

# ALL-STAR REPLAY

The Sports Game Digest



Vol. 1, No. 1 Fall, 1977 \$1.50

## In This Issue:

Start Your Own League

Juicing up the Offense  
in Baseball Strategy

Paydirt Plus!

Handicap Golf:  
Stats & Playing Tips

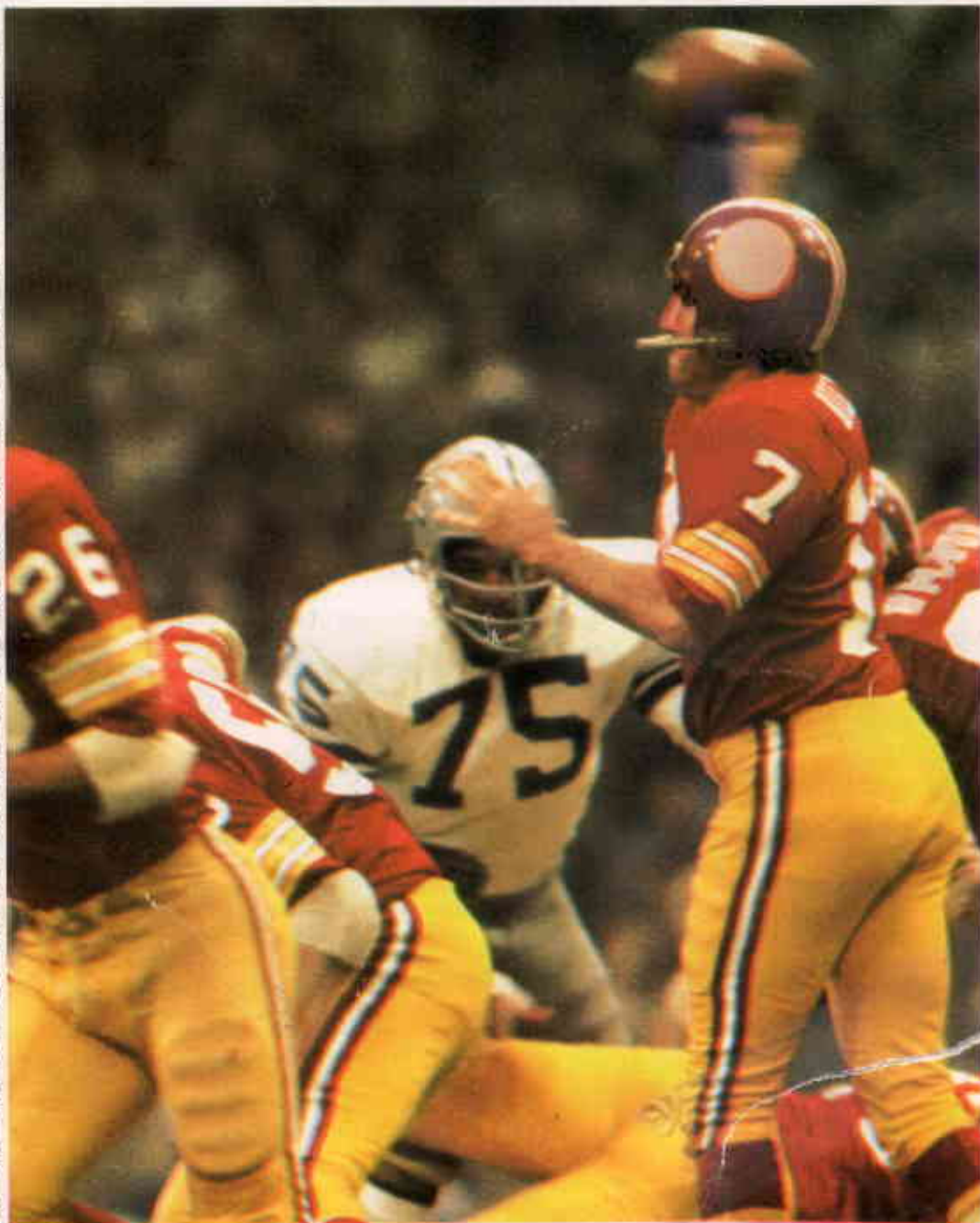
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FOOTBALL STRATEGY  
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Plus Much More

The Avalon Hill Game Co.  
4517 Harford Road  
Baltimore, Md. 21214



# ALL-STAR REPLAY

ALL-STAR REPLAY is a publication of The Avalon Hill Game Company devoted exclusively to the analysis and discussion of Avalon Hill's Sports Illustrated line of sports games. Articles dealing with sports in general are published from time to time, but only as they relate to the subject of the sports games.

ALL-STAR REPLAY is published four times a year, with mailings made at or near the end of March, June, September and December. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. One-year subscriptions are \$5.00, two-year subscriptions are \$9.00. Send checks or money orders only. The Avalon Hill Game Company cannot be responsible for cash lost in transit. All subscriptions sent via bulk permit. Airmail and first class delivery must be pre-arranged with the subscription department at additional cost. Address changes must be submitted to the subscription department six weeks in advance to guarantee delivery. No paid advertising of any type is accepted in ALL-STAR REPLAY. Information of use to subscribers, advertising of used Sports Illustrated games and equipment, news of game leagues and clubs, and "games wanted" ads are desired and will be printed free of charge.

ALL-STAR REPLAY welcomes articles from subscribers for consideration for publication. Articles should be type-written, double-spaced, and well-written. The editor reserves the right to correct poor grammar and hopeless spelling. There is no limit to word length. Accompanying examples and diagrams should be captioned and neatly done in black or red ink. Photos should have caption and credit line written on back. Rejected articles and photos will be returned whenever possible. Try to put your name on everything you submit.

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To facilitate correspondence, we suggest that all envelopes to ALL-STAR REPLAY be marked in the lower left-hand corner as follows:

Purchases of ALL-STAR REPLAY, subscriptions:  
Gertrude Zombro

Purchases of games and game parts Order Dept.,  
Christy Shaw

Questions concerning play: ALL-STAR REPLAY  
Research & Design Dept.

Note: All questions will be answered only if accompanied by a stamped, self-addressed envelope. Only questions regarding rules clarifications (not sports history or game design theory) can be answered.

Articles for publication, letters to the editor, requests for brochures, reader ads, club news, etc.: B.C. Milligan, Editorial Dept.

IF YOU CHANGE YOUR ADDRESS please notify Gertrude Zombro in our Subscription Dept. as soon as possible. Please state your old and new address.

## The Dugout

Welcome to ALL-STAR REPLAY. I'm your editor, and this is your editorial column. The editorial column in a good magazine is the part that nobody reads until a week later, because they were in a rush to get to the great articles that they heard were in the current issue. However, in the hopes that you will read this part of the magazine first (after all, that's why we put it on the first page), I am going to tell you a little bit about ALL-STAR REPLAY, Avalon Hill sports games, and the general directions in which we hope to go.

To begin with, this first issue of ALL-STAR REPLAY is being mailed to you free. Why free? Well, in all honesty, because that seemed like the best way to make sure that you got a copy. It's a brand-new magazine, with a name, style, and cast of characters that will probably for the most part be totally unknown to you. So we thought we'd introduce the whole works to you gratis.

Avalon Hill, as I am sure most readers are aware, is the preeminent publisher of adult strategy games on the market today. What many may not realize is that wargames are not all that Avalon Hill publishes. In fact, of the 80+ games Avalon Hill currently offers, less than half are wargames. The others cover a very wide spectrum of interests, with an even dozen being sports games. And that's where ALL-STAR REPLAY and myself come in.

Sports gamers are just as dedicated to their hobby as wargamers (so runs our optimistic premise), and would be very receptive to a publication which provides them with a forum where they can discuss the games, meet other gamers, and in general carry on and have a good time. And, on the other side of the fence, having several thousand knowledgeable readers telling us what they think of our games will be an immense help, both in improving current titles and in bringing out new ones. It's downright symbiotic!

The stated purpose of ALL-STAR REPLAY, therefore, (I think I even put this in our mast head column) is to dedicate itself to the play and discussion of the Sports Illustrated/Avalon Hill line of sports games. Articles appearing in the magazine will generally be of three general types: they'll tell you what could be better (either from the point of view of playability or realism) about a particular game (and give specific guidelines telling you how to make it better), they'll relate the game to real life (where an article concerning a historical contest would be accompanied by rules and perhaps components which would enable you to replay that contest), or they will deal with the strategy of a particular game.

Now, of course this isn't all we will do—a lot depends upon what readers want, and what sort of contributions we get. But this is

the gist of it. Listing results of replays, while perhaps suggested by our title, will not be the main emphasis of the magazine. ALL-STAR REPLAY is, hopefully, going to be a *player's* magazine, not a journal of interesting statistics. Having read most of the other sports game magazines now being published, I would like to avoid if possible falling into the habit of having as a major source of material the results of games played by readers, for one simple reason—I think they're dull. As a fairly fanatical gamer, I for one would much rather read an article about how to win a particular game than about how somebody else duplicated the 1956 season of the Bouckville Mastodons. And it is my hope that the readers of ALL-STAR REPLAY will feel the same way.

Although the articles themselves will concentrate more on the actual play of the games, one of the things I do hope we will be able to provide will be extensive contact between sports gamers. In particular, we would like to encourage the formation of leagues and clubs which play our games, as well as help isolated players find someone to get together with in their area. We will also have (beginning with the next issue) free reader ads in which you can advertise for opponents, games, and various other what-not.

Getting to Sports Illustrated Games themselves (which, incidentally, is the name of our *entire* line of sports games, including the Avalon Hill Strategy series and the old 3M games), we hope to constantly offer improvements and upgradings to those games. The first of these changes is right in this issue—the new rules and updated team charts for the PAYDIRT! game. From now on these charts will be kept up to date, with new charts appearing as soon as possible after the conclusion of the regular season. This is something that will also be done with the COLLEGE FOOTBALL game and (at last) the Sports Illustrated baseball game (currently known as SUPERSTAR BASEBALL). For the baseball game you'll be able to get individual playing cards for all of the members of all of the current teams, so all kinds of previously impossible things (such as trading and so forth) can be done. The "superstars" in SUPERSTAR BASEBALL will be maintained, probably in the game itself, with the other teams being purchased through the mail. That way we won't have to take everything off the shelves every year to replace the old teams with new ones.

By the way, in case you haven't yet noticed, this issue of ALL-STAR REPLAY includes a full 12 pages of advertising. That's one of the reasons you're getting it free.

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ALL-STAR REPLAY

# Start Your Own League

By Allan Searles

If you're like me, after playing your football or baseball game for awhile, things start to get a little dull. Sure, the game's a lot of fun, but winning doesn't really seem to mean anything. By this I mean that no matter how many dozens of games you play, no one game relates to any of the others.

The natural solution to this problem is forming a league. Sooner or later most of us take a shot at doing this, and those who stick with it find out that league play is undoubtedly the most rewarding form of involvement in any sports game. Now every game is important, and as you face a variety of opponents throughout the season you find that the game has become much more challenging, too. And with league play, depending on the game you use and the particular system you have available, even solitaire games become much more enjoyable.

In this article I will give you some ideas about how you can go about forming your own league, using any Sports Illustrated/Avalon Hill football or baseball game. Not all of the ideas are my own, and some readers may have seen them all before. But for the new entrant into league competition, I think these ideas will be quite useful. For convenience, I've divided everything up into separate sections for football and baseball.

## Forming Your Own Football League

The first thing to do is to decide exactly which teams will be in your league, and how many. If you are playing a game like PAYDIRT or FOOTBALL STRATEGY, you'd best be advised to use the distribution of teams prevalent in the NFL, as this makes scheduling of games a cinch (just use their schedule, with other league members substituting as managers for any teams which are unowned). In COLLEGE FOOTBALL, you've got to make up conferences of your own, using whatever kind of standards you prefer (such as dividing the teams by area, or into independent and state university divisions, etc.).

## Scheduling

This will depend to a very large extent upon how many teams you have in your league. Ideally, of course, there will be 28 league members, with each person representing a different team. In practice, it is often hard to come up with that many people, so you'll have to stretch out things somewhat.



If you don't have easy access to it, here is the NFL distribution of teams for 1977-78 (remember that Seattle and Tampa Bay have switched conferences, and probably will again):

### National Football Conference

**Eastern Division**  
Dallas Cowboys  
New York Giants  
Philadelphia Eagles  
St. Louis Cardinals  
Washington Redskins

**Central Division**  
Chicago Bears  
Detroit Lions  
Green Bay Packers  
Minnesota Vikings  
Tampa Bay Buccaneers

**Western Division**  
Atlanta Falcons  
Los Angeles Rams  
New Orleans Saints  
San Francisco 49ers

### American Football Conference

**Eastern Division**  
Baltimore Colts  
Buffalo Bills  
Miami Dolphins  
New England Patriots  
New York Jets

**Central Division**  
Cincinnati Bengals  
Cleveland Browns  
Houston Oilers  
Pittsburgh Steelers

**Western Division**  
Denver Broncos  
Kansas City Chiefs  
Oakland Raiders  
San Diego Chargers  
Seattle Seahawks

The best thing to do is to start with one division. If you have enough people to form more than one, such as six, then have three players in each division, with the two divisions each representing a different conference. For this purpose you can use the real division breakdown, or each person can take his own team in any way you decide. The fourth (or

fifth, in the Eastern divisions) team will always be handled by an opposing player in the game, that player usually coming from your own division (as someone in competition for the division title is most likely to play a tough game).

Each team should play a 14-game schedule (in college, ten or eleven), with seven home and seven away games.

## Regular Season Play

**4-Team Division:** Each team plays two games, one at home and one away, against each other team in the division. This results in 6 intra-division games. In addition, each team plays 8 more games (4 home, 4 away) with 8 teams not in its division. There are different ways to decide how to schedule these games. My league has found that with an NFL-type league (no matter what particular game we are using), the easiest thing to do is use the official NFL schedule for that season. This eliminates any possible controversy about who should play who, and since the schedule changes yearly should eventually balance out.

Another method is to choose opponents at random. This is best employed when your league has a relatively small number of members, and most of each player's games will be against "proxy" players who are handling teams not really in the game (in the sense that nobody owns them).

Using this method, drop the names of the teams into a hat, or whatever, and then have the coaches draw for them. No team name should be replaced into the hat until all names have been drawn. When game time comes around, the coaches of the "real" teams will coach the outside teams. Needless to say, no one gets to play against himself, and it's best to make sure (as I suggested above) that the opponent in each one of these games is the person most interested in seeing the outside team win. One good way to ensure this might be to have the member of your division who is closest to you in the standings coach the outside team.

**5-Team Division:** Each team plays two games, one at home and one away, against each other team in the division, with an additional 6 games against outside teams using the methods suggested above.

## Playoffs

**2 Divisions:** The winners of each division meet for the championship game.

**3 Divisions:** The winners of each division, plus the second place (wild card) team with the best record, play in this fashion: The team with the best record plays the team with the third-best record, and the second-best team plays the one with the worst record. The two winners meet in the championship game.

**4 Divisions:** The winners of each division play (with pairings decided exactly as with 3 divisions). The winners meet for the championship. If there are 2 conferences with 2 divisions each, have the division winners meet to determine conference winners, and then have the winners of those games meet in the Super Bowl.

**6 Divisions:** Divide into 2 conferences of 3 divisions each and proceed as with 3 divisions, with the two conference winners meeting for the Super Bowl.

In all cases where playoff matchings are concerned, if two teams have equal records, give the one who beat the other in the season the higher seeding. If the game was a tie, or the two teams did not play, then give the higher seeding to the team that scored more total points in its 14-game season (This is not the way the NFL does it, but it's a heck of a lot easier to describe. If you're familiar with their system, by all means feel free to use it).

## Forming Your Own Baseball League

Because of the vastly greater number of baseball games played in a season as opposed to football games, things here are just a little more complicated. Because I am no mathematical genius, for baseball I am reprinting the suggestions of the Sports Illustrated game people, as they have worked very well for me. Shown below is a mathematical method for drawing up schedules for 4-team, 6-team and 8-team leagues.

### 4-Team League

Each of 4 managers selects a team and together they decide on the number of games each team will play against the other teams. This must be an even number (for example, 20 games). Now all you math dropouts pay close attention. If the number of teams equals "t," and the number of games against each team is "n," you can determine the total number of games played by each team ("G") by using the following formula:

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

or, to use our example above, since "n" equals 20, and "t" equals 4, then G equals 60:

$$20(4-1) = 60$$

(4 minus 1 is 3, and 20 times 3 equals 60.) Thus, it is determined that you will have a 60-game season.

Then, to figure the number of games vs. each team at each stadium, divide "n" by 2. Since "n" equals 20 in the example, the number of games vs. each team at each stadium is 10:

$$20 \div 2 = 10$$

Now divide that number into series lengths, such as 3 game, 4 game, and 3 game series.

Assign letters A,B,C, and D to your four teams and use the table below to work out your schedule for the first series of 3 games:

#### 4 TEAMS

A at B \* C at D  
A at C \* B at D  
D at A \* B at C  
B at A \* D at C  
C at A \* D at B  
A at D \* C at B

A plays its first 3 games of the season at B's stadium at the same time that team C is playing its first three games at D's stadium. Then team A plays the next 3 games at C's stadium while Team B plays its next 3 games at D's stadium . . . and so on. If you think this is confusing now, wait till you read further.

When you've completed the table for the first 3-game series, repeat the process with a 4-game series (A goes back and plays 4 games at B's stadium, while C plays four games at D's stadium). To complete your season, repeat the table again with a 3-game series.

To allow for injuries, pitcher rotation, etc., you can assign dates to the games, designate off-days or travel days, and allow for rainouts and double headers.

### 6-Team League

Follow the same basic procedure outline above making appropriate substitutions in the formula,  $n(t-1) = G$ . Since "n" equals 20 and "t" now equals 6, G equals 100:

$$20(6-1) = 100$$

(6 minus 1 is 5, and 20 times 5 equals 100.) Your season is now 100 games, and the number of games vs. each team at each stadium is 10 divided into series lengths as before (for example, 3 games, 4 games, and 3 games). Now, assign letters A through F to the six teams and follow the chart below:

#### 6 TEAMS

A at B \* C at D \* E at F  
A at D \* C at F \* E at B  
A at F \* C at B \* E at D  
A at C \* D at F \* B at E  
E at A \* D at C \* B at F  
B at D \* C at E \* F at A  
B at A \* F at D \* E at C  
D at A \* F at E \* B at C  
C at A \* D at E \* F at B  
A at E \* D at B \* F at C



And, last but not least complicated (much to the contrary, in fact):

## 8-Team League

By now you should be getting the hang of the formula. This time, substitute 8 for 6 in the basic formula to determine the number of games in the season:

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

$$20(8-1) = 140$$

After dividing 10 into series lengths as before, use letters A through H with the chart below:

### 8 TEAMS

A at B \* C at D \* G at E \* H at F  
A at C \* B at D \* E at H \* G at F  
D at A \* B at C \* F at E \* H at G  
A at E \* B at F \* C at G \* D at H  
A at F \* B at G \* C at H \* D at E  
A at G \* B at H \* C at E \* D at F  
A at H \* B at E \* C at F \* D at G  
C at A \* D at B \* E at F \* G at H  
A at D \* C at B \* E at G \* F at H  
B at A \* D at C \* H at E \* F at G  
H at A \* G at B \* F at C \* E at D  
F at A \* E at B \* H at C \* G at D  
G at A \* F at B \* E at C \* H at D  
E at A \* H at B \* G at C \* F at D

## Divisions

If you want your league to include more teams, you can divide the teams into divisions of 4, 6 or 8 teams and use the above system for each division. For instance, if you want to play with 16 teams you can have two divisions of 8 teams each, or four divisions of 4 teams each, and proceed by following the 8-team league chart of the 4-team chart above.

## Playoffs

The simplest playoff system is to take the top 4 teams in the league or division, with teams playing off each other in a best of 7 series, with the same determination of seeding as was used for the football games. (Incidentally, you can play your ownerless teams in exactly the same manner as was used in the football system also.)

Have the winners of each series play off until you get to the finals. In the final playoff the team with the better season record is the home team for games 1, 2, 6 and 7, and is the visiting team for games 3, 4 and 5. Allow a travel day between games 2 and 3 and consult your rules booklet for pitching rotations.

And that's all there is to starting your own league. Now, if you can only find somebody else to start it with.



## NEED NEW MEMBERS FOR YOUR LEAGUE?

### Why not try a free ad in ALL-STAR REPLAY?

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

To make it into the next issue, just send in your ad today, giving the following information (you can use the adjacent ad for the International Football League as a representative guide):

**Founded:**

**Teams:**

**Active members:**

**Dues:**

**Activities:**

**Membership requirements:**

**Contact:**

## INTERNATIONAL FOOTBALL LEAGUE

**Founded:** 1963

**Teams:** Ten, to expand by two in 1978

**Active members:** eight, we could take on as many as three new members for this year as one of our members is tenuous

**Dues:** \$10.00 annual to cover printing expenses

**Activities:** We play a 14 game regular season, 5 exhibition games and a post-season championship game between divisional winners using AVALON HILL'S FOOTBALL STRATEGY GAME with our own rules modifications. Membership responsibility includes keeping accurate statistics to be turned into the league at midseason and at completion of the regular season. The regular season includes outside activities exclusive of the actual game playing such as injuries, maintenance of roster, prospecting for future talent by scouting college ballplayers and other front office activities. The regular season begins Sept 18th this year and will be followed by our annual draft and league meeting which is held every year on Super Bowl Sunday. The league meeting discusses rules changes and other topics pertinent to the operation of the league. It is usually followed by our annual dinner at a local pizza joint and washed down by a lot of beer. It is considered the highlight of every season.

