

ALL-STAR REPLAY

featuring Sports Illustrated Games



Vol. III, No. 2

\$2.00

In This Issue:

.....
The Legend of BIG RED

~~~~~  
Basaboru in Japan

~~~~~  
NDP for MLB!

~~~~~  
Stable Situations  
for Win, Place & Show

~~~~~  
The NBA's Magic Season

~~~~~  
Dr. Morbius' Paydirt!  
Solitaire System

~~~~~  
LATEST ISSUE EVER !



.....
The Avalon Hill Game Co.
1517 Hartford Road
Baltimore, MD 21214



Special "Monsters in Sports Gaming" Issue

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 \$9.00, two-year subscriptions are \$16.00. 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.

EDITOR: Bruce C. Milligan

Other Editor: Joseph Balkoski

GRAPHICS: Are you kidding?

CONTRIBUTING EDITORS: Mark Maticek, Jim Trunzo, Francis Wyman Tyler, James C. Gordon, Bob Norgard, Jared Johnson, Ken Close, Patrick M. Premo, and lots more.

NON-CONTRIBUTING EDITORS: Jim Skinner, Gore Vidal, John Updike, Charo, Vinny "Tire Iron" Schlusser and all the gang at the South Side Pub.

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.

Complaint Dept: Ron La Porte

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

The first order of business in this issue is to announce a new arrival here at Avalon Hill in the form of Joe Balkoski, who has signed on as the "other" sports editor here, replacing the missing Francis Wyman Tyler. I asked Joe to write a capsule biography of himself, which I present here *in toto*:

Joe Balkoski is a fanatical softball player disguised as a writer who spends Saturdays between March and November sliding, diving, falling, and tripping on diamonds all over the Northeast. He was the first male graduate of Vassar College to major in softball and he led his dormitory to three straight championships in the Seven Sisters Division of the Green Grass League.

For five and one-half years, he worked as a writer and game designer for Simulations Publications, Inc., spending most of his time fantasizing about pitching at Shea Stadium in the World Series. His athletic claim to fame during this period was being hit in the throat by a wicked bad hop during the classic first confrontation between SPI and Avalon Hill at Ann Arbor, Michigan, in 1978. Joe lost his voice for 19 months after this bad bounce, but after it returned, he declared his intention to pursue free agency.

After failing to sign with another other club, Joe was picked up on waivers by Avalon Hill, where he will now serve as the "other editor" for All-Star Replay. "I'm glad to be back in the majors (sic) again," Joe says. "And I think that we'll be going all the way this year."

How about that, ladies and gentlemen? Did we pick a winner or what?

Attention Leagues: In the past several months we have written to all leagues that placed advertisements in this magazine, with a view toward listing a directory of all of them, either in ASR or elsewhere. If you were not contacted, or if you did not yet respond, please write to me telling me, in general, how your league has been doing since it was formed, and anything else you think might be of interest. We will have a complete report in our next issue.

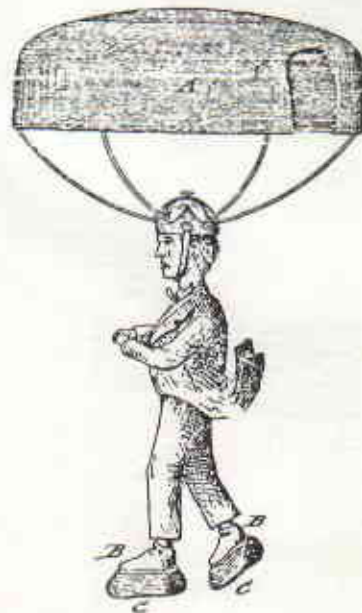
Speaking of the next issue, by the issue following this one at the very latest, this will definitely become a bi-monthly magazine, which means that you might even get four copies in a year. However long it takes to reach you, the subscription rates will go up slightly to account for the two extra issues, to the tune of \$7.50 for one year (six issues) or \$12.00 for two years (12 issues). There will be more on this in our next issue.

I would like to take this opportunity (and fill this space) to thank Mr. David LeSueur for his excellent system for rating pitchers in Statis-

Pro Major League Baseball, which he has graciously permitted us to adapt for actual use in the game. Although Jim Barnes, the game's designer, had been working on a similar system, Mr. LeSueur's appealed to Jim more than his own (now that's modesty for you!) so there it is. We believe the new system now gives the most accurate representation of pitcher abilities possible, and think that those of you who have purchased the new MLB cards will agree.

And that brings us to a bit of an embarrassment. We did not include a fringe player chart with this year's edition of the MLB player cards, because *most* (and more than in the past by a considerable degree) of the players were now on individual cards. But since we have received quite a bit of criticism for not including, even if only on a sheet, *every* player who threw a pitch or swung a bat, rest assured that next year and in all future years we will return to our policy of including every player.

Speaking of thanking people, I would also like to thank Mr. John Houston for the excellent illustration and caption he sent us for this issue. Some of you may find it a bit rococo, but I really enjoyed it. If any of you fancy yourselves artists or photographers, we welcome all contributions and will of course return them whether we use them or not.



POORAY BORU!

by Mark J. Maticek

While big leaguers in Florida and Arizona prepare to break camp and head into the major league wars for 1981, halfway around the world, the same scene is being replayed in the land of the rising sun; Japan. However, as most of the Americans who have played baseball in Japan will tell you, the similarity ends there. Since Japan's first professional team, the Yomiuri (Tokyo) Giants, was formed in 1934, the far eastern version of Abner Doubleday's game has taken on a definite oriental twist.

There are two major leagues in Japan. The "senior circuit" is the Central League, founded in 1936. The "junior circuit" is the Pacific League, started in 1950. With the formation of the Pacific League in 1950, there began a fall ritual familiar to all baseball fans, the Japan Series, which is every bit as popular in Japan as our own *World Series* is in this country.

The teams in these two leagues take their names from the companies that own them. For example, the Nippon Ham Fighters are owned by a Tokyo based pork products firm. The Taiyo Whales belong to the Yokohama Taiyo Fishery Co. These companies use the teams as an advertising promotion and a tax write-off.

The rise of Japanese baseball was fostered in part by the frequent visits of American major league all-star teams. Starting in the '20s, such American greats as Lou Gehrig, Babe Ruth, Al Simmons, Lefty O'Doul, Rabbit Maranville and Frankie Frisch demonstrated their considerable skills before enthusiastic crowds. World War II interrupted these tours, but the Central League continued play until 1944 when American B-29's made further play risky at best. American teams resumed these tours after the war and they have continued to this day with the 1978 visit of the Cincinnati Reds.

On the surface, Japanese baseball organization appears similar to our own; two leagues, a world series etc. However, if you visited Korakuen Stadium in Tokyo on

a warm July evening, the game you would watch might appear (excuse me, I can't resist:) inscrutable. Oh, the terminology is somewhat similar: on the "baseboru" team is a "pichah" who tries to get batters "outo". Hitters try to get on base by a "hitto", laying down a "banto" or hitting a long "homu ran". The concession stands offer hot dogs as well as barbecued squid for \$2.30. The diamond itself is configured the same except for the skin infields prevalent in Japan. A male cheerleader on top of the dugout waving the team flag will urge you on to cheer for the home team. Nothing out of the ordinary really. You might wince a little when you see that the ballplayers don't yell at the umpires. If they dispute a call they just punch the ump in the ribs and often the player is allowed to play the next game.

No, it is in the subtle things that only a real fan would notice the vast difference between the game we know and its Oriental counterpart. In training, strategy and philosophy the Japanese game radically departs from its American cousin.

The players arrive at the ballpark at 1:00 pm for a 6:00 pm game. Players undergo 40 minutes of running followed by 45 minutes of calisthenics. This warmup is followed by three hours of batting and fielding practice. Most Americans who have played in Japan say that they are almost too tired to play the game after the pregame workouts. This intense training seems to be counter productive to an extent since a lot of the players seem to run out of steam at the end of the season. While a lot of Japanese players as well complain about the long workouts, most of the players and managers believe that these workouts foster excellent conditioning and the sense of team togetherness or "wa" necessary for a winning attitude.

A Japanese manager's tactics differ considerably from his American counterpart as well. Because of "komochi" or tradition and the oriental respect for the elderly, a

seniority system plays a large part in dictating the starting lineup. Veteran players will often get starting roles even though a superior younger player might be available to the manager. The Japanese approach to the game also dictates doing everything possible to get the first run of the game. To the amazement of American players and coaches, this approach goes as far as ordering the cleanup man to bunt if necessary to advance runners. The Japanese feel that by scoring the first run they can demoralize the opposition. This reckless abandon does not extend to all phases of the game however. In the words of one American player, "This is the nation that produced kamikaze pilots and some of the most fearless soldiers in the world . . . and yet outfielders seem to be afraid to get too close to a bleacher wall to bring in a long fly ball." Japanese players ordinarily will not do things that are expected of American big leaguers such as dive for a ball, block the plate, take out the second baseman on a double play or brush back a hitter who is crowding the plate.

Other differences in the Japanese game are beyond the control of the players and managers. Because of their physical stature, the Japanese don't have many power hitters or pitchers who can really "bring it on". For power, the Japanese rely on foreigners (read Americans) or "gaijins". Each team is allowed two gaijins who are usually ex-major leaguers ending their careers or career AAA players who never had a decent shot at the big leagues in this country.

The Japanese experience with gaijins has been mixed. Some Americans like outfielder George Altman, pitcher Joe Strain, first baseman Kent Hadley and second baseman Johnny Sipin have had long and successful careers in the Orient. Others, like pitcher Clyde Wright and first baseman Joe Pepitone have proved controversial, embarrassing and disruptive to the "wa" of their teams.

Pepitone was signed to a fat contract in 1973 with the Yakunito Atoms and after playing in only a few games, said he hurt



Sadaharu Oh
YOMIURI GIANTS



Tomio Tashiro
TAIYO WHALES



his ankle. He was seen dancing in a night club shortly after this but still refused to play with his injury. Finally leaving the team and returning home to the States, Pepitone blasted the Japanese version of the game to the American press. Eventually, word of what he said reached Japan and the Japanese were deeply offended by these insulting remarks.

Clyde Wright, pitching for the Giants, was once yanked from a game on national television. Wright lost control, pushing aside the coach on the mound, and stormed into the dugout throwing the ball against the wall. He proceeded into the clubhouse where he ripped off his uniform, shredded it and threw it into the team bath.

These antics offend the Oriental sensibilities and as such, the owners are much more careful in screening potential gaijins before signing them. Japanese management has also laid down a set of rules for the gaijins, among them:

- obey the manager, do not criticize his strategy
- do not severely tease your teammates
- Take care of your uniform (or the Wright rule)
- do not scream or yell in the dugout or destroy objects in the clubhouse.

Let me say however that Pepitone and Wright have been the exception. Many fine American players are enjoying great success in Japan. 1980 saw ex-Yankee Roy White and ex-Cub Steve Ontiveros join Wayne Garrett, Lee Stanton, Felix Millan, Leon Lee and Tony Solaita in Japan.

Finally, no article on Japanese baseball would be complete without mention of the Japanese Babe Ruth, Sadaharu Oh, first baseman of the Yomiuri Giants. As of this writing, Oh had announced his retirement after 22 seasons, all with the Giants. Oh has hit almost 900 homeruns and is the undisputed leader in that category in Japanese baseball history. He led the Central League in homers for 13 consecutive years, 1962-74, averaging 46 a season in a 130 game schedule. Most Americans who have played against Oh have said he is truly one of the great hitters of all time, in any country. Oh possesses great reflexes, power and dedication. He is also a true gentleman and sportsman and he is in no small way partly responsible for the rise of Japanese baseball, in much the same way Babe Ruth packed American stadiums in the 1920's after the Black Sox world series scandal of 1919. Ruth is highly regarded in Japan and is in fact enshrined in their hall of fame, much as Oh will be shortly. In all ways, Sadaharu Oh is a worthy successor to the Babe as the contemporary Sultan of Swat.

NOTES ON PLAYER CARD INSERT:

The 1978 Central League race was a very close one involving four of the six teams. The two teams represented on the cards, Yomiuri Giants and Taiyo Whales, are traditional rivals and were involved in the four way pennant race. Included on the team cards are Sadaharu Oh, who hit .300

with 39 HR, Isao Harimoto who played his last season in 1978 and is the lifetime batting champion of Japan and Yoshikazu Takagi who at 29 is in the prime of his career and one of the new stars of Japan. The Yakult Swallows eventually won the Central League pennant of 1978 and went on to beat the Hankyu Braves in seven games in the Japanese series. The Giants finished second 65-49-16 three games behind while the Whales finished fourth, 64-57-9, 7½ games back. The Giants also played nine games against the touring Cincinnati Reds that fall and won only one game. They hit only .216 against the .290 the Reds posted. If you own the 1978 Major League player card set, you could play the Reds against the Giants if you want to but don't expect the results to simulate history because the Giants' cards are computed against Japanese opponents and not normalized against the 1978 American leagues. One last note, notice the SAC ratings of the Japanese teams which reflect the Japanese style of baseball as was mentioned in the article. The Japanese use most of their pitchers in both the starting and relief roles so feel free to use them in any manner you choose.

CENTRAL LEAGUE

Team	City
Yakult Swallows	Tokyo
Yomiuri Giants	Tokyo
Toyo Carp	Hiroshima
Taiyo Whales	Yokohama
Chunichi Dragons	Nagoya
Hanshin Tigers	Osaka

PACIFIC LEAGUE

Team	City
Hankyu Braves	Nishinomiya
Kintetsu Buffaloes	Osaka
Lotte Orions	Kawasaki
Nippon Hum Fighters	Tokyo
Seibu Lions	Tokorozawa
Nankai Hawks	Osaka

Bibliography

1979 *Japan Pro Baseball Fan Handbook*, Wayne Grazyk, Fan Te-cho Co. Ltd
Rise of Japanese Baseball Power, The, Robert Obojski, Chilton Book Co. 1975
 1980 *Japan Pro Baseball Register*, Edward Broder, Edward Broder 1980
 "This is Baseball?" Sports Illustrated 9/24/79, Robert Whiting, Time Inc. 1979
 "It's a Different Ball Game in Japan," The Sporting News 10/18/80, Melinda Leach and Ed Barmakian, The Sporting News Publishing Co. 1980

For this issue's insert we have provided you with cards for the 1978 Yomiuri Giants and the Taiyo Whales for use with our Major League Baseball game.

ALL-STAR REPLAY

The ULTIMATE Paydirt! Solitaire System

(and by cracky, it had better be the last!)

by John Houston

I recently purchased a Paydirt! game but unfortunately I haven't been able to find an opponent as often as I would like. The solitaire version suggested in the rules left a lot to be desired, so out of desperation I developed solitaire play selection charts which are similar to and as easy to use as the Paydirt! team charts. Ideally, a separate play selection chart should be made up for each team in order to maintain each team's individuality and character.

ARRIVING AT STATISTICS

Figuring out a team's success at making X amount of yards using a particular play requires determining the number of ways (out of a total of 216 possible ways the offensive dice can land) which will produce a gain equal to or better than X amount of yards for that play on the Paydirt! team chart (The number of ways each of the numbers 10-39 can occur are shown in Fig. 3A). Once the number of ways X amount of yards or more can occur is known, the number is then divided by 216 to give you the percent of success for making that amount of yardage using the particular play in question. For example, if on a particular offensive play 8 yards or more would occur on numbers 10, 15, 18, 19, 20, 38, and 39, the total number of ways 8 yards or more could occur would be 24. 24 divided by 216 is approximately 11%. The easiest way to arrive at all of the statistics for the yardages shown on the Team Stats chart is to first determine the number of ways 1 yard or more can occur on a certain play, then deduct from that number the number of times 1 yard only can occur, the remainder being the number of times 2 yards or more can occur, and so on.

FILLING OUT PLAY SELECTION CHARTS

Two regular dice of different colors (i.e. red and white) are used to determine the play called by the solitaire opponent. The

top figures on the offensive and defensive play selection charts are for the red die and the numbers directly below them are for the white die. When filling out the offensive chart the best play should be placed in columns with wider dice result ranges, and plays with less chance of success are placed in columns with narrower dice result ranges, the combined range of which would depend upon each play's percent of success for the yardage needed. Plays with little chance of success for a certain amount of yardage need not be represented at all, but it is a good idea to include a reasonable variety of plays on most of the down and yardage situations in order to keep you, the solitaire player, honest on defense.

The defensive play selection chart is set up the same as the offense, except no calculations are needed as the effectiveness of a defensive formation in a given situation can easily be seen by looking at the defensive results on the Paydirt! team chart. Depending on the team, some situations may only require one defense, while on others you may want to include one which is better overall against the run, one better overall against the pass, and one which is equally good (or bad) against either. In this way your solitaire opponent will be able to gamble a little on defense, or choose to play it safe with a middle-of-the-road defense. If you are a devout football fan and know which teams like to play it safe or be conservative, and which teams like to gamble, you can reflect these characteristics in your play selection charts.

Once completed, the play selection charts are read in the same manner as the Paydirt! team charts, cross-checking the proper down and yardage situation with the proper dice result column, the intersecting square being the play or defensive formation called by your opponent. For yardages not shown on a particular down, refer to the next highest yardage column for that down.

Some squares in the down and yardage columns are separated by a diagonal line. These are used to designate that a certain play or defensive formation be used only if there is 1 yard to go for the first down, otherwise the play or defensive formation shown in the bottom of the square is to be used.

SPECIAL RULES AND PLAYS FOR SOLITAIRE PAYDIRT!

Offense: The Quarterback Sneak (Q) and Razzle Dazzle (R) are both explained in the advanced rules of Paydirt! The Audible (A) allows your solitaire opponent to call the best play against the defense you have set. (Obviously you must always select your play or defense before rolling the dice to determine your opponents call.) The special advantage of the Audible is allowed for your opponent since you can easily scan your solitaire opponent's play selection chart and get a fairly good idea of which plays are most likely to be called, and can set your defense accordingly. When the roll of the dice indicates that an Audible is to be called, this requires you to try your best to burn your own team on that particular play. (How fun.)

Defense: The solitaire version of the Wild Card defense (W) works the same way as the Audible does on offense, and for the same reason. When the roll of the dice indicate a defensive call of (W), this requires you to place your opponent's team in the defensive formation that will have the best chance of stopping or minimizing the effectiveness of the offensive play you have selected. If the Quarterback Sneak is the offensive play and the defensive call is (W), your opponent is allowed to use the Short Yardage Defense (B) instead of the usual white box. If (W) is the call against (R), use the best Def. for final play chosen.

Some defenses will work well for certain teams on most parts of the field in a particular down and yardage situation, but as

the ball moves closer to a defender's goal line, or as the score and time remaining might dictate, the possibility of other defenses being used for the same down and yardage situation will have to be reflected in the defensive play selection charts. To accomplish this, fill out the chart so that the defense or defenses needed in most cases for a certain down and yardage situation will be called, then, using different colored pens or pencils, circle the defenses that you feel should be changed and make a note at the bottom of the defensive chart explaining when these circled defenses are to be changed and which defenses are to be substituted. An example of this notation is shown at the bottom of the defensive chart in Fig. 1B.

TWO-MINUTE DRILL (Fig. 2A)

The Two-Minute Drill chart is filled out and read in the same manner as the offensive play selection chart, but should be limited only to those plays which have the highest percentage of success for obtaining the yardage needed. You may also want to consider those plays which end out of bounds most often, provided they have a reasonable percentage of success for the desired yardage. The Average Yardage Table (Fig. 2B) can be used as a quick reference to the proper yardage column to use on the Two Minute Drill Chart, as determined by the number of plays your opponent can run in the time remaining and

the distance to the goal line or field goal position, whichever is needed. The Two-Minute Drill chart may also be used in situations when your opponent would be playing catch-up football.

SPECIAL SITUATIONS

In situations when your opponent would normally be trying to run out the clock, use the 3rd/4th down and 2 yards to go column for your opponent's 1st and 2nd down plays. On 3rd down you can either use the normal 3rd down yardage column for the yardage needed, or stay with a predominantly running play column, depending on score, time remaining, risk of interception, actual necessity of picking up the first down, etc.

In some 3rd and long situations teams will often try for field goal position instead of trying to pick up the first down. An example of a chart that can be filled out to reflect this type of play calling is shown in Fig. 3B. If the roll of the die indicates your opponent will try for field goal position instead of the first down yardage, your opponent's play call should be taken from a down & yardage column which consists mainly of running plays. It is a good idea to decide which column you should refer to on the regular play selection chart in such a situation and mark it accordingly when filling it out.

The chart in Fig. 3C is an example of a

type of chart which might be used to determine when your opponent will attempt an onside kick. As with the other charts, this is only a basic outline and you will probably want to make some modifications to suite your needs. Any way is fine as long as the end result shows an increasing chance of the onside kick as the score and time remaining would dictate.

IN CONCLUSION

For those of you who are willing to take the time to prepare one of these play selection charts for each team, I'm sure you will find that they provide realistic play calling on both offense and defense, as well as reflecting the different strengths (and weaknesses if you choose) of each of the teams. You may of course opt to make just a few charts, each reflecting a basic strength in a certain area, rather than making one for each team. It all depends on how particular you are about your games. Then too, if the good people at Avalon Hill would make similar solitaire play selection charts (filled out of course) available as options, since they already have the necessary statistics for making them, then we wouldn't have to go through all of this trouble in order to enjoy a realistic game of *Paydirt!* Maybe someday they will, but until then, get out your calculators.

10 - 2	20 - 4	30 - 6
11 - 3	21 - 6	31 - 9
12 - 4	22 - 8	32 - 12
13 - 5	23 - 10	33 - 15
14 - 6	24 - 12	34 - 18
15 - 6	25 - 12	35 - 18
16 - 4	26 - 8	36 - 12
17 - 3	27 - 6	37 - 9
18 - 2	28 - 4	38 - 6
19 - 1	29 - 2	39 - 3

(A)

PAYDIRT! NOTE

Basic Rule 11 E i should not be applicable for Play #5 (Screen Pass).

EARN UP TO \$1000

In Your Spare Time at Home—

Doing Neat Stuff for All-Star Replay

No, we don't want you to stuff envelopes for us—that's the editor's job. What we do want is people who can write good articles about any of the almost-twenty Avalon Hill/Sports Illustrated games (including *Statist-Pro* games).

New rules you'd like to see, articles about great teams of the past (for which we often print team or player cards right in the magazine), information about leagues, and much more can be found in each full-color quarterly issue. Recent issues have included such bonus inserts as: complete player cards for 1970 NBA Championship for SP Basketball, full-color team chart for 1940 Stanford Indians (the first team to use the T) for our BOWLBOUND game, new tracks for our SPEED CIRCUIT game, and complete SP Baseball ratings for the 1912 World Series Teams.

Now, about that thousand dollars. At our current rate of \$5.00 per running 10" column of copy, or \$15.00 a page, that would be . . . let's see now . . . that would be about 378 pages of typed, double-spaced copy. You can do that in no time.

(FIG. 1)

(A)

OFFENSE

Red ▶		•	••	•••	••••	•••••	••••••	•••••••	••••••••	•••••••••	••••••••••	•••••••••••	••••••••••••
White ▶		1-6	1-6	1-6	1-3	4-6	1-2	3-4	5-6	1-2	3-4	5	6
1ST	5									A	R		
	10									A	R		
	15									A		R	
	20									A		R	
	+									A			
2ND	2									A	R		
	4									A	R		
	6									A	R		
	10									A		R	
	15									A		R	
	+									A			
3RD & 4TH	1												
	2												
	3									A			
	4									A	R		
	5									A	R		
	6									A	R		
	8									A	R		
	10									A	R		
	15									A			
	20									A			
	+									A			
GL	1												
	2												
	4												

(B)

DEFENSE

Red ▶		•	••	•••	••••	•••••
White ▶		1-6	1-6	1-6	1-3	4-6
1ST	5					
	10					W
	15					
	20					
	+					
2ND	2					W
	5					
	10					
	15					
	+					
	1/3					W
3 & 4	5					W
	10					W
	15					W
	+					W
GL	1/2					W
	4					W

W = Best Def. for Off. play
(Q use B, R use Any)

	red	grn	blk	blu
Inside 11 YD LN				
10 in 4th or 14				
Ahead by 14				
Ahead by 10 in 4th				

Inside 15 use 7 for 8.

