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ALL-STAR REPLAY

featuring Sports Illustrated Games



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ALL-STAR REPLAY

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

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THE DUGOUT



By William T. Hughes

With the World Series long over and the strike having devastated the NFL season, perhaps you may be in need of more sports excitement. If so, look no further because we in the sports department have been trying our best to keep giving you games that are "the next best thing to being there".

For the past couple of issues of All-Star Replay, we've been promising to unveil **PENNANT RACE**, designed by our own sports expert, Joe Balkoski. This is the game that allows you to re-create an entire season—every game of every team. Well, wait no longer! In this issue we are introducing **PENNANT RACE** in a mini-version which contains the basic rules to get you started. As a follow-up to the article in ASR Volume IV, Number 2 on the

1951 baseball season, we are including the National League player/team ratings along with the schedules of all the contests for that year. From now on each issue of All-Star Replay will have a regular section on **PENNANT RACE** and other Avalon Hill baseball games called "Blasts from the Past". More player/team ratings from great seasons in baseball history, optional rules, and what's new with our "diamond" games will be just some of the features in this section.

As much fun and enjoyable as this issue's mini-game of **PENNANT RACE** is, remember that it's only a prelude of even better things to come. The complete package of the game, which includes the 1982 season ratings plus the advanced rules and options, is nearing completion as of

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COMING SOON! PENNANT RACE!

THE BASEBALL GAME THAT'S DIFFERENT THAN ANY YOU'VE EVER PLAYED

Sure, the snow may be falling now, but there will soon be a way for the true baseball fan to re-live the magic of the 1982 season without having to wait for warm weather to visit the ballpark! Avalon Hill's new major league baseball game, entitled PENNANT RACE!, will soon be available to the public and those of you who have more than a passing interest in the Grand Ol' Game and tabletop sports simulations will not want to miss this one. PENNANT RACE! is a unique concept in sports gaming. Most tabletop baseball games resolve action on a play-by-play basis. This is well and good for those of you interested in a competitive, head-to-head game between friends on a Friday night. However, for those gamers interested in understanding the real complexities of an ENTIRE baseball season, these play-by-play systems fall by the wayside. Who has the time to play a 162-game schedule for 26 major league teams? PENNANT RACE!, however, looks at the "big picture". It puts you into the roles of both manager and general manager and enables the players to recreate an ENTIRE baseball season in both leagues in a reasonable amount of playing time (maybe two or three days of intense play or one week of casual play). Individual games are resolved by a quick series of dice rolls and statistical references. All of the intricacies of the real sport are accurately reflected: schedules, pitching rotations, weather, injuries, minor leagues, ballparks, bench strength, relief pitching, defense, trades, waivers, and more! PENNANT RACE! will include a 64-page roster booklet, containing 25-player rosters for each team, evaluating each man in a variety of baseball skills. Each year, Avalon Hill plans to release a new roster booklet relating to the just-completed season. In addition, it is possible that booklets from the great seasons of the past will see the light of day.

PENNANT RACE! should have something for everyone. For those of you interested in solitaire gaming, it will be the perfect vehicle for hours of enjoyment and statistical replaying. No modification need be made to the rules to play the game at home by yourself. If you're interested in forming leagues with friends (or by mail), PENNANT RACE! will enable the players to play competitively as well. In this mode, the game should prove to be quite

1982 MILWAUKEE BREWERS (AL EAST)									
BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LHP	WEATHER			
32	A	B	O	2	O/+1	Zone 3			
STARTERS			POS	BAT	PQW	SPD	FLD		
CECIL COOPER			1B	6	5	0	+1		
JIM GANTNER			2B	5	2	1	+1		
ROBIN YOUNT			SS	7	6	2	+1		
PAUL MOLITOR			3B	5	4	5	-1		
CHARLIE MOORE			RF	2	2	0	0		
GORDMAN THOMAS			CF	2	5	0	0		
BEN DGLIVIE			LF	2	4	0	0		
TED SIMMONS			C	3	4	0	0		
ROY HOWELL			DH	3	2	0	0		
BENCH			POS	BAT	PQW	SPD	FLD		
MARK BROWNARD			OF	3	3	0	0		
MARSHALL EDWARDS			OF	2	1	2	0		
DON MONEY			INF	4	5	0	0		
ED ROMERO			INF	2	1	0	0		
NED YOST			C	4	3	1	0		
LARRY HISLE			OF	1	1	0	-1		
PITCHERS			R/L	START	END	REST	RELIEF		
PETE VUCKOVICH			R	4	1	4	—		
MIKE CALDWELL			L	3	2	4	—		
MOOSE HAAS			R	2	1	4	—		
BOB MCCLURE			L	3	1	4	—		
RANDY LERCH			L	1	1	4	—		
ROLLIE FINGERS			R	—	—	—	+1		
JIM SLATON			R	4	1	7	0		
JAMIE EASTERLY			L	—	—	—	-1		
JERRY AUGUSTINE			L	1	1	6	-1		
DWIGHT BERNARD			R	—	—	—	0		

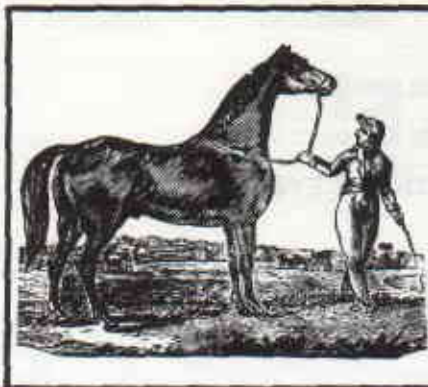
NOTE: In the event of an injury to a starting player, Moore may switch to catcher, Molitor to any infield position, Howell to third base, and any player to DH.

popular, as it permits the team "owners" to wheel-and-deal with players just as general managers do in real life. Or perhaps you're more interested in reliving the exploits of one favorite team; PENNANT RACE! allows you to play this team's 162-game schedule in not more than a few hours!

As of this writing, PENNANT RACE! is not yet available, nor has the cost of the game been determined. We are hoping for a release date of 1 March 1983 and, so far, all systems are go. Please do not send orders for the game to Avalon Hill until PENNANT RACE! has been released. For up to date information, keep your eyes on the pages of ALL-STAR REPLAY or write to Avalon Hill (with a stamped, self-addressed envelope) at 4517 Harford Road, Baltimore, Md., 21214. Thank you!

(SPECIAL NOTE: FOR THOSE OF YOU INTERESTED
IN LEARNING MORE ABOUT PENNANT RACE!,
SEE THE 1951 MINI-GAME INCLUDED IN THIS ISSUE!)

PENNANT RACE!



A DAY AT THE RACES



THE TRIPLE CROWN!

ALL-TIME GREAT HORSES FOR WIN, PLACE, AND SHOW!

by PAT PREMO

Thoroughbred horse racing's Triple Crown events attract a lot of attention each spring, even from those who usually don't follow the horses. It is an extravaganza that cannot be ignored. It is as much a part of Americana as the World Series, the Super Bowl, or the Indianapolis 500.

As most people know, the Thoroughbred Triple Crown is composed of the Kentucky Derby, the Preakness Stakes, and the Belmont Stakes. Each of these races is open only to three-year-old colts, fillies, or geldings, so a horse only has one chance in his lifetime to run in these premier events. The Kentucky Derby is run at Churchill Downs in Louisville, Kentucky on the first Saturday in May and is probably the most famous of the three events. The first Kentucky Derby was run on May 17, 1875, and was won by a little chestnut colt called *Aristides*. At a distance of 1¼ miles, the Kentucky Derby is the first classic test for the three-year-olds. Prior to the Derby, the major tune-up races are no longer than one and 1/8th miles.

The Preakness Stakes is run two weeks after the Derby at Pimlico Race Course in Baltimore, Maryland. Pimlico was opened on October 25, 1870, and is America's oldest active track on an original site. The inaugural Preakness was run on May 27, 1873, and was won by a bay colt called *Survivor* who had opened up ten lengths on the field by the time they crossed the finish line. The Preakness is run at 1 3/16ths of a mile and is 1/16th of a mile shorter than the Kentucky Derby. The Belmont Stakes is run three weeks after the Preakness (usually the first Saturday in June) and is called the "Test of Champions" due to its long, grueling distance of 1½ miles. Run at Belmont Park in Elmont, Long

Island, the first Belmont took place on June 19, 1867 (making it the oldest of the three Triple Crown races) and was won by a bay filly called *Ruthless* who defeated three other colts. (The first Belmont was run at Jerome Park and was named in honor of the late August Belmont.)

Thus, these three great races date back for over a century. However, it took almost 50 years before any horse was able to win all three of these classic events—*Sir Barton* in 1919. An interesting fact about *Sir Barton* is that he had not won a single race before the Kentucky Derby! It should be noted, however, that the phrase, "Triple Crown," did not originate until some time after *Sir Barton's* win in 1919.

Another eleven years elapsed before another horse won these three events—*Gallant Fox*, known as the "Fox of Belair" (his owner was Belair Farm), captured all three in 1930. Two other horses won these events in the 1930's—*Omaha* (the son of *Gallant Fox*!) in 1935 and *War Admiral* (the son of *Man o' War* who won the Preakness and the Belmont but did not race in the Kentucky Derby) in 1937. Many claim that the late Charles Hatton, a columnist for the old New York *Morning Telegraph* and the *Daily Racing Form*, first used the phrase "Triple Event" about this time.

The 1940's also saw a rash of Triple Crown winners as no less than four horses were able to win all three of these races—*Whirlaway* in 1941, *Count Fleet* in 1943, *Assault* in 1946, and the great *Citation* in 1948. The 1950's and 1960's were drought years in terms of the Triple Crown, however, as no horse was able to pull off the feat during those years. Many began to

believe that the task was much too formidable, especially now that many more colts were racing than in the early days. Fourteen horses during the 1950's and 1960's won two of the races, but not all three—horses such as *Native Dancer*, *Nashua*, *Tim Tam*, *Carry Back*, *Northern Dancer*, and *Damascus* were denied the Triple Crown title.

Then, just when it seemed that no horse could ever win all three races again, *Secretariat* came along in 1973 (25 years after *Citation*) and did it in commanding style. He battled *Sham* to the wire in both the Derby (in track record time) and in the Preakness (probably also in track record time, but the timer malfunctioned and the hand-held times differed), and then put *Sham*—and the rest of the field—away early to win the Belmont Stakes by 31 lengths!! And as if that feat wasn't enough, *Secretariat* also broke the world record for 1½ miles!

But *Secretariat* was just the beginning in the 1970's as two other colts drove to glory in that decade of truly great horses. In 1977, *Seattle Slew* did what no Triple Crown winner had ever done—he was undefeated at the end of the Triple Crown races. (He lost his very next race, but that was probably due to poor training). Then came what may be the most memorable of all Triple Crown years—1978, when *Affirmed* and *Alydar* hooked up in one of the greatest Turf rivalries in history. In the Derby, *Alydar* came from far back but could get no closer than 1½ lengths to *Affirmed*. In the Preakness, *Alydar* made his move sooner and collared *Affirmed* at the mile pole, but *Affirmed* held him off to win by a neck. Many people believed that the 1½ miles of the Belmont would

be *Affirmed's* undoing and that *Alydar* would finally have his revenge. *Affirmed* went right to the lead in the Belmont and *Alydar* stalked him closely; then, with almost a mile to go, *Alydar* made his move and quickly drew up alongside *Affirmed*. But the latter refused to let *Alydar* go by him—these two raced head and head all the way to the wire, leaving the rest of the field almost 15 lengths behind, with *Affirmed* again winning, although only by a head.

Since that time, *Spectacular Bid* won the Derby and Preakness in 1979 only to wind up third in the Belmont after allegedly stepping on a safety pin the morning of the race. In 1980, three different horses won the three races (remember the filly, *Genuine Risk*, winning the Derby?). In 1981, *Pleasant Colony* won the Derby and Preakness, but finished third in the Belmont after his jockey apparently misjudged the pace.

In 1982, some of the strangest series of events ever, wove the story of the Triple Crown. Early in the year, it looked as though *Deputy Minister* (1981's Two-year-old colt of the year) would be the favorite for the Derby, but he injured himself and was out. *Stalwart*, one of the West Coast's top contenders, also injured himself and had to be permanently retired. Then *Timely Writer* (runner-up as two-year-old colt in 1981) established himself as the horse to beat with convincing victories in the Flamingo Stakes and in the Florida Derby. However, he contracted a bad case of colic a couple weeks before the Derby and would miss all three Triple Crown events. *Hostage* was then thrown into the favorite's role based upon convincing wins, but then he was hurt and withdrawn. *Linkage* won the Blue Grass over *Gato Del Sol* and looked to be the best when his trainer decided to skip the Derby and wait for the Preakness. That left little unbeaten *Air Forbes Won* who had won the Wood Memorial with a desperate drive, *Muttering* who had won the Santa Anita Derby, and *El Baba* as the probable favorites.

None of those three were in the top three Derby finishers, however, as *Gato Del Sol* came from far back to win over *Laser Light* and *Reinvested*. *Linkage* was set for the Preakness, so it looked like a showdown between *Linkage* and *Gato Del Sol*. However, the trainer of *Gato Del Sol* decided to skip the Preakness and wait for the longer Belmont Stakes. So, it seemed that *Linkage* had the Preakness all to himself. But *Aloma's Ruler*, another

May 1, 1982

108TH KENTUCKY DERBY

Churchill Downs, Louisville, Kentucky

PURSE: \$550,000

DISTANCE: 1¼ miles

1st \$430,000 2nd \$70,000 3rd \$35,000 4th \$15,000

1	10	10	8	7	6	6	6	5	4	2	4
	CUPECOY'S JOY										BONUS #
	Veteran A. Santiago					Class: 64 Speed: 62					
2	9	9	8	6	6	6	7	7	4	2	8
	EL BABA										BONUS #
	Veteran D. Brumfield					Class: 64 Speed: 62					
3	8	9	7	6	6	6	8	8	4	3	6
	AIR FORBES ONE										BONUS #
	Veteran A. Cordero, Jr.					Class: 65 Speed: 62					
4	2	4	6	7	7	7	14	10	8	5	5
	LASER LIGHT										BONUS #
	Veteran E. Maple					Class: 70 Speed: 65					
5	3	5	6	7	7	8	11	10	9	4	9
	REINVESTED										BONUS #
	Veteran D. Mac Beth					Class: 70 Speed: 66					
6	2	3	5	7	9	12	11	9	8	6	7
	GATO DEL SOL										BONUS #
	Veteran E. Delahoussaye					Class: 72 Speed: 66					

good colt that had missed the Derby due to early season injuries, bounced back strong to win the Preakness over a fast-closing *Linkage*. The Belmont was sure to bring these three together—and it did. But it also brought *Conquistador Cielo* into the picture. This lightly raced colt had had leg problems and had missed both the Derby and Preakness, but then won the Metropolitan Handicap against good older horses in track record time. Even though *Conquistador Cielo* had won the Metropolitan on Monday and the Belmont was Saturday of the same week, it was decided to enter him in the race. Many scoffed, but *Conquistador Cielo* won by 14 lengths on a sloppy track as *Gato Del Sol* finished strongly to take second. *Linkage* could do no better than fourth and *Aloma's Ruler* hated the mud, struggling home ninth.

It has been a strange year so far, but it is far from over as many big races are still to come—the major one being the Travers Stakes at Saratoga in August. It is hoped that *Timely Writer* will be back for that one as well as *Gato Del Sol*, *Conquistador Cielo*, *Aloma's Ruler*, *Linkage*, and perhaps some new star who has yet to emerge.

The race programs for this year's three Triple Crown events are presented here for your enjoyment. The top three finishers in each race have been included as well as three other of the most prominent horses who ran. Have fun!

In case you might be left with the impression that there is only one series of famous Triple Crown races, it should be noted that there are at least four other well-known Thoroughbred series of races known as "Triple Crown" races. The first is the earliest established Triple Crown, that of England. The three races comprising their three-year-old Triple Crown events are the Two Thousand Guineas (at 1 mile), the Epsom Derby (at 1½ miles), and the St. Leger Stakes (at 1¾ miles). There have been fifteen (15) British Triple Crown winners:

1. 1853 West Australian
2. 1865 Gladiateur
3. 1866 Lord Lyon
4. 1886 Ormonde
5. 1891 Common
6. 1893 Isinglass
7. 1897 Galtee More
8. 1899 Flying Fox
9. 1900 Diamond Jubilee
10. 1903 Rock Sand

May 15, 1982 107TH PREAKNESS STAKES Pimlico Race Track, Baltimore, Maryland PURSE: \$280,000 DISTANCE: 1½ miles 1st \$210,000 2nd \$40,000 3rd \$20,000 4th \$10,000											
1	5	6	6	6	6	6	7	6	5	9	
	REINVESTED										BONUS #
	Veteran D. Mac Beth					Class: 59 Speed: 54					
2	7	7	6	5	5	6	6	6	7	5	
	CUT AWAY										BONUS #
	Veteran J. D. Bailey					Class: 61 Speed: 54					
3	8	7	6	6	5	5	5	6	6	6	4
	BOLD STYLE										BONUS #
	Veteran L. Moyers					Class: 60 Speed: 54					
4	3	4	6	7	7	8	8	6	5	5	8
	LASER LIGHT										BONUS #
	Veteran E. Maple					Class: 59 Speed: 54					
5	7	6	6	6	6	6	6	7	8	8	6
	LINKAGE										BONUS #
	Veteran W. Shoemaker					Class: 66 Speed: 58					
6	9	7	7	5	5	6	7	7	7	7	7
	ALOMA'S RULER										BONUS #
	Veteran J. L. Kaenel					Class: 67 Speed: 60					

June 5, 1982

114TH BELMONT STAKES

Belmont Park, Elmont, N.Y.

PURSE: \$270,000

DISTANCE: 1½ miles

1st \$160,000 2nd \$60,000 3rd \$35,000 4th \$15,000

1	3	5	8	8	8	9	10	10	10	10	10	9	8
	GATO DEL SOL												BONUS #
	Veteran E. Delahou Saye Class: 100 Speed: 91												
2	8	8	8	8	8	8	10	10	8	7	7	7	9
	HIGH ASCENT												BONUS #
	Veteran F. Lovato Class: 97 Speed: 90												
3	7	8	9	9	9	8	8	8	8	10	7	7	6
	LINKAGE												BONUS #
	Veteran W. Shoemaker Class: 98 Speed: 91												
4	5	5	5	5	8	8	8	10	12	12	12	8	5
	ILLUMINATE												BONUS #
	Veteran J. Velasquez Class: 98 Speed: 90												
5	9	9	8	8	8	8	8	8	7	7	7	6	4
	ALOMA'S RULER												BONUS #
	Veteran J. Kaenel Class: 93 Speed: 87												
6	10	10	8	8	8	8	8	8	9	10	10	9	7
	CONQUISTADOR CIELO												BONUS #
	Veteran L. Pincay, Jr. Class: 106 Speed: 97												

11. 1915 Pommern
12. 1917 Gay Crusader
13. 1918 Gainsborough
14. 1935 Bahram
15. 1970 Nijinsky II

The United States also has two other noteworthy Triple Crown series. One is strictly for three-year-old fillies and is composed of the following three races: the Acorn Stakes (at one mile), the Mother Goose Stakes (at 1½ miles), and the Coaching Club American Oaks Stakes (at 1½ miles). Only five fillies have managed to win all three in a single year:

1. 1968 Dark Mirage
2. 1969 Shuvee
3. 1974 Chris Evert
4. 1975 Ruffian
5. 1979 Davona Dale

The other American Triple Crown is the one for "Handicap" horses (where horses carry different amounts of weights depending upon their abilities; in stakes races the horses all carry equal weights) and the three races making it up are: the Metropolitan Handicap (at 1 mile), the Suburban Handicap (at 1¼ miles), and the Brooklyn Handicap (at 1½ miles). Only three horses have been able to carry the weight and win all three races in one year (since horses may run in handicap races more than once, it was felt that a true Triple Crown winner had to win all three races in the same year):

1. 1913 Whisk Broom II
2. 1953 Tom Fool
3. 1961 Kelso

And the last Triple Crown series are Canada's three-year old-races which consist of the Queen's Plate (at 1¼ miles), the Prince of Wales Stakes (at 1½ miles), and the Breeders Stakes (also at 1½ miles). Canada has had four Triple Crown winners:

1. 1955 Ace Marine
2. 1956 Canadian Champ
3. 1959 New Providence
4. 1963 Canebora

It should be remembered in horse racing, then, that while two's company, three's a crown!!

Lastly, you will notice that this issue contains a special insert of twelve race programs for WIN, PLACE & SHOW that feature the greatest Thoroughbred race horse champions ever to tread the American turf. Each program contains the top six horses of each decade from the 1860's through and including the 1970's. You can

run these programs as is or mix and match the horses from different decades; of course, if you want to change bonus numbers and/or odds, you may wish to consult suggestions from my article on "The Legend of Big Red" in ALL-STAR REPLAY, Volume III, Number 2.

This next section is an option to use with WIN, PLACE & SHOW that I feel makes the races a little bit more realistic. It is a modification of original WP&S rule 6.2:

NEW RULE 6.2: The number on the white die is added to the Running Strength of each horse for that particular turn. The horse in the lead always moves first; if two (or more) horses are tied for the lead, then the horse on the inside of the track will move first. At the start of the race, the horse in post position 1 moves first, followed by 2, 3, etc. During the race, the second place horse moves second, the third place horse moves third, etc. Any horse that cannot use all his spaces because he is blocked by other horses forfeits those unused spaces and cannot use them in subsequent turns.

The following questionnaire is designed to help ASR and me to provide you with more of the kinds of articles and race programs you would like to see in ASR. Feel free to send any and all comments to Patrick M. Premo, 1240 Chipmonk Road, Allegany, NY 14706.

During the past few issues, ALL-STAR REPLAY has featured articles on famous race programs to be used with WP&S—usually Thoroughbreds since that is what WP&S was designed for. However, a few articles and race programs have adapted other racing breeds to the WP&S format—specifically Standardbreds (Harness horses—both Trotters and Pacers), Steeplechasers, Quarter Horses, Appaloosas, and Arabians. There are other horse types that could be adapted—racing Paints/Pintos, and the famous "Heat" racing Thoroughbreds of the early 1800s who raced four miles at a crack and had to win two or three four-mile "heats" to be declared the race winner—all in one afternoon! What would you like to see?

FACTORY OUTLET

Whoever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Reed St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

WIN, PLACE & SHOW Questionnaire:

1. Which of the following breed of horses would you like to see featured in ASR (you may check more than one)?

- a. Thoroughbreds
- b. Standard Trotters
- c. Standardbred Pacers
- d. Quarter Horses
- e. Appaloosas
- f. Steeplechasers
- g. Paints/Pintos
- h. Arabians
- i. "Heat" Racers of 1800s

2. Would you like to see "real" race programs simulated or groups of all-time greats? (you may check more than one)

SPECIFY BREED/S

- a. "Real-life" programs—current
- b. "Real-life" programs—past
- c. All-time greats

3. Would you like to see great races and/or horses from other countries as well as the US?

- a. NO
- b. YES

If "yes," which countries, breeds, and/or horses/races would you like?

