

MICRO LEAGUE Baseball™

IN THE FIELD DEFENSE STRATEGIES

COMPUTER KEY

- 0 VISIT THE MOUND
(To check on your pitcher, warm-up or bring
in a relief pitcher)
- 1 FASTBALL
(“RETURN” key also)
- 2 CURVE
- 3 SLIDER
- 4 CHANGEUP/OFF-SPEED PITCH
- 5 PITCHOUT
- 6 IN AT THE CORNERS
(1st & 3rd basemen play in)
- 7 INFIELD IN
(All four infielders)
- 8 INTENTIONAL WALK
- 9 SEE LINEUP OR ROSTER

(OVER)

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MICRO LEAGUE Baseball™

AT BAT STRATEGIES OFFENSE

COMPUTER KEY

WHEN NO ONE IS ON BASE,
YOU MAY USE 0 AND 6.

- 0 SWING AWAY (Batter is on his own)
(“RETURN” key also)
- 6 SURPRISE BUNT

WITH RUNNERS ON BASE, YOU MAY
USE 0 AND 6 PLUS THESE STRATEGIES:

- 1 SWING AWAY, with AGGRESSIVE RUNNING
(Runner(s) try to take extra base, if possible)
- 2 SWING AWAY, with “SAFE” RUNNING
(Runner(s) don't take any chances)
- 3 STEAL
- 4 HIT & RUN
(Runner moves on the pitch, batter swings away)
- 5 SACRIFICE BUNT

LINEUP KEYS

- 7 PINCH HITTER
- 8 PINCH RUNNER
- 9 SEE LINEUP OR ROSTER

(OVER)

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Overview **MLB**

- Micro League Baseball uses the same rules and strategies of Major League Baseball. This is important for Lineup matters — that is, you can *make any changes you want before the game* but once the game starts, any player taken out is unavailable to the manager. Also, you can “visit the mound” when your team is in the field, but going to the mound twice in the same inning with the same pitcher means that pitcher must be changed.
- You'll first pick the teams you want, then the starting pitchers and lineups for each team. Once the game begins, the manager of the team at bat enters his/her strategy, then the manager of the team in the field enters his/her strategy and/or type of pitch. Hit the key you want for a strategy, when the screen is asking *OFFENSE?* or *DEFENSE?* (see “Strategies” section of this manual for the various “at-bat” and “in-the-field” strategies that you choose from).
- MLB is shown on an “outcome-by-outcome” basis. When a batter walks or strikes out, the ball-strike count that this happened on is displayed.

Loading the Game

Apple II series and IBM PC/PC Jr: put MLB GAME DISK into your disk drive and turn on the computer.

Atari series: turn on the disk drive, insert disk, then turn on the computer.

Commodore 64: all the steps as with Atari, then type *LOAD “MLB”, 8, 1*, then hit *RETURN* Key. When computer says *READY*, type *RUN* and hit *RETURN* key.

MLB Options

When the “options” page comes up hit one of these computer keys:

- N** to begin a new game, picking teams and lineups
- D** for a “demo” of the game, where the computer manages both teams. To stop the demo and get back to the options page, simply turn off the computer and “re-boot” the game (that is, follow the directions above for loading the game).

Note: If no key press is made, MLB will go into the “demo” game mode — using the All-Time Greats of the NL and AL.

- R** to “re-start” a partially completed game which you “saved” on an MLB Team Disk (more info in Special Features section).

Starting a Game

- Pick the visiting and home teams (the Game Diskette has over 20 teams). Or take out the Game Diskette and replace it with an *MLB Team Diskette* to pick a different visiting and/or home team (see enclosed insert on “MLB Team Diskettes”).

Note: After you put in another Team Diskette, then hit the *RETURN* key to get the listing of teams on that particular MLB Team Diskette.

- After selecting a team (whether from the Game Diskette or Team Diskettes), hit the *RETURN* key if you want to manage the team or hit *C* to have the computer manage the team.

Note: You can manage both teams or have the computer manage both teams or manage a team and have the computer manage the other team.

- After both teams are chosen, you'll be asked whether you want this to be a “Designated Hitter” game. A “*DH*” game means the pitcher won't bat. The *DH* will initially be put into batting slot #5 in your lineup (you can switch to a different *DH* batter and/or different batting slot when you see your lineup before the game. A “*non-DH*” game means the pitcher will bat.
- You'll then be shown the pitcher rosters for the Visiting team; then the Home team. Follow the instructions at the bottom of the screen to change the starting pitcher shown at the top of the screen. (See Lineup section in this manual for more details or help.)
- You next pick the starting batting lineups and players' fielding positions for both teams; just follow the instructions at the bottom of the screen to make changes (see Lineup section for more help).

MLB has the typically used lineup already in place for each team. To “accept” this lineup, as is, just hit *ESC* key.

- Once you hit the *ESC* key, the game is ready to begin after the visiting and home team lineups are either accepted as is or changed by you.

Note: Before the game you can “switch” from batter rosters to pitcher rosters for the same team by hitting *L* (lineup) or *P* (pitcher) keys. Or you can see the other team's rosters by hitting the *T* (other team) key. But before the game, if you hit the *ESC* key when any lineup screen is showing (or for the starting pitcher shown), you have accepted this lineup and/or that pitcher shown at the top of the screen.

General Features: Seeing Lineups

Whether *before* or *during* a game, some instructions at the bottom of any batter and/or pitcher lineup roster screen are common. Hitting these keys:

RETURN: this "rolls" the bench to see *all* the available players, be they batters or pitchers. Use **RETURN** to get the player you want to the top of the bench when you make a lineup change.

P: if looking at a batting lineup, and you want to see what pitchers this team has, hit **P**.

L: conversely, if you are looking at a Pitcher Roster, hit **L** to see what batters or fielders are in the lineup or available.

S: shows additional statistics, for either batter/fielders or pitchers.

T: "flips-over" to see lineup for the other team.

ESC: hit this key if you want to go back to the game, after seeing or changing one's lineup (batter or pitchers). Remember you can just see lineups without having to make changes.

Making Lineup Changes BEFORE GAME

A starting pitcher and typically used batting lineup is shown. If you want this, hit **ESC**. If you want to make changes before the game, see below:

for Pitchers

R: replaces starting pitcher (shown at top of screen) with the 1st pitcher who is at the top of the bench list (use **RETURN** Key to bring other available pitchers to the top of the bench).

for Batters

1-9: enter the batting slot # of the player for which you wish to change his batting or fielding position or to make a direct substitution from the bench.

Then you can do:

R: for the flashing player in the 1-9 slot OR **1-9:** pick another batting slot #, then you do **F** or **B**:
you chose, this replaces him with whomever is at the top of the bench. (New player also takes defense position of replaced player.) Before you hit **R**, use **RETURN** to get the player you want to the top of the bench.