Use 3rd & 2 for ball control to run out clock. (1st & 2nd down only)

Q = QB Sneak R = Razzle Dazzle A = Audible (Best play against Def. called.)

(FIG. 2)

(A)

TWO MIN. DRILL

	Red ▶	1-5		1-5		1-4		5-6		1-6	
		1-5	6	1-5	6	1-4	5-6	1-6	1-6	1-6	1-6
A V G. Y D S.	4		A		R						
	6		A		R						
	8		A		R						
	10		A		R						
	15		A		R						
	20		A		R						
	25		A		R						
	+		A		R						

(B)

AVG. YDG. TABLE

		YDS. TO GO						
		80	70	60	50	40	30	20
P L A Y S L E F T	9	10	8	8	6	6	4	4
	8	10	10	8	6	6	4	4
	7	15	10	10	8	6	6	4
	6	15	15	10	10	8	6	4
	5	15	15	15	10	8	6	4
	4	20	20	15	15	10	8	6
	3	+	25	20	20	15	10	8
	2	+	+	+	25	20	15	10

(FIG. 3)

(B)

(FIG 3)

(B)

		SCORE					SCORE					SCORE				
YARD	3RD	O V E R	-10	-3	+1	+4	5	-10	-3	+1	+4	U N D E R	-3	+1	+4	
LINE	&		-4	0	+3	& over		T O	-4	0	+3		& over	0	+3	& over
40-35	20+	M I N.														
34-30	15+		5					3								
29-25	10+							M								
24-20	10+							I								

If the numbers in the shaded boxes are rolled on the red die in the situations shown, try for F.G. position instead of the 1st down yardage. (Approx. half the distance for the 1st).

(C)

	SCORE ▶	EVEN	-3	-7	-10	-14	-15 <	O N S I D E = K I C K
T I M E R E M.	< 3 min.		1-6	1-6	1-6	1-6	1-6	
	< 5 min.		3-6	2-6	1-6	1-6	1-6	
	< 7 min.		6	5-6	3-6	2-6	2-6	
	< 10 min.			6	4-6	3-6	3-6	
	< 15 min.				6	5-6	4-6	
	> 15 min.	6 1-3	6 1-3	6 1-3	6 1-3	6	6	

□ = red die only. ▨ = red (top) & white (bottom) comb.

(FIG. 1) (C)

TEAM STATS

		1 2 3 4 5 6 9									7 8		FG
		1	2	3	4	5	6	9					
A T L E A S T	1												
	2												
	3												
	4												
	5												
	6												
N F B -YDG. %O.B.	8												
	10												
	15												
A T L E A S T	5												
	10												
	15												
	20												
	25												
	30												
N F B -YDG. %O.B.	35												
	40												
Y A R D L I N E P	5												
	10												
	15												
	20												
	25												
	30												
F BLKD LONG AVG.	34												
	36												
	38												

Punt Return average = _____. K.O. Return average = _____.
All stats. except LONG & AVG. are percentages.





THE LEGEND OF "BIG RED"

by Patrick M. Premo

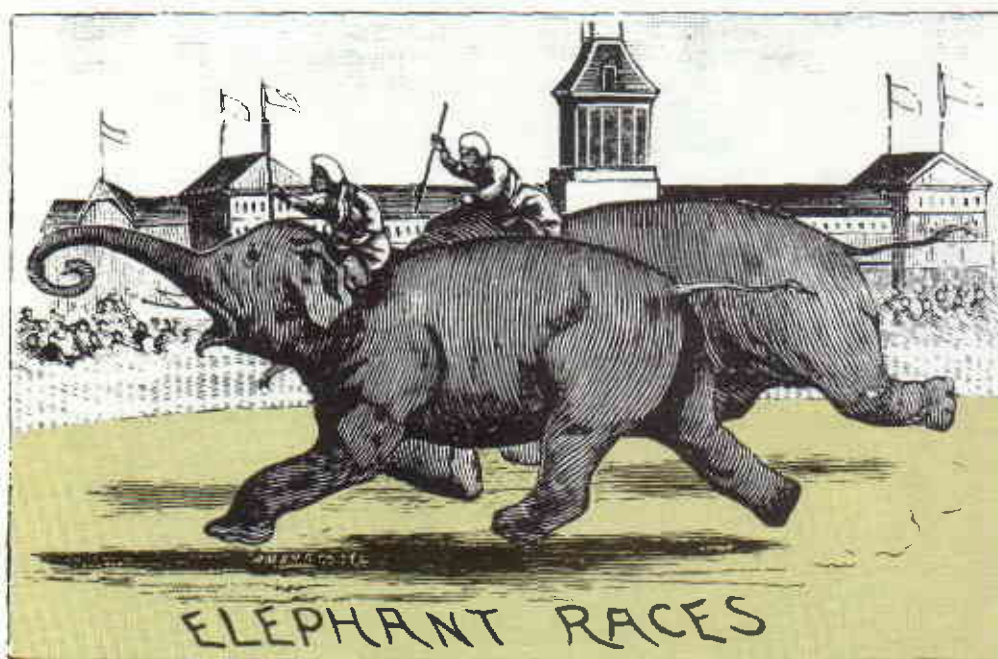
He was a superhorse and many called him the "Horse of the Century." At age two he only had one second and that the result of some bad racing luck. Two of his major victories at age two were the Hopeful Stakes at Saratoga and the Futurity at Belmont. At age three, however, he clearly demonstrated his dominance and his superiority over others on the track by winning such races as the Preakness and the Belmont (the latter by an enormous number of lengths) and by setting five track records. His last race, which was in Canada, he won with ease. He was then retired to stud and did not race at age four—to the chagrin of many racing fans. All in all, he ran in 21 races over two years.

Of course, you know who this great horse is? Secretariat you say? You're wrong, but you're also right! The above facts pertain not only to Secretariat but also to Man o' War! Both were known affectionately as "Big Red" and both were dominating horses of their time. This article focusses on the achievements of each and then features a great race from the career of each. The races are compatible with WIN, PLACE, & SHOW and follow the pattern established by Vic Hasselblad with the two races he featured in ASR.

MAN O' WAR

Foaled in 1917 in Lexington, Kentucky, this blazing chestnut colt was destined for immortality. On June 6, 1919, he won his first race, a six furlong event at Belmont

Park by six lengths. Five more races in a row were reeled off before he ran into that bad bit of racing luck. Carrying high weight of 130 pounds (something today's two year olds are no longer asked to do), Man O' War found himself half turned around when the starter released the barrier (there were no starting gates in those days). Losing several lengths as a result of this mishap, he was catching up when he got boxed in badly. His jockey, Johnny Loftus, was forced to take him to the far outside where he put on a tremendous rally and just failed by a half length to catch Upset (who only had 115 pounds on his back). The fact that the race was a short six furlong sprint didn't help, either. Man O' War had beaten



There's nothing funny about elephant racing.

Upset once already and was to beat him in their next five meetings—in fact, Man O' War would never lose another race. He won three more at age two before retiring for the season. Thus, in ten races started, he had won nine with one ill-fated second.

Man O' War's owner felt that the Kentucky Derby was run too early for his horse and, thus, Man O' War never ran in the Derby—a race he most assuredly would have won. His first start of the year was the Preakness which he won with ease, beating Upset in the process. Only two horses opposed him in the Withers and he again won easily. Man O' War liked to go to the front and stay there. In fact, as a three year old, he went to the front right away in all eleven races and never let another horse get ahead of him at any time during the race! In the Belmont Stakes, only one horse dared oppose him and Man O' War trounced him by 20 lengths! In the Stuyvesant Handicap, Man O' War was assigned high weight of 135 pounds, but again only one horse, Yellow Hand, would challenge and he only had 103 pounds assigned. Even with 32 more pounds on his back, he won by eight lengths with ease. Man O' War received perhaps his greatest challenge in the Dwyer from a horse called John P. Grier (whom Man O' War had beaten once as a two year old). Carrying 18 pounds more than John P. Grier (again the only other horse in the race), Man O' War found himself being pushed early. He held off his opponent

again and again until, finally, in the stretch, John P. Grier could sustain his drive no longer and faltered when Man O' War put on a burst of speed and drew off to win by nearly two lengths. "Big Red" won the Miller Stakes when only two showed up to run against him; the same thing happened again in the Travers when only Upset and John P. Grier again tried him—again to no avail as Man O' War won easily from Upset who charged by a beaten John P. Grier in the stretch. In the Lawrence Realization, only one horse could be found to run against the champion—Hoodwink. Even though Man O' War's jockey, Clarence Kummer, tried to hold him back, he won by over 100 lengths and set a new American record for 1½ths miles. Only Damask opposed him in the Jockey Club Gold Cup and Man O' War rolled to a 15 length win. He beat three game opponents easily in the Potomac Handicap including Paul Jones, the Kentucky Derby winner that year, by over 18 lengths!! In this great champion's last race, he traveled to Canada and took on Sir Barton (the prior year's Triple Crown champion) at 1¼ miles and won easily by seven lengths. Eleven starts, eleven wins, four American records and one track record were set during his three year old career. Truly a great champion, "Big Red" deserved the title of "Horse of the Century!"

I selected Man O' War's Travers Stakes as the race for WIN, PLACE & SHOW, but

since only Upset and John P. Grier were entered, I added three other horses that Man O' War faced during his three year old year at distances that were close to 1¼ miles: Donnacona and King Albert (whom he defeated handily in the 1½ths mile Miller Stakes) and Hoodwink, the 100 length loser in the 1½ths mile Lawrence Realization.

SECRETARIAT

Foaled in 1970 near Richmond, Virginia, this blazing chestnut colt was also destined for immortality. On July 4, 1972, he lost his very first race—finishing fourth as the result of being bumped sideways and given a poor ride by an inexperienced jockey. On July 15 he won his next race by six lengths and was not to lose again as a two year old. However, in the Champagne he was disqualified and placed second. Officially, out of nine starts, he won seven, was second once, and fourth once. But, regardless of his two "bad" races, he was voted "Horse of the Year" as a two year old—an unprecedented honor.

As a three year old, Secretariat really made his mark and was catapulted into the eye of the public—and not just the racing public. He won his first race at three (the Bay Shore) and then tied a track record when he won his second (the Gotham). Then, for some strange and unaccountable reason, he finished third in the Wood Memorial to Angle Light and Sham. As a result, his image was tarnished and the Derby was no longer a shoo-in. But "Big Red" disappointed no one on Kentucky Derby day as he roared from dead last and swept around the field to gain the lead in the stretch and win easily from such good horses as Sham and Forego. In the process, he set a new track record. Again in the Preakness, Secretariat won easily although he made his move sooner—a controversy over his time prevented him from breaking still another track record. With the Belmont Stakes, last jewel of the famed Triple Crown around the corner, people began to talk of the first Triple Crown winner since Citation in 1948—25 years prior. Sham again came to challenge and many felt that the 1½ miles of the Belmont would stop Secretariat—after all, Secretariat's sire, Bold Ruler, was ineffective at distances beyond 1¼ miles. When Secretariat and Sham went to the lead in a blistering duel, it looked like the end of a Triple Crown bid—but, no, Sham weakened and Secretariat kept up that wicked pace for 1½ miles and won by an astounding 31 lengths and set a world record! Many observers called that race the most dramatic ever.

DIS PROGRAM

DAT PROGRAM

1920 TRAVERS STAKES												
Saratoga Race Track, Saratoga, NY												
PURSE: \$12,500 1 1/4 miles												
1st \$9,275 2nd \$2,000 3rd \$1,000 4th \$225												
1	14	10	10	10	8	4	4	4	6	8	7	
ODDS	MAN O' WAR										BONUS #	
3-2	Veteran A. Shuttinger Class: 78 Speed: 70											
2	8	6	6	8	8	10	8	6	6	6	6	
ODDS	UPSET										BONUS #	
4-1	Veteran J. Rodriguez Class: 72 Speed: 66											
3	10	10	10	10	8	6	4	4	4	4	8	
ODDS	JOHN P. GRIER										BONUS #	
7-2	Veteran E. Ambrose Class: 70 Speed: 66											
4	8	8	10	10	10	6	5	5	5	3	9	
ODDS	DONNACONA										BONUS #	
15-1	Veteran N. Barrett Class: 70 Speed: 67											
5	7	7	7	6	6	8	8	8	7	4	5	
ODDS	KING ALBERT										BONUS #	
20-1	Veteran C. Borel Class: 68 Speed: 64											
6	5	5	5	5	5	5	5	5	5	5	12	
ODDS	HOODWINK										BONUS #	
100-1	Veteran J. Callahan Class: 50 Speed: 45											

1973 KENTUCKY DERBY												
Churchill Downs, Louisville, KY												
PURSE: \$198,800 1 1/4 miles												
1st \$155,050 2nd \$25,000 3rd \$12,500 4th \$6,250												
1	6	6	6	8	10	9	9	7	7	7	6	
ODDS	SHAM										BONUS #	
5-2	Veteran L. Pincay, Jr. Class: 75 Speed: 68											
2	6	8	8	8	6	6	6	8	8	6	9	
ODDS	OUR NATIVE										BONUS #	
10-1	Veteran D. Brumfield Class: 70 Speed: 64											
3	10	8	8	7	7	7	6	5	4	3	10	
ODDS	ROYAL AND REGAL										BONUS #	
30-1	Veteran W. Blum Class: 65 Speed: 62											
4	4	6	7	7	7	8	8	8	8	8	5	
ODDS	FOREGO										BONUS #	
20-1	Veteran P. Anderson Class: 71 Speed: 63											
5	1	4	6	7	10	10	12	10	10	8	7	
ODDS	SECRETARIAT										BONUS #	
3-2	Veteran Ron Turcotte Class: 78 Speed: 70											
6	12	10	10	8	6	6	4	4	3	3	4	
ODDS	SHECKY GREENE										BONUS #	
15-1	Veteran L. Adams Class: 66 Speed: 63											

After nearly a month's rest, Secretariat went out and won the Arlington Invitational by nine lengths. Could anything beat him now? In his last five races, he faced older horses and in his first test he was beaten by a length by Onion in the Whitney Stakes at Saratoga. Again the doubters voiced their opinions. The superhorse silenced them after he was given over a month's rest when he took on the best horses in the country in the first Marlboro Cup. He crushed Riva Ridge, Cougar II, and others and again set a world record, for 1 $\frac{1}{8}$ th miles! But then, in the Woodward Stakes, he lost on a sloppy track to Prove Out.

Coincidentally, every one of Secretariat's three defeats was in a race that started with the letter "W"—Wood Memorial, Whitney, and Woodward! He was not to lose again, however, as he took on the best turf horses in the land and won the Man O' War Stakes by five lengths and set still another track record. Then he went to Canada for his final race—the Canadian International where he again beat a crack turf field by over six lengths. To no one's surprise, "Big Red" was again named "Horse of the Year." In twelve starts, he had won nine, finished second twice, and third once—never out of the money. In the process he had set two world records, broke two track records, and tied another. Truly a great champion. Secretariat deserved the title of "Horse of the Century!"

Secretariat's Kentucky Derby race has been selected as the race for WIN, PLACE & SHOW. However, only the top six of the original twelve are included in keeping with the WP&S format.

The lifetime earnings of these two great horses are found below:

MAN O' WAR

Year	Age	Starts	Wins	2nds	3rds	Unp.	Earned Dollars
1919	2	10	9	1	0	0	\$ 83,325
1920	3	11	11	0	0	0	166,140
Totals		21	20	1	0	0	\$ 249,465

SECRETARIAT

Year	Age	Starts	Wins	2nds	3rds	Unp.	Earned Dollars
1972	2	9	7	1	0	1	\$ 456,404
1973	3	12	9	2	1	0	860,404
Totals		21	16	3	1	1	\$1,316,808

As to which of these two superhorses was the best is a moot point. Certainly money earned is no criteria since races today are worth much more than they were in the time of Man O' War. Nor is races won necessarily the criteria; better breeding and just plain more good horses faced Secretariat than faced Man O' War. You will note that in the featured races, each horse has the *same* "Class" and "Speed".



"Who is this man, this Scarlet Pimpernel?"

But how does one race MAN O' WAR against SECRETARIAT or against DAMASCUS or BUCKPASSER or GALLANT MAN (the latter three from Vic Hasselblad's earlier races for ASR)? Obviously, one could easily draw up his own six horse program by simply copying the ratings down from the original cards on which the six horses were found. But what about the bonus number? And what about the odds? Well, these could be left alone; the odds are only important in paying off the winners, anyway. And if two horses had the same bonus number, than both would move the bonus spaces. However, if you would like to modify these, the following rules may help. Also, it is the opinion of this writer that the "Odds Payoff Chart" found in the original game is too confining. You will note that "Hoodwink" in MAN O' WAR's Travers Stakes is listed at odds of "100-1"—and why shouldn't he be—Man O' War trounced him by 100 lengths! But the WP&S odds charts only goes up to "20-1"—not very realistic. Therefore, a new "Odds Payoff Chart" is also included below for more diversity in odds.

I. NEW ODDS PAYOFF CHART

(see Exhibit A)

1. This new odds chart does *not* change the present WP&S odds chart, it simply modifies it by adding some of the more common lower odds and by adding odds over "20-1" for more realism.

2. As indicated, the WIN, PLACE, and SHOW payoffs are on \$1,000 bets as in the original chart.

II. SELECTING BONUS NUMBERS AND DETERMINING ODDS

1. Whether you decide which horse you want to be the favorite and then choose the bonus number or vice versa doesn't really matter since the two are somewhat related. The horse with the highest "Class" number (this number is derived by simply adding together the running strengths of the horse for the entire race) is usually considered to be the favorite. However, in some cases you may want to select the horse with the highest "Speed" number (this number is all the running strengths EXCEPT the last one added up) as the favorite in hopes that the pace will be fast. Or, if the CLASS (or SPEED) ratings are very close (or even identical) between two (or three) horses, you may want to assign the best bonus number to your personal champion, thus making that horse the favorite.

2. Bonus numbers to be used are, of course, the eleven numbers possible when the results of two thrown dice are obtained. The chart below lists the dice number (bonus) according to frequency of occurrence; that is, the "7" occurs most often, the "6" and "8" occur next (each with the identical chance of occurring), etc. The chart also indicates which odds the dice numbers might be correlated with. Of course, use your own discretion and common sense at all times!

Dice/Bonus Number	Horse Applied To	Corresponding Odds
7	Favorite	1-1, 6-5, 7-5, 3-2, 8-5
6 or 8	Next best	9-5, 2-1, 5-2, 3-1, 7-2
5 or 9	Good chance	4-1, 5-1, 6-1, 7-1, 8-1
4 or 10	Outside shot	9-1, 10-1, 15-1, 20-1, 25-1
3 or 11	Slim chance	30-1, 35-1, 40-1, 45-1, 50-1
2 or 12	Long shot	55-1, 60-1, 65-1, 70-1, 75-1, 80-1, 85-1, 90-1, 95-1, 100-1

3. Once you have assigned the "Bonus Number" to each of your six horses, you may want to carefully weigh the "Class" and "Speed" ratings with the "Bonus" you have assigned BEFORE assigning odds. For example, a horse who has a three or four number advantage when comparing CLASS/SPEED and has also been assigned a "7" as bonus might be listed as a "6-5" favorite while the next horse, who perhaps has a "6" assigned as bonus, might only be "3-1". However, if the CLASS/SPEED ratings are only one or two numbers apart (or are the same), then the horse assigned the "7" might only be "8-5" versus a "9-5" for the horse with the "6" bonus. Again, use your own common sense and discretion in correlating the odds with the bonus number and corresponding CLASS/SPEED ratings.

THE MAGIC SEASON

by Ken Close

EXHIBIT A

\$1,000 BET PAYS

ODDS	WIN	PLACE	SHOW
1-1	2,000	1,000	1,000
6-5	2,000	1,500	1,000
7-5	2,500	1,500	1,000
3-2	2,500	1,500	1,500
8-5	2,500	2,000	1,000
9-5	2,500	2,000	1,500
2-1	3,000	2,000	1,500
5-2	3,500	2,000	1,500
3-1	4,000	2,500	2,000
7-2	4,500	2,500	2,000
4-1	5,000	3,000	2,000
5-1	6,000	3,000	2,500
6-1	7,000	3,500	2,500
7-1	8,000	3,500	2,500
8-1	9,000	4,000	3,000
9-1	10,000	4,500	3,000
10-1	11,000	5,000	3,500
15-1	16,000	6,000	4,000
20-1	21,000	8,000	5,000
25-1	26,000	10,000	6,000
30-1	31,000	12,000	7,000
35-1	36,000	14,000	8,000
40-1	41,000	16,000	9,000
45-1	46,000	18,000	10,000
50-1	51,000	20,000	11,000
55-1	56,000	22,000	12,000
60-1	61,000	24,000	13,000
65-1	66,000	26,000	14,000
70-1	71,000	28,000	15,000
75-1	76,000	30,000	16,000
80-1	81,000	32,000	17,000
85-1	86,000	34,000	18,000
90-1	91,000	36,000	19,000
95-1	96,000	38,000	20,000
100-1	105,000	40,000	21,000



While player salaries were soaring higher every year, the pro basketball's share of television was dropping. Pro basketball was one of the least watched sports, almost in competition with "Roller Derby". In sports, poor TV ratings cost money, and could determine the solvency of a league.

That was the situation in 1979, before the cavalry arrived. The NBA's cavalry was the best group of rookies to enter a single season since the early 60's. Rookies were turning mediocre teams into great ones, and winning back television viewers all across the nation. In one case, a rookie even won his team the NBA Championship.

The 1979-80 NBA Championship series contained much of the suspense and drama of the playoffs of the late 60's. Each of the final four teams was of championship

caliber. Take Seattle, for example.

The Supersonics were the defending champs, and perhaps stronger than they were the previous year. While they were only average offensively, their defense was the third best in the league. Seattle's defense yielded an average of only 103 points per game, and allowed them to win 68.3% of their games. Guard Dennis Johnson led the defense and made the NBA's All-Defensive Team for the second year in a row.

Seattle was the second best rebounding team. If they had a weakness it had to be scoring from their bench. "Downtown" Freddie Brown helped, but could not do it alone. Incidentally, Brown made 44.3% of the 3-point shots he took, which is an NBA record.

In *Basketball Strategy* terms, Seattle looked like this:

Pos	Name	Def	Off	Reb	B.H.	F.T.
C	Jack Sikma	3	3	6*	2	3
F	Lonnie Shelton	3	3	4*	2	2
F	John Johnson	4	2	2	3	3
G	Gus Williams	4	3	1	3	2
G	Dennis Johnson	4	2	2	3	3
C	Tom LaGarde	3	2	4*	2	2
F-C	James Bailey	3	2	4	1	2
F	Paul Silas	4	1	5	1	2
F	Wally Walker	2	3	3	2	2
G	Fred Brown	3	3	1	2	3
G	Vinnie Johnson	3	1	2	3	3

Seattle finished second to LA and had to play Portland in a mini-series. The Supersonics won two games to one, and then went on to face a much improved Milwaukee. In an extremely close seven game series Seattle won. But the battle had taken its toll, and Seattle could not withstand an attack from LA.