4. Is there any particular race program you would like to see in ASR?

5. Is there any particular horse/s you would like to see in ASR?

6. Please make any other comments or suggestions you may have here.

7. Thank you and we will be looking forward to hearing from YOU!

AVALON HILL GAME COMPANY, 4517 HARFORD ROAD, BALTIMORE, MARYLAND 21214



CUSTOMIZING WIN, PLACE AND SHOW

OR, HOW TO GET MORE OUT OF AVALON HILL'S CLASSIC HORSE RACING GAME

by John Houston

Over the years, WIN, PLACE AND SHOW has proven to be one of Avalon Hill's best-selling tabletop sports games. Of course, there are probably still many of you out there who find it hard to believe that a horse racing game could be so much fun and contain so much decision-making. Well, John Houston's article should serve a dual purpose: First, it will help all of the WIN, PLACE AND SHOW fanatics to get more enjoyment and simpler play out of their favorite game. Second, it should indicate to those who have never played the game what it's all about and how one goes about playing it.

"First turn. Number six moves first. The bonus number is eight."

"Who owns number six?"

"Phil, isn't number six your horse?"

"Huh? Oh, yeah, I did buy number six."

Lets see . . . what color is . . ."

"White. See . . . right above the number six on the program it says 'white'."

"Oh, yeah. I see it now. Okay, I'll move."

"Hey! You can't change two lanes! You have an apprentice jockey!"

"Oops! Sorry, I forgot."

The preceding dialogue may sound familiar to anyone who has introduced new players to WIN, PLACE & SHOW. Included in this article are some suggestions and accessories for the game which should allow the races to run smoothly regardless of a player's familiarity with the game. Also included are blank charts and individual cards which can be used for creating your own races by running horses from different programs against one another. These charts and cards feature a format which allows players to easily keep track of the current turn and quickly locate their correct running strength number. They contain enough spaces so that you can create cards and races for anything from quarter horses to harness horses.

EXPLANATION OF ACCESSORIES:

The accessories (Figures A—E) and the individual cards (Figure 1) should be copied and mounted on cardboard. The horses of accessories A and B, and the apprentice "counters" (under E) should be colored the same colors as the horses in the game. The long, narrow apprentice markers (under D) and the bonus move markers (under E)



should be colored yellow. Accessories A and C should be cut out as a complete piece. The other accessories should be cut into individual pieces or "counters".

ACCESSORY A: Place this in a convenient place on the board. I would recommend placing it so that it covers the words "DAILY DOUBLE", thus leaving a black background completely surrounding it. This will be used to indicate order of movement, as explained later.

ACCESSORY B: When a horse is purchased at the auction, the appropriate card is given to the buyer and will show the horse's post position, number, and color. If the individual running strength cards (Fig. 1) are also used, both the appropriate cards (running strength and post position) will be given to the buyer at the auction.

ACCESSORY C: This is used to indicate the turn in progress. The arrow pointer (found under E) is moved along the turn indicator as each turn progresses. This is used when the A, B, C, etc. format is being used. Players simply look at the turn indicator to see which turn is in progress, then refer to the same letter on their card to obtain the correct running strength number to use for the turn.

ACCESSORY D: These are used to indicate which horses are ridden by apprentice jockeys. One is placed under each horse on accessory A that will be ridden by an apprentice jockey during the race.

ACCESSORIES UNDER E: The counters with the A's are given to the purchasers of

horses with apprentice jockeys at the auction. This serves as a reminder to the owner of such a horse that he/she has an apprentice allowance move which may be taken during the race. When the move is taken, the "counter" is turned in to the race steward.

The BONUS "counters" are used to indicate which horse, if any, is awarded the bonus move for the turn in progress. The amount of spaces a horse may move with the bonus varies according to the type of race being run, so make certain you are using the proper one for each race. (Quarter Horses and Appaloosas = +1, Harness Horses = +2, all others = +3).

The arrow pointer is used with accessory C to indicate the current turn.

USE OF ACCESSORIES:

Now that you have an understanding of what the accessories are for, I will explain how they are used in the play of the game.

Place accessory A on the board as indicated earlier, and place accessory C above it so that it is just below the track portion of the playing board (in other words, in the infield just beneath the final turn before the stretch). Place an apprentice marker (D) under each horse on accessory A that will be ridden by an apprentice jockey in the race. Place the arrow pointer under the letter A on the turn indicator (accessory C). Select the appropriate bonus move indicator for the race being run and set the others aside. Give each player the proper post position card

and matching apprentice allowance "counter" (if needed) as each horse is purchased at the auction. If the individual running strength cards are being used, these also will be given to the buyer of the horse at the time of purchase.

After the first throw of the dice to start the race, determine which horse, if any, will receive the bonus move or moves for the turn and place the bonus move indicator above the proper horse on accessory A. Place the white die above or below (whichever you prefer) the horse on accessory A which will move first. As each horse takes its turn the white die is moved to the next horse in succession until all horses have completed their moves for the turn in progress. In this way a player can see in a glance which horse is supposed to move, its number, color, type of jockey, if the horse has any bonus moves coming for that turn, and the current pace which is to be added to the running strength number. After all horses have completed their moves, move the arrow pointer to B, then proceed with the next turn, and so on.

BLANK CHARTS AND INDIVIDUAL CARDS

The individual cards should be mounted on cardboard before they are cut to size. Several copies of the page containing the format for these cards will have to be run off, depending on how many individual cards you wish to make. Once made the individual cards can be used over and over to create your own races by mixing and matching horses from different programs. This idea seemed preferable to drawing up an entire six horse chart for each player every time a new race is put together. Odds and post position are not shown on the cards as these will change with each different race the horse is entered in. A place is provided for a bonus number for those of you who wish for a horse to retain his original bonus number at all times, even if it means more than one horse will have the same bonus number in a race. For those of you who wish to change the bonus number for each race (as outlined by Patrick M. Premo in ASR Vol. III, No. 2) simply leave this space blank. The assigned odds, bonus number, and post positions will be entered on the mini chart (Fig. 2). One of these should be filled out for each race when the individual cards are used. This chart, when filled out, will contain all the necessary information for comparing horses prior to purchasing or placing bets. The race steward will also refer to this chart during the running of the race for determining which horse is to receive the bonus, and afterwards for paying off bets and purse winnings. The

mini charts also have places for recording order of finish, time, and money won by each horse, for those of you who wish to keep records of the races you run.

HOMEMADE RUNNING STRENGTH INDICATOR

Since the existing WP&S programs contained in the game do not use the A-B-C format, here is another way to easily keep track of the current turn and running strength number, using a device you can make yourself. You will need the following materials: A clear plastic report cover, self adhesive label stock, map board clips, colored felt pens, (recommended but not absolutely necessary) and, preferably, an X-acto knife and metal edged ruler, although you may be able to manage with scissors.

First, using the folded side of the report cover as the top, cut out six strips 8" long by 1-7/16" wide. Cut one of the 8" flaps on each strip down to 2-1/2" in length. The long side will be the front of the indicator, the short side the back. Color in a section on the label stock for each of the colors used in the game for the horses. Make the colored areas large enough to cut out six pieces measuring 1/4" from side to side, and 1/8" from top to bottom. Cut the map board clips so that you have six clips measuring 1" each in length. Place one of the clear plastic strips on one of the programs so that the front (long) side is centered along one of the middle running strength numbers of a 1-1/4 mile race. You should now have about 2-1/2 running strength boxes on each side of the box you are centered on. Use one of the clips to hold the indicator in place. Now cut out your small pieces of colored labels and place them on the strip of clear plastic so that they are directly under the running strength number you are centered on, and centered vertically in the long rectangular box containing the

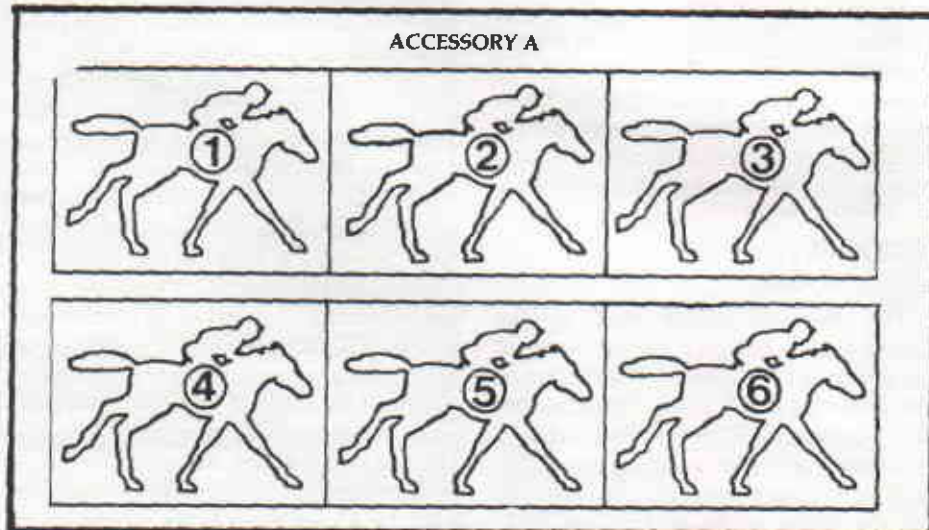
words "running strength". Place a red piece for the number one horse, a black piece for the number two horse, and so on. Repeat this procedure for each of the indicators you wish to make.

To use these indicators, place them on the program so that the colored squares are under the first running strength numbers of the race. After all horses have completed their moves for the first turn, move the indicator so that it lines up with the next running strength numbers, then roll the dice for the next turn, and so on. For the first three turns or so in the first and fifth races, it is easier to move the indicator if you hold the program at the top with your other hand to make it more rigid. After the first few turns of those particular races the program can be held as normal when moving the indicator. I should also mention that the indicator should be grasped near the top by the clear plastic of the indicator itself—not by the clip—using your thumb and middle finger to grasp and move the indicator and your first finger merely to keep the clip in place while the indicator is being moved.

One final note: When cutting the clips down to size, I used a small saw, then used a file to smooth down the edges. Perhaps you can find a better way, but the saw and file worked quite well. If you do use a saw, do not saw too quickly or you will snap the clip.

Once completed these indicators provide a quick method for locating the proper running strength number and also serve as a reminder of which color a horse is. Once you get used to positioning them they are very easy to use and should speed up the play of the game.

Hopefully you will be able to find something in this article that will add further to your enjoyment of this great game. At the very least, it should keep you occupied for a while.



WIN, PLACE, AND SHOW ACCESSORIES

FIGURE 2

RACE													
PURSE							DISTANCE						
1st	2nd			3rd			4th						
1	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												
2	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												
3	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												
4	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												
5	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												
6	A	B	C	D	E	F	G	H	I	J	K	L	BONUS * *
	ODDS												
	Class: Speed:												

FIGURE 1

A	B	C	D	E	F	G	H	I	J	K	L
BONUS * *											
Class: Speed:											

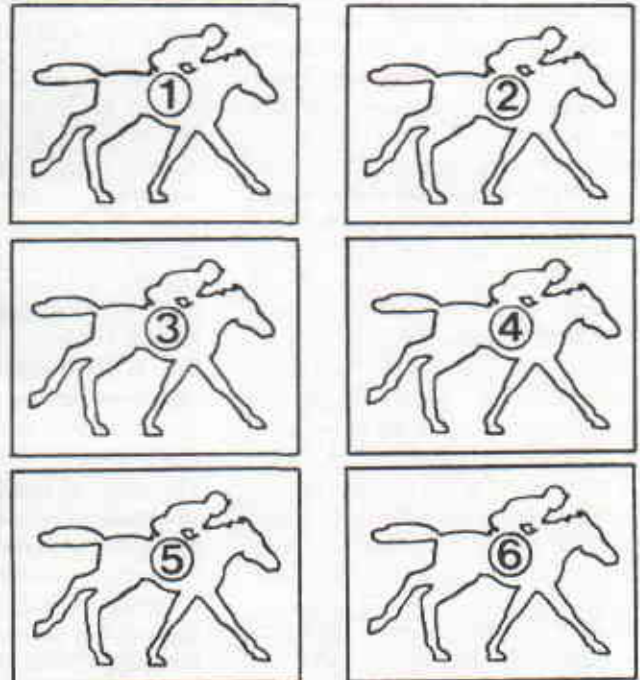
ACCESSORY D

APPRENTICE

ACCESSORY E

RACE		No.	
PURSE		DISTANCE	
1st	2nd	3rd	4th
PP	CLASS SPEED	HORSE	
	ODDS	JOCKEY	BONUS #
			TIME \$ WON
1	C: S:		
2	C: S:		
3	C: S:		
4	C: S:		
5	C: S:		
6	C: S:		

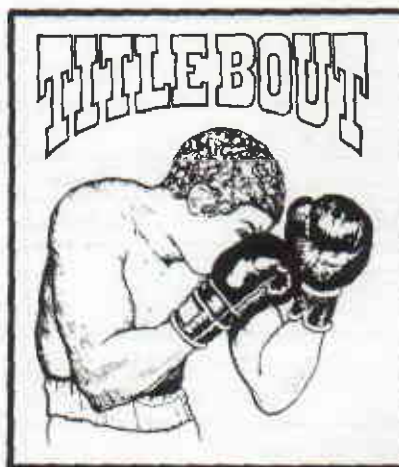
ACCESSORY B



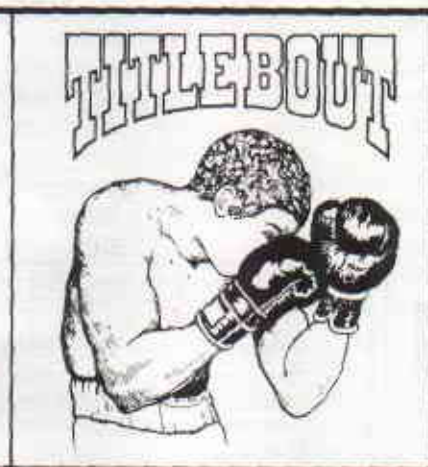
ACCESSORY C

A	B	C	D	E	F
G	H	I	J	K	L

Ⓐ	BONUS +1	BONUS +2	BONUS +3	⬆
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The Fistic Scene



IN THEIR PRIME!

ALL-TIME CARD RATINGS FOR TEN RECENT BOXERS

BY JIM TRUNZO

Since the inception of TITLE BOUT, two completely revised sets of player's cards and a goodly number of cards appearing in All-Star Replay have managed to keep the current fighters relatively up-to-date, while also contributing to the continuing popularity of the game. However, lost in the nebulous limbo between the Old Timers Set that comes with TITLE BOUT and the player card sets released each year are those fighters who were in the twilight of their career when the game was released. These fighters did not, at that time, qualify for an All-Time card, and even though their current card might have been quite good, it did not represent them at their absolute peak. This edition of the Fistic Scene will attempt to close, in part, the gap that has been created over the last three years.

While researching for this article, it became obvious that there were many fighters who qualified for an All-Time card, too many to deal with in just one article. Therefore, we have arbitrarily chosen ten fighters to honor with an All-Time card, eight who made their mark during the early and middle '70's and who at one time or another had a card representing them, and two ex-champions from the early 1970's who never received a card, but are definitely deserving. In future articles of the Fistic Scene, other "cross-over" fighters will be given their just due and fighters overlooked in the past will be added to the All-Time card set. The ten selected at this time are: Ken Norton, Jimmy Young, Earnie Shavers, Miguel Canto, Victor Galindez, Rodrigo Valdez, Bennie Briscoe, John

Conteh, Ricardo Arrendondo, and Nicolino Locche. A thumbnail sketch of each fighter follows, along with their accompanying cards.

KEN NORTON: A perennial contender during the 70's . . . Norton was better known for his superb physique than his ability early in his career . . . Roller Coaster career that had numerous highs and lows . . . attained prominence in 1973 when he upset Ali and broke his jaw. Would always be a problem for Ali, fighting him tough in all their fights . . . Suffered humiliating KO at the hands of George Foreman in 1974 and met similar fate at the hands of Gerry Cooney in career-ending fight in 1981 . . . earned his greatest respect and praise in defense of his WBC crown, when he battled Larry Holmes for 15 gruelling rounds only to lose one of the great heavyweight fights of all time. Norton, in retrospect, was a solid pro with good power and boxing skills. However, he had a definite problem with hard hitters who came straight at him. **FINAL RECORD: 42-7-1 (33 KO's)**

EARNIE SHAVERS: Possibly the hardest hitting heavyweight ever, certainly one of the top five . . . Overhand right nearly won him a championship against both Ali and Holmes . . . stamina questioned but went 15 against Ali and 12 against Holmes . . . suffered knockout losses to Lyle and Quarry and took considerable punishment in recent fights . . . however, even at age 38, his power had to be contended with early in any given fight

. . . Stopped good fighters like Young, Ellis, and Henry Clark in two rounds or less. **FINAL RECORD: 66-11-1 (63 KO's)**

VICTOR GALINDEZ: "The Animal" became the first light-heavyweight to ever regain his crown, when he stopped Mike Rossman in 10 on April 14, 1979 . . . not a one-punch knockout type, Galindez used his power to wear people down before taking them out . . . tremendous endurance, nine of his successful title defenses went the full fifteen rounds . . . won the title from Len Hutchins in 1974 . . . last fight was a 12 round decision loss to Jesse Burnett . . . died in a car wreck in 1980 . . . **FINAL RECORD: 53-9-4 (32 KO's)**

RODRIGO VALDEZ: Middleweight who fought in the shadow of the great Carlos Monzon . . . won the title after Monzon vacated it in 1976 . . . numbers three wins against tough Bennie Briscoe among his wins, including a 7th round KO in 1974 . . . had half the title in 1974, 1975, and 1976 before losing to Monzon for the undisputed crown. Lost twice to Monzon, both times going 15 . . . sharp-shooter who threw excellent combinations and used a good jab to set up opponents . . . decent power . . . Lost his title to Hugo Corro on a decision and failed against Corro in a rematch for the crown, both fights occurring in 1978 . . . Still fighting as recently as 1981 but career ended for all intents and purpose in 1978. **RECORD AS OF 1978: 61-8-2 (40 KO's)**

MIGUEL CANTO: All-Time great . . .

Canto was a light-hitting but gifted flyweight who made 14 successful title defenses before losing a unanimous decision to Chan-Hee Park in 1979 . . . Canto fought Park to a draw in the rematch, but that was his last good outing . . . on the comeback trail but best days are definitely over . . . won the title on a 15 round decision in 1975 . . . fought 12 successive 15 round bouts from 1976 to 1979 . . . impregnable defense and accurate boxer who scored only 15 kayo's during career . . . **RECORD AS OF 1979: 59-4-5 (15 KO's)**

BENNIE BRISCOE: One of the best of the "Philadelphia" fighters . . . often referred to as one of the finest middleweights never to have won a crown . . . still campaigning as of 1982, but prime ended several years earlier . . . rough, tough fighter with excellent power, Briscoe was feared and avoided during height of career . . . Lost tough fight to Rodrigo Valdez in 1974, getting knocked out for the 1st time in career . . . came back with 13 fight unbeaten streak to qualify for a shot at Monzon's vacated title, but was turned back by Valdez in 15 rounds . . . holds wins over Billy Douglas, Tony Mundine, Eddie Gregory, Vincente Rondon among others . . . **RECORD AS OF 1980: 63-18-6 (53 KO's)**

JOHN CONTEH: Gifted light-heavyweight who never lived up to enormous potential, though he was the WBC champion for 3 years . . . stripped of title for pulling out of a fight with Miguel Cuello . . . lost to Mate Parlov in 1978, trying to regain the crown . . . fine combination boxer/puncher . . . Conteh had guts, as seen by his war with Alvaro "Yaqui" Lopez in 1976 . . . had power, knocking out Len Hutchins in 3 rounds in 1977 . . . moody fighter which hampered him . . . regained much of his lost prestige by extending Saad Muhammad to 15 rounds . . . turned around and was destroyed in a rematch with Muhammad, getting KO'd in 4 rounds! **FINAL RECORD: 33-4-1 (23 KO's)**

RICARDO ARRENDONDO: Junior Lightweight WBC Champion from 1971 until 1974 . . . KO'd Yoshiaki Numata to win title and lost a 15 rd. decision to Kuniaki Shibata to lose his crown . . . At peak of his career, Arrendondo sported a record of 55-2-1 with 40 KO's . . . went rapidly downhill after 1973 and in 1977,

suffered his only KO loss . . . super chin and excellent power who worked well inside but preferred to fight at some distance to establish punching room . . . knew all the tricks and how to use them . . . not a "dirty" fighter but fouled frequently . . . **FINAL RECORD: 58-16-1 (42 KO's)**

NICOLINO LOCCHIE: At 40 years of age, this guy's name keeps popping up in possible comeback talk. Was still winning as of 1976 before becoming inactive . . . fought in at least 136 recorded bouts losing only four times! . . . Accomplished super record with no power to speak of (14 KO's in 136 bouts) . . . called the "Second Coming of Willie Pep" in tribute to his unbelievable defensive skills . . . possessed exceptional hand speed, foot speed, and rock-like chin . . . stopped only once and that at the age of 33 . . . owned wins over Antonio Cervantes, Adolph Pruitt, and Javier Ayala to name just a few . . . **FINAL RECORD: 118-4-14 (14 KO's)**

JIMMY YOUNG: A talented but unpopular fighter who almost became the heavyweight champion . . . Young's style was hard to appreciate in a division where hitters rule, unless you're Ali . . . avoided contact like the plague . . . slick, accurate boxer, who lacked a punch . . . good to excellent defense . . . Young probably beat Ali in their 1976 bout, but was denied the decision . . . sent a frustrated George Foreman into retirement by decisioning him in 1977 . . . suffered 1 round KO by Shavers in 1973 but came back to hold same fighter to a draw in 1974 . . . also lost close decision to Ken Norton in 1977 . . .

just a trial horse since then . . . may retire this year and should after losing a yawner to Greg Page . . . **FINAL RECORD: 30-11-2 (10 KO's)**

These fighters should be a worthy addition to the All-Time card set. Hopefully, they will provide you with additional matchups and allow some interesting replays. In the future, cards will be provided for Masao Ohba, Carlos Palamino, Armando Muniz, Kuniaki Shibata, Chico Vejar, and others.

FISTIC FACTS: Although the upcoming Pryor-Arguello match deserves a full treatment such as the one Leonard-Hearns and Cooney-Holmes received, it probably won't be possible because of time limitations. However, a quick analysis shows that the two fighters are close in talent. Arguello has an edge in one-punch power, defense, chin, and experience. However, Pryor must receive the nod in the areas of hand and foot speed, endurance, and susceptibility to cuts. Arguello does not seem to have lost anything by his continued moves upward in weight. Our prediction: **ARGUELLO** by late round **TKO** . . . watch this spot for news about the publication of a booklet called **ADVANCED TITLE BOUT**. If the project comes off, **ADVANCED TITLE BOUT** would be the ultimate in boxing realism . . . it would add such factors as variable CF's and HP's throughout the fight, include new cut charts and defensive tables. Also, to be included would be a complete system to modify All-Time cards into career stages —pre-prime, prime, and past-prime. More on this later.



