



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 2½, 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 KLIZEWSKI	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).		
3+3	2	SP(PC)			
3+3	3	SP(3B)	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	4	SP(PC)			
3+3	5	SP(LF)	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	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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