In the East a miracle had occurred. The Boston Celtics were back! Boston had gone from the bottom of their division the previous year (winning 35.4%), to the top of the NBA (winning 74.4%). This incredi-

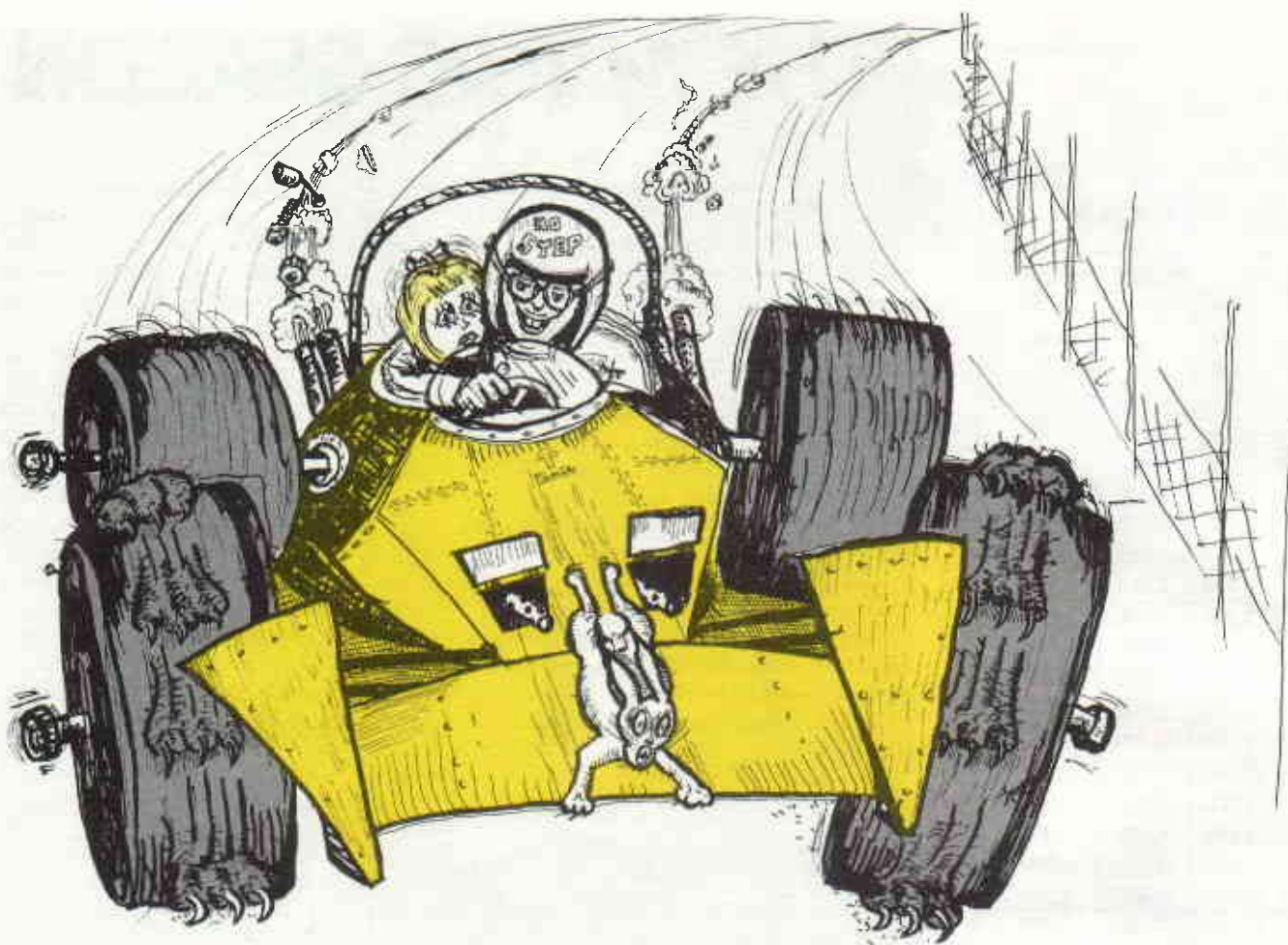
ble resurrection was made through shrewd trades and the play of the NBA's rookie of the year, Larry Bird.

Boston was sound both offensively (5th and defensively (6th). Bird made the NBA All Star Team, while Dave Cowens was on the All Defense second team. Cedric Maxwell led the league in field goal % by shooting an amazing 60.9%.

The Celtics were loaded with talent, but they also had a few weaknesses. One was backup guards. The second was inexperience. Boston looked like this:

Pos	Name	Def	Off	Reb	B.H.	F.T.
C	Dave Cowens	4	3	5*	3	3
F	Cedric Maxwell	3	3	5*	2	2
F	Larry Bird	4	3	5*	3	3
G	Nate Archibald	3	3	1	3	3
G	Chris Ford	3	3	1	2	2
C-F	Rick Robey	3	3	4*	1	2
F-C	Eric Fernsten	2	2	3	2	1
F-G	M. L. Carr	4	3	2	2	2
G	Pete Maravich	2	3	1	2	3
G	Gerald Henderson	3	2	1	3	2
G	Jeff Judkins	1	3	1	2	3

Cont. on page 17



FAST AND LOOSE

Adding The Personal Touch To SPEED CIRCUIT

by Alan R. Moon

I started playing *SPEED CIRCUIT* when it was still a 3M game. It was a great game even then. But it did have one limitation. After a few races on each of the three courses, it became very repetitive. AH has solved that problem by producing fourteen more tracks; two have appeared in *ASR*, two are available separately, and ten are available in the Accessory Pack.

So the game is now complete, right? Wrong. There's more. It's time to add the personal touch. To put the individual driver in the car instead of a universal one. To let you decide how you will drive your car as well as how you will build it.

The key here is daring, which in games translates into luck. Some people count on good luck when they play games. Some

count on bad. This effects their style and method of play. But *SPEED CIRCUIT* takes most of this away from the players by limiting the amount of "lucky" choices the player can make. Well, this article puts it in.

The result here is that a direct relationship is established between driver and car. You will perform best only when you are pushing your car and yourself to the maximum.

This system does not automatically favor daring drivers though. It just gives a player a clear choice between conservative, daring, or a middle of the road approach. It also takes care of several minor problems with the game.

After a few games, hardly anyone ever spends a Preparation Point on Start Speed. It

is only good for the start of the race and after spinouts, and is just not as valuable as an extra Wear or more Acceleration. This system makes it a little more rewarding to spend a Point on Start Speed. One, because it gives you a 40 MPH advantage and two, because some drivers (the daring ones) will be taking more chances and risking more spinouts so they will want a higher Start Speed for those times when they fail.

People rarely spend more than one Point on Top Speed either. So, as incentive, when you spend two Points on Top Speed now you have a chance to get a Top Speed of 200.

PREPARATION POINT ALLOCATION

1. A player may still only allocate a total of

five Points to all categories. However, if you select a specification that costs minus Points, you increase the number of Points you can spend on the other specifications. For instance, if you take a +2 Die Roll Modifier which costs -1 Point, you can then spend 6 Points elsewhere.

2. The Die Roll Modifier is used when consulting the Chance Table, the Increase Top Speed or Acceleration Table, the Increase Start Speed Table, and the Test Brakes Table.

3. When allocating 2 Points to Top Speed, roll one die. If the result is '1-3' your Top Speed is 180. If the result is '4-6' your Top Speed is 200.

		DIE ROLL MODIFIER					
+2	0	1	2				
-1	0	1	2				
		WEAR					
2	3	4	5	6	7	8	
-2	-1	0	1	2	3	4	
		TOP SPEED					
		140	160	180/200			
		0	1	2			
		START SPEED					
		40	80				
		0	1				
		ACCELERATION					
		20	40	60			
		0	1	2			
		DECELERATION					
		20	40	60			
		0	1	2			

(Roll Two Dice When Consulting Any Of The Following Tables)

Chance Table

2-7 =OK

8-9 =Spinout

10-12 =Crash

Test Brakes Table

2-9 =OK

10-12* =Use 1 Wear Or Spinout. All Future Wear Costs Now Doubled.

*If this is the second time you have received this result, you crash.

Increase Top Speed/Acceleration Table

2-9 =OK

10-12 =Reduce Top Speed And Acceleration by 20 MPH Immediately And Alter This Turn's Speed If Necessary.

Increase Start Speed

2-3 =Start Speed Increased 40 MPH

4-8 =Start Speed Increased 20 MPH

9-12 =Stall. Miss One Turn.

*If you stall three turns in a row, you are out of the race.

The ramifications of this system will be obvious to the experienced player. The daring driver will take a negative Die Roll Modifier and take more chances on the corners by consulting the Chance Table instead of using Wear. The conservative driver

will take a positive Die Roll Modifier and more Wear and then try to preserve some Wear so he never has to consult the Chance Table. The variations are, of course, almost endless. What kind of driver are you?



TURBO-CHARGED RULES FOR AUTO-RACING

by Gordon Ashacker

I bought Auto Racing with no previous knowledge of its contents, feeling that if both Sports Illustrated and Avalon Hill approved of the game it would surely be a reasonable simulation. Opening the box in the hobby shop parking lot I was disappointed to see just two pages of rules. Reading these rules and playing the game I couldn't understand why Avalon Hill didn't finish the game. The basic design and research seemed adequate but the game does not appear to have been developed properly. Taking matters into my own hands I added a few rules I hope will add flavour to the game.

SLIPSTREAMING

Slipstreaming or drafting is a major factor in Indianapolis racing strategy. To disregard this factor is the largest omission of the Auto Racing system.

	B	
	A	B
	B	

If, at the beginning of a movement turn a car finds itself in one of space A or B he incurs a draft bonus. A mental note must be made of each car's draft status before any movement. A car occupying the A space receives 3 bonus movement points in addition to the movement points from his speed roll. A car in a B space receives 1 additional MP. The effects of being behind more than 1 car are not cumulative and being in an A space always takes precedence over a B space. Note that with this rule cars are not required to move full movement allowance.

TRAFFIC OPTION FOR GAMES WITH FEW PLAYERS

The only major design flaw of the Auto Racing system is the necessity of choosing between 2 evils. The first option is to take a manageable number of cars for each player, 2-4, and losing much of the actual 33 car Indy field. Alternatively, each player can take from 8-16 cars and be bogged in a mess of dull movement. I recommend this system: (It should be noted that this system is only useful for games of less than 10 cars.)

To the top of each driver card add the traffic avoidance number from the following chart.

DRIVER	TA#
1-Senna	11
2-Ongais	10
3-Mears	10
4-Rutherford	11
5-A. Unser	11
6-Johncock	10
7-Dallenbach	10
8-Andretti	11
9-Parnis	10
10-Dickson	9
11-Simon	9
12-McCheskey	10
13-Kneier	9
14-Krisloff	9
15-Bugley	9
16-Guthrie	10
17-Gelhausen	9
18-Mahler	9
19-Bigelow	9
20-B. Unser	10
21-Foyt	11
22-Carter	10
23-Walther	9
24-Snyder	9
25-Saldana	8
26-Mosley	10
27-McElreath	9
28-Flucal	9
29-Karl	8
30-Thresher	8
31-Race	8
32-Bettmancoett	10
33-J. Senna	8

Whenever a driver's Traffic Avoidance number is exceeded on a speed roll the Traffic table is consulted using the speed roll result. Note that the table is a 36 results, 2-die table.

TRAFFIC TABLE

11-13	not possible	43	LT
14	MT	44	HT
15	HT	45	LT
16	LT	46	LT
21-22	not possible	51	LT
23	LT	52	LT
24	LT	53	LT
25	Accident Possible	54	LT
26	MT	55	LT
31	not possible	56	LT
32	LT	61	LT
33	MT	62	LT
34	LT	63	LT
35	LT	64	Accident Possible
36	MT	65	MT
41	MT	66	LT
42	LT		

LT—Light traffic—lose 1 MP

MT—Medium traffic—lose 2 MP

HT—Heavy traffic—lose 3 MP

ACCIDENT POSSIBLE—roll 1 die—1-2: MT, 3-4: HT, 5-6: ACCIDENT; remove car from game and treat as a "1" result from trouble table A.

When charging, 1 is subtracted from the TA number. At normal speed the TA number remains normal. At back off speed 1 is added to the TA number. Finally, 2 is subtracted from the TA number during the first turn of the race due to starting congestion.

Example: *Salt Walther decides to charge on a given turn. His TA number is 9 modified to 8 by his charge. His die roll is 9, 6 on the colored die and 3 on the white. The*

roll equals or exceeds his TA number of 8 (modified) and therefore he consults the Traffic table. The result 63 is light traffic and his movement of 14 is lowered to 13 this turn.

If Al Unser had made the same charge and die roll he would not have used the Traffic table as 9 is less than his modified TA number of 10.

TIRES

In races of more than 300 miles, players may change tires after 10 laps. In order to change tires, 1 extra turn must be spent in the pits. In all cars that have not changed tires after crossing the start line on the 15th lap, 2MP is added to the cost of movement across the start line. This rule simulates the effect of tire wear on handling and speed.

YELLOW FLAG ADDITION

When a yellow flag is called for, all cars are put back on the track as before. Any other cars may now also pit but must state their intention to do so before the "laps skipped" result is rolled for. For each lap skipped 4 turns are skipped from pit time. If the entire pit time is skipped that car is put at the end of the line.

Discontinued Parts List 1981

FOR FAST SERVICE,
CALL TOLL FREE
800-638-9292



IF YOU ARE CALLING FROM OUTSIDE OF MARYLAND.

The toll free number can be used only for credit card purchases.
NO other type of inquiries can be accepted.

*GAMES WITH AN ASTERISK DENOTE COMPLETE GAME PARTS AVAILABLE

BIG LEAGUE BASEBALL*	25.00
Vinyl Play Board	10.00
Pitching Indicators	4.00
Play Charts (2)	3.00
Red Baserunners (2)	1.50
Black Baserunners (2)	1.50
Scoring Tabulator	5.00
Red Team Cards	2.00
Blue Team Cards	2.00
2 Dice	1.00
Pencil	1.00
BASEBALL STRATEGY New Charts from Vol. 1 #4 ASR	1.00
BLUE LINE HOCKEY*	25.00
Vinyl Play Cover Board	10.00
3 Pucks	2.00
Shot Calculator	4.00
Penalty Cards	2.50
Bagged Red Players (6 in a set)	(set) 5.00
Bagged Blue Players (6 in a set)	(set) 5.00
Instruction Book	3.00
Scoring Tabulator	5.00
Decals	1.00
2 Dice	1.00
CHALLENGE FOOTBALL*	14.00
Play Cards #2 Advance Game #1	2.00
CHALLENGE GOLF*	14.00
COLLEGE FOOTBALL (S) (Proprietary Called BOWL BOUND)	
Plastic Football	1.00
Team Charts copyright 1971	10.00
Chart Legend	1.00

Plastic Green Playing Field	5.00
Rules	4.00
Number Dice Set	1.00
Scoreboard Stand Up Type	5.00
1 Wheel Type Scoreboard	2.00
Yard Marker Not Available	

HANDICAP GOLF

2 Missing 4 Golf Balls & Putting Legend	
Board Set of 3	10.00
Distance & Direction Finder 2 Part Plastic	5.00
8 Play Ball Numbers with Rules copyright 1971	12.00
Pencil	1.00
Plastic Score Card	3.00

MAJOR LEAGUE BASEBALL (SJ)

Blue Plastic Playing Field w/Scoreboard	8.00
4 Plastic Baserunners	5.00

PAYDIRT (SJ)

1970 CR Charts in Color	12.00
1971 Charts in Color	12.00
Scoreboard Stand Up	5.00
Plastic Underpin	5.00
Chart Legend	2.00
1972 Charts (CR/1974)	12.00

Board - Cardboard

Scoreboard - 1 Wheel

Special Rules

Rules

Football & Yard Marker

Dice

1976 Charts with Instructions - Color

1977 Charts with Instructions - Color

1979 Charts in Color

Instructions

PRO FOOTBALL (JM)

Tabulator

Play Selector

Instructions

REGATTA (JM) CR/1966

Vinyl Play Cover Board

Wind Indicator Stand

Puff Cards/Spinnaker Cards

3 Dimensional Island

Instructions

Spatial Dip

SPEED CIRCUIT (JM) CR/1973*	25.00
Vinyl Cover Game Board	10.00
Instructions	5.00
Set of 60 Paint Speed Calculator	Set 13.00
(in ea. 2 00)	
Performance Card Set	2.00
Green Holders Plastic	3.00
3M Metyl Wax Set	6.00
Crayon	1.00

SUPERSTAR BASEBALL* (SJ Flat Box) CR/1974

Rules	2.00
Playing Board	5.00
Rules Appendix	1.00
Charts Complete	12.00
Plastic Coated Score Card	5.00
Puff	3.00
Dice Set	1.00

THINKING MAN'S FOOTBALL

Vinyl Game Cover Board	30.00
Rules	10.00
Selector	5.00
Special Dice Set	2.00
Shot Cards Set	2.00
Instructions	2.00
Tabulator for Scoring	3.00
Pencil	1.00
Missing Magnetic Yard Marker	

THINKING MAN'S GOLF

Vinyl Game Cover Board	10.00
Plastic Score Card	2.00
Chart Distance & Direction	3.50

TITLE BOUL*

Boxer Cards 1979	16.00
------------------	-------

TRACK MEET (DECATHLON)*

Score Pad	3.00
Board	5.00
Pawn Set	1.00
Number Dice Set	1.00
Rules with Team Charts	12.00

WIN, PLACE & SHOW (JM) CR/1970

Vinyl Cover Board	16.00
Score Card Set	1.00
Four Chair Card Set	1.00
Instructions	2.00
Decals	2.00

Dear Editor:

I am the head librarian at a very important Ivy League college, and I want to let you know that I am disgusted that you should have printed all of those pictures of scantily clad women in your magazine. I fail to understand what microscopic bathing suits have to do with sports, and as the morals of our students are constantly endangered, I feel that I must in good conscience cancel our subscription to your magazine.

—A Reader who is also a Librarian

...hoping also 1981 is a good year for Mr. Milligan, he seems so down-hearted about putting out his magazine. You need those timely issues, statistical replays for all the games, a larger "Peanut Gallery," more clubs/game wanted section, less jokes and wasted space (you must mean the editorial page), articles dealing with Budge (?), how the English team is winning at tiddly-winks (I am overdoing it), but you get my point.

—Earl Christiansen

THANKS

...I have most of your sports games and I really like your line. But a few of your games fall under constant flak because there are no bones to roll. You know which games they are, but I would like to mention only one. Title Bout. All I can say is, thanks. Thanks for putting out another solid game. Thanks, because I'm sick of die rolls and all of that S*r*t-o-*a*i* noise. And thanks for All-Star Replay, the perfect supplement to all of my sports games.

I don't care what anyone says, Title Bout is the best sports game around, and if people need die rolls to get excited about a game then they should go play D & *.

—John Richardson



Magic Season, cont. from p. 13

Boston entered the playoffs as they left the regular season—on a terror. They eliminated Houston four games to 0. Then they met Philadelphia, and inexperience knocked them off track.

Philadelphia had been a solid contender ever since "Dr. J." made his residency there in 1976. Julius made the "All Star Team" last year, and was outstanding in every

Here is how Philadelphia looked:

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Darryl Dawkins	3	3	5*	2	2
F-C	Caldwell Jones	4	2	6*	2	2
F	Julius Erving	4	3	3*	3	3
G	Maurice Cheeks	3	3	1	3	2
G	Lionel Hollins	4	2	1	3	3
F	Bernard Toone	3	1	4	2	3
F	Bobby Jones	4	3	3	2	3
F	Steve Mix	3	3	3	2	3
G	Henry Bibby	3	2	1	3	3
G	Clint Richardson	3	2	1	2	2
G	Jini Spanarkel	2	2	1	2	3

Philly breezed by Washington in a mini-series and then defeated the very physical Atlanta Hawks four to one in a tough series. They then faced Boston. The 76er's and Celtic's played each other six times during the season, each team won three of those contests. The playoffs were a different story however, as Philly's experience carried them to a 4-1 victory. The 76er's then went West, for a shoot-out with the Los Angeles Lakers.

Pos.	Name	Def.	Off.	Reb.	B.H.	F.T.
C	Kareem Abdul Jabbar	4	3	5*	3	2
F-C	Jim Chones	3	3	4*	2	2
F	Jamaal Wilkes	3	3	3	2	3
G-F	Earvin "Magic" Johnson	3	3	3*	3	3
G	Norm Nixon	3	3	1	3	3
F	Mark Landsberger	3	2	7	1	1
F	Spencer Haywood	3	3	3	1	2
F	Marty Byrnes	2	3	2	2	3
G	Michael Cooper	4	2	1	3	3
G	Brad Holland	2	3	1	3	3
G	Butch Lee	2	1	1	3	3

The Lakers beat Phoenix four to one in a very high scoring series. They defeated Seattle next by the same margin. Then Philadelphia arrived in town to start the Championship series.

Abdul-Jabbar chalked up 33 points, 14 rebounds, 6 blocked shots and 5 assists in the first game. His team won 109 to 102. His opposition at center, Dawkins, contributed 25 points to boost Philly to a 107-104 win in game two. Abdul-Jabbar and Dawkins repeated these performances as the teams traded the next two games.

In game five Dr. J. was unstoppable, scoring 36 points, 9 rebounds, 6 assists and making 4 steals. But Kareem countered this effort with 40 points and 15 rebounds of his own. Fourteen of these points were in the fourth quarter, after the L.A. center had twisted his ankle and sat out most of the third quarter. L.A. won 108 to 103.

Game six was played in Philadelphia

aspect of the game. The 76er's won 72% of their games.

Most of these were won by tough defense. Bobby and Caldwell Jones were the core of this defense, and Bobby made the first squad of the NBA All Defensive Team. If Philadelphia had a weakness it was at the guard position. Lionel Hollins helped out when Doug Collins became injured, but the shallowness of this position was evident in the Championship.

The Lakers were one of the most offensively explosive teams in basketball history. The team field goal average was 52.9%! Jabbar's was 60.4%, while Wilkes, Johnson, and Nixon and Byrnes each shot over 50%.

Their defense was average (for the NBA). Usually championships are won by excellent defenses, but not this year. Here are the L.A. Lakers:

while Abdul-Jabbar watched on his TV in L.A. His ankle had not recovered and there was hope that after resting he could play in game seven. But Magic Johnson filled the void so well that there would be no need for a game seven. He played all positions while scoring 42 points, 15 rebounds, 7 assists and 3 steals. This may have been the most amazing performance ever made by a rookie in Championship play. It earned his team the NBA Championship and himself the coveted "Most Valuable Player" award (by 4 to 3 vote over Kareem).

Magic thus becomes the third player in history to win back to back NCAA and NBA titles (the other two were Bill Russell and Henry Bibby). His victory emphasized the contributions made by rookies last year. Their enthusiasm was contagious, and many basketball fans caught it. It was indeed a "Magic" Season.

The Fistic Scene



THE 1979-80 BOXING YEAR IN REVIEW

by Jim Trunzo

Although this article is a little bit late (there was no room to squeeze it into the last issue), we are including it anyway because it really helps to explain the most recent set of TITLE BOUT cards.

With the imminent release of the 1979-80 boxer card set for TITLE BOUT due, an article dealing with what took place during the past year seems appropriate. Before getting into the article itself, allow me to digress and comment on the new player card set. The 1979-80 TITLE BOUT player card set consists of approximately 160 current fighters. Many of these boxers have received a card for the first time, others have changed somewhat from last year, and many have changed drastically. The ratings on the individual boxer's card reflects his performances over the course of 1979. They do not reflect what has occurred in 1980. Sugar Ray Leonard, for example, was not champion when the ratings were sent to AVALON HILL. Updates on current fighters will be made, as before, through ALL-STAR REPLAY. (A list of updates will either be included in this issue or the next and will be no more than a month old and thus highly accurate) Also, we will continue the practice of including new fighters on their own cards in the magazine as a service to you the gamer.

The end of the year in boxing brought with it the end (at least temporarily) of the dominance of Muhammad Ali. His retirement coincided with a revival of the lighter weight classes and a semi-rejuvenation of boxing on the whole. Brilliant young fighters

like Sugar Ray Leonard, Tommy Hearns, Curtis Parker, and Hilmer Kenty along with exciting veterans Roberto Duran, Marvin Hagler, and Danny "Little Red" Lopez stole the thunder from the heavyweight division with their furious brand of non-stop fighting. It couldn't have happened at a better time either, since the heavyweight division was in its sorriest condition since the inception of boxing! And that was including the inactive Ali.