REVISED BOXER CARDS FOR TITLE BOUT!

MIGUEL CANTO—11(B) Flyweight

CFB/S: 11/11 CO/CH: 5/4
HP/KI: 5/4 TKO: 2
KDR 1: 2 AGG: 7
KDR 2: 1 END: 110
KOR: 1 DEF: -6
FI: 1 FO: 4 CU: 3 KO: 0
ACTION
Punches Landed: 1-45
Punches Missed: 46-60
Clinching: 61-68
Ring Movement: 69-78
Foul Rating: (A)
HITTING VALUE 3 2
Jab: 1-6 7-21
Hook: 22-26 27-37
Cross: 38-39 40-44
Combination: 45-50 51-73
Uppercut: 74 75-80
In Corner/On Ropes: 0

VICTOR GALINDEZ—11(S) Light Heavyweight

CFB/S: 11/10 CO/CH: 5/6
HP/KI: 8/7 TKO: 2
KDR 1: 2 AGG: 9
KDR 2: 2 END: 100
KOR: 1 DEF: +2
FI: 3 FO: 2 CU: 2 KO: 2
ACTION
Punches Landed: 1-39
Punches Missed: 40-62
Clinching: 63-70
Ring Movement: 71-78
Foul Rating: (C)
HITTING VALUE 3 2
Jab: 1-7 8-12
Hook: 13-27 28-37
Cross: 38-52 53-62
Combination: 63-68 69-74
Uppercut: 75-77 78-80
In Corner/On Ropes: 2

JOHN CONTEH—10(B/S) Light Heavyweight

CFB/S: 11/9 CO/CH: 6/4
HP/KI: 7/6 TKO: 3
KDR 1: 2 AGG: 8
KDR 2: 2 END: 95
KOR: 2 DEF: -2
FI: 2 FO: 3 CU: 1 KO: 2
ACTION
Punches Landed: 1-42
Punches Missed: 43-61
Clinching: 62-69
Ring Movement: 70-78
Foul Rating: (C)
HITTING VALUE 3 2
Jab: 1-11 12-18
Hook: 19-29 30-36
Cross: 37-47 48-54
Combination: 55-65 66-73
Uppercut: 74-75 76-80
In Corner/On Ropes: 2

BENNIE BRISCOE—10(S) Middleweight

CFB/S: 9/10 CO/CH: 5/4
HP/KI: 9/7 TKO: 2
KDR 1: 3 AGG: 9
KDR 2: 2 END: 85
KOR: 2 DEF:
FI: 2 FO: 2 CU: 2 KO: 2
ACTION
Punches Landed: 1-39
Punches Missed: 40-62
Clinching: 63-71
Ring Movement: 72-78
Foul Rating: (B)
HITTING VALUE 3 2
Jab: 1-9 10-18
Hook: 19-28 29-37
Cross: 38-46 47-56
Combination: 57-62 63-68
Uppercut: 69-72 73-80
In Corner/On Ropes: 2

KEN NORTON—9(B/S) Heavyweight

CFB/S: 10/8 CO/CH: 6/2
HP/KI: 8/6 TKO: 3
KDR 1: 4 AGG: 8
KDR 2: 3 END: 100
KOR: 3 DEF: -2
FI: 2 FO: 3 CU: 1 KO: 2
ACTION
Punches Landed: 1-41
Punches Missed: 42-61
Clinching: 62-70
Ring Movement: 71-78
Foul Rating: (B)
HITTING VALUE 3 2
Jab: 1-9 10-21
Hook: 22-29 30-41
Cross: 42-46 47-54
Combination: 55-59 60-67
Uppercut: 68-72 73-80
In Corner/On Ropes: 2

RODRIGO VALDEZ—10(B/S) Middleweight

CFB/S: 10/10 CO/CH: 6/3
HP/KI: 8/5 TKO: 2
KDR 1: 3 AGG: 8
KDR 2: 1 END: 90
KOR: 2 DEF: -2
FI: 2 FO: 2 CU: 2 KO: 2
ACTION
Punches Landed: 1-43
Punches Missed: 44-62
Clinching: 63-70
Ring Movement: 71-78
Foul Rating: (B)
HITTING VALUE 3 2
Jab: 1-10 11-19
Hook: 20-25 26-31
Cross: 32-40 41-50
Combination: 51-57 58-68
Uppercut: 69-71 72-80
In Corner/On Ropes: 2

JIMMY YOUNG—9(B) Heavyweight

CFB/S: 9/10 CO/CH: 5/2
HP/KI: 6/4 TKO: 2
KDR 1: 2 AGG: 6
KDR 2: 1 END: 95
KOR: 2 DEF: -4
FI: 1 FO: 3 CU: 3 KO: 1
ACTION
Punches Landed: 1-42
Punches Missed: 43-60
Clinching: 61-69
Ring Movement: 70-78
Foul Rating: (A)
HITTING VALUE 3 2
Jab: 1-6 7-29
Hook: 30-32 33-44
Cross: 45-47 48-59
Combination: 60-62 63-74
Uppercut: 75 76-80
In Corner/On Ropes: 2

EARNIE SHAVERS—9(S) Heavyweight

CFB/S: 9/9 CO/CH: 5/3
HP/KI: 10/18 TKO: 2
KDR 1: 3 AGG: 9
KDR 2: 1 END: 85
KOR: 3 DEF: +4
FI: 3 FO: 1 CU: 2 KO: 3
ACTION
Punches Landed: 1-38
Punches Missed: 39-62
Clinching: 63-70
Ring Movement: 71-78
Foul Rating: (B)
HITTING VALUE 3 2
Jab: 1-14 15-17
Hook: 18-31 32-34
Cross: 35-48 49-51
Combination: 52-55 56
Uppercut: 57-74 75-80
In Corner/On Ropes: 2

NICOLINO LOCCHIE—11(B) Jr. Welterweight

CFB/S: 12/11 CO/CH: 6/3
HP/KI: 5/4 TKO: 2
KDR 1: 1 AGG: 7
KDR 2: 1 END: 110
KOR: 1 DEF: -6
FI: 2 FO: 4 CU: 3 KO: 0
ACTION
Punches Landed: 1-46
Punches Missed: 47-59
Clinching: 60-68
Ring Movement: 69-78
Foul Rating: (A)
HITTING VALUE 3 2
Jab: 1-5 6-19
Hook: 20-24 25-35
Cross: 36-39 40-44
Combination: 45-52 53-75
Uppercut: 76 77-80
In Corner/On Ropes: 0

RICARDO ARRENDONDO—8(S) Jr. Lightweight

CFB/S: 8/10 CO/CH: 5/3
HP/KI: 9/6 TKO: 2
KDR 1: 2 AGG: 9
KDR 2: 1 END: 95
KOR: 1 DEF: +4
FI: 3 FO: 2 CU: 1 KO: 2
ACTION
Punches Landed: 1-39
Punches Missed: 40-62
Clinching: 63-70
Ring Movement: 71-78
Foul Rating: (C)
HITTING VALUE 3 2
Jab: 1-4 5-9
Hook: 10-25 26-40
Cross: 41-47 48-55
Combination: 56-61 62-70
Uppercut: 71-75 76-80
In Corner/On Ropes: 2

YOU VS. THE CHAMPEEN

OR HOW TO USE TITLE BOUT TO ENABLE YOU TO FIGHT THE BOXERS OF YOUR CHOICE

by FRANK TAYLOR

The smoke-shrouded figure becomes faintly visible and shouts, "Come on gents, one hundred dollars to any man that can last three rounds with the Champeen!" The "Champeen" sits confidently in the opposite corner, bored and detached. He's not real big and doesn't look particularly mean. "No takers? Looks like the whole town's full of girls," boomed the announcer.

I'm not in *that* bad a shape—only three rounds . . . I wonder . . . What would happen if you went three rounds with Joe Louis, Roberto Duran (as a Lightweight) or even Ali? Most likely a trip to the canvas or the emergency room but . . . maybe not. Could you run and hide three rounds; could you land a Sunday punch, or perhaps slug it out? Walter Mitty, move over, because here comes (although a little tongue-in-cheek) the Clint Eastwood of barrooms, the pummelling pugilistic pug from Poughkeepsie—You!

Let's face it: one's chances are decidedly slim but, if nothing else, it might be interesting to see how many cuts, canvas trips and broken items one could sustain. Arriving at your own ratings will be tricky and, of course, subjective. In the final analysis, good judgement and common sense will provide the most accurate evaluation. Although guidelines are given (loosely for sure), the idea of "whatever you think best" should be used to clear up any ambiguous situations. If you want to be macho-man, so be it.

The normal card is the key to all ratings. From this, adjustments are made according to either the guidelines or, in some cases, "whatever you think best", since guidelines could go on ad infinitum to incorporate all the body types and abilities possible. The normal card may at first seem a little out of line but unless one wants to be utter shark bait, he should be given *some* ability.

Now for the ratings and their rationale, be it ever so tongue-in-cheek. You decide if you are a boxer or slugger. (Also who would you rather fight: a boxer or a slugger and thereby modify the CFB/S?) The HP/KI is the most fun because if you have an ego, it will surface here. The knock-down and KO ratings are purely subjective and only you know your recuperative powers. Most of the charts are predicated on the fact that the basic card will not be altered much. In some cases it can be altered a fair amount, but only if you have boxed a good deal; otherwise not a lot of changes will occur. Check the charts to fill out your personal card. You can even fill out a card for your friends or enemies and attempt to turn their lights out.

After completing your card, it's time to begin. Apply the rules of TITLE BOUT with only a few modifications. Firstly, since this is a three round fight, divide your opponent's END by 3 and round up.

THE CHARTS

CFB/S		KOR	
1. Do you like to run	+1 to B	1. Never been knocked out	-1
2. Enjoy pain	+1 to S	2. Has your jaw been broken	+1
3. Or add one to whichever you prefer		3. Do you consider yourself hard to KO	-1
HP/KI		4. Does plastic surgery scare you	+1
1. Ever break anyone's nose	+1 HP	5. Been beamed and walked to first	-1
2. Knock a tooth out	+1 HP	6. Been knocked out by a punch	+1
3. KO anyone with one punch	+2 HP	CO/CH	
4. Never hurt anyone	-1 HP	1. Ever cut anyone	+1 CO
5. Weigh over 190	+1 HP	2. Did cut require stitches	+1 CO
6. Poul out a lot in basketball	+1 KI	3. Ever have stitches near eye or brow	+1 CH
7. Enjoy running score up	+1 KI	4. Ever have a broken nose	+1 CH
8. Ever spike a shortstop on purpose	+1 KI	5. Have a Neanderthal brow	+1 CH
9. Are you bad	+1 KI	6. Buck teeth	+1 CH
10. Were you a hard hitter in football	+1 KI	7. History of Hemophilia	+2 CH
KDR 1		8. Never have facial stitches	-1 CH
1. Never been knocked down	-1	END FACTOR	
2. Been knocked down	+1	1. Jog three times a week	+5
3. Are you good-looking	+1	2. Smoke	-5
4. Can you take a lick	-1	3. Overweight	-3
KDR 2		4. Ever box much	+2
Leave alone		5. Better shape than most of your friends	+2
		6. Stressful job or life style	-2

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Second, unlike TITLE BOUT, your TKO Rating is the maximum number of points that may be scored on you in a single round before a TKO occurs! Thirdly, a Brawl Factor, which is not in TITLE BOUT, is explained below. Lastly, the no clinch-no ring movement may be misleading. You do have the opportunity to run and dodge but it will cost you. Any time during a round you may attempt to run and dodge with these limitations:

- 1 It may only be done once a round.
- 2 You may not be under the control of the other fighter.

The procedure is: If you are in control,

- 1 Turn over the next FAC and if it's 1-40

you are successful. If it's 41-80, turn the next FAC to see who's in control and continue play.

2 Count out 6 cards and discard them, if successful.

3 Subtract 5 from your END whether the attempt was successful or not.

You must have enough END to pay the full price. Otherwise, the run and dodge strategy may not be used.

Remember, the key to this simulation is survival. It will not be possible to knockout many "Champeens" but prudent use of the run and dodge tactic and a little luck will allow you to survive some of the slugfests.

THE BASIC CARD—1(B or S)

CFB/S: 6/6 CO/CH: 3/3
HP/KI: 4/3 TKO: 21
KDR 1: 6 AGG: 5
KDR 2: 3 END: 18
KOR: 5 DEF: +6

No Strategy ACTION

Punches Landed: 1-30
Punches Missed: Add 25
to Above
No Clinch or Ring Movement

HITTING VALUE 3 2
Jab: Check
Hook: Chart
Cross: For
Combination: Values
Uppercut:

TKO

1. High threshold of pain	+2
2. Never been hit really hard in the face with a fist	-1
3. Had surgery without anesthetic	+2
4. Ever box much	+2
5. Overweight	-2
6. In good shape	+2
7. Do much physical labor	+1
8. Smoke	-2
9. Stomach muscles in good shape	+1
10. Stomach not in good shape	-1

AGG

1. Have high blood pressure	+1
2. Are you a leader	+1
3. Get any technicals or unnecessary roughness fouls	+1
4. Call up people just to argue	+1
5. Don't let cars onto freeway	+1
6. Scaredy cat	-1
7. Don't buy Avalon Hill games until you hear something	-2

DEF

1. Ever box	-1
2. Dodge dirt clouds well	-1
3. Get beat up in school	+1
4. Baseball ever hit your face	+1

BRAWL FACTORS—May be attempted once a round and always costs (2) to your END regardless of success.

1. 1-70 Unsuccessful
2. 71 Inflicted an H cut
3. 72 Automatic (4) point punch
4. 73 Automatic (5) point punch
5. 74 Automatic knockdown
6. 75 Broke your hand—reduce as TITLE BOUT states
7. 76 Inflicted a (2) point cut
8. 77 Hit opponent low—subtract (5) from his END
9. 78 Banged heads—during opponent's daze use your KI
10. 79 Opponent chokes on mouth piece—use next two random numbers on cut chart and try to cut him

11. 80 Got knocked out but a good-looking girl walks up and says "Let's go to my place and discuss the fight!"

PUNCHES LANDED

1. Do you have good hand speed	+3
2. Can you juggle	+1
3. Ever box	+1
4. Can you catch flies in the air with both hands	+2
5. Are you a karate man	+2
6. Have you had your share of scraps	+2
7. Would you try to catch a dart bare-handed	+1

HITTING VALUE (All punches worth (2) points with a few exceptions. Use only one of the three.)

1. If you weigh over 190, give yourself six (6) numbers in the 3's, where you think your best punches are.
2. Are you muscular and able to put weight into a punch—4 numbers in the 3's where you think your best punches are.
3. Sunday punch—give 2 numbers in the 3's anyplace.

TALE OF THE TAPE

GERRY COONEY

Aug. 24, 1956
New York, N.Y.

25

222*

6'6"

81"

44"

46"

17"

14"

35"

24½"

16"

19½"

8"

12½"

10½"

BILL HUGHES

Oct. 29, 1956

Birthdate Waterbury, CT.

Age

Weight

Height

Reach

Chest (normal)

Chest (expanded)

Biceps

Forearm

Waist

Thigh

Calf

Neck

Wrist

Inst

Ankle

*Exact weights will be announced following official weigh-in.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT!

ANIMALS IN TITLE BOUT! (YOU HEARD RIGHT!)

Bear Bryant did it, so did Max Baer, so did Demetrius as well as numerous Christians. What does this cross-section of humanity have in common? They all fought animals at one time—some not as successfully as others. In a realistic sense, what would be the ultimate animal to fight? How about something that could smash walls, jump fences, and was impossible to cut or knockout? Superman? No, a gorilla. Before you laugh, wait, it *could* be done and it *could* be beaten, given a few guidelines (and a bit of timely luck).

If you can't cut it, and it's not possible to kayo the hairy thing, how can it be beaten? Simple, you get it so mad that its handlers have to stop the fight. Each time the gorilla is hurt, "Out of Control" points are scored. Once 12 total points are reached, the gorilla has literally gone ape and the fight must be stopped.

But what about that awesome strength, and excruciating punching potential? It's

there, so watch out! This engine of destruction packs a .357 in each hand and when he hits you, something traumatic will happen. Notice the HP-12! That means +4 to anyone's KDR:1 and a canvas trip for most fighters. Also, it has a few 4 point punches on its Hitting Value to denote the devastating nature of each punch.

Nevertheless, it does lose, and much more often than one might think. Score the fight conventionally and keep track of the O.O.C. (Out of Control) points. Cut points are added to the O.O.C., as well as any time 20 or more punching points are landed in a single round. Score 2 O.O.C. points for a 20-29 point round and 3 O.O.C. points for a 30 plus round. The GM:1 and GM:2 stand for getting mad and are used as KDR:1 and KDR:2 in TITLE BOUT, except that a gorilla will never go down. If you succeed in getting him mad, score 3 O.O.C. points each time and 5 points to the punching points landed.

The big boy will burn any fighter if he lands many punches but there's the rub, his Punches Landed is low. Also, he has a low Killer Instinct since he's probably somewhat bored or bewildered by the whole affair.

Experiment a little and who knows—Joe Frazier, a gorilla by Muhammad Ali's estimation, may even beat his non-human counterpart.

GORILLA—(S)			
CFB/S:	8/10	CO/CH:	6/1
HP/KI:	12/2	TKO:	20-29
		Score 2 O.O.C.	
		30 Plus	
		Score 3 O.O.C.	
GM 1:	3	AGG:	9
GM 2:	2	END:	150
OUT OF			
CONTROL:	12	DEF:	+6
STRATEGY—KILL			
Punches Landed:	1-29		
Going Ape:	30-80		
HITTING			
VALUE	4	3	2
Swarming:	1-5	6-20	21-25
Clubbing:	26-30	31-43	44-55
Berserking:	56-63	64-71	72-80

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Now, about that thousand dollars. At our current rate of \$5.00 per running 10" column of copy, or \$15.00 a page, that's only about 378 pages of typed, double-spaced copy. Piece of cake.

But if the financial rewards for your articles aren't enough, consider the fringe benefits. Each word you write is one less you'll have to read from the editor.

AVALON HILL HATS! LOOK LIKE A PRO! (Even if you aren't one)

If you are a true sports fan who loves ALL-STAR REPLAY and Avalon Hill games, you can now proclaim your loyalty from underneath an authentic Avalon Hill baseball cap! (Don't worry! These caps can also be used for football, darts, croquet, and birthday presents for your girlfriend.) They are navy blue and come in the "one size fits all" style. In recent tests by the Avalon Hill macho club, these caps were worn by the staff for 36 consecutive hours and despite the vigorous nature of the work undertaken by the employees, not one visible sign of wear was noticeable! Our hats are guaranteed to increase your batting average by 10%. (Of course, this only raised your editor's batting average to .087). Send \$7.00 plus 10% postage (20% in Canada, 30% overseas) to AVALON HILL, 4517 HARFORD ROAD, BALTIMORE, MARYLAND, 21214. Maryland residents add 5% sales tax. PLAY BALL!



BLASTS FROM THE PAST!



INTRODUCING: PENNANT RACE!

A SPECIAL BONUS FOR ALL-STAR REPLAY READERS!

By Joseph Balkoski

ALL-STAR REPLAY is very proud to announce the introduction of two items of very special interest to sports fans and gamers everywhere. First, the very piece you are currently reading is the premiere of a new feature of ALL-STAR REPLAY, entitled **BLASTS FROM THE PAST**. As the title implies, this will be a regular column that will present choice bits of baseball history for both the casual baseball fan who's never even heard of "Highpockets" Kelly, as well as the serious baseball buff who could recall Rip Repulski's batting average in 1953. We hope to have a wide spectrum of articles dealing with all of the greats, near-greats, and maybe even not-so-greats of baseball's past. And don't worry! For those of you who consider Willie Mays as an ancient old-timer, we should occasionally present "historical" pieces on recent baseball adventures, such as the incredible '78 season (or the dismal '81 one). We hope to have guest writers and serious baseball historians, so don't miss it! "But what has this got to do with Avalon Hill sports games?" I hear you cry. **EVERYTHING!** Each article will contain some sort of information that can be applied to one of our existing baseball simulations as an accessory. For the most part, these will be team rosters, statistics, and schedules for our new **PENNANT RACE!** game, but for more on that see below. Occasionally, we may present special inserts for **STATIS-PRO BASEBALL**, **SUPERSTAR BASEBALL**, and even **BASEBALL STRATEGY**. And, yes, we may sneak in a football history article once in a while. (For those of you who are wondering, "Highpockets" Kelly was an 18-year National League veteran who played throughout the twenties, with a lifetime batting average of .297 and 148 career homers.

Rip Repulski was a 9-year player from the fifties who slugged an impressive .436 over his career.)

Second, we are pleased to announce that, **PENNANT RACE!**, our new baseball game simulating the **ENTIRE** season in a reasonable amount of playing time, is near-completion and should be available for the public soon. But as a special bonus to **ALL-STAR REPLAY** readers, a shortened version of the game is being presented in this, the premiere appearance of the **BLASTS FROM THE PAST** column. And what better way to introduce this unique new game? In our discussions concerning **PENNANT RACE!** in the Avalon Hill offices, we decided that a far greater comprehension of this game could be achieved by introducing it in **ALL-STAR REPLAY** as a mini-game rather than advertising it in the pages of our magazine in the traditional fashion. So we chose the sensational 1951 season in the National League as our debut (we figured that some of you would be moderately familiar with this episode due to the fact that Volume IV, Number 2 contained a feature article on this baseball year).

Please note that the version of **PENNANT RACE!** in this issue of **ALL-STAR REPLAY** is just the basic, introductory form of the game. The version that will be made available in stores or by mail direct from Avalon Hill will contain a complete spectrum of baseball cornucopia: weather, injuries, right and left-handed pitching and batting, ballparks, random events, the minor leagues, and more! In the version you're looking at now, please ignore all references on the team rosters to any of the above items; they are only used in the commercial

version of the game. Of course, the complete **PENNANT RACE!** will contain full and accurate rosters and schedules for the just-completed 1982 season for all 26 teams. Each fall, Avalon Hill plans to release new rosters for the past season as well. When time permits, we will probably also publish roster booklets for great seasons of the past.

To play this **ALL-STAR REPLAY** version of **PENNANT RACE!**, you'll need a white die, a red die, and a green die, a pencil, and a few pieces of scrap paper. We'd like to hear your preliminary reactions to the game, so do not hesitate to write Avalon Hill with your ideas, comments, or suggestions. If you'd care to give us your play results, that would be great (we may be able to publish them). Thanks and good luck!

INTRODUCTION

PENNANT RACE! is a simulation of the sport of professional baseball that allows the players to recreate an entire baseball season in an enjoyable, informative, and simple manner. Every major league team, from either a past season or the contemporary one, plays according to its actual schedule. All of the amazing intricacies of the game—such as weather, trades, injuries, and the minor leagues—are accurately reflected in this game.