F: switch fielding positions of these two players; leaves batting slot # the same.

or

B: switch batting slot # of these two players; leaves fielding position the same. (Switching batting slot #s can not be done during the game.)

See. Lineup/Making Changes DURING GAME

"AT BAT"

With **OFFENSE** request showing, you can hit keys 7, 8, or 9:

7 Pinch Hitter 8 Pinch Runner (or who is on base) 9 to see Lineup

Note: with any of these commands during the game, you can: (a) just see your lineup or pitcher roster or (b) make an actual change. You are not required to make a change, although you can if desired.

- Hitting the 9 key (Lineup) during game allows you to make changes just as you did before the game (that is, hit 1-9 to select batting slot #, **R** to replace with 1st showing player on the bench, etc.)

- Hitting the 7 key (Pinch Hitter) or the 8 key (Pinch Runner) shows who is up to bat and the names of any runner(s) on base. Then hitting **H**, 1, 2, or 3 selects the current batter (or current runner at the base you chose) as the player you want to **PH** or **PR** for. **R** then removes the batter or runner (selected via **H**, 1, 2, 3) and replaces him with the first player shown on the Bench (Hit **RETURN** to see more players or to get the player you want to the top of the bench, before you hit **R**).

Note: **ESC**, **P**, **RETURN**, **S** or **T** also work, (as previously described under "General Features of Seeing your Lineup.")

"IN-THE-FIELD"

During the game, with **DEFENSE** request showing, hit these keys:

9 See lineup (shows your batting lineup: hit **P** to see pitchers).

0 Visit the Mound: to give your pitcher a breather if he's being hit hard — also you can start warming up a relief pitcher and/or bring in a new pitcher (see below).
during the game, just like Major League Baseball, if you make a 2nd visit to the same pitcher in the same inning, you must bring in a relief pitcher.

On any pitcher roster display (besides seeing rosters and stats) you can hit the **B** or **C** keys to do:

B: Bullpen activity — warmup a pitcher or stop the warmup of pitcher(s) in the Bullpen
After requesting Bullpen Action, you can do:
W (which starts warming up the pitcher who is on the top of the Bench) or
E (which stops the warmup of any pitcher in the bullpen).

C: Change current pitcher — bring in a Relief Pitcher

To bring in a relief pitcher during the game (after hitting **C**), if you've had one or two pitchers warming up in the bullpen, hit 1 or 2 to bring in one of these two relief pitchers. Or if the new pitcher you want to come in is at the top of the Bench, hit **B** to bring him in (although he might be a bit shaky since you haven't warmed him up and he's coming in cold . . .).

Help on Lineup Matters or Playing MLB

- 1) just follow the instructions at the bottom of each lineup display screen
- 2) re-read these notes on Lineups, Strategies, Special Features.

If this doesn't work:

- 3) don't throw away your MLB Diskette: just call
Micro League Baseball Helpline (800) PLAYBAL

The MLB Strategy card (showing the offense and defense strategies on either side of the card) will help during the game. When "prompted" in the OFFENSE? or DEFENSE? strategy cycles, you simply hit a computer key number for the strategy you want.

AT BAT

IF NO ONE IS ON BASE

- 0 **SWING AWAY:** Batter is "on his own", to SWING AWAY.
(You can also use RETURN Key.)
- 6 **SURPRISE BUNT:** Batter tries to beat out a surprise bunt for a hit.
If there is a runner on 3rd, this is a "safe squeeze."

Note: 0 (or RETURN) and 6 are the only strategies you can do when no one is on base (except Lineup).

WITH RUNNER(S) ON BASE

You can do regular Swing Away (0) and Surprise Bunt (6) as well as these strategies:

- 1 **SWING AWAY & AGGRESSIVE RUNNING:** Batter is on his own to swing away, and any runner will try for an extra base if the hit ball allows him to do so. But, if it is a pop-up or a very shallow fly, any runner will not try to live dangerously on the base path. Of course, there is a higher chance there will be a "play on the runner" when you order aggressive running.
- 2 **SWING AWAY & SAFE RUNNING:** Batter is on his own to swing away, and any runner will play it very cautiously on the base paths—taking no chances unless the ball hit by the batter guarantees he can advance. Use this when you don't want anyone to be thrown out by trying to stretch their base advance, possibly killing a rally.
- 3 **STEAL:** Runner(s) try to steal a base. With runners "on the corners" (1st & 3rd), this is a delayed steal—the runner on 3rd will wait to see what the catcher does. With a runner only on 3rd, or runners on 2nd or 3rd, or if the bases are loaded, the runner on 3rd tries to steal home—a very risky strategy in these instances.
- 4 **HIT & RUN:** The batter is on his own to swing away and any runners break with the pitch. This helps stay out of a groundball doubleplay and allows any runner to advance an extra base if it's a solid hit. On the other hand, if the batter strikes out, the chances of throwing out the runner trying to steal is increased (since it becomes a steal try). Also, if the batter hits a line drive to the infield with less than two out, there's a chance it'll be a doubleplay by "doubling off" the breaking runner.
- 5 **SACRIFICE BUNT:** The batter tries to lay down a bunt, sacrificing himself to advance the runner(s) to better scoring positions. This isn't appropriate when there are two outs. Instead, consider a surprise bunt (trying to beat it out for a hit) if you want to bunt in a two out situation.

DEFENSE: In-the Field Strategies

There are types of pitch strategies and/or other defense maneuvers you can do on the DEFENSE request cycle:

- 1 **FASTBALL** (you can also use RETURN key)
- 2 **CURVEBALL**
- 3 **SLIDER**
- 4 **OFF-SPEED/CHANGEUP**
- 5 **PITCHOUT:** use this when you think the other manager may be trying a steal or hit & run. This, of course, greatly enhances the chance that a runner will be thrown out by the catcher. However, if you do a pitchout two or three times to the same batter (and the runner(s) aren't going on a steal or hit & run), this greatly increases the chance that the batter will get a base on balls.
- 6 **CORNERS IN:** this brings the 3rd & 1st basemen in, moving in as the pitch is thrown. This cuts down on the chances for a successful surprise or sacrifice hunt, and may hold a runner on 3rd base. However, this increases the chance that a groundball (if hit to 3rd or 1st) might get through for a hit.
- 7 **INFIELD IN:** this brings *all* the infielders in as the pitch is thrown. This strategy increases the chance that a runner on 3rd will "hold on" or could be thrown out at the plate on a groundball. On the other hand, of course, this increases the chance that a sharp grounder will get through for a single, since the infield is playing in. (This is a useful strategy, late in the game, if your team needs to keep a run from scoring on a groundball.)
- 8 **INTENTIONAL WALK:** try this if a batter is up who can really hurt you, especially late in the game. You are "getting past" him (by putting him on 1st base) in order to face the next batter who is perhaps not as good a hitter. This strategy, in proper instances, also helps the defense set up a potential force play or a doubleplay, even though another runner is on base. Of course, an intentional walk with the bases loaded brings in a runner to score from 3rd base.