THE HEAVYWEIGHT DIVISION in 1979 was made up of fighters who had either seen their best days or fighters who were as yet untested and therefore suspect. Valiant Kenny Norton was destroyed by a still powerful Earnie Shavers and held to a draw by trail horse Scott LeDoux (who was a possible opponent for one of the champions, which tells you quite a story right there!). Norton wisely retired. Another one time contender, Jimmy Young turned into Jimmy Fat and dropped out of the ratings. Leon Spinks couldn't last a round against someone named Gerrie Coetzee, and then he barely survived another "comeback" against Alfredo Evangelista and Eddie, the Animal, Lopez. Ron Lyle was another topnotcher who found out that he was past his prime, being stopped by Lynn Ball. The division was saved, in part, by several new names and a good solid, if uninspiring, champion. WBC champ Larry Holmes fought several exciting fights against Earnie "give me one more shot" Shavers and showed his heart by getting off the canvas to stop Mike Weaver. But even Holmes, according to the critics slipped some over the course of the year, losing some of his accuracy and getting hit more and more. John Tate, who gained Ali's vacated crown by stopping Gerrie Coetzee

appeared to be a formidable foe for all heavyweights, and there was talk of a Holmes-Tate fight to unify the title. (Of course, the beginning of 1980 changed things drastically as Tate has since been stopped twice in a row and Mike Weaver now wears Tate's crown). Perhaps, however, the three most exciting new heavies are Gerry Cooney, Greg Page, and Michael Dokes. All three are raw talents and Dokes is more a boxer than a puncher in a division always noted for its hitters, but Cooney possesses exciting power and the best left hook since Joe Frazier and Page has a tremendous amount of speed and good power also. Cooney appears to be the most advanced thus far and although he hates the term, the newest of boxing's "White Hopes", Cooney destroyed Dino Dennis, dropping him to the canvas, which is something even George Foreman failed to do.

THE LIGHT HEAVY-WEIGHT DIVISION produced many excellent fights and fighters in 1979 and parity was the name of the light-heavy game. The reason the fights in this division were so often exciting affairs can be traced to the fact that the fighters in the division are all very close talent-wise. Inmate James Scott took an unbeaten record into and out of 1979 and Champions Matthew Franklin (Saad Muhammad) and Marvin Johnson fought some of the most vicious rounds in ring history. Franklin, now Saad Muhammad, is a power-hitting light-heavy who fights a full 3 minutes a round and whose one weakness, the fact that he cuts easily, makes every fight an adventure in survival. Johnson began the year as the WBC champion, having defeated Mate Parlov for the honors, and ended it, after losing the WBC title in a war against Saad Muhammad, by stopping Victor Galindez for the WBA title! Galindez, who must be considered one of the finest light-heavyweights ever, appeared through as the year came to an end. Other bright lights in this division were the aforementioned James Scott who defeated every top name he could lure into prison to fight him; Alvaro Lopez, a longtime campaigner who lost to Scott; and Eddie Gregory, perhaps the most physically talented fighter in the division, but one who seems reluctant to use all of his skills. Newcomers to watch are young bull Jerry Martin and Michael Spinks, who dropped out of sight after a promising start, but who has resurfaced with new determination. The division certainly has its share of talent, but it contained major disappointments, also. Mike Rossman lost fights he had no business losing and dropped the light-heavyweight crown in the process. John Conteh's once brilliant skills diminished rapidly in 1979

also.

THE MIDDLEWEIGHT DIVISION has one claim to fame. It is the only division that can boast only one title holder. Hugo Corro started out the year as middleweight champion only to lose the title to Vito Antuofermo. Antuofermo is a brawling fighter who does nothing well except win fights. Antuofermo, though, must live in the shadow of the "uncrowned" champion, Marvin Hagler. Hagler and Antuofermo met and Antuofermo retained his crown by being awarded a highly controversial draw. Hagler, a combination boxer/puncher is probably the best in the division right now. Other fighters of note in this once glamorous division are Mustapha Hamsho and Curtis Parker. Parker has been called a miniature Joe Frazier for his relentless attack and solid power. Hamsho is no slouch in the power department, either. A young upcoming middle in need of experience is Wilford Scypion, a knockout artist trying to learn to use some defense. Scypion met with tragedy in 1979, however, and his future has a cloud over it. After losing to Scypion, a fighter named Willie Classen died from injuries. How this will affect Scypion no one knows. Bennie Briscoe, longtime top contender, finished 1979 over the hill and smooth boxing Ronnie Harris just seemed to disappear. Harris, an excellent fighter, was inactive most of 1979 after losing in his one and only shot at the middleweight crown. Still to contend with in the division are tough Alan Minter and Marcos Geraldo. (Note: Minter defeated Antuofermo for the title early this year and successfully defended the crown against him in a rematch).

THE WELTERWEIGHT DIVISION is, without a doubt, the most exciting division in boxing today, boasting such stars as Sugar Ray Leonard, Roberto Duran, Pipino Cuevas, and Thomas Hearns. A match pairing any combination from among these four would be a "dream match" in any era. Duran and Cuevas are both devastating punchers and Leonard has the fastest hands in all of boxing as well as an underated punch. Hearns has knocked out all but one of his opponents (world class fighters, included) and his tall lean frame provides him with awesome leverage with which to throw his punches. Cuevas is a fighter who has blossomed as a champion after a so-so beginning. He doesn't just beat fighters, he destroys them! He broke Harold Weston's jaw, Angel Espada's jaw and ended the career of several other lesser fighters. Duran dominated the lightweights and brings his arsenal of punches up to the welterweight division. Duran ended the career of former

welterweight great, Carlos Palomino and wants another crown, Leonard is the new "Ali". Charismatic and popular, Leonard is also quite a fighter. Some questions remain—how well can he take a punch, how well does he handle pressure, etc., but no one questions his boxing ability. Sugar Ray earned one half of the welterweight crown by defeating talented Wilfred Benitez. Cuevas, incidentally, owns the other half of the title. Thomas "Hit Man" Hearns may be the best of the bunch, but his size and build stamp him as a future middleweight great and he may not be fighting as a welterweight long enough to get a shot at the crown of Cuevas or Leonard. Hearns power is feared among the welters. Clyde Gray claims that he hits harder than Cuevas. (Gray should know since he was stopped by both of them). Another excellent welterweight, mentioned in passing before, deserves more attention. His name is Wilfred Benitez. Benitez has been both the Junior welterweight champion and the welterweight champion and he hasn't even turned 22 years old! That's talent. He defeated canny great Antonio Cervantez to become the youngest champion in boxing history.

winning the junior welterweight crown. Moving up in weight, he won a lopsided victory over then title-holder Carlos Palomino to take that crown. Benitez is not a hard puncher but he may be, next to Leonard, the best boxer in the game today. Smooth and fluid, Benitez is accurate with his punches and untouchable with his defense. His biggest problems seem to be his attitude and laziness. A bit of a playboy, perhaps he will mature to greatness. He has the talent. The rest of the division is made up of good fighters who suffer in comparison to the others already discussed. For the time being, boxers like Randy Shields and Dave Green will serve as tune up fights for the big 5 in the welterweight division. Many longtime familiar names among the welters passed their peak in 1979. Harold Weston has taken too much punishment from the likes of Palomino, Benitez, and Cuevas. Johnny Gant never did live up to his potential nor did Andy Price. Canadian Clyde Gray simply got old in a hurry.

Cont. on page 32

CHAMPIONSHIP COMPARISON CHART

The beginning of 1979	The end of 1979	Current (July 23, 1980)
Heavyweights: Muhammad Ali* Larry Holmes	Heavyweights: John Tate* Larry Holmes	Heavyweights: Mike Weaver* Larry Holmes
Light Heavyweights: Mike Rossman* Marvin Johnson	Light Heavyweights: Marvin Johnson* Matthew Saad Muhammad	Light Heavyweights: Eddie Gregory* (Mustafa Muhammad) Matthew Saad Muhammad
Middleweights: Hugo Corro	Middleweights: Vito Antuofermo	Middleweights: Alan Minter
Junior Middleweights: Masahito Kudo* Rocky Mattioli	Junior Middleweights: Ayub Kalule* Maurice Hope	Junior Middleweights: Ayub Kalule* Maurice Hope
Welterweights: Jose Curvian* Carlos Palomino	Welterweights: Jose Cuevas* Sugar Ray Leonard	Welterweights: Jose (Pipino) Cuevas* Roberto Duran
Junior Welterweights: Antonio Cervantes* Sang-Hyun Kim	Junior Welterweights: Antonio Cervantes* Sang-Hyun Kim	Junior Welterweights: Antonio Cervantes* Saul Mambly
Lightweights: Roberto Duran	Lightweights: Ernesto Espana* Jim Watt	Lightweights: Hilmer Kenty* Jim Watt
Junior Lightweights: Sammy Serrano* Alexis Arguello	Junior Lightweights: Sammy Serrano* Alexis Arguello	Junior Lightweights: Sammy Serrano* Alexis Arguello
Featherweights: Eusebio Pedroza* Danny Lopez	Featherweights: Eusebio Pedroza* Danny Lopez	Featherweights: Eusebio Pedroza* Salvador Sanchez
Bantamweights: Jorge Lujan* Carlos Zarate	Bantamweights: Jorge Lujan* Lupe Pintor	Bantamweights: Jorge Lujan* Lupe Pintor
Flyweights: Betalio Gonzalez* Miguel Canto	Flyweights: Luis Ibarra* Chan-Hee Park	Flyweights: Kim Tae-Shik* Shoji Oshima

*Indicates WBA Champion (World Boxing Association). No notation indicates WBC Champion (World Boxing Council). If only one name appears under a division, that fighter is one of the few recognized by both the WBA and WBC.

A NEW DOUBLE PLAY SYSTEM FOR MAJOR LEAGUE BASEBALL

by David C. LeSueur

Fielding is one of the more difficult parts of baseball to recreate in a tabletop baseball game. Just about the only meaningful statistic available is a player's fielding percentage. And even that may be misleading since some of the best fielders can commit more errors because of their larger range in the field. But how do you give ratings for such subjective things as fielding range, throwing arm, etc.?

The Statis-Pro game gives each fielder two fielding ratings (actually outfielders and catchers have three ratings if you include their throwing rating). One is based on the player's fielding percentage and determines how many errors he will commit. The other rating—the 'CD' rating—is a subjective evaluation which I think is supposed to represent the ability to make great plays and double plays. Every one has his own opinion as to the best game design, but my own personal preference is to eliminate the CD ratings entirely for the following reasons:

1. I like to avoid as much as possible ratings which are not based on some statistics.

2. Since the batter and pitcher cards are designed to be accurate without such things as the CD rating, its use can only distort batting and pitching averages.

3. It is very difficult to assign CD ratings for old seasons where we did not have first-hand knowledge of the players.

4. The value of a player's good or bad fielding (other than errors) is already factored into the team's pitchers' records. (That is, the pitcher gave up more or fewer hits and runs during the season because of his team's fielding.) To give individual fielders an additional rating which turns hits into outs or vice-versa is giving double credit to the fielding.

As a result, I ignore CD readings and just skip to the next card. This creates a problem because there is now no recognition for teams or individuals who complete more double plays than others. However, I have devised a double-play system which is based on:

1. The number of double plays a team completed during the season, and

2. The frequency that the batter grounds into double plays.

How the System Works

Each team is assigned a double play

rating, such as 11-64. Each batter is assigned a double play rating which is added or subtracted to the basic team rating. Let's assume for this example that the batter is rated -10; this number is combined with the team rating to give a double play range of 11-54. Whenever the result of a ground ball on the OUT charts says there is a double play, you draw another fast-action card and look at the random number. If it is within the adjusted double play range (in this example, 11-54), it is a double play. If it is outside the range, it is only a force out. You ignore the instructions on the OUT chart which may say that an OBR A is safe, since a batter's speed is factored into the double play range.

Calculating the Team Double Play Range

Based on the games I have played, each team has an average of 1.5 chances per game for a double play. Thus, if a team averages .75 double plays per game, its double play range should be one-half of the full range, i.e., 11-48. The following table shows the other possible ratings:

DP RANGE	DP PER GAME
11-11	.02
11-12	.05
11-13	.07
11-14	.09
11-15	.12
11-16	.14
11-17	.16
11-18	.19
11-21	.21
11-22	.23
11-23	.26
11-24	.28
11-25	.30
11-26	.33
11-27	.35
11-28	.38
11-31	.40
11-32	.42
11-33	.45
11-34	.47
11-35	.49
11-36	.52
11-37	.54
11-38	.56
11-41	.59
11-42	.61
11-43	.63
11-44	.66
11-45	.68
11-46	.70
11-47	.73
11-48	.75

11-51	.77
11-52	.80
11-53	.82
11-54	.84
11-55	.87
11-56	.89
11-57	.91
11-58	.94
11-61	.96
11-62	.98
11-63	1.01
11-64	1.03
11-65	1.05
11-66	1.08
11-67	1.10
11-68	1.13
11-71	1.15
11-72	1.17
11-73	1.20
11-74	1.22
11-75	1.24
11-76	1.27
11-77	1.29
11-78	1.31
11-81	1.34
11-82	1.36
11-83	1.38
11-84	1.41
11-85	1.43
11-86	1.45
11-87	1.48
11-88	1.50

Calculating the Batter's Grounded into Double Play Rating

This rating is added or subtracted from the team double play range. The average of all the batters should be zero, so that about one-half of the players have a positive adjustment, the other half a negative adjustment. The rating is determined as follows:

1. Calculate the league average for percentage of outs which were grounded into double plays:

Double plays		
League Rate = (At-bats—hits—strikeouts)		
For 1979 in the National League, this rate was:		
At-bats	65,156	Grounded into double plays
Hits	16,556	1,368
Strikeouts	9,905	
League Rate = $\frac{65,156 - 16,556 - 9,905}{65,156} = .035$		

2. Calculate the league average for double plays per game: For the 1979 National League, there were 1,690 double plays in 1,942 games, or .87 per game.

3. Calculate the double play percentage for the individual batter just as in #1. For example, here is the calculation for Dave Parker in 1979:

At-bats	581	
Hits	194	
Strikeouts	92	
Double Plays	8	
Parker's Rating: $\frac{8}{581 - 194 - 92} = .027$		

4. Calculate the batter's double play rating as:

$$\begin{aligned} \text{Rating} &= \text{League avg. dp per game} \times 64 \\ 1.5 \times \text{league DP pct.} &\times (\text{batter DP pct.} - \text{league DP pct.}) \\ &= .87 \times 64 \times (.027 - .035) = -8 \\ &= 1.5 \times .035 \end{aligned}$$

Dave Parker's DP rating of -8 can then be translated to a base 8 number. Thus, his final rating would be -10. Here are some sample ratings of other 1979 players:

Reggie Smith	-16
George Foster	34
Jeff Burroughs	37
Bill Madlock	-16
Oscar Gamble	-34

If you don't like the idea of subtracting numbers in base 8, each rating could be rounded to the nearest integer ending in

zero. Thus Reggie Smith's rating from above would be -20, George Foster's would be +30, etc.

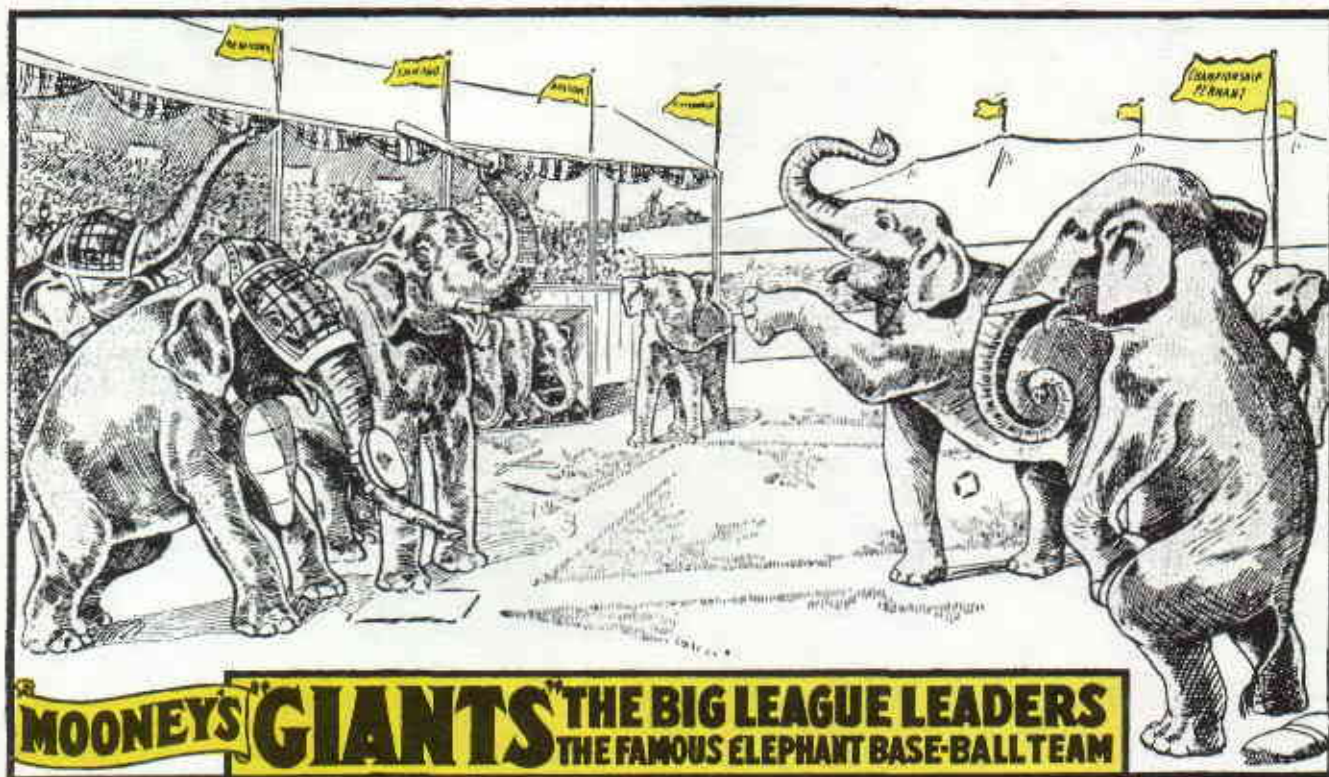
For some past seasons, statistics on individuals grounding into double plays may not be available. In that case, I use the following rule.

OBR	DP RATING
A	-20
B	-10
C	0
D	10
E	20

I have found this method to be very easy to use, and it seems to add even more realism

to the results. I have also done some work on developing defensive double play ratings based on individuals rather than just the team. It becomes very complicated, and I broke several pencils trying to figure that one out. I'd be happy to hear any comments or suggestions from anyone.

David C. LeSueur
5162 Gloria Ave.
Encino, Cal. 91436
(213) 981-4738



MAJOR LEAGUE BASEBALL: RATING PLAYERS WHO RARELY WALK OR STRIKE OUT

by David C. LeSueur

The batter cards in Statis-Pro Major League Baseball are designed so that the batter will have the same number of hits, walks, and strikeouts as he actually had for that season. The design is very accurate and very flexible. However, I have noticed that the rating system does not handle one situation—when a player has very few walks or strikeouts.

To illustrate the problem, consider the following two players:

	PLAYER A	PLAYER B
At-bats	121	125
Walks	7	3
Total appearances	128	128
Strikeouts	11	7
Hits	30	30
Batting Avg.	.248	.240

Neither of these players walk or strike out very much. In fact, by following the rating instructions for Player A, you'll find his card will have 19 hits, no strikeouts, and no walks on it. But Player B walked even less and struck out even fewer times than Player A,

and yet he will also have 19 hits, no strikeouts, and no walks on his card. The rating system does not differentiate between these two players. In fact, Player B ends up batting .248 instead of .240 because he walks more often than he should.

There is a fairly simple solution to the problem: allow batting cards to have negative ratings for strikeouts and walks. For example, Player B would have a -4 strikeout rating on his card and a -4 walk rating, instead of the usual range. What the

FIGURING ATTENDANCE FOR MAJOR-LEAGUE BASEBALL

by Joey Dudman

For statistical accuracy and realistic baseball action, Avalon Hill's Statis-Pro Major League Baseball is unsurpassed. MLB can satisfy even the most fanatical player's hunger for numbers and results. I know: I have been caught up in this incredibly detailed game. If simple batting averages and ERS's aren't enough, rainouts, injuries and ejections are incorporated. However, it occurred to me that one interesting statistic is not covered in the game: attendance figures. I decided to devise a system for figuring attendances that would satisfy almost any method of league play. Part of the beauty of MLB is the ability of a player to put together his own team, using batters and pitchers from the 26 actual major-league teams. Because real attendance figures would be useless to these "cardboard super-teams", my system does not incorporate those figures. It can, however, be used with the real major-league teams as well, although an actual recreation of attendance stats is by no means guaranteed.

Now for the system itself:

I have divided teams into three categories: Winning, Medium and Losing, based on standings and winning/losing streaks. These categories are defined as follows:

W: Less than 5½ GB or a winning streak of 5+.*

M: 5½ to 10 GB.

L: More than 10 GB or a losing streak of 5+.*

*Always give standings priority over streaks if less than 5½ or more than 10 GB, but give streaks priority if between 5½ and 10 GB. Example: If a team is 7 GB but has a 5+ game winning streak it would be considered a winning team, but if it had a 5+

losing streak it would be considered a losing team.

The following chart, figure 1, is used to determine the row used on figure 2.

		away		
		W	M	L
home	W	1	2	3
	M	4	5	6
	L	7	8	9

Figure 1

To determine the attendance for each game a number is obtained from figure 1. This number is then found on a row in figure 2 and cross-indexed with a roll of two dice to find a rough attendance figure. Two random numbers are then drawn to complete the attendance. Because the thousands are a more important indication of the crowd, I have built my system around rough figures. However, because an even 50,000 crowd would be a team accountant's dream, but would be too rare to consider, I have used random numbers to create a more realistic figure. After finding a number from figure 2, go about finding the attendance in the following manner: The numbers are thousands. Once a number is found, there are four zeros in the total number. To fill out

the attendance figure, pick two random numbers from the fast action cards and add them to the rounded figure. Where a 00 is encountered it means only the most loyal fans have come to the game, and to find the size of the crowd simply pick two random numbers and use these as the attendance. An example of my system: The league leaders are playing a team that is eight games back at home. Figure 1 is consulted and row 2 is indicated. Now figure 2 is consulted. Two dice are rolled, and a 9 is rolled. Cross-indexing row 2 with column 9, a 20 is found. Now two random numbers are drawn, say 56 and 33. There are added to the 20 in place of the zeros. The final attendance is 25,633.

To conclude I will add a few details. First, early in the season, before the teams have spread out, the difference between winning and losing teams is less clear. My system can be adapted to accommodate this, or a different system could be created until my system could be incorporated. Perhaps row 4 could be used until the teams are sufficiently spread out. Secondly, for opening day use row 2, for all-star and play-off games use row 1.

		dice roll											
		2	3	4	5	6	7	8	9	10	11	12	
row	1	60	50	30	30	20	40	20	30	30	50	60	
	2	50	40	10	20	20	30	20	20	10	40	50	
	3	50	40	10	10	20	30	20	10	10	40	50	
	4	50	40	10	10	20	30	20	10	10	40	50	
	5	40	30	10	10	20	20	20	10	10	30	40	
	6	30	10	10	10	20	20	20	10	10	10	30	
	7	30	10	10	10	20	20	20	10	10	10	30	
	8	30	00	00	00	10	20	10	00	00	00	30	
	9	20	00	00	00	00	10	00	00	00	00	20	

Figure 2



Revamping Basketball Strategy

by Dennis R. Rose

DEFENSE

This is the area which has been totally revamped. I have discarded the matrix system keeping only the terminology (open, guarded, pass again, turnover). The system is described below.

In the pro version only man to man defense is allowed. The chances of an offensive player gaining the opportunity to take a shot (guarded or open) in a particular zone, moving the ball to an area of the court, or turning the ball over is determined by the quality of the defensive player guarding him. For example it is very difficult for an offensive player, e.g., a left guard, to get the opportunity to shoot in a particular zone, either by dribbling himself or taking a pass from a teammate, when he is being guarded by a defensive player whose defensive rating is "4". Conversely it is easier for that offensive player to get a shot if he is being guarded by a defensive player with a rating of "1".