HOW TO PLAY

PENNANT RACE! simulates the entire baseball season on a day-to-day basis. The players must adhere to the schedule and resolve all of the games on a given day before going on to play the next day's games. The schedule lists the participating teams in the order **VISITORS/HOME**. Listings followed

by a parenthesized "2" indicate that the game is a doubleheader.

A. STARTING PITCHERS

In a given game, each player must declare a single pitcher from his staff as his starter. A starting pitcher must possess a Start Value of at least 1 and must have "rested" (that is, not have started a game) for a number of days equal to or greater than his Rest Value (e.g., a pitcher with a Rest Value of 4 who starts on the 2nd may not start again until the 7th). If a pitcher does not rest his required number of days, his Start Value is reduced by 2 in the ensuing game (exception: if the pitcher's Endurance Value is 3 or more, his Start Value is reduced by 1). A pitcher may not make starts on consecutive days or on the same day, nor may he make two consecutive starts on "short" rest.

B. GAME RESOLUTION

The visiting team player rolls one white, one red, and one green die. Do not move these dice until a number of calculations have been made which determine the number of runs scored in the game by the visiting team.

1. RUN CALCULATION: If the dice roll shows any DOUBLES (e.g., 1 and 1 or 6 and 6) and/or the sum of the numbers shown on the three dice is 10 OR LESS, then skip this step and proceed to steps 2 and/or 3. However, if both of the above conditions ARE NOT MET, then this step is the only one that need be taken. First, determine the opposing pitcher's Start Value and multiply this number by the figure shown on the white die. Next, determine the visiting team's Batting Value (listed on the top of its roster). Simply divide this Batting Value by the product of the Start Value and the white die and DROP FRACTIONS. This is the number of runs scored in the game by the visiting team. **EXAMPLE:** The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 4. The three dice are rolled and come up 3 on the white die and 5 and 6 on the other two dice. Since there are no doubles and the dice total is more than 10 (14), simply multiply 4 (the Start Value) by 3 (the white die) and divide this product (12) INTO 30 (the Batting Value) and drop fractions. The result is $2\frac{1}{2}$, or 2 when dropping fractions. So 2 is the number of runs scored by the visiting team in this game.

2. RUN CALCULATION IN THE EVENT OF DOUBLES: If doubles (or triples) occur in the dice roll, then this step must be adhered to. First, determine which numbers are doubles. If the white die is identical to either of the other two dice, then the visiting

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1951 BROOKLYN DODGERS (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
33	A	B	+2	2	-2/+2	Zone 2

STARTERS

NAME	POS	BAT	POW	SPD	FLD
GIL HODGES	1B	3	4	2	0
JACKIE ROBINSON	2B	6	4	4	+1
PEE WEE REESE	SS	4	2	3	0
BILLY COX	3B	3	2	1	+1
CARL FURILLO	RF	4	3	2	+1
DUKE SNIDER	CF	3	4	2	+1
GENE HERMANSKI	LF	3	2	0	0
ROY CAMPANELLA	C	6	5	0	+1

BENCH

NAME	POS	BAT	POW	SPD	FLD
DON THOMPSON	OF	1	0	2	0
CARL ABRAMS	OF	2	2	2	0
ROCKY BRIDGES	INF	2	1	0	0
EDDIE MIKSI	INF	1	0	3	-1
HANK EDWARDS	OF	4	3	0	-1
BRUCE EDWARDS	C	1	2	0	0
DICK WILLIAMS	OF	0	1	0	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
PREACHER ROE	L	5	3	3	—
DON NEWCOMBE	R	5	3	3	—
RALPH BRANCA	R	4	3	4	0
CARL ERSKINE	R	2	2	5	-1
CLEM LABINE	R	4	3	6	0
CLYDE KING	R	0	0	0	-1
BUD PODBIELAN	R	0	0	0	-1
ERV PALICA	R	1	1	6	-1
JOE HATTEN	L	2	1	6	-1
PHIL HAUGSTAD	R	0	0	0	-2

1951 NEW YORK GIANTS (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
29	A	A	+2	6	-2/+2	Zone 2

STARTERS

NAME	POS	BAT	POW	SPD	FLD
WHITEY LOCKMAN	1B	4	2	0	-1
EDDIE STANKY	2B	2	2	2	0
ALVIN DARK	SS	5	3	2	-1
HANK THOMPSON	3B	1	2	0	-1
DON MUELLER	RF	3	3	0	0
MONTE IRVIN	CF	5	4	3	+1
BOBBY THOMSON	LF	4	5	1	0
WES WESTRUM	C	0	3	0	+1

BENCH

NAME	POS	BAT	POW	SPD	FLD
RAY NOBLE	C	2	2	0	0
BILL RIGNEY	INF	1	3	0	0
DAVEY WILLIAMS	INF	3	2	1	0
SPIDER JORGENSEN	OF	1	2	0	0
SAL YVARS	C	4	3	0	-1
CLINT HARTUNG	OF	0	0	0	-1
JACK MAGUIRE	OF	2	3	0	-1

PITCHERS

NAME	R/L	START	END	REST	RELIEF
SAL MAGLIE	R	5	3	3	—

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1951 NATIONAL LEAGUE SCHEDULE (VISITORS/HOME)

16 APR	PIT/CIN
17 APR	NY/BOS, PHI/BRK, CIN/CHI, STL/PIT
18 APR	NY/BOS, PHI/BRK
19 APR	NY/BOS(2), PHI/BRK, CIN/CHI
20 APR	BOS/PHI, BRK/NY, CHI/STL
21 APR	BOS/PHI, BRK/NY, CHI/STL, PIT/CIN
22 APR	BOS/PHI, BRK/NY, CHI/STL, PIT/CIN(2)
23 APR	BOS/BRK, NY/PHI, PIT/CHI, CIN/STL
24 APR	BOS/BRK, NY/PHI, PIT/CHI, CIN/STL
25 APR	BOS/BRK, NY/PHI, PIT/STL, CHI/CIN
26 APR	BOS/NY, BRK/PHI
27 APR	BOS/NY, BRK/PHI, CIN/PIT, STL/CHI
28 APR	NY/BRK, PHI/BOS, CIN/PIT, STL/CHI
29 APR	NY/BRK, PHI/BOS, CIN/PIT, STL/CHI
30 APR	NY/BRK, PHI/BOS, CIN/PIT
1 MAY	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
2 MAY	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
3 MAY	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
4 MAY	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
5 MAY	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
6 MAY	PIT/BOS(2), CIN/NY(2), CHI/PHI(2), STL/BRK
7 MAY	STL/BRK
8 MAY	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
9 MAY	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
10 MAY	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
11 MAY	BRK/BOS, PHI/NY, CHI/PIT, STL/CIN
12 MAY	BRK/BOS, PHI/NY, CHI/PIT, STL/CIN
13 MAY	BRK/BOS, PHI/NY, CHI/PIT(2), STL/CIN(2)
14 MAY	NO GAMES SCHEDULED
15 MAY	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
16 MAY	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
17 MAY	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
18 MAY	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
19 MAY	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
20 MAY	BOS/CHI(2), BRK/CIN(2), NY/STL, PHI/PIT(2)
21 MAY	NY/STL
22 MAY	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
23 MAY	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
24 MAY	CIN/STL
25 MAY	BOS/BRK, NY/PHI, PIT/CHI, CIN/STL
26 MAY	20S/BRK, NY/PHI, PIT/CHI, CIN/STL
27 MAY	BOS/BRK, NY/PHI, PIT/CHI(2), CIN/STL
28 MAY	BOS/NY, BRK/PHI, PIT/STL, CHI/CIN
29 MAY	NO GAMES SCHEDULED
30 MAY	BOS/NY(2), BRK/PHI(2), PIT/STL(2), CHI/CIN(2)
31 MAY	NO GAMES SCHEDULED
1 JUN	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
2 JUN	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
3 JUN	PIT/PHI(2), CIN/BOS(2), CHI/BRK(2), STL/NY(2)
4 JUN	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
5 JUN	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
6 JUN	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
7 JUN	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
8 JUN	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
9 JUN	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
10 JUN	PIT/BRK(2), CIN/PHI(2), CHI/NY(2), STL/BOS
11 JUN	NO GAMES SCHEDULED
12 JUN	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
13 JUN	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
14 JUN	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
15 JUN	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
16 JUN	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
17 JUN	BOS/CIN(2), BRK/CHI, NY/PIT(2), PHI/STL
18 JUN	BOS/CHI, NY/STL
19 JUN	BOS/CHI, NY/STL, PHI/PIT, BRK/CIN
20 JUN	BOS/CHI, NY/STL, PHI/PIT, BRK/CIN
21 JUN	BOS/CHI, NY/STL, PHI/PIT, BRK/CIN
22 JUN	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
23 JUN	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
24 JUN	BOS/STL, BRK/PIT(2), NY/CHI, PHI/CIN(2)
25 JUN	NO GAMES SCHEDULED
26 JUN	BOS/PHI, BRK/NY, PIT/CIN, CHI/STL
27 JUN	BOS/PHI, BRK/NY, CHI/STL
28 JUN	BOS/PHI, BRK/NY, PIT/CIN, CHI/STL
29 JUN	NY/BOS, PHI/BRK, PIT/CIN
30 JUN	NY/BOS, PHI/BRK, PIT/STL, CHI/CIN
1 JUL	NY/BOS, PHI/BRK, PIT/STL, CHI/CIN(2)
2 JUL	BRK/BOS, PHI/NY, CHI/PIT, STL/CIN
3 JUL	BRK/BOS, PHI/NY, CHI/PIT, STL/CIN
4 JUL	NY/BRK(2), PHI/BOS(2), CIN/PIT(2), STL/CHI(2)
5 JUL	NY/BRK, PHI/BOS, CIN/PIT, STL/CHI
6 JUL	BRK/PHI, CIN/CHI, STL/PIT, BOS/NY
7 JUL	BRK/PHI, CIN/CHI, STL/PIT, BOS/NY
8 JUL	BRK/PHI, CIN/PIT(2), STL/PIT(2), BOS/NY
9-11 JUL	ALL-STAR BREAK
12 JUL	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
13 JUL	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
14 JUL	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
15 JUL	PIT/NY(2), CIN/BRK(2), CHI/BOS(2), STL/PHI(2)
16 JUL	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
17 JUL	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
18 JUL	PIT/BRK, CIN/PHI, CHI/NY, STL/BOS
19 JUL	PIT/BRK, CHI/NY, STL/BOS
20 JUL	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK

NAME	R/L	START	ENDUR	REST	RELIEF
LARRY JANSEN	R	5	3	3	—
JIM HEARN	R	3	1	4	—
DAVE KOSLO	L	4	1	4	0
SHELDON JONES	L	2	1	5	-1
AL CORWIN	R	3	1	6	0
GEORGE SPENCER	R	0	0	0	0
AL GETTEL	R	0	0	0	-1
MONTIE KENNEDY	L	0	0	0	0
JACK KRAMER	R	0	0	0	-2

1951 PHILADELPHIA PHILLIES (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
25	A	B	-1	2	-1/+1	Zone 2

STARTERS

NAME	POS	BAT	POW	SPD	FLD
EDDIE WAITKUS	1B	2	1	0	0
PUTSY CABALLERO	2B	0	0	1	0
GRANNY HAMNER	SS	2	2	2	0
WILLIE JONES	3B	4	3	2	0
DEL ENNIS	RF	3	2	1	0
RICHIE ASHBURN	CF	6	3	4	0
DICK SISLER	LF	4	2	1	-1
ANDY SEMINICK	C	1	2	1	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
EDDIE PELLAGRINI	INF	1	2	2	0
BILL NICHOLSON	OF	2	3	0	0
DEL WILBUR	C	3	3	0	-1
MIKE GOLIAT	INF	1	1	0	0
DICK YOUNG	INF	1	1	0	0
MEL CLARK	OF	2	2	0	-1
JIMMY BLOODWORTH	INF	0	0	1	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
ROBIN ROBERTS	R	5	3	3	—
BUBBA CHURCH	R	4	2	4	—
RUSS MEYER	R	4	1	5	—
KEN HEINTZELMAN	L	2	1	6	-1
KEN JOHNSON	L	2	1	5	—
JOCKO THOMPSON	L	3	1	6	-1
JIM KONSTANTY	R	0	0	0	-1
ANDY HANSEN	R	0	0	0	0
NILES JORDAN	L	3	1	6	—
BOB MILLER	R	0	0	0	-2

1951 CINCINNATI REDS (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
21	B	A	-1	2	0/0	Zone 3

STARTERS

NAME	POS	BAT	POW	SPD	FLD
TED KLUZEWSKI	1B	2	2	2	+1
CONNIE RYAN	2B	1	2	3	-1
VIRGIL STALLCUP	SS	2	1	1	+1
GRADY HATTON	3B	2	1	1	0
JOHNNY WYROSTEK	RF	5	2	1	0
LLOYD MERRIMAN	CF	2	1	3	+1
JOE ADCOCK	LF	2	2	0	0
DIXIE HOWELL	C	2	1	0	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
BOBBY ADAMS	INF	3	1	2	0
BOB USHER	OF	0	1	2	0
ROY MC MILLAN	INF	0	0	1	+1
JOHNNY PREMESA	C	1	1	0	0
BOB SCHEFFING	C	2	1	0	0
WALLY POST	OF	1	2	0	0
SAMMY WEEKS	INF	1	0	1	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
EWELL BLACKWELL	R	4	2	4	—
KEN RAFFENBERGER	L	4	2	4	—
HOWIE FOX	R	3	1	4	—
WILLIE RAMSDELL	R	3	1	4	—
HERM WEHMEIER	R	3	2	5	0
FRANK SMITH	R	0	0	0	0
HARRY PERKOWSKI	L	4	1	6	0
BUD BYERLY	R	0	0	0	0
KENT PETERSON	L	0	0	0	-2
EDDIE ERAUTT	R	0	0	0	-2

1951 ST. LOUIS CARDINALS (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
26	B	B	0	2	+1/+1	Zone 4

STARTERS

NAME	POS	BAT	POW	SPD	FLD
NIPPY JONES	1B	3	1	0	0
RED SCHOENDIENST	2B	4	2	0	+1
SOLLY HEMUS	SS	4	2	2	+1
PEANUTS LOWERY	3B	5	3	0	0
ENOS SLAUGHTER	RF	4	2	2	+1
HAL RICE	CF	2	2	0	-1
STAN MUSIAL	LF	7	6	1	0
DEL RICE	C	2	2	0	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
CHUCK DIERING	OF	2	1	0	0
TOMMY GLAVIANO	INF/OF	0	1	2	0
BILL SARNI	C	0	0	0	0
JOE GARAGIOLA	C	0	2	0	0
BILL HOWERTON	OF	2	2	0	0
STEVE BILKO	IB	1	1	0	0
VERN BENSON	INF	2	2	1	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
GERRY STALEY	R	3	1	4	—
MAX LANIER	L	4	2	5	—
HARRY BREECHEN	L	4	1	6	0
TOM POLHOLSKY	R	2	2	5	-1
JOE PRESKO	R	4	2	6	—
GEORGE MUNGER	R	1	1	6	-2
AL BRAZLE	L	4	3	6	0
DICK BAKELMANN	R	0	0	0	0
CLOYD BOYER	R	1	1	6	-2
TED WILKS	R	0	0	0	+1



21 JUL	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
22 JUL	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
23 JUL	PIT/BOS, CIN/NY, CHI/PHI
24 JUL	BOS/CIN, BRK/CHI, NY/PIT, PHI/STL
25 JUL	BRK/CHI, NY/PIT, PHI/STL
26 JUL	BOS/CIN, BRK/CHI, PHI/STL
27 JUL	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
28 JUL	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
29 JUL	BOS/PIT(2), BRK/STL, NY/CIN(2), PHI/CHI
30 JUL	BOS/STL, NY/CHI
31 JUL	BOS/STL, NY/CHI, BRK/PIT, PHI/CIN
1 AUG	BOS/STL, NY/CHI, BRK/PIT, PHI/CIN
2 AUG	BOS/STL, NY/CHI, BRK/PIT, PHI/CIN
3 AUG	BOS/CHI, BRK/CIN, NY/STL, PHI/PIT
4 AUG	BOS/CHI, BRK/CIN, NY/STL, PHI/PIT
5 AUG	BOS/CHI, BRK/CIN(2), NY/STL, PHI/PIT
6 AUG	NO GAMES SCHEDULED
7 AUG	BOS/PHI, NY/BRK, PIT/STL, CIN/CHI
8 AUG	BOS/PHI, NY/BRK, PIT/STL, CIN/CHI
9 AUG	BOS/PHI, NY/BRK, PIT/STL, CIN/CHI
10 AUG	BOS/BRK, PHI/NY, PIT/CHI, CIN/STL
11 AUG	BOS/BRK, PHI/NY, PIT/CHI, CIN/STL
12 AUG	BOS/BRK, PHI/NY, PIT/CHI, CIN/STL
13 AUG	PHI/NY, PIT/CIN, CHI/STL
14 AUG	BRK/NY, PHI/BOS, CHI/STL
15 AUG	BRK/NY, PHI/BOS, CHI/CIN, STL/PIT
16 AUG	BRK/NY, STL/PIT
17 AUG	BRK/BOS, NY/PHI, CHI/PIT, STL/CIN
18 AUG	BRK/BOS, NY/PHI, CHI/PIT, STL/CIN
19 AUG	BRK/BOS, NY/PHI, CHI/PIT(2), STL/CIN(2)
20 AUG	NO GAMES SCHEDULED
21 AUG	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
22 AUG	PIT/BOS, CIN/NY, CHI/PHI, STL/BRK
23 AUG	STL/BRK
24 AUG	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
25 AUG	PIT/PHI, CIN/BOS, CHI/BRK, STL/NY
26 AUG	PIT/BRK, CIN/PHI(2), CHI/NY(2), STL/BOS(2)
27 AUG	PIT/BRK, CIN/PHI, STL/BOS
28 AUG	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
29 AUG	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
30 AUG	PIT/NY, CIN/BRK, CHI/BOS, STL/PHI
31 AUG	NO GAMES SCHEDULED
1 SEP	BOS/PHI, BRK/NY, CIN/CHI, PIT/STL
2 SEP	BOS/PHI, BRK/NY, CIN/CHI, PIT/STL
3 SEP	BOS/BRK(2), PHI/NY(2), PIT/CHI(2), CIN/STL(2)
4 SEP	NO GAMES SCHEDULED
5 SEP	NY/BOS, PHI/BRK, CIN/PIT, STL/CHI
6 SEP	NY/BOS, PHI/BRK, STL/CHI
7 SEP	PHI/BRK, STL/PIT
8 SEP	NY/BRK, PHI/BOS, CHI/CIN, STL/PIT
9 SEP	NY/BRK, PHI/BOS(2), CHI/CIN(2), STL/PIT(2)
10 SEP	NO GAMES SCHEDULED
11 SEP	BOS/CHI, BRK/CIN, NY/STL, PHI/PIT
12 SEP	BOS/CHI, BRK/CIN, NY/STL, PHI/PIT
13 SEP	NO GAMES SCHEDULED
14 SEP	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
15 SEP	BOS/STL, BRK/PIT, NY/CHI, PHI/CIN
16 SEP	BOS/CIN(2), BRK/CHI, NY/PIT(2), PHI/STL
17 SEP	BRK/CHI, PHI/STL
18 SEP	BOS/PIT, BRK/STL, NY/CIN, PHI/CHI
19 SEP	BOS/PIT, BRK/STL, PHI/CHI
20 SEP	BRK/STL, NY/CIN, PHI/CHI
21 SEP	CHI/STL
22 SEP	BOS/NY, PHI/BRK, PIT/CIN, CHI/STL
23 SEP	BOS/NY, PHI/BRK, PIT/CIN(2), CHI/STL
24 SEP	BOS/NY
25 SEP	BRK/BOS, NY/PHI, CHI/PIT, STL/CIN
26 SEP	BRK/BOS, NY/PHI
27 SEP	BRK/BOS
28 SEP	BRK/PHI, CIN/PIT, STL/CHI
29 SEP	BRK/PHI, CIN/PIT, STL/CHI, NY/BOS
30 SEP	BRK/PHI, CIN/PIT, STL/CHI, NY/BOS



POWER CHART

(Consult when white die is identical to either of the other two dice)

WHITE AND RED (OR WHITE AND GREEN) DICE... USE POWER VALUE AT GREEN (OR RED) DIE... POSITION...

1+1	1	2B
1+1	2	PC
1+1	3	SS
1+1	4	PC
1+1	5	3B
1+1	6	PC
2+2	1	1B
2+2	2	PC
2+2	3	C
2+2	4	PC
2+2	5	LF
2+2	6	PC
3+3	1	CF
3+3	2	PC
3+3	3	RF
3+3	4	PC*
3+3	5	RF
3+3	6	PC*
4+4	1	CF
4+4	2	PC
4+4	3	LF
4+4	4	PC
4+4	5	C
4+4	6	PC
5+5	1	1B
5+5	2	PC
5+5	3	3B
5+5	4	PC
5+5	5	SS
5+5	6	PC
6+6	1	2B
6+6	2-6	PC

*In the AL after '72, convert to DH. The player must use the Power Value of his DH.

PC: Player's Choice; the owning player may choose the Power Value of any player from his starting roster.

After determining which player's Power Value to use, multiply this Value by the sum of the dice and add this product to the team Batting Value.

RELIEF/DEFENSE CHART

(Consult when dice total is 10 or less)

DICE SUM	PITCHER ENDURANCE	DEFENSE POSITION
3	2	RF
4	2	1B
5	1	1B
6	1	RF
7	2	C
8	3	SS
9	4	LF or 3B*
10	5	CF or 2B**

*Roll 1 die again; an odd result indicates LF and even 3B.

**Roll 1 die again; an odd result indicates CF and even 2B.

NOTE: A pitcher does not need relief help if his Endurance Value is GREATER than the numbered result in the Pitcher Endurance column!

