee	-1
Minnesota	+1	Minnesota	+2	Minnesota	+1	Minnesota	+2	Minnesota	+1	Minnesota	+1
New York	+1	New York	+3	New York	-1	New York	+1	New York	NC	New York	+1
Oakland	-1	Oakland	+2	Oakland	+1	Oakland	+1	Oakland	+2	Oakland	NC
Seattle	NC	Seattle	+2	Seattle	-1	Seattle	-1	Seattle	NC	Seattle	-1
Texas	-1	Texas	+3	Texas	NC	Texas	+1	Texas	-3	Texas	-1
Toronto	+1	Toronto	+2	Toronto	+2	Toronto	+2	Toronto	+1	Toronto	-1

at CHICAGO

Baltimore	NC
Boston	+1
California	+1
Chicago	+1
Cleveland	NC
Detroit	NC
Kansas City	NC
Milwaukee	-1
Minnesota	+1
New York	-1
Oakland	+2
Seattle	+2
Texas	+1
Toronto	+1

at CALIFORNIA

Baltimore	-1
Boston	-1
California	NC
Chicago	+1
Cleveland	NC
Detroit	-1
Kansas City	+2
Milwaukee	-1
Minnesota	+2
New York	NC
Oakland	-1
Seattle	+2
Texas	+3
Toronto	-1

at MILWAUKEE

Baltimore	NC
Boston	NC
California	NC
Chicago	NC
Cleveland	+2
Detroit	+1
Kansas City	NC
Milwaukee	+1
Minnesota	NC
New York	+1
Oakland	NC
Seattle	-1
Texas	NC
Toronto	-1

at TORONTO

Baltimore	+2
Boston	+1
California	+1
Chicago	+2
Cleveland	+1
Detroit	+3
Kansas City	+1
Milwaukee	NC
Minnesota	-1
New York	+2
Oakland	NC
Seattle	+1
Texas	+1
Toronto	-1

at MINNESOTA

Baltimore	NC
Boston	-1
California	+2
Chicago	+1
Cleveland	-1
Detroit	-1
Kansas City	+1
Milwaukee	-1
Minnesota	+1
New York	NC
Oakland	-1
Seattle	NC
Texas	-1
Toronto	NC

at CLEVELAND

Baltimore	-1
Boston	NC
California	-1
Chicago	-1
Cleveland	-2
Detroit	-1
Kansas City	-1
Milwaukee	+1
Minnesota	-1
New York	-1
Oakland	-1
Seattle	NC
Texas	NC
Toronto	+2

Realistic Base Advancement Chart for Statis-Pro Baseball

by Larry Green

at BALTIMORE

Baltimore	-3
Boston	NC
California	-1
Chicago	NC
Cleveland	NC
Detroit	-1
Kansas City	+1
Milwaukee	+1
Minnesota	NC
New York	-1
Oakland	+1
Seattle	NC
Texas	-1
Toronto	-1

at BOSTON

Baltimore	+1
Boston	+2
California	NC
Chicago	NC
Cleveland	+2
Detroit	+1
Kansas City	-1
Milwaukee	+1
Minnesota	-1
New York	+3
Oakland	NC
Seattle	NC
Texas	+3
Toronto	NC

The Base Advancement Chart included in the Statis-Pro Major League Baseball Game is somewhat cumbersome and time consuming to use. It was designed for statistical purposes and not for realism and playability. The chart that I have designed takes into consideration that the advancement of base runners is dependent not only on the base runners speed and outfielders throwing arm, but also the direction of the batted ball. The direction of the batted ball is not a simple matter of whether the ball is hit to left, center or right field, but whether the ball is hit directly to the fielder or hit between the fielders. A ball hit directly to a fielder will most likely result in a one base advance, regardless of whether the ball is hit to left, center, or to right field, whereas a ball hit between the fielders will probably result in a two base advancement, because the fielder must get to the ball and then whirl around and throw.

My chart assumes that all hits off the pitchers card are hit directly to the fielders, whereas all hits off the batters card are line shots between the fielders. My chart reduces reference time, because base advancement is

automatic except where the word "option" appears. When you have an option, then you, as Manager, decide whether to take an extra base, and use the chart included with the game for the final result. Keep in mind

that my chart also provides additional incentive for removing tiring pitchers because more hits will be off the batter's card, resulting in a two or three base advancement for the base runner.

Statis-Pro Major League Baseball Base Advancement Chart

	Result of Pitcher's Card	Result off Batter's Card
Infield hit or single to left field	Advance 1 Base	A—Option B-C—Advance 1
Single to Center field	A—Advance 2 B—Option C-E—Advance 1	A & B—Advance 2 C—Option D & E—Advance 1
Single to right field	A & B—Advance 2 C—Option D & E—Advance 1	A-C—Advance 2 D & E—Option
Double	Not applicable	LF—Advance 2 CF—Option

RF:
A & B—Advance 3
C-E—Option

Musings on a Mini-Season

by Richard Munro

I have played several table-top baseball games, including SUPERSTAR BASEBALL, but STATIS-PRO MLB has got to be one of the best. It is an excellent head to head game and without a doubt it is the best solitaire baseball game on the market. Its playability and unique features make it so. I liked it so much I played a six team, fifty game mini-season.

Sports games are not like wargames. An individual game seems as meaningless as a Florida grapefruit league game. With the possible exception of a single All-Star game, one has to play, at the very least, a short series of games to simulate the baseball mystique. Baseball, despite its simple basic rules and apparent ease of play, is a very difficult game. That's why it takes a long season to determine the champion. It couldn't be any other way. On any given day the most hapless of teams could humiliate world champions. That's why the most rewarding way to play STATIS-PRO MLB is to mount a season.

Recreating an entire season by yourself or with only a few part-time fanatics can be staggering. After all, to do so you have to play more than 1000 games! This often requires more patience, paper (remember the statistics!) and leisure time than most of us can dispose of. The solution of course is to play a mini-season. This way you can have full enjoyment of your game. You can have a pennant race, compile statistics, and finish what you start.

To have a mini-season you first must create a mini-league of no more than six to eight teams. I used six. You have many options in choosing your teams. You can have a draft league of only stars creating your own super-teams. Or you can choose the six best teams in baseball for a real wild cat league; with six first-class teams the champion will really have to claw his way to the top! Or you can have a league with some front runners, a spoiler and a couple of clown teams. This is to keep things normal. Jim Rice will only hit .225 if all he sees is ace after ace. The figures bear this out. I used six top 1978 teams in my mini-season, the Yankees, Red Sox, Orioles, Royals, Dodgers and Phillies. Most of the pitching was very tough. So it was no real surprise that no composite league average for my mini-season

was only .246—compared to a .258 mark for both leagues during the 1978 season. And that was with the DH!

Next you have to have a schedule. This is easier than it seems. All you have to do is use the formula given in Vol. 1, No. 1, of ALL-STAR REPLAY. Decide the number of games each team will play. It must be an even number (for example, ten games). Try to make it a manageable number so that you can bring your season to a conclusion. Here is the formula:

$$n(t-1) = G$$

The number of teams equals "t" and the number of games against each team is "n" and the total number of games played by each team is "G". So 10 games times 6 teams minus 1 = 50 or 10 (6-1) = 50. You can distribute the home and away games as you like or follow the charts given in the Fall 1977 issue of ALL-STAR REPLAY.

Once you start playing you will immediately note the many good features of the MLB game. One of the best features is the accurate fielding system. Players are rated two ways: by an error rating (from 0-10) and by a Clutch Defense rating (CD 0-2). This is very good because it differentiates between the abilities of a Brooks Robinson and a Harmon Killebrew at third. Also errors can be committed after hits, something common in real baseball but usually overlooked in baseball simulations. Another good feature is the throwing rating system for outfielders (T2-T5) and catchers (TC, TB, TA). This recreates the differences between a weak throwing outfielder like Roy White and a cannon like Dwight Evans or Dave Parker. Rick Dempsey intimidated the Pirate speedsters in the '79 fall classic; his STATIS-PRO counterpart can be expected to do the same.

In addition to the excellent fielding rules, I found MLB to have realistic Sacrifice, Suicide Squeeze and Hit and Run options. Not to mention the special "Z" charts which allow for triple plays, rainouts, rain delays, injuries, ejections, inside-the-park homers and much more! One particularly interesting feature gives the manager leeway. If you employ strategic use of the HR (hit and run) option and bunting for hits you can raise batting averages considerably. This is especially effective against tough 2-9 and 2-8 pitchers. Of course, as in real baseball, power is sacrificed. By using these means

George Brett hit .339 to lead my mini-league and Fred Lynn hit .330. In 1978 Brett hit .294 and Lynn hit .298, with 7 and 22 homers respectively. But in my season Brett hit only two homers and Lynn five.

After playing a fifty-game, six-team season, I only have a few minor criticisms of MLB. For one it seems that switch-hitters are favored by the variable Factor Left vs. Right chart because they always come out on top. They always get extra hits instead of losing hits as they bat left against righthanders and right against lefthanders. In my mini-season switch-hitters often hit more than 20 to 30 points higher than their actual season averages. Roy White hit .305 (he hit .269 in 1978), Rich Dauer hit .297 (.260 in 1978), Reggie Smith hit .328 (.295 in 1978). Perhaps this can be adjusted for by having SN or SP hitters ignore the chart.

Secondly there seems to be no allowance for really super base stealers like Brock, Wills or Cobb. An "A" runner means thirty plus stolen bases. But there is a world of difference between stealing 31 bases and stealing 118 and this should be accounted for. Here, perhaps, at A+ category could be employed. An A+ runner would reduce the arm rating of the catcher by one. A TA would become a TB and a TB would become a TC.

Thirdly, there should be, as in the old S. I. SUPERSTAR BASEBALL and BASEBALL STRATEGY, some specific provisions for rest for pitchers. In real baseball some pitchers need more rest than others so that some managers use a five-man rotation with four days of rest for each pitcher, and some use a four-man rotation with only three days rest for each pitcher. Some relief aces pitch very often—up to 90 or even 100 games a year. Nonetheless, for the purposes of the game, the pitching regulations from the old S. I. game can be adopted. They can be easily incorporated into your game. There are two categories, starters and relievers.

STARTERS

RELIEVERS

IP	Days rest	IP	Days rest
12 or more	= 4	4-5	= 2
4-11 2/3	= 3	2-3 2/3	= 1
2-3 2/3	= 2	0-1 2/3	= 0

How did my mini-season work out? Well, it was nip and tuck between the Royals, Yanks, and Bosox. The Dodgers were hobbled by numerous injuries and were never in the race. The Orioles and Phillies proved spoilers. But Guidry, Gossage and Figueroa combined for a 24-5 mark for the Yanks and that proved too much for anyone. So the Yankees won by two games. Damn Yankees!

And Now for Something Completely Different . . .

The Last Whole Solitaire System for BOWLBOUND

by Kenneth J. Waido

As all college football fans who play Avalon Hill's *Bowl Bound* college football game are aware, there is nothing more enjoyable than sitting face to face with an opponent and having at it with two of college football's powers from the past. However, not everyone is privileged to have a situation where built in opponents are readily available at any time to satisfy the urge for competition. After years of waiting until Thanksgiving and Christmas to play a few games with brothers-in-law, the following described solitaire play calling system evolved. This system is dice activated, essentially leaving the decision making to tumbling cubes. But after a player accepts the basic assumptions and philosophy of the system, he can sit back, relax, and play two teams against each other or be the coach of one team and let the dice and charts call offensive plays and defensive formations for the other team. The system, admittedly, has a personal bias built in based on what I as a coach would prefer to do in certain situations. Players may modify the charts to represent their own coaching philosophy.

Basic Problems

There are some basic problems players have when playing *Bowl Bound* with or without an opponent. First, there is no indication on the team charts as to how many times (or what percent of the time) a team ran certain plays or called the various defensive formations. (Was a team basically a running or passing team? Did a team blitz a lot?) The written analysis of each team helps determine what the basic philosophy of a team was, but it still leaves too much unanswered. A team may be good at running a draw play, but was that excellence due to great ability, is it due to appropriate surprise play calling at opportunistic times during a season, or are the statistics based on a play which was run a minimal number of times during a season?

It is also very frustrating when playing an opponent to have that opponent run the same play time after time just because it is a good play for him and you have no way to stop it. (Although the rules allow this, in reality it couldn't happen because even the weakest team can defend against a play they know is coming.) The "wildcard" rule helps eliminate this problem, however, not all teams are eligible to use the "wildcard".

Another problem, and a major one, is to remember *Bowl Bound* is a dice game. Certain dice rolls between 10 and 39 have a higher probability of occurring than others. Students of the game will tend to base offensive philosophy on the play results with good dice rolls regardless of the situation and not what might be an appropriate call given game circumstances. Along the same lines, some plays have certain negative results that are so high a probability of occurring that a player will never use the play (For example, how many times will a player call a Bootleg Pass with the 1969 Florida team which results in an incompleteness 80.57% of the time?)

The above concerns are increased when playing solitaire mostly because of the lack of a technique to "out guess" yourself. There have been methods suggested on how to play solitaire *Bowl Bound*. These have ranged from choosing the "best" overall defense for each team and calling the offense to allowing dice rolls to determine the plays. The system described in this article is one such dice activated system.

Basic Philosophy and Assumptions

In the system detailed below, dice are used to call every play in the game, except punts, field goals, etc., which are decisions left to the player. One of the basic assumptions in the system is that a team doesn't know how good or how bad it will be in running various offensive plays and defensive formations. (As in the example above, the 1969 Florida team should call a Bootleg Pass play when the situation calls for a Bootleg

Pass play and essentially call it the same number of times as any other team during a game.)

To begin with how a die can be used to call a defensive formation, there are six defenses in *Bowl Bound*: A—Standard; B—Short Yardage (Gaps); C—Short Yardage (Wide); D—Pass Prevent (Short); E—Pass Prevent (Long); and F—Blitz. Basically, each defense can be assigned to a specific roll of one die where, 1=A, 2=B, 3=C, 4=D, 5=E, and 6=F. Thus to choose a defense formation for a team one die can be rolled.

Likewise, two dice can be used to call each of the nine basic offensive plays, Line Plunge, Counter, End Run + Reverse, Draw Play, Option, Screen Pass, Sprint Out Pass, Bootleg Pass, and Drop Back Pass. Two dice are necessary of differing colors (white and red for example) with one die representing the tens digit and one die representing the ones digit. There are thirty-six possible rolls with the two dice ranging from 11 to 66. Since there are nine possible basic plays, four dice numbers can be assigned to each play, 11, 12, 13, and 14 = 1; 15, 16, 21, and 22 = 2; 23, 24, 25, and 26 = 3; 31, 32, 33, and 34 = 4; 35, 36, 41, and 42 = 5; 43, 44, 45, and 46 = 6; 51, 52, 53, and 54 = 7; 55, 56, 61, and 62 = 8; and 63, 64, 65, and 66 = 9.

The above system is very simplistic since all offensive plays and defensive formations have an equal probability of being called for any play. There are situations which occur during a game when the offensive team may not want to run a certain play nor the defensive team be in a certain defensive formation (Who wants to do a Line Plunge when it's 3rd and 22?).

Game Situations

In order to modify the basic play calling dice rolls described above, some game situations must be identified which occur during

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by Jared Johnson

Beginning bridge players and even those with a good deal of experience often become discouraged when disaster strikes at the bridge table. It isn't too pleasant to find oneself in a slam that has no play or struggling in a four-two trump fit. Most people think this never happens to the experts. It isn't true.

Here are three hands that prove even the experts are capable of an occasional blunder just like beginners. Perhaps it doesn't happen as often but when it does it can be just as devastating, especially when a prestigious tournament title is at stake.

Hand A: Do you like to bid slams missing two cashable aces? If you bid one by mistake, what do you think are the chances of making it? This hand arose during a regional bridge tournament in Phoenix and it's hard to say which was more deplorable, the bidding or the defense.

Ten East-West pairs bid slam on this hand, some in no-trump, some in spades. Seven made it and three went down—not a bad batting average when the opponents can take the first two tricks. One declarer in six no-trump made seven.

Can you stand more?

Of all the East-West pairs playing in spades or no-trump (most of them at the game level), well over half took 12 tricks, more than 10 percent took all 13 tricks and only a third were held to 11.

The unfortunate East-West pairs who played against ace-grabbling opponents undoubtedly expected an average board. They ended up with anywhere from one half to four matchpoints (two was the average) out of a possible 12, a poor return on what should have been the "normal" result.