These chances of obtaining a shot are affected by the quality of the man handling the ball, either the dribbler or the passer. Other options the two "coaches" have which will affect the chances of obtaining a shot are:

Offensive coach: setting a pick.

Defensive coach: using the double team.

Setting a Pick

By setting picks the offensive coach has a greater opportunity to obtain an "open" shot if the pick works. However, if the pick does not work he has a greater chance of his offense bogging down or his offensive players committing a foul.

Double Teaming

The effect of the double team on the double teamed player's shot is now a function of the quality of the defensive player. The double team will also have an effect on the double teamed player's opportunity to receive the ball or move on the court once he has received it. These double team rules

do away with the inequity that now exists in the game, wherein the defensive coach gains an advantage by double teaming with a poor defensive player as the second man, while not giving the offensive team a similar advantage on another part of the court. In the college version the coach has several options. He can use the man-to-man defense described above (this is a good choice if the defensive coach has the players with the ability to play good defense) or he has the option to use one of several zone defenses which are available to him. These zone defenses are briefly described below.

2-3 Zone: This is the basic zone defense employed by most college teams.

Collapse: This defense shuts down the middle while giving up the shot from the perimeter.

Baseline: This defense as its name implies, guards the baseline while giving up the outside shot.

Zone Right: This defense guards the right side of the court while leaving the left open.

Zone Left: Left is guarded, right is open.

Perimeter Defense: This defense is tough on the perimeter areas on the court while being vulnerable in the middle.

Outside Pressure: This defense is a mini-press where the offense will have a hard time bringing the ball upcourt, but once it has it can move around the baseline with relative ease.

Press: This is a gamble defense which, when it works, creates turnovers, when it doesn't work, however, the offense can make easy baskets.

When the defensive coach is employing a zone defense, the offensive team's chances of successfully moving the ball around the court and obtaining the opportunity to shoot is no longer a function of the particular man guarding him, but is a function of the zone itself. The overall strength of the defensive team, i.e. the sum of the defense factors, will effect the defensive team's ability to play the zone. Other factors which will affect the offensive player's

chances of beating the zone defense are the quality of the man handling the ball, and the number of passes the offensive team makes trying to beat the zone.

I will give a brief description of this second factor.

For every pass the offensive team makes towards "A" his chances of obtaining a shot are increased. This rule is included to simulate an offensive team's ability to "break-down" the zone by making several passes. Of course as is the case in real terms, the more passes you make the greater the chance of turning the ball over.

Unlike the original version of *Basketball Strategy*, in my modified version you are only allowed to change your defense during a timeout that you have called or at the half. This allows for more realistic "coaching" decisions pertaining to defense and does away with the unrealistic changing of defenses every four seconds. I have enclosed a crude prototype of a defense card along with a description of how the system works.

FAST BREAKS

Fast breaks after an interception are now a function of the ability of the defensive man making the interception. Fast breaks after a defensive rebound are now a function of the rebounder's ability to start a fast break and the team's overall ability to "move" on the court. The rebounder's ability to start a fast break is determined by a simple formula using his basic attributes. The team's ability to "move" on the court is described below.

MOVING ON THE COURT

A player's ability to obtain a shot in a zone in which he is not positioned on the court, ie player in "B" getting a shot in "A", is determined by his ability to move on the court. This ability is also determined by a simple formula using the player's basic attributes. The team's ability is determined by adding together the individual player's factors.

INTENTIONAL FOUL

In college basketball a team is often forced to foul the opposing team in order to get the ball back. This is simulated in a rule which utilizes a simple chart which determines the player's success in fouling his opponent. The result can range from the desired one and one foul shot to leaving his man wide open for a high percentage shot.

SUMMARY

With the help of several people—offering ideas and playtesting the game—I have designed a defensive system to be used with *Basketball Strategy*. This system is highly playable and extremely realistic. The modified defensive system along with the modified fast break and "moving" rules greatly enhance the remaining excellent concepts which I have left untouched. The sports gamers who have played modified *Basketball Strategy* have all reached the conclusion that modified *Basketball Strategy* is the best boardgame simulation of the game of basketball that exists.



Yes, it's here—*Stat-Pro Circus Strategy*, the only game where you get computer-designed cards representing every member of the Clyde Barnum, Beetle Bailey, Sandler & Younger Brothers Circus. Over 300 cards including clowns, dancing bears, elephants, trainers, dancing dogs, high-wire acts, ringleaders, and more... so save your old Animal Crackers boxes—the Big Top will rise again! Special foreword to the rules by the late Capt. Herbeck.

MODIFIED BASKETBALL STRATEGY

Explanation of defense system and prototype card

1) The dice are read in the same manner that they are read to determine the result of a shot.

2) A roll of the dice will give the result of a player's attempt to move the ball from one area of the court to another.

3) After declaring which zone he will attempt to move the ball to the player rolls the two dice and consults the chart on the defense card that represents the defense that the opposing coach is utilizing. If the number that is rolled is equal to or lower than the number in the box which is in the column for the zone he is attempting to move to, and greater than the box directly below it, he obtains the result that corresponds with that box on the chart. An example would be a player attempting to move the ball into zone "c" against the 2-3 zone rolls a 34, looking at the "C-D" column of the 2-3 zone card he will see that 34 is less than 42, the number in the "guarded shot" box, and greater than 16, the number in the "open shot" box, this means the result of his attempt to move the ball into "c" is a guarded shot. If he had rolled a 64 he would have turned the ball over and would consult the turnover chart which is represented

Two Three Zone

Area	A	B	C-D	E-F	G
Turnover	X	X	X	X	X
Pass Again	53	55	61	63	65
Offense Ball	36	41	46	53	62
Guarded Shot	26	34	42	45	53
Open Shot	11	14	16	22	33

Ball Handler Modifier Chart

Modifiers go here

Team Defense Modifier Chart

Modifiers go here

on an all-purpose card.

4) The ball handler and team defense (when the defense is playing a zone) modifiers will change the numbers on the chart. Implementing these changes has proven to be a simple step in the games that have been changed. An average ball handler going against an average defense will have no affect on the chart. If the ball handler or defense is not average the numbers on the chart are raised or lowered depending on quality of the ball handler or defense. For example, if the ball handler is

very good (rated 3) his chances of obtaining an open or guarded shot will go up while his chances of turning the ball over, having it knocked out of bounds, or failing to get into the zone will go down when he is attempting to move the ball into a zone. This rule can be used at the player's option, but it greatly enhances the realism of the game while only slightly detracting from playability.

This system speeds up the play of the game by eliminating the rather silly need to make defensive decisions every time the ball is moved. The defensive coach watches as the offensive coach tries to dissect his defense and makes his defensive decisions based on the success of the offense's dissection. This represents a highly realistic simulation of the decision making process in basketball.

The percentages that the numbers on the defense card represent and the various modifiers which may be employed have been carefully calculated to accurately reflect the affect that a particular defense or the abilities of a particular player will have on the ability of an offense to move the ball on the court.

MAJOR LEAGUE BASEBALL

—HOW TO PLAY for REALISM

by Jim Barnes, Designer

I believe that the beauty of the SPORTS ILLUSTRATED (Statis-Pro) MAJOR LEAGUE BASEBALL game is the marriage between pitcher and batter—a carefully balanced statistical relationship that, when used properly, not only brings about realism in results but offers a game player the chance to change history.

Only when the ball players are used the right number of times can this marriage come about, but most table top managers are interested in inserting their own input, in an attempt to improve the team's performance. As an example, a manager might use a "fringe" player more than he was utilized in real life—this, of course, means an alteration in statistics. Is this all bad? Hardly.

Why replay the previous season as is; to do so would only result in an actual REPLAY. The excitement is in the changing, the switching of pitchers from relief to starting roles or in the insertion of a new face in one of the fielding positions.

The best criteria for realism is to use a pitcher in no more innings than he worked in real life but you can use him, as you see fit, in either a starting or relief role. Batters, too, should have no more AB's than in real life. This protects the validity of the game but still leaves room for movement within the lineup.

THE FAST ACTION CARDS

The deck of cards must be thoroughly shuffled each and every time, and cards turned around. In fact, I "flip-flop" cards in each shuffling and do a very thorough job of reshuffling. If the cards are left in the same order, games will trend into either low or high scoring. The balance is in how the cards are mated to each other. Keep them fresh-in sequence.

NEW PITCHING

The pitching change, I feel, is for the better. Old liners with Statis-Pro (since



1971) felt that the 2-5 and 2-6 grades were being hit too much, getting too many strikeouts and allowing too many walks. Maybe. Stats should be within 10-20 percent of accuracy. I felt the pitchers, old method were satisfactory but if an improvement can be made—why not?

On the computer, the new formula for creating pitcher cards looks great. The test is how it will play in real-life or as Nixon would say, "Will it play in Dubuque?"

As a test, I have been replaying the season of 1951 Chicago Cubs—a team composed of primarily 2-6 hurlers. Through the first 50 games, the team ERA is about 17 percent too low but most of that has been the result of opponents getting men on and not coming up with a key hit. Seventeen times the Cubs have gotten out of bases full situations without allowing a SINGLE RUN. What luck!

The pitching change has lowered the Cub's team batting average by 14 percent, which is satisfactory, but keep in mind the season is only a third over.

The thing that I like best about the change is that a 2-6 pitcher is no longer a guaranteed loser against a good team which is offering a 2-7, 2-8 or 2-9. In fact, the 2-6 will now get shutouts and have some of those great performances. But, next time out, he may get shelled in a hurry.

The 2-6 hurler is one who gives up about a hit an inning (give or take a few percentage points) and usually has good and bad days—in succession. The game now takes this into account.

In fact, among my 2-6 Cub hurlers, three are right on course and three others are "out of their heads." Cal McLish has the right won-loss mark and right ERA but his hits per inning are low. He has been very lucky. Another pitcher at 2-6, Frank Hiller, is untouchable. He has an ERA of 2.08 as compared to a 4.84 in 1951 but he always gets a good start. Bob Rush, another 2-6, has about the same card as Hiller but is getting creamed. The luck of the cards.

Chances are, by season's end the cards will even out and Rush will wind up as the better starter.

Overall, the new pitching method has kept the proper balance between pitcher and batter but has made a new inkling into the game—one that I had been searching for.

Too many baseball table games are so offensively oriented that scoring is no chore—it comes easily and often too frequently. Runs should be hard to produce, except when a slugger belts one out. You have to work at getting that runner on first to home. You steal, hit and run. In the game—now—you work at getting runs even against a 2-6. No longer can you sit back and wait for the long belt.

The batter cards, as a refresher, are so constructed that if every play was on the batter card—the hitter would emerge with an average fifty points higher than in real life. Pitchers are molded against this average.

Why was this done? Pitching is baseball. With it—YOU WIN. Without it—YOU LOSE.

We made the pitchers tougher when on their own cards by dropping extra base hits from their cards. These are only on batter cards. Therefore, the PB factor puts the play on the pitcher's card and when he is in control—he is tough.

The SR (or RR rating) goes a step farther and says how long the hurler can remain at his present rating. When his SR or RR is used up—every play from then on is on the

BATTER CARD. Out goes the pitcher—in strolls a new one (or rides).

Therefore, the pitcher card has been made tougher to allow for his real life performance not only in hits, strikeouts, walks, etc, but also in ability to finish a game.

With the new pitching, this works even better. **IMPORTANT CHANGE, NO LONGER SHOULD YOU USE THE PITCHING ADVANCEMENT CHART.** A 2-6 remains a 2-6 even if he has allowed no runs through eight innings. This chart will be dropped in future printings of the playing board.

The chart was used, previously, because the only way a 2-6 could get a complete game was by going through the chart. The chart was an important part of the game but is no longer needed. In fact, using it with the new method in pitching, will result too many times in a low hit pitching performance by either a 2-5 or 2-6.

HIT AND RUN

This play **must** be used as it comes about frequently in baseball and without it, certain players will hit below their averages. The play accounts for about five percent of the actual batting average. Remember the difference between a .320 hitter and a .260 hitter is **ONLY SIX PERCENT**. Not 60 percent as many fans seem to feel the data suggests.

Remember, too, the average score in a baseball game is either 5-4, 4-3, or 3-2. Too many other baseball games achieve this by getting 11-1 and then a 2-1 or 1-0 contest. You will find that the 5-4, 4-3 games are

more like real life with the "good teams" getting a lot of one run wins.

My Cubs (1951) are averaging 3.8 runs per game while the opposition is at 4.2 . . . this is off about 13 percent. Again, the luck of the Cubs' pitching has been the difference. If that luck continues I will certainly better their real life mark—which wasn't all that great with 62 wins and 92 losses. Through 50 games, Chicago was 11 below .500.

FRANKLY SPEAKING

I will be honest with you. Having created the baseball, NBA and USAC game—I always felt that NBA was my favorite. The games were faster than real NBA action and were "more exciting." The game has a momentum factor built in that I find hard to explain. The fast action cards make the game work exceedingly well. Most of my spare time was spent in replaying NBA games.

Figuring the baseball cards is a chore and often when I was finished, I seldom ever touched the baseball game. Not that I found it boring but I felt that something was missing. There was an element—in the pitching—that turned me off.

With the new pitching change . . . I am **HOOKE**D. Very hooked. I intended to just play 10 or 11 games with the 1951 Cubs but got so involved that I ran off 50 games in less than 10 days. An average of almost 6 per day and each game takes only about 23 minutes (I keep track of actual playing time, too).

Now, I feel as comfortable with the baseball game as with the NBA. And for me

that is an accomplishment.

Sure, the baseball pitching might not be perfect and maybe a subtle formula change might be needed to get it up to 90 percent—but in the present state, I feel this is a **real** baseball game. An encounter with the realism that is hard to beat.

Other games may play more quickly but the quickies get very high scoring and very poor performance. They seem to make the good players "too good" and the poor one—"too poor."

Games that boast 100 percent accuracy probably have it but it takes an hour (or more) to play a single game.

In creating a baseball game, you try to get a game that plays fast, is fun and is accurate. Trying to accomplish all three endeavors is difficult. Fast is not hard to achieve but it is when you add the other two elements. Any game **must** flow to be fun. And, believe me, the baseball game sure does.

I would love to spend more time on this article but my Cubs are in the midst of a 15-game home stand and the Phillies and Ashburn, Ennis and Roberts are beckoning.

Good luck, fans.

James A. Barnes, creator of the **SPORTS ILLUSTRATED MAJOR LEAGUE BASEBALL GAME**, has announced a revision in the pitching formula—a change which should bring about ten percent more accuracy.

"I have always felt that the grades 2-6 and 2-5 were being shortchanged, statistically," Barnes said. "The hits, walks and strikeouts were based on PER INNING data and this is a good but often not reliable measurement."

Game player David C. LeSueur came up with an alternative method which was detailed in **ALL-STAR REPLAY** (Volume II, No. 4, Page 24) and on his method, Barnes said:

"He has hit the nail on the head. His system is one that I was studying prior to the time the issue came out. His idea is that the pitching cards should be based on a probability percent. I was attacking from the angle of difference from the standard batter. We both are getting the same result."

The 1980 cards (retailed in 1981) will reflect these pitching changes.

In general, grades 2-7, 2-8 and 2-9 will see little change. Perhaps, a number of two from the standard method. The big changes are in grades 2-5 and 2-6. Whereas, the old method had about 85 percent accuracy, the new method will see about 90 percent accuracy and, for those who worked many innings, 95 percent accuracy.

The pitching revision, in the lower grades, will bring about more accurate relationship between hits allowed, strikeouts earned and walks given.

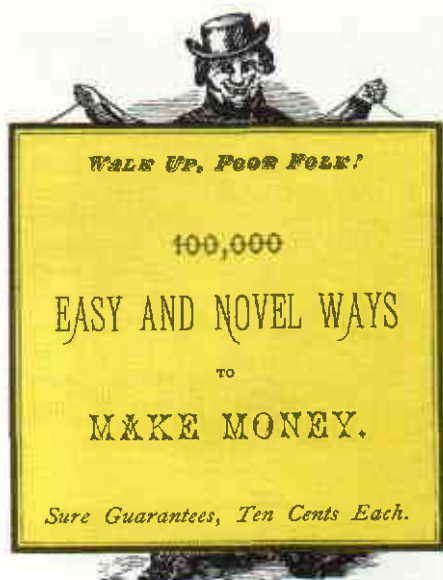
If studying the current cards, the change will be notable only on the lower pitching grades.

Order by Telephone

800-638-9292

Toll Free

MAJOR CREDIT CARDS ONLY



PURCHASING STABLES in WIN, PLACE & SHOW

by Kenneth G. Waido

INTRODUCTION

When I first sat down with the concept for this article I was only looking for a way to modify WIN, PLACE & SHOW Fast Version Rule 12.2 to allow players the opportunity to purchase the six stables in the game through the establishment of a fair market value for each stable and a bidding process. After producing the data to establish the fair market value for each stable I realized that this article will contain the most in depth analysis of every horse in each race of the WIN, PLACE & SHOW game yet to be published in ALL-STAR REPLAY. The analysis should enable players to bid for horses and wager on them more intelligently during the six races of the game.

WIN, PLACE & SHOW Fast Version Rule 12.2 states, "If there are 6 players omit the Auction process entirely. Instead each player in turn, rolls the die once and the resulting number is the 'horse' he will have for the first race and the 'stable' he will have for the balance of the game. If a player rolls a number of a horse/stable which has already been taken he keeps rolling until an available number is rolled."

I had a major concern when I first read Rule 12.2 and began to think about it. Does not Rule 12.2 imply each of the six stables has an equal chance in sharing all of the purse money available for the six races?

I didn't think every stable had an equal chance at the purse money and the analysis presented in this article proves the point. Thus, as an option to allowing the random fate of the die determine which player will receive a particular stable and greatly effect his chances at the winning purses, as will be seen later, this article will concern itself with the establishment of a fair market value cost for each stable so they may be purchased by

the players in the game, whether playing the fast version or the regular game. The purchasing process involves players submitting written bids based on the fair market value of each stable in the same manner as bidding for individual horses in each race. The player bidding the highest for a particular stable would receive the stable and thus be the stable's jockey in each of the six races. Tie bids would require an auction, or roll of the dice, to determine which player would be able to purchase the stable in question.

It doesn't really matter how many players are involved in the game since any stable purchase, like a horse purchase or bet, is a gamble of money expended (cost/bet) for anticipated earnings (purses/payoffs). It, however, might be a good idea when there are six or less players in the game to use the concept of Rule 9.5 where one player is not allowed to own two stables until all players in the game own one stable. As an equalization factor, no bid for a stable could be lower than the established market value of each stable. This would prohibit one player from getting a stable at an extremely low price simply because all of his competition already owns a stable and cannot bid. The concept of Rule 9.5 would also assure that all players have a chance to be a jockey for at least one horse during each of the six races. In games where there are seven or more players, I would still recommend individual bidding for separate horses for each race, again to assure players will have a chance to be a jockey for at least some of the races. However, stables could be sold to the highest bidder regardless of total stable ownership—owning, through purchase, of more than one stable will only decrease that player's potential funds for betting purposes.

EXPECTED WINNINGS

When playing WIN, PLACE & SHOW with six players the maximum amount a single player can win in purse payoffs is \$58,500 (betting payoffs not considered). This, of course, assumes a single player's horses win each of the six races in the game. The minimum amount is \$0, meaning of course, a single player's horses never finished higher than 5th place in any of the six races. Bids for individual stables can never approach \$58,500, since players only start the game with \$50,000. In fact, the highest bids may only be slightly over \$23,500 which has been determined as the highest market value of one of the six stables in the game, as will be shown later.

The first step in establishing a fair market value cost figure for purchasing each of the six stables is to determine what the expected winnings for each stable are for each race in the game. The expected winnings for a particular stable is represented by the expected winnings by that stable's horse in each race, which can be expressed by the following equation:

$$EW_n = P_1(O_1) + P_2(O_2) + P_3(O_3) + P_4(O_4)$$

where

- EW = Expected Winnings
- P_1 = Purse for 1st Place in Race n
- P_2 = Purse for 2nd Place in Race n
- P_3 = Purse for 3rd Place in Race n
- P_4 = Purse for 4th Place in Race n
- O_1 = Horse's Odds (probability) of Winning Race n
- O_2 = Horse's Odds of finishing Second in Race n
- O_3 = Horse's Odds of finishing Third in Race n
- O_4 = Horse's Odds of finishing Fourth in Race n
- n = Number of Race

A fair market value of each stable in the game is thus the sum of its Expected Winnings for each of the six races, or the equation:

$$MW = \sum EW \quad \text{or} \quad EW_1 + EW_2 + EW_3 + \dots + EW_6$$

where MV = Market Value

The expected winnings of each horse/stable for each of the six races are listed in a series of tables presented later. The methodology used to determine the figures will now be explained in some detail.

KEY TO ANALYSIS

The key to the analysis and methodology is the Betting Odds as listed in the WIN, PLACE & SHOW Official Program. It must be assumed that the Betting Odds listed in the Official Program are directly related to, and can be manipulated to, represent that particular horse's probability of either winning, finishing second, third, or fourth, in a specific race. The odds listed in the Official Program actually are the ratio at which winning bets are paid off on horses finishing first. For example, 3-2 odds mean you will receive \$1,500 for each \$1,000 bet on the winning horse; 2-1 odds mean you will receive \$2,000 for each \$1,000 bet on the winning horse; etc., etc.

The Betting Odds listed in the Official Program are not the actual probability of a particular horse winning the race. As an example, look in detail at the betting odds for the First Race listed in Table I below. Horse #1 has betting odds of 6-1. This does not mean Horse #1 should be expected to win 1 out of every 6 races. Nor do the betting odds of Horse #2 listed at 4-1 mean Horse #2 should be expected to win 1 out of every 4 races. To prove this, look at the extension of that logic for the proposed first place finishes the betting odds would produce for a least common denominator of 120 races.

Table I

Horse	Betting Odds	Proposed First Place Finishes?
1	6-1	120-20
2	4-1	120-30
3	15-1	120-8
4	3-2	120-80
5	8-1	120-15
6	10-1	120-12
		120-1657

From the above table it is obvious you cannot have 165 winners in only 120 races! In actual horse race track betting, the Betting Odds of a horse will change with the amount of money being wagered on the horse. This is not possible with the secret betting technique used in the WIN, PLACE & SHOW game. However, it must be assumed the Betting Odds listed in the Official Program take

into account the horse's chances of winning the race including the following variables: the distance of the race; the post position of the horse; the running strength (speed and class) of the horse; the horse's bonus number; and the type of jockey riding the horse.

WINNING PROBABILITY METHODOLOGY

The first step in determining a fair market value for each stable is to convert the Betting Odds listed in the Official Program to a winning probability. This involves converting the betting odds (BO) to a betting odds decimal (BOD). This is accomplished by simply dividing the first betting odds number into the second. For example, Horse #1's 6-1 BO converts to a .167 BOD; Horse #2's 4-1 BO converts to a .250 BOD; etc., etc. The individual BOD's for each of the six horses are then totaled for each race. The total for the First Race is 1.376 as can be seen in column three of Table II below.

The next step of the methodology is to convert each horse's BOD into a winning probability decimal (WPD) for that race. Since there can be only one winner for each race the sum total of all horse's WPD's must equal 1 (1.000). To convert each horse's BOD to a WPD simply divide the horse's BOD by the sum total of all BOD's for all six horses in a particular race. For Horse #1 in the First Race the calculation is .167/1.376 = .121; for Horse #2 it is .250/1.376 = .182; etc., etc. Thus, Horse #1's probability of winning the First Race is .121, or 12.1%, approximately 1 win in every 8.26 or 9 races, or as listed for the ease of discussion and comparison in the market value calculation tables presented later, 121 expected wins in 1,000 races. Horse #2's probability of winning is .182 or 18.2%, or 182 expected wins in 1,000 races. And so on and so forth.

