

SUPERSTAR BASEBALL!

is a fast-playing baseball game that lets you manage a team of all-time great Major League players. You choose the lineup and batting order, and make all the strategic decisions. You can platoon your players against right- and left-handed pitchers, call for the steal, go for the extra base on a hit, bunt, pinch hit, yank your starter and bring in your ace reliever, make defensive substitutions, even trade players. In short, *you* call all the shots!

Every player's hitting and fielding or pitching performance has been completely researched by Sports Illustrated and integrated into easy-to-use, individual player cards. The result is a simplified playing system—in the most realistic baseball game you've ever played.

Equipment: The game includes a Play Board; 96 individual player cards; pad of Score Sheets; 3 pawns, three special game dice, and rules.

Players: Two can play the game, each acting as manager of an all-star team.

PREPARING FOR PLAY

1. Pick your team.

The 96 players in this game are equally divided between the National and American League. Although some players had distinguished careers in both leagues, they have been

placed in the league in which they were most successful. Their league affiliation in this game is denoted on the player card by (AL) for American League or (NL) for National League.

Superstar Baseball is intended to match the National League All Stars vs. the American League All Stars. You and your opponent may decide to use another system for forming teams. It is suggested that teams of 16 fielders and 8 pitchers be chosen to allow for pinch hitters and relievers. However, teams of any size may be decided upon.

Other Possibilities for selecting teams

Alternate choices. Each manager takes turns in selecting a player of his choice until he has at least 24 players.

Old-timers vs. Recent Stars. Divide up cards to sort players by whether they began their Major League careers before or after 1945 (or any other year decided upon). Each manager may select his team from within one of the groups.

Random teams. Sort cards by position (players who performed at several positions may be placed in any of them). Shuffle each stack and assign randomly to each manager.

Trades. One of the most challenging aspects of running a baseball team is making good trades. Many owners of Superstar Baseball have decided to play a schedule of games with a regular opponent or a group of friends. They have found that trading player cards to strengthen their teams adds an exciting new dimension to the game.

2. Carefully separate the individual Player Performance Cards for your team from the perforated sheets. Batting cards are in **white**, pitching cards are **yellow**. (Note: Be sure to crease the sheets along the perforations before separating the cards to ensure that they separate neatly.) After separating all the cards, it is a good idea to keep the Pitchers' batting cards together with their pitching cards. You will want

to refer to the back of the Pitcher's batting card for biographical information to be considered in selecting your pitchers for each game.

3. The Player Performance cards contain the batter's or pitcher's performance information upon which the play of the game is based. Be sure to study each Player Performance Card carefully before preparing your lineup and batting orders. In that way, you will be able to select the strongest lineup possible for your team. The following diagram shows how to read the player's record.

BATTER'S CARD - DIAGRAM:

													2+	2+
													DP	1
													2M	DP
													2	3
													DP	DP
													DP	MS
													E	E
													1	2M
													3	2M
													HR	DP
													G+	1D
													MS	1+
													1+	1M
													MS	MS
	Babe Ruth (AL)													
	OF +4													

Player's Name — **Babe Ruth (AL)**

League Affiliation — **OF +4**

Batting: BL (Bats Left);
BR (Bats Right);
BB (Bats Both Ways)

Running Rating:
Ranged from 0 to 5.
The higher the rating,
the better the runner.

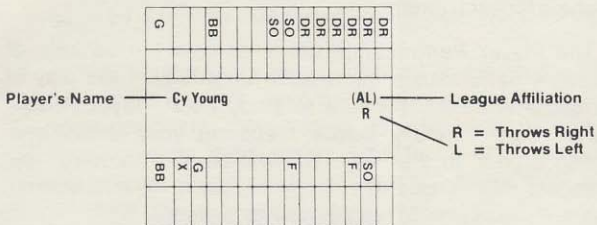
Bunting Ability:
Can be A or B...
with an A bunter
better than B.

Player's Position and Defensive Rating at that position. Ratings may range from - 2 to +16. The higher the + number, the better the fielder. Position abbreviations are as follows:

(Note: Lifetime home runs and batting average, as well as other biographical information and highlights on the back of the player card should be considered when setting lineups.)

- 1B = First Base
- 2B = Second Base
- 3B = Third Base
- SS = Shortstop
- C = Catcher
- OF = Outfielder (Can play right or left field only)
- CF = Centerfielder (Can play any outfield position)
- P = Pitcher

PITCHER'S CARD – DIAGRAM:



(Note: Pitcher's Lifetime Won & Lost Record and Lifetime Earned Run Average information can be found on the back of his batting card. This information should be considered when selecting your pitchers.

4. Select a starting lineup for your team and stack their Performance Cards according to the batting order you want – with the first batter on top, second underneath, and so on.
5. Write in the name and position of each player on a sheet of the scorepad.
6. Enter the Defensive Rating of each player (located on his card after his position) under the DR column on the score sheet. Defensive Ratings range from minus to plus. If no rating is shown, enter a 0 (zero) for that player.
7. Take the total of all the numbers under the DR column (subtracting minus ratings from plus ratings) and enter it in the TOTAL box at the bottom of the DR Column. **This is your team's Defensive Rating. Consult the TEAM'S DEFENSIVE CHART at the upper right-hand corner of the game board to see what numbers on the dice, according to your team's Defensive Rating, will result in what are called "Automatic Outs".**
8. Enter the numbers for "Automatic Outs" in the box called AUT. OUTS at the top of the score sheet. These outs reflect your team's fielding ability.