BRIDGE

HAND A			
None vulnerable, South dealer.			
NORTH			
		S-J 10	
		H-A 10 8 7 5 3	
		D-10 9	
		C-9 8 5	
WEST		EAST	
S-K Q 7 6 5 4 2		S-A 8	
H-Q J 4		H-K 6	
D-J		D-K Q 8 7	
C-J 4		C-A K Q 10 2	
SOUTH			
		S-9 3	
		H-9 2	
		D-A 6 5 4 3 2	
		C-7 6 3	
HAND B			
North-South vulnerable, North dealer.			
NORTH			
		S-9 6 5 4	
		H-7 5 2	
		D-9 3	
		C-10 7 3 2	
WEST		EAST	
S-3		S-A K Q J	
H-A J 9 8		H-K Q 6 3	
D-A 8 7 6 5 2		D-K J 10	
C-6 5		C-Q 8	
SOUTH			
		S-10 8 7 2	
		H-10 4	
		D-Q 4	
		C-A K J 9 4	

One possible auction:

North	East	South	West
Pass	2 NT	Pass	3 Clubs
Pass	3 Spades	Pass	3 NT
Pass	4 Hearts	Pass	5 Diamonds
Pass	5 Spades	Pass	??

Another possible auction:

North	East	South	West
Pass	2 NT	Pass	3 Clubs
Pass	3 Spades	Pass	4 Diamonds
Pass	4 Hearts	Pass	4 NT
Pass	5 Diamonds	Pass	??

Hand B: When more than half the field in a gold point event at a regional tournament gets to a small slam missing two quick tricks right off the top, perhaps the hand deserves a closer look. This time it was the ace-king of the same suit instead of two aces. The hand arose at a regional tournament in Billings, Mont. and two possible auctions are shown.

In both cases, Easts open two no-trump, a standard tournament bid showing 20-21 high card points. Strict requirements for the bid demand a stopper in every suit, but the danger of opening the hand one of a suit and being passed out is greater than the danger of having only queen-doubleton in clubs (on most hands, at least).

West is naturally interested in a slam in either hearts or diamonds and bids three clubs Stayman. East with four cards in both majors, bids three spades. The spade bid doesn't deny hearts in Standard American bidding, but bidding hearts would deny four spades.

West continues with either three no-trump or four diamonds and East shows the heart suit. Now what?

Some pairs blasted into six as soon as the heart fit was uncovered. But suppose you want to take it slower?

Blackwood turns out to be of little help. If West bids four no-trump and finds the partnership is off one ace, bidding six still seems a reasonable gamble. If the ace of spades is missing, no problem, since West has a singleton. If the club ace is missing, it seems highly likely that the two no-trump opener has the king.

Even if both the ace and king of clubs are missing, if the honors are split and particularly if the opening leader holds the king, there is a fair chance the defense won't find their two tricks.

Nor is there much room to cue-bid. After East finally bids four hearts showing the fit, West can cue-bid five diamonds, East bids

All vulnerable, East dealer.

HAND C

WEST
S-8 6 2
H-A 5 4
D-A 10 5
C-A 5 4 2

NORTH
S-K J 4 3
H-10 9 7 2
D-J 9 7 6 2
C-Void

EAST
S-A 10 9 7 5
H-6
D-K 8 4 3
C-8 7 6

SOUTH
S-Q
H-K Q J 8 3
D-Q
C-K Q J 10 9 3

The bidding:

East	South	West	North
Pass	1 Club	Pass	1 Diamond
Pass	1 Heart	Pass	3 Hearts
Pass	4 NT	Pass	5 Clubs
Pass	7 Hearts	Dbf.	Pass
Pass	Pass		

five spades showing the ace and where does the bidding go from there? East may still have the king or even the ace of clubs on this bidding sequence but one more bid by West and they are already at the slam level. He may as well go ahead and bid six hearts. A lot of people bid.

In one section down one at six hearts was actually worth six out of 12 matchpoints meaning just about everyone bid the slam.

Specific control-asking bids would seem to be the only solution. Players using the Precision system (where all strong hands are opened one club) had an advantage on this hand since the club weakness could be discovered in time.

Hand C: Even world class players have their bad days. This deal occurred in a world championship, the 1971 Bermuda Bowl in

Taiwan, G.C.H. Fox reports the hand in his book, "Master Play, the Best of International Bridge."

Needless to say this particular hand wasn't the best of international bridge. Fox comments; "The response of five clubs to Blackwood four no-trump showed either no aces or all four. It is considered impossible that there should be any ambiguity. North rather overbid his hand with three hearts and South thought he must have all the aces."

Although the event was a championship, North-South was an unfamiliar partnership.

So the next time you get to a hopeless contract and feel like giving up the game for good, just remember the hand where a world class pair freely bid a grand slam missing all four aces.

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The Fistic Scene



THE SEARCH FOR A CHAMPION:

The Heavyweight Elimination Tournament of 1967

By Jim Trunzo

When there is turmoil in the heavyweight division, there is turmoil throughout the entire boxing world, and on May 9, 1967 boxing's foundation, the heavyweight division, was severely shaken. On this date Cassius Clay, who by this time had adopted the name Muhammad Ali, was indicted by a Federal Grand Jury in Houston for refusing to accept service in the armed forces. Both the World Boxing Association and the New York Boxing Commission summarily stripped Ali of his heavyweight crown and banned him from fighting in the United States. The effects of this decision would be felt for the next four years.

With the heavyweight throne vacant, the search began for a heavyweight to wear the crown, and there were any number of fighters worthy of consideration. The World Boxing Association, for once, did the logical and the fairest thing; they set up a heavyweight elimination tournament made up of the eight top ranked contenders at that time. The group consisted of Joe Frazier, the number 1 contender in the W.B.A. ratings, Thad Spencer, Ernie Terrell, Oscar Bonavena, Karl Mildenberger, Jimmy Ellis, Floyd Patterson, and Jerry Quarry. A first round of eliminations, followed by a semi-final round and a final round should have logically produced a worthy successor to the heavyweight throne. Unfortunately, it was not to be.

Madison Square Garden, still boxing's Mecca in the 60's, sanctioned a bout between Joe Frazier and George Chuvalo; and although it was not a championship fight, it was a bout between the number one con-

tender, Frazier and another top heavyweight who should have been included in the tourney but was omitted, Chuvalo. Frazier stopped Chuvalo in the 4th round, then, refused to take part in the elimination tournament.

The W.B.A. quickly arrived at a solution to the Frazier problem. The next time their official ratings appeared, Joe Frazier was dropped to the number nine spot with Leotis Martin moving up to number eight and taking Frazier's slot in the tournament. Upon learning of this action by the W.B.A. the New York Boxing Commission promptly announced that it would refuse to recognize the eventual winner of the tourney as champion unless he would fight and defeat Joe Frazier.

In spite of the monkey-wrench thrown into the tournament's works by the New York Commission, the first round of the eliminations began in Houston on August 5, 1967. A twin bill featured Thad Spencer winning a 12 round decision over Ernie Terrell, and Jimmy Ellis scoring a 9th round stoppage of Leotis Martin.

A little over a month later, Oscar Bonavena scored a twelve round win over Karl Mildenberger in Frankfurt, Germany; and a month after the Bonavena-Mildenberger tiff, Jerry Quarry won a 12 round split decision over former champion Floyd Patterson to conclude the first round of the tournament. Incidentally, the Quarry-Patterson fight was highly controversial. Many ring side observers felt that Patterson had badly but clearly won the fight and the announcement awarding

Quarry the bout was met with as many boos as cheers. The bout, by the way, took place in Quarry's home state of California.

It seemed as if things were running smoothly, finally. However, the relative serenity of the situation wasn't to last. Mexico's boxing authorities attempted to get Manuel Ramos into the tournament, basing their claim on the fact that Ramos stopped Ernie Terrell three months after his tourney loss to Spencer. Not to be outdone, the British made a claim in behalf of Eduardo Corletti who had recently defeated ranked fighter, Johnny Prescott. Neither Ramos or Corletti were allowed to enter the tournament. Whether or not they should have been considered is beside the point. The action tainted the proceedings.

The first semi-final bout took place on Dec. 2, 1967 in Louisville, Kentucky. Jimmy Ellis floored tough Oscar Bonavena twice in twelve rounds to gain a unanimous decision and advance to the finals. His opponent would be the winner of the Thad Spencer-Jerry Quarry fight scheduled for Feb. 3, 1968.

The Quarry-Spencer semi-final ended 3 seconds before the bell would have sounded closing out the 12 round fight. Jerry Quarry stopped Spencer to earn the right to fight Ellis for the title.

On April 27, 1968 Oakland, California, one judge and the referee awarded the fight to Ellis. The second judge scored the fight a draw. After fifteen hard found rounds, Jimmy Ellis was the W.B.A. Heavyweight Champion, on a 15 round split decision.

Ellis' victory solved the problem of finding a heavyweight Champion for the World Boxing Association but it did not solve the muddle in the boxing world, concerning the heavyweight division. The New York Boxing Commission followed through on its earlier declaration that it would not recognize the tourney winner as heavyweight champion. The New York Commission then went one step further and announced that it would recognize the winner of the Joe Frazier-Buster Mathis fight as the legitimate champion. The New York Commission was backed by the boxing Commissions of Pennsylvania, Maine, Texas, Massachusetts, and Illinois. In addition to the five state commissions New York's decision was upheld by Mexico and South America. Thus, when Mathis succumbed to the awesome power of Joe Frazier, the heavyweight division was ruled by duel champions-Frazier and Ellis.

This situation remained the center of boxing controversy until February 16, 1970. In New York, Joe Frazier met Jimmy Ellis for the undisputed heavyweight crown. Ellis

took the 1st round with his fast, accurate jabs but that was for him the high point of the fight. Frazier began dominating the fight in Round Two, and as the fourth round came to a close, Frazier dropped Ellis for a count on nine at which point Ellis was saved by the bell. The gong sounding the beginning of Round Five found Jimmy Ellis still in his corner, unable to come out and fight. Joe Frazier was the one and only heavyweight champion of the world.

Frazier's victory over Ellis settled all questions as to who was the legitimate title holder in the eyes of boxing officials, and in truth, he had earned the right to call himself

champion. However, Joe Frazier, who would eventually be recognized as a great fighter, still walked in the giant shadow of the man who had never lost a fight—who had the heavyweight crown taken from him by decree, not fists—Muhammad Ali.

The confrontations between these two great fighters are a matter of record. Frazier and Ali squared off against each other in three classic ring battles of which Ali won two. For Frazier, however, March 8, 1971, "The Fight of the Century" in which he won a unanimous decision proved to the world what Frazier already knew—that he was the champion.

This exciting period in boxing history can be recreated by owners of Avalon Hill's boxing game, TITLE BOUT. All the fighters who took part in the tournament or in related bouts are included in the game. Following this article, you will find the tourney set up which you should follow along with the results of each bout. Did Jimmy Ellis deserve his partial crown? Can Quarry beat Patterson again? Experts thought Spencer's win over Terrell was a big upset. Can he repeat his victory? TITLE BOUT provides you with the opportunity to find the answers to these questions.

Heavyweight Champion Tournament

Ellis	Ellis (9th. rd KO)		
Martin		Ellis (dec. 12 rds)	For Undisputed Championship:
Bonavena	Bonavena (dec. 12 rds)		Frazier
Mildenberger			Frazier (5th rd KO)
Quarry	Quarry (Split dec. 12 rds)		Ellis
Patterson		Quarry (12th rd KO)	
Terrell	Spencer (dec. 12 rds)		
Spencer			
First Related Bout:		Second Related Bout	
Frazier	Frazier (4th rd KO)	Frazier	Frazier (12 rd KO)
Chivalo		Mathis	

**The Fight of the Century
Super Fight I**
Frazier
Joe Frazier
(dec. 15 rds)
Ali

These four cards are totally revised for your TITLE BOUT game. We suggest you photo-copy them and mount them on thin cardboard. You may also be interested to know that on Page Five there is a complete list of revisions to the cards of the boxers. Please do not write to us and ask why some boxers are rated in the junior divisions, since there are no junior divisions in the game. We have anticipated your question and have absolutely no satisfactory answer.

MIKE WEAVER—6(S) Heavyweight	ROBERTO DURAN—8(S) Welterweight	JOHNNY LIRA—7(B/S) Lightweight	ERNESTO ESPANA—8(B/S) Lightweight
CFB/S: 8/9 CO/CH: 5/3 HP/KI: 8/6 TKO: 3 KDR 1: 4 AGG: 8 KDR 2: 3 END: 85 KOR: 4 DEF: +2 FL: 3 FO: 1 CU: 1 KO: 2	CFB/S: 9/10 CO/CH: 6/2 HP/KI: 8/8 TKO: 2 KDR 1: 3 AGG: 9 KDR 2: 1 END: 90 KOR: 1 DEF: +2 FL: 3 FO: 1 CU: 2 KO: 3	CFB/S: 9/9 CO/CH: 5/5 HP/KI: 7/7 TKO: 2 KDR 1: 4 AGG: 9 KDR 2: 1 END: 85 KOR: 2 DEF: +3 FL: 2 FO: 2 CU: 2 KO: 2	CFB/S: 10/9 CO/CH: 6/2 HP/KI: 9/7 TKO: 2 KDR 1: 2 AGG: 8 KDR 2: 2 END: 85 KOR: 2 DEF: Even FL: 2 FO: 2 CU: 1 KO: 2
ACTION Punches Landed: 1-39 Punches Missed: 40-62 Clinching: 63-69 Ring Movement: 70-78 Foul Rating: 79	ACTION Punches Landed: 1-38 Punches Missed: 39-60 Clinching: 61-69 Ring Movement: 70-78 Foul Rating: 79	ACTION Punches Landed: 1-38 Punches Missed: 39-60 Clinching: 63-70 Ring Movement: 71-78 Foul Rating: 79	ACTION Punches Landed: 1-41 Punches Missed: 42-61 Clinching: 62-69 Ring Movement: 70-78 Foul Rating: 79
HITTING VALUE 3 2 Jab: 1-4 5-15 Hook: 16-25 26-35 Cross: 36-42 43-58 Combination: 59-65 66-73 Uppercut: 74-75 76-80	HITTING VALUE 3 2 Jab: 1-5 6-15 Hook: 16-24 25-40 Cross: 41-45 46-55 Combination: 57-63 64-70 Uppercut: 71-74 75-80	HITTING VALUE 3 2 Jab: 1-4 5-16 Hook: 17-22 23-40 Cross: 41-45 46-55 Combination: 56-59 60-72 Uppercut: 73-75 76-80	HITTING VALUE 3 2 Jab: 1-8 9-18 Hook: 19-25 26-38 Cross: 39-44 45-60 Combination: 61-64 65-71 Uppercut: 72-75 76-80
In Corner/On Ropes: 2	In Corner/On Ropes: 2	In Corner/On Ropes: 2	In Corner/On Ropes: 2
AVALON HILL/TITLE BOUT 1980	AVALON HILL/TITLE BOUT 1980	AVALON HILL/TITLE BOUT 1980	AVALON HILL/TITLE BOUT 1980

NEXT YEAR

The 1955 World Series

by Francis Wyman Tyler

"Wait till next year." That was what they said in Brooklyn in 1941. And in 1947. And 1949, 1952 and 1953. But finally in 1955 next year came, a thrilling series in which the Dodgers overcame a two game deficit to win the seventh game in Yankee Stadium before 62,465 stunned fans.

In this issue of ASR we have included completed lineups for the 1955 World Series teams. Every player who appeared in the Series appears on 2 cards, and the only players you won't find are those such as Sandy Koufax, who while listed on the Dodgers' roster did not play in the Series. We suggest that if you want a really interesting replay of the Series you get hold of a book such as "The World Series" by Cohen, Neft and Deutsch to find out what the lineups were for each particular game. Otherwise you would probably never follow the example of Dodgers manager Walt Alston, who called on the young Johnny Podres for the seventh and final game, though he didn't even have a winning record during the regular season.

Johnny didn't give up a single run that October afternoon. .300 hitters such as Bob Cerv, Bill Skouron, Eddie Robinson, and even the immortal Mickey Mantle couldn't put one run across to counter Brooklyn's two-run lead, and the Dodgers had finally won the Series.

It was the greatest game in Dodgers history, and the only Series they were to win as the "Brooklyn" Dodgers, for two years later the team packed up and moved to sunny California. But the memory of their victory, and that final game in particular, remains to this day.

In our office replay of this Series, the Yankees had no trouble thrashing the Dodgers soundly, beating them easily in just five games. Dig out your copy of Major League Baseball and why not see how you can do!

The 1955 Brooklyn Dodgers, the first Dodger team to win the World Series after seven attempts (five of them against the hated New York Yankees)



SPEED CIRCUIT UPDATE

by Mark J. Maticek

"It just ain't like it used to be!" That commonly uttered phrase is probably on the lips of most long time Grand Prix followers this year. Certainly, it is on mine.

Grand Prix cars certainly have changed in the last decade. The Matra MS80-Ford V8 Jackie Stewart won his first world championship with in 1969 bears as much resemblance to this year's championship car, the Ferrari 312T4, as a DC-3 does to the Concorde.

A new brand of technology, ushered in by the Lotus 78 two years ago, has revolutionized the sport of Formula One racing. That technology is "ground effects" vehicles.