**Membership requirements:** Only that the member be dedicated enough to play out at least one complete season once they have made the commitment to do so. The member should live in the general Milwaukee metro area. If not, he or she shall be expected to come to Milwaukee to play the games unless current membership agrees otherwise (if it's not too far, most members will agree). There are no age requirements. The current membership ranges in age between 22 and 35, married and single, student and working. Members should be available for game playing at least one night per week.

**Contact:**

Mark J. Maticek  
1725 S. 84th St.  
West Allis, WI 53214  
1 (414) 476-2327

INTERNATIONAL FOOTBALL LEAGUE

## FORMING YOUR OWN LEAGUE? MAYBE WE CAN HELP.

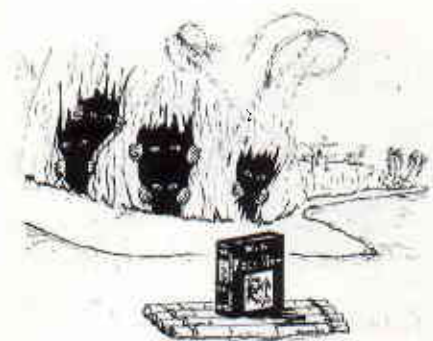
For the last four years Avalon Hill and Interest Group Baltimore (a local group of gamers) have sponsored the Avalon Hill FOOTBALL STRATEGY League, a fiercely competitive group of 28 FOOTBALL STRATEGY fans who play a full 14-game schedule each year.

If you're forming your own league, you'll find a lot of good ideas in the AHFSL 1977 preseason book. Published primarily as a guide to the teams and rules of the league, many of the booklet's features can be adapted to the requirements of your local league, in FOOTBALL STRATEGY or any other football game.

League bylaws, dues rates (which provide the more than \$560 in prize money awarded each year in the AHFSL), scheduling, playoffs, franchise sales and trades, and important rule changes are just some of the useful tidbits you'll find in the booklet. There's also an entertaining summary of the previous season's play, with important team stats, profiles of managers, and a host of other factors discussed.

We've printed up extra copies of the AHFSL Preseason Booklet for any of you who are interested. If you are, just send 25¢ and a self-addressed, stamped envelope to:

AHFSL Booklet  
ALL-STAR REPLAY  
The Avalon Hill Game Co.  
4517 Harford Rd.  
Baltimore, MD. 21214



# WIN, PLACE & SHOW: A Review, Sort of.

By Richard Sharp

'It's ridiculous!' Ferrucci snarled. 'It's totally unrealistic, because they don't allow no cheating, and it's boring, because no one gets rubbed out. What the hell kind of game is that?' He suddenly looked more cheerful. 'Well, at least it's a gamble. Takes me way back—I used to hustle the tracks for a spell when I was a bambino, selling bum tips to Jap tourists for a meal ticket: Hialeah, Churchill Downs, Belmont, Saratoga—I went all over.'

'What happened if one of your tips won?' I asked, genuinely curious. 'Did you pay the sucker his ill-gotten yen or just . . . er . . . rub him out?'

Ferrucci looked shocked. 'You figure I'm dumb or something? Picking winners ain't easy, but picking losers is a cinch.'

In that at least, I thought, the game we were discussing was realistic enough. Win, Place and Show was a sort of thinking man's Totopoly—one of those glossy American race games with a betting element thrown in—and that, for us, was its big attraction. Other benefits that modern civilization offers—sociology, the telephone, Chinese restaurants, women, income-tax—we could live without; but who could imagine a world without gambling?

Not that gambling was illegal on Bedbug Island. No game was prohibited. The Governor, a morose Lebanese, had a pathological loathing of all games and the people who played them, the result of compulsory Backgammon sessions at an impressionable age. He had willingly resigned from his post as Secretary General of the United Nations, that opulent ivory tower untainted by any contact with the real world, to come to the Island, for the simple pleasure of torturing games-players. In forcing us to play the games he hated, he found a degree of fulfilment granted to few men. That we might find his punishments positively enjoyable evidently never occurred to him.

But gambling loses its savour when there is nothing for the winner to buy. Money had little meaning for us: a Bank of England £1 note and its Monopoly equivalent had equal value in our transactions (little did we suspect that this was equally true elsewhere). And so a simulated gambling game became just as good as a real one.

My companions in exile had taken their preparations seriously. Von Hinton had sat in a corner for days with his new pocket calculator—a triumph of German precision craftsmanship, he had called it, but I knew that underneath the bold label KRUPP A.G. ESSEN was the smaller legend *Fragile: Made in Hong Kong*. The result of his labors, he proudly told me, was an infallible winning system: peering over his shoulder, I was able to decipher his spidery gothic script:

'When two six-sided dice are rolled on a smooth surface, then, other things being equal, the number 11 will result 4,632 times as frequently as any other number. I, von Hinten, have proved it.'

Well, he wouldn't get rich on that.

Bert Spike was a more serious threat. Unlike the rest of us, Bert had a genuine knowledge both of horse racing and of this boxed substitute for it. He organized the weekly cockroach-races in the refectory, and made a profitable book on them; and during his academic labors at Penge he had run countless practice races of Win, Place and Show, compiling a voluminous form-book from the results. He looked quietly confident.

'I know it all, see,' he told me. 'I was hoping to be a jockey, like, but I never got big enough, did I?'

The other three posed less of a problem. Swindelman despised betting, especially on race-horses, which he considered in-bred and therefore mentally unstable. To him the race-course punter was almost as deluded as his Stock Exchange counterpart, a view with which it was hard to disagree. He would, he said, participate as an owner only, and win. I thought it unlikely.

Dalek could not master the rules of the game at all—he had it inextricably confused with Speed Circuit—and his knowledge of gambling was confined to the Polish State Lottery, a compulsory egalitarian entertainment in which a rota system guaranteed a win to every citizen once every seventeen years, subject to 102% taxation; out of the residue, he assured us, one was expected to make a small donation to the Secret Police Benevolent Fund. As for Ferrucci, he was the bookmaker's dream, plunging heavily on sentimental whims, and relying on brute violence to recover his losses.

The rules of Win, Place and Show are simple yet ingenious. The race card lists six races, of varying lengths but each involving six horses, which are auctioned in random order before the start—one each to six players. Each horse has a 'running strength' for each turn, to which is added the number thrown on a white dice; each has a bonus number, between 2 and 12, and the horse whose number corresponds to the total rolled on the white dice plus a secondary one in bilious green receives a 3-square bonus. Finally, a minority of horses have apprentice jockeys, which entitles them to a 2-square bonus at any stage of the race, though restricting their maneuverability.

The running strengths vary entertainingly. There are horses which leave the gate like rifle bullets only to die on their feet inches from the finish; horses which walk the first furlong and sprint the rest; horses which maintain an even trundle from start to finish; horses which proceed in a series of violent jerks, like an old lady driving a Ferrari. The odds on each animal are predetermined: the nearer the average roll of the white dice is to 3.5, the more likely the favorite is to win, while fast going (unnaturally high dice rolls) favors the sprinters and slow going the plodders. Even the rankest outsider can win if the dice are kind.

Enough of this technical expertise. Probability theory is for the von Hintens . . . and they always get it wrong.

On the day of the meeting, Bert arrived at the track early; as self-appointed bookmaker he surrounded himself with form-books and money, and took charge of the proceedings. By the time we were all in position he was calling the runners for the first race, complete with fictitious pedigrees and form.

'Six furlong seller, ladies and gents, and the first horse is . . . Number 1. Number 1, Gunsmoke, blue colt by Trigger out of Flaming Betsy, a winner last time out at Wormwood Scrubs, likes the fast ground but gets a bit shagged out on the run-in. Now, who'll give me five hundred nicker . . . sorry, bucks . . . for this lively animal? Thank you, sir, five C's I'm bid . . . any advance? . . .'

This is going to take some time, I thought.

There was indeed a battle for Gunsmoke between Ferrucci, for whom the name had obvious sentimental value, and von Hinten, who had noticed its bonus number was 11. Eventually Ferrucci kicked the German viciously on the ankle, and during the ensuing fracas von Hinten became the owner of Gunsmoke for the absurdly high price of \$1,500. Swindelman coolly opened the bidding for the favorite at \$3,000, a well judged bid which no one could sensibly outmatch. Dalek bought the long shot Hold On Harry for a knockdown \$500 in the doubly mistaken opinion (a) that a high start speed was essential for any car on such a short track and (b) that the 15-1 odds meant he would get fifteen times the prize money should this ludicrous animal miraculously finish in the frame. Bert and I wrangled over the second favorite, Rotunda, Bert winning with a bid of \$1,500, and I was delighted to get the 8-1 shot Mustard Seed for the minimum \$500. Ferrucci, still sulking over the loss of Gunsmoke, was left with the fast-finishing Eight Ball.

Now came the secret writing of bets. Bert and I winked knowingly at each other as the rest scratched their heads over the insanely complex Daily Double rules. The only thing clear to me about this bet, which meant picking the winners of the first two races, was that the odds were ludicrously low. Strictly for the tourists, that one: a \$1,000 double at prices of 8-1 and 3-1, for instance, should pay 35-1, yet the game rules offered only 21-2. Worse than roulette. I decided the favorite was a virtual sure thing in this race, and backed him to the maximum—\$5,000 at 6-4 (or 3-2, as the Americans so unimaginatively put it), with equal amounts on Bert's horse to place (come 2nd) and my own to show (finish 3rd).

'And they're off!' squeaked Bert excitedly, grabbing for the dice. His face contorted with dwarfish rage. 'Ere! Who's stuck these things to the table, then?'

'Here, punk,' said Ferrucci contemptuously, 'let me do it.' He flipped the dice negligently onto the table; one hit my elbow a glancing blow, numbing it. I lifted it, with effort, and returned it to Ferrucci, 'Let's use the dice from the set, shall we? Just for a change?'

The race was a disaster for me. Dead average throws with a slow start were no use at all to Mustard Seed, who finished a weary fourth; Rotunda just pipped the favorite, Lucky Old Sun, by virtue of his bonus number (6) turning up twice whereas 7 never came up at all. Nor, less surprisingly, did 11: von Hinten held his calculator to his ear and shook it in puzzled fashion. With Ferrucci's gift horse profiting from the slow start to finish third, I came out of the first race \$500 worse off than I'd started it; a jubilant Bert had backed himself across the board and cleaned up a net profit of \$53,500 for an easy lead. Swindelman, who had broken even, looked anxious: even if all Bert's remaining bets were losers, the no-betting policy was looking sick.



In the second race I was again pleased with the auction, obtaining the very useful 3-1 second favorite Indian Giver cheaply enough, though with a bonus number of 12 I could have done with Ferrucci's dice. Bert forced Swindelman to pay \$2,500 for the favorite, Nothing Special (well named, I felt), and himself took the sprinter Corn Plaster ('by Chiropodist out of High Fashion,' he informed us). Ferrucci got Spelling Bee whose running strength of 9-9-9-6-6-6 had once been his number in Wyoming State Penitentiary, von Hinten bought Sammurai as a gesture of loyalty to the Axis, and Dalek was again content with the outsider, this time the lethargic Peace Corps, unquestionably the worst horse in any of the six races and grossly underpriced at 20-1; his best chance of winning would be in an ambulance, I thought. This time I backed my own horse win and place—he could hardly fail to make the first two unless the pace was a crawl—with a show bet on Ferrucci, since his luck seemed to be in.

The dice were kind. Only one throw below 5, and a double 6 to finish—Ferrucci himself could hardly have done better. With a profit of \$37,500 I was right back in the contest. Sammurai, hopeless on fast going, shared last place with Dalek's limping wreck, and I noted from von Hinten's savage *softo voce* comments that the 'gallant Nipponese allies' of five minutes earlier had become 'degenerate little yellow monsters': such is loyalty. With the Wyoming State Pen doing its stuff at third, it was the perfect result for me. Swindelman, scowling, announced that he was going to start betting after all.

In the third I bought the sickeningly named Little Miss Muffet, which is a hell of a thing to call a horse, believing 15-1 to be an absurdly generous price for quite a reasonable prospect. I backed her to be second, picking the exceptionally fast Egg Yolk ('by Dry Battery out of French Hen') to win; for 3rd I selected one of the most eccentric of all the runners, Numerator, who in Dalek's phrase makes a pit stop half-way round. This time I got 2nd and 3rd right, but Egg Yolk ran out of steam and finished last; I was interested to notice that his pilot, Swindelman, went a longer way round the turn than was strictly necessary. I was glad to see that no one else seemed to have noticed; if that was Swindelman's way of protecting his bets, the rules had a nasty surprise for him, but it could wait. With my considerable coup of picking two 15-1 shots for the minor places I cleaned up over \$50,000 and reckoned I was now hard on Bert's heels, though he had backed the winner, Stampede.

The fourth is a sprint, five furlongs: my selection for this would normally have been Crime Wave ('by Red Policy out of Comprehensive') but to bid against Ferrucci for a horse of that name was entirely pointless, and after pushing him up to a very high level I settled for Born Loser. I was happy to see heavy bidding for the spectacular but gutless sprinter French Twist, who despite his 3-1 price had about as much chance in my book as a right-wing Monarchist in a Chinese election.

CONTINUED NEXT PAGE



First thoughts are best: even Ferrucci's leaden paws on the reins couldn't prevent Crime Wave winning in a canter; I had duly backed him, but my second choice, the favorite Hot Spook, was carelessly steered into the rear end of another car by Dalek (Spin off, hoof wear one! shouted everybody). French Twist was predictably last, weighed down by vast quantities of carelessly invested dollars including some of Swindelman's ('I told me so,' he muttered crossly, 'but I didn't listen to myself.')

Before the last, we counted our money to see what we had to do. Bert was a solid \$150,000 up, Ferrucci a revoltingly lucky \$120,000, and myself a skillfully planned \$100,000. Von Hinten had made \$35,000 on the three races where no horse had the bonus number 11, and Swindelman's activities as owner outstripped his betting failures to the extent of \$20,000. Dalek was \$45,000 down, an incredible feat which left him only \$5,000 to play with.

The fifth race, with three apprentice jockeys, is notorious for the amount of bumping and boring that goes on as these inept palookas try to change lanes; it's also distinguished by another great equine 'character', Traffic Cop, an animal with a start so explosive and a deceleration so dramatic that he could be used to test G-stresses in the space program. This race, always difficult, was a wash-out for me, my own freely chosen apprentice on Hung Jury ('by Mistaken Identity out of Necktie Party') being balked seven lengths at the start, though like all the other inmates I did have a sentimental wager on the winner, Cockroach, which stormed home by a distance at 10-1. Traffic Cop finished last, moving so slowly that the ebullient Ferrucci, Cockroach's owner, threatened to give him a ticket; von Hinten, who had bought Traffic Cop on the strength of the magic number 11, was looking tired and ill, the only man I have ever seen with dueling scars in the bags under his eyes.

The sixth race is the Rivoll Downs Handicap over a mile and a quarter, and the prize money of \$25,000 for the winner makes it the only race where owning the winner is likely to be better than backing it. The auction was suitably spirited.

First out of the hat was the 10-1 outsider Captain Ahab; Dalek, a slow learner, promptly bid all his \$5,000, thus guaranteeing himself a loss on the day. Next came Swami, a useful chance at 5-1 for which I bid with moderate enthusiasm, only to be thwarted by von Hinten's 11 fetish, though it cost him \$6,000 before I gave up. Hannibal ('by Jumbo Jet out of Carthage'), an 8-1 shot despite his favorable bonus of 7, was bought cheaply by Ferrucci at \$3,500 (it appeared he had once been saved from Alcatraz by the perjured testimony of a private detective named Hannibal O'Casey). The 4-1 joint favorites Jungle Monarch and Leyte Gulf were fiercely contested before going respectively to Bert for \$7,000 and Swindelman for \$6,500. This left me with Mona Lisa, a tremendous stayer once she could be got into overdrive; as the last horse sold always costs a mere \$500 I was well pleased with this.

The betting was tricky, for purely tactical reasons. Ferrucci was sure to back his own fancy all the way, and if he was right that was that; I could forget him. But I had \$43,000 to make up on Bert. If I backed Mona Lisa win, place and show I would do it easily, but Bert was no fool and my guess was *he* would make

that bet himself as insurance. Reluctantly, I decided to back Captain Ahab to win; this would require high dice throws, in which case Mona Lisa would have no chance. Of the other fast starters I could hardly back Jungle Monarch, since a win for him would give Bert \$25,000 in prize money and put him out of reach; so it has to be Swami to place. The show bet had to be Leyte Gulf for a special reason. Horrible bets; I would need to be very lucky. But I had an ace up my sleeve; I knew, and was sure I was alone in knowing, that Swindelman would nobble his own horse.

The race took a completely freakish course. Three times in the first five rolls we had a 5 on the white dice and a 1 on the green—great for my fast starters, but even better for Swindelman's Leyte Gulf with its bonus of 6. Watching carefully at the 5th turn, I saw Swindelman deliberately miscount the number of squares.

'Foul!' I yelled. 'I claim a foul against Number 6!'

'How dare you?' spluttered Swindelman: 'I haven't been so insulted since—'... since your last appearance at the Old Bailey?' I suggested. 'I claim a foul: you deliberately didn't take your full bonus.'

According to the rules, a player must take his full throw, plus allowances, if not actually prevented from doing so by other horses. The challenger receives a 'foul claim card' as evidence of his rights, and the claim is settled after the race; if the accused in found to have bet on another horse to beat his own, the claim is considered proved, a dubious piece of logic perhaps but quite useful.

The race was run out to the end, and my luck held all the way. Swindelman put up a fine show of aggression with Leyte Gulf, cutting corners, bursting through gaps and just squeezing across the line in front of Captain Ahab, with Swami a close-up third. But all in vain: the Stewards' Inquiry revealed that he had backed Swami to win from Hannibal and Jungle Monarch. Leyte Gulf was disqualified, and the final order read: 1. Captain Ahab; 2. Swami; 3. Jungle Monarch; 4. Hannibal. Mona Lisa had treated the whole performance with ladylike disdain, and was ten lengths adrift at the finish.

The settling up period was acrimonious and prolonged. Eventually we had to draw up a table, which looked like this:

	Costs	Betting				
		Outlay	Prize	Win bets	Forfeits	Net
Von Hinten	6,000	12,000	12,500	46,000	—	+40,500
Swindelman	6,500	15,000	—	40,000	-20,000	-1,500
Ferrucci	3,500	15,000	5,000	—	—	-13,500
Dalek	5,000	—	25,000	—	—	+20,000
Bert	7,000	15,000	7,500	30,000	—	+15,500
R.S.	500	15,000	—	60,000	+25,000	+69,500



Bert had nearly second-guessed me, judging that I might avoid the all-out bet on Mona Lisa, he had backed her win only, with Captain Ahab to place, Jungle Monarch to show. But for Swindelman's chicanerie, which forced him to forfeit half his winning bets to me and allowed me to reclaim my \$5,000 bet on Leyte Gulf, Bert would have brought it off. In the event I finished \$169,500 up, with Bert on +\$165,500. Ferrucci +\$106,500, von Hinten +\$75,500, Swindelman +\$18,500 and Dalek -\$25,000.

"Popular win," I said modestly. No one listened. Ferrucci was holding Swindelman from behind while Bert climbed on a chair to rain blows on the victim's midriff. Von Hinten was attacking his pocket calculator with his S.S. ceremonial bayonet, and Dalek was studying the rules with a bemused expression. Sighing a little—for what is victory without acclaim?—I turned to next week's required reading: a learned thesis in five volumes entitled *The Psycho-Social Implications of the Parma Theory in a Neo-Socialist Economy, or How to Lose at Diplomacy without Ego Deflation*, by the Russo-Danish savant Yermak Plinc. Shutting my ears to Swindelman's piercing screams I struggled with Plinc's impossibly abstruse arguments. Another week, another game.

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 The preceding article by Richard Sharp originally appeared in *GAMES & PUZZLES*, a monthly magazine published in Merrie Olde Englands for games enthusiasts of all kinds. It is reprinted here with the kind permission of Mr. Sharp and the publisher of *GAMES & PUZZLES*.  
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# CHANCES ARE . . .

## Figuring Percentages with Sports Illustrated Dice

By James Juengerkes

After experience and skill have become even, the dominating factor in any sports game (or any *real* sporting contest, for that matter) has got to be the law of averages. One of the secrets to being a good coach and manager lies in being able to calculate *exactly* what one's chances are of succeeding at a given maneuver, and then deciding whether or not to carry it out.