Example: Your team's total Defensive Rating is 28. Consulting the TEAM'S DEFENSIVE CHART reveals that the numbers 11 and 12 result in AUT. OUTS. Enter these dice numbers in the AUT. OUTS box. Then, whenever your pitcher throws the number 11 or 12 on the dice during the game, the opposing batter is automatically out as a result of a great fielding play.

Note: Because the AUT. OUTS may change, remember to **refigure** your team's Defensive Rating whenever you make a substitution.

HOW TO READ GAME DICE

Special dice have been created for this game. They are read in the following manner: the number of the black die is read as the first digit of the number, and the sum of both other dice as the second digit of the number.

Example: If the black die shows a "2" and the other two dice show a "3" and a "4"—the final number is "27". The possible numbers you can roll range from 10 through 39.

HOW TO USE PITCHER'S MOUND AND BATTER'S BOX

Refer to the Pitcher's Mound in the center of the diamond. Please note that there are two columns of numbers, one on each side of the Pitcher's Mound. These numbers range from 10 through 39. They are to be used throughout the play of the game and correspond to the number thrown on the dice each time the pitcher faces a batter. These same numbers (10-39) also appear on each side of the Batter's Box and correspond to the number thrown on the dice by the batter. *Note: All legends explaining the symbols on the Batters and Pitchers' Cards are located right on the playing board.*

PLAY OF THE GAME

1. The card for the first batter of the game is placed in the Batter's Box. The starting pitcher is placed on the mound. (Both cards must be placed carefully in the boxes so that the numbers 10–24 and 25–39 line up perfectly with the results on the individual Player Performance Cards). You are now ready to Play Ball.

2. The pitcher rolls the dice, determines the total and refers to the corresponding number alongside the Pitcher's Mound. The box adjacent to that number (on his own Pitching Performance Card) shows the result of the pitch. That box may contain a number, letters or blank. Consult the Pitcher's Legend on the playing board to see what this result is.

3. If the result of the "pitch" is BATTER SWINGS, then the batter rolls the dice and follows the result indicated on his Batting Performance Card. To determine the result of his swing, refer to the Batter's Legend. (With any pitcher's outcome other than "BATTER SWINGS" the batter simply follows the instruction provided in the Pitcher's Legend, for example, WALK, HIT BY PITCH, WILD PITCH. If the result is "Consult Pitcher's X Chart" then the pitcher throws the dice again and uses the Pitcher's X Chart located below the Pitcher's Legend on the play board to find the result of the play.) **Every Player's Card (except pitcher's) contains a set of columns that show his batting performance versus right-handed and left-handed pitchers. When facing a right-handed pitcher always use the "Vs. R" columns in the batter's boxes. When facing left-handed pitchers always use the "Vs. L" columns in the batter's boxes.**

4. When a runner reaches a base, a pawn is placed on that base to represent the runner.

5. After each time at bat, enter the result on the score sheet, put the Player's Card on the bottom of the pack, and place the next player in the batter's box. Play continues until three outs have been made and the teams switch sides.

SPECIAL SITUATIONS

1. **Intentional Walks:** The manager of the team in the field can intentionally walk an opposing batter at any time simply by announcing this move, even after the manager of the team at bat decides to have his batter bunt.

2. **Base Stealing:** The manager of the team at bat may, before the pitcher rolls the dice, have his runner attempt a steal. In this case, one of the appropriate Steal Charts (2nd, 3rd, home) is used instead of the Player's card. **The manager of the team at bat rolls the dice for his runner. The running rating of the base stealer, which will be found on the individual Player Card, determines which column in the appropriate chart contains the result of the roll of the dice.** If there is more than one base runner, the manager of the team at bat must announce which man or men are attempting to steal and which are holding their bases. The manager of the team in the field may choose which man he wants to attempt to throw out . . . or he may elect to not make a play at all and concede the stolen base or bases. If this is the case, the base runner(s) steals the base(s) unopposed.

3. **Bunting:** The manager of the team at bat may, before the pitcher rolls the dice, have his batter attempt a Sacrifice or Suicide Squeeze Bunt. In this case, either the Sacrifice or Suicide Squeeze Bunt Charts on the following pages is used, instead of the Player's Card. Refer to the appropriate column, determined by the batter's bunting ability, which is indicated by a capital A (good bunter) or B (average bunter) on the Player's Card. The manager of the team at bat rolls

the dice for his bunter and follows the results on the appropriate chart.

The **Suicide Squeeze Bunt** Chart may be used only with a runner on third base.

On a Missed Bunt, when the runner from third attempts a steal of home, the same batter remains at bat after the steal attempt.

The **Sacrifice Bunt** Chart cannot be used to attempt to advance a runner from third base.

When using the Sacrifice Bunt Chart, the manager of the team at bat can declare that any base runner who is not forced is not trying to advance.

Example: With runners on first and third, the manager of the team at bat may elect to sacrifice with the runner on first trying to advance on the bunt and the runner on third holding.

4. Manager's Decision Option: When indicated on the Batter's Legend, the **manager of the team at bat** can choose to have certain base runners attempt to advance an extra base. In this case, the Manager's Decision Chart is used instead of the Player's Card. The manager of the team at bat rolls the dice for his runner and follows the result in the appropriate column on the Chart. (The columns 0-5 correspond to the player's running ability designation to be found on the individual Player's Card.) If there is more than one man trying for an extra base, the manager of the team in the field has the option to choose which runner he wants to attempt to throw out. Accordingly, the Manager's Decision Chart is used only for the runner on whom the play will be made. The manager of the team in the field may also decide not to make the play, in which case the runner or runners trying to advance are safe.