1951 BOSTON BRAVES (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
27	B	B	0	4	-1/+2	Zone 1

STARTERS

NAME	POS	BAT	POW	SPD	FLD
EARL TORGESON	1B	3	3	3	0
ROY HARTSFIELD	2B	3	1	2	0
BUDDY KERR	SS	0	0	0	0
BOB ELLIOT	3B	4	3	1	0
WILLARD MARSHALL	RF	4	3	0	+1
SAM JETHROE	CF	3	3	5	0
SID GORDON	LF	4	4	1	0
WALKER COOPER	C	5	4	0	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
SIBBY SISTI	INF	3	2	2	0
BOB ADDIS	OF	3	1	1	0
EBBA ST. CLAIRE	C	4	2	1	0
LUIS MARQUEZ	OF	0	0	3	0
JOHNNY LOGAN	INF	0	0	0	0
RAY MUELLER	C	0	0	0	0
TOMMY HOLMES	OF	0	0	0	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
WARREN SPAHN	L	5	4	3	—
MAX SURKONT	R	3	1	4	—
CHET NICOLS	L	5	3	5	0
VERN BICKFORD	R	4	3	5	—
JIM WILSON	R	1	1	5	—
JOHNNY SAIN	R	2	1	5	—
BOB CHIPMAN	R	0	0	0	-1
PHIL PAINE	R	0	0	0	0
DAVE COLE	R	2	1	6	-1
GEORGE ESTOCK	R	0	0	0	-1

1951 PITTSBURGH PIRATES (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
27	B	C	-1	1	-2/+2	Zone 3

STARTERS

NAME	POS	BAT	POW	SPD	FLD
JACK PHILLIPS	1B	1	1	1	0
DANNY MURTAUGH	2B	0	0	0	0
GEORGE STRICKLAND	SS	0	1	2	-1
PETE CASTIGLIONE	3B	3	2	1	0
GUS BELL	RF	3	3	1	0
CATFISH METKOVICH	CF	4	2	2	0
RALPH KINER	LF	5	6	1	0
CLYDE MC CULLOUGH	C	4	3	1	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
PETE REISER	OF	3	3	2	0
MONTY BASGALL	INF	0	0	0	0
ED FITZGERALD	C	1	0	0	0
WALLY WESTLAKE	INF/OF	4	5	0	-1
FRANK THOMAS	OF	3	2	0	0
TOM SAFFELL	OF	0	0	1	0
HANK SCHENZ	INF	0	0	0	0

PITCHERS

NAME	R/L	START	END	REST	RELIEF
MURRY DICKSON	R	3	3	3	—
MEL QUEEN	R	2	1	5	-1



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PENNANT RACE RULES, CONT.

team is awarded a **POWER BONUS** and must consult the Power Chart (see below). If the red die and the green die are identical, then the visiting team is awarded a **SPEED** or **BENCH BONUS** and must consult the Speed/Bench Chart (see below). If the dice roll is triples (e.g., 1, 1, and 1), then the visiting team is permitted **ONE** Power Bonus and **ONE** Speed or Bench Bonus.

a. Power Bonus: Consult the Power Chart and determine which player on the visiting team will employ his Power Value in this Bonus. Multiply the chosen player's Power Value by the **SUM OF THE THREE DICE** and add this product to the visiting team's Batting Value. Then divide this sum by the product obtained when the opposing pitcher's Start Value is multiplied by the white die roll, just as in step 1, above. Drop fractions; the result is the number of runs scored by the visiting team in the game. **EXAMPLE:** The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 4. The three dice are rolled and come up: White: 4; Red: 4; Green: 6. The white and red dice are doubles, so the Power Chart is consulted, yielding a result of "PC". Assume the rightfielder has a Power Value of 3. So 3 is multiplied by 14 (the total of the dice), yielding a result of 42. 42 is added to 30 (the visiting team's Batting Value), yielding a sum of 72. Next, multiply the pitcher's Start Value (4) by the white die (also 4), giving a product of 16. Divide 72 by 16 and the result is 4 and a fraction. Dropping the fraction, 4 is the number of runs scored by the visiting team in this game.

b. Speed/Bench Bonus: Consult the Speed/Bench Chart and determine whether a Speed or Bench Bonus will be applied (and the player to which it applies.) If a Speed Bonus is called for, it is resolved exactly like a Power Bonus except that the indicated player's **SPEED VALUE** (not his Power Value) is employed. If a Bench Bonus is called for, the owning player must choose **ONE** player from his Bench roster. He must declare whether he is choosing to employ the **POWER VALUE** of this player **OR HIS SPEED VALUE**. Whatever Value is chosen, resolve the Bonus in an identical manner to the Power Bonus: that is, multiply the Value by the sum of the dice and add this sum to the visiting team's Batting Value. Then divide this total sum by the product of the pitcher's Start Value and the number on the white die. **EXAMPLE:** The visiting team has a Batting Value of 30 and the opposing pitcher has a Start Value of 5. The three dice are rolled and come up: White: 3; Red: 5; Green: 5. The red and green dice are doubles, so the Speed/Bench Chart is consulted, yielding a result of "BN(INF)". The owning player

PITCHERS

NAME	R/L	START	ENDUR	REST	RELIEF
VERN LAW	R	2	1	5	-1
BOB FRIEND	R	2	1	5	-1
CLIFF CHAMBERS	L	1	1	6	—
BILL WERLE	L	1	1	6	-2
DON CARLSEN	R	2	1	6	—
JUNIOR WALSH	R	0	0	0	-2
PAUL LAPALME	L	1	1	6	-2
BILL KOSKI	R	0	0	0	-2

1951 CHICAGO CUBS (NL)

TEAM

BAT	ENDURANCE	ROTATION	PARK	MINORS	RHP/LPH	WEATHER
22	B	C	+2	2	-1/+1	Zone 3

STARTERS

NAME	POS	BAT	POW	SPD	FLD
CHUCK CONNERS	1B	1	1	2	0
WAYNE TERWILLIGER	2B	0	0	2	0
ROY SMALLEY	SS	1	2	0	0
RANDY JACKSON	3B	3	3	3	0
ANDY PAFKO	RF	2	4	0	0
FRANKIE BAUMHOLTZ	CF	4	2	1	0
HANK SAUER	LF	3	4	1	0
SMOKY BURGESS	C	2	1	1	0

BENCH

NAME	POS	BAT	POW	SPD	FLD
PHIL CAVARRETTA	1B	5	3	0	0
BOB RAMAZZOTTI	INF	2	1	0	0
JACK CUSICK	INF	0	0	1	0
MICKEY OWEN	C	0	0	0	0
BOB BORKOWSKI	OF	0	0	0	0
HAL JEFFCOAT	OF	3	2	2	0
DEE FONDY	1B	3	2	3	-1

PITCHERS

NAME	R/L	START	END	REST	RELIEF
BOB RUSH	R	3	2	4	—
PAUL MINNER	L	3	3	4	—
FRANK HILLER	R	2	1	5	—
TURK LOWN	R	1	1	5	-2
CAL MCLISH	R	2	1	5	-1
BOB KELLY	R	2	1	6	-1
JOHNNY KLIPPSTEIN	R	2	1	6	-1
BOB SCHULTZ	L	1	1	6	-2
MONK DUBIEL	R	0	0	0	-1
DUTCH LEONARD	R	0	0	0	+1

SPEED/BENCH CHART

(Consult when red die is identical to green die)

RED AND GREEN DICE...	WHITE DIE...	RESULT			
1+1	1	SP(C)	4+4	1	SP(CF)
1+1	2	SP(PC)	4+4	2	SP(PC)
1+1	3	SP(1B)	4+4	3	SP(RF)
1+1	4	SP(PC)	4+4	4-6	BN(ANY)
1+1	5	SP(2B)	5+5	1-2	BN(INF)*
1+1	6	SP(PC)	5+5	3-6	BN(INF)
2+2	1-2	BN(C)*	6+6	1-2	BN(OFF)*
2+2	3-6	BN(C)	6+6	3-6	BN(OFF)
3+3	1	SP(SS)	*If team Endurance Value is A, convert to SP(PC). SP: Use Speed Value of player at indicated position on starting roster; BN: Use Power OR Speed Value (player's choice) of player at indicated position from bench roster; PC: Player's Choice—the owning player may use the Speed Value of any player from his starting roster.		
3+3	2	SP(PC)			
3+3	3	SP(3B)	After determining which player's Power or Speed Value to use, multiply this Value by the sum of the dice and add this product to the team Batting Value.		
3+3	4	SP(PC)			
3+3	5	SP(LF)			
3+3	6	SP(PC)			

chooses a player from his Bench roster that plays the infield. This player has a Power Value of 1 and a Speed Value of 5, so this player's Speed Value is chosen. Multiply 5 by 13 (the sum of the dice), obtaining a product of 65. 65 is added to 30 (the team Batting Value), yielding a sum of 95. Next, multiply the pitcher's Start Value (5) by the white die (3), giving a product of 15. 95 is divided by 15, yielding a result of 6 and a fraction. The fraction is dropped and 6 is the number of runs scored in the game by the visiting team.

3. RUN CALCULATION IN THE EVENT THE DICE TOTAL IS 10 OR LESS: If the sum of the dice is 10 or less, follow the instructions of this step. (Note: If the sum of the dice is 10 or less AND doubles occur, then both steps 2 and 3 must be adhered to.) Immediately consult the Relief/Defense Chart, applying the dice sum to the Pitcher Endurance and Defense columns.

a. Relief: If the Endurance Value of the starting pitcher is GREATER than the numbered result in the Pitcher Endurance column, then the pitcher does not need relief help and nothing further is done. However, if the numbered result is EQUAL to or GREATER than the pitcher's Endurance Value, then the pitcher needs relief help. In this event, look at the number showing on the red die. This numeral is the number of relief pitchers the opposing player must choose from his pitching staff (a relief pitcher is any pitcher possessing a Relief Value; if there are not enough relievers on the staff to satisfy this requirement, then simply use every available one). The OPPOSING player adds up the Relief Values of the chosen pitchers with the proviso that no sum may be greater than (+2) or less than (-2). This sum is then ADDED (or SUBTRACTED, as the case may be) to the number shown on the white die. Then, run calculation is performed normally. Divide the team Batting Value by the product obtained by multiplying the pitcher's Start Value by the white die, perhaps modified due to relief. **EXAMPLE:** The visiting team has a Batting Value of 30 and the pitcher has a Start Value and Endurance Value of 4. The dice are rolled and come up White: 4; Red: 3; Green: 2. The sum of the dice (9) is less than 10, so the Relief/Defense Chart is consulted. The result in the Pitcher Endurance column states "4". The pitcher's Endurance Value is not greater than this number, so he needs relief help. The red die is 3, which is the number of relievers that must be chosen from the opposing player's staff. The best three relievers on the staff have Relief Values of (0), (-1), and (-2). When added up, these values come to (-3),

but remember that no sum may be less than (-2). So 2 is subtracted from the white die, making it 2. 2 multiplied by 4 (the Start Value) yields 8. 30 (the team Batting Value) divided by 8 yields 3 and a fraction. Dropping the fraction, 3 is the number of runs scored by the visiting team in this game.

b. Defense: If the dice roll is 10 or less, the sum of these dice should be cross-referenced with the Defense column on the Relief/Defense Chart. The result will state a defensive position. The OPPOSING player must immediately determine the Fielding Value of the player that occupies this position on his starting roster. This value is simply added (or subtracted, as the case may be) to the white die. Then, run calculation is performed normally. Divide the team Batting Value by the product obtained by multiplying the pitcher's Start Value by the white die, perhaps modified due to fielding. **EXAMPLE:** The visiting team has a team Batting Value of 30 and the pitcher has a Start Value of 5. The dice are rolled and come up White: 5; Red: 1; Green: 2. The sum of the dice (8) is less than 10, so the Relief/Defense Chart is consulted. The result in the Defense column states "SS". The opposing player determines the Fielding Value of the shortstop, which is (+2). So 2 is added to the white die, making it 7. 7 multiplied by 5 (the Start Value) yields 35. 30 (the team Batting Value) divided by 35 yields a fraction less than 1. The fraction is dropped, indicating that the visiting team scores zero runs in the game. **PLEASE NOTE:** The white die may never be reduced below 1!

These are the only calculations that need be made to determine the visiting team's runs. Note that at a glance, players may determine if the dice contain any doubles or are 10 or less in total. If neither of these things occur, then run calculations should take no more than a few seconds.

After the visiting team has calculated its run total, the home team repeats the above procedure and determines its run total. The winner of the game is the team scoring the most runs. If the score is tied at the end of the game, each player rolls a single die and modifies his die roll by adding or subtracting the Relief Value of any single relief pitcher from his staff (even if this pitcher has used his Value earlier in the same game). Then each player multiplies his team Batting Value by his modified die roll. The two products are compared, the winner of the game being the team with the higher number. If the two products are identical, the players repeat the above procedure until a winner is chosen.

EXAMPLE: Due to a tie game, one player (Batting Value: 25; best relief pitcher: +1) rolls a 4 on a single die. This is modified to 5 due to the relief pitcher. 5 is multiplied by 25, yielding a total of 125. The other player (Batting Value: 30; best relief pitcher: 0) rolls a 3. The 3 is not modified. 3 multiplied by 30 yields 90, which means that the first player's team wins the game. Note: Assume that the winning team scores one more run than the opposition.

4. MAXIMUM TEAM BATTING VALUES: The maximum team Batting Value that may be obtained in a single game is 135.

5. MINIMUM PITCHING PRODUCTS: The minimum product that may be created due to the multiplication of a pitcher's Start Value and the white die is 6. **EXAMPLE:** A pitcher's Start Value of 1 and a white die roll of 1 would yield 6 rather than 1, due to this rule.



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SERIES REPLAY!

THE 1961 WORLD SERIES



YANKEES TAKE REDLEGS IN TITANTIC SEVEN GAME STRUGGLE!

BY JOSEPH BALKOSKI

For our second installment of SERIES REPLAY, ALL-STAR REPLAY is pleased to present our staff's recreation of the 1961 World Series with Avalon Hill's ultra-realistic STATIS-PRO BASEBALL game. To keep in the spirit of the Fall Classic, the games were played in our Baltimore office just as the real '82 World Series was about to commence. All that we needed to recreate this classic confrontation was AH's newly-released set of 1961 player cards for STATIS-PRO as well as the game's Second Edition rules set. All of the Advanced Game options included in this edition were employed in play: namely, Runners Advancing After Base Hits, "Good" and "Bad" stuff for pitchers, Guarding the 3rd Base Line, Points of Effectiveness for Pitchers, Alternative In-field Positioning, Double Steals, and Cutoffs.

To be frank, we expected this World Series to be something of a blow-out, as the '61 Yankees have been generally classified as one of the greatest teams of all-time while the Reds hadn't participated in a Series for 21 years (and wouldn't again for nine more). Of course, the Yankees had the incredible 1-2 punch of the "M and M boys" (Mickey Mantle and Roger Maris), who combined for 115 homers between them in '61! However, our recreation turned out to be anything but bland, as the Series went down to an unbelievably thrilling extra-inning seventh game, decided in the bottom of the 11th by an Elston Howard home run. By this time, news of the Series replay had gotten around the office and the cheers, groans, and muttered second-guesses from the peanut gallery were beginning to visibly shake the respective team managers. And when the final Howard home run decided the Series with a bang, the screams of pleasure (and agony) could probably be heard in nearby Washington, D.C.

GAME #1

(New York 3, Cincinnati 2)

Southpaws Jim O'Toole and Whitey Ford squared off in the opening game of the Series and the crafty Yankee veteran came

out on top with guile, a little help from super-reliever Luis "Yo-Yo" Arroyo, and the powerful arm of rightfielder Roger Maris. With the score 1-0 in favor of the Reds in the top of the 5th, Cincinnati short-stop Eddie Kasko doubled to left and promptly tried to score on centerfielder Vada Pinson's single to right. The ball was hit a bit too sharply for Kasko to get a good jump from second, but he tried to score anyway, Maris came up throwing and nailed Eddie at the plate. This play seemed to shake-up O'Toole, who promptly lost his control in the bottom of the 5th against the awesome Yankee lineup. Three successive walks to load the bases brought up slugger Roger Maris, who meekly bounced out to second. The tying run, however, crossed the plate on the play. An intentional walk to Elston Howard to load the bases and set up a double play backfired as the next batter, first baseman Moose Skowron, walked to force in the go-ahead run. Yogi Berra drove in yet a third run with a sacrifice fly to right before the inning ended. These three runs on five walks and no hits proved to be all that Ford needed although in the 9th, Arroyo came on to put out the Reds, pick up a save, and nail down the Yankees' victory in the first game of the Series.

GAME #2

(New York 4, Cincinnati 1)

Yankee right-hander Ralph Terry went all the way, giving up only two hits after the 2nd inning, to give the Bombers a two-game edge in the Series. However, disaster struck the Yankees in the Cincinnati half of the 5th as weak-hitting Joey Jay (the Redleg hurler) lofted an innocuous-looking popup to short centerfield. Second baseman Bobby Richardson and centerfielder Mickey Mantle converged on the ball and collided violently. The ball fell in for a double and the two Yankees both had to leave the game; Richardson was lost to the Yankees for the Series, while Mantle looked like he could return within one or two games. Mantle's replacement, slugger Johnny Blanchard, promptly iced the game for Terry with a two-run homer in the bottom of the 5th, but the loss of two such

vital cogs in the New York attack was nothing short of a miraculous blessing for Cincinnati fans.

GAME #3

(Cincinnati 2, New York 0)

Redleg right-hander Bob Purkey had his stuff in this critical third game of the '61 World Series as he pitched an amazing three-hit (all singles) shutout against the mighty Yankee lineup, albeit weakened by the absence of Richardson and Mantle. Only one Yankee runner touched third base throughout the game. The Cincinnati attack was launched by Vada Pinson's triple in the 1st (who scored on Frank Robinson's single) and Wally Post's 4th inning home run—only the second homer of the Series.

GAME #4

(Cincinnati 2, New York 1)

The controversial wheels of strategy began to turn in earnest in this game as the opening game hurlers were rematched against one another. And this time, Jim O'Toole—although lacking in control again—managed to keep the Yankees from any big innings, stranding nine runners in his six-hit, complete game effort. Down 2-0 due to a two-run Vada Pinson single in the 3rd, the Yankee manager elected to pinch-hit for Whitey Ford in the top of the 5th with Bob Cerv. Cerv flied out and the Yankees went out meekly. Although the Bombers threatened in the 8th, Pinson's single provided the margin of victory. This was the game in which the Yanks missed Richardson the most, for the team had to pinch hit and substitute so freely as the late innings wore on that the bench was near-expended by the 9th inning. In a last-ditch effort, the Yanks were forced to use Earl Torgeson, a regular season .111 hitter, to bat for pitcher Hal Reniff (Torgeson grounded out to short).

GAME #5

(Cincinnati 4, New York 3)

The Redlegs kept alive the Series pattern of home team victories by edging out the Yanks by one run, thanks mostly to their

masterful pair of relief pitchers, Jim Brosnan and Bill "Gabby" Henry. The Reds opened the scoring with three runs in their half of the 3rd inning on big hits by catcher Johnny Edwards, shortstop Leo Cardenas, center-fielder Vada Pinson, and leftfielder Jerry Lynch. The Yanks came right back in the top of the 4th to tie the game on solo home runs by Roger Maris and Moose Skowron, plus consecutive hits by Clete Boyer and Billy Gardner (Richardson's replacement). At this point, the Yankees sent in a pinch-hitter, Bob Cerv, to bat for their starter, Ralph Terry, while the Redlegs also replaced their hurler, Joey Jay, with Brosnan. With this move, the door was effectively shut on the Yanks, who could only manage three weak singles in the following five innings off Brosnan (and Henry, who came on in the 7th). Meanwhile, Cincinnati added a single run in the bottom of the 5th on a double by Pinson (his sixth consecutive hit over the past two games) and singles by rightfielder Frank Robinson and third baseman Gene Freese. That was the only margin the Reds' bullpen needed and Cincinnati was one game away from taking the World Series from the vaunted Yankees.

GAME #6

(New York 7, Cincinnati 0)

In the biggest blow-out of the Series so far, the Yanks came back to even the Fall Classic at three games apiece behind the superlative pitching of young right-hander Bill Stafford. Stafford scattered only four hits (two of them in the 9th) and two walks to nail down a shutout and give the Yankee bullpen a much-needed rest. For a change, the New York attack was up to its usual dynamic standards as the Yanks pounded

out 13 hits, including home runs by Moose Skowron (his second of the Series) and Elston Howard. Stafford himself was the hitting star of the game, cracking three singles and driving in three runs. Every player in the Yankee lineup got on base through a hit or walk at some point in the game.

GAME #7

(New York 5, Cincinnati 3—11 innings)

The Reds came within two outs of winning the 1961 World Championship, but the Yankee bats exploded at the last second and managed to send this decisive game into extra innings. In a thrilling finish, Yankee catcher Elston Howard hit his second homer of the Series in the bottom of the 11th with Roger Maris on base to give New York the crown. The game rematched the hurlers in Games One and Four, Whitey Ford and Jim O'Toole. The Reds jumped off to an early lead on a Vada Pinson two-run homer in the top of the 1st (his tenth hit of the Series). The Yanks evened the score in the bottom of the 1st on three walks and consecutive hits by Mickey Mantle and Roger Maris. Cincinnati took a 3-2 lead in the top of the 3rd on a Wally Post single with Leo Cardenas on second, and that's the way the score remained until the dramatic ninth inning. Lefty Bill Henry came on to face the Yankees in this inning, needing only three outs for the championship. When Tony Kubek grounded out to third for the first out, things looked rosy for the Reds, but Yogi Berra followed with a double into the leftfield corner. Cincinnati brought on Jim Brosnan to face Mickey Mantle and "The Mick" promptly lashed one of Brosnan's pitches into the

rightfield corner for another double, scoring Berra and tying the game at three runs apiece. Now the Yankees were on the attack and another run would give them the crown. Brosnan intentionally walked Roger Maris and then was replaced by right-handed Ken Hunt out of the bullpen.

Elston Howard stepped in and blooped a single over shortstop Leo Cardenas' head. Mantle, hesitating at second because he thought the ball might be caught in the air, was stopped at third although there appeared to be a fair chance that he could score. The bases were now loaded with only one out and Moose Skowron at the plate. Cincinnati brought the infield in to cut off the winning run, a strategy that immediately paid off as Skowron grounded the ball to second baseman Elio Chacon, who fired to catcher Jerry Zimmerman for the force play on Mantle at the plate. With the bases still loaded and two outs, Clete Boyer lined the ball to first baseman Gordy Coleman for the last out of the inning, sending the game into extra frames. In this situation, the Reds were at an extreme disadvantage due to the presence of a fully-rested Luis Arroyo on the mound in relief for the Yanks. In the 9th, 10th and 11th innings, "Yo-Yo" retired nine of the ten Cincinnati batters that faced him and none touched second base. Meanwhile, Hunt remained in the game for the Reds and pitched effectively until the big play in the 11th. In this inning, Mickey Mantle led off off by striking out. Roger Maris then walked and up stepped Howard, who promptly lined the ball into the stands to give the Yankees the game and the World Championship.