Table II

First Race				
Horse	Betting Odds	BOD	WPD	Expected Wins/1,000 Races
1	6-1	.167	.121	121
2	4-1	.250	.182	182
3	15-1	.067	.049	49
4	3-2	.667	.485	485
5	8-1	.125	.091	91
6	10-1	.100	.072	72
		1.376	1.000	1,000

Horses in WIN, PLACE & SHOW not only win purses for finishing first, but also for finishing second, third, and fourth. The next step of the methodology is to determine how many times a horse can be expected to finish second when it is not winning. The methodology used to determine expected second place finishes is similar to determin-

ing expected winnings and involves using each horse's BOD, except one, as shown in Table III.

As an example, from Table II we know Horse #1 can be expected to finish first 121 times in 1,000 races. Since Horse #1 in this first step is considered to have won the race it is obviously eliminated from consideration for a second place finish. Thus, Horses #2 thru #6 BOD's are added to determine a new sum total, which is then converted to a new WPD for each horse, only in this case the WPD is not actually a winning probability decimal but a probability for finishing second while Horse #1 wins.

Table III

First Race, Horse #1 wins 121 times

Horse	BOD	WPD	Expected 2nd Places
2	.250	.207	25
3	.067	.055	7
4	.667	.552	67
5	.125	.103	12
6	.100	.083	10
	1.209	1.000	121

Notice the total number of second places in Table III equals the number of times Horse #1 is expected to win the First Race (121). Thus, while Horse #1 is winning, Horse #2 can be expected to finish second 25 times, Horse #3 second 7 times, etc., etc. To determine each particular horse's number of expected second place finishes in a particular race all combinations of individual horse winnings must be examined and the totals added.

The methodology to calculate expected third place finishes is similar to the above methodology except two horses, the one finishing first and the one finishing second, are eliminated from consideration. We have seen from Table III that Horse #2 can be expected to finish second 25 times of Horse #1's 121 expected wins. The number of expected third place finishes for Horses #3 thru #6 for that situation is shown in Table IV. Again, each horse's BOD is added to achieve a sum total, then each horse's BOD is divided by the sum total to produce a WPD. However, as in the case earlier, the WPD is not technically a winning probability but in this case a probability of finishing third while Horse #1 wins and Horse #2 is second.

Table IV

First Race, Horse #1 wins, Horse #2 second 25 times

Horse	BOD	WPD	Expected 3rd Places
3	.067	.070	2
4	.667	.696	17
5	.125	.130	3
6	.100	.104	3
	.959	1.000	25

Again, the total number of third places in Table IV equals the number of times Horse #2 is expected to be second while Horse #1 wins the First Race (25). Thus, while Horse #1 is winning and Horse #2 is second, Horse

#3 can be expected to finish third 2 times, Horse #4 third 17 times, etc., etc. To determine each horse's number of expected third place finishes in a race all combinations of winning and second place horses had to be examined and the totals added.

The methodology to calculate expected fourth place finishes is similar to that of calculating expected wins, second, and third place finishes as just described and need not be presented in detail.

EXPECTED PLACINGS

Table V lists the expected times (probability) each of the six horses should finish first, second, third, or fourth in 1,000 runnings of the First Race. Again, the calculations were made and presented based on 1,000 races so the reader would not have to deal with decimal points or percentage signs (nor would I have to type them). Tables VI through X present the expected times each horse should finish first, second, third, or fourth in 1,000 runnings of the Second Race through the Sixth Race respectively. These are the tables which should help players bid for horses and wager on them more intelligently.

Table V—First Race

Horse	1st	2nd	3rd	4th
1	121	169	206	210
2	182	237	231	178
3	49	73	104	139
4	485	287	142	83
5	91	129	171	206
6	72	105	146	184

Table VI—Second Race

Horse	1st	2nd	3rd	4th
1	134	176	220	222
2	67	92	132	192
3	96	130	175	229
4	447	291	164	86
5	33	48	73	108
6	223	263	236	163

Table VII—Third Race

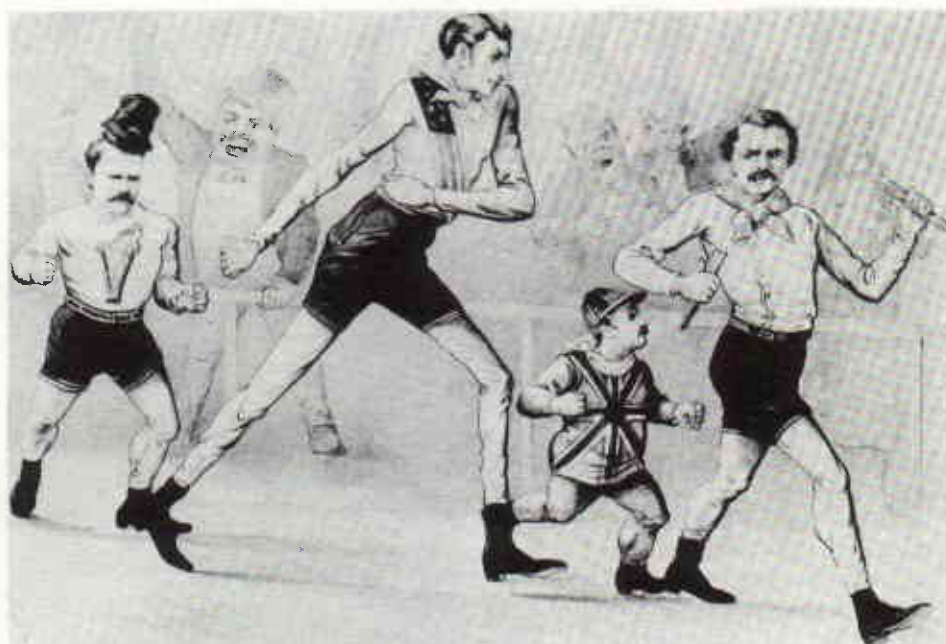
Horse	1st	2nd	3rd	4th
1	101	122	155	220
2	322	271	205	142
3	201	213	228	200
4	54	70	94	140
5	268	254	224	158
6	54	70	94	140

Table VIII—Fourth Race

Horse	1st	2nd	3rd	4th
1	105	115	129	153
2	156	162	171	180
3	250	223	194	153
4	156	162	171	180
5	125	136	149	164
6	208	202	186	168

Table IX—Fifth Race

Horse	1st	2nd	3rd	4th
1	346	265	192	119
2	69	85	106	144
3	198	209	205	186
4	173	188	196	192
5	115	136	160	183
6	99	117	141	176



A Reassuring Note: After consulting our exclusive, confidential sources, we are able to tell you that regardless of the result of the thoroughbred strike in New York, the Belmont will be held as usual this year. However, if there are no horses available, a slight change will be made in the format, with the listed jockeys each representing their own horse. Odds will remain unchanged.

Table X—Sixth Race

Horse	1st	2nd	3rd	4th
1	178	180	180	181
2	111	123	136	158
3	89	99	114	141
4	222	209	195	169
5	178	180	180	181
6	222	209	195	169

EXPECTED PURSE WINNINGS

The next step of the methodology to determine a stable's fair market value is to translate the expected placings for each horse listed in each race into a cash value of that horse for its stable in that race. To accomplish this, the number of expected placings, firsts, seconds, thirds, and fourths, of a horse were multiplied by the purse payoffs for each placing in the race and then divided by 1,000 (since the cash value was to be for 1 race and the expected placings were listed for 1,000 races). The results of these calculations for each horse for each race are

listed in Tables XI through XVI for the First Race through Sixth Race respectively. An example of how these calculations were made for Horse #1 in the First Race is as follows: (121 expected wins) \times (\$5,000 purse for winning) \div (1,000) = \$605; (169 expected second places) \times (\$3,000 purse for second) \div (1,000) = \$507; (206 expected third places) \times (\$1,500 purse for third) \div (1,000) = \$309; (209 expected fourth places) \times (\$500 purse for fourth) \div (1,000) = \$104.50. Cash value for Horse #1 in the First Race is \$605 + \$507 + \$309 + \$104.50 = \$1,525.50. This means that Horse #1 has a cash value to its stable of \$1,525.50. Also, players of WIN, PLACE & SHOW should average bidding approximately \$1,500 on Horse #1 since that amount equals the statistical average earnings of the horse. Any bids higher than \$1,500 the player is tempting fate.

Table XI—First Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	SM	605	507	309	104.5	\$ 1,525.50
2	O	910	711	346.5	88.5	2,056.00
3	RR	245	219	156	69.5	689.50
4	GT	2,425	861	210	42.5	3,538.50
5	LL	455	387	259.5	103	1,204.50
6	LF	360	315	219	92	986.00
		\$5,000	\$3,000	\$1,500	\$500	\$10,000.00

Cont. on p. 31

BRIDGE

by Jared Johnson

Sometimes the experts are too smart for their own good. Take a look at the diagrammed hand which came up at a recent regional tournament in Texas.

At tournament bridge, the same hands are played over and over again by different sets of opponents and the results compared. At most tables where South ended up declarer in three no-trump on this deal, the opening spade lead was won with the queen (South probably heaving a sigh of relief that a heart out hadn't destroyed that one precious entry to dummy), followed by three rounds of clubs, West winning the third and returning a spade.

Now declarer could play a heart to the ace, run the clubs and get back to hand with the king of diamonds for the hearts. At most, East-West could take two spades, a diamond and both minor suit aces. Of course, South would have to rely on East holding the ace of diamonds.

Mike Passell of Dallas, one of the top five tournament bridge players in the country, was also in three no-trump with the same lead. At trick two, Passell also played the queen of clubs, but when West failed to take his ace, Passell played a heart to the ace, knocking out the only side entry to the clubs. When he returned to clubs, West won the third round and there was no way back to dummy to cash the clubs. Passell was down one.

A dumb play? Not necessarily.

On a different lie of the cards, Passell's play would have paid off. He was concerned with getting his heart tricks. If clubs were two-two, West would be forced to win the second round and continue spades. Passell would win the ace of spades, cash the hearts and go to dummy for the clubs, taking 10 tricks. And East's eight played on the first round of clubs sure looked like the beginning of a high-low signal, indicating a doubleton.

Failing to cash the ace of hearts before dislodging the club ace would block the heart suit, and after cashing the clubs Passell would have to try to get back to his hand in diamonds—he didn't know the ace was onside—risking the loss of two diamonds, two spades and the ace of clubs.

		NORTH	
		S-5 4 2	
		H-A	
		D-J 4 2	
		C-K 9 6 5 4 2	
WEST		EAST	
S-K 8 6 3		S-J 10 9 7	
H-J 7 6 2		H-9 5 4 3	
D-Q 9		D-A 10 7 3	
C-A 7 3		C-8	
		SOUTH	
		S-A Q	
		H-K Q 10 8	
		D-K 8 6 5	
		C-Q J 10	
		The contract: Three no-trump by South	

So Passell's play could have worked.

Nevertheless, going down in a three no-trump contract that most declarers made was costly and contributed to a less-than-winning score in the event.

"Partner, why didn't you return a heart instead of a spade? We could have set them!"

"We would have had this event won if partner hadn't gone and bid this ridiculous slam on the next to the last hand."

"Bridge would be a lot better game if only you didn't need a partner."

Remarks like this are common at bridge tournaments such as this year's Spring North American Championships in Fresno. Although the person sitting across the table is often a convenient scapegoat—the first rule of bridge is "it's always partner's fault"—most expert bridge players agree that the partnership aspect of the game is one of the things that makes bridge so fascinating.

In a survey asking bridge players to decide which was most important in the game, bidding, declarer play or defense, one player replied, "Bridge is 25 percent bidding and play and 75 percent partnership trust."

Bobby Wolff of Dallas and Fred Hamilton of North Hollywood, Calif. were two of the top players at the Fresno tournament which attracted thousands of bridge players from all over the country. Both have numerous national and international

championship titles to their credit and both are part of the team that won the 1979 playoffs to represent the United States in the World Bridge Team Olympiad in Holland this October.

So, when anything bad happens at the bridge table, is it always "partner's fault?"

"That's absolutely true," replied Wolff.

Hamilton, assuring that Wolff was just joking—sort of—added, "We both try to take some responsibility. When you start attacking partner you end up with the bad vibes. We try to save the discussion for after the game. But we always try to trust our partner and our teammates. It seems to work for us."

Bobby Wolff, who feels that "bridge is more an endurance game than any other sport in the long haul," suggested that you sometimes need to restrain yourself so your partner doesn't feel threatened, but you also have to avoid feeling inferior when you have made a few mistakes yourself. Partners should try to build each other's ego, not tear each other down.

"In bridge, like every other game, it's easy to function well when things are going well for you," explained Hamilton. "The key to the game is continuing to play well without getting discouraged in the face of adversity."

All vulnerable, East dealer.

Table XII—Second Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	O	536	440	220	111.5	\$1,307.00
2	SM	268	230	132	96	726.00
3	LF	384	325	175	114.5	998.50
4	LL	1,788	727.5	164	43	2,722.50
5	GT	132	120	73	54	379.00
6	RR	892	657.5	236	81.5	1,867.00
		\$4,000	\$2,500	\$1,000	\$500	\$8,000.00

Table XIII—Third Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	RR	505	366	232.5	110	\$ 1,213.50
2	O	1,610	813	307.5	71	2,801.50
3	SM	1,005	639	342	100	2,086.00
4	LF	270	210	141	70	691.00
5	LL	1,340	762	336	79	2,517.00
6	GT	270	210	141	70	691.00
		\$5,000	\$3,000	\$1,500	\$500	\$10,000.00

Table XIV—Fourth Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	GT	785.5	460	322.5	153	\$ 1,723.00
2	RR	1,170	648	427.5	180	2,425.50
3	O	1,875	892	485	155	3,407.00
4	SM	1,170	648	427.5	180	2,425.50
5	LF	937.5	544	372.5	164	2,018.00
6	LL	1,560	808	465	168	3,001.00
		\$7,500	\$4,000	\$2,500	\$1,000	\$15,000.00

Table XV—Fifth Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	LF	4,152	1,855	960	119	\$ 7,086.00
2	GT	828	595	530	144	\$ 2,097.00
3	RR	2,376	1,463	1,025	186	5,050.00
4	O	2,076	1,316	980	192	4,564.00
5	SM	1,380	952	800	183	3,315.00
6	LL	1,188	819	705	176	2,888.00
		\$12,000	\$7,000	\$5,000	\$1,000	\$25,000.00

Table XVI—Sixth Race

Horse	Stable	1st	2nd	3rd	4th	Total Value
1	LF	4,450	2,250	1,350	905	\$ 8,955.00
2	LL	2,775	1,537.5	1,020	790	6,122.50
3	RR	2,225	1,237.5	855	705	5,022.50
4	GT	5,550	2,612.5	1,462.5	845	10,470.00
5	O	4,550	2,250	1,350	910	8,960.00
6	SM	5,550	2,612.5	1,462.5	845	10,470.00
		\$25,000	\$12,500	\$7,500	\$5,000	\$50,000.00

STABLE MARKET VALUES

As indicated earlier, a fair market value for each stable is the sum of the expected winnings from each of its six horses in the six races. Table XVII presents the fair market values of each of the six stables by totalling the values of each of the stable's respective horse in each of the six races.

Table XVII—Stable Market Values

Race	SM	O	RR	GT	LL	LF
1	1,525.50	2,056.00	689.50	3,538.50	1,204.50	986.00
2	726.00	1,307.00	1,867.00	379.00	2,722.50	998.50
3	2,086.00	2,801.50	1,213.50	691.00	2,517.00	691.00
4	2,425.50	3,407.00	2,425.50	1,723.00	3,001.00	2,018.00
5	3,315.00	4,564.00	5,050.00	2,097.00	2,888.00	7,086.00
6	10,470.00	8,960.00	5,022.50	10,470.00	6,122.50	8,955.00
	20,548.00	23,095.50	16,268.00	18,898.50	18,455.50	20,734.50

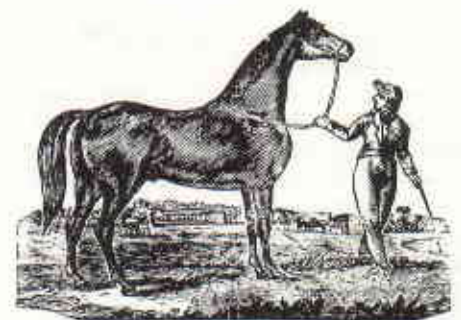
The market values of the stables range from a high of \$23,095.50 for Onwego to a low of \$16,268.00 for Red River, a difference of \$6,827.50 (still want to play the game and let the die determine which player will get the Onwego Stable?).

Because the market values for the six stables in Table XVII are dollar sums which cannot be achieved by using the money denominations in the WIN, PLACE & SHOW game, each stable's market value was artificially increased to a dollar denomination which can be purchased with game money. Thus, the costs for the stables, listed from the most expensive to the least expensive, are as follows:

Onwego	\$23,500
Lydon Farm	\$21,000
Shawn Mark	\$21,000
Green Tree	\$19,000
Lazy L	\$18,500
Red River	\$16,500

CONCLUSION

The purpose of this article was to establish cost figures for each of the six stables in the WIN, PLACE & SHOW game. From the above listed prices it is easy to see why the purchasing of stables is a more equitable way of playing WIN, PLACE & SHOW Fast Version Rule 12.2. The adjusted figures result in a \$7,000 difference between the Onwego Stable and the Red River Stable. Purchasing stables works best when there are exactly six players playing the game. When there are less than six players, each player may decide to purchase only one stable. If this happens, horses of the unpurchased stables go on auction before each race as in the regular game.



THE LIGHTWEIGHT DIVISION received new life with the departure of Roberto Duran. Duran had so dominated this division that it had become stagnant. With Duran's abdication, the lightweight crown was up for grabs and when the politics, finagling, and what not was over there were two lightweight champions—WBA champion Ernesto Espana, who defeated Claude Noel in a box-off, and WBC champion James Watt, who defeated Alfredo Pitalua for his half of the crown. The division contains many new exciting faces. Tough Johnny Lira is a brawling active fighter. Hilmer Kenty blends speed with power. Aaron Pryor punches like a middleweight, and youngsters like Roberto Elizondo and Herman Montes show great promise. Veterans Vilomar Fernandez and Edwin Viruet still retain their skills but neither has been very active of late. Another boxer who can't be ignored in this division is the former Olympic Gold medal winner, Howard Davis. Davis is a very good boxer, but he appears to be a reluctant warrior. Davis doesn't seem to enjoy fighting and although he now gets by on his great natural talent, this won't work against top level fighters. Davis, for all his speed and defense, appears to have a questionable chin and no punch to speak of. Lightweight casualties in 1979 included Termit Watkins who just misses talentwise and Giancarlo Usai is better off fighting in Europe, especially in his native Italy.

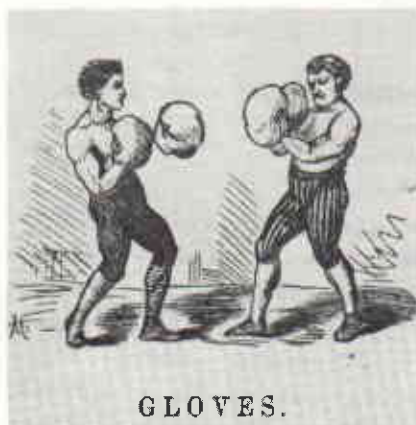
THE JUNIOR DIVISIONS by their very nature are often overlooked, as if they were the minor leagues of the middle, welter, and lightweight divisions. This is unfortunate because there are some standout fighters in these classifications, especially in the junior lightweight division. THE JUNIOR WELTERWEIGHTS boast one of the all-time greats, Antonio Cervantes who seems to get better with age. He is one of the cleverest fighters in the game today. Esteban DeJesus may be over the hill, but he is still a tough test for any up and coming fighter. Other junior welters have been around for awhile: Jo Kimpuni, Saoul Mamby, and Miguel Montilla to name a few. THE JUNIOR MIDDLEWEIGHTS saw Rocky Mattioli and Masashi Kudo begin 1979 as champions and Ayub Kalule and Maurice Hope end 1979 as champions. Several good fighters entered the junior middles from other divisions towards the end of 1979. Pete Ranzany deserted the welterweight ranks to

cast his lot with this group, and Tony Chiaverini also left the welters to fight in the higher weight class. Fighters who slipped in 1979 among the junior middles included Eddie Gazo, Frank Wissenbach, and Miguel Castellini. Gazo and Castellini have definitely come to the end of the line. THE JUNIOR LIGHTWEIGHTS are a powerful group of fighters. Beginning with the great Alexis Arguello, the division has knockout power galore. In addition to Arguello, fighters like Bazooka Limon, Frankie Baltazar, and Bobby Chacon are all legitimate knockout threats. Limon and Chacon have been on a slight decline but Baltazar is a deserving title contender. Chacon has made several successful comebacks and the former champion is still dangerous. Arguello, who is the WBC champion, and Sammy Serrano, who is the WNA champion dominate the division. Arguello, nicknamed The Explosive Thinman, is just that. A dynamite puncher with good boxing skills, Arguello has swept the division clean of contenders. Serrano is the opposite of Arguello, being a smooth counterpunching fighter with an excellent defense but little punching power. The division saw two perennial contenders lose ground this year. Longtime contender Alfredo Escalera no longer can be considered a real threat and Arturo Leon slipped badly.

THE FEATHERWEIGHT DIVISION earned new attention during 1979 and most of it was brought about by the exciting performances of the Ute Indian, Danny "Little Red" Lopez. Lopez, who gets knocked down once a fight only to get up and destroy his opponent, fought a war with contender Mike Ayala that may have been the fight of the year. Lopez also defended against several other lesser known fighters and the results

were always the same, Lopez winner by a knockout. (Lopez, early in 1980 was himself stopped, however, by a young and talented Mexican Salvador Sanchez). The other featherweight champion, Eusebio Pedroza did not receive the publicity of Lopez but critics began to give him some grudging respect as he defeated challenger after challenger with his methodical but effective style of boxing. Featherweights like Davy Kotev and Roberto Castanon faded from the picture in 1979 but their places were ably filled by the likes of Salvador Sanchez, Ruben Castillo, and Rocky Lockridge. Also fighting as featherweights but in need of experience are two names to watch in the future, Juan LaPorte and Carmelo Negron. The most exciting new featherweight, however, is a fighter who now owns something called the super-featherweight or junior featherweight crown (or something like that). This fighter's division may be confusing but his talents most certainly aren't. His name is Wilfredo Gomez, perhaps pound for pound the best fighter in the game today. Gomez destroyed bantamweight legend Carolos Zarate and set a record of 12 straight title defenses won by a knockout. Gomez brings his lethal fists to the featherweight division in search of a new title and will be gunning for Pedroza or Lopez (now Sanchez).

THE BANTAMWEIGHT DIVISION underwent much change in 1979. Carlos Zarate lost 2 fights! Unheard of for this great fighter, whose career now seems in jeopardy. Gomez, in a non-title fight stopped Zarate and Lupe Pintor, with the aid of a horrible decision, took Zarate's crown. Zarate lost his will to fight and has been inactive since his crown was stolen from him. Even past his prime, Zarate, who will rank with the all-time greats, is still a fighter to be feared. His power isn't what it once was but it still is more than enough to take out any fighter in the division. Rumor has it that Zarate will move up in class in 1980. Pintor, who received a 15 round decision over Zarate, shouldn't be looked upon as a pretender to the throne. Pintor went on to defend against tough Alberto Sandoval and stopped him in Pintor's first title defense. Pintor is a rugged, stone-chinned fighter with a good punch and plenty of guts. Jorge Lujan is the bantamweight equivalent of the featherweight's Pedroza. A workmanlike champion, Lujan suffers, as does Pedroza, the fate of being in a division where the other champion is an exciting explosive puncher. Thus both fighters, while being good champions in their own right, fight in the shadow of awesome names like Gomez, Lopez, Zarate, and so on. In the "They come and



GLOVES.

they go" department: Alfonso Zamora, onetime bantamweight knockout king, went, as did long time pretender Frank Duarte and Franco Zurlo. Fighters with a future in the bantam division appear to be Roberto Rubaldino, Julian Solis, Jeff Chandler, and Oscar Muniz. All the fighters mentioned (Rubaldino, Solis, etc.) fought often and well in 1979.

