

# STATIS-PRO BASEBALL

AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF MAJOR LEAGUE BASEBALL

## THE GAME OF PROFESSIONAL BASEBALL

### RULES OF PLAY

### SECOND EDITION!

#### ONE: INTRODUCTION

STATIS-PRO BASEBALL is one of the most accurate simulations of the sport of baseball ever produced. This game will enable you to recreate all of the subtleties and intricacies of baseball right on your dining room table—and in only a fraction of the real time consumed by an actual baseball game! Moreover, STATIS-PRO BASEBALL comes in two varieties: first, the Basic Game—a simple, fast, and accurate treatment of baseball oriented towards beginners in the world of sports gaming. Second, the Advanced Game—the ultimate simulation of baseball for those of you with gaming experience and the dedication to take just a little more time for each game.

#### TWO: GAME EQUIPMENT

1. Rules of Play
2. Mounted board (2 pieces), including game charts
3. Out Charts (3)
4. Fast Action Cards set
5. Player cards set
6. Scorepad
7. Pawns for baserunners (3)

#### THREE: SETTING UP THE GAME

Lay out the two board sections properly, placing the three baserunning pawns nearby. Pick up the deck of **Fast Action Cards** (FAC) and shuffle it thoroughly. Then, place this deck in the box marked "FAST ACTION CARDS" on the lower board section. Next, the players should choose two teams, designating one as the Home Team and the other as the Visiting Team. Each player should choose a lineup and a pitcher, placing the appropriate player cards in the boxes corresponding to the team's designation on the lower board section. The game is now ready to be played!

#### THE BASIC GAME

#### FOUR: HOW TO PLAY

The core of STATIS-PRO BASEBALL is its use of **FAST ACTION CARDS** (hereafter referred to as "FAC"). Each play that takes place in the game is resolved by the flipping of one or more FAC into the box on the lower board section labeled "FAST ACTION DISCARD PILE". Depending on what is being resolved, various sections of the FAC will be referred to by the players,

yielding instructions concerning the result of the play. When using the FAC, the players should pick the top-most card from the FAC deck, flip it over (i.e., turn it to its other side), and place it on the Fast Action Discard Pile. *The readings on the left-hand side of the card (only) are referred to.* Usually, only a single reference is made to a FAC, after which a new one will have to be flipped and referred to in a similar manner. When the entire deck of FAC is used up, shuffle it again thoroughly, turn the pile around so that the readings which were upside down before are now face-up, and place it in the Fast Action Card box. Continue to flip the cards as described above, reading off the left-hand side of the card only, until the deck is used up again. At this point, the deck should be shuffled again and flipped over, as previously stated. An entire game may require this process to be repeated three or four times.

#### A. Lineups, Scoring, and Abbreviations

After lineups are chosen, you may choose to record this information on one of the scoresheets included in STATIS-PRO BASEBALL. Note that these scoresheets are specifically designed for STATIS-PRO—allowing you to record certain key player card information directly on the sheets themselves for handy reference. Also note that the playing board lists the traditional numerical numbering system used in baseball for designating each position (e.g., 3: first base; 9: right field, etc.).

The following information is abbreviated on the player cards:

- 1Bf: Infield single (always one base advance for runners)
- 1B7: Single to left field
- 1B8: Single to center field
- 1B9: Single to right field
- 2B7: Double to left field
- 2B8: Double to center field
- 2B9: Double to right field
- 3B8: Triple to center field
- BD: Power with men on
- BK: Balk
- CD: Clutch Defense ability
- Cht: Two letter abbreviation indicating how batter bats (L: Left; R: Right), followed by power ability (P: Power; N: Normal)
- HR: Home run (when listed on bottom of batter card) or Hit and Run (when listed at top of batter card)
- HPB: Hit by pitched ball

- Inj: Injury rating
- K: Strikeout
- OBR: On-base running speed
- Out: Out range of batter or pitcher
- PB: Control factor of pitcher; or, when the result of a play, a passed ball
- RR: Relief rating
- SAC: Sacrifice rating
- SR: Starting rating
- SP: Stolen base rating
- W: Base on balls
- WP: Wild pitch

**NOTE:** Pre-1980 editions of STATIS-PRO BASEBALL list a Pitcher's Batting Card Number for use when National League pitchers come to the plate. However, new editions simply provide a single Pitcher Batting Card for each National League team and a single American League Pitchers Batting Card. Only these cards should be used when a pitcher comes to bat. Individual pitchers' batting ratings are no longer provided.

#### B. Reading the Fast Action Cards

Each FAC consists of a series of information, usually in numerical form. STATIS-PRO BASEBALL uses a BASE 8 numbering system, which means that no "9" or "0" digits ever appear on the cards as random numbers. The basic numbering system runs from 11 to 88, yielding 64 possible numerals.

#### C. Basic Play Steps

As each batter steps to the plate, the top most FAC should be flipped and its "PB" result (usually a number, in the upper left-hand corner of the card) should be consulted.

1. If the PB result is a number, check the pitcher's PB (control factor) value at the top of his card. If the FAC PB number is within the range of PB numbers listed on the pitcher card, the ensuing player result (see Step D) is taken **FROM THE PITCHER'S CARD**. If the FAC PB number is not within the range of PB numbers listed on the pitcher card, the ensuing play result is taken **FROM THE BATTER'S CARD**.

2. If the PB result is "BD", flip a new FAC and consult its **RANDOM NUMBER** while referring to the Clutch Batting (BD) Charts on the board. This random number should be cross-referenced with the BD value of the current batter (0, 1, or 2) and a result determined. This result should be applied immediately. **NOTE:** This procedure should