GAME #1

CINCINNATI	AB	R	H	BI	NEW YORK
Blasingame/2B	4	0	1	0	Richardson/2B
Kasko/SS	4	0	1	0	Kubek/SS
Pinson/CF	4	0	1	0	Mantle/CF
Robinson/RF	2	1	0	0	Maris/RF
Post/LF	4	0	0	0	Howard/C
Freese/3B	4	1	4	1	Skowron/1B
Coleman/1B	4	0	0	0	Berra/LF
Zimmerman/C	3	0	1	1	Boyer/3B
Lynch(a)	1	0	0	0	Ford/P
O'Toole/P	2	0	0	0	Blanchard(d)
Gernert(b)	1	0	0	0	Arroyo/P
Brosnan/P	0	0	0	0	
Henry/P	0	0	0	0	
Cardenas(c)	1	0	0	0	

(a) Popped to catcher batting for Zimmerman in 9th

(b) Lined to firstbase batting for O'Toole in 7th

(c) Popped to short batting for Henry in 9th

(d) Lined into double play batting for Ford in 8th

Errors: None; Left on base: Cincinnati-7, New York-9; Doubles: Freese (2), Zimmerman; Kasko; Hit Batsman: Boyer (by Brosnan)

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
O'Toole(L)	6	5	3	3	7	3
Brosnan	1	1	0	0	1	0
Henry	2	0	0	0	0	0

NEW YORK PITCHING

Ford(W)	IP	H	R	ER	BB	SO
Arroyo(SV)	1	1	0	0	0	0

LINESCORE

	123	456	789	R	H	E
Cincinnati	010	001	000	2	8	0
New York	000	030	000	3	6	0

GAME #2

CINCINNATI	AB	R	H	BI	NEW YORK	AB	R	H	BI
Blasingame/2B	4	0	1	0	Richardson/2B	1	1	1	0
Cardenas/SS	4	0	1	0	Gardner(b)	2	0	1	0
Pinson/CF	4	0	1	0	Kubek/SS	2	2	0	0
Robinson/RF	3	0	0	0	Mantle/CF	1	0	1	1
Freese/3B	4	1	1	0	Blanchard(c)	2	1	1	2
Coleman/1B	4	0	0	0	Maris/RF	3	0	1	0
Bell/LF	3	0	1	1	Howard/C	3	0	0	1
Edwards/C	3	0	0	0	Berra/LF	3	0	0	0
Jay/P	2	0	1	0	Skowron/1B	2	0	0	0
Lynch(a)	0	0	0	0	Boyer/3B	3	0	1	0
Henry/P	0	0	0	0	Terry/P	2	0	0	0

(a) Walked batting for Jay in 8th

(b) Came on to play 2B after injury to Richardson in 5th

(c) Came on to play LF after injury to Mantle in 5th (Berra to CF)

Errors: None; Left on base: Cincinnati-5, New York-4; Doubles: Freese, Jay, Mantle; HOME RUN: Mantle

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
Jay(L)	7	5	4	4	5	6
Henry	1	1	0	0	1	0

NEW YORK PITCHING

Terry(W)	IP	H	R	ER	BB	SO
	9	6	1	1	2	5

LINESCORE

	123	456	789	R	H	E
Cincinnati	010	000	000	1	6	0
New York	200	020	000	4	6	0

GAME #3

NEW YORK	AB	R	H	BI	CINCINNATI	AB	R	H	BI
Kubek/SS	4	0	0	0	Chacon/2B	3	0	0	0
Blanchard/LF	4	0	0	0	Cardenas/SS	4	0	0	0
Maris/RF	4	0	1	0	Pinson/CF	3	1	1	0
Howard/C	4	0	0	0	Robinson/RF	4	0	1	1
Berra/CF	4	0	1	0	Post/LF	4	1	1	1
Skowron/1B	2	0	0	0	Freese/3B	2	0	0	0
Boyer/3B	2	0	0	0	Coleman/1B	3	0	1	0
Gardner/2B	3	0	1	0	Edwards/C	3	0	0	0
Stafford/P	1	0	0	0	Purkey/P	1	0	1	0
Cerv(a)	0	0	0	0					
Reniff/P	0	0	0	0					
Lopez(b)	1	0	0	0					
Arroyo/P	0	0	0	0					

- (a) Walked batting for Stafford in 6th
(b) Grounded to third batting for Reniff in 8th

Errors: None; Left on base: New York-5, Cincinnati-6; Triple: Pinson; HOME RUN: Post

NEW YORK PITCHING	IP	H	R	ER	BB	SO
Stafford(L)	5	3	2	2	1	1
Reniff	2	1	0	0	3	1
Arroyo	1	0	0	0	0	1

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
Purkey(W)	9	3	0	0	3	5

LINESCORE	123	456	789	R	H	E
New York	000	000	000	0	3	0
Cincinnati	100	100	000	2	5	0

GAME #4

NEW YORK	AB	R	H	BI	CINCINNATI	AB	R	H	BI
Kubek/SS	3	0	0	0	Cardenas/SS	3	0	1	0
Mantle/CF	3	1	1	0	Kasko/2B	4	0	1	0
Maris/RF	4	0	1	1	Pinson/CF	4	0	3	2
Howard/C	4	0	0	0	Robinson/RF	4	0	0	0
Skowron/1B	3	0	0	0	Post/LF	4	0	0	0
Berra/LF	4	0	0	0	Freese/3B	3	0	0	0
Boyer/3B	4	0	3	0	Coleman/1B	3	0	1	0
Gardner/2B	1	0	0	0	Edwards/C	3	1	1	0
Lopez(a)	1	0	0	0	O'Toole/P	3	1	0	0
DeMaestri/2B	0	0	0	0					
Ford/P	1	0	1	0					
Cerv(b)	1	0	0	0					
Sheldon/P	0	0	0	0					
Blanchard(c)	0	0	0	0					
Reniff/P	0	0	0	0					
Torgeson(d)									

- (a) Reached on fielder's choice batting for Gardner in 7th
(b) Flied to left batting for Ford in 5th
(c) Walked batting for Sheldon in 7th
(d) Bounced to short batting for Reniff in 9th

Errors: Ford; Left on base: New York-9, Cincinnati-6; Doubles: Mantle, Coleman; Triple: Cardenas

NEW YORK PITCHING	IP	H	R	ER	BB	SO
Ford(L)	4	4	2	0	1	4
Sheldon	2	2	0	0	0	2
Reniff	2	1	0	0	0	0

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
O'Toole(W)	9	6	1	1	5	0

LINESCORE	123	456	789	R	H	E
New York	000	000	010	1	6	1
Cincinnati	002	000	00-	2	6	0

GAME #5

NEW YORK	AB	R	H	BI	CINCINNATI	AB	R	H	BI
Kubek/SS	4	0	1	0	Cardenas/SS	4	1	2	0
Berra/LF	4	0	0	0	Blasingame/2B	4	0	0	0
Mantle/CF	4	0	2	0	Pinson/CF	4	2	3	1
Maris/RF	4	1	1	1	Robinson/RF	3	0	1	0
Howard/C	4	0	1	0	Lynch/LF	4	0	1	2
Skowron/1B	4	1	1	1	Freese/3B	4	0	2	0
Boyer/3B	4	1	2	0	Coleman/1B	4	0	1	0
Gardner/2B	3	0	2	0	Edwards/C	4	1	1	0
Torgeson(a)	1	0	0	0	Jay/P	1	0	0	0
Terry/P	1	0	0	0	Brosnan/P	2	0	0	0
Cerv(b)	1	0	0	1	Henry/P	1	0	0	0
Sheldon/P	0	0	0	0					
Blanchard(c)	1	0	0	0					
Arroyo/P	0	0	0	0					

- (a) Bounced to pitcher (double play) batting for Gardner in 9th
(b) Bounced to second batting for Terry in 4th
(c) Flied to right batting for Sheldon in 7th

Errors: None; Left on base: New York-5, Cincinnati-8; Doubles: Pinson(2), Edwards; HOME RUNS: Maris, Skowron; Wild Pitch: Terry

NEW YORK PITCHING	IP	H	R	ER	BB	SO
Terry	3	5	3	3	1	2
Sheldon(L)	3	5	1	1	0	2
Arroyo	2	1	0	0	0	3

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
Jay	3	1	7	3	3	0
Brosnan(W)	2	2	2	0	0	0
Henry(SV)	3	1	0	0	0	2

LINESCORE	123	456	789	R	H	E
New York	000	300	000	3	10	0
Cincinnati	003	010	00-	4	11	0

GAME #6

CINCINNATI	AB	R	H	BI	NEW YORK	AB	R	H	BI
Cardenas/SS	4	0	0	0	Kubek/SS	5	0	4	1
Blasingame/2B	4	0	0	0	Berra/LF	3	0	0	0
Pinson/CF	4	0	0	0	Mantle/CF	4	1	1	0
Robinson/RF	2	0	1	0	Maris/RF	5	0	1	0
Lynch/LF	4	0	0	0	Howard/C	4	1	1	1
Freese/3B	4	0	0	0	Skowron/1B	5	2	2	2
Coleman/1B	4	0	2	0	Boyer/3B	3	2	0	0
Edwards/C	4	0	0	0	Gardner/2B	4	1	1	0
Purkey/P	1	0	0	0	Stafford/P	4	0	3	3
Post(a)	1	0	1	0					
Hunt/P	0	0	0	0					
Bell(b)	1	0	0	0					
Jones/P	0	0	0	0					
Maloney/P	0	0	0	0					

- (a) Singled batting for Purkey in 5th
(b) Grounded to first batting for Hunt 7th

Errors: Gardner, Skowron; Left on base: Cincinnati-9, New York-12; Doubles: Coleman, Gardner; HOME RUNS: Skowron, Howard; Stolen Base: Robinson

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
Purkey(L)	4	6	3	3	1	1
Hunt	2	3	1	1	2	2
Jones	2	4	3	3	2	0
Maloney	1	1	0	0	1	2

NEW YORK PITCHING	IP	H	R	ER	BB	SO
Stafford(W)	9	4	0	0	2	4

LINESCORE	123	456	789	R	H	E
Cincinnati	000	000	000	0	4	0
New York	012	001	30-	7	13	2

GAME #7

CINCINNATI	AB	R	H	BI	NEW YORK	AB	R	H	BI
Chacon/2B	3	0	0	0	Kubek/SS	5	1	1	0
Cardenas/SS	5	2	4	0	Berra/LF	6	1	1	0
Pinson/CF	4	1	2	2	Mantle/CF	5	1	1	1
Robinson/RF	3	0	1	0	Maris/RF	4	1	1	1
Post/LF	4	0	1	1	Howard/C	5	1	4	3
Freese/3B	5	0	0	0	Skowron/1B	5	0	2	0
Coleman/1B	4	0	0	0	Boyer/3B	4	0	1	0
Zimmerman/C	3	0	0	0	Gardner/2B	5	0	1	0
O'Toole/P	2	0	0	0	Ford/P	2	0	0	0
Bell(a)	1	0	0	0	Lopez(c)	1	0	1	0
Henry/P	0	0	0	0	Reniff/P	0	0	0	0
Brosnan/P	0	0	0	0	Blanchard/(d)	1	0	0	0
Lynch(b)	1	0	0	0	Arroyo/P	1	0	1	0
Hunt/P	0	0	0	0					

- (a) Bounced to first batting for Post in 11th
(b) Struck out batting for Brosnan in 10th
(c) Singled batting for Ford in 6th
(d) Bounced to short batting for Reniff in 8th

Errors: None; Left on base: Cincinnati 6, New York-15; Doubles: Cardenas, Pinson, Maris, Kubek, Gardner, Mantle, Berra; HOME RUNS: Howard, Pinson

CINCINNATI PITCHING	IP	H	R	ER	BB	SO
O'Toole(L)	8	1	10	3	3	4
Henry	0	1	0	0	1	0
Brosnan	2	1	0	0	0	0
Hunt(L)	1	1	2	2	2	1

NEW YORK PITCHING	IP	H	R	ER	BB	SO
Ford	6	6	3	3	3	3
Reniff	2	0	0	0	1	0
Arroyo(W)	3	1	0	0	0	2

LINESCORE	123	456	789	10	11	R	H	E
Cincinnati	201	000	000	0	0	3	7	0
New York	200	000	001	0	2	5	14	0

COMPOSITE STATISTICS

NEW YORK YANKEES

NAME	AB	R	H	2B	3B	HR	BI	BB	SO	SB	BA	SA	PO	A	E
Richardson	3	2	2	0	0	0	0	3	0	0	.667	.667	2	2	0
Kubek	26	4	6	1	0	0	1	6	5	0	.231	.269	11	25	0
Mantle	20	4	6	3	0	0	2	4	5	0	.300	.450	13	1	0
Maris	27	2	7	1	0	1	4	4	5	0	.259	.407	7	1	0
Howard	27	2	7	0	0	2	5	3	6	0	.259	.481	47	6	0
Skowron	24	3	6	0	0	2	4	4	4	0	.250	.500	70	3	1
Berra	27	1	3	1	0	0	1	3	3	0	.111	.145	11	0	0
Boyer	23	3	8	0	0	0	0	5	3	0	.348	.348	6	18	0
Gardner	18	1	6	2	0	0	0	0	4	0	.333	.444	11	11	1
Blanchard	9	1	1	0	0	1	2	1	0	0	.111	.444	1	0	0
Cerv	2	0	0	0	0	0	1	1	0	0	.000	.000	0	0	0
Lopez	3	0	1	0	0	0	0	0	0	0	.333	.333	0	0	0
Torgeson	2	0	0	0	0	0	0	0	0	0	.000	.000	0	0	0
DeMaestri	0	0	0	0	0	0	0	0	0	0	.000	.000	1	2	0
Ford	6	0	1	0	0	0	0	0	2	0	.167	.167	1	3	1
Terry	3	0	0	0	0	0	0	0	3	0	.000	.000	1	1	0
Stafford	5	0	3	0	0	0	3	0	1	0	.600	.600	0	5	0
Arroyo	1	0	1	0	0	0	0	0	0	0	1.000	1.000	1	1	0
Benitt	0	0	0	0	0	0	0	0	0	0	.000	.000	1	1	0
Sheldon	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	0
TOTAL	226	23	58	8	0	6	23	34	41	0	.257	.372	184	80	3

NAME	G	GS	CG	IP	H	R	ER	BB	SO	W	L	SV	ERA
Ford	3	3	0	15	17	7	5	6	13	1	1	0	2.50
Terry	2	2	1	12	11	4	4	3	8	1	0	0	3.00
Stafford	2	2	1	14	7	2	2	3	5	1	1	0	1.29
Arroyo	4	0	0	7	3	0	0	0	6	1	0	1	0.00
Benitt	3	0	0	6	2	0	0	3	1	0	0	0	0.00
Sheldon	2	0	0	5	7	1	1	0	4	0	1	0	1.80
TOTAL	7	7	2	67	47	14	12	16	37	4	3	1	1.74

CINCINNATI REDS

NAME	AB	R	H	2B	3B	HR	BI	BB	SO	SB	BA	SA	PO	A	E
Blasingame	16	0	2	0	0	0	0	0	2	0	.125	.125	15	12	0
Kasko	6	0	2	0	0	0	0	0	1	0	.250	.250	6	7	0
Pinson	27	4	11	2	1	1	5	2	4	0	.407	.667	5	0	0
Robinson	20	1	4	0	0	0	1	6	2	1	.200	.200	8	0	0
Post	17	1	3	0	0	1	2	0	5	0	.176	.353	4	0	0
Freese	26	2	7	3	0	0	1	1	6	0	.269	.385	10	19	0
Coleman	26	0	5	2	0	0	0	0	2	0	.192	.269	71	3	0
Zimmerman	6	0	1	1	0	0	1	0	2	0	.167	.333	15	0	0
Lynch	10	0	1	0	0	0	2	1	1	0	.100	.100	1	0	0
Cardenas	25	3	7	1	1	0	0	1	6	0	.280	.400	6	19	0
Gernert	1	0	0	0	0	0	0	0	0	0	.000	.000	0	0	0
Bell	5	0	1	0	0	0	0	0	0	0	.200	.200	1	0	0
Edwards	17	2	2	1	0	0	0	0	0	0	.118	.167	31	2	0
Chacon	8	0	0	0	0	0	0	1	0	0	.000	.000	1	4	0
O'Toole	7	1	0	0	0	0	0	0	1	0	.000	.000	1	3	0
Brosnan	2	0	0	0	0	0	0	0	2	0	.000	.000	1	1	0
Henry	1	0	0	0	0	0	0	0	1	0	.000	.000	1	2	0
Jay	3	0	1	1	0	0	0	0	2	0	.333	.667	0	4	0
Purkey	2	0	1	0	0	0	0	1	1	0	.500	.500	0	2	0
Hunt	0	0	0	0	0	0	0	0	0	0	.000	.000	0	1	0
Jones	0	0	0	0	0	0	0	0	0	0	.000	.000	0	0	0
Maloney	0	0	0	0	0	0	0	0	0	0	.000	.000	1	0	0
TOTAL	227	14	48	11	2	2	12	15	38	1	.211	.304	178	79	0

NAME	G	GS	CG	IP	H	R	ER	BB	SO	W	L	SV	ERA
O'Toole	3	3	1	23.1	21	7	7	16	14	1	1	0	2.70
Jay	2	2	0	10.1	12	7	7	5	11	0	1	0	6.10
Purkey	2	2	1	13	9	3	3	3	7	1	1	0	2.08
Brosnan	3	0	0	4.2	4	0	0	1	1	1	0	0	0.00
Henry	4	0	0	4.2	3	0	0	2	2	0	0	1	0.00
Jones	1	0	0	2	4	3	3	2	0	0	0	0	40.4
Maloney	1	0	0	1.1	0	0	0	2	2	0	0	0	0.00
Hunt	2	0	0	3.1	5	3	3	3	3	0	1	0	6.10
TOTAL	7	7	2	61.1	58	23	23	34	40	3	4	1	3.38

THE SEVENTH GAME PLAY-BY-PLAY

REDS (Top of 1st)

Chacon flied to center; Cardenas doubled down the left-field line; **Pinson homered (Reds 2, Yanks 0)**; Robinson beat out an infield single; Post bounced out to second, Robinson advancing to second base; Freese struck out for the third out.

YANKS (Bottom of 1st)

Kubek walked; Berra flied to center; Mantle walked, sending Kubek to second; **Maris blooped a double down the leftfield line, scoring Kubek and sending Mantle to third (Reds 2, Yanks 1)**; Howard singled sharply to center, scoring Mantle and sending Maris to third (Reds 2, Yanks 2); Skowron popped to first; Boyer walked, loading the bases; Gardner struck out for the third out.

REDS (Top of 2nd)

Coleman lined to third; Zimmerman bounced out to the mound; O'Toole popped to second for the third out.

YANKS (Bottom of 2nd)

Ford lined to short; Kubek doubled over the centerfielder's head; Berra popped to third; Mantle struck out for the third out.

REDS (Top of 3rd)

Chacon flied to left; Cardenas singled to center; Pinson flied to right; Robinson walked, sending Cardenas to second; **Post blooped a single to right, scoring Cardenas easily (Reds 3, Yanks 2)**; Freese bounced out to third for the third out.

YANKS (Bottom of 3rd)

Maris bounced out to short; Howard struck out; Skowron singled to left; Boyer singled to center, sending Skowron to second; Gardner bounced out to the mound for the third out.

REDS (Top of 4th)

Coleman bounced out to third; Zimmerman walked; O'Toole successfully bunted to third and was thrown out at first, sending Zimmerman to second; Chacon bounced out to short for the third out.

YANKS (Bottom of 4th)

Ford struck out; Kubek lined to first; Berra bounced out to first for the third out.

REDS (Top of 5th)

Cardenas struck out; Pinson doubled off the centerfield wall (his 11th hit of the Series);

Robinson walked; Post hit a scorching line drive to center which Mantle made a diving catch on and then doubled Pinson off second for the third out.

YANKS (Bottom of 5th)

Mantle popped to third; Maris popped to third; Howard walked; Skowron singled to left, sending Howard to second; Boyer bounced out to short for the third out.

REDS (Top of 6th)

Freese struck out; Coleman flied to right; Zimmerman flied to center for the third out.

YANKS (Bottom of 6th)

Gardner doubled down the rightfield line; Lopez, batting for Ford, blooped a single to center—Gardner holding up at third because he couldn't tell if the ball could be caught; Cincinnati brought the infield in; Kubek lined to first; Berra lined to first; Mantle bounced out to third for the third out.

REDS (Top of 7th)

Reniff now pitching for Yanks; O'Toole bounced out to the mound; Chacon bounced out to third; Cardenas bounced out to short for the third out.

YANKS (Bottom of 7th)

Maris struck out; Howard singled to center; Skowron bounced into a double play, first-to-short-to-first for the third out.

REDS (Top of 8th)

Pinson walked; Robinson lined to the pitcher; Post bounced into a double play, third-to-second-to-first for the third out.

YANKS (Bottom of 8th)

Boyer popped to third; Gardner struck out; Blanchard, batting for Reniff, bounced out to short for the third out.

REDS (Top of 9th)

Arroyo now pitching for Yanks; Freese lined to short; Coleman struck out; Zimmerman popped to first for the third out.

YANKS (Bottom of 9th)

Kubek bounced out to third; Berra doubled down the leftfield line; Henry now pitching for Reds; **Mantle doubled in the left-centerfield gap, scoring Berra (Yanks 3, Reds 3)**; Maris was intentionally walked; Brosnan now pitching for Reds; Howard blooped a single to center, sending Mantle to third and Maris to

second; Cincinnati brought the infield in; Skowron bounced to second and Mantle was thrown out at home for the second out—bases still loaded; Boyer lined to first for the third out.

REDS (Top of 10th)

Lynch, batting for Brosnan, struck out; Chacon bounced out to the mound; Cardenas singled to left; Pinson flied out to center for the third out, Mantle making a diving catch.

YANKS (Bottom of 10th)

Hunt now pitching for the Reds; Gardner bounced out to the mound; Arroyo singled to center and advanced to second on a passed ball; Kubek popped out to the catcher; Berra flied to center for the third out.

REDS (Top of 11th)

Robinson bounced out to first; Post bounced out to first; Freese bounced out to short for the third out.

YANKS (Bottom of 11th)

Mantle struck out; Maris walked; **Howard hit a home run into the leftfield seats (Yanks 5, Reds 3); GAME OVER.**

HOW TO SUBMIT ARTICLES TO ALL-STAR REPLAY

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

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

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

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

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

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

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

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

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

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

"HE'S DEAD AT THE PRESENT TIME!"

AN EXCLUSIVE ALL-STAR REPLAY INTERVIEW WITH THE GHOST OF CASEY STENGEL

ALL-STAR REPLAY was lucky enough to acquire the services of baseball immortal Casey Stengel as "color-man" for the 1961 World Series. This is certainly an appropriate role for Stengel, who was one of the most colorful figures in baseball history in the 53 years of service he devoted to the Grand Ol' Game. In his own words, "I had many years that I was not successful as a ballplayer, as it is a game of skill. And then I was no doubt discharged by baseball in which I had to go back to the minor leagues as a manager, and after being in the minor leagues as a manager, I became a major league manager in several cities and was discharged because there was no question I had to leave!" Please be forewarned! Casey Stengel is the original originator of a famous form of speech called "Stengelese", a highly-refined and rarely-practiced art of double-talking, redundancy, name-dropping, and confusion. Any misinterpretation of the following remarks by Mr. Stengel by the readers of ALL-STAR REPLAY is strictly the responsibility of the Ol'Professor himself.

ASR: Casey, could you give us your initial impressions of the '61 World Series?