NOTE

Whether in OFFENSE or DEFENSE "prompt" requests, you can always look over your lineup, change lineups, or visit the mound.

on OFFENSE: hit 9 (see lineup)

on DEFENSE: hit 9 (see lineup)

or

hit 0 (visit the mound)

The stats in Micro League Baseball™ are the same kind you see in sports pages and baseball books or guides. A player's stats are for his whole season, even if he was traded to another team during the season where he now appears on the roster.

For Pitchers: 1st Screen

2nd Screen (hit S to see this screen)

- P: Pitching side (right or left)
- W&L: Wins & Losses
- ERA: Earned Run Average
- IP: Innings Pitched
- H: Hits given up
- G: Games appeared in during that season
- CG: number of complete games
- SV: number of "saves" recorded
- BB: number of walks
- SO: number of strikeouts

For Batters: 1st Screen

- B: bats Righthanded, Lefthanded, or is a Switch-hitter
- FLD: the primary defense position a player is rated at is shown to the left of the (/) the secondary position is shown to the right. (See additional notes on Fielding Positions.)
- AVG, HR, RBI: the player's batting average, home runs, and runs batted in for that season

2nd Screen (hit S when on first screen)

- H, SO, BB, SB: the player's number of hits, strikeouts, walks (BB), and Stolen Bases (SB) for that season

3rd Screen (hit S when on second screen)

- AB, H, 2B, 3B, HR: shows the player's At Bats, Hits, Doubles, Triples, and Home Runs

(hit S on this screen to get back to the 1st screen of stats)

Note: If you are using an MLB TEAM DISK based on rosters at the start of a season, some roster players may not have any stats shown for them. These would be brand-new rookies or players who weren't used much last year, or players who were on the Disabled List early on in the season. You can use these players, and they'll perform in average fashion till such time that they have enough stats for that current season (Innings Pitched, At Bats, etc.). But if you use "up-dated" MLB TEAM DISKS as the current season proceeds, you'll then see current rosters/stats — so that your teams and players perform true-to-life at that actual phase of the season. (See enclosed insert on MLB TEAM DISKS.)

Notes/Fielding Positions

Some players have had enough games under their belt in more than one defense position to have two "rated" positions shown. For example, Elston Howard of the '61 Yankees is shown as C/1B, meaning he is rated at and can play either as catcher or first baseman.

Some players show up with a "generic" IF (infield) or OF (outfield) — meaning they tended to be utility infielders or outfielders who can play various positions. Of course, a player like Clete Boyer, '61 Yanks, who is rated at 3B/SS could also play another infield position (if you run out of players specifically rated and listed as a 2nd baseman, for example). Putting a player in a non-specified position (like putting Boyer in the outfield) gives him the lowest defensive rating.

Players have been rated at each specific position shown for them — in which MLB has evaluated their fielding percentage, range, throwing arm, and their general reputation in the field. On the whole, most major league players are rated as average fielders; some are very good, some are below average. Most MLB "managers" know the defense quality of players, but if you have any questions just drop us a line.

The SB (number of stolen bases) on the players' stats screen is one indicator of a player's speed, but MLB has also looked at the number of times a player was caught stealing and his general running speed and base-running "savvy." Most players are rated Average regarding their speed and base-running/base-stealing ability; some (like Ricky Henderson or Maury Wills in his prime) are rated Fast; others like Greg Luzinski are rated Slow. Again, if you don't have a feel for a player's speed after looking at his Stolen Base total or knowing something about him — just write to us.

SPECIAL FEATURES

When being prompted in the OFFENSE or DEFENSE request, you can do the following by hitting:

- R: this stops the players from running to and from their dugouts at the end of each half-inning. This speeds up the game, since the players switch teams/jersey colors instantly. You can switch between no running/running to & from the dugout anytime you want during the game by hitting the R key on the Offense or Defense "prompt" cycle.
- M: MLB has music and sound throughout the game. But, if you are playing late at night and if you don't want to disturb your wife/husband/special friend (or just your roomie), then hit M on any Offense or Defense "prompt" cycle. This eliminates the sound effects — perhaps giving you more reflective time to become a baseball manager "guru." As the Bard once penned "tis a consummation devoutly to be wished."
- S: to "save" a game that is in progress. Let's say that it's the 7th inning of a close game and you have to stop. Rather than turning off the game, take an MLB TEAM DISK and save the game — keeping the score, inning, outs, etc. — just as it is. You can then "re-start" this game and complete it later.

To "save" a game: you must have an MLB TEAM DISK in your disk drive (if you were playing a game with teams on the Game Disk, just take it out and insert an MLB TEAM DISK).

then with either the OFFENSE or DEFENSE prompting, hit S to save the game. When the Offense or Defense prompt is flashing again, or appears again, that game has been saved on the MLB TEAM DISK.

You can "save" one game on each TEAM DISK, and you can "re-use" that disk to save a different game (which would "replace" the one already saved).

To "re-start" a saved game: first load the MLB Game Disk. When the "options" page comes up, remove the Game Disk and put in that TEAM DISK you saved the game on. Then hit R to re-start that saved game.

We at MLSA hope you enjoy Micro League Baseball™ and the camaraderie of playing against other "Walter Mitty" major league managers — as with us, maybe your baseball managing life will never be the same.

MICROLEAGUE Baseball

INTRODUCTION

1. These are descriptions and highlights for those teams which come with the MicroLeague Baseball Game Disk. This is a "cocktail appetizer" of solid, well known teams, most of whom won the World Series that year. The year for a team represents an era for that team—for example, the '75 Cincinnati Reds of the "Big Red Machine" period, the '73 Oakland A's in the Finley era, the '61 Yanks with Mantle and Maris, and so on.
2. This collage of teams on the Game Disk also demonstrates the "special edition" type of team — All-Time Greats from both the AL and NL, or the well-remembered players from a particular "franchise history" (such as Philly Greats, Tiger Greats), each from the post WW II period.
3. The 1984 American League and National League All-Star rosters are included — with stats up to the date of the mid-summer classic.

Enjoy being the MicroLeague manager of these teams — each is very unique and can be handled in different ways. Some are strong on pitching and have decent hitting, some vice versa. And one, the '55 Washington Senators — well, they are here just to keep baseball (MicroLeague style) alive in our Nation's capitol. If you think it's hard for our President and Congress to reduce the federal deficit, take an even stronger challenge and be the MicroLeague manager of the old, but not forgotten '55 Senators!