"Ground effects" refers to the downforce generated on the vehicle by a negative pressure produced underneath the car. This negative pressure is induced by an elaborate set of channels within the side pods hung on the monocoque chassis. Air is funnelled through these pods, exits the channel at the rear of the car and as a result, produces a vacuum underneath the car. Flexible plastic skirts on the bottom of the side pods keep outside air from disturbing the vacuum underneath. (See diagram)

What all this technical jargon really means is that unbelievable downforce on the car is generated, enabling the drivers to negotiate corners 20% faster than just three years ago. To give you an example of just how dramatic an improvement this is, look at the lap times in qualifying at this year's British Grand Prix held at Silverstone. The last Grand Prix held at Silverstone was in 1977. This year's cars lapped an average of four seconds faster with engines of roughly the same horsepower. Some of the teams even toyed with the idea of removing the wings from their cars since they produced too much drag. And to think, in 1969, wings were sprouting on all Formula One cars, revolutionizing the cornering capabilities of the cars of that era. The cycle is complete.

But this is a gaming magazine and not a

technical journal. I bring these points up only to show that Speed Circuit as a game should be modified if better simulation is to be gained by the gamer. In Speed Circuit, the star is the driver/player. In the current world of Formula One, the star is the car and its designer. Not even Jimmy Clark or Juan Fangio could make a poorly designed ground effects car a winner.

To reflect this new technology, Speed Circuit players who desire greater realism can adopt this simple modification to the rules which will better simulate 1979 technology.

OPTIONAL RULE

Increase all posted speed limits on all race tracks by 20mph.

This optional rule will put a premium on the best car and minimize the effects of

strategy and good planning. Personally, I liked the good 'ole days a lot better.

Accompanying this article you will find the third update of Formula One cars to be published in All-Star Replay. Players have the option of building their own cars from the preparation points given or they can use the specs as listed for a closer approximation of each car's capabilities.

The Ferrari team lead by the new World Driving Champion, South African Jody Scheckter, placed consistently in the top five all season. The Ferrari had less venturi surface area than any other ground effects car but made up for it in power and the tremendous grip from its Michelin radial racing tires.

The Saudi Airlines Williams team had the fastest car from midseason on and only the absurd scoring system prevented Alan

Jones from being the champion. Frank Williams, the owner of the team, was rewarded with four wins after more than a decade of frustration as a private entrant trying to compete with the big bucks of the factory efforts from Lotus and Ferrari.

Lotus, last year's championship car, never got their new car, the Mk 80, to work so they had to fall back on the Lotus 79. The team was not competitive.

The Renault team made tremendous progress with their turbocharged V6 engine, so much so that Ferrari, Lotus and some other teams are working on turbocharging their own engines.

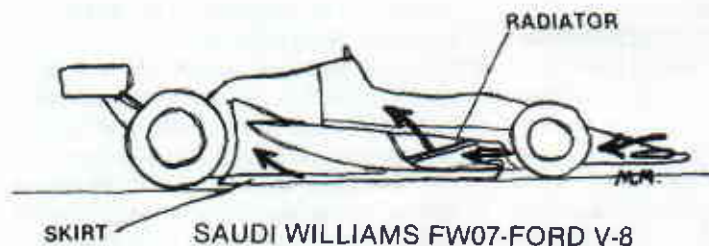
Ligier, after winning the first two Grand Prix races in South America, faded quickly as the season wore on and the other teams sorted out their new cars.

McLaren, Shadow, Brabham, Tyrrell and ATS all had dismal seasons.

Team-Car-Driver (Nationality)	Prep Pts.	Start Speed	Acceleration	Deceleration	Top Speed	Wear Pts
Saudi Williams FW07-Ford V-8 <i>Afan Jones (Aus), Clay Regazzoni (Sz)</i>	8	60	60	40	180	7
Ferrari 312T4—Flat 12 <i>Jody Scheckter (Sa), Gilles Villeneuve (Can)</i>	7	60	60	40	180	6
Texaco-Marlboro McLaren M29-Ford V-8 <i>John Watson (Irl), Patrick Tambay (F)</i>	5	60	60	40	180	4
Elf-Renault RS14-Turbo V-6 <i>Rene Arnoux (F), Jean-Pierre Jabouille (F)</i>	7	60	60	40	180	6
Candy Tyrrell 009-Ford V-8 <i>Didier Pironi (F), Jean-Pierre Jarier (F)</i>	5	60	60	40	180	4
Martini Team Lotus 79-Ford V-8 <i>Mario Andretti (USA), Carlos Reutemann (Ar)</i>	6	60	60	40	180	5
Gitanes Ligier JS11-Ford V-8 <i>Jacques Laffite (F), Jackie Ickx (B)</i>	6	60	60	40	180	5
Parmalat Brabham BT 48-Alfa Romeo Fiat 12 <i>Nicki Lauda (A), Ricardo Zunino (Br)</i> <i>Nelson Piquet (Br)</i>	5	60	40	40	180	5
ATS-Ford V-8 <i>Hans Stuck (D)</i>	4	40	60	40	180	3
Copersucar F6A-Ford V-8 <i>Emerson Fittipaldi (Br)</i>	3	40	40	20	180	4
Shadow ON9-Ford V-8 <i>Elio de Angelis (I)</i>	3	40	40	20	180	4
Alfa-Romeo 179-V-12 <i>Vittorio Brambilla (I)</i>	4	40	40	40	180	4

Nationality Key

USA—USA
F—France
AR—Argentina
CAN—Canada
A—Austria
AUS—Australia
IRL—Ireland
SA—South Africa
SZ—Switzerland
I—Italy
BR—Brazil
B—Belgium
G—Germany



SAUDI WILLIAMS FW07-FORD V-8

ARROWS SHOW AIRFLOW THROUGH GROUND-EFFECTS POD

Rising to the Top

by Ken Close

It's an uphill battle which lasts for six or seven months. The battle is filled with cross-country travel, last second victories and defeats, and agonizing injuries caused by sprinting hundreds of miles on hard wood floors. When the smoke clears only one team will remain: the king of the N.B.A. mountain. Next year 21 teams will try to knock that team off the mountain, and odds are that one of them will succeed.

In 1978-79 the Seattle Supersonics were the kings. They got there through hard work and determination. After losing to Washington in the previous year's finals the Supersonics bounced back to win the highly competitive Pacific Division with a .634 win percentage. They did this with their defense.

Their defense was the best in the N.B.A., yielding an average of only 103.9 ppg. Dennis Johnson was the key to this tenacious defense. He was unanimously chosen to the "All Defensive Team" selected by N.B.A. coaches. Gus Williams led his team in steals with over two per game, ranking him eighth in the league. Jack Sikma adjusted well to playing center after Tom LaGarde was injured, and immediately began pressuring the best scoring centers in the league. John Johnson, Lonnie Shelton and Paul Silas were a trio of forwards difficult to score against.

As good as their defense was, the Seattle offense had the second worst shooting



percentage (46.8%) in the N.B.A. Most of the scoring was generated by their guards. Jack Sikma is considered a good scorer at either center or forward position.

In rebounding Sikma was fifth in the league. He received most of his help from veteran Paul Silas, and occasionally Lonnie Shelton. Dennis Johnson is regarded as an excellent rebounding guard.

Player ratings are as follows:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C-F	Jack Sikma	3	3	6*	2	3
F	Lonnie Shelton	3	3	3	1	2
F	John Johnson	4	2	3	3	2
G	Dennis Johnson	4	3	2	3	2
G	Gus Williams	4	3	1	3	2
C	Dennis Awtrey	3	2	3	2	2
F	Paul Silas	4	1	5*	2	1
F	Wally Walker	2	3	3	2	1
G	Fred Brown	3	3	1	3	3
G	Dick Snyder	3	2	1	3	3
G	Joe Hassett	2	3	1	2	3

Seattle's first obstacle to the throne was the high scoring L.A. Lakers. Seven Lakers had field goal percentages of over 50%! Overall, their shooting percentage was .517, and they averaged almost 113 ppg. But offense alone won't win a championship.

Defensively Kareem Abdul Jabbar was selected as the best center in the N.B.A. He had plenty of practice that year, often having to guard the basket singlehandedly against two or three opponents. Norm Nix-

on helped in the back court and was third in the N.B.A. in steals. No one else made any significant contribution to this important aspect of basketball.

In rebounding Kareem was again the focal point of the team. As in defense, he did not receive too much help from his teammates. Here is how their ratings look:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Kareem Abdul-Jabbar	4	3	6*	3	2
F	Jamaal Wilkes	3	3	3	2	2
F	Adrian Dantley	3	3	3*	2	3
G	Norm Nixon	3	3	1	3	2
G	Ron Boone	2	3	1	2	3
C-F	Dave Robisch	3	2	3*	2	2
F	Kenny Carr	2	3	3	1	1
F	Don Ford	2	3	2	2	3
G	Lou Hudson	2	3	1	2	3
G	Jim Price	2	2	1	3	2
G	Ron Carter	2	2	1	2	2

Despite a superhuman effort by Jabbar, L.A. fell to Seattle 4 games to 1 (two went into overtime). So the Supersonics next turned their attention to the greatly improved Phoenix Suns, who had beaten Portland and Kansas City in earlier playoff bouts.

Offensively, the Suns were the second best team in the N.B.A., averaging over 115 ppg. with a FG % of .512. They had excellent scorers at every position. Normally they used a running offense.

Defensively Phoenix did not fair as well. While Paul Westphal and Don Buse are considered excellent defensive players, the Suns' front line was a little weak. Other teams scored .495 of their shots against Phoenix.

Rebounding was another shaky area, until they acquired Leonard "Truck" Robinson. The Suns' ratings look like this:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Alvan Adams	3	3	5*	3	3
F	Len Robinson	3	3	6*	1	2
F	Walter Davis	3	3	2	3	3
G	Paul Westphal	4	3	1	3	3
G	Don Buse	4	2	1	3	2
C	Bayard Forrest	3	1	3	3	1
F-C	Joel Kramer	2	3	3	2	2
F	Gar Heard	3	2	4	1	2
F	Alvin Scott	2	3	3*	2	2
G	Mike Bratz	2	3	1	3	3
G	Ted McClain	2	2	2	3	3

The Suns gave the Supersonics a hard time in the playoffs. After Phoenix lost their first two games they rallied and won the next three straight. With their backs to the wall the Supersonics barely edged the Suns 106 to 105 at Phoenix and 114 to 110 at Seattle.

Cont. p. 26

Solitaire BOWLBOUND, Cont. from page 15

the normal course of a game. Listed in Chart I are fourteen situations which occur during a game. In situations A, C, D, and E the offense is considered to have an advantage and the defense essentially is uncertain of what the offense will do and must be prepared for anything.

In situations B, H, I, and M neither the offense nor the defense is at an advantage. The defense knows what the offense is likely to do; however, the method of doing it is uncertain and a wrong guess could lead to disaster.

In the remaining situations F, G, J, K, L, and N the defense is considered to be at an advantage since it can give up shorter offensive gains while properly defending against long gains the offense really needs.



Assistant Editor Named

Francis Wyman Tyler, renowned world traveller and freelance journalist, has been named assistant editor of All-Star Replay. Mr. Tyler will be responsible for writing feature articles, answering the telephone, and giving other ASR employees weekly lectures on hygiene and good grooming. He will also be responsible for everything that goes wrong.

Detailed Defensive Formation Calling Descriptions

In altering the defensive calls for the above situations the concept of "who" (offense or defense) is at an advantage must be determined. Defense A by definition is the defensive formation used by all teams unless they suspect something unusual by the offense or the situation demands a different defensive formation be called. Defenses B, C, D, and E are specialized defenses by definition, designed to stop specific offensive plays. In the game, Defense B is used when the defense expects the offense to run a Line Plunge, a Counter, or a Draw Play. Defense C is used to stop the End Run + Reverse and the Screen Pass. Defense D is used when the offense is expected to throw the Screen Pass, the Sprint Out Pass, or the Bootleg Pass. Defense E is to stop the Drop Back Pass. Defense F is used to throw the offense for a loss or cause a turnover. In Chart II below, the fourteen situations are given along with the six die rolls for calling defensive formations. By cross referencing the play situation with the die roll, the defensive formation for the play can be

determined. (For example, a die roll of 4 during a 2nd down and 4 yards to go situation results in a C- Short Yardage (Wide) defensive formation.)

Situation—Analysis

1st and 10—On 1st and 10 the defense must be prepared for essentially any offensive play. A case could be made here that the appropriate defense would be the A- Standard for every 1st and 10 situation. However, if the A defense were the only defense option the offensive solitaire player would know that and have an unfair advantage. The chart results in the probability of the A defense being called 2 of 6 times, or 33.3% of the time, and the C, D, E, and F Defenses having a probability of being called 1 of 6 times each, or 16.6% of the time. These represent "guesses" by the defense to cover anticipated special offensive plays. The only defense not able to be called is the B Defense since the defense is not too concerned with a running play designed to gain short yardage.

1st and 11+—This situation occurs when the defense accepted a penalty on the offense on a previous 1st and 10 situation. The defense is in a little more control and has the opportunity to gamble. This opportunity is reflected by the probability of two F Defenses being called while still being covered with Defenses A, C, D, and E. Again Defense B is not needed since a short gain won't hurt the defense.

2nd and 1 or 2—The defense is in trouble in this situation since it yielded 8 or 9 yards on 1st down and is at the complete mercy of the offense. The defense must first prepare for an offensive attempt to pick up the 1st down and this is reflected by the probability of 2 B and 2 C Defenses calls. However, this is a tremendous opportunity for the offense to gamble for big yardage and still come back for the 1st down on 3rd down, (remember Bart Starr with the old Green Bay Packers loved this situation) so one chance exists for the E Defense. The defense also must have the opportunity to blitz and tack a loss on the offense and regain control of the 3rd down situation, thus one call for F.

2nd and 3 or 4—In this situation on the offense has gained 6 or 7 yards on 1st down. The situation doesn't afford the offense the

Situation	Down	Yards to Go
A	1	10
B	1	11+
C	2	1-2
D	2	3-4
E	2	5-6
F	2	7-8
G	2	9+
H	3	1
I	3	2-3
J	3	4-5
K	3	6-7
L	3	8+
M	2 minutes left in a half	
N	4 minutes left and a team is behind by 10 points or more	

Note: Any 1st down with less than 10 yards to go is considered a 1st and 10 for play calling purposes.

Any 4th down situation is the same as a 3rd down situation for play calling purposes except the offense must subtract 2 yards from the offensive result (see Advanced Rule (4) Fourth Down Plays and Two Point Tries.)

Situations M and N are options given game circumstances, a team does not have to use them.

Down	1	1	2	2	2	2	2	3	3	3	3	3	3	2 min	4 min
Yds	10	11+	1 or 2	3 or 4	5 or 6	7 or 8	9+	1	2 or 3	4 or 5	6 or 7	8+			+10
1	A	A	B	A	A	A	A	B	B	A	C	D	D	D	D
2	A	C	B	B	A	C	C	B	B	C	D	D	D	D	E
3	C	D	C	C	C	C	D	B	C	D	D	E	E	E	E
4	C	E	C	C	D	D	E	C	C	D	B	E	E	E	E
5	E	F	E	D	E	E	F	C	D	E	E	E	E	E	E
6	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F

luxury of a big gamble but the defense is not in control of the situation either. It's safe to assume (my bias) the offense will play conservative and run for the yardage or throw short. Thus, Defenses A (representing defensive uncertainty), B and D all have the probability of 1 call or 16.6% of the time. Probably the best running play for the offense to use would be the 3 play since the offense can gain some yardage while still having the opportunity to break a long one. The defense is prepared for this by having the probability of two C Defense calls. The defense also has the opportunity to blitz and force an offensive loss and regain control of the 3rd down situation.

2nd and 5 or 6—The defenses for this situation are exactly the same for a 1st and 10. The offense has gained 5 or 6 yards on 1st down and is in control of the situation to the point where the defense must be prepared for anything.

2nd and 7 or 8—The offense has achieved a short 2 or 3 yard gain on 1st down. In order to keep its drive alive a play designed to gain 4 or 5 yards must be expected from the offense (no need to go for it all but it is a possibility). The defense is in slight control of the situation and doesn't need to be bothered with short runs, thus Defense B is not needed. The best defense to be in is the C since the offense is likely to try wide plays. Defense C has a 33.3% probability of being called. Defenses A, D, E, and F have 1 chance each of being called.

2nd and 9+—The defenses for this situation are exactly the same as for a 1st and 11+ situation. The defense is in control and has an opportunity to gamble without being hurt too badly.

3rd and 1—The defense must stop the offense's attempt to get the 1st down. Forget the pass! Defense B is what the defense wants and this is shown in the 3 chances of it being called for a probability of 50%. Next to B, the C Defense is the second choice just in case the offense tries a run around end. It might also be a good idea to have linebackers or defensive backs help stop the run, so the F Defense also has 1 chance of being called.