THE FLYWEIGHT DIVISION changes fighters and champions so fast that it is hard to keep track. Notable loss in 1979 was the retirement of all-time great champion Miquel Canto who lost his crown in 1979. Chan Hee Park, Shoji Oguma, Yoko Gushiken and Guty Espadas had good years. Gushiken is considered one of the better all around fighters boxing today. Of course, only real boxing enthusiasts pay any attention to the flyweight division, so talent goes unnoticed. For the same reason, few sports fans mourned the decline in ability of Betulio Gonzales, Martin Vargis, Franco Udella, and Luis Estaba. If you're interested—a name to watch—young Joey Olivo, out of LA.

That completes a capsule rundown on the 1979-80 boxing year. Boxing appears to be on the upswing after barely surviving for a long dormant period of time. Television has rediscovered the fight game and has much to do with its recent resurgence, ironic since it was television, through oversaturation, that helped kill boxing throughout the 1970's. Following is a comparison chart listing the champions at the beginning of 1979 and at the end of 1979.



Ever since Foofoo Munguung lost a 15-round decision to Hurricane Monsoon back in 1911, there has been no legitimate contender for the title of "Great White Hop" in the boxing world. Now all of that appears to be changing, a new "Great White Hop", Iron Paws Backout, has arrived on the scene (shown above dancing out of reach of one-time "Great White Hop" Onions Oregano).

THE PEANUT GALLERY

Dear Bruce,

I have been in contact with several game companies for a few years now, and have felt a certain community atmosphere with them and their magazines. I am referring to, among others, APBA. I'm commissioner of a 12 team mail league, using that game. Let me tell you, this is the future. You can see this with the AH wargames. I'm not only talking about the guy living in the country with no competition, but of big city players like myself. And now with the Statis-Pro line, these are ideal games for PBM. There are at least 60 mail leagues in APBA Baseball alone. (There is one with 40 teams!!) Just read The APBA Journal and you will see what I mean.

Much to my dismay, a great many of AH gamers don't have the faintest idea of how a mail league works. I think you should look into this.

Getting off this subject, here are some of my other gripes.

I'd like to see some SERIOUS contests, like The General. Also, if you want feedback, why not have those Game Breakdowns & ratings like The General does every issue.

ENOUGH IS ENOUGH!!! I've had it with Speed Circuit & USAC. I thought Mark Maticek's early articles were all we would get, but articles on this DUMB game keep appearing more & more every issue. I WANT A HOCKEY GAME!!!!

I hope Jim Barnes other games will be produced from AH.

I'd like to read more about the Challenge Games.

And lastly, PRODUCE ASR MORE OFTEN!!! Like a bi-monthly, even if this means no more glossy pages (no problem there, Ed.). You could use smaller type, and have more pages, like The General... It seems as if I get ASR twice a year! (this is an optical illusion, Ed.)

Well, at least I got that off my chest.

Sincerely yours,
Matis Gottlieb

PRAISE FROM A READER

Now for ASR... ASR is a great magazine!!! The pages are made from great material unlike the plain pulp that are in other gaming magazines.

Name withheld because we lost it.

Cont. on page 17

CORRECTION

If you are not already aware of it, you might wish to note that the most recent set of Major League Baseball player cards (1980) has the pitcher cards for the Chicago White Sox incorrectly labeled "Chicago Cubs," and vice versa.

PRO ANGLO-AMERICAN FOOTBALL LEAGUE

Founded—1978.

Teams—New members required for telephone and postal leagues.

Dues—Deposit or small fee for games. Magazine 40p. or £ 1.00 per issue.

Activities—The home of the Telephone Football Strategy League as featured in ASR Vol. II, No. 4. Postal Major League Baseball, NBA Basketball, possibly Paydirt/Bowlbound.

Membership Requirements—None, except for Telephone League, where UK residence essential.

Contact—

Malcolm E. Jones
98 Brook Green
London W6 7BD England

PRO ANGLO-AMERICAN FOOTBALL LEAGUE

THE SANDUSKY BAY GAMING COMMISSION

Founded—November, 1979.

Teams—6 currently, looking to expand to 8.

Active Members—6

Dues—To be determined on Trophy prices and on how many refreshments are consumed each nite, each week throughout the season.

Activities—League with Playoffs in Football Strategy. Head-to-Head competition every week. If enough interest, Speed Circuit will be included.

Membership Requirements—Age limit 18, must live in Bay area. Must complete full season, must have strong arm and stomach to assure himself of equal share of the refreshments.

Contact—

Ed Spayd
1107 W. Osborne St.
Sandusky, Ohio 44870
(419) 625-6256

THE SANDUSKY BAY GAMING COMMISSION

PLAY-BY-MAIL STATIS-PRO BASEBALL 1981

Founded—September 1980

Teams—Free draft.

Dues—None, other than desire to play 160 games.

Active Members—Four, looking for eight to ten more.

Activities—Play-By-Mail Statis-Pro Baseball to begin March or April 81 when new cards are available. Free drafting of all players, no players or teams have been established. 160 game schedule with a tried system. Drafting to be completed "Before" new cards are available. 35 men rosters.

Contact—

Mark Kaiser
679 Eastern Road
Doylestown, OH 44230
or

Matt Eckert
1750 W. Romneya
Anaheim, CA 92801

PLAY-BY-MAIL STATIS-PRO BASEBALL 1981

HEAD TO HEAD

If you're looking for opponents in any of our 12 sports games, we suggest you fill out the coupon below and send it in to us (with your subscription, if you're not already a subscriber). In your ad be sure to give your name and address; and mention the games you're interested in playing. In addition, if you wish to advertise discontinued or current games and components published by Avalon Hill, you may use the same coupon.

OPPONENT WANTED

1. Want-ads will be accepted only when printed on this form.

2. For Sale, Trade, or Wanted-to-buy ads will be accepted only for Avalon Hill/Sports Illustrated games, and only when they are accompanied by a token 25¢ fee.

3. Insert copy where required on lines provided and print name, address, and phone number (if desired) where provided.

4. So that as many ads can be printed as possible within our limited space, we request you to use the following abbreviations in wording your ad. Likewise with State abbreviations:

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

Name _____

Address _____

City _____

State _____ Zip _____

HELP! I need (desperately) opponents PTF for: MLB, BB ST and/or SUP. Will join or form league! Adults (I am 37) only! Harry R. Platt, 214 Brook Ave., Passaic, New Jersey 07055, (201) 773-8422 after 7 P.M.

Want Opponent. I play BBST, FT ST, PD, MLB, and NBA. John Higgins, 10 Longview Dr., Beverly, MA 01915, 922-2344.

MLB Players—I want to start a Play-By-Mail League. Also any other games may be used. Game with biggest response will be used. Must be honest, officer will be picked. Game Headquarters will be moved to Scottsboro, AL during the summer. Mark Williams, 23 Rosewood Lane, Owings Mills, MD 21117.

Wanted opponents for MLB, SUP and USAC. I'm also interested in joining a league in the Fayetteville Area. Send info to: Jeffrey Getz, 6309 E. Hampton Ct., Fayetteville, NC 28304, 868-5034.

Wanted: Am interested in starting a FT ST League in the Detroit-Metro Area. Would like at least 6 members (or more) for full Season Plus Playoffs. Call evenings (313) 292-4207. William L. Sparks, Sr. 6149 Janet St., Taylor M, Michigan 48180.

Wanted: opponents for Play-by-Mail MLB League. League will play 162 games and keep statistics. Contact me immediately! Ed J. Coss, 744 Chestershire, Columbus, Ohio 43204.

Looking for opponents in KO, BB ST, and any other games. Would like to start a club to play full seasons in all games. Myron Backhaus, 828 N. 3rd St., Bismarck, North Dakota 58501, 223-2905.

Play-By-Mail Opportunities: The well-known Federal League is accepting applications for basketball and baseball managers for the coming seasons. Our method of playing by mail is simple and enjoyable. We mail out monthly newsletters with everything you need know to play your games, communicate with other managers, trade, etc. Everything has been set out for the managers clearly and efficiently through years of experience in such organizing ventures. Games acceptable for league play are: Statis-Pro NBA basketball and baseball. Apply for baseball teams as soon as possible (state top 15 choices) due to nearing season! Basketball league starts next Autumn but reserve your team now to get the best choice (send top 10 choices). Write for information or a team. Sample newsletter 75¢, normal information free of charge. Self-addressed, stamped envelope appreciated if possible. FEDERAL LEAGUE, Kurt Smeby, 3308 Civic Center, Apartment B, North Las Vegas, NV 89030.

Interested in joining league for MLB, NBA All time, All stars, SUP, PD, KO, '71 or '72 S.I. Baseball. Contact Duane Widner, 961-A, Port Hueneme, Calif. 93043, (805) 487-4512.

Wanted: opponents for MLB in Seattle area or will join an established league. I'm a conscientious stat compiler and honest! Please write: Jack Lattemann, 314 NE 56th St., Seattle, WA 98105.

Opponents wanted for: MLB, FT ST, BB ST in Montreal Area. Bram Miller, 4220 De la Pettrie, Montreal, Quebec H3S-1V4, (514) 733-7533.

TO BUY

FREE: 1912 World Series player cards for SP, MLB; 1955 World Series player cards for MLB or Statis-Pro. White Hope ERA Heavyweight fighter cards for KO. All are from All-Star Replay and in mint unused cond. Jeff Wallingford, 11 Austin Drive, Sidbury, MA 01776.

For Trade: will trade NBA in excellent condition for MLB or PD. Allen Mass, 29-10 137th St., Flushing, NY 11354.

For Sale: complete ratings for MLB, 1955 season. 1 league, \$10; both 18. SASE and \$1 for info. Will deduct if set purchased. Bill Carr, 20 Northwest Pass, Ballston Lake, NY 12019.

Wanted: SP MLB cards, PD charts, 3M WPS, GFG, SC, any war, sports games, materials or accessories, etc. State condition, price. Also want info on any leagues; Baseball, Football are favored. Ron Seamans, R.D. 4, Box 317-D, Manheim, PA 17545.

For Sale: SUP played 3 times—\$8 and SUP unopened—\$10. Due to Christmas foul-up I have extras. Drop me a line or call. Eric Iversen, 212 Elm Ave., Swarthmore, Penna. 19081, (215) 543-6161.

For Sale: BK ST which was absolutely unused!—\$8. Gerry Henshaw, 88 Denton Ave., East Rockaway, NY 11518.

I can make ratings for MLB. All players and teams from 1879-1978. 10¢ per player or \$2.25 per team. Scott Welch, 140 Bouchelle Rd., North East, Maryland 21901.

Wanted to Buy: 1971 season (Copyright 1972) PD Charts, also (Copyright 1973) PD Charts, (1st edn B & W). Also FT ST old edition including 3-D scoreboard. Will pay cash or trade other Team Chart sets. Write: T. R. Nicely, Math Dept., Lynchburg College, Lynchburg, VA 24501.

Would like to buy '69 PD Charts. Will meet any reasonable price. Will pay postage. Carl S. House, 1857 Engle Ct., Augusta, GA 30906, (404) 793-2082.

Please, somebody, send me '69 PD Charts. I'm desperate. Will pay up to \$50 depending on condition. Also would like '72 and '75 MLB and '71 and '75 NBA. Shayne Johnson, 4505 Windy Hill Rd., Decatur, Alabama 35603.

For Sale: PD fair condition \$6.00, PD team charts 1975 and 78, good condition \$3.00 each. GFG good condition \$6.50. USAC good condition \$7.00 cars painted. USAC 1978 driver cards good condition \$3.00. Bob Kourtakis, 28944 W. King William, Farmington Hills, Michigan 48018, (1-313-553-7483).

For Sale or Trade: 1980 MLB and PD \$8.00 each or trade one for SUP. Wayne Slaver, 3004 State St., New Castle, Ind. 47362.

For Sale: TN excellent condition \$8.50, GFG fair condition \$6.50. Write or call Bob Kourtakis, 28944 W. King William Farmington Hills, Michigan 48018.

Want to Buy: pre-1978 SP-NBA season sets. Will pay well. Give condition and price. Will sell many sports books, magazines, game card sets. Send \$1.00 for list. Terry Dotson, 1531 Waukesha, Helena, MT 59601.

Want to Buy: 72, 73 and 75 MLB player cards. State condition and price of each! Mike Moats, 5613 Hutson Rd., Kansas City, Missouri 64151, (816) 587-8748.

For Sale: Ratings for World Series team for MLB for any year. Also ratings for NBA finalists any year for NBA game. Price is \$1.00 per team. Write for more details. David LeSueur, 5162 Gloria Ave., Encino, Calif. 91436.

To Sell: SP BB great World Series teams of past. Many teams from 1940's on. Also non-series teams and individuals. For complete price list send 50¢ to: Steve Maraccini, 1856 Alemany Blvd., San Francisco, Calif. 94112.

For Sale: 1972 Pen Race charts \$20.00; 1972 & 1976 Paydirt charts \$15.00/both. Also want other Pen Race seasons, original ATAS, and old MLB seasons. James C. Gordon, 1221 S. El Camino, #304, San Mateo, CA 94402.

For Sale: 1971 SI Baseball charts and rules, 1971 SI football charts, 1972 PD charts; \$10.00 each. Doug Richardson, 190 Rose Ct., #1, Campbell, CA 95008. (408) 378-4388.

Wanted to Buy: an SI All-Time All-Star Game, or the 16 player stat cards. Send asking price to: Jack Lattemann, 314 NE. 56th St., Seattle, WA 98105.

Wanted to Buy: 1960's MLB seasons, 1960's NBA seasons, 1964 APBA football and any APBA AFL cards as well as early 1960's cards for face-off Hockey game. Mr. G. Ferguson, 1483 Pritchard Ave., Winnipeg, Manitoba, Canada R2X-0H6.

WINNIPEG TABLE TOP SPORTS FEDERATION

Founded—1978

Teams—To be drafted

Active Members—3

Dues—TBA

Activities—Looking for team's managers in MLB, NBA, APBA, FACE-OFF Hockey.

Membership Requirements—Live in or near Winnipeg.

Contact—

Mr. G. Ferguson
1483 Pritchard Ave.
Winnipeg, Manitoba
Canada R2X-0H6

WINNIPEG TABLE TOP SPORTS FEDERATION BOEING EMPLOYEES BASEBALL LEAGUE (RENTON DIVISION)

Founded—Now forming

Teams—26 (The major leagues)

Active Members—11, want up to 26

Dues—TBA (Most likely none).

Activities—American league & National league. Schedule with play to begin with exhibition games in March, and the league to start in April 1981, with All-Star game followed by the playoffs & the World Series. We will be using Status Pro-Baseball, 1980 team cards. We will use the actual team rosters. Trades will be allowed.

Membership Requirements—Players should work at Boeing, the Renton plant. We plan on playing our games during our lunch hour. Each player should have his or her own game.

Contact—

Ron Lenarz
The Boeing Co.
P.O. Box 3707, M/A 74-23
Seattle, Wash. 98124
(206) 237-0511

BOEING EMPLOYEES BASEBALL LEAGUE



THE VICTORY OF MUSCLE OVER MIND

NEED NEW MEMBERS FOR YOUR LEAGUE?

Your free ad in ASR will be seen by thousands!

And some of them can even read. If your league is looking to expand, or just wants to replace retired or blackballed members, then you could hardly do better than to give us your ad to run on this page—free! The only requirements are that you adhere to the format given below, and that your league is involved with one of our Sports Illustrated/Avalon Hill games.

To see your ad in the next issue, just send in your information today. Please print or type.

Founded:

Teams:

Active members:

Dues:

Activities:

Membership requirements:

Contact:



UNITED BASEBALL ASSOCIATION

Founded—1981.

Teams—Looking for 10.

Active Members—2.

Dues—\$10.00 a season, plus \$1.00 for tabulation sheets.

Activities—To play 156 games schedule using MLB. Also we will have Playoffs and World Series. Members will play 6 games every 10 days for a total of 78 home games (using play-by-mail system). Approximately every 3 weeks (2 series) a newsletter containing stats and standings will be sent out to the members. Since we have a home computer one team's stats can be compiled in a matter of minutes. This saves time and assures accuracy. Because of the computer we feel that we can have an excellent league.

Membership Requirements—Must own or have access to MLB. No age limits. You may live anywhere in the World. Must be willing to complete season. Honesty and promptness very important.

Contact—

United Baseball Association
Pres Glenn
901 Valley Creek Dr.
Plano, Texas 75075
(214) 596-4968

UNITED BASEBALL ASSOCIATION

UNITED STATES PROFESSIONAL BASEBALL LEAGUE (U.S.P.B.L.)

Founded—March, 1980.

Teams—6 now, need 4-8 more managers for next season.

Active Members—6.

Dues—\$3.00 (postage and photocopies).

Activities—Each team is composed of players drafted from all the Major League Teams. A supplemental draft for additional players is held before each season. Players are maintained from year to year with trading encouraged. Each team will play 162 games (81 home). Statistics are kept for each player on an easy to use stat sheet. We have a World Series, All-Star Game and individual awards (MVP, Cy Young, etc.). There will also be a trophy awarded to the World Champion.

Membership Requirements—Must own Statis-Pro Major League Baseball and player cards for each season. Players can live anywhere in the U.S. Must be willing to complete all home games and keep accurate statistics. Responsibility and honesty are crucial.

Contact—

United States Professional Baseball League
Ed J. Coss, Commissioner
744 Chestershire Road
Columbus, Ohio 43204
(614) 276-2736

UNITED STATES PROFESSIONAL
BASEBALL LEAGUE (U.S.P.B.L.)

IOWA BASKETBALL ASSOCIATION (IBA)

Founded—1981

Teams—Will start drafting when we feel we have enough.

Dues—When needed, possible.

Active Members—4

Activities—The IBA will begin when we feel we have enough. Will play a whole season of Statis-Pro Basketball. Trades will be allowed, players can even be bought. There will be All-Star game, playoffs, and championship. Also awards like an MVP.

Membership Requirements—Must live in area of Clinton, can be any age, hurry don't be late for the draft.

Contact—

Tim Tack
3013 Pershing, Iowa
243-4525

IOWA BASKETBALL ASSOCIATION (IBA)

Could YOU manage in the biggies?

Stat Cards
on more than
700 major league
players

Full-color
Field
Mapboard

When you play super-realistic
Sports Illustrated
Games from Avalon Hill,
the seasons never end.

**MAJOR LEAGUE
BASEBALL** gives you that chance!
Replay a World Series,
or an entire pennant
race. You get "stat" cards for every major leaguer;
more than 700 in all. All players' on-the-field
performances computer analyzed so they will
perform in the game as in real life. Unique
FAST ACTION system eliminates dice and
random chance elements. YOU must make
the right managerial decisions. Outstanding
solitaire as well as head-to-head game.



COMPUTER Major League **BASEBALL**

Solitaire or head-to-head for
TRS-80® Level II 16K or 32K*
Tournament, Apple II +® 48K.

Skill, not luck, wins the game!

FOOTBALL STRATEGY

Award-winning game based
on the play-calling genius of
legendary Johnny Unitas.

Match up the all-time greats!

Title Bout

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

You make all the decisions.

Status Pro Basketball

Line ups, subs, game strategy
... you call it using actual
pro player performance statistics.

YES! Send me the games indicated:

- ☐ Major League Baseball \$18 ☐ Computer Major League Baseball ☐ Cassette \$25 ☐ Diskette \$30 ☐ Football Strategy \$14 ☐ Title Bout \$17 ☐ Pro Basketball \$16



- ☐ Go for the Green \$13 ☐ Superstar Baseball \$14 ☐ Win, Place & Show \$14 ☐ USAC Auto Racing \$14 ☐ Basketball Strategy \$14 ☐ Regatta \$16 ☐ Speed Circuit \$14

☐ I enclose \$_____ plus 10% for
postage and handling. (Make check or money
order to The Avalon Hill Game Co.)

☐ Bill my
☐ Amexco ☐ Visa ☐ Master Charge

Card No. _____

Exp. Date: _____

In a hurry: Charge customers can
call 800-638-9292 (Toll Free)
ASK FOR OPERATOR "5"

☐ I enclose 50¢ for your Sports Games Catalog.

NAME _____

(PLEASE PRINT.)

ADDRESS _____

CITY _____

STATE _____

ZIP _____

SIGNATURE _____

CHECKS PAYABLE TO: Avalon Hill Games
Dept. SI-81 • 4517 Harford Rd., Balto., MD 21214

Sports Illustrated

FREE!