Other teams are available in separately packaged MLB TEAM DISKS — see insert in MLB box. Keep up with current season teams, go back to powerhouse teams of the nostalgic past — even write to us if you want a specially made up TEAM DISK with your favorites.

With MicroLeague Baseball, there will be "joy in Mudville tonight."

These team highlights were authored by a fellow
baseball guru and historian, Jeff E. Furman for:

**MicroLeague Sports Association, 28 E. Cleveland Avenue, Newark, DE 19711
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A.L. All-Time Greats

For MicroLeaguers who truly want to indulge in their baseball fantasies there is a squad of American League greats that includes the best seasons of Hall of Fame quality talent from 1901 to present — Ruth's 1927 season, Carew's .388 in '77, and Ted Williams' famous .406 year.

We include the gloves of Robinson at 3rd and Aparicio at short, Bob Feller's incredible fastball, Cy Young's 1.63 ERA and the prime of Jim Palmer and Catfish Hunter.

How does one manage such a rich vein of baseball gold? It's easy — try anything and everything — the likes of Ty Cobb and Joe DiMaggio and others are super in many aspects beyond hitting.

One can challenge the N.L. greats or wreak havoc on a team that you always wanted some revenge from. After all where else, but MicroLeague Baseball, can you platoon Mickey Mantle's triple crown season with DiMaggio's .381 average?

The name "Early Wynn" takes particular significance when you scan the pitching roster for the All-Time Greats. And you can also win with the other premier pitchers on this very talented mound staff.

Batters

Rod Carew 1977
Ted Williams 1941
Joe DiMaggio 1939
Babe Ruth 1927
Brooks Robinson 1964
Joe Cronin 1930
Charlie Gehringer 1937
Yogie Berra 1950
Mickey Cochrane 1930
Al Kaline 1961
Mickey Mantle 1956
Lou Gehrig 1927
Carl Yastrzemski 1967
Ty Cobb 1911
Luis Aparicio 1966

Pitchers

Walter Johnson 1913
Lefty Grove 1931
Bob Feller 1951
Denny McLain 1968
Whitey Ford 1961
Waite Hoyt 1928
Jim Palmer 1973
Cy Young 1901
Early Wynn 1959
Catfish Hunter 1973

N.L. All-Time Greats

To say this team is loaded with longball power is an understatement. Eight possible starters had an average of 43 homers per man, spread across Rogers Hornsby, Ernie Banks, Willie McCovey, Johnny Bench, Hank Aaron, Mike Schmidt, Willie Mays and Duke Snider.

Managers will have a tough time choosing a starting pitcher, and your opposing manager and players will be even more in a pickle batting against these hurlers of the N.L. Greats. Picking between Koufax and Alexander or between Marichal and Mathewson is like deciding between the Rolls Royce or the Bentley for that day.

Should all of life's decisions be so difficult!

The key for the MicroLeague manager is knowing when to play Dr. Longball and when to let Willie Mays steal or Clemente take the extra base. Who loses power playing hit and run? You'll have fun playing this phenomenal squad in MicroLeague Baseball.

Batters

Roberto Clemente 1961
Willie Mays 1954

Pitchers

Sandy Koufax 1963
Bob Gibson 1968

Willie McCovey 196
Hank Aaron 1959
Rogers Hornsby 1922
Johnny Bench 1972
Eddie Mathews 1959
Ernie Banks 1958
Mike Schmidt 1980
Pie Traynor 1929
Duke Snider 1953
Stan Musial 1948
Frank Robinson 1962
Roy Campanella 1951
Pete Rose 1969

Steve Carlton 1972
Christy Mathewson 1908
Grover Cleveland Alexander 1915
Carl Hubbell 1933
Dizzy Dean 1934
Warren Spahn 1953
Juan Marichal 1966
Robin Roberts 1952

1984 American League All-Stars

After winning big in the '83 midsummer classic in Chicago, the 1984 A.L. All-Stars and their fans had every reason to be optimistic for the '84 match-up with the N.L. Stars in San Francisco. The Tigers, running away in the A.L. East, had captured four starters from fan voting across the country — Whitaker, Lemon, Parrish and Trammell — all who were doing extremely well at the plate and in the field at the break. (Due to an injury, Trammell was replaced by Alfredo Griffin, a defensive artist from Toronto.) Add to this Cal Ripken, and "Ed-die" Murray, the franchise cornerstones from Baltimore, Dave Winfield from the Yanks (hitting .370 at the break), Jim Rice, baseswiper Ricky Henderson, the gritty George Brett, the venerable Reggie Jackson plus others. The A.L. roster had a lot going for it — fairly decent speed, solid hitters, and longball power.

Pitching prowess wasn't secondary to A.L. prospects for success. Morris and Hernandez from the Tigers (having a "wins and saves" year at mid-break that most pitchers would love to have for the whole season), plus Niekro's knuckler, Stieb's slider, Quisenberry's sidearm submarine — these and other dandy hurlers were available to try to keep the N.L. batters off balance in the game.

Fans know the outcome of the actual game — but you weren't the manager. As a "MicroLeaguer," see what your chances are as you take on the star-laden roster of the N.L., a team who was seeking revenge from the '83 defeat.

1984 National League All-Stars

Fans did know talent when they voted in Tony Gwynn (.355) and Ryne Sandberg (.335) — both having splendid seasons through early July. Add to this perennial solid performers like Dale Murphy, Mike Schmidt, Gary Carter, and the defensive "Wizard of Oz" Smith at shortstop — these and other headliners anchored the '84 National All-Stars. With the two other starters voted in by fans, (Iron Man Steve Garvey and the '83 Rookie of the Year, Darryl Strawberry, the N.L. also had a solid bench with Keith Hernandez, speedster Tim Lincecum, Juan Samuel (the possible rookie of the year for '84), plus other money players.

There was magic on the mound staff as well — with the Mets phenom Dwight Gooden, teamed with Soto, Lea and the slimmed down Fernando Valenzuela. Bullpen moxie was surely present, including Goose Gossage, Al Holland, and the "split finger" pitches of Bruce Sutter.

Put your managerial skills to work with this roster — can you keep the talented '84 A.L. Stars in check?

1983 Baltimore Orioles 98-64 .605

The 1983 Orioles were good enough to win the World Championship without the familiar face of Earl Weaver, one of baseball's most respected managers. Joe Altobelli, a good manager in his own right, was able to motivate a solid squad of stars, despite predictions of the demise of the aging Baltimore players. Altobelli simply used Weaver's former players and Weaver's strategies to succeed in a similar manner.

Joe stuck with Weaver's move of the 1982 Rookie of the Year Cal Ripken, Jr. from third to short — he stuck with it to the point that Junior was the only big leaguer to appear in every inning of every game of his team in 1983. Cal earned himself an MVP award, just beating out teammate Eddie Murray in a close vote.