3rd and 2 or 3—Another defensive situation to almost forget the pass. This differs from the 3rd and 1 in two respects. The defense has more time to react to the offensive play. A weak running team might try a short pass. The B and C Defenses are still the ones to be in and 2 chances each exist for them being called. However, the necessity to be able to stop the short pass requires a D Defense being called. As usual, the F Defense has 1 chance.

3rd and 4 or 5—In this situation the defense

can almost forget about the run (but not quite). There is a definite uncertainty as to what the offense will do although the defense knows what they will likely do. This uncertainty is represented by the only probability of an A Defense being called during any 3rd down situation. The offense will probably throw short, thus the two D Defense calls. But the offense may also run wide or throw long so one chance exists each for the C and E Defenses. Plus the defense does not want to give up the opportunity to sack the QB, destroy a run, or create a turnover, thus one chance exists for the F Defense.

3rd and 6 or 7—A time for the defense to forget all runs, except reverses; the offense is going to throw the ball! Thus, defenses D and E have two chances each of being called, and defenses C and F have one chance each.

3rd and 8+—In this situation the defense is in complete control because the offense must throw the ball. Defenses D and E are the only ones to consider, with 2 chances for D and 4 chances for E. There is no need for the defense to open more holes in its secondary than is necessary so in this situation the defense will not blitz.

2 Minutes Remaining—This is an option defense for the period of the game when there is less than two minutes remaining in a half. Again the defense can forget about the run, not because of yardage but because of the time left on the clock. A run may gain the offense yardage but can they afford 30 seconds off the clock or a time out? The defensive calls are designed to stop the long pass, three chances of E being called, and the short pass, two chances of D being called. To keep the offense honest the F-Blitz has one chance of being called.

4 Minutes Remaining and Up by 10 Points—This is desperation time for the offense, they need points and they need them fast. The defense knows it will take two scores or more to lose the game. Forget the runs and protect against the long pass. This defensive situation results in the probability that the defense will be in the E defense 66.7% of the time, with 1 chance each for defenses D and F.

Detailed Offensive Play Calling Descriptions

In altering the offensive play calling from the basic 4 dice rolls per offensive play described earlier, the situation had to have an influence as did the assumption that a team doesn't know how well, or how poorly, it can do when running the various plays. In other words, the game high probability dice rolls of 34 and 35 at 8.33% each, 33 at 6.94%, and 24, 25, 32, and 36 at 5.56%

each, are assumed to be an unknown and a team throws a Sprint-Out Pass because the situation calls for a Sprint-Out Pass and not because dice roll 34 is 12 yards, 35 is 8 yards, 24 and 25 are QR's etc. Another personal bias built into the system is that all plays (except the Quarterback Sneak) had to have at least one chance of being called during any situation. (Granted in the 3rd and 8+, 2 Minutes Remaining, and 4 Minutes Remaining and Down by 10 Points situations, a team will not consider running a Line Plunge too often, but some teams have B (breakaways) with good dice rolls, and some defenses give up large amounts of yardage for certain running plays while in pass defenses, so I didn't want to remove the chance for some team to get "lucky".

The basic fourteen situations are the same as described for the defense except there are 36 possible dice rolls to call offensive plays (utilizing dice of different colors). The chart below allows for a cross referencing of the dice roll with the situation so the offensive play call can be determined. (For example, in a 2nd and 9+ situation a dice roll of 44 results in a 6-Screen Pass being called. The offensive philosophy is that four chances are normally assigned to plays except when special situations dictated certain plays have a higher probability of being called. (See Chart III.)

Situation—Analysis

1st and 10—The offense is open to use all nine basic plays equally (four chances each) with the exception of play 9-Drop Back Pass of which one chance is given to the Razzle-Dazzle play. No QS (Quarterback Sneaks) can be called because what advantage does a team hope to gain from a 2nd and 9 situation?

1st and 11+—The offensive philosophy should be to get itself back into a situation where the defense cannot concentrate on what the offense is "likely" to do. Basically a team should try to get one-half of the necessary 1st down yardage back. Running plays 1 and 2 have only two chances each of being called because they are not likely to yield the necessary yardage. Plays 4 and 6 are "trick plays" which the defense might not be ready for and thus could gain sizeable yardage to make the 2nd Down call easier. All other plays have four chances of being called except the Razzle-Dazzle which has two chances.

2nd and 1 or 2—The offensive team is in control of the situation and this is actually a gamble down since the 1st down can be readily made on 3rd down. Although a gamble down, I tend towards ultra-conservatism, therefore plays 1 and 2 have six

chances each of being called and the QS has four chances. (A QS in this situation, if successful, nets the necessary yardage for the 1st down.) There is no need to try the "trick plays" so plays 4 and 6 have only one chance each of being called. The Option Play 5 has no advantage or disadvantage for the offense in this situation thus it has its normal four chances of being called. In terms of gambles, three chances each are given to plays 7, 8, 9 and the Razzle-Dazzle.

2nd and 3 or 4—The offense is in good shape in this situation. They can safely run for yardage and a short gain doesn't hurt them, thus plays 1 and 2 have five chances each of being called, the 3 play has six chances because it is probably a good time to try to break a long run. All other basic plays have three chances of being called except the 5 play which gets its normal four chances. Only one chance exists for the Razzle-Dazzle.

2nd and 5 or 6—As with the defense in this situation, the offense has the same play calling as in the 1st and 10 situation.

2nd and 7 or 8—The offensive philosophy should be to get back into a situation where they control the 3rd down call. It is not necessary to get the 1st down now. Plays 3, 5, 7, 8, each have five chances of being called because they will likely be the plays to produce yardage close to the 1st down or actually get it. Plays 4 and 6 have their normal four chances of being called. Plays 1 and 2 have only two chances since they will not likely produce the desired result.

2nd and 9+—Second and long, draw plays and screen passes, standard offensive philosophy in my book, thus plays 4 and 6 have six chances each of being called. Play 5 has the next highest total with five, while play 9 has four chances.

3rd and 1—The offense must get the 1st down. Up the middle! Plays 1 and 2 plus the QS each have eight chances of being called. Plays 3 and 4 have three chances each for running play variety. All other plays have only one chance just to keep the defense honest.

3rd and 2 or 3—Up the middle again? Why not! Plays 1 (11 chances) and 2 (10 chances) are the ones to call. This situation also gives a good opportunity to run wide so play 3 has six chances of being called. Plays 4 and 5 have two chances each while all others have only one chance, again to keep the defense honest.

3rd and 4 or 5—Forget the run, throw short passes for the 1st down. Plays 5, 6, 7, and 8 have five chances each of being called. Plays 3, 4, and 9 have four chances each of being called.

3rd and 6 or 7—The offense more than not has to throw the ball in this situation in order to be successful. Plays 5, 6, 7, 8, and 9 have five chances each of being called as does play 4, which although not a pass play starts out like one.

3rd and 8+—Third and long, throw long or punt next time. Play 9 has eight chances of being called while plays 7 and 8 have five chances each. Plays 4, 5, and 6 have four chances because they might produce the necessary yardage. The Razzle-Dazzle has two chances in an attempt to break a really big play.

2 Minutes Remaining—This is an option of offense to move the ball primarily by passing in an attempt to gain yardage and conserve the clock. Incomplete passes will stop the clock, so the three time-outs can be saved for completed inbounds passes. Play 9 has 11 chances and plays 6, 7, and 8, have six chances each of being called. These mean the offense will be guaranteed of putting the ball in the air at least 80.55% of the time. When adding play 5 and the Razzle-Dazzle the percentage could be as high as 88.88% (if one allows for minor variations because of potential QR's).

4 Minutes Remaining and Down By 10 Points—Desperation time for the offense. Time to gamble, the game may be lost anyway. Play 9 has 14 chances of being called while Plays 4, 5, 6, 7, 8, and the Razzle-Dazzle have three chances each.

Summary

The offensive play calling chart results in an even opportunity for "like" plays being called. Through the full range of 14 situations plays 1, 2, 3, and 4 each have 49 chances of being called. Plays 5, 6, 7, and 8 each have 52 chances of being called. This is not an entire bias towards passing because remember play 5 is an option (either run or pass) and plays 7 and 8 contain QR results. Using the system players will find that teams given normal game situations will be running the ball approximately 60% of the time or more. Play 9 has 66 chances of being called but a full 50% (33 chances) occur during either the 3rd and 8+, 2 Minutes Remaining, and the 4 Minutes Remaining - 10 Points situations, and thus teams are not being forced into being "mad bombers". The

Chart III
Offensive Play Calling Chart

Down	1	1	2	2	2	2	2	2	3	3	3	3	3	3	2 min	4 min
Yds	10	11+	1 or 2	3 or 4	5 or 6	7 or 8	9+	1	2 or 3	4 or 5	6 or 7	8+				
11	1	1	Q	1	1	1	1	Q	1	1	1	1	1	1	1	1
12	1	1	Q	1	1	1	1	Q	1	2	2	2	2	2	2	2
13	1	2	Q	1	1	2	2	Q	1	2	3	3	3	3	3	3
14	1	2	Q	1	1	2	2	Q	1	3	3	3	3	4	3	3
15	2	3	1	1	2	3	3	Q	1	3	3	4	5	4	4	4
16	2	3	1	2	2	3	3	Q	1	3	4	4	5	4	4	4
21	2	3	1	2	2	3	3	Q	1	3	4	4	6	4	4	4
22	2	3	1	2	2	3	4	Q	1	4	4	4	6	5	4	4
23	3	4	1	2	3	3	4	1	1	4	4	5	6	5	5	5
24	3	4	1	2	3	4	4	1	1	4	4	5	6	5	5	5
25	3	4	2	3	3	4	4	1	1	4	5	5	6	6	6	6
26	3	4	2	3	3	4	4	1	2	5	5	5	6	6	6	6
31	4	4	2	3	4	4	4	1	2	5	5	6	7	6	6	6
32	4	5	2	3	4	5	5	1	2	5	5	6	7	7	7	7
33	4	5	2	3	4	5	5	1	2	5	5	6	7	7	7	7
35	5	5	3	4	5	5	5	2	2	6	6	7	7	8	8	8
36	5	6	3	4	5	5	5	2	2	6	6	7	7	8	8	8
41	5	6	4	4	5	6	6	2	2	6	6	7	8	8	8	8
42	5	6	5	5	5	6	6	2	2	6	6	7	8	9	9	9
43	6	6	5	5	6	6	6	2	2	6	7	7	8	9	9	9
44	6	6	5	5	6	6	6	2	3	7	7	8	9	9	9	9
45	6	7	5	5	6	7	6	2	3	7	7	8	9	9	9	9
46	6	7	6	6	6	7	6	2	3	7	7	8	9	9	9	9
51	7	7	7	6	7	7	7	3	3	7	7	8	9	9	9	9
52	7	7	7	6	7	7	7	3	3	7	8	8	9	9	9	9
53	7	8	7	7	7	7	7	3	3	8	8	9	9	9	9	9
54	7	8	8	7	7	8	8	4	4	8	8	9	9	9	9	9
55	8	8	8	7	8	8	8	4	4	8	8	9	9	9	9	9
56	8	8	8	8	8	8	8	4	5	8	8	9	9	9	9	9
61	8	9	9	8	8	8	9	5	5	8	9	9	9	9	9	9
62	8	9	9	8	8	8	9	6	6	9	9	9	9	9	9	9
63	9	9	9	9	9	9	9	7	7	9	9	9	9	9	9	9
64	9	9	9	9	9	9	9	8	8	9	9	9	9	9	9	9
65	9	R	R	9	9	9	R	9	9	9	9	R	9	9	R	R
66	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Solitaire, cont.

Razzle-Dazzle is called 21 times or an average of 1.5 times per situation. In only two situations, 2nd and 1 or 2, and 4 Minutes Remaining - 10 Points, are there 3 chances of it being called. In the first situation it represents a strategic gamble, in the latter pure desperation. The Quarterback Sneak is only called 12 times, with 4 chances during 2nd and 1 or 2, and 8 chances when it's 3rd and 1. Aren't you more likely to sneak at 3rd and 1 than at 2nd and 1 or 2?

In all, I have found the system perfectly suited to allow me to play solitaire two teams against each other with die and charts calling all plays except punts, field goals, etc. Strong teams have remained strong through minor modifications of the system over time, and anything less than Avalon Hill producing a similar system for each individual team based on what that team actually did during specific game situations won't work for me. I would love to produce a specific chart for each of the 52 College teams if Avalon Hill would give me the data. (Ho, ho—if only we had the original data! Ed.)

Gordon, cont. from p. 33

Teams charts for the 1972 edition, field goal distances should be reduced by ten yards, since that was before the goal posts were moved back.

Going It Alone

I may be greatly mistaken, and my opinion may be supported only by personal experience, but I expect that there are a lot of sports games out there being played solitaire, perhaps even a higher percentage of the time than wargames (since they usually aren't as complex). The number of solitaire technique articles that have appeared in ASR is one indication of this, and all of these articles have one theme in common: in a given situation (down, yards to go, position on field), a roll of the dice will decide the opponent's call (play and/or formation), while the player plays his part as he deems appropriate. It's a basic idea that can have infinite variations, so infinite that one is probably no better than another (including my own), it's just a matter of personal preference.

What is left unstated by all, is that no one single system is really authentic, or valid, or even close, without being tailored to each individual team. A system can be

NBA 78-79, Cont. from p. 22

Meanwhile the Washington Bullets had defeated the Atlanta Hawks and the San Antonio Spurs. Each playoff match was a grueling seven game affair. Thus the stage was set for a rematch of the previous year's championship.

The Bullets had the third best offense in the N.B.A. The scoring was usually provided by their front line: Hayes, Dandridge and Unseld. Wes Unseld was having one of his best years offensively, averaging about 11 ppg. and shooting an incredible .577 from the field. Hayes and Dandridge each averaged over 20 ppg. Backcourt scoring was available from Grevey, Wright and Chenier.

Defensively the Bullets were fundamentally sound. Bob Dandridge made the "All Defensive Team" and Hayes was sixth in the league in blocked shots. Other players contributed and held their opponents to five points below Washington's scoring average.

The Bullets were by far the best rebounding team in the N.B.A. Elvin Hayes led his team in this category, but Wes Unseld averaged more rebounds per minutes played. The Bullets ratings are as follows:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Wes Unseld	3	3	6*	3	2
F	Elvin Hayes	4	3	5*	1	2
F	Bob Dandridge	4	3	3	3	3
G	Kevin Grevey	3	3	1	2	2
G	Tom Henderson	3	2	1	3	3
C	Dave Corzine	3	2	4*	2	2
F-C	Mitch Kupchak	Injured, did not play				
F	Greg Ballard	3	3	4	2	2
G	Larry Wright	2	3	1	3	2
G	Charles Johnson	3	2	1	2	3
G	Phil Chenier	2	3	1	2	2

Washington dominated Seattle in the early part of game one, leading by 18 points with nine minutes to go. Seattle never gave up though, and tied the game with seconds remaining. Larry Wright sank two foul shots after the buzzer to give Washington the victory. It would be their last.

Where the Supersonics were the strongest the Bullets were weakest. That was at the guard position. In one game Seattle's top three guards outscored Washington's five guards 64 to 19! Even two all-star forwards could not make up this shortcoming. The Supersonics won the N.B.A. championship in five games and became the new king of the Mountain. It is difficult to predict who will be in that position after this season. A safe prediction is that it won't be Seattle. For the only thing harder than getting to the top of the mountain is staying there.

worked and varied according to items mentioned above (down, etc.), but no matter how finely detailed it is, it will not represent the fact that Wisconsin '62, Oakland '76, Army '45, Atlanta '72 and Syracuse '59 are not the same teams. They all have their own characteristics, their strengths and weaknesses, and would all react differently to the same situation. Army '45, USC '72, UCLA '54, and Tennessee '51 are more likely to run on borderline plays (2nd & long, 3rd & medium), while Florida '69, Air Force '70, Yale '68, and Alabama '66 might be more inclined to pass. Then again, I prefer to start a Penn St '73 drive with an Off-tackle play, while Maryland '51 plunges, USC '67 goes Student Body Right, and Pittsburgh '75 picks any of the above. Nebraska '70 must use all of its assets to roll up those big scores, just as Navy '63 or Alabama '78 do a wide variety of things well.

Defenses are just the same, with somebody's "D" better against the Short Pass than somebody else's "C", and they invariably will have some hole, however small, that the Offense would like to exploit. The bottom line is that what we initially (or regularly) practice is what we all know to be true: any system developed will only be marginally more effective than common sense, rationalizations, and personal

evaluation of strengths, weaknesses, and the tendencies that they would be likely to derive. Most of all, the player would be constantly reappraising all of these factors in the course of a game, given the two individual teams, the fluctuating score, the plays that have been or should be working, and the time remaining. The purpose of this section was not to step on any toes, and I am in no way attempting to dismiss out of hand any such system that an avid gamer may have devised for himself. Nor am I suggesting that a gamer, new or old, should not experiment with any ideas that come to mind, since I myself have done that on more than one occasion, with rather inconclusive results. The only point I'm trying to make is that the "human" element should never be ignored, especially in a sports game (a tactical game, if you will) where the situation deals with individuals on the individual level—the choice to run or pass can come from inside the quarterback's head and nowhere else, just as the completion or incompletion of a pass may rest solely on the receiver's fingertips. I think it's a point worth stating, and remembering, since the human element can so easily be lost (who ever heard of a cardboard cavalry counter actually shocking an opponent into abandoning a position?).