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

*For TRS-80 specify 16 or 32K

Sports Illustrated is a trademark of Time Inc. and has been licensed to the Avalon Hill Game Company

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK:

Starts/Relief:

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mashahiro YANAGIDA
OF-115 E3 T3

OBR-C SP-D HR-1
CD-0 Sac-BB Inj-5

1Bf: 11 3B8: 31-32
1B7: 12-13 HR: 33-36
1B8: 14-15 K: 37-38
1B9: 16-17 W: 41-48
2B7: 18-21 HPB:
2B8: 22-25 Out: 51-88
2B9: 26-28 Cht: LP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kenji AWAGUCHI
OF-80 E3 T2

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

1Bf: 11-13 3B8:
1B7: 14-17 HR: 37-42
1B8: 18-23 K: 43-56
1B9: 24-27 W:
2B7: 28-31 HPB:
2B8: 32-34 Out: 57-88
2B9: 35-36 Cht: LP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Keljo ASANO
Throws: RIGHT Sac: E1

PB-2-5 SR-13 RR-6

1Bf: 11-13 K: 25-38
1B7: 14-16 W: 41-57
1B8: 17-21 PB: 58-61
1B9: 22-24 WP:
BK: Out: 82-88

Starts/Relief: 8/9

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Fumiaki KADOTA
Throws: RIGHT Sac: E2

PB-2-5 SR-16 RR-8

1Bf: 11-13 K: 26-48
1B7: 14-16 W: 51-64
1B8: 17-21 PB: 65-66
1B9: 22-24 WP:
BK: 25 Out: 67-88

Starts/Relief: 17/11

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Osamu NOMURA
Throws: RIGHT Sac: E4

PB-2-7 SR-16 RR-8

1Bf: 11-12 K: 24-33
1B7: 13-15 W: 34-37
1B8: 16-18 PB: 38
1B9: 21-23 WP: 41
BK: Out: 42-88

Starts/Relief: 16/8

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Akio SAITO
Throws: RIGHT Sac: E2

PB-2-7 SR-15 RR-7

1Bf: 11-13 K: 25-38
1B7: 14-16 W: 41-44
1B8: 17-21 PB: 45
1B9: 22-24 WP:
BK: Out: 46-88

Starts/Relief: 14/18

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Michio SATO
Throws: RIGHT Sac: E2

PB-2-5 SR-20 RR-10

1Bf: 11-13 K: 28-55
1B7: 14-17 W: 56-64
1B8: 18-23 PB: 65-66
1B9: 24-27 WP:
BK: Out: 67-88

Starts/Relief: 14/4

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shiro MIYAMOTO
Throws: LEFT Sac: E5

PB-2-6 SR-13 RR-6

1Bf: 11-13 K: 25-43
1B7: 14-16 W: 44-53
1B8: 17-21 PB: 54-55
1B9: 22-24 WP:
BK: Out: 56-88

Starts/Relief: 8/7

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

MASAJI HIRAMATSU
Throws: RIGHT Sac: E10

PB-2-6 SR-15 RR-8

1Bf: 11-13 K: 25-36
1B7: 14-16 W: 37-44
1B8: 17-21 PB: 45-46
1B9: 22-24 WP: 47
BK: Out: 48-88

Starts/Relief: 11/11

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shigeyoki TAKAHASHI
Throws: RIGHT Sac: E1

PB-2-7 SR-14 RR-7

1Bf: 11-13 K: 25-33
1B7: 14-16 W: 34-42
1B8: 17-21 PB: 43-44
1B9: 22-24 WP: 45
BK: Out: 46-88

Starts/Relief: 15/5

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kenichi WAKABAYASHI
OF-42 E1 T4

OBR-C SP-D HR-0
CD-1 Sac-DD Inj-8

1Bf: 11-17 3B8:
1B7: 18-26 HR:
1B8: 27-37 K: 47-81
1B9: 38-46 W: 82-88
2B7: HPB:
2B8: Out:
2B9: Cht: RN
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tsuneo HORIUCHI
Throws: RIGHT Sac: E5

PB-2-7 SR-15 RR-8

1Bf: 11-13 K: 25-36
1B7: 14-16 W: 37-42
1B8: 17-21 PB: 43
1B9: 22-24 WP: 44
BK: Out: 45-88

Starts/Relief: 24/3

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Takashi NISHIMOTO
Throws: RIGHT Sac: E5

PB-2-7 SR-12 RR-5

1Bf: 11-12 K: 24-33
1B7: 13-15 W: 34-38
1B8: 16-18 PB: 41
1B9: 21-23 WP: 42-43
BK: Out: 44-88

Starts/Relief: 12/13

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hajime KATO
Throws: RIGHT Sac: E2

PB-2-7 SR-13 RR-7

1Bf: 11-12 K: 25-41
1B7: 13-15 W: 42-48
1B8: 16-18 PB: 51-52
1B9: 21-23 WP: 53
BK: 24 Out: 54-88

Starts/Relief: 20/5

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Takashi YOSHIDA
C-64 E2 TA

OBR-C SP-D HR-0
CD-1 Sac-BB Inj-8

1Bf: 3B8:
1B7: 11 HR: 16
1B8: 12 K:
1B9: W:
2B7: 13 HPB:
2B8: 14 Out: 17-88
2B9: 15 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hisao NIURA
Throws: LEFT Sac: E3

PB-2-8 SR-8 RR-2

1Bf: 11-12 K: 24-38
1B7: 13-14 W: 41-45
1B8: 15-17 PB: 46
1B9: 18-22 WP: 47
BK: 23 Out: 48-88

Starts/Relief: 4/34

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Isao HARIMOTO
OF-115 E4 T3

OBR-C SP-D HR-2
CD-2 Sac-CC Inj-5

1Bf: 11-13 3B8:
1B7: 14-16 HR: 32-37
1B8: 17-22 K:
1B9: 23-25 W: 36-48
2B7: 26 HPB:
2B8: 27-28 Out: 51-88
2B9: 31 Cht: LP
(BD Rating-1)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Haruaki HARADA
OF-62 E1 T3

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

1Bf: 11 3B8:
1B7: 12-13 HR: 28-34
1B8: 14-15 K: 35-43
1B9: 16-17 W: 44-53
2B7: 18-21 HPB:
2B8: 22-24 Out: 54-88
2B9: 25-27 Cht: LN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Sadaharu OH
1B-130 E1

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

1Bf: 3B8:
1B7: 11-12 HR: 24-34
1B8: 13-14 K:
1B9: 15-16 W: 35-58
2B7: 17 HPB:
2B8: 18-21 Out: 61-88
2B9: 22-23 Cht: LP
(BD Rating-2)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Isao SHIBATA
OF-125 E2 T3

OBR-A SP-A HR-0
CD-1 Sac-CC Inj-3

1Bf: 11-12 3B8: 32
1B7: 13-14 HR: 33-35
1B8: 15-17 K: 36-38
1B9: 18-21 W: 41-54
2B7: 22-24 HPB:
2B8: 25-27 Out: 55-88
2B9: 28-31 Cht: SN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mitsuo SUMI
Throws: LEFT Sac: E0

PB-2-7 SR-12 RR-4

1Bf: 11-12 K: 21-36
1B7: 13-14 W: 37-52
1B8: 15-16 PB: 53-54
1B9: 17-18 WP: 55
BK: Out: 56-88

Starts/Relief: 8/19

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Koji YAMAMOTO
2B-20 E2 SS-5 E0
3B-35 E4

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

1Bf: 11-14 3B8: 37-38
1B7: 15-21 HR: 41-42
1B8: 22-26 K: 43
1B9: 27-33 W: 44-46
2B7: HPB:
2B8: 35 Out: 47-88
2B9: 36 Cht: LN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shigeru TAKADA
3B-100 E6

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

1Bf: 11-13 3B8: 34
1B7: 14-17 HR: 35-36
1B8: 18-23 K:
1B9: 24-26 W: 37-45
2B7: 27-28 HPB:
2B8: 31-32 Out: 46-88
2B9: 33 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kasumasa KONO
SS-128 E4

OBR-A SP-B HR-0
CD-1 Sac-AA Inj-2

1Bf: 11-14 3B8:
1B7: 15-18 HR: 36-37
1B8: 21-24 K: 38-42
1B9: 25-28 W: 43-47
2B7: 31-32 HPB:
2B8: 33-34 Out: 48-88
2B9: 35 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Johnny SIPIN
2B-116 E3

OBR-B SP-D HR-0
CD-2 Sac-AA Inj-5

1Bf: 11-13 3B8:
1B7: 14-17 HR: 35-41
1B8: 18-23 K: 42-47
1B9: 24-26 W: 46-57
2B7: 27-28 HPB:
2B8: 31-32 Out: 58-88
2B9: 33-34 Cht: RP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tomoharu FUKUSHIMA
C-82 E3 TB

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

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

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kazuhiro YAMAKURA
C-69 E4 TB

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

1Bf: 11 3B8:
1B7: 12-14 HR: 25-27
1B8: 15-17 K: 28-42
1B9: 18-21 W: 43
2B7: 22 HPB:
2B8: 23 Out: 44-88
2B9: 24 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Matayuki NAKATSUKA
OF-124 E1 T3

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

1Bf: 11-15	3B8: 42
1B7: 16-22	HR: 42
1B8: 23-27	K: 43-46
1B9: 28-34	W: 43-46
2B7: 35	HPB: 47-88
2B8: 36-37	Out: 47-88
2B9: 38-41	Cht: LN

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mitsuo MOTOI
2B-25 E2 SS-15 E3
3B-3 E0 OF-16 E2

OBR-A	SP-B	HR-1
CD-0	Sac-AA	Inj-6

1Bf: 11-13	3B8: 36-38
1B7: 14-17	HR: 41
1B8: 18-23	K: 42
1B9: 24-27	W: 42
2B7: 28-31	HPB: 43-88
2B8: 32-33	Out: 43-88
2B9: 34-35	Cht: RN

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tomio TASHIRO
3B-129 E5

OBR-C	SP-D	HR-0
CD-0	Sac-BB	Inj-1

1Bf: 11-12	3B8: 28-36
1B7: 13-14	HR: 37-52
1B8: 15-16	K: 53-58
1B9: 17-18	W: 53-58
2B7: 21-22	HPB: 61-88
2B8: 23-25	Out: 61-88
2B9: 26-27	Cht: RP

(BD Rating-1)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Yoshikazu TAKAGI
OF-126 E4 T2

OBR-C	SP-D	HR-0
CD-0	Sac-AA	Inj-3

1Bf: 11-13	3B8: 35
1B7: 14-16	HR: 36-43
1B8: 17-21	K: 44-47
1B9: 22-24	W: 48-57
2B7: 25-26	HPB: 58-88
2B8: 27-31	Out: 58-88
2B9: 32-34	Cht: LP

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB-	SR-	RR-
-----	-----	-----

1Bf:	K:
1B7:	W:
1B8:	PB:
1B9:	WP:
BK:	Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Felix MILLAN
2B-120 E4

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

1Bf: 11-14	3B8: 37
1B7: 15-18	HR: 38
1B8: 21-25	K: 41
1B9: 26-31	W: 41
2B7: 32-33	HPB: 42-88
2B8: 34-35	Out: 42-88
2B9: 36	Cht: RN

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Makoto MATSUBARA
1B-129 E2

OBR-C	SP-D	HR-2
CD-1	Sac-AA	Inj-1

1Bf: 11-13	3B8: 41-44
1B7: 14-16	HR: 41-44
1B8: 17-22	K: 45-47
1B9: 23-25	W: 45-47
2B7: 26-28	HPB: 48-88
2B8: 31-34	Out: 48-88
2B9: 35-38	Cht: RP

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Keiichi NAGASAKI
OF-128 E3 T3

OBR-A	SP-A	HR-0
CD-2	Sac-AA	Inj-2

1Bf: 11	3B8: 26-27
1B7: 12	HR: 28-34
1B8: 13-14	K: 35-42
1B9: 15	W: 43-57
2B7: 16-17	HPB: 58-88
2B8: 18-22	Out: 58-88
2B9: 23-25	Cht: LP

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB-	SR-	RR-
-----	-----	-----

1Bf:	K:
1B7:	W:
1B8:	PB:
1B9:	WP:
BK:	Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hisaaki FUKUSHIMA
C-118 E4 TB

OBR-D	SP-D	HR-0
CD-1	Sac-BB	Inj-5

1Bf: 11	3B8: 26
1B7: 12-13	HR: 27-35
1B8: 14-15	K: 36-43
1B9: 16-17	W: 44-48
2B7: 18-21	HPB: 51-88
2B8: 22-23	Out: 51-88
2B9: 24-25	Cht: RP

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Yashuhiko TSUJI
C-37 E1 TC

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

1Bf: 11	3B8: 22-26
1B7: 12-13	HR: 27-51
1B8: 14-15	K: 52-72
1B9: 16-17	W: 52-72
2B7: 18-21	HPB: 73-88
2B8:	Out: 73-88
2B9: 24-25	Cht: RP

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Daisuke YAMASHITA
SS-129 E4

OBR-B	SP-C	HR-0
CD-1	Sac-AA	Inj-1

1Bf: 11-12	3B8: 26-27
1B7: 13-14	HR: 28-31
1B8: 15-16	K: 32-41
1B9: 17-18	W: 42-52
2B7: 21-22	HPB: 53-88
2B8: 23-24	Out: 53-88
2B9: 25	Cht: RN

(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB-	SR-	RR-
-----	-----	-----

1Bf:	K:
1B7:	W:
1B8:	PB:
1B9:	WP:
BK:	Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR-	SP-	HR-
CD-	Sac-	Inj-

1Bf:	3B8:
1B7:	HR:
1B8:	K:
1B9:	W:
2B7:	HPB:
2B8:	Out:
2B9:	Cht:

(BD Rating-)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR-	SP-	HR-
CD-	Sac-	Inj-

1Bf:	3B8:
1B7:	HR:
1B8:	K:
1B9:	W:
2B7:	HPB:
2B8:	Out:
2B9:	Cht:

(BD Rating-)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR-	SP-	HR-
CD-	Sac-	Inj-

1Bf:	3B8:
1B7:	HR:
1B8:	K:
1B9:	W:
2B7:	HPB:
2B8:	Out:
2B9:	Cht:

(BD Rating-)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tsuneo HORIUCHI

Throws: RIGHT Sac: E5

PB-2-7 SR-15 RR-8

1Bf: 11-13 K: 25-36
1B7: 14-16 W: 37-42
1B8: 17-21 PB: 43
1B9: 22-24 WP: 44
BK: Out: 45-88

Starts/Relief: 24/3

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Takashi NISHIMOTO

Throws: RIGHT Sac: E5

PB-2-7 SR-12 RR-5

1Bf: 11-12 K: 24-33
1B7: 13-15 W: 34-38
1B8: 16-18 PB: 41
1B9: 21-23 WP: 42-43
BK: Out: 44-88

Starts/Relief: 12/13

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hajime KATO

Throws: RIGHT Sac: E2

PB-2-7 SR-13 RR-7

1Bf: 11-12 K: 25-41
1B7: 13-15 W: 42-48
1B8: 16-18 PB: 51-52
1B9: 21-23 WP: 53
BK: 24 Out: 54-88

Starts/Relief: 20/5

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Takashi YOSHIDA

C-54 E2 TA

OBR-C SP-D HR-0
CD-1 Sac-BB Inj-8

1Bf: 3B8:
1B7: 11 HR: 16
1B8: 12 K:
1B9: W:
2B7: 13 HPB:
2B8: 14 Out: 17-88
2B9: 15 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hisao NIURA

Throws: LEFT Sac: E3

PB-2-8 SR-8 RR-2

1Bf: 11-12 K: 24-38
1B7: 13-14 W: 41-45
1B8: 15-17 PB: 46
1B9: 18-22 WP: 47
BK: 23 Out: 48-88

Starts/Relief: 4/34

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Isao HARIMOTO

OF-115 E4 T3

OBR-C SP-D HR-2
CD-2 Sac-CC Inj-5

1Bf: 11-13 3B8:
1B7: 14-16 HR: 32-37
1B8: 17-22 K:
1B9: 23-25 W: 38-48
2B7: 26 HPB:
2B8: 27-28 Out: 51-88
2B9: 31 Cht: LP
(BD Rating-1)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Haruaki HARADA

OF-62 E1 T3

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

1Bf: 11 3B8:
1B7: 12-13 HR: 28-34
1B8: 14-15 K: 35-43
1B9: 16-17 W: 44-53
2B7: 18-21 HPB:
2B8: 22-24 Out: 54-88
2B9: 25-27 Cht: LN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Sadaharu OH

1B-130 E1

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

1Bf: 3B8:
1B7: 11-12 HR: 24-34
1B8: 13-14 K:
1B9: 15-16 W: 35-58
2B7: 17 HPB:
2B8: 18-21 Out: 61-88
2B9: 22-23 Cht: LP
(BD Rating-2)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Isao SHIBATA

OF-125 E2 T3

OBR-A SP-A HR-0
CD-1 Sac-CC Inj-3

1Bf: 11-12 3B8: 32
1B7: 13-14 HR: 33-35
1B8: 15-17 K: 36-38
1B9: 18-21 W: 41-54
2B7: 22-24 HPB:
2B8: 25-27 Out: 55-88
2B9: 28-31 Cht: SN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mitsuo SUMI

Throws: LEFT Sac: E0

PB-2-7 SR-12 RR-4

1Bf: 11-12 K: 21-36
1B7: 13-14 W: 37-52
1B8: 15-16 PB: 53-54
1B9: 17-18 WP: 55
BK: Out: 56-88

Starts/Relief: 6/19

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Koji YAMAMOTO

2B-20 E2 SS-5 E0

3B-35 E4
OBR-C SP-D HR-1
CD-0 Sac-DD Inj-7

1Bf: 11-14 3B8: 37-38
1B7: 15-21 HR: 41-42
1B8: 22-26 K: 43
1B9: 27-33 W: 44-46
2B7: HPB:
2B8: 35 Out: 47-88
2B9: 36 Cht: LN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shigeru TAKADA

3B-100 E6

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

1Bf: 11-13 3B8: 34
1B7: 14-17 HR: 35-36
1B8: 18-23 K:
1B9: 24-26 W: 37-45
2B7: 27-28 HPB:
2B8: 31-32 Out: 46-88
2B9: 33 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kasumasa KONO

SS-128 E4

OBR-A SP-B HR-0
CD-1 Sac-AA Inj-2

1Bf: 11-14 3B8:
1B7: 15-18 HR: 36-37
1B8: 21-24 K: 38-42
1B9: 25-28 W: 43-47
2B7: 31-32 HPB:
2B8: 33-34 Out: 48-88
2B9: 35 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Johnny SIPIN

2B-116 E3

OBR-B SP-D HR-0
CD-2 Sac-AA Inj-5

1Bf: 11-13 3B8:
1B7: 14-17 HR: 35-41
1B8: 18-23 K: 42-47
1B9: 24-26 W: 48-57
2B7: 27-28 HPB:
2B8: 31-32 Out: 58-88
2B9: 33-34 Cht: RP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tomoharu FUKUSHIMA

C-82 E3 TB

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

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

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kazuhiro YAMAKURA

C-69 E4 TB

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

1Bf: 11 3B8:
1B7: 12-14 HR: 25-27
1B8: 15-17 K: 28-42
1B9: 18-21 W: 43
2B7: 22 HPB:
2B8: 23 Out: 44-88
2B9: 24 Cht: RN
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Matayuki NAKATSUKA

OF-124 E1 T3

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

1Bf: 11-15 3B8: 42
1B7: 16-22 HR:
1B8: 23-27 K:
1B9: 28-34 W: 43-46
2B7: 35 HPB:
2B8: 36-37 Out: 47-88
2B9: 38-41 Cht: LN
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mitsuo MOTOI

2B-25 E2 SS-15 E3

3B-3 E0 OF-16 E2

OBR-A SP-B HR-1
CD-0 Sac-AA Inj-6

1Bf: 11-13 3B8:
1B7: 14-17 HR: 36-38
1B8: 18-23 K: 41
1B9: 24-27 W: 42
2B7: 28-31 HPB:
2B8: 32-33 Out: 43-88
2B9: 34-35 Cht: RN
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Tomio TASHIRO

3B-129 E5

OBR-C SP-D HR-0
CD-0 Sac-BB Inj-1

1Bf: 11-12 3B8:
1B7: 13-14 HR: 28-36
1B8: 15-16 K: 37-52
1B9: 17-18 W: 53-58
2B7: 21-22 HPB:
2B8: 23-25 Out: 61-88
2B9: 26-27 Cht: RP
(BD Rating-1)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Yoshikazu TAKAGI

OF-126 E4 T2

OBR-C SP-D HR-0
CD-0 Sac-AA Inj-3

1Bf: 11-13 3B8: 35
1B7: 14-16 HR: 36-43
1B8: 17-21 K: 44-47
1B9: 22-24 W: 48-57
2B7: 25-26 HPB:
2B8: 27-31 Out: 58-88
2B9: 32-34 Cht: LP
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Felix MILLAN

2B-120 E4

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

1Bf: 11-14 3B8: 37
1B7: 15-18 HR: 38
1B8: 21-25 K:
1B9: 26-31 W: 41
2B7: 32-33 HPB:
2B8: 34-35 Out: 42-88
2B9: 36 Cht: RN
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Makoto MATSUBARA

1B-129 E2

OBR-C SP-D HR-2
CD-1 Sac-AA Inj-1

1Bf: 11-13 3B8:
1B7: 14-16 HR: 41-44
1B8: 17-22 K:
1B9: 23-25 W: 45-47
2B7: 26-28 HPB:
2B8: 31-34 Out: 48-88
2B9: 35-38 Cht: RP
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Keiichi NAGASAKI

OF-128 E3 T3

OBR-A SP-A HR-0
CD-2 Sac-AA Inj-2

1Bf: 11 3B8: 26-27
1B7: 12 HR: 28-34
1B8: 13-14 K: 35-42
1B9: 15 W: 43-57
2B7: 16-17 HPB:
2B8: 18-22 Out: 58-88
2B9: 23-25 Cht: LP
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Hisaaki FUKUSHIMA

C-118 E4 TB

OBR-D SP-D HR-0
CD-1 Sac-BB Inj-5

1Bf: 11 3B8: 26
1B7: 12-13 HR: 27-35
1B8: 14-15 K: 36-43
1B9: 16-17 W: 44-48
2B7: 18-21 HPB:
2B8: 22-23 Out: 51-88
2B9: 24-25 Cht: RP
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Yashuhiko TSUJI

C-37 E1 TC

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

1Bf: 11 3B8:
1B7: 12-13 HR: 22-26
1B8: 14-15 K: 27-51
1B9: 16-17 W: 52-72
2B7: 18-21 HPB:
2B8: Out: 73-88
2B9: Cht: RP
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Daisuke YAMASHITA

SS-129 E4

OBR-B SP-C HR-0
CD-1 Sac-AA Inj-1

1Bf: 11-12 3B8: 26-27
1B7: 13-14 HR: 28-31
1B8: 15-16 K: 32-41
1B9: 17-18 W: 42-52
2B7: 21-22 HPB:
2B8: 23-24 Out: 53-88
2B9: 25 Cht: RN
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Throws: Sac:

PB- SR- RR-

1Bf: K:
1B7: W:
1B8: PB:
1B9: WP:
BK: Out:

Starts/Relief:

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Mashahiro YANAGIDA
OF-115 E3 T3

OBR-C SP-D HR-1
CD-0 Sac-**BB** Inj-5

1Bf: 11 3B8: 31-32
1B7: 12-13 HR: 33-36
1B8: 14-15 K: 37-38
1B9: 16-17 W: 41-48
2B7: 18-21 HPB:
2B8: 22-25 Out: 51-88
2B9: 26-28 Cht: LP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kenji AWAGUCHI
OF-80 E3 T2

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

1Bf: 11-13 3B8:
1B7: 14-17 HR: 37-42
1B8: 18-23 K: 43-56
1B9: 24-27 W:
2B7: 28-31 HPB:
2B8: 32-34 Out: 57-88
2B9: 35-36 Cht: LP
(BD Rating-0)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Keljo ASANO

Throws: RIGHT Sac: E1

PB-2-5 SR-13 RR-6

1Bf: 11-13 K: 25-38
1B7: 14-16 W: 41-57
1B8: 17-21 PB: 58-61
1B9: 22-24 WP:
BK: Out: 62-88

Starts/Relief: 8/9

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

OBR- SP- HR-
CD- Sac- Inj-

1Bf: 3B8:
1B7: HR:
1B8: K:
1B9: W:
2B7: HPB:
2B8: Out:
2B9: Cht:
(BD Rating-)

1978 TOKYO YOMIURI GIANTS

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Fumiaki KADOTA

Throws: RIGHT Sac: E2

PB-2-5 SR-16 RR-8

1Bf: 11-13 K: 26-48
1B7: 14-16 W: 51-64
1B8: 17-21 PB: 65-66
1B9: 22-24 WP:
BK: 25 Out: 67-88

Starts/Relief: 17/11

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Osamu NOMURA

Throws: RIGHT Sac: E4

PB-2-7 SR-16 RR-8

1Bf: 11-12 K: 24-33
1B7: 13-15 W: 34-37
1B8: 16-18 PB: 38
1B9: 21-23 WP: 41
BK: Out: 42-88

Starts/Relief: 16/8

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Akio SAITO

Throws: RIGHT Sac: E2

PB-2-7 SR-15 RR-7

1Bf: 11-13 K: 25-38
1B7: 14-16 W: 41-44
1B8: 17-21 PB: 45
1B9: 22-24 WP:
BK: Out: 46-88

Starts/Relief: 14/18

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Micho SATO

Throws: RIGHT Sac: E2

PB-2-5 SR-20 RR-10

1Bf: 11-13 K: 28-55
1B7: 14-17 W: 56-64
1B8: 18-23 PB: 65-66
1B9: 24-27 WP:
BK: Out: 67-88

Starts/Relief: 14/4

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shiro MIYAMOTO

Throws: LEFT Sac: E5

PB-2-6 SR-13 RR-6

1Bf: 11-13 K: 25-43
1B7: 14-16 W: 44-53
1B8: 17-21 PB: 54-55
1B9: 22-24 WP:
BK: Out: 56-88

Starts/Relief: 8/7

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

MASAJI HIRAMATSU

Throws: RIGHT Sac: E10

PB-2-6 SR-15 RR-8

1Bf: 11-13 K: 25-36
1B7: 14-16 W: 37-44
1B8: 17-21 PB: 45-46
1B9: 22-24 WP: 47
BK: Out: 48-88

Starts/Relief: 11/11

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Shigeyoki TAKAHASHI

Throws: RIGHT Sac: E1

PB-2-7 SR-14 RR-7

1Bf: 11-13 K: 25-33
1B7: 14-16 W: 34-42
1B8: 17-21 PB: 43-44
1B9: 22-24 WP: 45
BK: Out: 46-88

Starts/Relief: 15/5

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.

STATIS-PRO
MAJOR LEAGUE BASEBALL

Kenichi WAKABAYASHI

OF-42 E1 T4

OBR-C SP-D HR-0
CD-1 Sac-**DD** Inj-8

1Bf: 11-17 3B8:
1B7: 18-26 HR:
1B8: 27-37 K: 47-81
1B9: 38-46 W: 82-88
2B7: HPB:
2B8: Out:
2B9: Cht: **RN**
(BD Rating-0)

1978 YOKOHAMA TAIYO WHALES

©The Avalon Hill Game Co.