Chance being what it is, you can never be 100% sure in a game where dice represent the law of averages. But that law being a law, and one which eventually reaches equilibrium, you can safely assume that if you're rolling one die and need a six to score a field goal, that five times out of six you will not succeed (in that case, you may as well try something else).

The dice used in all of the Sports Illustrated games are at first difficult to put into the proper perspective for figuring out the odds. For years I played SUPERSTAR BASEBALL assuming that because a particular batter had more positive results on his card that he was more likely to get a hit. Not so!

Everybody can see that you are much more likely to roll a "3" on the black die than a "1." But who would guess that you are almost five times as likely to roll a "25" as a "20"? It makes a big difference, both in choosing players and teams, and in deciding on the strategy for a particular play or action. This holds true just as much in games like GO FOR THE GREEN and TRACK MEET as it does in PAYDIRT and SUPERSTAR BASEBALL.

Well, enough of the introduction. I think I've got you convinced. Now, what *are* the chances of rolling one number as compared to another? First of all, we know that with 3 six-sided dice that we have a total of 216 possible results (6 x 6 x 6). After that things get a little tricky, because these are not ordinary dice—each one is different from the others, and a particular sequence must be used which demands that the black die precede the others as the first digit. That die is marked as follows:

1  
 2,2  
 3,3,3

Obviously, then, you are three times as likely to get a "30" result as a "10" result on any particular die roll. Now we go to the second digit. This number is the sum of the numbers appearing on the two white dice. Something I didn't realize until I began messing around with the dice was that they are *not* marked identically. One is marked so:

1,2,3,4,5,0

And the other:

1,2,3,4,0,0

A slight, but very significant difference.

Now, if you've got as much time to kill as I did, and are as determined as I was to remain in ignorance no longer, you can fairly simply figure out what the chances are of rolling any one number. With ten possible results, from "0" to "9," the number of possibilities is as follows:

Number of times it can appear	
0—2	5—6
1—3	6—4
2—4	7—3
3—5	8—2
4—6	9—1

Divide each number of results by 216 (the total possible number of results) and you come up with the chances of that particular digit occurring. Then you must multiply your percentage by a factor of 2 to get the chances of it occurring in the "20" column and by 3 to get your chances of a "30." This, as you will recall, because there are twice as many "2"s and three times as many "3"s on the black die as there are "1"s.

If you're still with me after all that, I will now (as originally promised) give you the percentage chances of rolling any number on the dice in a Sports Illustrated game. I suggest that after reading whatever excellent article is on the reverse side of this page, that you clip the following table and use it whenever you play the games (but keep it safe from your opponent's prying eyes; after all, he *could* have read this article if he'd wanted to).

PERCENTAGE OF ROLLING ANY GIVEN NUMBER WITH SPORTS ILLUSTRATED DICE			
Number	Percentage	Number	Percentage
10	.926%	25	5.56%
11	1.39	26	3.70
12	1.85	27	2.78
13	2.31	28	1.85
14	2.78	29	.926
15	2.78	30	2.78
16	1.85	31	4.17
17	1.39	32	5.56
18	.926	33	6.94
19	.463	34	8.33
20	1.85	35	8.33
21	2.78	36	5.56
22	3.70	37	4.17
23	4.63	38	2.78
24	5.56	39	1.39

# PAYDIRT PLUS!

## Additional Rules for S.I. Football

By David Minch

A continuing duty of game companies is to keep their games "up-to-date." After all, the players' satisfaction is their stock-in-trade. Now that The Avalon Hill Company is publishing the *Sports Illustrated* line of games, gamers can expect that their games will reflect the latest in teams and rules.

Of course, for the last few years, the SI games haven't had this sort of attention paid to them. Some table sports gamers have not allowed the games to go stale, though, and many good ideas for "polishing" and improving the games have come from their efforts. For you fans of *PAYDIRT!*, here are a few added touches which have proven popular among other table top sportsmen.

First of all, let's look at the way *PAYDIRT!* is timed. There are a few ways that timing can be improved, a few ways to make the timing system more realistic and a few unusual facets of NFL timing that will affect the way a game is timed.

To reflect the way the automatic time outs in NFL play occur, these amplifications to the *PAYDIRT!* rules are recommended. Since there is an automatic time out at the end of each quarter, no play will cause the clock to advance past "0", regardless of the amount of time remaining when the play began or the amount of time it ordinarily uses. Normal timing begins anew at the start of the next quarter.

In the second and fourth quarters, there is an automatic time out in order to deliver the two minute warning to the benches. Regardless of the amount of time a play would ordinarily consume, it will not cause the clock to advance past "2". The clock stops at two minutes and does not resume until the snap. Subject to the use of time outs by either coach, the succeeding plays are normally timed.

The timing of kickoffs also needs some changes to accord with NFL rules. The kickoffs which begin each half and any kickoffs in the last two minutes of a half are timed differently; the clock does not start until the receiving team touches the ball. Consequently, these kickoffs and their runbacks will use only 10 seconds. If such a kickoff is not returned, no time elapses.

Plays which result in a touchdown or safety should only use 10 seconds time. This is because the clock stops when the ball enters the end zone.



There are also a few recommended rules changes which will take care of punts, kickoffs and interceptions which are run back out of bounds. The stadium clock stops when the ball goes out of bounds, so these plays should not use as much time as others. The consensus among table gamers is that these plays should take 20 seconds, or 10 seconds in the last two minutes of a half. After the two minute warning, players have a greater urgency to move the ball out of bounds.

For those of you who want the utmost in realism, there are two optional rules which you might like to try. The first is the delay-of-game penalty, which many pro coaches use to "eat up the clock." In exchange for a five yard penalty, the team in possession may advance the clock 30 seconds. There are two limitations on using this trick. In the last two minutes of play, the team in possession must have at least one time out remaining. Also, the coach must run one play from scrimmage before he may try the trick again. That play is subject to all of the usual timing rules.

The other optional rule is for coaches who need to make the most of the time they have left. It is intended to simulate a ball carrier running for the sideline to stop the clock.

To do this, a coach announces his intention to have his backs go for the sidelines before the defense reveals its selection. Then, when the roll is made, any play which does not lose yardage is considered to have gained 5 yards less than indicated and to have taken the ball out of bounds. These plays take only 10 seconds.

To keep things realistic, the following restrictions are imposed on these plays:

1) The offense may only choose to run for the sidelines on Off Tackle and End Run plays.

2) Plays which lose yardage do not go out of bounds unless marked \*

3) Figure whether the play has gained or lost yardage first, by the usual methods. Then, if it has gained ground or resulted in no gain, subtract 5 yards. If the play lost yardage, it does not lose any more yardage, or go out of bounds unless marked \*

4) An offensive result of "B" does not take a referral to the B column. Instead, treat it as a 20 yard gain, subject to modifications from the defensive result but not subject to a further 5 yard subtraction.

Since the *PAYDIRT!* rules specify that the rules of football apply, let's look at a couple of little known NFL rules and the effects that the recent rules changes will have on playing *PAYDIRT!* First, the changes.

As most of you know, the goal post has been moved from the goal line to the end line. The new team charts for the 1976 season take this into account, so you needn't worry about that. For those of you who keep statistical records, this means that a successful field goal travels another 10 yards, in addition to the distance to the goal line and the common 7 yard distance of the kicker from scrimmage. Those of you who wish to match teams from different years in "Dream Bowls" will also have to decide by which rules they will play and adjust the kickers' results for that choice.

You also probably know of the changes regarding the return of unsuccessful field goal attempts. Any kick which falls short of the end zone must be run back or downed. To run back a place kick which fell short, use the "kickoff return" column of the defender's special team chart. The run back starts at the point where the kick fell. Defender has the option to fair catch the ball. If the result "NC" turns up on an attempt, it is not wide but short in the end zone. These kicks may be returned at the defender's option. To run back such a kick, use the kickoff return column but subtract 5 yards from the number given. "TD" and "B" results are not affected. If the defending coach elects not to run it back, it is considered a touchback if the kick was made from inside the twenty yard line. Kicks from outside the twenty are returned to the line of scrimmage.

Two little known NFL rules can have crucial effects in a game. The first will only turn up occasionally. It dictates that on fourth down, inside the defensive twenty, passes which fall incomplete in the end zone are touched back. Use these generalizations to find where an incomplete pass falls.

Screen pass—Behind line of scrimmage  
Short pass—3 yards down field  
Medium pass—10 yards down field  
Long pass—18 yards down field  
Sideline pass—1 yard down field

The other little known rule can be much more important. It dictates that the zero yard line is in the end zone. You only need to reach it, not cross it, for a score. A 5 yard gain from the defender's five yard line is a touchdown. Likewise, a team which loses 3 yards from its own three yard line has just conceded a safety. The *PAYDIRT!* rules neglect to mention how to handle the free kick following a safety, so here is a suggestion. The kick is made from the conceding team's twenty yard line. Use the "punt" column and add 15 yards to any kick which travels 25 yards or less. The receiving team may run it back using their own "punt return" column.

The rules of *PAYDIRT!* can stand a few more amplifications to give gamers the most from play. There are two options for defensive coaches, not explicitly stated in the rules, which should help to make your games not only more realistic but more enjoyable, too.

These options are the fair catch and dropped interceptions. At any time, a defensive coach may elect to fair catch any kick by the offense—punt, kickoff, free kick or short place kick. No roll is made for a run back and the ball is downed where it fell. To time a fair caught kick, treat it as a kick not run back. Most of these will use only 10 seconds.

The other option involves intercepted passes. Using this rule, a defensive coach may elect to let a pass fall incomplete rather than intercept it. This is intended to reflect the fact that the backfield defenders can bat the ball away from the intended receiver or pick it off and drop it as easily as they might hold on and

run with it. From a tactical standpoint, it is sometimes wise to let a pass drop. In the fourth down situation previously discussed, letting a pass drop will move the ball farther out than most interception returns. Also, third down passes intercepted deep in your own territory should often be allowed to drop. A punt may not travel as far as the pass and you will certainly get a better runback. Passes allowed to fall incomplete by the defender are considered to have dropped at the point listed for the interception.

Kicks and passes seem to be the most fertile ground for the cultivation of optional rules and procedures. The best of them that we've seen seem to be the next two. They are intended to make the *PAYDIRT!* passing rules a bit more realistic and to add a tactical factor to the kicking game which *PAYDIRT!* has ignored. Let's look at the modification of the passing rules, first.

The current rules prohibit using the long pass inside the opponent's fifteen and the medium pass inside the five. These restrictions are somewhat artificial, so other methods of keeping things realistic have been developed. If you want a bit more flexibility in play-calling, try these suggestions.

The only thing that keeps a quarterback from throwing the bomb when he's in close is the risk of overthrowing the end zone, for an incompleteness. It is, in most cases, foolish to use the long pass when you're in close but the best way to deal with this is to allow the players to call the long or medium pass, at the risk of overthrowing.

Let's generalize by saying that the last 5 yards of a pass gain are the result of the receiver's rush. In other words, the catch occurs 5 yards short of the gain given by the charts. Thus, if a pass gain would move the ball 15 or more yards past the goal line, the end zone has been overthrown and the pass is incomplete. To illustrate, consider a pass thrown from the eleven yard line that is complete for 23 yards. That would move the ball past the end line. However, we will assume that the last five yards were run by the receiver and that the catch was made 18 yards down field. In this case, the catch was made 7 yards deep in the end zone, TD! For the passer to have overthrown the end zone would require a gain of 26 or more yards.

Use the same methods for medium passes made inside the five yard line. As with the long pass, it's risky to use it when you're in that close.

Spotting the ball to get the best shot for your kicking specialist is sometimes important on real football fields. Here is a way of adding that tension and strategy to your games. The "hard core" football players will probably find it enjoyable.

The common knowledge of football is that the straightest line to the crossbar, being the shortest, is the best for the kicker. As a result, pro coaches are sometimes willing to send in a play which may not gain the first down, in

order to get the best shot for the placekicker on fourth down. Since plays run out of bounds or outside the in bounds hash lines are returned to the near side hash marks, kicks which follow plays run out of bounds will be at a disadvantage. To reflect the distance added by kicking from the hash line, subtract 3 yards from kicks which follow plays run out of bounds.

If you wish, you may also wish to play as if end runs, screen and sideline passes must be returned to the hash line, even if they do not cross the sideline (indicated by \*). Kicks following any of these plays will be subject to the 3 yard subtraction.

Setting up for the kick may be accomplished in several ways. On third down the offensive coach may correct his field position by calling a short, medium or long pass, or a line plunge, off tackle or draw play. If the play does not make the first down conversion, it will at least set the ball at midfield, with the following restrictions: passes must be complete and no play may go out of bounds (\*). If those conditions are met, the following kick is not subject to the 3 yard subtraction.

If the play does succeed in reaching first down yardage, any play which moves the ball to the hash marks on a following down will require that field position again be corrected before a kick.

Another aspect of field position can be brought into your *PAYDIRT!* games—measurements for first downs. If the team on offense gains yardage sufficient to exactly make a first down, the defensive coach may ask for a measurement. He simply announces his desire and rolls his dice. A roll of 1 through 5 means the conversion has been made. A 6 means the offense has "inches to go." If the offense has a down remaining, the coach may try again for the conversion. In this case, any play which does not lose yardage is sufficient for the first down.

Ahh, but we're not done yet! For you *really* serious gamers, here are a couple more things to try. The first idea is for cleaning up the punting system. The *PAYDIRT!* game system delivers the proper average for a team's punters but it does not conform itself well to the real factors of punting. It is unfortunately too easy to kick the ball into the end zone when punting from defensive territory. To take care of this, when punting inside the defensive 49, the offensive coach may announce his intention to "kick easy." This subtracts 10 yards from the figure given for the punt. Any punt for which this will result in negative yardage is considered fumbled by the kicker. Roll to see which team recovers, using the offense's fumble ratings.

On any punt which comes close to the goal line, the defensive coach may decide to let the ball roll, in hopes that it will be touched back. He announces this intention and rolls his dice. The figure rolled on the dice is added to the distance of the kick. If the ball crosses the goal line, it is returned to the twenty, if not, the ball is dead at the end of its roll. The only restriction



is that this may not be done with punts indicated as fair caught (+).

I'm sure that most of you have set up a "big play" only to find that the defensive coach has outguessed you, or just lucked-out and picked the perfect defense. This happens to pro quarterbacks, too. The difference is that they have a way of dealing with it that table gamers usually don't. Now, you can call a new play at scrimmage, too. Each coach is permitted one change of play by using audible signals. After the defense's selection has been revealed, the offensive coach may announce that he has decided to use his option and change his play. He then moves his pawn to any other offensive play and from there, ordinary procedure is used. We suggest that players find some way of recording the use of the audible call option, in order to prevent serious disagreements. We

also recommend that the use of audible signals be restricted to the ordinary rules of the game; i.e., the ordinary restrictions on long and medium passes close to the goal apply, as well as the ordinary running procedures. You may not call an audible for a sideline run.

Finally, for all of you gamers who lack opponents or who just want to get in some practice before your "big game," here is a solitaire play system, thoroughly playtested and ready to use. The solitaire player is placed in the role of offensive coach for both teams and the defensive sets are selected by rolling the two white dice and referring to the proper down and yardage on the accompanying chart.

To play solitaire, first select the offensive play you wish to use. Then roll the two white dice. Referring to the Play Chart, you will find the defense for the particular down and

yardage situation listed by its letter under the dice roll. You may, or may not, as you wish, use any or all of the applicable optional rules and procedures. The player is required to make the choice of fair catching or returning all kicks. He must also choose whether to let punts roll. The defense will automatically let an interception drop on third or fourth down. Interceptions in the end zone of passes thrown from outside the defender's forty-five will be allowed to drop on first or second down. The defense will, naturally, accept only those penalties which are to its advantage. In the last two minutes of either half, the defense will decline penalties in offensive territory and accept penalties in their own territory which are to their advantage. The border between offensive and defensive territory is the fifty yard line.

It's all yours now; have fun with it!

## THE DUGOUT, CONT. FROM PAGE 2

Avalon Hill's Fall mailing has been inserted into our first issue as a one-time only procedure to introduce our new games to everybody on our mailing list at the same time we're introducing our new magazine. If you look at it from another point of view, our first issue has been inserted into Avalon Hill's Fall mailing so you can get a free copy. Now isn't that nice?

Besides all of the many fine articles and means for contacting other players ALL-STAR REPLAY will provide, there will also be a fair amount of illustration in the magazine. This is not so much because we're trying to compete with the major sports journals as because it will make the overall appearance of the magazine somewhat livelier. As time goes on, and the number of good articles increases, we may reduce the art somewhat. Another thing—somewhere in this issue there is a coupon which allows you to buy any Avalon Hill game by mail with no postage charge. This coupon is usable by any subscriber to ALL-STAR REPLAY. Since as of now very few of you are actually subscribers, for the first issue all you have to do is send your coupon, with your order for the game (one coupon pays the postage on one game) along with your \$5.00 subscription to a year of ALL-STAR REPLAY. Now isn't that an attractive come-on? It is not necessary to use the coupon at any particular time; you could hold onto it until a particular game that you have been waiting for comes along.

Well, I guess that about does it for the first issue. Those of you patient souls who have read to this point instead of rushing into the magazine are now free to wander at leisure through the pages of ALL-STAR REPLAY. I hope that you find enough to convince you to subscribe. If by some incredible stroke of misfortune you do not, just write to me at Avalon Hill and I'll rush you my free pamphlet, "17 Reasons Why ALL-STAR REPLAY Can Improve Your Life".

### DEFENSIVE PLAY SELECTION CHART

		Dice Roll									
Down	Yards to go	0	1	2	3	4	5	6	7	8	9
1, 2	11 or more	C	E	C	E	A	A	D	F	F	F
1, 2	2-10	B	F	D	C	A	A	B	A	C	A
ANY	1	B	B	B	B	C	D	B	E	C	F
3, 4	2-5	D	B	B	B	A	A	C	A	A	A
3, 4	6-14	F	A	A	A	C	D	E	E	E	E
3, 4	15 or more	F	E	D	D	E	A	F	A	A	A
ANY	GOAL (5-14)	B	B	B	F	C	D	F	B	F	F
ANY	GOAL (1-4)	C	C	C	D	B	B	F	C	D	D

#### REMEMBER:

**ALWAYS** choose a play before rolling for the defense. Then, proceed as usual. Goal to go takes precedence in the chart. When using the "standard" rules, "E" becomes "D" inside the defensive fifteen.

# New and Updated . . . 1976 PAYDIRT! Team Charts

Ever since we acquired the Sports Illustrated line of games, Avalon Hill has been bombarded with requests from football gamers for new Team Charts for the PAYDIRT! game. We've now got them available for sale, and as a special bonus have included with the charts a brand new set of game rules which vastly increase the realism and excitement of the game.

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# HANDICAP GOLF: STATISTICS AND PLAYING TIPS

By H. Gary Knight

At first blush, *Handicap Golf* appears to be largely a game of luck rather than skill. You line up the shot and from then on the roll of the dice controls your fate. Or does it? In fact, performance in this game can be substantially enhanced by following the guidance of a few easily prepared statistical tables. This article presents such data for the "Scratch Handicap" chart, though similar information could be developed for the other charts.

First of all, it is handy to know what results will be produced by particular dice rolls. One must, then, prepare a "Probability Table" (see Fig. 1). By using this table alone, one can get a much better idea of the probable outcomes of shots with various clubs. For example, the rolls 23-24-25 and 32-33-34-35-36 produce slightly over 50% of all roll values. Thus, just by quickly scanning that 4 iron chart, one can tell that this club is a likely choice for a 190-200 yard shot straight at the pin. The real value of the "Probability Table," however, lies in the statistics that can be derived from it. Let us look, then, at various aspects of the game.

Putting is entirely luck in this game. Or is it? One of the Avalon Hill rules for the game is that a player whose ball lands squarely on a line dividing terrain or green areas is entitled to the *more favorable* lie. Suppose you hit a fine 5-iron shot into the green on the 2nd hole, and find it squarely on the line between Zone 2 and Zone 3. Taking advantage of the rule, you choose Zone 2, right? Wrong! Whether intentional or not, the makers of the game introduced some anomalies into the putting chart, with the result that the order of preferable outcomes does not run straight from VS to Zone 6, as one might expect. Referring to Fig. 2, the "Putting Probability" table, we note that Zone 3 is *better* than Zone 2, because although the 1-putt chances are identical, you have a 4% better chance of 2-putting (as opposed to 3-putting) from Zone 3. Likewise, Zone 6 is preferable to Zone 5, for the same reason. So the order of preference actually runs—VS, 1, 3, 2, 4, 6, 5.

For the curious (it has no effect on strategy), Fig. 3 shows the outcome if you are lucky (or skillful?) enough to hit an approach shot into Zone 0. Assuming you hit the green in "regulation" (i.e., with your tee shot on a par 3; your second shot on a par 4, or your third shot on a par 5), you have a 4% chance to make eagle (2 under par), a 65% chance to make birdie (1 under par), and a 31% chance to make par.