The previous "Earl Magic" worked with platooning as well. Take note, Micro-Leaguers, that the Lowenstein, Dwyer, Roenicke, Ayala aggregate out-produced under Altobelli in '83 beyond anything they had done for master Earl.

Two newcomers proved important for the '83 Orioles. Boddicker outpitched Flanagan and Storm Davis. He and McGregor provided the righty-lefty combo that stabilized a starting staff that could no longer depend on Earl's former ace, Jim Palmer.

The other newcomer was speedy John Shelby who provided the Orioles with some semblance of a running game and also had excellent outfielding skills.

The rest of the key Birds were the same dependable players that had been acquired in the seventies — Tippy Martinez, the bullpen ace; Rich Dempsey, catcher and field general; Ken Singleton, the on-base percentage specialist; and Rich Dauer, the best hit and run man in Orioles history.

The MicroLeaguer who wishes to win with the '83 Birds must platoon properly and handle a bullpen that was not quite deep enough compared to other teams. The result will be a supporting cast to help the starting pitchers and superstars Ripken and Murray achieve a winning record. Earl Weaver may have been gone, but the character and shape of this '83 team lives on.

1982 Milwaukee Brewers 96-67 .586

"Harvey's Wallbangers" was a most fitting name for this team, a mixture from Harvey (Kuenn) the manager and an alcoholic drink that will knock you out. And knock you out is what this Brewers' squad did to their A.L. competition. Most anyone in the Brewers' lineup could hit one out — Gorman Thomas (39 HR, 112 RBI), Ben Oglvie (34 HR, 102 RBI), Cecil Cooper, the slick fielding 1st baseman (32 HR, 121 RBI), Robin Yount, the league MVP at shortstop (29 HR, 114 RBI), Ted Simmons, the veteran catcher (23 HR, 97 RBI), plus Paul Molitor and Don Money, who clouted 19 and 16 "Brewer Blasts" respectively.

The Brewers had to score lots of runs to win — for their pitchers gave up quite a few to the other teams. Pete Vuckovich was the best of the starters (18-6, 3.34 ERA) bolstered by Caldwell and McClure (3.91 and 4.22 ERA, respectively). The acquisition of crafty veteran Don Sutton for the pennant drive proved wise — he was 4-1 with a 3.29 ERA and won key games in the stretch. If the starters ran into trouble, which frequently happened, you can call upon Slaton, Augustine, and of course, mustachioed fireman Rollie Fingers (who, unfortunately was injured late in the season and was unable to pitch in the actual World Series).

If you like to sit back and play power hardball, you'll enjoy managing this team. Fortunately, the MLB scoreboard can do double digits on runs (for both teams) a feature sometimes necessary when the '82 Brewers play.

1982 St. Louis Cardinals 92-70 .566

Some adept trading and blending of young and veteran players by Whitey Herzog brought the Cards the N.L. pennant in 1982. Lonnie Smith (acquired from the Phillies) performed at a .307 clip. Willie "E.T." McGee was a pleasant find, hitting .296, and dependable George Hendrick batted .282 and led the team in homers with 19. However, longball power was not a hallmark of this squad, relying more on aggressive baserunning, steals, and hit and run plays. Darrell Porter handled most of the catching chores, and Keith Hernandez (.299) anchored first base. A smooth fielding Ozzie Smith was a fixture at shortstop for the Cards.

Joaquin Andujar and Bob Forsch each won 15 games as the workhorses of the starting staff. John Stuper chipped in with 9 wins as did Dave Lapoint (who was a reliever and spot starter). The Cards banked on Doug Bair for 91 innings of relief and also had one of the premier late-inning relievers in the split-fingered pitches of Bruce Sutter.

1980 Philadelphia Phillies 91-71 .562

After winning their Division and then losing the playoffs in three of the previous four years, the Philadelphia Phillies 1980 team won the World Championship. Just as in the fateful, exciting 1915 season the Phils were led by a rookie manager, Dallas Green, a former pitcher for them during their worst seasons of the Sixties. His aggressive style and that of Pete Rose, their former arch nemesis of his Cincy days who had been wisely acquired by Paul Owens and Ruly Carpenter during the off-season of 1979. Green and Rose motivated the Phillies to go all the way in 1980.

It must have been a relief to win the division by 1 game over the Expos for the Phils who had been frustrated in the N.L. playoffs of '76, '77 and '78. Boone, Bowa, Carlton, Maddox, McGraw and Schmidt were going to get another chance to do battle for a place in the World Series. The prior near misses were changed into near wins as the Phils played the '80 Houston Astros in what many consider the most exciting series in playoff history. The Phils came back and won the opener 3-1 after trailing. They lost the 2nd and 3rd games of the playoffs and things began to seem familiar for the frustrated Phils fans. But this year was different — the Phils came from behind 2-0 to win game four in Houston. In game five all the previous sins of Phillies teams were forgiven as the Phillies overcame the great Nolan Ryan's 5-2 eighth inning lead to win 8-7 in ten innings, again in Houston.

It was their first trip to the World Series since 1950 and they did not blow it. They became World Champions for the first time in Phillies history.

This squad outperformed all previous teams in the Phils franchise history. MVP Schmidt set a record of 48 home runs for a third baseman; Cy Young winner Steve Carlton won 24 games (he's won more Cy Young Awards than anybody in baseball history); Tug McGraw's season as a reliever rivaled that of Jim Konstanty's 1950 MVP season; and Pete Rose gave 110% hustle playing in 170 games (including post season).

This team is a MicroLeaguer's delight because of the bench and bullpen of the Phillies. One can also look forward to the frequent circuit salvos of Mike Schmidt in his best full season.

1980 Kansas City Royals 97-65 .599

From 1976-1978 the K.C. Royals had been A.L. West Division champs, only to lose in the League Championships to the Yanks. Whitey Herzog managed them all 3 seasons and then was fired in 1979 for bringing them in second in the West Division. Whitey must have been quite frustrated to see the 1980 Royals win the A.L. League Championship from his old post-season rivals—the Yankees.

The '80 Royals ran away with their division by leading the A.L. in hitting (.286) and stolen bases (185). Their primary offensive threats were from two superstars, George Brett, who hit .390 for the highest major league batting average since Ted Williams in 1941 (.406); and Willie Wilson, who hit .326 and stole 79 bases.

Jim Frey managed a team that had seven players in double digits for stolen bases, including supersub John Wathan who got into 126 games as a catcher-OF-1B. Wathan stole 17 bases and batted .305, third best of any player with 400 bats on the team. Frey's fielding unit was a delight to watch: White and Washington formed a double play combo that had tremendous range and durability. Amos Otis and Wilson covered most of the OF with equal aplomb. Darrell Porter handled the catching in a workmanlike fashion, adding skills that don't show up in the statistics.