DRIVING TO WIN IN SPEED CIRCUIT

by J.L. Burnett

One of the first things a gamer should look for when playing a simulation game is how much he can imitate the real life subject (assuming the game is sufficiently well designed to allow it). One of the prerequisites of successful racing, whether it be USAC, NASCAR, or Formula, is to maintain not only fast, but consistent lap times. If a track is driven in a smooth manner, then the driver is generally going easier on his equipment and himself.

To simulate consistent lap times in *SPEED CIRCUIT*, we should look for "lap paths". That is, a set of moves that begins and ends on the same space and consumes the least number of turns on the least amount of Wear. It may also be discovered upon inspection that most of the suggested paths around the track are natural to enter assuming one knows where they are. Further tests

of their usefulness are the opportunities for slipstreaming both for and against. As a further note, it should be realized that the main benefit of these paths is when operating in the clear or with only one other direct challenger. When in an undisputed lead, the paths are devastating; when trying to make a comeback from a spin or other unfortunate occurrence, a necessity; when dicing for a position, often very worth a Wear point to obtain.

When setting up a path, the car set-up is always most critical. Each set-up point used should gain the driver maximum benefit for the whole race. Comments made here are for a race of at least four laps. If you run any less, you are giving luck too much reign and are not realizing the need for advanced planning that is so much a part of racing and the game. Points spent on starting speed are a waste. To spend a point for only one space in the entire game will result in a rabbit start

and a turtle finish. Conversely, points spent on Wear not only are available for each lap, but allow for better planning and latitude to take risks when necessary. Also, on a long curve the point may be spent once but pay off twice. Acceleration and deceleration should be 40 MPH but do not need to be higher on the present tracks. A maximum speed of 180 MPH is only valuable if that speed can be maintained more than once per lap. With these principles in mind, the following set-ups are recommended:

	Monza	All others
<i>Starting speed</i>	40	40
<i>Acceleration</i>	40	40
<i>Deceleration</i>	40	40
<i>Top speed</i>	180	160
<i>Wear</i>	5	6

For the lap path charts, the following definitions apply. Turns are numbered start-

TRACK MONACO
Speed/Start Low/SF +2

Medium/SF -4

High/SF +3

High +/SF -5

TURN	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS
1	120				160			1	120			1	160		1	1
2	120		1	1	120		1	1	120			1	140	1	1	1
3	80				100	1			80 ^B	1			100	1		
4	60 ^A				60 ^A				100 ^C	1			100 ^A	2		
5	60 ^A				80				100				100 ^A	2		
6	80				80 ^A	1			80	1			100	2		
7	60				60				120	1	1	1	120	1	1	1
8	100		1	1	100		1	1	160		1	1	160		1	1
9	140		1	1	140		1	1	120	1			140	2		
10	140			1	160			1	160				160			1
11	120	1	1	1	120	1	1	1	120	1			140	2	1	
12	100				120	1			160		1	1				
13	100				120		1	1								
14	140		1	1												
15																
16																
17																
Total Wear		1				4				6				13		

NOTES: Follow all arrows and fastest corners except where noted.

A. Do not follow arrow.

B. Do not follow arrow on corner 3.

C. Follow 80's.

Zero wear = 15.

ing from the start point. The start/finish line is not a space, therefore the spaces on either side of it are SF + 1 and SF - 1. Corners are always numbered in racing sequence from the start/finish line. Speed is the speed for the next turn. Wear is the number of Wear points expended. YSS denotes that you may have an opportunity to slipstream next turn. OSS means that your car may be slipstreamed by an opponent next turn. The figure for zero wear is the number of turns required to complete a lap without using any wear points.

The Nivelles and the Kyalami courses along with the Brands Hatch and Paul Richard tracks not covered here are obtainable from Avalon Hill and are recommended not only for aficionados but for all game fans.

Now for a short word on the rules. One of the main points of confusion concerning Speed Circuit is the speed change in a corner. As a simulation of real driving techniques, a car is allowed to increase its speed on the last corner space. It may also decrease speed at any point in a corner. Wear and penalties must be paid for each corner but only once for a corner. Acceleration in a corner (not on the last space) is limited to bringing the car up to the listed speed of that corner. Wear and penalties for a multiple speed corner are paid only for the lowest listed speed of that corner. If on a corner with an 80 then a 60 space: Taken in one turn at 80, one wear is paid. Taken in two turns of 100 and 60, only one wear is paid. Taken at 100 then 80, still only one wear is paid (you have not changed speed differentials).

For space reasons, the Monza track specs can be found on Page 10, if you look very, very carefully.

TRACK KYALAMI										TRACK NIVELLES									
Speed/Start		Low/SF - 1				High/SF + 3				Speed/Start		Low/SF - 3				High/SF + 3			
TURN	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS	SPEED	WEAR	YSS	OSS			
1	160			1	1	140			1	160			1	1	1	1			
2	120			1	1	140			2	140			1	2	1	1			
3	120	1				140			1	1			1	1	1	1			
4	120				1	100			1	100			1	1	1	1			
5	80 ^A	1				80			1	100			1	2					
6	60	1				80			1	120			1	2					
7	80					100			1	1			1	2					
8	80			1		140			1	1			1	1	1	1			
9	120				1	160			1	1			1	1					
10	120			1	1														
11																			
12																			
13																			
14																			
15																			
16																			
17																			
Total Wear:		3							8					13					

NOTES: Follow the arrows on all corners.

- A. 60 on corner 5
- B. Both corners at 60.
- Zero wear = 11 turns.

The following are suggested changes and corrections to the listed rules:

1. Spinoffs.

Due to the nature of most spins, the car winds up to one side of the track or the other. Therefore, when a car spins, it is placed to the side of the track next to the space where the spinout occurred. The car may start with a diagonal move the next turn at its start speed. The car must move last that turn. If the space it is to move into is occupied, speed may be built up but no move made (an official would be present to re-start the car safely).

2. Slipstream.

Slipstreams are allowed as under the present rules except that the speed at which the slipstream can take place is changed to within plus or minus 40 MPH of the leading car. This is to prevent the tactic of slowing down on the last turn to prevent a pass.

3. Chance.

If no wear is left, all chance rolls must be made twice. An unfavorable result on either roll is taken.

4. Pits (optional).

A stop in your designated pit at a speed low enough to drop to 0 MPH next turn gains an additional five wear points. Example: Turn 1, present speed 40 moves to pit. Turn 2, speed set at 0, gain 5 wear. Turn 3, start at starting speed. Obviously this rule is of no value unless the race is of ten or more laps when a multiple turn pit stop may be used.

As a last word, for total fairness, use the Monza course. With the slipstream rules, any driver has an opportunity for a win, no matter what his position on the starting grid. In the last two Origins the Monza track has given finishes with four cars capable of wins on the last corner.

NOTES: Follow all arrows.
Zero wear = 12 turns.

NOTES: Follow the arrows on all corners.
Zero wear = 11 turns.



Spotting the Appaloosas

by Patrick M. Premo

Those spots you may be seeing at the racetracks these days do not mean that you should see your eye doctor—they are the trademark of one of the oldest breeds of American horses, horses that are beginning to gain prominence at the race track: Appaloosas. The name "Appaloosa" is a derivative of the Palouse River of Idaho and

Washington. The horses came from Spanish stock and were associated with the Nez Perce Indians of Idaho who sought them for their color and endurance. Some Appaloosas may be a basic solid color (bay, brown, chestnut, etc.) with white spots or splashes of white over the entire body; others may be all white with colored spots or splashes; still others have a solid color except for a white patch on the hips which is interspersed with spots the same color as the rest of the body. In short, while none of these horses look exactly alike, they are distinctly a different and colorful breed.

Although no official Appaloosa racing records were kept until 1962 when the Appaloosa Horse Club of Moscow, Idaho, undertook the task, Appaloosa horse racing goes back many years. Legend tells of the immortal Papoose who supposedly won fifty (50!) straight races in the 1920's. And then there was the mighty Apache, dominant sire of the breed and race horse champion in his own right. Beginning in 1948 in Lewiston, Idaho, National Appaloosa Horse Shows were held annually—primarily for selecting champions in halter, performance, and distance riding; racing was a side feature

with no true champion named in that category. Apache was a prominent figure in many categories, including racing, practically every year from 1948 until 1956. Since Apache was foaled in 1942, this means he was still competing and racing at age 14!!

In 1962 official statistics began to be compiled and they indicate that Appaloosa horse racing has grown from four (4) sanctioned races in 1962 to over 430 in 1978. Although Appaloosas are most popular in the west and mid-west, they are making appearances in the south as well as in other parts of the country. They race at distances ranging from 440 yards (1/4 mile) up to five or six furlongs (eight furlongs in a mile) and usually compete only amongst themselves.

The remainder of this article will outline the Appaloosa Medallion System, mention some of the great Appaloosa race horses, feature one of the most memorable Appaloosa races (and present the program for that race for use with W, P, & S), and include rule modifications for Appaloosa races using W, P, & S.

Recognizing Appaloosa race horse champions has long been a problem and even when the Appaloosa Horse Club began keeping official statistics in 1962, no official annual champion was designated. Horses were recognized by the number of races they won and/or by the amount of money they earned in a given year. Finally, in 1973, the Horse Club devised a system whereby all Appaloosa horses in competition would be honored: the Medallion System. This system distinguishes Appaloosas in four categories of competition: halter, distance riding, performance, and racing. At the present time, no horse can win more than one medallion in any one category—the horse must demonstrate superiority in additional categories to earn additional medallions. The system is set up as follows:

- 1st Category *Bronze Medallion*
- 2nd Category *Silver Medallion*
- 3rd Category *Gold Medallion*
- 4th Category *Diamond Medallion*

In racing, medallions are issued to the eligible top THREE horses in each age (two year old, three year old, and four year old or older) and sex (colt or horse, filly or mare, and gelding) classification using a formula of the number of races won in a given year multiplied by the amount of money earned in that year. There have been 122 Bronze Medallions in racing awarded from 1973 through 1978. Seventeen Silver Medallions have been awarded in total, but only three of those involve horses who had initially

earned a Bronze Medallion in racing: Lord Lin, Go Suddenly, and Mark Lin. There have been only three (3) Gold Medallion winners (all in 1978) and No Diamond Stud-ded awards to date. Two of the Gold Medallion winners, Lord Lin and Go Suddenly, have an outside chance to earn the Diamond Stud-ded, but the other horse, Brandy B. Riker, is felt to be out of the running in that he has never raced and it is doubtful if he could compete successfully now.

But even with the Medallion System, no one horse is selected as annual champion; in fact, as noted above, champions of racing cannot be honored a second time in racing if they have already received a medallion for racing. The Appaloosa Horse Club is presently studying the Medallion System and will hopefully remedy some of its inequities.

Some of the great Appaloosa race horses since 1962 include Apache King S (offspring of the mighty Apache) who won 11 of 12 races from age 5 through 8 and was second the other time. E/H Bob Check was one of the gallant geldings of the breed; racing until age 12, he won 21 of 30 races at age 6 and 7. Ledge Deck won 8 of 9 career races and was only the second horse to win the World Wide Appaloosa Futurity at age 2 and the World Wide Appaloosa Derby at age 3. The great Apache Double won 18 of 21 lifetime races and was second the other 3 times. But the two Appaloosas who many think are the best of the best have yet to be mentioned.

Time Flies was foaled in 1971 and became only the third horse to win the World Wide Futurity and World Wide Derby (to date there have been no more). In 1978 at the age of 7, he was still racing; out of 36 official starts, he has won 26 and has been worse than third only once. Time Flies is also the leading money winning Appaloosa race horse with earnings of over \$85,000.

We Go Easy was a chestnut Appaloosa filly born in 1973; her sire was the champion Quarter Horse Easy Jet, but her mother's

side was all Appaloosa. We Go Easy was brilliant at age 2, winning 6 of 8 races. At age 3 she did it all; she not only won 13 of 14 races, but she won her last 12 races in a row. The last race of her career may have been not only the most important race in her life, but also the most important race in Appaloosa horse racing history: a 440 yard match race with that fleet Thoroughbred speedster, Right Pocket. Right Pocket broke first, but We Go Easy overtook him to win by 1 1/4 lengths—a decisive victory at such a short distance. Appaloosa horse racing had come of age!!

Time Flies and We Go Easy only met one time in a race and that is the race program featured at the end of this article. It was not one of the more famous Appaloosa races, such as the World Wide Derby, but the presence of these two champions made it a race to remember. It was the Ben Blades Memorial Appaloosa Stakes at a distance of 5 furlongs and it was run at Arlington Park, Illinois, on September 6, 1976, when the Time Flies was 5 and We Go Easy was 3 (and at the peak of her form). The filly only had 118 lbs. on her back while Time Flies was carrying 124 lbs.

Other than Comanche Warbonnet, the rest of the field was not given much of a chance. Kaskasia Chico broke quickly and surprisingly led until late in the turn. We Go Easy raced wide in second position while Time Flies ran easily in third along the rail; the rest of the field was nowhere, at least five to six lengths back all the time. We Go Easy moved to take the lead in the turn and began to draw away, but Time Flies swung wide after being in tight quarters with Kaskasia Chico and took off after her. We Go Easy, under a hard drive, held off Time Flies by about 1/2 length at the wire—a few more strides and many think he would have caught her. You can now run the race yourself and see if your strategy will yield different results.

The race records of these two great Appaloosa champions follow:

TIME FLIES

Year	Age	Starts	Wins	Seconds	Thirds	Unplaced	Earnings
1973	2	4	3	1	0	0	\$29,791
1974	3	11	8	2	1	0	27,343
1975	4	3	2	1	0	0	5,382
1976	5	2	1	1	0	0	3,643
1977	6	6	5	0	1	0	9,216
1978	7	10	7	2	0	1	11,943
Totals		36	26	7	2	1	\$87,318

WE GO EASY

1975	2	8	6	2	0	0	\$42,236
1976	3	14	13	0	1	0	39,390
Totals		22	19	2	1	0	\$81,626

You may photocopy this coupon if you wish, but if you do you must use it before the date listed.



16 APPALOOSA HORSE RACING

16.1 The Start. Appaloosa horse races vary in length from 2 furlongs (1/4 of a mile or 440 yards) to 5 or 6 furlongs with an occasional race as long as a mile. For races of 1/4 mile, follow the Quarter Horse modification (section 15.1); for all other race distances use the basic rules.

16.2 Bonus Number. For Appaloosa races (regardless of distance), the bonus number adds only *ONE* space to the Running Strength.

16.3 Changing Lanes. Follow the basic rules unless the race is 1/4 mile, then the Quarter horse modification of staying in your own lane applies (see section 15.3).

16.4 Jockeys. The "veteran" and "apprentice" classifications apply to Appaloosa jockeys, but there are *NO* space advantages awarded to apprentice Appaloosa jockeys. See also section 15.4 for 1/4 mile races.

16.5 Order of Finish. The basic rules apply unless a 1/4 mile race is run; once again, the Quarter horse modification applies (see section 15.5).

16.6 Appaloosas versus Thoroughbreds and Quarter Horses. Appaloosas do not normally race against Thoroughbreds or Quarter Horses, but feel free to mix 'n' match. All is fair in the gaming business!

1976 BEN BLADES MEMORIAL APPALOOSA STAKES, Arlington Park, Illinois											
PURSE: \$11,000 5 furlongs											
1st \$5,500 2nd \$2,500 3rd \$1,500 4th \$1,000 5th \$500											
1 ODDS 7-1	4	6	7	9	9	-	-	-	-	-	10
	COMANCHE WARBONNET										BONUS #
J. Powell											
2 ODDS 10-1	9	8	7	7	6	-	-	-	-	-	5
	KASKASKIA CHICO										BONUS #
G. Mahon											
3 ODDS 50-1	4	4	7	8	9	-	-	-	-	-	2
	GENERAL NELL										BONUS #
G. Gomez											
4 ODDS 3-1	7	7	7	10	10	-	-	-	-	-	6
	TIME FLIES										BONUS #
J. Lively											
5 ODDS 20-1	3	5	8	10	8	-	-	-	-	-	4
	BONBON E										BONUS #
R. Lindsay											
6 ODDS 3-2	6	8	10	9	8	-	-	-	-	-	7
	WE GO EASY										BONUS #
M. Ravelich											

Cut out, photocopy, trace, or memorize.