The most important information derived from the "Probability Table," is the "Clubbing Chart," given in Fig. 4. This is invaluable in deciding which club to use for a given shot. What the chart indicates is the probability of hitting a particular club *straight* for any given distance. Let's say you're 135 yards out from the pin on the 6th hole, in the fairway. What to hit? The chart says that an 8-iron will go exactly 135 yards, straight, 15% of the time, while the 7-iron will produce that result only 6% of the time, and the 9-iron but 4%. Other clubs are incapable of hitting that precise distance or have such a low probability of doing so that they are not included on the chart. To go with the odds, then, select the 8-iron for your shot.

In four cases there is a tie for "best" club. Suppose, for example, you are 200 yards out from the pin on the 2d hole. The choice appears equal between the 3 and 4-irons. Does it make any difference? If you don't hit the ball exactly 200 yards straight it does! With the 3-iron, if you miss, you're apt to miss *long*, and there are excellent chances then of getting a 210 (straight) that will put you in Zone 1, for an almost certain par or birdie. If you go with the 4-iron, there is a good chance you'll miss *short*, giving you a less desirable putt from Zone 2.

So in these cases, always check to see whether you'll be better off long or short in case your shot is less than perfect. With the clubbing at 220 and 230 yards, bear in mind also that irons have a much narrower range of deviation from a straight shot than do woods. In those two cases the 2 and 3-irons are probably preferable to the 3 and 4-woods. Bearing that in mind, it will probably be advisable to hit the 2-iron for the 210 yard distance rather than the 5-wood, even though it has a slightly smaller probability of success.

That 5-wood can spray far enough right and left to get you in real trouble, while the 2-iron is relatively safe, even if you get a bad roll.

So the "Clubbing Chart" is obviously a great assist in playing *Handicap Golf* well, but maybe we're getting the cart before the horse. What's the most important shot in golf? Some will argue the putt, some the chip, some the approach iron. From my own experience with the real thing, I agree with Lee Trevino who said that it was the *drive*. The drive sets the tone for the rest of the hole. If you're out there 270 yards dead in the center of the fairway, you are in control and should have no trouble making par. But if you snap hook it 200 yards and wind up in deep rough, behind a tree, that easy par 4 hole suddenly becomes a monster waiting to reward your efforts with a double or triple bogey. To help with this critical shot on the par 4's and 5's, look at fig. 5, the "Driver Dispersion Table." This shows, at a glance, the precise probability of all placement possibilities for the driver. Let's try it out on the 18th hole. Want to stay out of the Pacific Ocean on your drive? Most of us do! Check the dispersion table to find the worst snap hook (210-Green). Now, if you line up so that a 210-Green result of the dice puts you just at the edge of the water, in the deep rough, every other shot must also avoid the water. True, if you hit it 240-White (straight) you'll be in a tree and have to hit a deep rough recovery shot, but that's a small risk to take compared to being in the drink on this monster.

Let's assume, though, that in spite of your care with the drive, you eventually have to hit a shot into the green from a fairway trap, the light rough, or the deep rough. Can statistical analysis help now? Take a look at Fig. 6, "Corrections for Bad Lies." Let's say you get a bad drive off No. 16, putting you in the deep rough, exactly 150 yards from the pin, with all that water to shoot over. The "Clubbing Chart" says that a 7-iron would be ideal for 150 yards. But don't forget the correction for the deep rough lie. Looking under "short irons" and "deep rough" on Fig. 6, we find that a -10 yards is the most probable correction, with -5 and -15 also likely. Since we have about 20 yards of fairway and green to play with on the other side of the water, let's go with the odds and expect a -10 correction. That means we have to hit the ball 160 yards instead of 150 yards. Now go back to the "Clubbing Chart" and find that a 6-iron is the club for 160 yards.

Finally, suppose your tee shot, or second shot on the par 5's, puts you within 110 yards of the pin. It's "roll and hope" time now, right? Wrong! Look at Fig. 7, the "Approach Shot Probability Table." You are required by the rules to state the yardage you desire before making any approach shot. Let's suppose you've hit a beautiful 260 yard drive straight off the No. 1 tee. That leaves you exactly 85 yards to the pin. Call "85" and roll? No! Notice in Fig. 7 that for a fairway approach shot between 51 and 110 yards, it is slightly (.23 to .22) more likely that you'll come up with a -5 correction than a 0 correction for a straight shot. Thus, to play the odds, call "90" and roll. This table can be reduced to a rule of thumb—go with the precise distance for straight approach shots up to 50 yards; expect a -5 correction in the 51-110 yard range. This holds true whether the approach is from fairway, light rough, deep rough, or a trap.

So now you are armed with some statistical data which should not only make the game play faster but should also substantially reduce your scores. Let's hear from you about those "course record" rounds—my own is a 6-under-par 66, with bogeys at 17 and 18! Talk about "choking!" Can anybody pull an Al Geiberger and fire that elusive 59? Good Luck!

PUTTING PROBABILITIES TABLE THREE			
	<i>Eagle</i>	<i>Birdie</i>	<i>Par</i>
*	.04	.66	.31

### CLUBBING CHART FOUR

115	<u>9</u>	15	<u>8</u>	03						
120	<u>9</u>	19	<u>8</u>	06						
125	<u>9</u>	15	<u>8</u>	09	<u>7</u>	02				
130	<u>8</u>	13	<u>9</u>	07	<u>7</u>	03				
135	<u>8</u>	15	<u>7</u>	06	<u>9</u>	04				
140	<u>8</u>	13	<u>7</u>	09	<u>6</u>	01				
145	<u>7</u>	11	<u>8</u>	09	<u>6</u>	04				
150	<u>7</u>	15	<u>8</u>	05	<u>6</u>	01				
155	<u>7</u>	11	<u>6</u>	08						
160	<u>6</u>	11	<u>7</u>	09	<u>5</u>	04	<u>4</u>	02		
165	<u>6</u>	14	<u>5</u>	06	<u>7</u>	04	<u>4</u>	04		
170	<u>6</u>	11	<u>5</u>	08	<u>4</u>	03				
175	<u>5</u>	11	<u>6</u>	08	<u>4</u>	04				
180	<u>5</u>	14	<u>6</u>	05	<u>4</u>	05				
185	<u>5</u>	11	<u>4</u>	07	<u>3</u>	05	<u>2</u>	01		
190	<u>5</u>	08	<u>4</u>	08	<u>5W</u>	07	<u>4W</u>	04	<u>2</u>	04
195	<u>4</u>	11	<u>3</u>	07	<u>2</u>	06	<u>5</u>	05	<u>3</u>	03
200	<u>4</u>	14	<u>3</u>	14	<u>5W</u>	11	<u>2</u>	09	<u>4W</u>	07
210	<u>5W</u>	14	<u>2</u>	13	<u>3</u>	11	<u>4W</u>	10	<u>4</u>	06
220	<u>3</u>	14	<u>4W</u>	14	<u>5W</u>	11	<u>2</u>	10	<u>3W</u>	08
230	<u>2</u>	13	<u>3W</u>	13	<u>4W</u>	10	<u>5W</u>	07	<u>3</u>	05
240	<u>3W</u>	11	<u>4W</u>	06	<u>2</u>	05	<u>5W</u>	03		
250	<u>3W</u>	08	<u>4W</u>	02						
260	<u>3W</u>	06								

10	.009
11	.014
12	.018
13	.023
14	.018
15	.028
16	.018
17	.014
18	.009
19	.005
20	.018
21	.028
22	.037
23	.046
24	.056
25	.056
26	.037
27	.028
28	.018
29	.009
30	.028
31	.042
32	.056
33	.069
34	.083
35	.083
36	.056
37	.042
38	.028
39	.014



	Green	Blue	White	Red	Yellow
290			.05		
280			.06		
270		.06	.08		
260	.03	.06	.10	.02	
250	.03	.04	.08	.02	.02
240	.03	.04	.06	.02	.01
230	.02	.04	.03	.01	
220	.01	.04	.01		.005
210	.01		.03		
200					
190					
180					
170			.01		

CORRECTIONS FOR BAD LIES TABLE SIX									APPROACH SHOT PROBABILITY TABLE SEVEN					
		0	-5	-10	-15	-20	-25	-30		0	-5	+5	other	
Short Irons	FWY TRAP	35	30	20	10	5	—	—	FWY/LR	0-25	57	21	14	08
	LT. ROUGH	50	25	12	8	5	—	—		26-50	30	28	18	24
	DP. ROUGH	10	25	30	20	10	5	—		51-110	22	23	15	40
Long Irons	FWY TRAP	10	25	30	20	10	5	—	DR	0-25	40	22	15	23
	LT. ROUGH	35	30	20	10	5	—	—		26-50	25	21	14	40
	DP. ROUGH	2	8	15	25	25	15	8		51-110	13	16	11	60
Woods	FWY TRAP	4	10	20	34	20	10	2	TRAP	0-50	25	21	14	40
	LT. ROUGH	6	15	30	25	15	7	2		51-110	13	16	11	60
	DP. ROUGH	—	3	10	20	34	20	10						

# JUICING UP THE OFFENSE IN BASEBALL STRATEGY

By Mark J. Maticek

Of the three sports strategy games published by Avalon Hill, to my mind, **BASEBALL STRATEGY** is the most realistic and appealing. The realism of any sports game is of course the subject of long debate by the advocates of other games, but its appeal is certainly hard to debate. **BASEBALL STRATEGY** has attractive components, a playable solitaire system, the highly acclaimed matrix, individuality of players and highly appealing playing time (usually one hour or less for an average game). If the game has had any major criticism it is due to the low scoring nature of most games. This is due to the pitchers of each team given in the game. If we assume for a minute that the criteria given in the game for rating pitchers is accurate (below 2.25 era ACE, 2.25-3.25 1st LINE, 3.25 and above 2nd LINE) we can then see that this is truly an outstanding staff. Table One shows selected major league teams as of July 6, 1977 rated according to BB ST's system. You can clearly see that none of the teams have anything near the kind of staff that the game gives you. This has to be the first area to be corrected if you desire more offense. It would appear that there is nothing wrong with having two ACES on the staff. The main problem seems to be that there are too many 1st LINE pitchers. Reduce their number accordingly. You will certainly feel the pinch in a 4 game series if you have nothing but 2nd LINE pitchers available.

The variable defense system is excellent. Once again, it is the team that is given in the game that is the culprit. By playing the lineup given in table two, you will have an excellent defense and a team composite average of .256 which is good enough to call swings 1-9 (1-10 for power hitters) most of the time against an opposing righthander. With an ace or 1st line starter in the game for you, he's going to have to call those hits right on the button to get anyone home instead of relying on sacrifices. Meanwhile, you should have enough offense to get at least a few runs if he is not pitching his ace. With your defense, it will probably end up a 2-0 game. The solution to this is simply change some of the ratings of the outfielders from a defense of 3 to one of 2. My feeling is there are too many good fielders on this team to be representative. A 3 rating defense could be equated with golden glove capabilities. Certainly, few teams can field 5-7 golden glove players. For some variety in league play, you can even experiment with players whose defense would be rated 4. Now this is Brooks Robinson calibre and they should be limited in quantity as well as accompanied by a general reduction in defensive capabilities throughout the league.

One more way to juice up your offense without tampering with the game is to play the percentages on the board. That may seem trite, but it works. If you have runners in scoring position on second and third with one out against a 1st line pitcher, resist the temptation to sail one out of the park. Call a play like 7 BUNT. That sacrifice guarantees you one run at least and as they say, it takes two runs to beat that. The bunt in that situation will automatically get you one run unless the opposing team has an excellent defense up (see what I mean!). Take the run, the sacrifice. You will win more games on fewer hits than you thought possible.

Try to play with a team that is as fleet of foot as possible, even if it means sacrificing some hitting. The percentages are in your favor of advancing fast runners on ground balls and long flies. At most there are only two hits out of six possible pitches. Your opponent will likely be playing the percentages too, and is not going to give you a pitch that will play into your favor, like F. Watch those percentages on the matrix!

Those last words cannot be emphasized too much. With a competent opponent, it's just damn tough to score runs. You must use every quirk in the matrix to your advantage to come out ahead. Substitute liberally. If I'm ahead by two runs in the sixth or seventh, I'll put in the necessary players to bring my defense up to excellent. That puts the pressure on the other guy. Never hesitate to yank a pitcher. You've got ten of them, use them as long as once you start substituting, don't let anyone pitch too long. Rarely let a reliever go more than two innings. Remember, you may need him tomorrow.

TABLE ONE

As of July 6, 1977	Baseball Strategy	Red Sox	Angels	White Sox	Cubs	Dodgers	Twins	Mariners
Ace (2.25 ERA or Less)	2	0	1	1	3	0	0	0
1st (3.25 ERA or Less)	5	2	2	0	2	3	1	1
2nd Line (Greater than 3.25 ERA)	3	8	5	8	5	7	9	9

TABLE TWO—LINEUP AGAINST RHP

ORDER	PLAYER	POS.	BA VS. RHP	DEFENSE	SPEED
1	#19	RF	.260	3	FAST
2	#7	LF	.254	3	FAST
3	#8	CF	.346*	3	FAST
4	#3	1B	.314*	2	SLOW
5	#5	3B	.273*	3	SLOW
6	#14	2B	.225	3	FAST
7	#6	SS	.181	3	FAST
8	#2	C	.195	3	SLOW
9	PITCHER				

\*HITS WITH POWER

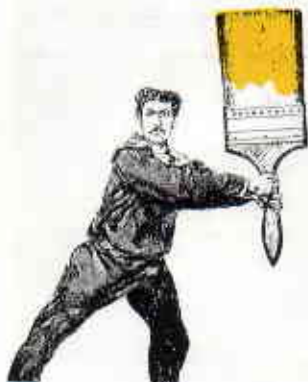


One final note on the "campaign" scenario, don't revise the averages as often as the rules suggest. Those averages should be thought of as the player's capability. For instance, it is very likely that the centerfielder number 8 could be in a slump and hit only .246 for a stretch of five games. Now he would certainly not be a very effective cleanup hitter when he could only use plays 1-7 instead of 1-12. However, players don't become that ineffective just because they're in that slump. Real pitchers would still avoid giving him anything fat because he has that ability to turn a game around with one swing. If you revise his average often, he'll have a hard time living up to his "real" capability. Going along with this thought, if you're going to use real players, use their career statistics rather than last season's. It gives a more accurate reflection of their capability. The first edition of **BASEBALL STRATEGY** rated the players in this manner, giving them a 3, 2, 1 capability for hitting. I believe it will help the offenses considerably.

Nearly every gamer has said, "If Avalon Hill would only have done this to that game, it would be perfect." I would like to propose that AH offer blank player cards that could be adapted at the game owner's leisure. This would allow the gamer to correct the unreal situation of two identical superteams and put more strategy in **BASEBALL STRATEGY**. More scoring as well.

# MORE REALISM IN S.I. BASEBALL

By Guy J. Malone



The Sports Illustrated Baseball Game has gone through a bewildering number of name changes in its history (S.I. BASEBALL, PENNANT RACE, ALL-TIME ALL-STAR BASEBALL, and now SUPERSTAR BASEBALL). Although the members of my league prefer the older version to the new one, we think the system is the best board game baseball system there is, and are eagerly waiting for Avalon Hill to update the game.

My league, of which I am commissioner and statistician, is currently into its 3rd season of S.I. Baseball. We play a full 162-game schedule, and we are now playing the 1971 season. Over the three seasons we have played this game, we have learned just about everything there is, plus we have added many new rules to create more realism, and actually depict real-life situations. Some of the rules we have added are:

## Batter Injury Table

When a pitcher rolls a wild pitch and hits the batter the batter is injured on certain die rolls. The number of the games he misses because of injury is determined by selecting a card from a stack number 1-20. If you select a card numbered as follow, these are the possible results:

Card	Result
1-4	Batter is not injured; he takes his base.
5-8	Batter misses one game.
9-11	Batter misses two games.
12-13	Batter misses three games.
14	Batter misses four games.
15	Batter misses five games.
16	Batter misses six games.
17	Batter misses seven games.
18	Batter misses eight games.
19	Batter misses ten games.
20	Batter misses fifteen games.

We have found that this produces injuries at a very realistic rate, and makes it imperative that you have a good bench if you want to win.

## Pitcher Injury

Occasionally a pitcher will throw his arm out or otherwise temporarily injure himself. We duplicate this with the following rule: Whenever the pitcher rolls a 19 on the dice, the result of the roll is first carried out. After the result of that pitch the pitcher rolls again. If he rolls a 29 he misses two starts, and if he rolls a 27, 28, 30, 31, or 32 he misses one start. This applies to all pitchers.

## Base Stealing Injuries

A runner attempting to steal any base including home gets injured in the following way: When stealing the base, if he rolls a 29 the result of the steal is carried out, but the runner is injured for three games. If he rolls a 15 the result is carried out but the runner misses one game.

## Holding Runners

A pitcher who is a plus automatically is holding a runner, thus reducing the runner's speed by one. A catcher who has a rating also automatically reduces a runner's rating by one. Therefore the most a runner can be reduced is by two. If your pitcher does not have a rating or is a minus, regardless of what the catcher is the pitcher may elect to hold the runner. If so, he declares before the play that he is holding the runner. This reduces the runner's speed by one but if the batter rolls a C\* it becomes a single, and all runners advance two bases.

We have also figured out the percentages for rolling any particular number on the dice (Ed. Note: This is described elsewhere in this issue). What this enables us to do is figure out exactly what each player should hit against both right-handed and left-handed pitching. All we have to do is take all his hit numbers and add them up, and the total tells us what his card is programmed to have him hit. You must remember that in most cases his average will be lower than that programmed because there will be instances where he will not bat as a result of the pitcher rolling an out.

We feel that the accuracy of the game is amazing, as after playing almost three full seasons we have determined that most players are performing exactly as they should. For example, Mickey Mantle is the designated hitter on the 1971 Yankees (borrowed from the SUPERSTAR game). Over his real life career he averaged a home run every 15.12 at-bats. In our game he is averaging a home run every 15.12 at-bats. In 1970 Carl Yastrzemski hit in real life 40 home runs. We played two seasons based on the 1970 season and Yaz hit 39 and 40 home runs in those two years. His real life slugging average in 1970 was .592—in our game it was .591.

The one area where we think the game lacks realism is concerning bases on balls. There are far too few walks in relation to the number of strikeouts. We feel that players who walk a lot should have walks on the hitting performance card. For example, Mickey Mantle was third in lifetime walks and used to average 100 walks a season. His lifetime walk to strikeout ratio was one to one. In the game he strikes out twice as much as he walks because there are no walks on his card. His strikeout ratio is correct, but his walk ratio is too low. This holds true for many other players.

All other rules (including trading deadlines, etc.) have been adopted by our league. I hope that other leagues and players find this information useful.

## FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our design offices at 900 St. Paul Street. As a convenience to those who visit our Town House design offices, a wide selection of the latest games are available for sale to the public at full retail (sorry, no discounts given here... the half-price table discontinued as of April 30.) Games, only will be for sale. No parts or issues of The General: they must be ordered by mail. Please bring your checkbook or be prepared to make exact change. Saturday visitors are invited to stay to playtest new titles or simply play their favorite games in the IGB gameroom.

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# The Genesis of Football Strategy

by Thomas N. Shaw, Designer

*In the first of a series, the author focuses on the history behind the development of the game that in 1961 Sports Illustrated called "the best football game ever invented". The author has been employed by The Avalon Hill Game Company since August 1960, and is now their executive vice president.*



It is Fall of 1959.

A long and successful season with the Wildwood A.A. is highlighted by a trip to Zanesville, Ohio, where all championship semi-pro teams go to do battle. As representatives of the city of Baltimore, we traverse to the not-too-distant midwest city with visions of capturing a national sandlot championship. Alas, we finish 16th in a field of 16.

Returning aboard the B & O Baseball Special, our private railcar courtesy of the Chamber of Commerce, I have many moments to reflect upon the glorious season just past. In fact, I have 16 hours. That's how long it takes to do the 300+ miles by a rather circuitous route as, normally, there is no rail passenger service through Zanesville.

Seated 16 hours against the back of a corduroy upholstered seat of a railcar boasting Lincoln-esque graffiti is more than enough time for the mental processes to wander astray. It fosters the idea of the matrix game system, to be used later in the strategy series of sports games eventually published by Avalon Hill. Of more immediate note, however, it fosters the notion that I could also be of help to a club that has decided, right on the train, to stay together as a team in a flag football league.

That year, our ball club had enjoyed tremendous esprit de corps. Similar in makeup to this year's Cinderella team, the Baltimore Orioles, we had won several leagues without the benefit of any stars. Each game featured a different hero, and with success feeding on itself, saw our unheralded club of misfits and castoffs romping through 1959 in a one-year reign of terror. Shades of the old Mets.

The mere suggestion that we would not emerge equally triumphant in football was dismissed as erroneous thinking, just as we had dismissed our debacle at Zanesville as "jet lag". Besides, getting to Zanesville in the first place was the challenge, everything thereafter was anti-climactic.