CASEY: I'm glad you asked me that one because if you listen, I'll commence to tell ya. These guys reminded me a lot of the great 1921 Series between the Giants and the Yankees, which was won five games to three by the Giants, who were managed by the great John McGraw who's dead at the present time so maybe I'm not so bad off after all because a lot of guys my age in '61 are dead, but here was a Series that went right down to the wire and why wouldn't ya want a Series that was as exciting as this one was? I think I might've made three or four wrong moves in this Series because I was so nervous due to the tension on the field which is why the Yankees got rid of me in the first place in '60 because I was 70 years old, so I'll never make the mistake of being 70 again so they can discharge me and have no question of making me leave, but there comes a time in every man's life and I've had plenty of them! The Reds had some spunk which is good in a young team, and why wouldn't ya want to start O'Toole in the seventh game, especially as they had to commence this Series at a severe disadvantage because of the fact that the Yankees had Mantle and Maris and Berra

and Kubek and a lot of other ballplayers that like to play in America, but the Yankees won anyway because they've played more and also have more experience.

ASR: Er, Casey, in your view, who was the most valuable player in the Series? Please try to make your answer brief, as we are restricted to limited space.

CASEY: Well, I'll keep my answer as short as time permits because anybody who couldn't hear your question is probably blind like our umpires, which is why that Pinson fella probably was the best player out there on the field because at one point he got six straight hits including a home run in the amazing seventh game, so here's a guy who's only about 20 years old and in ten years he's got a chance to be a star but a lot of other ballplayers out there are also 20 years old, but in ten years they have a chance to become 30! But of course that Nelson Howard of the Yankees played one heck of a Series and all and he's their catcher and you gotta have a catcher or else you'll get all passed balls. But the Yankees commenced to make their batters look bad in the middle games which is why they learned a lot by the end of the Series and that Gardner guy filled in for Richardson who was injured in the collision with Mantle who almost won the game for the Yanks in the bottom of the 9th.

ASR: So what do you think the Yanks had to do to get back in the Series after losing games 3, 4 and 5?

CASEY: No.

ASR: Er, what did you think of the managing in the Series, Casey?

CASEY: You think I was born old? The managing was terrific because in the first game the Yankees played real conservative and let the Reds kill themselves with walks which is exactly what O'Toole did, but in the second game, Jay did just about the same thing so they didn't learn anything. Consequently, in the third game you didn't need any managing because Purkey went out there for the Reds and he had such stuff that the Yankees should've just packed their bats and gone to Bermuda, but the Reds played it tough in the fourth game by

pitching around Mantle and Maris in the late innings so they couldn't kill ya with the long ball, which is exactly what they did during the season. But nobody tried to do much stealing in the Series which is good because if you want to steal you gotta be fast and consequently the Yankees have no fast men and neither do the Reds. But in the bottom of the 9th in the seventh game when the score was tied and Mantle was on second, Howard got a bloop single and Mantle had to hold up because he wasn't sure the ball was gonna be caught so he held up on third just in case which I thought was a mistake because if you wanna win you gotta try to score runs and I said to Mickey, "It's OK to carry the piano on your back when you run the bases, but do you have to stop to play it?" So when Howard hit the home run, I said, "Can't anybody here play this game?" because the Mets were going to be around next year and I was going to be their manager, so I said . . .

The Stengel interview transcript mysteriously ends here (the plug appears to have been pulled by the editors).



POWER RATINGS AND YARDAGE FACTORS FOR BOWLBOUND! AND PAYDIRT

by DR. THOMAS R. NICELY

PAYDIRT! POWER RATINGS

SEASON	1969	1970	1971	1972	1976	1977	1978	1979
COPYRIGHT	1970	1971	1972	1973, 1974	1977	1978	1979	1980
YDG FACTORS %	120/100	120/100	120/100	120/100	90/70	85/65	85/65	90/70
Atlanta	218.5	216.5	221	220	215	220	223.5	217
Baltimore	222.5	235.5	228	216.5	229	227	215.5	215.5
Buffalo	215	214	209.5	215.5	211.5	213	215.5	218.5
Chicago	209.5	218.5	218.5	215.5	220	224.5	218.5	224
Cincinnati	215.5	223.5	215	221.5	225	221.5	214	214
Cleveland	229	220	225.5	226	223.5	218.5	220	221.5
Dallas	229.5	229	235	228	229	236.5	230	226.5
Denver	217.5	217.5	215.5	216.5	223.5	232.5	225	224
Detroit	224.5	226	221	222.5	218.5	218.5	218.5	211
Green Bay	221.5	218.5	216.5	227	216.5	215	221	215.5
Houston	221	214	215.5	209.5	216.5	221.5	226	227.5
Kansas City	235	221.5	228	221.5	216.5	211.5	214	218.5
Los Angeles	229	224.5	222.5	219	229	227	229	225.5
Miami	214	226	230	240	218.5	225	225.5	225
Minnesota	232.5	230.5	229	220	231.5	226.5	223	218.5
New England	215	211.5	218.5	213	228	223.5	226.5	221.5
New Orleans	216.5	212.5	216.5	212.5	215	213	218.5	220
N Y Giants	218.5	223.5	215	221.5	213	216.5	217	217
N Y Jets	227	215	218.5	220	213	213	220	220
Oakland	232.5	226.5	223.5	228	238.5	230	221.5	221.5
Philadelphia	215.5	214	219	212.5	215	216.5	222.5	226.5
Pittsburgh	209.5	216.5	218.5	230	228	225.5	237	234
San Diego	221.5	219	218.5	215.5	218.5	220	221.5	228
San Francisco	216.5	229	226.5	224.5	221.5	216.5	211	211
Seattle	—	—	—	—	211.5	216.5	221.5	221.5
St. Louis	215.5	222.5	215.5	215.5	225	220	217	215.5
Tampa Bay	—	—	—	—	208	211.5	215.5	226
Washington	221.5	218.5	225.5	231	226*	223.5	220	223

*Is entitled to the Free Block Option.

The above listing includes all teams for which PAYDIRT! charts were prepared and copyrighted prior to 1981. Charts copyrighted 1981 or later have the Power Rating printed in the upper right corner of the Offensive Team Chart, and have Yardage Factors of 100/80% (unless otherwise noted).

BOWLBOUND! POWER RATINGS

TEAM SET I*

TEAM POWER

1970 Air Force	192.5
1966 Alabama	203
1969 Arkansas	199
1966 Army	190
1970 Dartmouth	193.5
1969 Florida	195
1968 Georgia	198
1966 Georgia Tech	195
1969 LSU	199
1969 Michigan	197
1966 Michigan State	204
1960 Minnesota	199.5
1961 Mississippi	199
1969 Missouri	200
1963 Navy	200
1970 Nebraska	207
1970 Northwestern	189.5
1966 Notre Dame	206

1968 Ohio State	210
1967 Oklahoma	204
1969 Penn State	204
1964 Princeton	191.5
1966 Purdue	200
1967 Southern Cal	205
1970 Stanford	198
1966 Syracuse	191.5
1970 Tennessee	202
1969 Texas	210
1965 UCLA	202
1960 Washington	201.5
1962 Wisconsin	202.5
1968 Yale	188

TEAM SET II**

TEAM POWER

1978 Alabama	205
1975 Arizona State	204
1977 Arkansas	203

1945 Army	200
1977 Kentucky	200
1951 Maryland	200
1947 Michigan	198
1952 Michigan State	201.5
1971 Nebraska	210
1973 Notre Dame	208
1954 Ohio State	201.5
1955 Oklahoma	205
1973 Penn State	201
1976 Pitt	208
1972 Southern Cal	210
1940 Stanford	191.5
1959 Syracuse	207
1951 Tennessee	195
1977 Texas	202
1954 UCLA	201.5

*The Yardage Factors for Team Set I charts are 125% and 105%

**The Yardage Factors for Team Set II charts are 110% and 90%.

NOTE: Any charts copyrighted 1981 or later will have Yardage Factors of 110/90%, and the Power Rating will be printed in the upper right corner of the Offensive Team Chart.

PRO GOLF: DESIGNER'S NOTES

CLARIFICATIONS CONCERNING AVALON HILL'S GAME ON THE MASTERS

BY RICK BYRD

Since its publication early in 1982, PRO GOLF has proven to be extremely popular among both the statistical replay fanatics and those of you interested in a game of good, simple fun. There has been tremendous interest in new Course Booklets, which is a distinct possibility in the near future—either within the pages of ALL-STAR REPLAY or separately published. Our two prime choices for new courses are Merion (Ardmore, Pennsylvania—the site of the 1981 U.S. Open) and the new and fascinating Tournament Players Club (Sawgrass, Florida). There has also been moderate interest in publishing an updated edition of golf cards based on the actual performances during the 1982 Tour (with perhaps as many as 60 golfers this time). This project, however, has run into some snags and may have to be put off. Keep your eyes peeled on the pages of ALL-STAR REPLAY for further information.

Although in most respects the rules and Course Booklet of PRO GOLF are quite clear, there are a few mistakes and omissions, all of which are corrected in the following article. The following listings should be considered OFFICIAL Avalon Hill rules changes and will be included in the second printing of the game:

CASE 4.43: Any second, third, or succeeding shot that is called for with a NEGATIVE modifier in parentheses (i.e., shots that land in the trees or a fairway trap) is resolved according to the rules of this case. However, when resolving this shot, if DOUBLES are rolled (2 and 2, 4 and 4, etc.) THE NEGATIVE MODIFIER SHOULD BE IGNORED and the shot is resolved normally. If doubles are not rolled, then the negative modifier must be applied. **EXAMPLE:** On the first hole at Augusta National, a short right tee shot lands in the trees, calling for a Long Iron second shot with a negative modifier of 5. When resolving this second shot, the golfer rolls a 33. Normally, five boxes would have to be subtracted from this shot, but since the player rolled doubles the Long Iron shot is calculated on the 33 (NOT THE 22) line.

CASE 4.46: As PRO GOLF stands now, there is no chance of getting a hole-in-one. On Par 3 holes, if a 66 is rolled on the tee

shot and then another 66 in succession when resolving the putt, consider the tee shot to have been holed for an ace.

HOLE #2: With a medium left tee shot and a succeeding die roll of 4-6, ignore the Save; the second shot should simply be a Long Iron (LI) Layup (-1). On a long right tee shot, the second shot should be a Middle Iron (MI) Layup (-4).

HOLE #4: A tee shot that results in SL-CH should not land in the sand, but near the green. The second shot should be changed to a chip. A tee shot that results in ML-CH should land in the sand and the second shot should be a sand shot.

HOLE #5: A medium right and a long right tee shot should not land in the trees, but on the fairway. The medium right tee shot should call for a Long Iron second shot and a long right tee shot should call for a Middle Iron second shot.

HOLE #8: On the third shot (Layup), ignore the ML-P and LL-P results. They are

not used in the game.

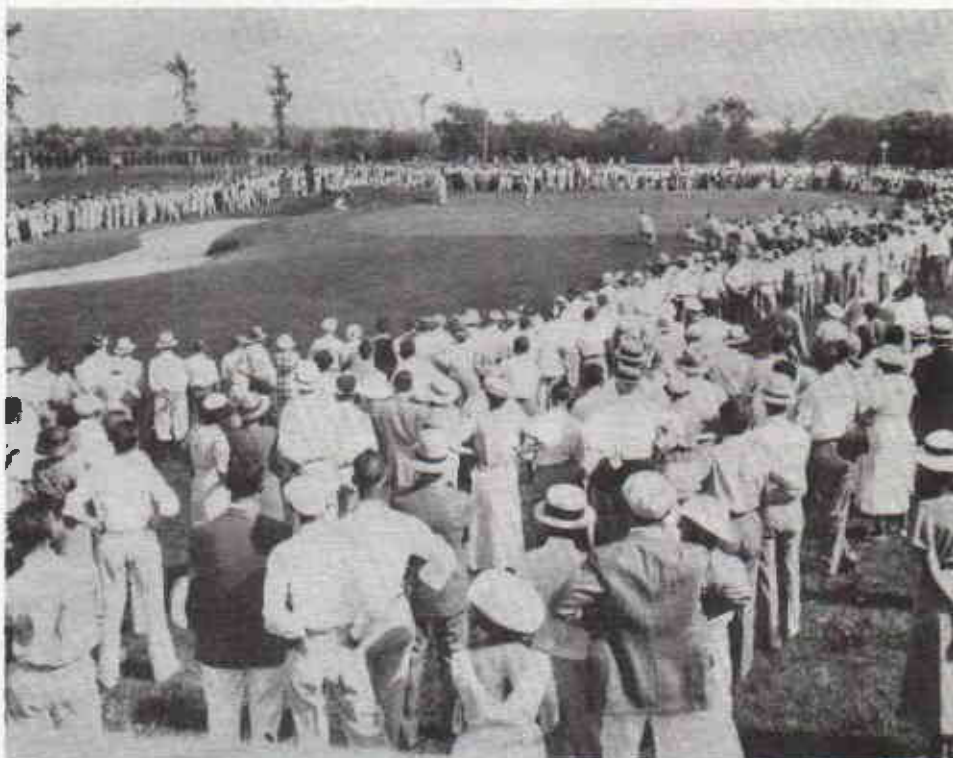
HOLE #10: A second shot result of SC-P still lands in the sand, but the third shot should read SD (-4).

HOLE #15: A long right tee shot should result in a Short Iron Layup (+1) second shot OR a Long Iron (-1) second shot.

HOLE #16: Under "Additional Shots", any ball that lands in the water invokes a one-stroke penalty followed by a SHORT IRON (NOT PITCH) shot to the green.

HOLE #17: A second or third shot that obtains an LR-Ch result does not land in the rocks, but near the green. There are no rocks at Augusta National. Such a result, however, still calls for a Chip shot (-1).

HOLE #18: A second shot that obtains an SL-P result or a third (or additional) shot that obtains an ML-Ch or LL-Ch result does not land in the rough but near the green. There is no rough to speak of at Augusta National. Such results, however, still call for a Chip shot (-2).



DUGOUT, CONT.

this writing and will be available by next March. The concept of PENNANT RACE is truly unique. If you've ever wanted to replay a schedule but somehow couldn't quite seem to make it all the way through, this game is for you. In a week of casual playing (or 2-3 days of intense play) you'll be able to simulate a complete season. The focus of PENNANT RACE is to place the game player in the General Manager's role—make trades, sign free agents, and call up minor leaguers—as the season unfolds before you.

Best of all, you won't need to rob any banks to buy it—PENNANT RACE should sell for \$12.00. There is only one sure-fire way to keep abreast with all the latest details of the game—keep reading (and buying) All-Star Replay. If PENNANT RACE is as successful as we anticipate, it's quite possible we could design games with a similar concept for football, basketball, and hockey.

We're continuing to make progress on releasing a tennis and a hockey game by mid-1983. Designed along the lines of our very popular PRO GOLF, the tennis game will contain current ratings for the top 50 men and women players. If you want to recreate Wimbledon, the U.S. Open or any other tournament, the tennis game will play fast enough to allow you to do so. The hockey game also provides for quick play—20-30 minutes per contest—and includes accurate ratings for each team in different categories as well as statistics for each player. We think that both games will be detailed and realistic enough to appeal to the serious tennis or hockey buff yet simple enough so that the casual fan can get many hours of fun from them. Look for periodic news and updates on each game in the pages of All-Star Replay.

There's a wide assortment of features in the current issue besides the aforementioned PENNANT RACE mini-game. Pat Premo provides a superb review of the Triple Crown plus 12 racing programs for WIN, PLACE & SHOW as a bonus insert. For TITLE BOUT fans who want more boxer cards, see "The Fistic Scene"; Jim Trunzo gives ratings for the ten recent fighting greats in their prime, such as Ken Norton, Jimmy Young, Victor Galindez, etc. . . Maybe you've always had a secret desire to climb into the ring yourself and see how long you could last against Ali, Louis, or Duran. With Frank Taylor's system in "You vs. the Champen", now your wish

can come true—through the assistance of TITLE BOUT, of course. If you take a look at "Tale of the Tape", you'll be able to see why Larry Holmes and Gerry Cooney cringe in awe at the sight of ASR's muscle-head, oops that's muscle-bound, editors (just kidding guys guys? we said we were kidding stop!!!!).

For SERIES REPLAY, the editors recreated the '61 World Series between the Yankees and Reds (as promised from last issue) using our accessory 1961 player card set for STATIS-PRO BASEBALL. When the seventh and deciding game came down to extra innings, you could cut the tension

in the Avalon Hill sports department office with a plastic knife. The wrap-up of our Series includes all the team and individual statistics plus an incisive commentary by " 'ol Casey".

Well, that's about it for now. We want to remind you that we always welcome your comments and suggestions for All-Star Replay. Do you like some of the changes we've made the last few issues—i.e. SERIES REPLAY, BLASTS FROM THE PAST, etc. . . What would you think of articles in future issues on our computer sports games? We won't know unless you tell us what your opinions are.

1981 PAYDIRT! RULES SUPPLEMENT

THE LATEST CLARIFICATIONS CONCERNING AVALON HILL'S PROFESSIONAL FOOTBALL GAME!

by Dr. Thomas Nicely

The latest edition of PAYDIRT! introduced some new, super-realistic rules modifications that are fast making this game one of the most popular in the gaming hobby today. If you're a fan of the game and you haven't seen these changes yet, you should! Here, Dr. Nicely cleans up the few remaining ambiguities in the latest rules booklet . . .

(I) Players desiring higher-scoring games featuring more pass offense may wish to adopt one or both of the following "Local Rules:"

1. Delete the restriction against passes beyond the end zone in Basic Rule VI-11-E-i, and allow any pass completed (and not fumbled) to or beyond the defenders' goal line, HOWEVER FAR, to count as a Touchdown.

2. Increase the Yardage Factors in the Advanced Rules by 10% above the recommended amounts (for example, to 90/110 for the 1980 charts).

(II) ERRATA:

1. Basic Rule IV-2-D, end of line 3, should read: "Look in the column below the defensive result . . ."

2. Basic Rule V-6, end of line 5, should read: ". . . 10 yards upfield."

3. Basic Rule VI-11-E-i, lines 8-11: The sentence "This provision . . . are combined." should be in blue print.

4. Adv. Rule 2, chart at bottom of page: The heading "ON-SIDE KICKOFF" should be followed by three (3) asterisks.

5. Adv. Rule 9: The heading should read "OPTIONS ON KICK RETURNS:"

6. Adv. Rule 10-A-b, line 9: The sentence in blue should begin, "Ordinarily, the KT must choose . . ."

7. Adv. Rule 10-B-a: The first sentence should read, "The RT may attempt to block any punt or field goal attempt."

8. Adv. Rule 10-B-d: The first sentence should begin, "If the KT is attempting . . ."

9. Adv. Rule 12-B: The "P" defense chart should contain black boxes (incompletions), opposite a dice total of one (1), for each pass play (5, 6, 7, 8, and 9).

10. "NOTES ON PLAYING WITH OLDER TEAM CHARTS," Paragraph (6), line 1: "location" should be "relocation".

11. POWER RATING CHART: The rating for 1980 Washington should be 231, not 231.5.

HEAD TO HEAD

Opponents for: COLL FT, PD, FT ST, SP FT. Any tournaments in Binhamton, Syra. Elmira. Will buy Paydirt charts 1st season published to 1975—good condition only. P. Vischansky, 209 Chestnut Street, Elmira, NY 14904, (607) 732-7604.

TO BUY

Wanted: GFG—good condition; will pay \$50. CHAL GF—good condition; will pay \$40. Looking for play-by-mail partner for PGF. Annie LoPrieno, 7167 W. Avmitage, Chicago, IL 60635.

Wanted: MLB 1912 World Series player cards. Will trade BB ST 1969 World Series player cards or pay cash. BB ST cards are uncut sheets. David Vitagliano, 7400 Lesada Dr.—2B, Baltimore, MD 21207.

For Sale or Trade: BB ST and SP NBA. Trade for other game or make offer. Both in excellent shape. Leon Crawford, 1114 Bell St., Beatrice, NE 68310, (402) 223-5707.

LEAGUES!

NORTH AMERICAN BASEBALL ASSOCIATION (NABA)

Founded—July, 1982.

Teams—Maximum of 26.

Active Members—6

Dues—T.B.A.

Activities—Draft will begin as soon as 1982 cards are available. We will divide into 2 or 4 divisions for the season. We will also have All-Star Game and World Series. Winners will receive trophies.

Membership Requirements—Must own MLB and be willing to purchase 1982 cards when they become available. Must also be VERY honest.

Contact—

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

NORTH AMERICAN BASEBALL ASSOCIATION (NABA)

FOOTBALL STRATEGY WORLD CHAMPIONSHIP

Founded—August 1982

Active Members—Inviting every FT ST player in the World to participate!

Dues—None. Just send me a SASE and I will send you everything.

Activities—Participants will fill out strategy sheets and send them to their opponent. It is impossible to cheat! Tournament winner will get a shot at the current World Champion.

Contact—

Football Strategy World Championship
1066 Annapolis Drive
San Mateo, California 94403

FOOTBALL STRATEGY WORLD CHAMPIONSHIP

U.S.A.C. RACING ASSOCIATION OF SEATTLE

Founded—To be founded September 1982.

Teams—T.B.A.

Active Members—2

Dues—Probable, when season starts.

Activities—We will be having a 15 to 30 race season (number not decided upon yet) with U.S.A.C. game. We will be using both sets of cards '78 as "A" power cars and '80 as "B" power cars. If we have enough drivers we will award a trophy to the over-all points champion.

Membership Requirements—Should be from 11 to 15 years old, should live near Bellevue Washington area, should know something about the game, be willing to have game at different members house each week at a rotating basis.

Contact—

Chris Cunningham
4526 150th PL. S.E.
Bellevue, WA. 98006

(Please leave your phone number, address and a few reasons why you want to join so we can contact you!)

U.S.A.C. RACING ASSOCIATION OF SEATTLE

ROCKY MOUNTAIN SPORTS LEAGUE

Founded—September 1982.

Teams—Eventually all 23, we have not yet awarded teams.

Active Members—13

Dues—\$5.00 per person. Newsletters, standings and statistics.

Activities—Presently we will be starting the NBA season with 1981-1982 Player Cards. Will include Playoffs, Championship, All-Star Game—82 games; 162 MLB season will include same. PD will have 16 games plus Playoffs and Superbowl. Statis-Pro Football will have 16 games, Playoffs, Superbowl and Pro Bowl. Bowlbound will have 11 games plus Championship.

Membership Requirements—Can live anywhere in continental U.S. No age limit.

Contact—

Wes Cobb—Commissioner RMSL
2142 26th Ave. Ct.
Greeley, CO 80631
303-330-2847

ROCKY MOUNTAIN SPORTS LEAGUE

NEW ENGLAND BASKETBALL ASSOCIATION

Founded—October 17, 1982 (1st Season to begin Fall '83).

Teams—10

Active Members—One

Dues—\$20.00 per Season (includes postage and expenses plus 2 Championship Trophy). To insure that only serious players will apply.

Activities—Player draft, open trading, 82 game season. Using Statis-Pro NBA Basketball.

Membership Requirements—Must own Statis-Pro NBA Basketball. Must be serious and honest. Must be willing to keep accurate statistics and to adhere to schedule, completing all home games. May live anywhere in U.S. or the World since this will be a PBM League.

Contact—

Michael E. Brown
138 Hackett Ave.
So. Attleboro, MA 02703
617-399-7332

NEW ENGLAND BASKETBALL ASSOCIATION

VIRGINIA BASEBALL LEAGUE

Founded—Now forming for Summer '83.