Ideas and Ideals

A Thesis in Bits and Pieces

by James C. Gordon

The purpose of this article is to toss out a few ideas that have been cluttering my head for some time, concerning the Sports Illustrated Baseball and Football games. These ideas cover a number of rule variations (for both sports) as well as a personal note on the subject of solitaire systems for the Football games. All of these topics have been dwelled upon before, and probably will be again, so I doubt if I'll be doing any harm by joining the club. Besides, there might even be something here of interest to someone.

The Pete Rose Rule

No it's not a demand for more money, but he was one of the more likely candidates for this rule to be named after, inspired as it was by his excessive style of play as much as by his ability. It could also be called the Stretching-A-Hit rule, since that's what I'm proposing. Under this provision, if a batter gets results of 1M, 1D, 1+, 2M, or 2+ (on his hitting card only, not on the pitcher's card) with no runners on base, he has the option to try for the extra base, using the Manager's Decision Option chart. He rolls the dice a second time, just as if he were a base runner advancing on the hit. If there are men on base when he comes to bat, he can only attempt to stretch his hit if there is no one immediately in front of him (on the next base), on a roll of 1M, 1D, or 2M.

And In This Corner

Another option that I always felt should have been put into the SI Baseball system is the opportunity to bunt for a base hit, since bunting is covered rather extensively (two separate charts, individual ratings). Attempting to bunt for a single requires two rolls, on the Suicide Squeeze Bunt and Manager's Decision Option charts. Indexing the two different rolls under the appropriate Bunt and Base Running Rating columns, the player must gain two favorable results to be successful. If he rolls two "Error" results, then that's what happens, he's safe on an error; a Fielder's Choice or Sacrifice Hit, plus a white box (safe) or "+" equals a base hit (if only one roll is an error here it's still a base hit). A "2K" result calls for a second

roll, and a second "2K" or a white box means the batter struck out. A single "out" result on either chart decides the play right then and there: out.

A Little More Hustle

The Defensive Factors for the fielders is another area in the SI design that I feel has been ignored, perhaps more than any other. Nine figures are merely added together, providing a couple of low percentage automatic outs, and someone like Brooks Robinson can have no more visible effect on a game than to raise these automatic outs from 11, 12, and 13 to 11, 12, and 14. Speaking of Brooks, one use of his great ability would be against the play mentioned above, bunting for a base hit, or against any bunt for that matter. If the die roll for a Bunt attempt is lower than the combined Defensive Factors for the pitcher, catcher, first baseman, and third baseman, then that total is added to the die roll before the result (on the Bunt column) is determined. If there's a runner on first base, then the DF for the first baseman is subtracted from this total; a bases loaded situation would also remove the third baseman's rating.

The main area for manipulating the Defensive Factor, though, is with the automatic outs. In addition to being matched up on the Automatic Out table, the DF total by itself can be the die result for one more "G", with minor adjustments made to avoid other results on the pitcher's card. If this total is over 39, then the pitcher would have two extra outs, number 39 and the remainder, or any two numbers at least twenty digits apart that equal the total. Another, more random way of achieving this effect is simply by rolling the dice before the game starts; that way, each game and each team would have the potential for a more prominent, or inconsequential, addition.

Stiff Arms On Cue

When was the last time you saw a starting pitcher throw for 43 straight innings? I haven't either, but it could happen in SI Baseball. Rectifying this extreme possibility is an adventure into the arbitrary.

The elements involved here are (a) the timing, and (b) the mechanics of representing a loss in effectiveness. One method for

determining the first is to look up each individual pitcher's records for the number of games, starts, and innings pitched (*The Baseball Encyclopedia* by Macmillan has been updated again, and remains the best source for anything on baseball), and average out a median number of innings-per-appearance, starting and relieving. This would be time consuming and relatively thorough, but a shortcut may be just as valid; spotcheck several players (as I did) and arrive at an appropriate figure (how can I go wrong when I'm making up the rules?). I favor 6-7 innings for starters and 3-5 innings for relievers; variables could include the length of time since the last appearance, being listed as a Starter/Reliever, or even the performance in the game itself.

Once the point of reference has been set, the effects should be relatively minor (since his arm won't completely fall off in between the 150th and 151st pitch), but they should still be visible. Again, I lean toward the automatic out situation in relating this aspect of the game, since it's fairly minor but can be manipulated in a number of ways. A roll of the dice for an extra automatic out can be used here, with this addition only good for the number of innings determined in the paragraph above. Also, another random die roll can be given an automatic hit ("1+") result after the "effective" innings have passed, to offer some more incentive for replacing the pitcher. A second hit result might be added if the game goes into extra innings; this adjustment could also be used any time during the game if the pitcher gives up five or more hits in an inning, or has faced a large number of batters in a short period of time, such as 30 in five or six innings.

These procedures may not be the best ways of interpreting the intention, but they are possibilities. One more minor variation, which I consider only fair, is to balance the pitcher's tiring arm with a little extra spring at the beginning. Before starting a game, the number of effective innings is determined, and during these innings there will be one in which the pitcher really has his stuff together. In that inning, he retires three batters in a row automatically, by flyout, groundout, and strikeout, in any order he chooses. To make this rule even more random, and sometimes infuriating, let a die roll (using the two white dice) determine the exact inning (1-9, 0=1); this can make a manager think twice before pulling his man in the fourth, when he'll be great in the sixth.

1955 Oklahoma 95, 1972 Houston 0

If you've noticed something strange

about that score then you're probably aware that there is no Houston team in the Bowl Bound charts. However, never let it be said that a little thing like that kept me from a potential wipeout (the Oilers never had a chance). After weeks or months of playing the College teams against each other, the urge to mix in the Pro teams can become too great. Picking matchups at random can be entertaining, and it's not always as one-sided as the Sooners-Oilers contest. Also, combining an extra set of (26 or 28) charts is very useful when putting together a season schedule.

Relating the Pro charts to the College format requires a few procedural modifications, since there are obvious misconnections with the Option Play and the variety of passes. In the chart below are the individual play pairings that I use. (Note: in this variant, the Pro charts are being converted to the College composition, not the other way around.)

	Play Number								
College charts	1	2	3	4	5	6	7	8	9
Pro charts	1	2	3	4	9	5	6	7	8

These combinations follow rather logically, and the only real oddity is the Option play. When play #9 is used on the Offensive Pro charts, all yardage gained, fumble and penalty results are handled as if they were the running part of the Option play. A result of incomplete, QT or interception is interpreted as either SOP or BLP, with an odd numbered dice total being the former, and an even number the latter. On the Defensive chart, results for this play are ignored when it relates to a passing situation, such as incomplete or interception, and any yardage result over ten is reduced to a smaller digit by adding the two figures together. For any team that finished below .500, all results are considered gains, otherwise, only the results on Defenses A, E and F are gains.

Another alteration on the Offensive chart, and sometimes on the Defensive chart, is for a QR result. When a QT is rolled on play #5 (screen) or #8 (long/drop-back), it is considered a regular QT; on play #6 or #7, the result is assumed to be a QR, which is still rolled on the QT column with this adjustment:

dice total in 30's—add five yards

dice total in 20's—add ten yards

In addition, on the Defensive charts, I recommend lessening the (red) yardage lost results under play #8 by half, so that a red "10" becomes a red "5". On the Special

Cont. back on p. 26



What Sort of Man Reads All-Star Replay?

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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, Regatta = REG, Speed Circuit = SC, Major League Baseball = MLB, NBA Basketball = NBA, Superstar Baseball = SUP, Title Bout = KO Track Meet = TM, USAC = USAC, Win, Place & Show = WPS.

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Looking for opponents and/or league play for any AH sports games (prefer over age 21). Please call or write: Don Godlesky, 266 High St., Perth Amboy, N.J. 08861 (201) 442-1366.

College age player looking for ftf play in BB ST, BK ST, SC, WPS, SB, MLB, or PD. Also interested in forming or joining a league. Carlo Amato, 722 Oakwood Dr., Glenolden, PA 19036.

Opponents Wanted for BB ST, MLB, Coll FT, or NBA in Southeast GA. Must play at a site within 25 miles of Swainsboro. Also league play. Danny Henry, Rt. 1, Box 161, Swainsboro, GA 30401, 237-8579.

Opponents Wanted: I have BK ST, Coll FT and FT ST. Within 50 miles of Ball State. Steve Phillips, 2520 West Jackson, Muncie, IN 47303.

I am interested in joining a BB ST league in Metro Detroit area. Send info to: Paul Nordquist, 804 Wilcox Rd., Rochester, MI 48063, (313) 652-8010.

MLB Players: I am playing '78 Cardinals against entire American league. If you want to know how the cards or any specific player is performing, let me know. Don Casalone, 4308 Forest Dale, St. Louis, MO 63125.

Looking for good competition in PD or SP BB. Contact: Ted (Robert) Wimmers, 11359 Coral Hills Dr., Dallas, TX 75229, (214) 357-6035.

TO BUY

For Sale: BB ST: excellent condition (seldom used) \$8.50 and PD charts: excellent to fair condition-\$6.75, Coll FT charts: fair condition-\$7.00, Chal GF: excellent condition-\$10.00. Doug Robertson, 31233 East Nine Dr., Laguna Niguel, CA 92677.

Want to buy: past seasons of SP BB player cards except '72, would also like the 1971 SI BB team charts and the issue of ASR with Brooks Robinson on the cover. State condition and price. Write or call: Jeff Williams, 6501 Hanna Ave., Canoga Park, CA 91303, (213) 887-1421.

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Wanted to buy: ASR Vol. 1, No. 1. Willing to play \$\$ or trade Chal FT-(excellent condition) even up. Jim Higgins, Jr., 15 Arkay Dr., Higganum, CT 06441



THE PEANUT GALLERY

Dear Editor:

Under separate cover I am sending you about 2½ feet of genuine polypropelene line as suggested in your latest Dugout droppings. The line is not quite long enough to get frayed but on the other hand could be used to swing a cat and could be worked in to other minor athletic feats. Since you have seen fit to mention me (in a groupy sort of way) in your gamey column, I feel it only right that you get a little input for your gusty and ribald (at times) editorial excursion.

To begin with, I understand less than 10% of what I read in your section. Why not put out a dictionary? What the heck, for instance is BOWLBOUND? Does that mean that some poor soul is trapped by the can, so to speak? What is the AH Refrigerator? Could AH stand for anyone's household—maybe it's all holy but then it might be Ancient Hibernian—how does one find out these things? And here's another one "for winning the FOOTBALL STRATEGY championship at ORIGINS this past June." Neither Rand-McNally or Hammonds world atlas's have any mention of ORIGINS. Just where is ORIGINS? Or maybe it's a thing!

I have consulted with my legal advisor, Donald Dinglefelder and he is of the opinion that you may have a problem if you persist in using all those silly pseudonyms. Whoever, for instance, heard of Gore Vidal? Sounds like a bloody hair tonic doesn't it? But then, on closer inspection (which is required on many, many occasions) we see that Vidal, et al, are merely non-contributors. Imagine what you must do with the names of honest-to-goodness real live people . . . whew!

Since some of us have been accustomed to having our names and near names bantied around quite a bit in ASR (see I'm doing it now) I guess we'll just have to get used to it.

So here's your letter—the line follows.

Sincerely,
Gungha Dean

Dear Bruce,

All-Star Replay #4 featured a "Find the Error" contest. I have the answer (there are in fact two errors in that issue): (i) you forgot to mention the contest, (ii) in the 1977 Paydirt! ad on the back cover: it's not surprising the Seattle Mariners are lowly but exciting—imagine the thrills, chills, and spills, when 11 guys in helmets and pads go after 9 guys in baseball caps.

Sincerely yours
Andrew Webber

And that's what happens when you ask people to send you mail.

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Active Members—Me.

Dues—Probable, when league begins.

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Membership Requirements—Must be under 18; live in the Hollywood, Florida area; own the game to be played; and be familiar with it. Must also be willing to complete a season.

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(305) 987-2574

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Active Members—2, hoping for more.

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Activities—Bowl Bound and will have playoff and championship game.

Membership Requirements—Must live within 30 miles of Portland, Oregon. Must sign a contract for season.

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If your league is looking to expand, or just wants to replace retired members, then you could hardly do better than give us an ad to run for you—free! The only requirements are that you adhere to the format given below, and that you are involved in any of the Sports Illustrated/Avalon Hill line of sports games. That's fair enough, isn't it?

To make it into the next issue, just send in your ad today, giving the following information

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:



UNIVERSAL BASEBALL LEAGUE

Founded—1979

Teams—Minimum 10; Maximum 15.

Active Members—One

Dues—\$5.00/season plus you have to pay a cheap price for scorebook and stat book.

Activities—This will be a draft league using Statis-Pro Major League Baseball game. Teams will maintain players year to year with a few players from each team to go on a free agent draft each year. The first year we will have a regular draft and a free agent. We will have a regular season, All-Star game, Playoffs and World Series. Trades, inactive roster and minor leagues will be part of this league.

Membership Requirements—Must own Statis-Pro Major League Baseball game. No age limits. Honesty and promptness very important.

Contact—

Sean Milliner
P.O. Box 73
Durbin, WV 26264

UNIVERSAL BASEBALL LEAGUE

AMERICAN BASEBALL ASSOCIATION

Founded—1976

Teams—5 Charter and 3 plus expansion teams.

Active Members—5 (Expansion teams just starting).

Dues—Must cover the cost of the players' salaries. Cost range from \$2 to \$10 a team. The money will be divided between the division winners.

Activities—We will play a 100 game schedule of Superstar Baseball. The expansion teams will draft the players from Superstar Baseball Set II and from the charter teams' minor leagues (All-Time, All-Star). Trades, financial transactions (such as players' salaries and free agents), and playoffs are part of this league.

Membership Requirements—Must be dedicated to play out the season. No age requirements but current members range from 15-20. Must live within driving distance of Northern Baltimore County.

Contact—

Glenn Stastny
4904 Carroll Court
Baldwin, Maryland 21013
1-301-592-6910

AMERICAN BASEBALL ASSOCIATION

NATIONAL BASEBALL STRATEGY LEAGUE OF MONTREAL

Founded—To be formed April 1980.

Teams—12 (National League).

Active Members—Me.

Dues—Yes—to be determined.

Activities—Season (88 games)—Playoffs—World Series (against AL Champ)—Stats. We will use the actual NL Rosters, but trades can be made. Minor leagues are part of this league too. We will use Baseball Strategy game.

Membership Requirements—To live in or near Montreal. Honesty is important. To speak French at least a little bit. No age limit.

Contact—

Martin Forget
557 Davaar, Outremont, QUE., Canada
H2V 3A7
(514) 277-4608

NATIONAL BASEBALL STRATEGY LEAGUE OF MONTREAL

Rules designed for fast action

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Play/Action performance charts on 28 teams

PAYDIRT Is their secondary shaky? Are they looking for a pass? Surprise them with a third-down quick kick? You decide. And PAYDIRT pays off with true-to-life action. SI computer analyzed actual team performance for a complete pro season and put it all on the Play/Action charts that are the heart of this unique game system. It's pro football at its toughest... and you call the plays! And if football isn't your only game, read on.



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Use actual performance records to stage your own classic bouts - round by round.

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4517 Harford., Balto., MD 21214



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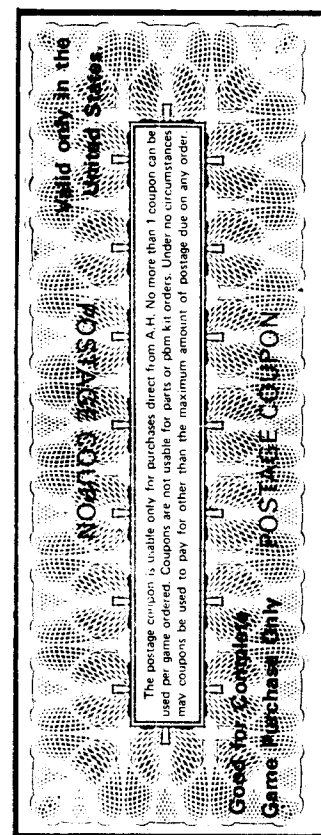
Order two or more games and get America's hottest sports games magazine for one year (4 issues) at no extra charge - a \$5 value!

Sports Illustrated

1912 World Series

The attached player cards are for use with our new Major League Baseball Game (see ad on back cover) . . . and can also be used with the original Statis-Pro version.

Take a pair of scissors and cut along the dotted lines to separate the cards . . . then start playing.



For once, you don't have to cut up the magazine!