But flag football—that was the new toy in town. I had been introduced to it first while defending my country as an army sports editor during the Korean conflict. And now, it was the new sport spreading across the country as a supposedly less hazardous form of tackle football.

I knew it to be organized mayhem when played by army personnel. To tackle a runner, then, you had to grab a handkerchief that was looped around the pants belt of the ballcarrier. Because some ballcarriers, risking a penalty, resorted to tying their handkerchiefs on, it was not uncommon to have to pin one to the ground in order to get the flag off, pants, underwear and all.

But in 1959, a degree of sophistication had been added. The handkerchief was replaced by a plastic strip approximately 24" long and 3" wide held to a plastic belt by a suction cup. Still, many continued to enjoy the thrill of pinning a ballcarrier to the ground to remove flag, pants, underwear and all.

So, full of pep and ginger, I tried out for the team. Was that dumb!

As a sterling leftfielder, I was known for having great hands. That made me a natural for flanker in the tradition of the great Jimmy Orr (of Colt fame). However, catching one or two passes a game in a sport that was dominantly a running game, I wasn't overly thrilled with my contribution as the season progressed. Besides I couldn't seem to remember the plays. In truth, the plays I couldn't remember were those that required me to block a linebacker. That's because I weighed 155 soaking wet.

Let me preface my next statement by saying that the wearing of equipment, helmets, or any padding was not allowed. Still, it was legal to throw every kind of block imaginable with the exception that you couldn't leave the ground.

Flying blocks were verboten. Suffice it to say, my headaches and shoulder sprains were a game-to-game ongoing thing. Midway in the season, I had another decision to make. Thinking to myself, how do I go about getting out of this and still retain the respect of my teammates? I came up with the idea that I could be of greater value on the defensive platoon.

One must question the sanity of a decision of this nature, which proves that not all college educated people are intelligent. This was my dumbest decision, ever.

The decision made, and lauded by our coach because I did smart things in baseball, I became 1st-string right corner back.

My recollection of the remainder of that season gets fuzzy. In fact, I don't even remember ever grabbing a flag. All I know is, I got blacker and bluer as the weeks progressed—and recall playing in the championships with a cast covering my right wrist and wearing about 20 pounds of sliding pads hidden under two pairs of pants (illegal of course). Anything to survive!

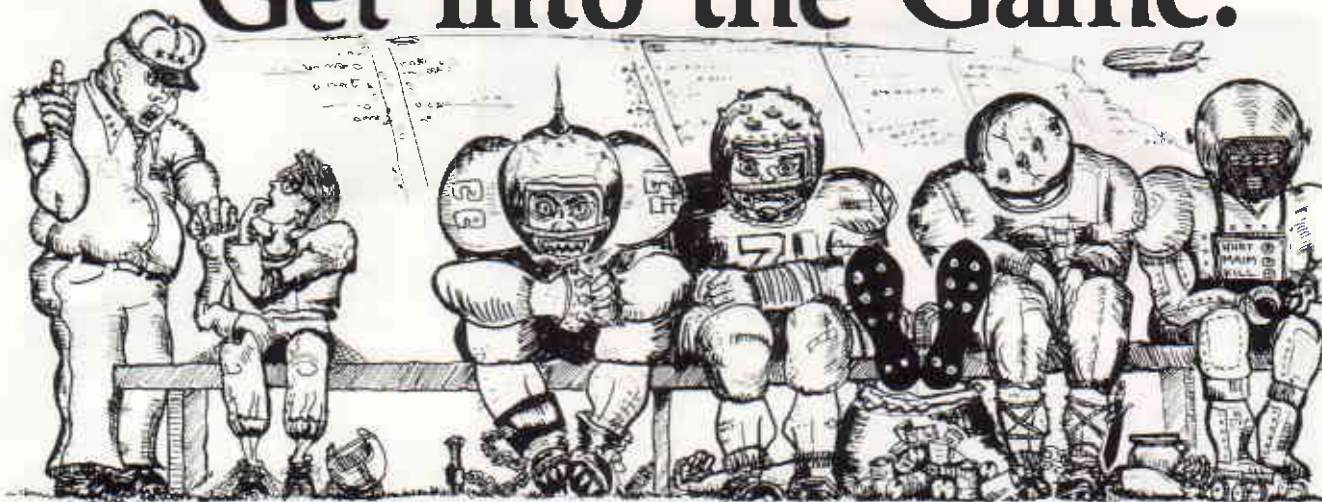
The season finally over, and thankful to be alive, I swore I would never play again. But what's a fellow, who loves the sport, to do?

He invents a board game, that's what he do!

And because it was based on the strategies I employed as a defensive back, which no other football board games up to this time had featured, I thought I had something really unusual and unique going for me. The story has gone around that it only took me about 20 minutes to design. Well, sir, that's not far from wrong. But it did take about three months and over 100 test games to perfect.

CONTINUED PAGE 20

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# ALL-STAR REPLAY

THE SPORTS GAME DIGEST



Photo by Joe Scheraga

## FOOTBALL STRATEGY, CONTINUED FROM P. 18

The initial problem was getting final scores to approach the real-life norms. Having Colt season tickets at the time, I was able to plot every play. The problem, however, was how to get two players to call these plays in like manner over a board game.

"Regarding the design of your FOOTBALL STRATEGY game I have enclosed a copy of a paper published for our football league which uses your game. The statistics we have compiled in four full years of using FOOTBALL STRATEGY are indeed a tribute to the accuracy of this game's design. We have enjoyed hours and years of enjoyment thanks to this game and hope, in sharing the following statistics with you, you in turn will feel a special pride in your design of this fine game."—Gury Pisarski—Pigskin Football League.

As in the real game, the play with the greatest gains should also pose the greatest risks. Fine! But how do you motivate people into calling such plays with the intent of catching him at it. Here is where the designer's decision can make or break a game. For instance, if there are too many variables, the game becomes a rather boring guessing game which could more easily be served by simply rolling dice. On the other hand, if the variables are too few (such as was the case in the original *Baseball Strategy*), the game becomes too unrealistic as a form for simulating the real life counterpart. So, a compromise had to be reached. The final matrix of 20 plays against 10 basic defenses seemed to me, and to the many playtesters who concurred, to be the motif where variables were kept at a workable minimum while retaining the exact flavor of the real game.

It is no secret that I patterned the offense matrix after Johnny Unitas' play-calling, who was slightly ahead of his time, (no QB in his right mind threw long with 3rd and 1—that is, until Unitas proved it to be a devastating strategy, psychologically and otherwise.)

The final matrix, then, was one which gave both offensive and defensive player a high percentage of "predictable calls", defined as those which you are nearly positive your opponent will make based upon pattern recall. This nuance is the heart and core of the game's success.

"The best football game ever invented is Football Strategy, an honest-to-Pete challenge to the man who knows he would have been a great pro quarterback if only he had had the chance. Kids like it too. It is not an action game but one designed to test the ability of opposing players to outthink or outguess each other."—*Sports Illustrated*, December 11, 1961.

It has been gratifying to me to witness the many spin-offs in later designs by other game publishers. Most of these "knockoffs," as an imitation is called, took the basic matrix system and expanded on the number of variables in order to avoid copyright infringement. Their doing so, however, simply tagged themselves to the board game graveyard for that very reason.

On the other hand, some correspondents have castigated *Football Strategy* because the same set results occur every time in specific combinations of Offense plays against Defensive calls. Yet this very principle is what makes the game the strategy game it was originally intended to be.

Of course, *Football Strategy* is not the only game in town. There are many games that take the matrix principle a lot further with success, especially games like *Sports Illustrated's Play-dirt*, and *College Football*. These games were

designed with a different consumer market in mind—one who revels in replaying (simulating) games that feature the real-life players. Called "Stat" games, they do just that—they are designed to capture the exact gains and losses of their real-life counterparts.

*Football Strategy* was not designed for this purpose. It was designed to be a kind of chess game, where decisions of the participants determine the final outcome. In a game of this nature, the participants' game sense and ability to out-think opponents is the key to success.

Next issue—I will go into the nitty gritty of the matrix chart itself . . . why it was set up the way it is—how you can use it to advantage; in short, how you can discover the many subtleties and nuances that allow certain proponents of the game to continually win all the time.

## Head to Head

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Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_



Tom Shaw, designer of the game and holder of the record for most shutouts registered in the Avalon Hill Football League, is dug in at the 3 yard line with his mean, hungry, and underpaid Avalon Hill Bledskins, daring you to try to score. A solid defensive wall of mighty Bledskins is facing you, presenting an appearance so formidable they might as well be set in concrete (in fact, some of them are).

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# BASKETBALL STRATEGY

## Draft Pool

Out in sunny California there's a group of dedicated gamers known to the world as OOPS. They seem to play just about everything, including an incredibly complex version of FOOTBALL STRATEGY that requires a 20-page rules book to explain, as well as numerous charts. Jim Reilly, one of the driving forces of OOPS, has sent us their BASKETBALL STRATEGY draft pool, in which they have rated all of the players in the NBA. We must confess that there is a little confusion about whether this is *this* year's pool or last year's, but thought those of you who enjoy the game would like it either way.

#	NAME	DOR P F
1	Allen, Lucius	1 2 1 3 2
2	Archibald, Nate	1 3 1 3 2
3	Barnett, Jim	2 2 1 1 2
4	Beard, Butch	3 3 0 2 2
5	Benbow, Leon	3 1 1 2 2
6	Bibby, Henry	3 1 1 2 2
7	Bing, Dave	3 2 1 3 2
8	Brokaw, Gary	2 2 1 2 2
9	Brown, Fred	2 3 2 2 3
10	Buse, Don	4 2 1 3 2
11	Carr, Austin	2 2 1 2 2
12	Carter, Fred	2 2 1 2 2
13	Charles, Ken	2 2 1 2 2
14	Chenier, Phil	4 3 1 2 3
15	Clark, Archie	2 1 1 3 3
16	Clemons, Jim	4 3 2 3 2
17	DiGregorio, Ernie	1 1 1 3 3
18	Dudley, Charles	3 3 3 2 1
19	Flynn, Mike	1 1 2 2 1
20	Frazier, Walt	2 3 3 3 3
21	Free, Lloyd	1 1 1 2 1
22	Freeman, Don	2 1 2 2 2
23	Gale, Mike	4 2 1 2 2
24	Gilliam, Herm	3 2 2 2 2
25	Goodrich, Gale	1 2 1 3 3
26	Guokas, Matt	3 1 1 2 2
27	Haskins, Clem	1 3 1 1 3
28	Henderson, Tom	4 1 1 3 2
29	Hollins, Lionel	2 1 1 2 2
30	Johnson, Charlie	3 2 2 2 2
31	Jones, Jimmy	3 2 2 2 2
32	Jones, Steve	1 2 1 1 3
33	Karl, George	2 2 1 3 2
34	Keller, Billy	1 1 1 3 3
35	Lantz, Stu	2 1 2 2 3
36	Maravich, Pete	1 3 3 3 2
37	McClain, Ted	3 1 1 3 2
38	McElroy, Jim	1 3 1 2 2
39	Meminger, Dean	3 1 1 3 2
40	Mengell, John	2 2 1 1 2
41	Money, Eric	1 2 1 3 2
42	Monroe, Earl	2 3 1 3 2
43	Murphy, Calvin	1 3 1 3 3
44	Nelson, Louis	2 1 1 2 2
45	Newton, Mike	4 3 1 2 2
46	Norman, Coniel	1 1 2 2 3
47	Oleynick, Frank	1 1 1 1 2
48	Petrie, Geoff	1 2 1 2 3
49	Price, Jim	4 1 1 3 3
50	Riley, Pat	2 1 1 1 2
51	Scott, Charlie	3 2 2 2 2
52	Silas, James	2 3 1 3 3
53	Simpson, Ralph	2 3 2 3 2
54	Smith, Phil	4 3 2 2 2
55	Smith, Randy	3 3 2 2 2
56	Snyder, Dick	3 3 1 3 3
57	Sobers, Ricky	3 1 2 1 3
58	Stacom, Kevin	2 2 2 2 2
59	Taylor, Brian	4 2 1 2 2
60	Towe, Monte	1 1 1 3 2
61	Van Lier, Norm	4 1 2 3 2
62	Walker, Foots	3 1 2 3 2
63	Walker, Jimmy	1 2 1 2 3
64	Watts, Slick	4 1 2 3 1
65	Weiss, Bob	2 2 1 2 2
66	Westphal, Paul	2 3 1 2 3
67	White, Jo Jo	3 2 1 3 3
68	White, Rudy	1 1 2 1 2
69	Williams, Chuck	2 3 1 3 2
70	Williams, Gus	2 2 1 2 2
71	Williamson, John	2 2 1 2 2
72	Wilson, Bob	1 1 1 1 2
73	Winters, Brian	1 3 1 2 3
74	Wohl, Dave	3 1 1 3 2

#	NAME	DOR P F T
1	Abdul-Jabbar, Kareem	4 3 7 2 2 -
2	Awtrey, Dennis	3 2 3 1 2 -
3	Boerwinkle, Tom	2 3 6 3 2 *
4	Brown, Roger	1 1 5 1 2 *
5	Burleson, Tom	2 3 5 1 2 -
6	Catchings, Harvey	2 1 5 1 1 *
7	Cowens, Dave	4 3 6 2 2 *
8	Eakins, Jim	1 1 4 1 3 -
9	Ellis, Leroy	1 2 4 1 1 -
10	Elmore, Len	2 1 5 1 2 -
11	Fox, Jim	1 3 4 2 2 -
12	Hughes, Kim	3 3 5 1 1 *
13	Johnson, George	3 3 6 1 2 *
14	Kelley, Rich	1 2 6 1 2 *
15	Kunnert, Kevin	1 3 5 1 2 *
16	Lacey, Sam	3 1 5 2 2 -
17	Lanier, Bob	4 3 5 2 2 -
18	Marlin, Larue	1 1 6 1 2 -
19	Moore, Otto	2 1 5 1 1 -
20	Paultz, Billy	3 3 4 2 2 -
21	Ray, Clifford	4 3 6 1 1 *
22	Roberson, Rick	1 1 5 1 1 *
23	Schlueter, Dale	1 2 5 1 2 -
24	Smith, Elmore	2 3 5 1 1 -
25	Thurmond, Nate	4 2 5 2 1 -
26	Walk, Neal	1 2 5 2 2 -
27	Walton, Bill	4 2 6 2 1 -
28	Webster, Marvin	3 2 7 1 2 *

#	NAME	DOR P F T
1	Adams, Alvan	1 3 4 2 2 -
2	Ard, Jim	1 1 5 1 2 *
3	Bantom, Mike	1 2 4 1 2 *
4	Bassett, Tim	2 1 4 1 1 -
5	Behagen, Ron	1 3 5 2 2 *
6	Brewer, Jim	4 3 5 2 2 -
7	Chones, Jim	3 2 4 2 2 -
8	Davis, Dwight	2 1 4 1 2 -
9	Dietrick, Coby	3 3 4 2 3 -
10	Erving, Julius **	3 3 4 3 2 *
11	Gianelli, John	2 3 4 1 2 -
12	Gray, Leonard	3 2 3 1 2 -
13	Hawes, Steve	1 2 6 1 2 *
14	Hawkins, Connie	1 1 4 2 2 -
15	Haynes, Elvin	4 3 5 1 1 -
16	Haywood, Spencer	3 2 5 1 2 -
17	Heard, Gar	3 1 5 1 1 -
18	Hillman, Darnell	3 2 5 2 2 -
19	Issel, Dan	2 3 5 1 2 -
20	Jones, Bobby	4 3 4 1 2 -
21	Jones, Dwight	2 2 5 1 2 -
22	Kozelko, Tom	1 2 2 1 1 -
23	Lee, Clyde	2 1 5 1 3 *
24	Mayes, Clyde	3 2 4 1 1 *
25	McAdoo, Bob	2 3 5 1 2 -
26	McNeill, Larry	1 2 5 1 2 -
27	Meriweather, Joe	1 3 4 1 1 -
28	Owens, Tom	1 2 4 1 2 -
29	Patterson, Steve	1 1 4 2 1 -
30	Pondexter, Cliff	1 1 5 1 2 -
31	Robinson, Len	2 2 4 1 2 -
32	Robisch, Dave	1 1 4 1 3 -
33	Rowe, Curtis	4 2 4 2 2 -
34	Shumate, John	1 3 5 1 1 -
35	Silas, Paul	4 2 6 1 2 *
36	Sojourner, Mike	1 2 5 1 2 -
37	Tomjanovich, Rudy	2 3 4 1 2 -
38	Unsel, Wes	3 3 6 2 1 -
39	Warner, Cornell	2 2 5 1 2 -
40	Washington, Kermit	2 1 5 1 2 -

\*\* May also play guard

#	NAME	DOR P F T
1	Adams, Don	4 1 3 1 2 -
2	Barry, Rick	3 2 3 3 3 -
3	Beck, Byron	1 3 3 1 3 -
4	Bristow, Allan	1 2 3 2 3 -
5	Brown, John	3 2 4 2 2 -
6	Bryant, Joe	1 1 4 1 1 -
7	Calhoun, Corky	3 2 3 1 2 -
8	Coleman, E. C	4 2 4 1 2 -
9	Dandridge, Bob	3 3 3 2 3 -
10	Dickey, Derrick	3 2 5 1 2 -
11	Drew, John	1 3 5 2 2 *
12	Eberhard, Al	2 1 3 1 3 -
13	Erickson, Keith	3 2 3 1 3 -
14	Ford, Don	2 1 3 1 2 -
15	Garrett, Rowland	1 2 3 1 2 -
16	Gerard, Gus	1 1 4 1 2 -
17	Grant, Travis	1 2 3 1 2 -
18	Gross, Bob	1 3 3 1 2 *
19	Jackson, Phil	2 3 4 1 2 -
20	James, Aaron	1 1 3 1 2 -
21	Johnson, John	2 2 3 2 2 -
22	Johnson, Mickey	2 2 5 2 2 -
23	Johnson, Ollie	2 3 3 1 3 -
24	Jones, Rich	3 1 3 2 2 -
25	Jordan, Charles	1 1 4 1 1 -
26	Kenon, Larry	1 2 5 1 2 -
27	Kuberski, Steve	2 2 4 1 3 -
28	Love, Bob	3 2 3 2 2 -
29	Marin, Jack	1 1 2 2 3 -
30	McGinnis, George	1 2 5 2 2 -
31	McMillan, Jim	5 3 2 2 3 -
32	Meyers, Dave	2 1 4 1 1 -
33	Mix, Steve	4 2 4 1 2 -
34	Neal, Lloyd	4 2 4 1 2 -
35	Nelson, Don	2 2 3 2 2 -
36	Norwood, Willie	1 2 4 1 2 -
37	Olberding, Mark	2 3 4 2 2 -
38	Perry, Curtis	4 2 5 1 2 -
39	Porter, Howard	1 2 3 1 2 -
40	Restani, Kevin	1 2 4 1 1 -
41	Riley, Ron	1 1 5 1 2 -
42	Riordan, Mike	2 1 1 2 2 -
43	Robinzine, Bill	1 2 4 1 2 -
44	Roundfield, Dan	1 1 5 1 1 -
45	Russell, Campy	1 3 3 1 2 -
46	Russell, Cazzie	1 2 1 2 3 -
47	Seals, Bruce	2 1 3 1 2 -
48	Skinner, Talvin	1 2 3 1 1 -
49	Smith, Bingo	2 2 2 2 2 -
50	Terry, Chuck	2 1 2 1 2 -
51	Trapp, George	1 2 3 1 2 -
52	Weatherspoon, Nick	1 2 4 1 2 -
53	Wicks, Sidney	3 2 4 1 2 -
54	Wilkes, Jemaal	4 2 4 1 2 -
55	Willoughby, Bill	1 1 5 1 2 -
56	Wingo, Harthorne	2 2 3 1 2 -

#	NAME	DOR P F
1	Bradley, Bill	2 2 1 2 3
2	Bridgeman, Junior	1 1 3 1 2
3	Collins, Doug	4 3 1 3 3
4	Ford, Chris	2 1 2 2 2
5	Gervin, George	1 3 3 2 3
6	Gibbs, Dick	2 1 2 1 3
7	Hansen, Glenn	2 1 3 1 2
8	Havlicek, John	4 2 2 2 3
9	Hawthorne, Nate	1 1 3 1 2
10	Hudson, Lou	1 3 2 2 2
11	Knight, Billy	3 3 4 2 3
12	Laskowski, John	2 1 2 1 2
13	McDonald, Glenn	2 1 2 2 2
14	Ratleff, Ed	3 3 3 2 2
15	Skinner, Al	2 2 2 2 3
16	Steele, Larry	4 3 2 2 2
17	Terry, Claude	1 2 1 1 3
18	Thompson, David	1 3 3 1 2
19	Van Arsdale, Dick	3 2 1 1 3
20	Van Arsdale, Tom	3 2 1 2 2
21	Wedman, Scott	2 2 3 1 2
22	Williams, Nate	2 1 3 2 3

# CREATING A SPORTS LEAGUE. . . . AN ALTERNATIVE REALITY

By Mark J. Maticek

Okay. You've just gone out and plunked down \$9.95 for the most realistic simulation of a particular sport that you can find. You play a few games and say, "Yes, this is a fine game alright," and you're left with kind of an unfulfilled feeling. The reason is that because of the nature of sports themselves, an isolated game here and there is virtually meaningless. The great playoff game or the entertaining all-star encounter do not reflect the seasonal struggle with injuries, fatigue, morale and team depth. Those are the standards that championship teams and seasons are measured by. The key word there is *season*.