Dennis Leonard and Larry Gura were a competent righty-lefty combo. As the main starting pitching tandem, they each pitched at least 280 innings, garnering a combined 38 wins. Gura, to lead the team, completed 16 games of which 4 were shutouts. The bullpen was in the hands of overworked, but seemingly always effective, Dan Quisenberry, a master of submarine ball control (learned from Kent Tekulve). Quisenberry saved 33 games in his 75 appearances, both figures the best in the league.

The best MicroLeague managers will play a running game with these Royals, with the exception of Darrell Porter who probably will be subbed for with Wathan when speed can move the game into the W column. The wise manager will also spot Marty Pattin, bringing him in from the bullpen (89 innings, 3.64 EPA) to keep Quisenberry's arm from falling off.

1980 Houston Astros 93-70 .571

The Astros barely hung on to win the N.L. West, beating the Dodgers in a one game West Division playoff after both teams tied for 1st after the 162 game season ended. Then the fun continued—against The '80 Phillies in one of the most dramatic National League Playoffs ever. Four of the five games went into extra innings, and in the deciding fifth game fireballing Nolan Ryan went into the 8th with a seemingly invincible 5-2 lead. But the Phils scratched & clawed out a 5 run outburst, tying the game, eventually winning 8-7 with a run in the top of the 10th. MicroLeaguers will enjoy re-playing these two teams—would the playoff outcome be different if you managed the Astros instead of Bill Virdon (who was later canned).

These Astros don't hit many homers—the team leader (Terry Puhl) had 13 blasts (P.S., the Astrodome is notorious for yielding few homers). But with fairly solid, consistent hitters (team avg. was .261) and with fine speed—Cedeno, Cruz, Puhl, Morgan, Cabell, Landestoy—all kept pitchers wary with their base-stealing prowess. And Joe Morgan was the effervescent sparkplug of the infield and the team itself.

Joe Niekro (Phil's brother) went 20-12 to lead the team. Three others—Vern Ruhle, Ken Forsch, and Nolan Ryan were in double figure wins. And an intimidating J.R. Richards (now retired with a heart ailment) was 10-4 with a 1.89 ERA and 119Ks in 114 Innings pitched.

This is an exciting, decent-hitting, stealing/hit and running team. Bunts are also well placed in your manager's strategy arsenal. Just don't go to the well on strategies too often—the surprise element of these strategies will make the '80 Astros competitive with anyone.

1979 Pittsburgh Pirates 98-64 .605

"We are family!", the song played regularly in the Pirates' clubhouse and for their fans at Three Rivers Stadium, may have been in honor of "Pop" Stargell, the 39 year old leader of this Pirate squad. Stargell led by example, hammering 32 homers, with 82 RBIs and a .281 average. Coupled with Dave Parker's 25 taters (94 RBIs, .310) and Bill Robinson's 24 circuit clouts (75 RBI, .264), the Bucs had a solid hitting attack with a .272 team batting average. Rennie Stennett and Tim Foli anchored the middle of the infield with Ed Ott (.273) behind the plate, and Bill "Mad Dog" Madlock handled the hot corner, hitting at a team leading .328 clip. Omar Moreno played superbly in CF, hit .282 and led the league with 77 steals.

These Pirates don't have any "big winning" pitchers—the leader southpaw John Candelaria was 14-9. But the wins were spread around—three other starters (Bruce Kison, Jim Bibby, Burt Blyleven) were in double digit wins. Enrique Romo had in his own right a splendid bullpen season (10-5, 5 saves, 3.00 ERA), yet the stopper was sidearm, submariner Kent Tekulve (94 games, 31 saves, a 2.75 ERA).

This veteran team never lets down—much heart and soul—as the Orioles found out when the Pirates came back to win the '79 Series after the Bucs were down 3 games to one.

1978 N.Y. Yankees 100-63 .613

The 1978 Yankees represent an anomaly in the proud lineage of the Yankee family of teams. They were a championship team that was tested thoroughly prior to achieving their World Championship of '78. (Unlike the '76 League Champion Yankees, who easily won the pennant and playoffs only to be swept by the Reds in the Series, or next year's Yankees who outlasted second place (tie) Baltimore and Boston by a couple of games and then had Reggie Jackson obliterate the Dodgers in the 1977 Series), the 1978 Yankees had to overcome an awesome season-long dominance by the powerful Boston Red Sox to finish in a tie, win a divisional playoff game on the unexpected home run of little Bucky Dent, beat a revengeful repeat losers Royals team, and then face the same revengeful circumstances in a repeat World Series with the L.A. Dodgers. The 1978 Yankees simply went all the way. This was the year of "The Billy-George-Reggie Feud" and "the firing," and the Bronx Zoo. This dynasty and particularly 1978, may very well be remembered as the apex of George Steinbrenner's ownership of the Bronx Bombers.

For the Yanks to get the A.L. East flag, the power dominated Boston Red Sox folded in September in a four game series that will forever be known as the Boston Massacre. In street parlance "they got aced out by the big pros," namely the established stars Jackson, Munson, Nettles, Piniella, Randolph, Chambliss, Guidry, Figueroa, Hunter—"the late seventies A.L. Establishment."

Because Guidry was so phenomenal (25-3, 1.74), many often fail to remember

Figueroa's 20 wins and "Goose" Gossage's 27 saves and 2.01 ERA. The Yankee pitching still had Catfish Hunter (12-6) and Sparky Lyle (9-3), two previous Cy Young winners.

The hitting was professionally well-rounded. The Yanks didn't win a single team offensive category, nor did any individual drive in or score 100 runs. No one hit 30 homers either. Chris Chambliss symbolized how they spread the wealth around. His ordinary 12 homers and .274 average drove in 90 runs. Two others, Nettles and Jackson also drove in over 90 runs. Four Yankees scored over 80 runs. Gary Thomasson and veteran Roy White sparked the bench.

1975 Boston Red Sox 95-65 .594

Not too many people picked this team to win in 1975—but no one knew what the incredible production would be from two rookies, Fred Lynn and Jim Rice. This pair each hit over 20 homers, with over 100 RBIs and a .300+ average. Add to this Yaz (Carl Yastrzemski), Carlton Fisk, Cecil Cooper and Denny Doyle—the nucleus of a powerful team was forged, one whose team batting average of .275 led the league.

The Red Sox were also blessed with a truly "pinch" bench in 1975. Bernie Carbo slugged 15 homers in little over half a season; Juan Beniquez hit .291, stole bases and fielded spectacularly in his half season, and Bob Montgomery more than covered for the time when Carlton Fisk was injured.