Teams—Need 26 Managers for 26 MLB teams.

Active Members—Me, hoping for up to 26.

Dues—None now. We will vote later.

Activities—Full 162 game schedule of MLB including playoffs, World Series, and All-Star game. MVP's, Cy Young winners, etc. will be named. Possibly have newsletter with up-to-date standings and league

statistics. Main objective is to have fun and meet friends. Statistics will be kept by a computer.

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

Contact—

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

VIRGINIA BASEBALL LEAGUE

AMAZING LEAGUE OF BASEBALL (ALB)

Founded—1981

Dues—\$10.00 to cover postage fees and etc.

Activities—To play a 162 game schedule with Major League Baseball. Have World Series, All-Star game, MVP, etc. This will be a play-by-mail league.

Membership Requirements—MUST be high school age or older. Must own MLB with 1981 cards. You can live anywhere in the U.S. Responsibility and honesty is very important.

Contact—

David Colistra
32 Lawrence St.
New Hyde Park, NY 11040
516-488-3635

AMAZING LEAGUE OF BASEBALL (ALB)

Founded—Now forming.

Teams—10

Active Members—2, need 8 more.

Dues—To be decided.

Activities—Play-By-Mail draft NBA League using 1981-1982 season statis-pro cards. 10 team league will draft 12 players per team. Complete 82 game schedule and Playoffs will be played. Monthly newsletter.

Membership Requirements—Must own Statis-Pro NBA Basketball game with cards based on 1981-82 season. Must be willing to complete a full season. Honesty and promptness are essential.

Contact—

Pat Higdem
12309 Burbank Blvd., Apt. 15
North Hollywood, CA 91607
213-766-8991



HEAD TO HEAD

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2. For Sale, Trade, or Wanted-to-buy ads will be accepted only for Avalon Hill/Sports Illustrated games, and only when they are accompanied by a token 25¢ fee.
3. Insert copy where required on lines provided and print name, address and phone number (if desired) where provided.
4. So that as many ads can be printed as possible within our limited space, we request you to use the following abbreviations in wording your ad. Likewise with State abbreviations:

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



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CITY _____
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LEAGUE MEMBERSHIPS

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

FOUNDED:

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ACTIVE MEMBERS:

DUES:

ACTIVITIES:

REQUIREMENTS:

CONTACT:

MISCELLANEOUS:



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PAYDIRT

Coach actual AFC/NFC teams, calibrated to perform as they do in real life, authenticated for accuracy by Sports Illustrated's game-design staff.

BOWL BOUND

Bookcase revision of S.I.'s earlier version, College Football. But with new rules played

off of statistics gleaned for 32 major college teams.

SUPERSTAR BASEBALL

Bookcase revision contains 10 new "all-time-all-stars" in a game that can be played solitaire as well as head-to-head.

PRO BASKETBALL

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400 past and present boxers, individually-rated.

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CHAMPIONS OF THE 1860S

DISTANCE: 1 1/4 miles

1																			
ODDS		ASTEROID											BONUS						
2-1		Veteran "Abe" Hawkins											Class: 75 Speed: 66		#				
9		9		7		7		7		7		6		7		7		5	
2																			
ODDS		KENTUCKY											BONUS						
5-1		Veteran C. Littlefield											Class: 73 Speed: 66		#				
12		10		8		7		6		5		5		6		7		8	
3																			
ODDS		NORFOLK											BONUS						
7-2		Veteran J. Lewis											Class: 74 Speed: 66		#				
7		7		7		7		7		8		8		8		8		6	
4																			
ODDS		RUTHLESS											BONUS						
5-2		Veteran G. Patrick											Class: 75 Speed: 67		#				
10		10		8		7		7		6		5		6		6		7	
5																			
ODDS		GENERAL DUKE											BONUS						
7-1		Veteran R. Swim											Class: 72 Speed: 65		#				
6		6		6		6		6		7		9		9		9		8	
6																			
ODDS		GLENELG											BONUS						
8-1		Veteran C. Miller											Class: 72 Speed: 64		#				

**GREAT THOROUGHBREDS
OF THE PAST**

CHAMPIONS OF THE 1870S

DISTANCE: 1 1/4 miles

1												
ODDS		LONGFELLOW										
5-2		Veteran J. Colston										
		Class: 75 Speed: 66										
		9	9	7	7	6	6	6	7	9	9	6
		BONUS #										
2												
ODDS		HAPPY BASSETT										
4-1		Veteran W. Miller										
		Class: 74 Speed: 65										
		8	8	6	5	5	7	8	8	10	9	5
		BONUS #										
3												
ODDS		JOE DANIELS										
8-1		Veteran J. G. Rowe										
		Class: 72 Speed: 63										
		4	5	6	7	7	8	8	9	9	9	4
		BONUS #										
4												
ODDS		TOM BOWLING										
6-1		Veteran R. Swim										
		Class: 73 Speed: 64										
		10	10	8	8	6	5	5	6	6	9	9
		BONUS #										
5												
ODDS		TEN BROECK										
9-5		Veteran B. Walker										
		Class: 76 Speed: 67										
		8	8	7	7	6	6	6	9	10	9	7
		BONUS #										
6												
ODDS		PAROLE										
7-2		Veteran I. Murphy										
		Class: 74 Speed: 65										
		4	4	6	6	8	8	9	10	10	9	8
		BONUS #										

**GREAT THOROUGHBREDS
OF THE PAST**

CHAMPIONS OF THE 1880S

DISTANCE: 1 1/4 miles

1	ODDS 9-5	LUKE BLACKBURN										BONUS #
		Veteran J. Mc Laughlin Class: 76 Speed: 67										
		9	9	8	6	6	6	8	8	8	9	
2	ODDS 3-2	HINDOO										BONUS #
		Veteran J. Parker Class: 77 Speed: 68										
		9	8	8	6	6	6	6	8	8	9	
3	ODDS 5-2	MISS WOODFORD										BONUS #
		Veteran J. Stoval Class: 75 Speed: 66										
		10	7	7	6	6	7	7	8	8	9	
4	ODDS 3-1	HANOVER										BONUS #
		Veteran J. Taylor Class: 75 Speed: 66										
		10	10	8	8	7	6	6	6	6	6	
5	ODDS 6-1	KINGSTON										BONUS #
		Veteran F. Tarral Class: 73 Speed: 67										
		8	6	6	6	6	6	6	10	10	8	
6	ODDS 4-1	EMPEROR OF NORFOLK										BONUS #
		Veteran I. Murphy Class: 74 Speed: 66										

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1890s

DISTANCE: 1 1/4 miles

1 ODDS 8-5	SALVATOR Veteran S. Garrison Class: 76 Speed: 68												BONUS #
	6	7	7	7	7	8	8	8	10	8	8	6	
2 ODDS 4-1	CLIFFORD Veteran W. Simms Class: 73 Speed: 65												BONUS #
	8	7	7	5	5	7	8	9	9	8	8	4	
3 ODDS 5-2	DOMINO Veteran F. Taral Class: 74 Speed: 71												BONUS #
	12	12	10	8	7	6	6	5	5	3	5	5	
4 ODDS 3-1	HENRY OF NAVARRE Veteran H. Griffin Class: 74 Speed: 66												BONUS #
	9	8	8	8	7	6	6	6	7	8	9	9	
5 ODDS 10-1	IMP Veteran N. Turner Class: 72 Speed: 64												BONUS #
	10	10	9	8	6	5	5	5	6	8	3	3	
6 ODDS 3-2	HAMBURG Veteran T. Sloan Class: 76 Speed: 67												BONUS #
	10	9	8	7	7	7	6	6	7	9	8	8	

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1900s

DISTANCE: 1 1/4 miles

1 ODDS 3-1	BELDAME Veteran F. O'Neill Class: 75 Speed: 67												BONUS #
	12	12	9	6	5	5	5	5	8	8	5	5	
2 ODDS 20-1	ROSEBEN Veteran W. Knapp Class: 70 Speed: 69												BONUS #
	12	12	12	10	10	7	3	2	1	1	9	9	
3 ODDS 4-1	ARTFUL Veteran G. Hildebrand Class: 74 Speed: 66												BONUS #
	9	9	7	6	6	6	7	8	8	8	4	4	
4 ODDS 7-5	SYSONBY Veteran A. Redfern Class: 77 Speed: 69												BONUS #
	10	10	8	8	7	6	6	7	7	8	6	6	
5 ODDS 6-1	PETER PAN Veteran W. Miller Class: 73 Speed: 65												BONUS #
	10	9	8	7	6	6	6	6	7	8	3	3	
6 ODDS 6-5	COLIN Veteran J. Nottter Class: 77 Speed: 69												BONUS #
	12	12	10	8	6	5	5	5	6	8	8	8	

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1910s

DISTANCE: 1 1/4 miles

1 ODDS 9-1	PAN ZARETA Veteran M. Garner Class: 72 Speed: 71												BONUS #
	14	12	10	8	8	6	6	6	1	1	4	4	
2 ODDS 4-1	OLD ROSEBUD Veteran J. Mc Cabe Class: 73 Speed: 66												BONUS #
	9	9	7	7	6	6	7	8	7	7	9	9	
3 ODDS 5-1	ROAMER Veteran A. Shuttinger Class: 73 Speed: 65												BONUS #
	6	6	7	7	7	8	8	8	8	8	5	5	
4 ODDS 5-2	REGRET Veteran F. Robinson Class: 74 Speed: 66												BONUS #
	10	9	8	7	7	6	6	6	7	8	6	6	
5 ODDS 9-5	WHISK BROOM II Veteran J. Nottter Class: 75 Speed: 67												BONUS #
	6	7	7	7	8	8	8	8	8	8	7	7	
6 ODDS 3-1	SIR BARTON Veteran J. Loftus Class: 74 Speed: 66												BONUS #
	9	9	8	7	6	6	7	7	7	8	8	8	

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1920S

DISTANCE: 1 1/4 miles

1 ODDS 1-1	MAN O' WAR Veteran C. Kummer Class: 78 Speed: 70												BONUS #
	14	10	10	10	8	4	4	4	6	8			7
2 ODDS 2-1	EXTERMINATOR Veteran A. Johnson Class: 76 Speed: 67												BONUS #
	4	5	6	6	6	8	8	12	12	9			6
3 ODDS 4-1	GREY LAG Veteran L. Fator Class: 74 Speed: 66												BONUS #
	12	10	9	7	5	5	5	7	7	8			8
4 ODDS 3-1	ZEY Veteran E. Sande Class: 75 Speed: 67												BONUS #
	8	8	8	8	7	6	6	7	8	8			9
5 ODDS 7-2	SARAZEN Veteran G. Babin Class: 74 Speed: 66												BONUS #
	8	7	7	7	7	8	7	7	7	8			4
6 ODDS 10-1	PRINCESS DOREEN Veteran A. Stutts Class: 73 Speed: 65												BONUS #

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1930S

DISTANCE: 1 1/4 miles

1 ODDS 7-2	GALLANT FOX Veteran E. Sande Class: 75 Speed: 66												BONUS #
	5	5	6	7	8	8	9	9	9	9			6
2 ODDS 5-1	EQUIPOISE Veteran S. Workman Class: 74 Speed: 67												BONUS #
	10	10	8	7	7	7	6	6	6	7			9
3 ODDS 4-1	TWENTY GRAND Veteran L. Mc Aite Class: 75 Speed: 67												BONUS #
	1	2	4	6	10	12	12	10	9	8			4
4 ODDS 6-1	OMAHA Veteran S. Saunders Class: 74 Speed: 66												BONUS #
	6	6	7	8	8	8	8	8	8	8			8
5 ODDS 3-1	SEABISCUIT Veteran G. Woolf Class: 75 Speed: 67												BONUS #
	10	9	8	7	6	6	6	8	8	8			7
6 ODDS 5-2	WAR ADMIRAL Veteran C. Kurtzinger Class: 76 Speed: 68												BONUS #

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1940S

DISTANCE: 1 1/4 miles

1 ODDS 2-1	WHIRLAWAY Veteran G. Woolf Class: 75 Speed: 67												BONUS #
	4	4	4	5	6	8	12	12	12	8			8
2 ODDS 8-5	COUNT FLEET Veteran J. Longden Class: 76 Speed: 68												BONUS #
	10	10	8	8	8	6	6	6	6	8			6
3 ODDS 3-1	TWILIGHT TEAR Veteran C. Mc Creary Class: 74 Speed: 67												BONUS #
	5	6	6	6	6	6	8	8	10	10	9		4
4 ODDS 4-1	BUSHER Veteran E. Arcaro Class: 74 Speed: 65												BONUS #
	4	4	6	6	7	7	8	12	12	8			9
5 ODDS 7-2	ASSAULT Veteran W. Mehrens Class: 74 Speed: 66												BONUS #
	7	7	7	7	7	7	9	9	10	8			7
6 ODDS 1-1	CITATION Veteran S. Brooks Class: 78 Speed: 70												BONUS #

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1950S

DISTANCE: 1 1/4 miles

1	ODDS 5-2	Veteran T. Atkinson	Class: 76 Speed: 68	TOM FOOL										BONUS #	5
				7	7	7	7	8	8	8	8	8	8		
2	ODDS 8-5	Veteran E. Guerin	Class: 77 Speed: 69	NATIVE DANCER										BONUS #	8
				4	5	8	8	8	8	10	10	8	7		
3	ODDS 2-1	Veteran J. Higley	Class: 76 Speed: 68	NASHUA										BONUS #	6
				12	10	8	7	7	6	6	6	7	7		
4	ODDS 9-5	Veteran W. Shoemaker	Class: 76 Speed: 69	SWAPS										BONUS #	4
				11	10	8	7	7	6	6	6	6	7		
5	ODDS 4-1	Veteran E. Alcaro	Class: 74 Speed: 67	BOLD RULER										BONUS #	9
				6	6	6	6	8	8	8	9	9	9		
6	ODDS 7-2	Veteran R. Neves	Class: 75 Speed: 66	ROUND TABLE										BONUS #	9
				6	6	6	6	8	8	8	9	9	9		

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1960S

DISTANCE: 1 1/4 miles

1	ODDS 8-5	Veteran I. Valenzuela	Class: 76 Speed: 67	KELSO										BONUS #	6
				3	4	6	6	8	8	10	12	10	9		
2	ODDS 5-1	Veteran J. Sellers	Class: 72 Speed: 64	CARRY BACK										BONUS #	3
				4	4	5	6	6	7	8	12	12	8		
3	ODDS 7-2	Veteran W. Hartack	Class: 74 Speed: 66	NORTHERN DANCER										BONUS #	7
				4	4	6	6	8	8	8	12	12	9		
4	ODDS 7-5	Veteran B. Baeza	Class: 77 Speed: 68	BUCKPASSER										BONUS #	8
				2	2	2	2	5	6	8	10	16	16		
5	ODDS 9-5	Veteran Ron Turcotte	Class: 76 Speed: 67	DAMASCUS										BONUS #	5
				10	10	8	8	6	6	6	6	8	8		
6	ODDS 3-2	Veteran W. Shoemaker	Class: 76 Speed: 68	DR. FAGER										BONUS #	5
				10	10	8	8	6	6	6	6	8	8		

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1970S

DISTANCE: 1 1/4 miles

1	ODDS 2-1	Veteran W. Shoemaker	Class: 75 Speed: 69	ACK ACK										BONUS #	4
				12	10	9	7	7	6	6	6	6	6		
2	ODDS 9-5	Veteran H. Gustines	Class: 76 Speed: 67	FOREGO										BONUS #	5
				3	4	4	6	6	8	8	14	14	9		
3	ODDS 6-5	Veteran Ron Turcotte	Class: 78 Speed: 70	SECRETARIAT										BONUS #	7
				1	4	6	7	10	10	12	10	10	8		
4	ODDS 8-5	Veteran J. Vasquez	Class: 76 Speed: 69	RUFFIAN										BONUS #	9
				14	14	8	6	6	5	5	5	6	7		
5	ODDS 7-5	Veteran J. Cruguel	Class: 77 Speed: 69	SEATTLE SLEW										BONUS #	6
				10	10	10	8	6	6	6	6	7	8		
6	ODDS 3-2	Veteran S. Cauthen	Class: 77 Speed: 69	AFFIRMED										BONUS #	8
				6	6	7	7	8	8	9	9	9	8		

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1920S

DISTANCE: 1 1/4 miles

1 ODDS 1-1	MAN O' WAR Veteran C. Kummer Class: 76 Speed: 70												BONUS #
	14	10	10	10	8	4	4	4	6	8	7		
2 ODDS 2-1	EXTERMINATOR Veteran A. Johnson Class: 76 Speed: 67												BONUS #
	4	5	6	6	6	8	8	12	12	9	6		
3 ODDS 4-1	GREY LAG Veteran L. Falor Class: 74 Speed: 66												BONUS #
	8	8	7	7	7	7	7	8	8	5			
4 ODDS 3-1	ZEV Veteran E. Sande Class: 75 Speed: 67												BONUS #
	12	10	9	7	5	5	5	7	7	8	8		
5 ODDS 7-2	SARAZEN Veteran G. Babin Class: 74 Speed: 66												BONUS #
	8	8	8	8	7	6	7	8	8	9			
6 ODDS 10-1	PRINCESS DOREEN Veteran A. Sturfs Class: 73 Speed: 65												BONUS #
	8	7	7	7	7	8	7	7	8	4			

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1930S

DISTANCE: 1 1/4 miles

1 ODDS 7-2	GALLANT FOX Veteran E. Sande Class: 75 Speed: 66												BONUS #
	5	5	6	7	8	8	9	9	9	9	6		
2 ODDS 5-1	EQUIPOISE Veteran S. Workman Class: 74 Speed: 67												BONUS #
	10	10	8	7	7	7	6	6	6	7	9		
3 ODDS 4-1	TWENTY GRAND Veteran L. McAlle Class: 75 Speed: 67												BONUS #
	7	7	7	7	7	8	8	8	8	8	5		
4 ODDS 6-1	OMAHA Veteran S. Saunders Class: 74 Speed: 66												BONUS #
	1	2	4	6	10	12	12	10	9	8	4		
5 ODDS 3-1	SEABISCUIT Veteran C. Woolf Class: 75 Speed: 67												BONUS #
	6	6	7	8	8	8	8	8	8	8	8		
6 ODDS 5-2	WAR ADMIRAL Veteran C. Kurtzinger Class: 76 Speed: 68												BONUS #
	10	9	8	7	6	6	6	8	8	8	7		

GREAT THOROUGHBREDS OF THE PAST

CHAMPIONS OF THE 1940S

DISTANCE: 1 1/4 miles

1 ODDS 2-1	WHIRLWAY Veteran G. Woolf Class: 75 Speed: 67												BONUS #
	4	4	4	5	6	8	12	12	12	8	8		
2 ODDS 8-5	COUNT FLEET Veteran J. Longden Class: 76 Speed: 68												BONUS #
	10	10	8	8	8	6	6	6	6	8	6		
3 ODDS 3-1	TWILIGHT TEAR Veteran C. McCreary Class: 74 Speed: 67												BONUS #
	12	10	8	6	6	6	6	6	7	7	5		
4 ODDS 4-1	BUSHER Veteran E. Arcaro Class: 74 Speed: 65												BONUS #
	5	6	6	6	6	8	8	10	10	9	4		
5 ODDS 7-2	ASSAULT Veteran W. McIntire Class: 74 Speed: 66												BONUS #
	4	4	6	6	7	7	8	12	12	8	9		
6 ODDS 1-1	CITATION Veteran S. Brooks Class: 78 Speed: 70												BONUS #
	7	7	7	7	7	7	9	9	10	8	7		

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1860s DISTANCE: 1 1/4 miles												
1	ODDS 2-1	5	5	7	7	7	7	7	7	7	7	7
		ASTEROID Veteran: "Abe" Hawkins Class: 75 Speed: 66 BONUS #										
2	ODDS 5-1	9	9	7	7	7	7	7	6	7	7	5
		KENTUCKY Veteran: C. Littlefield Class: 73 Speed: 66 BONUS #										
3	ODDS 7-2	12	10	8	7	6	5	5	6	7	8	8
		NORFOLK Veteran: J. Lewis Class: 74 Speed: 66 BONUS #										
4	ODDS 5-2	7	7	7	7	7	7	7	8	8	8	6
		RUTHLESS Veteran: G. Patrick Class: 75 Speed: 67 BONUS #										
5	ODDS 7-1	10	10	8	7	7	6	5	6	6	7	9
		GENERAL DUKE Veteran: R. Swim Class: 72 Speed: 65 BONUS #										
6	ODDS 8-1	6	6	6	6	6	7	9	9	8	8	4
		GLENELG Veteran: C. Miller Class: 72 Speed: 64 BONUS #										

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1870s DISTANCE: 1 1/4 miles												
1	ODDS 5-2	9	9	7	7	6	6	6	7	9	9	6
		LONGFELLOW Veteran J. Colston Class: 75 Speed: 66 BONUS #										
2	ODDS 4-1	8	8	6	5	5	7	8	8	10	9	5
		HAPPY BASSETT Veteran W. Miller Class: 74 Speed: 65 BONUS #										
3	ODDS 8-1	4	5	6	7	7	8	8	9	9	9	4
		JOE DANIELS Veteran J. G. Rowe Class: 72 Speed: 63 BONUS #										
4	ODDS 6-1	10	10	8	8	6	5	5	6	6	9	9
		TOM BOWLING Veteran R. Swim Class: 73 Speed: 64 BONUS #										
5	ODDS 9-5	8	8	7	7	6	6	6	9	10	9	7
		TEN BROECK Veteran B. Walker Class: 76 Speed: 67 BONUS #										
6	ODDS 7-2	4	4	6	6	8	8	9	10	10	9	8
		PAROLE Veteran I. Murphy Class: 74 Speed: 65 BONUS #										

GREAT THOROUGHBREDS OF THE PAST CHAMPIONS OF THE 1880s DISTANCE: 1 ¼ miles												
1	ODDS 9-5	10	10	9	8	7	5	5	6	7	9	6
		LUKE BLACKBURN Veteran: J. McLaughlin Class: 76 Speed: 67 BONUS #										
2	ODDS 3-2	9	9	8	6	6	6	8	8	9	7	7
		HINDOO Veteran: J. Parker Class: 77 Speed: 68 BONUS #										
3	ODDS 5-2	9	8	8	6	6	6	6	8	9	9	8
		MISS WOODFORD Veteran: J. Stoval Class: 75 Speed: 66 BONUS #										
4	ODDS 3-1	10	7	7	6	6	7	7	8	8	9	5
		HANOVER Veteran: J. Taylor Class: 75 Speed: 66 BONUS #										
5	ODDS 6-1	10	10	8	8	7	6	6	6	6	6	4
		KINGSTON Veteran: F. Tatal Class: 73 Speed: 67 BONUS #										
6	ODDS 4-1	8	6	6	6	6	6	10	10	8	8	9
		EMPEROR OF NORFOLK Veteran: I. Murphy Class: 74 Speed: 66 BONUS #										