So the natural response (at least for myself) is to consider forming a league. Let the gamer beware at this point. Forming and administering a sports league even for recreation is an involved and time consuming affair, but the satisfaction derived is well worth the effort. Having arrived at this point, the next step is to determine the structure and substance of the league to be formed. How many teams will it have? How many games shall we play? Do I want the league to simulate front office activity or shall it be restricted to the actual game itself?

In part, those questions will to a certain point be answered by the membership involved. Available time and outside activities will restrict scheduling and front office detailing. The availability of members will restrict the number of teams (although there are ways around this). But enough theorizing, lets get down to forming a league.

I've just bought one of Avalon Hill's X STRATEGY games (it really doesn't matter which one). I know of eleven other gamers in my area who are interested in that particular sport and are reliable. (Don't underestimate that quality. There is nothing worse than getting 3/4 of the way through the season and having half the membership drop out for lack of interest. It destroys the whole reason you are forming this league in the first place.) We will have twelve teams in two or three divisional formats. This is purely a matter of personal preference and the degree of emphasis you intend to put on the playoffs. For the sake of this discussion, I will arrange our league into three 4-team divisions. At this point, the scheduling must be considered. Again, the available time will to a certain extent dictate the length of the schedule. The particular sport being simulated will also be taken into account. A 14-18 game schedule for a league built around FOOTBALL STRATEGY is just about perfect. However, that same



length of schedule for BASEBALL STRATEGY would tend to be insufficient to bring out those qualities I talked about earlier, such as pitching depth, injuries etc. Fortunately, you can play almost three BB ST games in the time you can play one FT ST. Voila! you have an instant solution by just tripling the number of games. The BASKETBALL STRATEGY game would throw a monkey wrench into that reasoning however as it is a very tiring game of about the same playing length of FOOTBALL STRATEGY. For a league based on BASKETBALL STRATEGY some compromises would be in order.

My World Baseball League is now ready for scheduling (I will use BASEBALL STRATEGY for the remainder of this discussion). I have decided to play a 50 game schedule with each team playing teams in their same division 6 times and teams in other divisions 4 times. We will have the division winners and a wild card team meet in the first round of the playoffs (a best of 5 series) and the winners of that round meeting in a best of seven championship series. So let's get going with the season, right? Wait a minute!

If you start right now you will be depriving your league of a number of things. The first is competitive realism. With the BB ST game, you have two identical teams playing each other. That is fine for a theoretical exercise on baseball strategy, but certainly not a realistic simulation of the way things are in the real world. No real sports league has that kind of balance. You will have to devise some system of differentiating teams. Perhaps you can designate team A to be the Chicago Cubs and use all of their averages and ERA's from the last season. Or you can pick out 300 players from the majors and, using their averages, draft a fictitious league with fictitious teams. I favor the latter approach because it takes care of the

second point I feel should be made: scope and color. Any league that does not have these two qualities will tend to wither because of a lack of personal identification with their teams on the part of the membership. Yet these two qualities are most often neglected by the leagues I have come in contact with.

Scope—the area defined by one's activity or subject. Within the context of our World Baseball League that can encompass such things as front office maneuverings (trades), bringing up players from the minors (using the format given in the rules of BB ST), running the finances of a big league team. Few people realize just how much the given finances of a franchise influence the quality of play of the team on the field. If the franchise has been drawing poorly, plays in a decrepit stadium or arena and/or resides in an apathetic sports area, it will have little cash flow to pay a .346 hitter what he thinks he's worth or provide the resources necessary to maintain a vibrant and active scouting service and minor league system, insuring a steady flow of talent to the parent club. These things all influence the performance of the team before it ever takes the field. To provide scope for the league requires a financial system of sorts. Establish arbitrary standards such as: Each ticket will sell for five dollars. If a team is playing .600 ball, it will draw 75% of capacity. If it is playing .500 ball, it will draw 50% of capacity and so on. This will give you a place to start for figuring income. TV and radio revenue provide much of the income of professional sports teams today. Assign values for that. Concessions and parking can be calculated. In fact you can get as detailed as you feel necessary. Then start assigning values for your expenses. In the expenses you can assign values for things such as stadium rentals, minor league expenditures, front office costs and the most overriding expense in today's world of the overpaid athlete: player salaries. You can establish league minimum salaries and take it from there. I participate in a league where the players even have agents. The other members of the league bargain with me before the season starts for their "clients" fees. All of these steps are certainly not necessary for the league activity to be realistic or meaningful, but they certainly should be added in some degree to give that league scope.

CONTINUED NEXT PAGE

Color — to give a distinctive character to. So you've got your twelve teams. Team A, Team B, etc. Now you can use real teams or make up your own. I again prefer the latter for this reason: if you use the Chicago Cubs as your team, you tend to be locked into certain features of that team that channel your flexibility within the discussion of scope. For instance, the Cubs play in Wrigley Field with a set capacity. They have traditionally drawn well despite some hapless teams. No matter what you do on the field, you can be guaranteed a certain attendance if you intend to be realistic. It has certain connotations built in to it just because everyone has heard of the Chicago Cubs. Why not create an alternative reality? Propose that your sports league is in competition with organized baseball, competing for talent and revenue. With the vastness of the United States, it certainly is not stretching reality too far to say that there are possibly a lot of areas left that could support a major league franchise of some sort. How about a World Baseball League with franchises such as the Miami Sharks, New Orleans Bourbons, Phoenix Scorpions, Des Moines Chickens and Salt Lake City Cougars. It certainly gives the teams some individuality and can provide the players with more personal identification. After all, they will have to research available stadiums, the town's history, if any, of supporting major league franchises, available TV and radio stations etc. It tends to create a feeling of, "This is really my team, I planned it and now I run it." I believe that it provides real impetus to competition, once the first ball is pitched. Having the players design their uniforms, logo, team colors and mascot are other ways to enhance the "color" of the league. You don't have to be an artist to sketch a rough idea of what you want. The main image is in your mind anyway, and that's the whole idea.

The one final concept that ties all of these previous ideas together and gives it some meaning in the league concept is continuity. For the league and thus the game to take on a personality, it is necessary for it to be in operation for a few seasons. Trends such as: Jimmy Doe's teams always have good pitching but no defense. That centerfielder for the Chickens has averaged 25 HR's over the past three seasons, he's got to demand a big contract this year and so on. This continuity contributes to the enjoyment of the game by allowing comparison of seasonal statistics and providing a basis for game and rules modifications which reflect the philosophies of the members.

All in all, the league is for *you*. Make it what you have the time and resources for. The league format and its attendant scope and color will provide you with more than your \$9.95 worth of enjoyment. It will make a good sports simulation even more realistic and the time spent playing it more meaningful.

## 16 WHEELER DESIGN CONTEST



Yes, Avalon Hill has joined the ranks of such corporate giants as McDonalds, Zenith, and RCA with the acquisition of our very own fleet of tractor trailers. Would you believe a fleet of one? Everybody starts someplace and our first rig will be making long distance hauls for raw materials and major wholesale deliveries along the East Coast. And to make our "fleet" instantly recognizable we're looking for a distinctive logo design so you can spot it on the highway. If McDonalds can have the Golden Arches, then Avalon Hill can have the golden hexes . . . or whatever. Seriously, if you fancy yourself a graphics genius or even just highly imaginative you can win yourself a LIFETIME subscription to the *All-Star Replay* by submitting a design for our new fleet. Address all entries to the attn. of A. Eric Dott — our head truck driver.

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# 6

## New Games

**SQUAD LEADER**—a mail-order only game. Avalon Hill's most popular game at both ORIGINS '77 and GENCON wargame conventions.

**VICTORY IN THE PACIFIC**—a strategic level game of the naval war during World War II.

**NEW GETTYSBURG**—a completely new design treatment of the Civil War's most popular meeting engagement.

**RAIL BARON**—a 3-6 player, 5-hour delight, for gamaholics who revel in ruthless cutthroat competition.

**WIN, PLACE & SHOW**—Avalon Hill's *personality* incorporated into a remake of an original 3M classic.

**SPEED CIRCUIT**—another 3M revitalization with the unique feature that requires YOU to design the car you drive.

Turn page for display of new games shown in great detail. All games available NOW in retail outlets near you.  
(Except for SQUAD LEADER which is mail-order, only)

# SQUAD LEADER

Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. This is *SQUAD LEADER*—a game utilizing every aspect of infantry warfare from street fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. *SQUAD LEADER* is not just a game—it is a system enabling the player who has mastered it to replay virtually any battalion level action of WW II in Europe.

Borrowing heavily from miniatures rules, noted game designer John Hill has designed an ingenious new game system which approaches the effects of simultaneous movement within an elaborate 8 phase player turn. Developer Don Greenwood has streamlined the system for the utmost in playability in what otherwise would be an extremely complicated game.

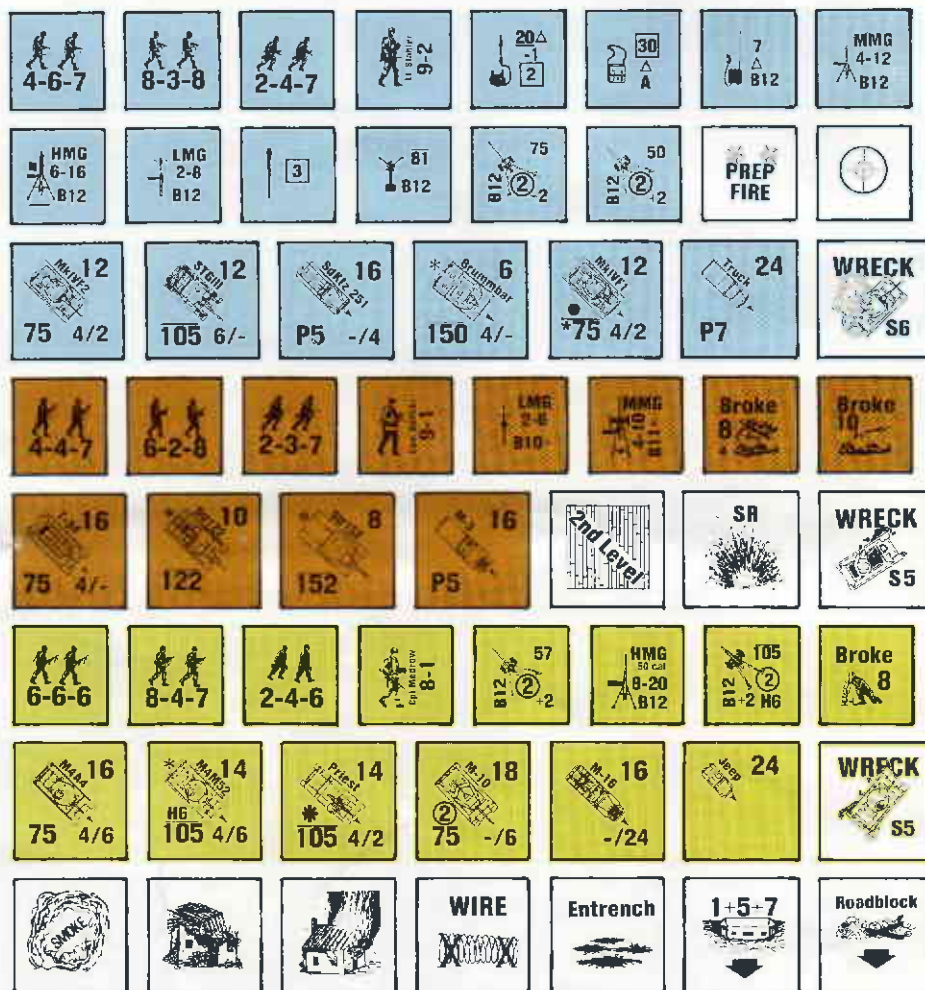
*SQUAD LEADER* utilizes Programmed Instruction to introduce each of its 12 scenarios gradually so the player need read only a fraction of the overall rules to get started. Once the player feels comfortable with the game system he can go on to other scenarios, adding more complexity as he goes.

The units are 10 man squads, 4-5 man crews and individual leader counters. They have a large assortment of support weapons, including various types of machine guns, flamethrowers, demolition charges, smoke, panzerfausts, bazookas, radios, anti-tank guns and an assortment of vehicles and AFVs. Each turn simulates the passage of two minutes. Each large  $\frac{1}{4}$ " hex equals 40 meters of actual terrain.

Leaders play a major role in the game by directing fire, rallying broken units, and generally enhancing the performances of their troops. The underlying theme of *SQUAD LEADER* is one hinged on morale. The player who can utilize his leaders most effectively to direct fire on the opposition while keeping his own forces under cover & out of enemy fire lanes will usually be the winner. Usually because nothing is ever 100% certain in *SQUAD LEADER*. It is possible, although highly unlikely, that a single leader could best three enemy squads in close combat or that a squad without anti-tank weapons could knock out a tank. In one of our playtest games a single German heavy machinegun crew practically wiped out singlehandedly, at long range, an entire Russian battalion advancing across open terrain. In another, a squad in moderate cover withstood the entire firepower (including armor) of a reinforced company for 3 turns! As in combat, nothing is certain and while repulsing a Russian human wave attack, your machinegun may jam or your squad may decide it's safer in the rear. The unpredictable nature of all units under fire is both the blessing and the bane of *SQUAD LEADER* commanders.

In the advanced scenarios, the game expands to incorporate Offboard Artillery, night rules, barbed wire, entrenchments, minefields, bunkers, multi-level buildings, rubble, fire, river crossings, snow, roadblocks, mortar, etc. Yet the biggest option is the very open-ended nature of the game itself. Complete Design Your Own and Campaign Game systems have been included to allow players an infinite variety of individual scenarios and extended campaigns.

*SQUAD LEADER* comes boxed complete with four 8" x 22" interchangeable full color isomorphic boards, 716 two-sided counters, 36 pp. rulebook, scenario cards, two Quick Reference Data Cards, and two dice.



*SQUAD LEADER* is available only by mail from Avalon Hill for \$12.00 plus postage. Maryland residents add 5% state sales tax. WARNING:

*SQUAD LEADER* is not for the uninitiated—rated Tournament Level IV on the Avalon Hill complexity scale.

Counter illustrations actual size.

# VICTORY IN THE PACIFIC

December 7, 1941. . . In Pearl Harbor, the United States fleet lies burning, and the overwhelming fleets of the Imperial Japanese Navy are sweeping forward all across the Pacific. This is the start of the most mammoth naval war in history—the three years (from December 1941 to late 1944)—when the largest navies in the world collided across the greatest ocean in the world—the Pacific. From the time when Japanese strength was overwhelming to the point when the mushrooming United States Navy surpassed the mighty Japanese fleets, it was a war of cautious maneuvering and carefully planned strategies—for even at their weakest, both sides always had the power to destroy.

*VICTORY IN THE PACIFIC* is a strategic game of the naval war in the Pacific during World War II. It is a simple game on the strategic level, in which ships and units are assigned to areas where they will fight, attempting to cause enemy casualties and gain control there; combat resolution is abstract, based on a simple confrontation of opposing ships in the same area, like Avalon Hill's popular *WAR AT SEA* game. However, in the Pacific the ocean is large and the fleets are enormous, and the rising deadliness of air power casts a shadow over the fleets that sail the seas. . . land-based air fleets are present, and marine divisions to invade and capture island bases. The result is a subtle test of strategic skill, in which the players must use ships, planes and marines to capture ports, bases and sea areas that lead to the heart of the enemy's war effort.

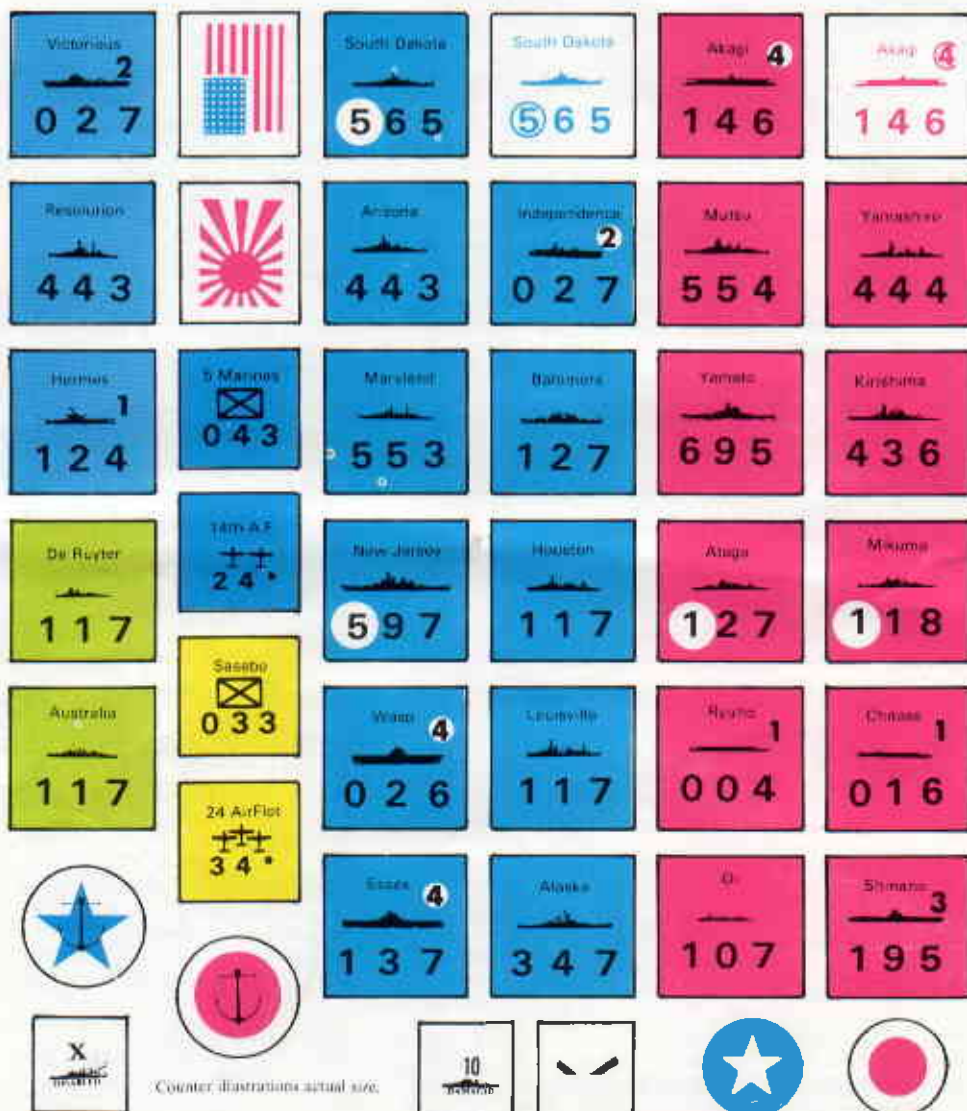
The game includes a counter for every capital ship that fought in the Pacific during the crucial first three years—each battleship, battlecruiser, fleet carrier and heavy cruiser has its own counter, as well as some of the front-line light cruisers. The Japanese, United States, British, Australian and Dutch navies are all represented. The land-based air fleets that fought are also present, from the United States' 5th Air Force that survived the Philippines to lash back at Guadalcanal to the Japanese 25th Air Flotilla that opposed it; each air fleet has its own counter. There are even marine divisions that invade islands, and garrison counters that hold them.

Air strikes, gunnery duels, "night actions", invasions, island air bases and submarines are all in the game. You must choose and develop the winning strategy—whether to fight for India, for Australia, or for the Pacific island chains, or whether to fight a climactic battle at Midway and the Hawaiian Islands!

But beware! The Japanese fleet is overwhelming at the start—but the United States is building the most mammoth, powerful navy in the history of the world. . . It is three years of skillful attacks, defense and counterattacks by both sides that will determine the final winner of *VICTORY IN THE PACIFIC*.

Game comes complete with full color 22" x 28" mapboard, over 200 two-sided full color counters of varying sizes and shapes, 8 pp. rule booklet, two Order of Battle Charts, and four dice. Not just another *WAR AT SEA*, *VICTORY IN THE PACIFIC* adds sophistication and simulation missing in its sister game while maintaining the former's ease of play. Playing time 2-3 hours.

*VICTORY IN THE PACIFIC* is available for \$9 plus postage from Avalon Hill, Maryland residents please add 5% state sales tax.



Counter illustrations actual size.

# GETTYSBURG

## '77 EDITION

The booming of over two hundred cannon fill the air as both armies prepare for the Confederate onslaught. Pickett's rugged Virginians are to spearhead this final drive to break the strong Union position on Cemetery Ridge, south of the Little town of Gettysburg. Success means the probable capture of Baltimore and Washington and final victory for the Confederacy. Defeat will mean... we'll let history finish the story.