The pitching after the big three starters (Wise, Luis Tiant, and "Spaceman" Bill Lee was at best a juggling act, and generally mediocre. Drago and Willoughby were adequate relievers, but not consistent enough to be true "firemen." Roger Moret and Reggie Cleveland frequently had to be called out of the starter rotation to bolster the bullpen. Rick Wise (19 wins) Luis Tiant (13 wins) Bill Lee (17 wins) each had 17 or more complete games and 255 innings or more. Manager Darrell Johnson simply stuck with them until his Sox could outstay the opposition.

This was the team that took the '75 Cincy Reds to 7 games in the Series, one of the more memorable classic series in baseball history. And while Jim Rice missed the series with a broken wrist, in MicroLeague you can see just what might have happened to Cincy's Big Red Machine if he had played.

1975 Cincinnati Reds 108-54 .667

The "Big Red Machine" won exactly 2 out of every 3 games they played. They won their division by 20 games and swept a powerful Pirate team in the National League playoffs. This was the inaugural season for the Big Red Machine—World Champions in 1975 and 1976 and a dominant squad in the late seventies.

Who were the key players of this awesome squad? Essentially, 8 hitters and decent pitchers were the consistent Reds stars for this era. Some of the batters will likely get to the Hall of Fame: Johnny Bench, Pete Rose, Joe Morgan, Tony Perez, Dave Concepcion, George Foster, Ken Griffey, and Dan Driessen. In 1975, Concepcion was the only one of these starters to miss a .400 slugging percentage. But he was the glue to the infield, however, ranging far and wide to cover shortstop. His 33 steals and .274 batting average were respectable as well. Perez, Foster and Bench each hit over 20 homers to produce a combined total of 297 RBI. Their power helped the .300

hitters Rose and Morgan score a combined 219 runs. Morgan won the first of his 2 consecutive MVP awards by having one of the best seasons ever had by a second baseman: .327 average, 50 extra base hits, 132 walks, 67 steals, and 94 RBI.

The pitching staff was deep and manager Sparky Anderson worked them accordingly. They only pitched 22 complete games all season despite having three 15 game winners and 6 bonafide starters with 10 or more wins. Not one of the twelve men to pitch for the '75 Reds had a losing record!

The bullpen was perhaps the deepest of any World Championship team ever. Borbon, Carroll, McEnaney, and Eastwick each appeared in over 55 games and kept an ERA under 3.00. They saved a total of 49 games. Sparky managed to rest them equitably as they all had between 90-127 innings pitched.

This is a very "manageable" team for a MicroLeaguer. Dan Driessen can play 1st, 3rd, or the OF as a super player off the bench. His left-handed bat is good for .281 and his 10 steals in half a season allow you to play all the strategy options. Terry Crowley and Doug Flynn allow additional specialized bench talent—Flynn (the utility infielder who hit .268) and Crowley (the superb pinch hitter) allow flexibility to move the retinue of relievers into the game from mid to late innings. The '75 Reds led the N.L. in stolen bases, so don't neglect your strategy options with the regulars—even Bench stole 11 bases in his prime. Then take this team against any other—and don't overlook a replay match up against the '75 BoSox!

1973 Oakland Athletics 94-68 .580

In 1973 the mean-looking, mustachioed Oakland Athletics were in the midst of winning 5 Division titles in a row (1971 through 1975). With a little bit of luck they could have appeared in 5 World Series in a row; nevertheless, they did appear in 3 in a row, 1972 to 1974. 1973 was also the first year of the Designated Hitter Rule which has been considered a demarcation for a new baseball era.

Charles Finley cultivated a no-holds barred image to fit the anti-establishment sentiments of the Bay Area fans of the Viet Nam era. By winning he proved that the team he owned was not just a strange-color uniform type of show.

The 1973 A's did everything well, despite being just a bit shallow for pinch hitters off the bench. With exceptional front line players, all manager Dick Williams had to do was avoid injuries, which his young charges did.

The starting pitching was in the hands of three quality stars in their prime: Catfish Hunter, Ken Holtzman and Vida Blue. Each was a 20 game winner and logged over 800 of their team's 1,457 innings pitched to contribute tremendous stability to the Oakland pennant drive. Handlebar mustache relief man Rollie Fingers contributed 22 saves and a 1.91 ERA in 62 relief appearances to round out the star quality of the A's mound staff.

A young slugger, Reggie Jackson, paced the league in homers, RBI, runs scored and slugging percentage. Reggie led the A's starters in batting average and also stole 22 bases in what was one of his greatest seasons. Jackson was backed up by the double-figure homers of Sal Bando, Gene Tenace, Deron Johnson, and Joe Rudi. The A's could steal bases too—Billy North swiped 53 and Bert Campaneris pilfered 34. This talented squad typifies the height of the Oakland A's in the early mid 70s.

1969 New York Mets 100-62 .617

Before the start of the 1969 season the N.Y. Mets were rated as 100-1 shots to win the pennant, after finishing 9th or 10th every year in the history of their franchise. They won the National East by 8 games and swept the playoffs against a Braves team that included such names as Aaron, Cepeda, Carty, and Phil Niekro. In addition, they won 4 games in a row to win their first ever World Series following a first game loss to the Orioles.

How did they confound the experts? Twenty-four year old "Tom Terrific" Seaver won 25 games to head a pitching staff of young arms that included Jerry Koosman (17 wins), Gary Gentry (13 wins), Nolan Ryan (6 wins in 89 innings — limited due to a groin injury). A young Tug McGraw and veteran Ron Taylor manned the bullpen for 25 saves. Manager Gil Hodges deserved a lot of credit for getting the full talent out of this great Kiddie Korps of hurlers.

The Mets got super seasons from Cleon Jones and Tommie Agee, two full-fledged slugging outfielders. Jerry Grote and Bud Harrelson's excellent season in the field was components of the glue for the Met defense. Shortstop Harrelson had only modest hitting skills, but frequently walked and could take the extra base on hits. Catcher Grote, also a modest hitter, could defense the plate and throw out runners with the best in the league.

The rest of the team was subtly productive as two half-season players. Donn Clendenon (obtained from expansion team, Montreal, when he refused to be traded to the Houston Astros) and pinch hitter supreme Art Shamsky, who chipped in 26 homers and 84 RBIs. Al Weis came off the bench to play short and second superbly — he could run well and bunt, a very scrappy player.

Just as the Mets and manager Gil Hodges had to, the MicroLeaguer will likewise have to be scrappy — and say a few prayers now and then — to make this "Miracle Mets" team a consistent winner. Remember, "you gotta believe" to win it all!