<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Hugh BEDIENT Throws: RIGHT Sac: DD E3 CD1</p> <p>PB-2-7 SR-11 RR-6</p> <p>1Bf: 11 K: 24-34 1B7: 12-14 W: 35-36 1B8: 15-17 PB: 1B9: 18-23 WP: 37 BK: Out: 38-88</p> <p>Batting Card: 5 Starts/Relief: 28/13</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Ray COLLINS Throws: LEFT Sac: CC E2</p> <p>PB-2-8 SR-13 RR-7</p> <p>1Bf: 11 K: 25-32 1B7: 12-14 W: 33-34 1B8: 15-17 PB: 1B9: 18-23 WP: BK: 24 Out: 35-88</p> <p>Batting Card: 9 Starts/Relief: 23/4</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Charley HALL Throws: RIGHT Sac: BB E2</p> <p>PB-2-7 SR-13 RR-7</p> <p>1Bf: 11 K: 24-32 1B7: 12-14 W: 33-38 1B8: 15-17 PB: 41 1B9: 18-23 WP: 42 BK: Out: 43-88</p> <p>Batting Card: 9 Starts/Relief: 21/13</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Buck O'BRIEN Throws: RIGHT Sac: CC E3</p> <p>PB-2-7 SR-10 RR-5</p> <p>1Bf: 11 K: 21-33 1B7: 12-13 W: 34-35 1B8: 14-16 PB: 1B9: 17-18 WP: BK: Out: 36-88</p> <p>Batting Card: 6 Starts/Relief: 34/3</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>
<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Larry PAPE Throws: RIGHT Sac: DD E2</p> <p>PB-2-5 SR-16 RR-8</p> <p>1Bf: 11-12 K: 33-42 1B7: 13-16 W: 43-52 1B8: 17-22 PB: 53-54 1B9: 23-31 WP: 55-56 BK: 32 Out: 57-88</p> <p>Batting: 8 Starts/Relief: 2/11</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>"Smokey Joe" WOOD Throws: RIGHT Sac: BB E1 CD2</p> <p>PB-2-9 SR-11 RR-6</p> <p>1Bf: 11 K: 21-33 1B7: 12-13 W: 34-35 1B8: 14-16 PB: 1B9: 17-18 WP: BK: Out: 36-88</p> <p>Batting Card: 8 Starts/Relief: 38/5</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Neal BALL 2B-54 E2</p> <p>OBR-C SP-C HR-2 CD-0 Sac-DD Inj-7</p> <p>1Bf: 11 3B8: 27 1B7: 12-13 HR: 28 1B8: 14-16 K: 1B9: 17-22 W: 2B7: 23 HPB: 2B8: 24 Out: 31-88 2B9: 25-26 Cht: RN (BD Rating-0)</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>	<p>STATIS-PRO MAJOR LEAGUE BASEBALL</p> <p>Hugh BRADLEY 1B-40 E2</p> <p>OBR-C SP-0 HR-0 CD-0 Sac-DD Inj-8</p> <p>1Bf: 3B8: 23 1B7: 11 HR: 24 1B8: K: 25-28 1B9: W: 31-35 2B7: 12-17 HPB: 2B8: 18-21 Out: 36-88 2B9: 22 Cht: RP (BD Rating-0)</p> <p>1912 Boston Red Sox © The Avalon Hill Game Co.</p>

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hick CADY

C-43 E2 TB 1B-4 E2

OBR-C SP-E HR-0
CD-0 Sac-CC Inj-7

1Bf: 11 3B8: 35
1B7: 12-13 HR:
1B8: 14-15 K: 36-45
1B9: 16-17 W: 46-47
2B7: 18-21 HPB:
2B8: 22-24 Out: 48-88
2B9: 25-34 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Bill CARRIGAN

C-87 E1 TC

OBR-C SP-D HR-2
CD-0 Sac-CC Inj-7

1Bf: 11 3B8: 33-41
1B7: 12-14 HR:
1B8: 15-17 K:
1B9: 18-27 W:
2B7: HPB:
2B8: 28 Out: 42-88
2B9: 31-32 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Clyde ENGLE

1B-25 E7 2B-15 E3

3B-11 E5 SS-2 E3 OF-1 E7
OBR-C SP-C HR-2
CD-0 Sac-DD Inj-7

1Bf: 11 3B8: 25-26
1B7: 12-13 HR:
1B8: 14-15 K:
1B9: 16-21 W: 27-41
2B7: HPB:
2B8: 22 Out: 42-88
2B9: 23-24 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Larry GARDNER

3B-143 E2

OBR-A SP-B HR-2
CD-0 Sac-BB Inj-4

1Bf: 11 3B8: 37-42
1B7: 12-22 HR: 43
1B8: 23-25 K:
1B9: 26-27 W: 44-48
2B7: 28-32 HPB:
2B8: 33-34 Out: 51-88
2B9: 35-36 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Olaf HENRIKSEN

OF-10 E3 T2

OBR-C SP-E HR-2
CD-0 Sac-BB Inj-7

1Bf: 11 3B8: 34
1B7: 12-21 HR:
1B8: 22-24 K:
1B9: 25-27 W:
2B7: 28-31 HPB:
2B8: 32 Out: 35-88
2B9: 33 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Harry HOOPER

OF-147 E3 T4

OBR-B SP-B HR-2
CD-0 Sac-CC Inj-4

1Bf: 11 3B8: 27-28
1B7: 12-13 HR:
1B8: 14-15 K:
1B9: 16-22 W: 31-36
2B7: 23 HPB:
2B8: 24 Out: 37-88
2B9: 25-26 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Marty KRUG

SS-9 E3 2B-4 E3

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

1Bf: 11 3B8: 37-38
1B7: 12-13 HR:
1B8: 14-15 K: 41-44
1B9: 16-28 W: 45-54
2B7: 31 HPB:
2B8: 32-33 Out: 55-88
2B9: 34-36 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Duffy LEWIS

OF-154 E1 T4

OBR-C SP-D HR-2
CD-0 Sac-CC Inj-0

1Bf: 11 3B8: 34-35
1B7: 12-18 HR: 36
1B8: 21-22 K:
1B9: 23-24 W: 37-42
2B7: 25-28 HPB:
2B8: 31-32 Out: 43-88
2B9: 33 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Tris SPEAKER

OF-153 E1 T5

OBR-A SP-A HR-2
CD-2 Sac-AA Inj-1

1Bf: 11-12 3B8: 44-46
1B7: 13-15 HR: 47-48
1B8: 16-18 K:
1B9: 21-31 W: 51-58
2B7: 32-33 HPB:
2B8: 34-35 Out: 61-88
2B9: 36-43 Cht: LP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Jake STAHL

1B-92 E1

OBR-B SP-C HR-0
CD-0 Sac-BB Inj-7

1Bf: 11-12 3B8: 35-36
1B7: 13-15 HR: 37
1B8: 16-17 K: 38-41
1B9: 18-24 W: 42-45
2B7: 25-26 HPB:
2B8: 27-28 Out: 46-88
2B9: 31-34 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Heinie WAGNER

SS-144 E2

OBR-B SP-B HR-1
CD-0 Sac-CC Inj-4

1Bf: 11 3B8: 34
1B7: 12-21 HR:
1B8: 22-23 K: 35
1B9: 24-25 W: 36
2B7: 26 HPB:
2B8: 27-28 Out: 37-88
2B9: 31-33 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Steve YERKES

2B-131 E1

OBR-B SP-B HR-2
CD-0 Sac-CC Inj-4

1Bf: 11 3B8: 31
1B7: 12-13 HR:
1B8: 14-15 K:
1B9: 16-24 W: 32
2B7: 25 HPB:
2B8: 26 Out: 33-88
2B9: 27-28 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Red AMES

Throws: RIGHT Sac: BB E3

PB-2-8 SR-11 RR-6

1Bf: 11 K: 26-34
1B7: 12-14 W: 35
1B8: 15-21 PB:
1B9: 22-24 WP:
BK: 25 Out: 36-88

Batting Card: 6
Starts/Relief: 22/11

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Doc CRANDALL

Throws: RIGHT Sac: CC E2

PB-2-6 SR-12 RR-6

1Bf: 11 K: 26-34
1B7: 12-15 W: 35-38
1B8: 16-22 PB: 41-42
1B9: 23-25 WP: 43
BK: Out: 44-88

Batting Card: 8
Starts/Relief: 10/27

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Rube MARQUARD

Throws: LEFT Sac: CC E1 CD1

PB-2-8 SR-13 RR-7

1Bf: 11 K: 24-34
1B7: 12-14 W: 35-37
1B8: 15-17 PB:
1B9: 18-22 WP:
BK: 23 Out: 38-88

Batting Card: 9
Starts/Relief: 38/5

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Christy MATHEWSON

Throws: RIGHT Sac: AA E1 CD1

PB-2-9 SR-12 RR-6

1Bf: 11 K: 23-26
1B7: 12-14 W: 27
1B8: 15-17 PB:
1B9: 18-22 WP:
BK: Out: 28-88

Batting Card: 8
Starts/Relief: 34/9

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Jeff TESREAU

Throws: RIGHT Sac: DD E3

PB-2-9 SR-11 RR-6

1Bf: 11 K: 21-25
1B7: 12-14 W: 26-31
1B8: 15-16 PB: 32
1B9: 17-18 WP: 33
BK: Out: 34-88

Batting Card: 5
Starts/Relief: 28/8

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Hooks WILTSE

Throws: LEFT Sac: CC E3

PB-2-7 SR-11 RR-6

1Bf: 11 K: 25-33
1B7: 12-14 W: 34-35
1B8: 15-21 PB: 32
1B9: 22-24 WP: 33
BK: Out: 36-88

Batting Card: 8
Starts/Relief: 17/11

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Beals BECKER

OF-117 E1 T4

OBR-B SP-B HR-1
CD-0 Sac-CC Inj-6

1Bf: 11 3B8: 27-28
1B7: 12-13 HR: 31-32
1B8: 14-15 K: 33-34
1B9: 16-21 W: 35-44
2B7: 22 HPB: 33-34
2B8: 23-24 Out: 45-88
2B9: 25-26 Cht: LP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

George BURNS

OF-23 E2 T3

OBR-B SP-D HR-0
CD-0 Sac-CC Inj-7

1Bf: 11 3B8:
1B7: 12-13 HR:
1B8: 14-15 K: 38-48
1B9: 16-28 W: 54-65
2B7: 31-32 HPB:
2B8: 33-34 Out: 66-88
2B9: 35-37 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Josh DeVORE

OF-149 E3 T2

OBR-B SP-B HR-0
CD-0 Sac-BB Inj-0

1Bf: 11 3B8: 25-26
1B7: 12-14 HR: 27
1B8: 15-16 K: 28-31
1B9: 17 W: 32-43
2B7: 18-22 HPB:
2B8: 23 Out: 44-88
2B9: 24 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

"Laughing Larry" DOYLE

2B-143 E3

OBR-B SP-C HR-0
CD-0 Sac-CC Inj-5

1Bf: 11 3B8: 34-35
1B7: 12-13 HR: 36-37
1B8: 14-15 K: 36-37
1B9: 16-24 W: 38-44
2B7: 25-26 HPB:
2B8: 27-28 Out: 45-88
2B9: 31-33 Cht: LP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Art FLETCHER

SS-126 E2 2B-2 E3

OBR-B SP-C HR-2
CD-0 Sac-DD Inj-6

1Bf: 11 3B8: 37-38
1B7: 12-14 HR: 41
1B8: 15-17 K: 41
1B9: 18-31 W:
2B7: 32 HPB:
2B8: 33-34 Out: 42-88
2B9: 35-36 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Heinie GROH

2B-12 E4 SS-7 E3 3B-6 E4

OBR-B SP-D HR-0
CD-0 Sac-DD Inj-8

1Bf: 11 3B8: 24-25
1B7: 12-13 HR:
1B8: 14-15 K: 26-28
1B9: 16-17 W: 31-37
2B7: 18 HPB:
2B8: 21 Out: 35-88
2B9: 22-23 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Buck HERZOG

3B-140 E3

OBR-B SP-A HR-2
CD-0 Sac-BB Inj-5

1Bf: 11 3B8: 34-35
1B7: 12-13 HR: 36
1B8: 14-16 K:
1B9: 17-26 W: 37-46
2B7: 27 HPB:
2B8: 28-31 Out: 47-88
2B9: 32-33 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Moose McCORMICK

OF-6 E2 T2 1B-1 E3

OBR-D SP-E HR-2
CD-0 Sac-EE Inj-7

1Bf: 11 3B8: 33-34
1B7: 12-18 HR:
1B8: 21-22 K:
1B9: 23-24 W: 35-36
2B7: 25-27 HPB:
2B8: 28-31 Out: 37-88
2B9: 32 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Fred MERKLE

1B-129 E1

OBR-B SP-C HR-0
CD-0 Sac-DD Inj-6

1Bf: 11 3B8: 31
1B7: 12-17 HR: 32-34
1B8: 18-21 K: 35-42
1B9: 22-23 W: 43-45
2B7: 24-25 HPB:
2B8: 26-27 Out: 46-88
2B9: 28 Cht: RP
(BD Rating-0)

1912 New York Giants

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Chief MEYERS

C-122 E2 TC

OBR-D SP-C HR-2
CD-0 Sac-CC Inj-6

1Bf: 11 3B8: 44-45
1B7: 12-28 HR: 46-47
1B8: 31-33 K:
1B9: 34-36 W: 48-56
2B7: 37-38 HPB:
2B8: 41-42 Out: 57-88
2B9: 43 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Red MURRAY

OF-143 E2 T3

OBR-D SP-C HR-2
CD-0 Sac-CC Inj-4

1Bf: 11 3B8: 27-32
1B7: 12-14 HR: 33
1B8: 15-16 K:
1B9: 17-18 W:
2B7: 21-23 HPB:
2B8: 24-25 Out: 34-88
2B9: 26 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Tillie SHAFER

SS-31 E4 2B-20 E3

OBR-B SP-C HR-2
CD-0 Sac-CC Inj-7

1Bf: 11 3B8:
1B7: 12-18 HR: 41
1B8: 21-27 K:
1B9: 28-35 W: 42-57
2B7: 36 HPB:
2B8: 37 Out: 58-88
2B9: 38 Cht: SN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Fred SNODGRASS

OF-116 E3 T4 1B-28 E4 2B-1 E5

OBR-B SP-B HR-0
CD-0 Sac-BB Inj-4

1Bf: 11 3B8: 26-27
1B7: 12-13 HR: 28
1B8: 14-15 K: 31-34
1B9: 16-18 W: 35-44
2B7: 21 HPB:
2B8: 22-23 Out: 45-88
2B9: 24-25 Cht: RN
(BD Rating-0)

1912 New York Giants

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Art WILSON

C-61 E3 TB

OBR-D SP-C HR-1
CD-0 Sac-DD Inj-7

1Bf: 11 3B8:
1B7: 12-25 HR: 44-46
1B8: 26-31 K:
1B9: 32-35 W: 47-53
2B7: 36-38 HPB:
2B8: 41-42 Out: 54-88
2B9: 43 Cht: RP
(BD Rating-0)

1912 New York Giants

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955 World Series

The attached player cards are for use with our new Major League Baseball Game . . . and can also be used with the original Statis-Pro version. Make a pair of scissors and cut along the dotted lines to separate the cards . . . then start playing.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Roy CAMPANELLA
C-121 E1 TA

OBR-C CD-0	SP-D Sac-CC	HR-2 Inj-4
1Bf: 11	3B8:	
1B7: 12-15	HR: 31-37	
1B8: 16-18	K: 30-46	
1B9: 21-23	W: 30-46	
2B7: 24-25	HPB: 47	
2B8: 26-27	Out: 48-88	
2B9: 28	Cht: RP	

(BD Rating-2)

1955 Brooklyn Dodgers
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STATIS-PRO
MAJOR LEAGUE BASEBALL

Rube WALKER
C-35 E4 TB

OBR-C CD-0	SP-D Sac-CC	HR-1 Inj-7
1Bf: 11	3B8:	
1B7: 11-13	HR: 28-31	
1B8: 14-16	K: 32	
1B9: 17-22	W: 33-45	
2B7: 23	HPB: 46	
2B8: 24-25	Out: 47-88	
2B9: 26-27	Cht: LN	

(BD Rating-0)

1955 Brooklyn Dodgers
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STATIS-PRO
MAJOR LEAGUE BASEBALL

Gil HODGES
1B-139 E2 OF-16 E1 T3

OBR-E CD-2	SP-D Sac-AA	HR-0 Inj-2
1Bf: 11	3B8: 28	
1B7: 11-14	HR: 31-38	
1B8: 16-17	K: 37-52	
1B9: 18-22	W: 53-65	
2B7: 23-24	HPB: 66	
2B8: 25-26	Out: 67-88	
2B9: 27	Cht: RP	

(BD Rating-1)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Frank KELLERT
1B-22 E2

OBR-D CD-0	SP-E Sac-CC	HR-0 Inj-7
1Bf: 11	3B8: 33-35	
1B7: 11-14	HR: 36-42	
1B8: 15-18	K: 43-48	
1B9: 21-24	W: 47-54	
2B7: 25-26	HPB: 55	
2B8: 27-28	Out: 56-88	
2B9: 31-32	Cht: RP	

(BD Rating-0)