GETTYSBURG has been 18 months in the making. Great care has been taken that all information presented in the game is the most accurate available from primary sources. The order of battle and appearance has been checked and rechecked; the mapboard prepared from detailed surveys of the battlefield; and the game system designed so that you assume the same problems and face the same decisions that confronted R.E. Lee, George A. Meade, and their field commanders.

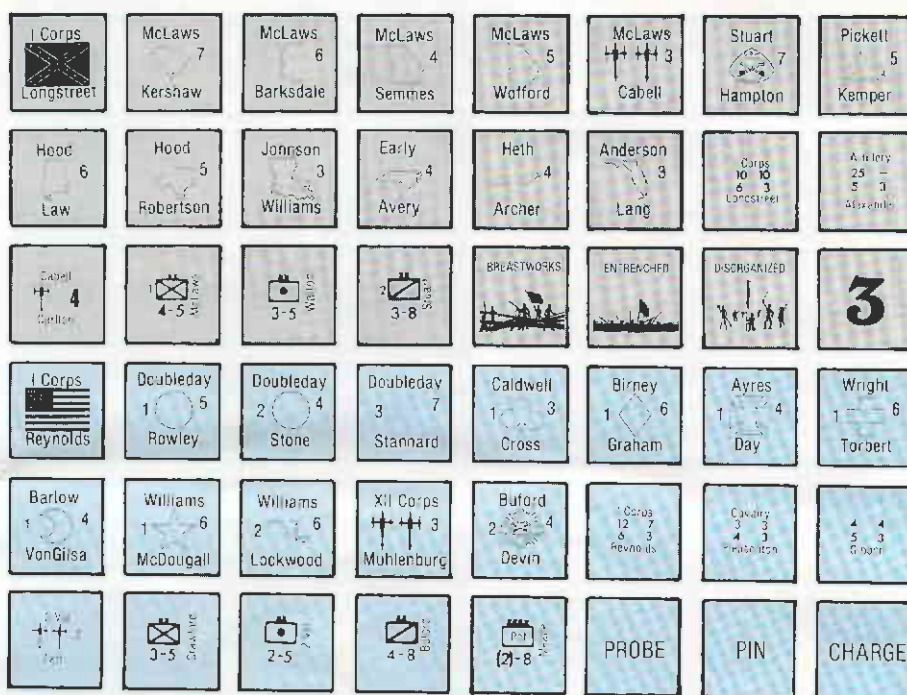
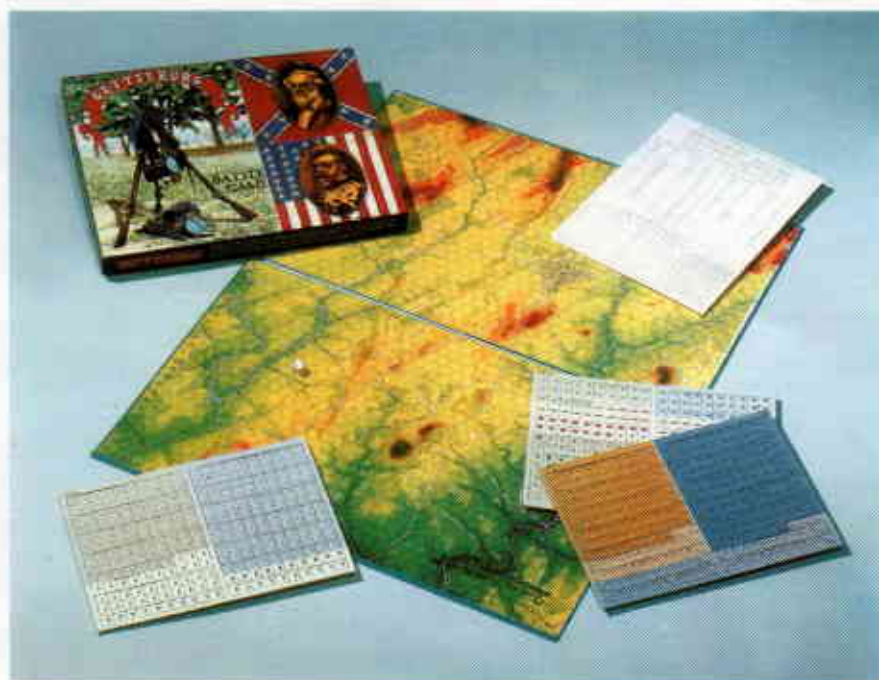
GETTYSBURG has been divided into three mutually exclusive games, each of different complexities and play lengths, in order to give the player the game he wants to play, no matter what his level of expertise. As a result, each of the three games is specifically designed for a particular audience. One game system has not been needlessly modified to fit several levels of complexity.

The Basic game is rated Introductory and is excellent as a starter game for newcomers to wargaming. The Confederate army is composed of 25 unit counters and the Union army is 27 counters strong, representing all the infantry, cavalry and artillery divisions and brigades which actually fought. Each turn of play equates two hours of real time. Combat results between fighting units are resolved by strength difference. Combat can be modified by the type of attack and defense formations selected. Play is fast and furious as the Union player tries to stave off the Confederate onslaught in time to bring his greater reinforcements into play.

The Intermediate game is reminiscent of the classic attack-counterattack type of game that Avalon Hill popularized in the early and mid-sixties. The basic unit for all armies is the brigade. Each army has approximately 60 to 80 brigades within its command. Losses are taken by steps. A brigade which loses a step also loses its ability to attack for the rest of the day. A fierce day of fighting can find both armies exhausted and no longer able to attack without proper rest. Strategic movement permits units to reach the same positions on the battlefield as their historic counterparts, yet prevents mass flanking movements which dragged earlier versions of GETTYSBURG into a "who can form the longer battleline" syndrome.

The Advanced Game has it all. All important aspects of Civil War tactics are reproduced to play. Brigades can form battlelines and columns of different lengths depending upon their strength.

Commanders are rated as to their ability to coordinate attacks and control units in movement as well as their own personal leadership. Both armies must take care to maintain sufficient support for their front lines, otherwise they may find their whole line in jeopardy due to a successful assault. Cannon composing each battery are divided into three types; napoleon, rifled and howitzer, and rated according to range and firepower. Each infantry and cavalry brigade has an experience level rating its ability to give and receive an attack. Turns can vary from 20 minute periods during an attack to an hour



Counter illustrations actual size.

or longer during periods of inactivity. There are many "what if" variants which can be employed to keep the other side guessing as to the strength and time of arrival of your army. A special "what if" has been created to allow you to return Stonewall Jackson to command, and see if he could have given the Confederate army the impetus for victory.

GETTYSBURG is packaged with a 22" x 28" multi-colored mapboard of the battlefield, multi-colored counters representing every brigade,

battalion and battery involved in the battle, overprinted with colorful badges and states (actually used by the units in battle) for quick sorting and identification, plus rules and charts to set up and refight the greatest battle of the North American continent.

GETTYSBURG is now available for \$10 plus postage charges from Avalon Hill. Maryland residents please add 5% state sales tax.

# RAIL BARON

Ruthless, cutthroat competition. . . You *must* get your products to market, crossing and recrossing the continent from major city to major city. The rewards are great—but the fines are enormous. If you use a rail line that an opponent owns. Can you survive the ruthless competition and build yourself a rail empire that will squeeze your competitors out? In the give and take of fines and payoffs, can you make the money that entitles you to become a *RAIL BARON*?

Formerly referred to as *BOXCARS* in this magazine, this is the game which has been the subject of more playtesting than any AH title of recent vintage. Since we discovered this little gem last summer, it has been the source of an average of three 7 PM—Midnight gaming sessions a week AFTER we've all punched out for the day. This game got played because it was enjoyed—not because it was anyone's assignment. It wasn't long before the Saturday afternoon IGB sessions were also dominated by multi-player games of *BOXCARS*. This game has made previous fads such as *WOODEN SHIPS & IRON MEN* and *KINGMAKER* look trivial by comparison. A simple game of luck at first glance, it evolves into an amazing game of strategy for those deep into the game system.

*RAIL BARON* is a friendly, family game for 3-6 players. The game is simple to learn, but there are subtle strategies involved—a perfect game for the beginner and for the cunning strategist. The game board portrays the 28 major rail lines in the United States, from the tiny Richmond, Fredericksburg and Potomac to the mighty Southern Pacific. Each player moves his token from city to city, collecting money and buying rail lines as he goes—and paying fines whenever he uses a rail line another player has bought. If you do not think you are going fast enough, you can even buy a better locomotive—an express, or a *SUPERCHIEF*!

Title cards (showing the logos of the 28 rail lines); money, locomotive cards, movement, origin and destination tokens and a 16" x 33" full color map of the United States rail net all come with the game, along with charts for selecting your next destination and determining your payoff.

*RAIL BARON* is an excellent game for clubs, beginners, non-wargamers, and anyone who likes good competition and a lot of fun. For 3-6 players; playing time 3-5 hours.

*RAIL BARON* sells for \$10 plus postage and is available direct from Avalon Hill, Maryland residents please add 5% state sales tax.

Card illustrations reduced in size.



# WIN, PLACE & SHOW

**WIN, PLACE & SHOW**, another of the after hours favorites of the design staff, is another resurrected, redeveloped 3M game which, together with **SPEED CIRCUIT**, formed the best 1-2 entry in the 3M line. This unique game of thoroughbred racing offers something for everyone, as each player simultaneously plays the role of owner, jockey, and even the handicapper in the stands.

Before each race there's an auction, in which players compete for ownership of the horses themselves. Then it's post time and during the race they serve as their own jockeys, making split-second decisions on position, passing, sprinting, etc. Ingenious order of movement innovations by the designer gives every horse a genuine chance to make it to the winner's circle, although each has very different capabilities. Some are fast starters, others are mudders, and the favorites tend to run consistently well on both fast and slow tracks.

Each six race card includes 5 and 6 furlong and 1¼ mile races with a field of 6 individually rated horses and appropriate posted odds. Post position, running strength, speed, endurance, and jockey classification all play a part in determining which horse is the best bet at the posted odds. You'll want a veteran jockey if you've got a fast starter on the outside rail but that extra weight allowance for an Apprentice jockey often makes the difference too.

The real fun comes in the betting, where each player tries to pick the top three finishers and then lays down his \$1,000 to \$5,000 wagers for better or worse (no pun). And there's even a Daily Double



where players pick the winners of the first two of a six race slate for really big payoffs. The game even includes special rules for Party and Fund Raisers versions guaranteed to liven up any party.

Game comes complete with full color 24" x 22" mapboard, six plastic horses, six racing programs

rating 36 different horses, betting slip pad, rules, money and two dice. For 3-6 players; playing time: 2½ hours. **WIN, PLACE & SHOW** is available by mail from the Avalon Hill Game Co. for \$10 plus postage. Maryland residents please add 5% state sales tax.

# SPEED CIRCUIT

**SPEED CIRCUIT** is our new release of the 3M game featuring Grand Prix racing on three championship courses—Monza, Monaco, and Watkins Glen. We've tidied up the rules a bit, and added a few components, but basically it's the same game.

One of the big attractions of **SPEED CIRCUIT** is that prior to the game everybody secretly designs his own racer to the specs he thinks are best for each individual course (or, in the alternative version, designs *one* car for the whole circuit). Since winning the game entails having the best total record on all three, you've got to be able to incorporate the demands of each course into your racer.

Acceleration, deceleration, starting speed, maximum speed, and all-important ability to sustain engine and brake wear are all decided by the player. Each course will favor certain characteristics to the exclusion of others, so there is a constant trade-off in the racer's design, as it is impossible to build everything into its severely limited confines.

Another big plus in **SPEED CIRCUIT** is that except for very rare occurrences (such as whether or not a spinout becomes a crash, or an engine burns out from being overtaxed) dice are totally absent from the game.

In **SPEED CIRCUIT** all races are decided totally as a result of the players' skill (or the lack thereof: you've got to know what you're doing) in designing and handling their machines.

Speeding up for straightaways, slowing down for curves (or taking chances by *not* slowing down), slipstreaming, pushing the engine *above* its safe limit—these are all tactical decisions each driver has



to make. Mistakes can be costly, as a misjudged move can lead to spinouts, burned out brakes or engines, or even a race-ending crash. **SPEED CIRCUIT** comes complete with a full color 32" x 22" mapboard, six metal cars, Performance Log Pad rulebook, and die.

**SPEED CIRCUIT** is a game for 2-6 players, and is sure to be popular with both casual and dedicated gamers alike. Now available

Price is \$10. Maryland residents add 5% sales tax.

# Inexpensive Games that make Great Xmas Gifts

Get your Xmas shopping over with . . . early! Here are Avalon Hill's suggestions for the gift-giving season. Selected here is a cross-section of games whose quality belies their low prices.

## Gamettes

These pocket-size games feature quick-play concepts without sacrificing strategy; perfect travel companions!



**FOIL:** challenging game of words and wits! FOIL pits player against player—and time—in a stimulating game of words and wits. Unlike other word games, FOIL challenges your skill in unscrambling words as well as your ability to form words. The infinite variety of words and letter combinations make an ever-changing, ever-challenging game of mental stimulation for all. Average playing time: 1 hour, for 2 to 4 players, adults and children . . . \$4

**VENTURE:** high adventure in the world of finance and big business where budding tycoons wheel 'n deal and often become involved in proxy fights to gain control of key corporations. Each player manipulates gigantic conglomerates, vast holdings, and millions of dollars. The object is to build a financial empire which will score highest as a profit maker. At game's end, players' profits are totaled; wealthiest player wins—the others are merely multi-millionaires! Venture is for 2 to 6 players, teens and adults . . . \$4



**EVADE:** 2 players attempt to outmaneuver and outbluff one another, each secretly designating two of his six pawns as Evaders, "magnetizing" them for easy identification. Players must skillfully maneuver their pawns across the board, bluffing when neces-

sary to keep the Evaders' identities secret so they won't be frozen by the opponent. First player to successfully maneuver one of his two Evaders into his opponent's starting row wins! . . . \$4

**SLEUTH:** fascinating detective game in which players call upon their powers of deduction and logic to discover the identity of the missing gem. Could it be the pearl cluster? The blue opal? The diamond solitaire? Through strategic questioning, each player gathers his bits of information, then skillfully welds them together to form the clues which will provide the solution to the mystery. Clever questioning, skillful deductions—combined with some plain old-fashioned luck—will make SLEUTH an absorbing game for 3 to 7 players . . . \$4

## Puzzlers

Intriguing puzzle games to test the skill and try the patience of young and old alike. Hours of fun and enjoyment in the home, office, between classes or on a trip!



**HECTIX:** the sensational three-way, three-dimensional puzzle. The object? First, to take it apart. Then, put the three Bits and nine Pieces back together again! Once you know the secret—amaze your friends, then frustrate them by letting them try it while you sit back and feel superior! . . . \$5



**FRANTIX:** If you liked "Instant Insanity", you'll love Frantix. Only difference is you should have about 5 hands because you got to take the wooden blocks apart and put them back together again—without everything crumbling in your hand like dried dough. But it can be done—an idiot could do it in an hour, it should only take you about 60 minutes. . . . \$5



**STAC-TAC-TOE:** align three of your pegs in a row horizontally, vertically or diagonally. The fun begins when you move stacks of pegs to confuse, surprise and hopefully defeat your opponent. Family fun anytime, anywhere. For 2 players or teams . . . \$4

## Family Fun

. . . with emphasis placed on decision-making rather than pure luck. For games designed to be enjoyed by all members of the family on an even competitive level . . . turn to next page!



**TRIPPLES:** based on a "feedback" system so unique it's one of the rare games granted a patent by the U.S. Patent Office. Game is one whereby each player's move influences that of his opponent. Each tile has arrows that point to three directions. These arrows determine the only three directions in which a player can move. Each player's token is a transparent piece which allows view of the arrow-tiles over which it moves. When player-A moves onto an arrow-tile, the arrow-directions tell his opponent, Player-B, where he must move. Thus, Player-B has only three options open to him. He therefore will select the option that will force Player-A, in his next turn, to move in a direction that prevents Player-A from getting closer to his home base. Winner is the player who reaches his home base first, from a starting square at the opposite end of the board upon which the 60 tiles are placed in random fashion. In Europe, the Tripples craze has begun. Better get a head start now for the U.S. championships.

\$4.50



**DELUXE TRIPPLES:** same as regular Tripples except smooth polished solid hard maple arrow tiles replace plastic ones. In addition, this version comes with the guidebook "Theory of Tripples" designed to give you that competitive edge needed for the coming championships.

\$10



**BARRIER:** another different concept in logic. Object is to cross thru "barriers" into opponent's territory, doing so with cunning and skill, not by chance. Game cannot be made obsolete by perfect strategies, offering a lifetime of joy for 2 players, ages 8 and up.

\$6



**TOTALLY:** a numbers game that pits players against each other and a time limit. Excellent blend of luck, strategy, and frustration in a game that puts the element of challenge back into family entertainment. Great little party game, too. For up to 4 players, ages 12 and up.

\$6



**BALI**—combines the intrigue and challenge of cards and word games. A card deck is shuffled and the top 7 letter-cards are dealt face up and arranged in a horizontal row. This forms the basis for 7 columns on which to build words. Each letter-card is marked with its point value. Vowels have no value; consonants range from 1 to 5. To score, you simply add up the values of the letters and multiply by the number of cards in the word. Players may build on their own 7 columns, or even on their opponent's 7 columns, thus creating a bit of inter-player strategy. The beauty of this game is that it is never over until the last minute: a person who is way behind in score may be skillful enough to play every card in his deck. Thus he has "Bailed" his game and his score is tripled. (Not an easy thing to accomplish, however). **BALI** is a great 2, 3, and 4-player game. An even greater solitaire game! And there is enough inter-player action to keep the game challenging from a strategy standpoint right down to the very last play. Here's a game that's been developing a quiet cult for 20 years, now available for the first time on a mass-market basis.

\$3

## Battle Games

Ideal for getting a friend started in the art of wargaming!



**TACTICS II:** the game that started it all, the very first commercial battle game ever produced...and still a

classic. Now redesigned to introduce newcomers to the fastest growing hobby today. No military experience or knowledge necessary, just some common sense and a little bit of brains. Who knows you might have been a great general if only you had been given the chance. Here you get that chance—a chance to command chesspieces representing modern divisions of infantry, armor, airborne, and special units across a giant 22" x 28" full-color terrain mapboard of two nations in conflict. Begin a lifetime of pleasure with **TACTICS II**.

\$6



**WAR AT SEA:** another excellent starter game for World War II naval battle buffs. A simplified area movement system simulates the strategic naval war without complicating play. Game includes capital ships of the British, German, and Italian navies, U.S. Atlantic fleet, and Russian Baltic fleet plus naval detachments of the Luftwaffe and RAF. Here is a game rapidly becoming the favorite at wargame tournaments and national conventions because of its quick-play realism. Playing time: just 1 hour. For ages 12 & up.

\$6



**AFRIKA KORPS:** On a mapboard of North Africa 44" x 14", YOU can re-create Field Marshall Rommel's daring exploits at Bengasi, Tobruk, El Alamein and points in between. The game is a real test of tactical skill. The classic problems of mobility and logistics are faithfully recreated in this historical replay. Each turn is two weeks; Rommel launches his drive eastward from Agheila March 31, 1941—YOU take over in a game of desert warfare that can stretch for thousands of miles and 19 months. Where books and novels fall short, the game delivers.

\$9

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# Oldies but Goodies

Cited for design-brilliance, the following games head the list of more than 70 games in the entire Avalon Hill stable. Their awards speak for themselves!

"Best football game ever invented," *Sports Illustrated* 1961



**FOOTBALL STRATEGY:** From a pure skill standpoint, this game has got to be rated tops. Back in December 11, 1961, it was called, 'the best football game ever invented' by *Sports Illustrated's* Shop-walk column, setting the model for SI's own designs to come later (shown elsewhere in this folder). This is head to head competition at its keenest. It's think and double-think, strategy and counter strategy in a game based on the style of the Johnny Unitas-led Baltimore Colts. Here, the offensive player selects a play — one he thinks is appropriate for the situation — from 20 possibilities given. Defensive player, at the same time, chooses one of 10 possible defense patterns — the one he thinks best to throw against the offense play his opponent is likely to call. Success or failure of the play is determined by cross-checking the offense and defense called on the matrix-style Play Chart that eliminates the luck element entirely. Truly... "an honest-to-Pete challenge to the man who knows he would have been a great pro quarterback if only he had had the chance..."

\$10

"Tops in its category," *Chicago Today Magazine* 1971



**THE STOCK MARKET GAME:** game that shows what it's all about—realistically, concisely and graphically. Here, players place their buy and sell orders simultaneously just as it's done in real life. There are no dice, no chance cards, no spinners; YOUR decisions alone, determine how much you profit (or lose). A 24-page Investors' Guide comes with each game-set explaining, in layman's terms, what the stock market is all about. Selected by *Chicago Today Magazine* as an outstanding product for the times. For 2 or more players, ages 10 and up.

