

there is a man on third base and a ground ball has taken place; in this instance, the defensive player must decide whether to put the batter out and let the run score or to ignore the batter and attempt to get the runner out at home).

**d. Squeeze Play:** Used only with less than two outs and a runner on third base. The batter employs his SAC value in order to attempt to get the runner home.

**e. Advancing on Fly Ball Option:** Most often, the Out Charts will state whether runners advance or hold on fly ball outs. However, the offensive player may wish to attempt to advance any runner that the Out Chart states will hold. Follow the instructions of the chart, using the runner's OBR value and the outfielder's T (throwing) value.

**f. Runners Advancing on Base Hits:** After any base hit obtained with men on bases, the offensive player has the option of attempting to advance his runners one more base than their normal permissible advance. Follow the instructions of the chart, using the outfielder's T value and the runner's OBR value.

**g. Hit and Run Chart:** The offensive player may declare that any batter is attempting a Hit and Run rather than batting normally. This may only be performed when there is a man on first or a man on first and third. Follow the instructions of the chart, using the batter's HR (Hit and Run) value.

**h. Bunting for a Base Hit (Optional):** A batter may bunt for a base hit *once* per game and never when there is a runner on third base. The batter must have an OBR value of A or B.

## I. Pitcher Reduction

All pitchers have an SR (starting) and an RR (relief) value. A pitcher that has a zero SR value may never start and a pitcher that has a zero RR value may never relieve. The SR value of a starting pitcher or the RR value of a reliever is reduced by one when any of the following events occur: any base hit, a base on balls, a run is scored, a wild pitch, a passed ball, a hit batter, or any error. When a pitcher yields any of these results, his value is reduced by one by adjusting the marker on his Pitcher Reduction Chart (situated on the board). Of course, a pitcher begins his appearance in the game with his original SR or RR value. When a pitcher's SR or RR value reaches zero, he is no longer effective. When this occurs, all results are read off the batter's card (i.e., no PB number determination is necessary and the first FAC flipped simply is for a random number, which is immediately applied to the batter's card). Pitcher reduction is cumulative so that, for example, a home run yields two points deducted (one for the hit and one for the run scored).

## J. Questions on Play

Questions on the play of this game can only be answered if they are phrased so that they can be answered in a "yes" or "no" format. In addition, the customer must include a stamped, self-addressed envelope with current first-class postage. Otherwise, you won't hear from us. For complete information on Avalon Hill games and parts, write: Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214.

# The Advanced Game

## I. RUNNERS ADVANCING ON BASE HITS

If this option is employed, ignore the appropriate chart on the playing board. Instead, substitute TABLES ONE through FIVE included in this article. These Tables are used in the same fashion as in the original version, but they take the batter's HIT TYPE into consideration as well. If a batter achieves a base hit with men on base, this hit must be immediately classified into one of four types: 1. *Texas Leaguer*; 2. *Bloop*; 3. *Normal*; 4. *Smash*. This determination is performed as follows: The random number that was referenced to the pitcher's or batter's card that produced the base hit is examined. If it is evenly divisible by 12, the hit is a Texas Leaguer (#1). If it is evenly divisible by 4, it is a Bloop (#2). (Exception: If a number is evenly divisible by both 4 and 12, the hit is considered to be a Texas Leaguer.) If the random number is *odd*, the hit is Normal (#3). If the random number is even but not divisible by 4, the hit is a Smash (#4). (Note: Runners may never make an extra advance on infield singles.) Each type of hit that is achieved has a corresponding column of numbers on the five Tables.

When runners are attempting to make an extra advance on a base hit, the column corresponding to the type of hit achieved should be consulted in order to determine if the runner is safe or out (the two digit numbers below these columns are the determinants—the new random number on the next Fast Action Card that is flipped must be equal to or lower than this figure for the runner to be safe; otherwise, he is out). Note that extra advances are modified if there are two outs at the time the base hit is achieved (see Table VI).

### Cut Offs

When a base hit is obtained with men on bases that are eligible to make an extra advance, the following sequence should be

followed:

**A.** The offensive player must declare if any or all of his eligible runners are going to attempt to make an extra base advance.

**B.** If any runners are attempting an extra base advance, the defensive player must state the base to which he is throwing the ball. If no runners are making an extra advance, nothing further is done.

**C.** The offensive player must state whether his batter is going to attempt to take an extra base on the defensive player's throw. (Note: The batter may not take an extra base on a single if the defensive player is throwing to second base; he may not take an extra base on a double if the defensive player is throwing to third base.)

**D.** If the defensive player is throwing to a base in order to attempt to put an advancing runner out, he flips the next Fast Action Card and determines its random number while consulting the appropriate Table in order to see if this runner is safe or out. If he is throwing to a base to which a runner is not attempting to make an extra advance, nothing further is done. If, in Step C, the offensive player stated that the batter was attempting to advance an extra base, the defensive player may state that is "cutting off" the ball in order to attempt to put out the batter (see Step E). By so doing, all runners *automatically* advance safely to the bases indicated by the offensive player in Step A. If a throw is not cut off and the offensive player stated in Step C that his batter was attempting to take an extra base, this extra base advance is automatically achieved.

**E.** If a ball is cut off, the defensive player flips the next Fast Action Card in order to see if the batter is put out attempting to take an extra base:

BATTER'S OBR	SAFE	OUT
A	11-66	67-88
B	11-58	61-88 ✓
C	11-52	53-88
D	11-44	45-88
E	11-36	37-88

Of course, use the Fast Action Card's random number in order to perform this calculation. *Note:* If a batter is put out trying to take an extra base and this out is the third out of the inning, all runs that crossed the plate on this same play count—the tag on the batter was made *after* any runners scored.

## II. GOOD AND BAD "STUFF" FOR PITCHERS

It is an axiom in major league baseball that a pitcher never has the same "stuff" in each of his successive outings. Some days his fast