1955 Brooklyn Dodgers
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STATIS-PRO
MAJOR LEAGUE BASEBALL

Jim GILLIAM
2B-99 E3 OF-46 E4 T4

OBR-A CD-1	SP-A Sac-CC	HR-2 Inj-3
1Bf: 11	3B8: 26	
1B7: 14-15	HR: 27	
1B8: 16-17	K: 28-32	
1B9: 18-21	W: 28-32	
2B7: 22	HPB: 33	
2B8: 23	Out: 34-88	
2B9: 24-25	Cht: SN	

(BD Rating-0)

1955 Brooklyn Dodgers
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STATIS-PRO
MAJOR LEAGUE BASEBALL

Don ZIMMER
2B-62 E3 SS-21 E3
3B-8 E3

OBR-B CD-2	SP-C Sac-AA	HR-0 Inj-6
1Bf: 11	3B8:	
1B7: 12-13	HR: 24-32	
1B8: 14-15	K: 33-54	
1B9: 16-17	W: 55	
2B7: 18-21	HPB: 56	
2B8: 22	Out: 58-88	
2B9: 23	Cht: RP	

(BD Rating-0)

1955 Brooklyn Dodgers
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STATIS-PRO
MAJOR LEAGUE BASEBALL

Don HOAK
3B-78 E4

OBR-B CD-0	SP-C Sac-CC	HR-2 Inj-7
1Bf: 11	3B8:	
1B7: 12-13	HR: 25	
1B8: 14-15	K: 26-54	
1B9: 16-17	W: 55	
2B7: 18-21	HPB: 56	
2B8: 22-23	Out: 26-88	
2B9: 24	Cht: RN	

(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Jackie ROBINSON
3B-84 E3 OF-10 E3 T3
2B-1 E0 1B-1 E0

OBR-D CD-0	SP-B Sac-BB	HR-2 Inj-5
1Bf: 11	3B8: 26	
1B7: 13-15	HR: 27-31	
1B8: 16-18	K: 36	
1B9: 21-23	W: 32	
2B7: 24	HPB: 33-46	
2B8: 25	Out: 47-88	
2B9:	Cht: RN	

(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Pee Wee REESE
SS-142 E3

OBR-B CD-2	SP-C Sac-CC	HR-1 Inj-3
1Bf: 11	3B8: 33	
1B7: 12-15	HR: 34-35	
1B8: 16-21	K: 36	
1B9: 22-24	W: 37-47	
2B7: 25-26	HPB: 48	
2B8: 27-28	Out: 48-88	
2B9: 31-32	Cht: RN	

(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Sandy AMOROS
OF-108 E3 T4

OBR-C CD-0	SP-B Sac-AA	HR-1 Inj-5
1Bf: 11	3B8: 25-26	
1B7: 11-12	HR: 27-31	
1B8: 13-14	K: 32-33	
1B9: 15-17	W: 34-48	
2B7: 18	HPB: 47	
2B8: 21-22	Out: 48-88	
2B9: 23-24	Cht: LN	

(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Carl FURILLO
OF-140 E2 T5

OBR-C CD-0	SP-D Sac-CC	HR-2 Inj-3
1Bf: 11	3B8: 32	
1B7: 12-15	HR: 33-37	
1B8: 16-21	K: 36	
1B9: 22-24	W: 38-41	
2B7: 25-26	HPB: 42	
2B8: 27-28	Out: 43-88	
2B9: 31	Cht: RP	

(BD Rating-1)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

George SHUBA
OF-9 E4 T3

OBR-D CD-0	SP-D Sac-DD	HR-0 Inj-7
1Bf: 11	3B8:	
1B7: 11-13	HR: 26-31	
1B8: 14-17	K: 32-41	
1B9: 18-23	W: 42-68	
2B7: 24	HPB: 71	
2B8: 25	Out: 72-88	
2B9: 26-27	Cht: LN	

(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Duke SNIDER
OF-148 E2 T4

OBR-B CD-0	SP-C Sac-CC	HR-0 Inj-2
1Bf: 11	3B8: 28	
1B7: 12	HR: 27-35	
1B8: 13-14	K: 38-43	
1B9: 15-16	W: 44-56	
2B7: 17-18	HPB: 61	
2B8: 21-22	Out: 62-88	
2B9: 23-25	Cht: LP	

(BD Rating-2)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Don BESSENT
Throws: RIGHT Sac: DO E3

PB-2-8	SR-8	RR-8
1Bf: 11	K: 27-35	
1B7: 12-15	W: 36-41	
1B8: 16-21	PB: 42	
1B9: 22-25	WP: 43	
BK: 26	Out: 44-88	

Batting Card: 6
Starts/Relief: 2/22

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Roger CRAIG
Throws: RIGHT Sac: CC E4

PB-2-8	SR-11	RR-2
1Bf: 11	K: 23-32	
1B7: 12-14	W: 33-41	
1B8: 15-17	PB: 42-43	
1B9: 18-21	WP: 44	
BK: 22	Out: 45-88	

Batting Card: 2
Starts/Relief: 10/11

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Carl ERSKINE

Throws: RIGHT Sac: CC E3

PB-2-6 SR-15 RR-7

1Bf: 11-12 K: 34-43
1B7: 13-18 W: 44-51
1B8: 21-25 PB: 52-53
1B9: 26-32 WP: 54
BK: 33 Out: 55-88

Batting Card: 9
Starts/Relief: 29/2

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The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Clem LABINE

Throws: RIGHT Sac: CC E1 CD1

PB-2-8 SR-9 RR-2

1Bf: 11 K: 28-36
1B7: 12-18 W: 37-43
1B8: 17-22 PB: 44
1B9: 23-26 WP: 45
BK: 27 Out: 46-88

Batting Card: 3
Starts/Relief: 3/52

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Billy LOES

Throws: RIGHT Sac: CC E4

PB-2-7 SR-8 RR-4

1Bf: 11 K: 31-44
1B7: 12-15 W: 45-52
1B8: 16-22 PB: 53-54
1B9: 23-27 WP: 55
BK: 28 Out: 56-88

Batting Card: 2
Starts/Relief: 19/3

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Russ MEYER

Throws: RIGHT Sac: DD E5

PB-2-5 SR-16 RR-3

1Bf: 11-12 K: 45-55
1B7: 13-22 W: 56-88
1B8: 23-32 PB: 71-72
1B9: 33-42 WP: 73-74
BK: 43-44 Out: 75-88

Batting Card: 1
Starts/Relief: 11/7

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Don NEWCOMBE

Throws: RIGHT Sac: AA E2 CD1

PB-2-8 SR-13 RR-8

1Bf: 11 K: 32-43
1B7: 12-16 W: 44
1B8: 17-23 PB: 54-55
1B9: 24-28 WP: 45
BK: 31 Out: 46-88

Batting Card: 9
Starts/Relief: 31/3

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Johnny PODRES

Throws: LEFT Sac: BB E3

PB-2-8 SR-15 RR-5

1Bf: 11-12 K: 36-54
1B7: 13-18 W: 55-82
1B8: 21-26 PB: 63-64
1B9: 27-33 WP: 65
BK: 34-35 Out: 66-88

Batting Card: 4
Starts/Relief: 24/3

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Ed ROEBUCK

Throws: RIGHT Sac: DD E2

PB-2-5 SR-0 RR-8

1Bf: 11-12 K: 43-54
1B7: 13-22 W: 55-84
1B8: 23-32 PB: 65-66
1B9: 33-41 WP: 67
BK: 42 Out: 68-88

Batting Card: 4
Starts/Relief: 0/47

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Karl SPOCNER

Throws: LEFT Sac: BB E4

PB-2-7 SR-10 RR-4

1Bf: 11 K: 28-44
1B7: 12-16 W: 45-53
1B8: 17-22 PB: 54-55
1B9: 23-26 WP: 56
BK: 27 Out: 57-88

Batting Card: 8
Starts/Relief: 14/15

1955 Brooklyn Dodgers
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Yogi BERRA

C-145 E2 TA

OBR-C SP-0 HR-2
CD-0 Sac-CC Inj-3

1Bf: 3B8: 28
1B7: 11-13 HR: 31-36
1B8: 14-17 K: 44-45
1B9: 18-23 W: 37-44
1Bf: 24 HPB: 45
1B8: 25 Out: 46-88
1B9: 26-27 Cht: LP
3D Rating-1)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Joe COLLINS

B-73 E1 OF-27 E1 T3

OBR-C SP-E HR-1
CD-1 Sac-AA Inj-5

1Bf: 3B8: 23-27
1B7: 11-12 HR: 28-31
1B8: 13-14 K: 32-48
1B9: 15-16 W: 47-54
1Bf: 17 HPB: 47
1B8: 18 Out: 48-88
1B9: 21-22 Cht: LP
(BD Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Eddie ROBINSON

B-46 E4

OBR-D SP-E HR-0
CD-0 Sac-BB Inj-6

1Bf: 3B8: 13-24
1B7: HR: 25-31
1B8: K: 32-48
1B9: 11 W: 51-57
1Bf: 28 HPB: 51
1B8: 28 Out: 52-88
1B9: 12 Cht: LP
(BD Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Bill SKOWRON

B-74 E3 3B-3 E1

OBR-C SP-0 HR-1
CD-2 Sac-CC Inj-5

1Bf: 3B8: 37-43
1B7: 11-15 HR: 44-45
1B8: 16-22 K: 46-47
1B9: 23-26 W: 48-54
1Bf: 27 HPB: 48-88
1B8: 28 Out: 49-88
1B9: 34-35 Cht: RP
(BD Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Billy MARTIN

B-17 E2 3S-3 E1

OBR-E SP-D HR-0
CD-1 Sac-CC Inj-8

1Bf: 3B8: 41-42
1B7: 11-17 HR: 43-46
1B8: 18-26 K: 47-53
1B9: 27-35 W: 48-54
1Bf: 36 HPB: 54-88
1B8: 37 Out: 55-88
1B9: 38 Cht: RN
3D Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Gil McDOUGALD

B-126 E1 3B-17 E2

OBR-C SP-C HR-0
CD-2 Sac-CC Inj-3

1Bf: 11 3B8: 32-33
1B7: 12-16 HR: 34-38
1B8: 17-23 K: 37-43
1B9: 24-27 W: 44-52
1Bf: 28 HPB: 53
1B8: 31 Out: 54-58
1B9: 28 Cht: RN
(BD Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Andy CAREY

B-135 E5

OBR-A SP-D HR-1
CD-2 Sac-AA Inj-3

1Bf: 11 3B8: 28-32
1B7: 12-15 HR: 33-34
1B8: 16-18 K: 35
1B9: 21-23 W: 36-38
1Bf: 24 HPB: 41
1B8: 26 Out: 42-88
1B9: 27 Cht: RN
(BD Rating-0)

1955 New York Yankees
The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tommy CARROLL

SS-4 E4

OBR-E SP-E HR-0
CD-0 Sac-DD Inj-8

1Bf: 3B8: 47-73
1B7: 11-22 HR: 47-73
1B8: 23-24 K: 47-73
1B9: 35-48 W: 47-54
1Bf: 28 HPB: 47-88
1B8: 31 Out: 48-88
1B9: 32 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Jerry COLEMAN

SS-29 E3 2B-13 E3

3B-1 E1

OBR-C SP-E HR-0
CD-0 Sac-CC Inj-7

1Bf: 11 3B8:
1B7: 12-14 HR:
1B8: 15-17 K: 31-33
1B9: 18-22 W: 34-42
2B7: 23-24 HPB: 43
2B8: 25-26 Out: 44-88
2B9: 27-28 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Phil RIZZUTO

SS-79 E3 2B-1 E1

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

1Bf: 11 3B8: 31
1B7: 12-15 HR: 32
1B8: 16-21 K: 33-35
1B9: 22-25 W: 36-47
2B7: 26 HPB: 48
2B8: 27 Out: 51-88
2B9: 28 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Hank BAUER

OF-133 E2 T4 C-1 E2

OBR-A SP-C HR-0
CD-0 Sac-CC Inj-3

1Bf: 11 3B8: 28
1B7: 12-14 HR: 31-35
1B8: 15-17 K: 36-41
1B9: 18-22 W: 42-47
2B7: 23-24 HPB: 48
2B8: 25-26 Out: 51-88
2B9: 27 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Bob CERV

OF-20 E1 T2

OBR-A SP-D HR-0
CD-0 Sac-BB Inj-8

1Bf: 3B8: 41-43
1B7: 11-16 HR: 44-47
1B8: 17-24 K: 48-83
1B9: 25-32 W: 64-86
2B7: 33-34 HPB:
2B8: 35-36 Out: 67-88
2B9: 37-38 Cht: RN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Elston HOWARD

OF-75 E3 T3 C-9 E2 TB

OBR-D SP-D HR-0
CD-0 Sac-DD Inj-5

1Bf: 3B8: 31-33
1B7: 11-16 HR: 34-37
1B8: 18-21 K: 38-47
1B9: 22-25 W: 48-61
2B7: 26 HPB:
2B8: 27 Out: 52-88
2B9: 28 Cht: RP
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Mickey MANTLE

OF-145 E1 T5 SS-2 E1

OBR-B SP-C HR-0
CD-0 Sac-DD Inj-3

1Bf: 3B8: 23-24
1B7: 11-12 HR: 25-32
1B8: 13-14 K: 33-43
1B9: 15-16 W: 44-61
2B7: 17 HPB: 62-63
2B8: 18-21 Out: 64-88
2B9: 22 Cht: SP
(BD Rating-2)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Irv NOREN

OF-126 E2 T3

OBR-C SP-C HR-2
CD-0 Sac-DD Inj-3

1Bf: 11 3B8:
1B7: 12-15 HR: 33-35
1B8: 16-21 K:
1B9: 22-25 W: 36-44
2B7: 26 HPB: 45
2B8: 27-28 Out: 48-88
2B9: 31-32 Cht: LN
(BD Rating-0)

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Tommy BYRNE

Throws: LEFT Sac: BB E2

PB-2-7 SR-14 RR-6

1Bf: 11 K: 25-34
1B7: 12-15 W: 38-45
1B8: 16-18 PB: 47-48
1B9: 21-23 WP: 51
BK: 24 Out: 52-88

Batting Card: 4
Starts/Relief: 22/5

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Rip COLEMAN

Throws: LEFT Sac: DD E7

PB-2-5 SR-15 RR-5

1Bf: 11 K: 32-46
1B7: 12-17 W: 47-83
1B8: 18-24 PB: 64-65
1B9: 25-28 WP: 86
BK: 31 Out: 67-88

Batting Card: 2
Starts/Relief: 6/4

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Whitey FORD

Throws: LEFT Sac: AA CD2 E1

PB-2-9 SR-12 RR-6

1Bf: 11 K: 21-26
1B7: 12-13 W: 27-32
1B8: 14-15 PB: 33
1B9: 16-17 WP:
BK: 18 Out: 34-88

Batting Card: 4
Starts/Relief: 33/6

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Bob GRIM

Throws: RIGHT Sac: DD E3

PB-2-6 SR-12 RR-5

1Bf: 11 K: 33-47
1B7: 12-17 W: 48-71
1B8: 18-24 PB: 72-73
1B9: 25-31 WP: 74
BK: 32 Out: 75-88

Batting Card: 2
Starts/Relief: 11/15

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Johnny KUCKS

Throws: RIGHT Sac: BB E4

PB-2-7 SR-12 RR-6

1Bf: 11-12 K: 35-42
1B7: 13-18 W: 43-47
1B8: 21-25 PB: 48
1B9: 26-32 WP: 51
BK: 33-34 Out: 52-88

Batting Card: 10
Starts/Relief: 13/16

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Don LARSEN

Throws: RIGHT Sac: CC E3

PB-2-7 SR-12 RR-6

1Bf: 11 K: 31-38
1B7: 12-15 W: 41-51
1B8: 16-22 PB: 52-53
1B9: 23-28 WP: 54
BK: 27-28 Out: 55-88

Batting Card: 9
Starts/Relief: 13/8

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Tom MORGAN

Throws: RIGHT Sac: DD E2 CD1

PB-2-7 SR-8 RR-4

1Bf: 11-12 K: 34-36
1B7: 13-18 W: 37-43
1B8: 21-25 PB: 44
1B9: 26-32 WP: 45
BK: 33 Out: 46-88

Batting Card: 4
Starts/Relief: 1/39

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Tom STURDIVANT

Throws: LEFT Sac: DD E2

PB-2-7 SR-9 RR-4

1Bf: 11 K: 26-41
1B7: 12-15 W: 42-64
1B8: 16-21 PB: 55-56
1B9: 22-24 WP: 57
BK: 25 Out: 58-88

Batting Card: 10
Starts/Relief: 1/32

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STATIS-PRO
MAJOR LEAGUE BASEBALL

Bob TURLEY

Throws: RIGHT Sac: DD

PB-2-7 SR-15 RR-7

1Bf: 11 K: 28-44
1B7: 12-15 W: 48-61
1B8: 16-21 PB: 62-63
1B9: 22-24 WP: 64
BK: 25 Out: 65-88

Batting Card: 2
Starts/Relief: 34/2

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