\$10

"Greatest indoor board game invented this century," *Games & Puzzles Magazine* 1973



**DIPLOMACY:** for 7 or fewer players in which each represents the Great Powers that overshadowed Europe before World War I. No one is powerful enough to stand by himself, each must gain the cooperation of his neighbors — trust and treachery, then, are the entertaining ingredients of this unique game of international intrigue. *Games & Puzzles Magazine* claims: "It's surely the greatest indoor board game invented this century." You must negotiate, outwit, out-talk, make alliances (and break alliances) to win. It's strategy without dice—nothing left to luck alone.

\$11

"Best professional wargame," *ORIGINS I* 1975

"Best game of all times," *Campaign Magazine* 1977



**THIRD REICH:** This strategic level game of WWII in Europe embodies all of the action you'll find in out other games separately—only on a larger scale, as all the elements of warfare (land, sea and air) come into play. Strategic bombing, submarine warfare, naval supremacy, armored encirclements, and overruns all play a part in this game of lightning warfare which places you in command with Rommel in Africa; Zhukov at Stalingrad; Guderian in France; and Eisenhower in Normandy. Game includes 3 scenarios and a Campaign Game; 550 unit counters representing the armed forces of Axis, Allied, and neutral powers, and our biggest gameboard ever.

\$10

"Best professional wargame," *ORIGINS II* 1976

"Outstanding Creativity in Gaming," *Strategists Club* 1977



**KINGMAKER:** 2 to 6 player wargame based on the Wars of the Roses. An over-night sensation in England. Involves Machiavellian strategy and good old-fashioned head-chopping to crown your guy king of England. You get 90 Event Cards (Plague, Piracy, Revolts, etc.), 72 Crown Cards, beautiful full-color mapboard of 15th century England, historical documentation and rules to re-create the great age of chivalry. A fun-filled game of ruthless desire, passion, double-cross, bloodshed and murder—everything, in fact, that really made life worthwhile back then.

\$10

"Best professional strategic game," *ORIGINS III* 1977



**RUSSIAN CAMPAIGN:** a double-impulse movement system realistically recreates the German blitzkrieg, large breakthroughs and mass encirclements possible just as in real life. Game contains Axis corps-level forces featuring superior mobility augmented by strong Luftwaffe support; Russia counters with a few historical tricks up its sleeve. Play this fine new game and find out who should have won.

\$9

You name it; we've probably got a game on it

Next page—vignettes describing games on just about every subject gameable!

**ACQUIRE:** high adventure in the world of finance! The exciting, new game of hotel investment. Its main object is to become the wealthiest player by forming hotel chains (to get free stock), shrewdly buying the right stock at the right time, merging chains (to get cash), and expanding the chains in which you have controlling interest (to increase their value). Average playing time per game 1 hour, 15 minutes, for 2 to 6 players, pre-teen through adult. **\$10**

**ALEXANDER THE GREAT:** The conqueror of the known world pits the invincible phalanx against a Persian host many times his number in one of antiquities' greatest battles—Arbela, 331 B.C. Emphasis is on morale. Game features a 22" x 28" full color mapboard, convenient 90 minute playing time, and 80 two-sided counters (for half losses). Units include infantry, phalanx, mercenaries, archers, cavalry, chariots, horse archers, and elephants. You'll see chariots and elephants wreak havoc everywhere except versus the phalanx—itsself virtually immune to all but surrounded attacks. **\$9**

**BASEBALL STRATEGY:** companion game to award-winning Football Strategy. It is the most imitated game on the market. Game contains no dice, spinners, or chance elements whatever. YOUR decisions alone determine the outcome of every game. No cumbersome statistics and charts to memorize, each ballplayer on a two-team roster of 25 players has individual capabilities which YOU must maximize with skillful offensive, defensive, and pitching calls. It's all up to you, manager. Actually, you play the parts of manager, hitter, catcher, even front office general manager in the most realistic all-skill baseball game ever invented. **\$10**

**BASKETBALL STRATEGY:** The award winning matrix concept is used once again as player interaction controls the movement of the ball and, together with strategy and lineup decisions, form the basis for another all-skill game. Two different colored dice are used to determine shot success; providing virtually hundreds of possible outcomes. Each coach selects a lineup from his team of 12 individually rated players choosing his squad with an eye toward their rebounding, shooting, ball handling, and defensive abilities. The Advanced Game includes provisions for drafting college stars, forming leagues, plus 100 individually rated players. The most realistic basketball game of skill on the market today. **\$10**

**BATTLE OF THE BULGE:** Design research authenticated by General McAuliffe, known for his legendary reply of "nuts" during his heroic stand at Bastogne. No textbook presents this controversial episode in as true a light as playing the game. Each turn is 12 hours of historical time; game begins December 16, 1944. Allied player has 75 playing pieces of regiment and brigade units; German player must cut his way across the 28" x 22" mapboard to the Meuse river with 64 Regiments by December 30, 1944. Truly a challenge for both U.S. and German players; both must play aggressively to win. Two games in one, including tournament play for real battle game nuts. **\$9**

**CAESAR—Epic Battle of Alesia:** 51 B.C., two parallel lines of awesome fortifications over 25 miles long encircle the town of Alesia. Ten Roman legions man the defenses. Inside the town over 80,000 Gauls reduced to desperation by a month of siege, outside—a Gallic relieving force a quarter million strong. Julius Caesar, outnumbered 6 to 1, is now preparing to man the walls of his tactical donut in a two-day battle without equal in the history of warfare—are YOU equal to the task. **\$12**

**THE COLLECTOR:** an exciting auction game in which players compete for valuable collections. As the bidding goes up, players attempt to outbid (or outbluff) each other without giving away their strategy. Object in winning is to be the first to collect complete sets of rare items; thus play remains at fever pitch each and every time rare "objets d'art" come to the "auction block." Antique collectors and

auction-hounds can share equally in the joys of a game that comes pretty close to the real thing. Playing time: 45 minutes in this ideal game for 2 to 5 players, adults and young alike. **\$10**

**CHALLENGE BRIDGE:** a new dimension in duplicate bridge! Oswald Jacoby says **CHALLENGE BRIDGE** is the best way for four players at home to improve their skills, bidding and playing "tournament" hands—and matching the results against the experts who bid and played the same hands in American Contract Bridge League tournaments. Unique "computer-card" deal system sorts hands automatically and quickly. It's like having a duplicate tournament in your living room—but you only need four players. **\$17**

**D-Day:** D-Day is a most faithful reproduction of the WWII invasion—stated officers at Camberly British Military Academy. The 28" x 22" mapboard of Europe details the seven invasion site possibilities open to Eisenhower. YOU—as Allied Commander—may elect to land at Normandy or any of the other six you think were better suited. Play is on divisional scale. Allied player can land only those divisions actually available during that particular week (each turn is a week) in real life. To win, Allied player must get at least 10 divisions across France into Germany by the 50th week. **\$9**

**FACTS IN FIVE:** the stimulating game of knowledge that pits players against each other—and time. Brisk competition reveals players' abilities for quick recall of facts. Final results of memory searching can lead to many a spirited discussion and even a laugh or two. Facts in Five is absorbing as a solitaire game and, as a party game, it's loads of fun! Special rules permit children to compete with adults. Average playing time: 1 hour, for any number of players, adults and children. Best selling 3M game! **\$10**

**FEUDAL:** the game of siege and conquest. The exciting medieval war game, combines military strategy with chess-like moves as the armies of two feudal kings battle to the death. Each army is secretly deployed, making every game different and challenging. The rough and mountainous terrain can aid or hamper attempts to thwart the enemy or lay siege to their castle. Average playing time: 1 hour, for 2 to 6 players, teens through adults. **\$10**

**GO:** the legendary, Oriental game of skill! Enjoyed as "the" game for refined intellectuals, Go is a challenging game that boasts an Oriental origin from 2356 B.C. In comparison, if Chess is a duel, GO is an entire war. Military in nature, it involves the elements of strategy, defending, seizing, securing territory and capture. Players concentrate on securing the greatest defendable territory with a minimum number of skillfully placed stones. Unique to GO is handicap play that enables players of uneven skill to compete intensely without changing the essential character of the game. **\$17**

**GO FOR THE GREEN:** SI has selected 18 super holes from such super courses as Merion, Olympic, Baltusrol, Seminole, Winged Foot, Augusta, Oakmont, and Pebble Beach... and turned them into a golfer's dream course that your whole family will enjoy playing. The colorful course layout accurately depicts each great hole to scale—the tees, fairways, roughs, traps, trees, water hazards, greens, everything. The game's easy-to-play system lets you face every golf situation imaginable—as you drive, pitch, chip and putt your way around our super course. From tee to green you make all the decisions. You line up each shot... check your distance... select your club... then "let it fly!" Whether you're a golfer or non-golfer, you'll enjoy playing this great game. **\$10**

**LUFTWAFFE:** The Allied bombing of Germany toward latter days of World War II. The Mustangs, B-17's, Messerschmitts, Focke-Wulfs again take to the air in this re-creation of the greatest aerial drama ever. Allied player secretly plots his strategy on the "Target Sheet." German player must guess by logical means what his Opponent's strategy will be and stage

his fighter planes accordingly. If German player holds off long enough, he gets the use of the jet wonder weapons that might have turned the tide of the war. Object of the game is to bomb industrial complexes and paralyze German production. **\$10**

**MIDWAY:** Admiral McClusky—hero of the battle—has recreated for Avalon Hill the true situation of 0500 June 3, 1942 when Americans were far out-numbered by Japanese forces. How then did the Americans win? You find out only by playing the game. The game has counters for each individual Aircraft Carrier and Battleship, plus Dive Bombers, Torpedo Bombers, and Fighters. During the search portion of play, each player methodically plots the enemy's location, which is unknown at game's start. Once located, planes are sent to sink each other's Carriers. Unique combat table resolves plane vs plane, and plane vs ship attacks realistically. Game includes manuscript of Admiral McClusky's exclusive eye-witness account. **\$9**

**OUTDOOR SURVIVAL:** An educational experience unto itself. Game includes a 24-page handbook of survival techniques, increasing players' knowledge of woods lore for when it may be needed in real life. In the game, players are pitted against the wilderness and each other to see who is most "expert" at getting across a 24" x 22" mapboard representing typical wilderness terrain. Game contains 5 different scenarios graduating in survival expertise—great for 2 to 4 players; especially enjoyable as a solitaire game. **\$10**

**PANZERBLITZ:** The campaign in Russia reduced to Company and Platoon level fighting. Players recreate the 12 most important engagements in this World War II theatre, drawing troops from the 352 units included in the set. Game comes with three separate mapboards that you join in varying combinations depending upon which battle you have decided to re-create: Kursk, Nikopol Bridgehead, Battle of Minsk, Vyazma, Relief of Kiev, and six others. Troops arrive exactly as did their real-life counterparts. Only YOU direct their action from this point on. **\$10**

**POINT OF LAW:** an exciting game of involvement, logic and decision-making. You are the judge and jury! Will you declare the "Feral Financier" a public nuisance? Can the "Mixed-Up Marriage" be annulled? Was the "Midnight Murder" really murder? Many interesting and engrossing discussions—and an occasional laugh or two—result as players use logic and intuition in reaching their decisions. Features 100 actual courtroom dramas and decisions from out of the past. Average playing time: 2 hours; a highly entertaining game for any number of players, adults and teens. **\$10**

**RICHTHOFEN'S WAR:** The Red Baron was the last of a gallant and chivalrous breed, and this same mystique and charisma has been built into the design of the game. Here each player is in complete control of one airplane, over 60 different WWI combat aircraft to choose from. Dogfighting, trench-strafing, bombing, photoreconnaissance, balloon-busting; it's all here in a game that, as a living biography of Richthofen, tells it like it was better than any book could ever do. **\$10**

**STARSHIP TROOPERS:** A step into the Future! Based on Robert Heinlein's classic Science Fiction novel, this game portrays the individual Mobile Infantry troopers of the 22d century in action on alien planets against a race of intelligent hive-spiders—the Bugs. All the action of the book is here, with Starship Troopers striking from space in battle after battle as the story builds towards the ultimate climax—the invasion of Klendathu, the Bugs' home planet! With counters and mapboard and rules all geared to bring to life the flavor and flair of the novel, you find yourself immersed in the action with only your skill to keep you from a quick end two centuries from now. **\$10**

**TRACK MEET:** is like ten games in one! It challenges you to pit seven of the world's greatest athletes (each an outstanding Olympic competitor or former World Record holder) against each other in the ten events of the Decathlon. From the USA—Bill Toomey, Rafer Johnson, Bob Mathias, Milt Campbell and the legendary Jim Thorpe; from Russia—Vasily Kuznetsov; from Taiwan—C.K. Yang. You take over for each athlete. You assess his strengths and weaknesses—and those of his opponents, and devise his strategy for winning. Your ability to get the most out of your decathlete (or team of decathletes) will spell the difference between victory and defeat. See if you can break the world record in this great game that's as much fun played solitaire as head to head. **\$10**

**TWIXT:** ingenious strategy game for two! A stimulating board game with the fascinating chess-like strategy of move and countermove. Each player tries to connect his borders with an uninterrupted chain of linked pegs before his rival can do the same. Two versions permit either two or four to play. Average playing time per game: 30 minutes. Considered 2nd best 3M game of all time. **\$10**

**WOODEN SHIPS & IRON MEN:** Relive the glorious battle of John Paul Jones' Bonhomme Richard with HMS Serapis or Oliver Hazard Perry's victory in the Battle of Lake Erie. 27 individual historical scenarios recreate all the classic naval battles of 1776-1815 including Trafalgar and Battle of the Nile. A "design your own" formula allows players to "buy" their own ships from the hundreds provided. A Campaign Game link-up of 5 scenarios enables players to fight a week long series of engagements, or a 20 minute single ship duel depending on the scenario chosen. Game includes multi-player rules; and novel CRT system that realistically recreates broadsides, grappling, boarding and melee. **\$9**

## Mail Order Only

Not readily available in stores, these games should be ordered direct from Avalon Hill to insure you're getting them!

**ANZIO:** Very popular among hard-core wargamers. While the least understood theatre of WWII, was most important in determining timetable for D-Day. Brigade, regimental and divisional units are included; over 300 representing Wehrmacht, Luftwaffe, German SS, French, British, Polish, Canadian, Indian, U.S., and Italian troops. Each turn is approximately one week. Game incorporates unique step-reduction system. Several scenarios, utilizing only a portion of the units, can be re-enacted for quick games (under 2 hours). This Tournament level game re-creates the May 1944 situation code-named "Diadem." **\$9**

**CAESARS LEGIONS:** A study in contrast of the ancient world's most vaunted military unit. A two-player strategic game dealing with Rome on the Rhine frontier for a period of roughly 100 years during the height of the legion's power. Play calls for widely diverging tactics between the capabilities of the legion and their barbarian adversaries. As such, it is a good simulation where the initiative can shift from side to side. Design innovations include the partial elimination, multiple combat system, siege equipment and tactics, hidden movement, ambushes, and tribal mobilization. **\$9**

**CHANCELLORSVILLE:** The battle that should have ended the Civil War two years earlier. Why didn't it? You get a 22" x 28" full-color mapboard of the famous Fredericksburg area, site of four historic battles. Over 100 unit counters represent the divisions, brigades, regiments, batteries, fortresses, pontoon bridges, and assault boats in a game that challenges your best tactical senses. Decide for yourself how the

great campaign should have been handled. Could you, as Lee and out-numbered 2 to 1, escape? Was he indeed as brilliant as history relates? Many historical questions are answered during play of this unusual civil war battle game. **\$9**

**FRANCE 40:** It is May 10, 1940—over 5 million men are poised for what many consider to be a replay of World War I. The German and Allied armies are evenly matched. Yet twenty days later the Allies are beaten in one of the quickest and most decisive campaigns ever fought. How did it happen? You find out in the game which includes counters representing nearly 300 infantry and motorized divisions, some 7,000 tanks, over 4,400 combat aircraft plus 33,000 pieces of field artillery. A variety of "history-reversal" scenarios even things up—you take it from there. **\$10**

**JUTLAND:** The greatest sea campaign of all time, marking the last general action between modern battleships. Game includes replicas of the British Grand Fleet (45 battleships) and the German High Seas Fleet (27 battleships). Each replica contains authentic deckplan profiles. Game itself has no traditional playing board. Instead, you lay out all ships on the floor and maneuver them around in miniature-like action. Each ship is realistically rated according to speed, armament, and fire-power of their real-life counterparts. Another long-standing favorite among miniatures buffs. **\$9**

**STALINGRAD:** The perennial favorite at wargame conventions. An authentic re-creation of Germany's WWII campaign in Russia. Game has 90 military units, each unit is a Corps of infantry, armor, or cavalry. German player has the greater challenge just as in real life. He launches his campaign on the Polish border in June 1941, and has until May 1943 to capture Leningrad, Moscow and Stalingrad. Each turn is one month of historical time. Played on a 22" x 28" mapboard of Russia, weather and supply are major factors of "Operation Barbarossa." **\$9**

## Replacement Parts

Avalon Hill maintains a service department to sell individual parts. Write and ask for The Parts List.

As a general rule of thumb, all rules manuals cost \$2.00; all Die-cut counters cost \$1.00 per sheet; mapboards \$1.50 per section; cards such as TRC's and CRT's cost 50¢, and pads cost \$1.00. Pictured here is miscellaneous equipment that is very popular with the wargamer. (Add proper postage charges to prices shown—see postage chart on Order Envelope).

**T-shirt**—for one-armed wargamers. Deluxe version comes with two arms, day-glo printing on front, AH logo on back. Great if you got to intimidate your opponent to win. **\$5.00**—specify size. Small, Medium, Large, X-large

**Hex Sheet**—22" x 24" Panzerblitz size hexes and 22" x 28" D-Day size hexes. Ideal for designing your own mapboards. Comes with AH grid numbers printed on 110-lb. white index card stock sent you rolled up in a tube to avoid creasing. Specify size. **\$1.00** each **\$3.00** for 4 **\$7.00** for 12

**Wargamer's Guide to Panzerblitz**—36-page manual chock full of helpful hints on play, with diagrams, and examples gleaned from the best of all such material ever printed; plus new stuff prepared just for the Guide. **\$3.00**

**Folding Mapboards**—8" x 22" and 14" x 22" overall. For those who can't stand to play on mapboards that curl, crease, wrinkle, bubble, and pop; mount them on boards with the same stiffness and protective backing sheet as regular AH gameboards. Specify size. **\$1.50** each **\$7.00** for 6 **\$12.00** for 12

**Troop Counters**—1/2" and 5/8" sizes. Printed on offset stock that accepts most all coloring mediums with little or no spreading. Comes in white, only, and die-cut for punching out. Specify size. **\$1.00** each **\$3.50** for 6 **\$6.50** for 12

**Plastic Storage Trays with Lid**—for troop counters you've got to keep separated. Great for reducing set-up time; to keep better track of thousands of units for many games; or simply to protect against the ravages of time, vacuum cleaners, and household pets. 16 compartments each tray—48 per set. Avail. in 3-tray sets only. **\$3.25** per set.

**Hex Pad**—(not shown) 8" x 10", use in a variety of ways—play-by-mail, drawing up strategy, recording troop positions for future reference, you name it! About 30 sheets per pad, printed both sides. One side contains hexes printed D-Day size, (216 hexes), reverse side contains hexes greatly reduced (1,584 hexes) printed in utilitarian blue. **\$1.00** per Pad



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## PUTTING IT ALL TOGETHER

That's what we've done with our bi-monthly wargaming magazine—gathering the greatest assortment of wargaming expertise ever assembled between the covers of a gaming journal. Now, after 13 years of publication. *The General* has come of age, offering features found nowhere else in any similar publication or magazine. And since it carries no advertising, its present 36-page format compares to approximately 60 pages of any other similar journal.

Every bi-monthly issue is jammed full of professional articles on tactics and strategy of Avalon Hill games! Read in-depth history articles on the battles, campaigns, and background events involved in Avalon Hill games. Learn about behind-the-scenes developments in the world of game design. In short, get all there is to know about AH gaming in one magazine. *The General* is to gaming what TV Guide is to television. Every issue of the *General* offers:

**The Series Replay**—each issue contains a completely illustrated move-by-move game between expert players. A neutral 3rd party comments on the quality of play and the validity of each player's commentary and strategy. The Series Replay puts wargaming reviews on a par with the numerous replays of the Fischer-Spasky chess matches. There is no better way to pick up winning habits than a comprehensive study of the *General's* Series Replay matches.

**Design Analysis**—a regular feature written only by professional game designers which goes into detail on just why specific games were designed a particular way. All of the professional game designer's tricks are laid open in this column.

**The Historical Lead**—each issue highlights one game in particular. The lead article is always an historical study of the event in question with either a strategic study or

variation of the related game as a tie-in. Such in-depth material has proven very popular. **Contests**—in each issue, testing your tactical ability for which we give away over \$140 worth of games and merchandise.

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**Product Reviews**—help you decide whether that game you intend to buy is really for you.

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Clearly, *The General* is where it's at—the focal point of the hobby and your key to maximum enjoyment of wargaming.

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