1968 Detroit Tigers 103-59 .636

This roster of veteran, if not aging players, won the World Series against the high flying St. Louis Cardinals in a dramatic seventh game. How could this Tiger squad go all the way when none of its starters hit over .300 and the team leader in stolen bases had only 8 swipes all season? The answer — solid batting averages throughout the lineup and home runs at opportune times. Muscular catcher Bill Freehan, "Stormin' Norman" Cash, and Jim Northrup each hit in the .260s with over 20 homers. Willie Horton, with a .285 average, socked 36 round-trippers. This solid hitting and power team could then keep a defensive marvel at SS, Ray Oyler, whose .135 batting average didn't quite match his playing weight.

Pitching from two dependables, Denny McLain and Mickey Lolich, also figured prominently. McLain went 31-6 with a 1.96 ERA. His "over 30" wins (the first since Dizzy Dean back in 1934) landed McLain both the Cy Young and MVP awards. With Lolich at 17-9, these two Tiger hurlers carried the load, since other pitchers had mediocre seasons (Wilson 13-12; Sparma 10-10, for example). Pat Dobson and John Hiller were the principal relievers, and each was a spot starter.

MicroLeague managers who win with this team (and they do) will be patient — let the hits accumulate, hope for a HR blast, do some "hit & runs" trying to stay out of DPs. Gates Brown was the premier pinch hitter at a .370 clip, but use him in late innings when the game is on the line, as other '68 Tiger pinch hitters didn't learn too much from the "Gator" (who now is batting coach for good-hitting '84 Tigers).

1963 Dodgers 99-63 .611

The old adage that "pitching is 3/4 of winning baseball" probably received a strong dose of reinforcement in the 1963 World Series. The Los Angeles Dodgers swept one of the great Yankee dynasty teams 4-0, despite a combined Yankee staff ERA of 2.91. So how does that help the old adage? Well, the Dodgers' staff of Koufax, Drysdale, Podres, and reliever Perranoski (they were the only Dodgers to pitch in the '63 Fall Classic) held the Yanks to almost 1/2 of the earned runs these four had allowed up to that point. In other words, the Yanks only achieved a 1.00 runs scored average for their dismal four games. They couldn't average better than 1.50 runs against any of those four Dodger stalwarts.

The entire 1963 season was successful because of pitching. Koufax was 25-5 (with 11 shutouts) with an ERA of 1.88 to win both the Cy Young and the MVP. Drysdale delivered a workhorse 19 wins and 315 innings pitched (2.63 ERA). Veteran Johnny Podres won 14 games. When those 3 quality hurlers weren't combining for 47 complete games, Ron Perranoski was winning 16 and saving 21 while compiling a 1.67 ERA out of the bullpen.

The rest of the team supported the pitching with tight defense and exciting base running. Led by Maury Wills, who stole a league leading 40 bases, the Dodgers had the most steals in the N.L. they also had batting champion Tommy Davis (his 2nd title in a row) and the homerun power of behemoth Frank Howard (28 circuit clouts).

The MicroLeague manager can also look forward to utilizing the versatile skills of Jim Gilliam, a .282 switch hitting 2nd baseman/3rd baseman who could run, field, bunt, steal bases and execute the hit and run. One can only wonder how many bases were stolen, by Wills and Willie Davis, thanks to Gilliam's bat control efforts.

1961 New York Yankees 109-53 .673

What does it take to have five consecutive trips to the World Series? Pitching and power are surely the keys, as attested to by most baseball sages. And the Yanks certainly typified this in the 1960-64 span, of which the 1961 team was a gem.

As a backdrop to this particular year, consider that the Yanks averaged 101 wins a year in this five year period. They hit 982 homeruns (196 average per year) and two key starters — Whitey Ford and Ralph Terry — averaged 19 wins and 15 wins in this era. This epoch of Yankees totally dominated baseball, and no wonder the stage play and movie "Damn Yankees" was a hit!

The 1961 Yanks were the best team in this dynasty. Only 4 teams have ever exceeded their win total of 109. No team has ever equalled the 240 home runs hit by the '61 New Yorkers. Six Yankees hit 20 or more homers in 1961, with the "M-Bovs" setting the record for two players in a season — Roger Maris with 61 homers (the most ever) and Mickey Mantle with 54 more (his career high season).

The pitching staff had three solid starters: Ford, Terry and Bill Stafford. The bullpen had Luis Arroyo (15-5; 29 saves; 2.19 ERA), a phenomenal little lefty known as "The Life Saver." Jim Coates, the "swing man" as a starter-reliever was very dependable as his 11-5 record speaks for itself.

The infield had Moose Skowron, Bobby Richardson, Tony Kubek, and Cleto Boyer — providing the hurlers with a sparkling defense. Cleto Boyer will be remembered as similar to Brooks Robinson in fielding the hot corner superbly. Catcher Elston Howard hit .348 to lead the team.

The outfield was Mantle, Maris and Yogi Berra. Saying those names should be

enough, but it is important to note that Johnny Blanchard, catcher/outfielder was available to spell Berra and catcher Howard. "Doc" Blanchard contributed 21 homers with a .305 average in part-time capacity—one of the best half seasons work ever.

This squad is a "hit away," play for the big inning team—as evidenced by their rather meager 28 team steals. They do run 1st to 3rd adequately and can be depended upon for pinch hitting. Also the expert MicroLeaguer should not hesitate to use Arroyo in any win-save situation. Bronx Bombs away!

1955 Brooklyn Dodgers 98-55 .641

The '55 Brooklyn Dodgers finally achieved a World Championship, something that had eluded them in their '52 and '53 trips to the World Series. These are the famed "Boys of Summer" that faced their prestigious crosstown rivals, the Yankees, four of five years in the early '50s. It's true that the Yanks came up winners (4 games to 3) most of the time, but the Dodgers were a solid franchise that dominated the National League in Yankee-like fashion. Names like Jackie, PeeWee, Campy and Duke are recognized as a contingent of Hall of Famers.

In 1955 the keys were the Duke and Big Newk. Duke Snider blasted 42 circuit shots from the starboard side of the plate to drive in a league-leading 136 runs. He also scored the most runs, 126, thanks to the portside salvos of Gil Hodges (27 homers, 102 RBI), Roy Campanella (32, 107), and riflearm Carl Furillo (26, 95). Star shortstop PeeWee Reese glued the infield tight and ran around the bases 99 times on his .282 average. The Brooklyn offense led the N.L. in batting average, slugging average, homers (201), RBIs, stolen bases (Gilliam had 15 to lead the team) and runs scored (Gilliam had 110).

Big Don Newcombe, the ace pitcher, appeared in at least 23 games just to bat. He merely outhit (.359) and outslugged (.632) everyone of his teammates who batted 100 or more times. Newk's 17 extra base hits in 125 plate appearances included 7 homers. Not bad for a 20 game winner with an .800 winning percentage. His 20-5 record was also made possible by pinpoint control (38 BB in 234 IP).

Erskine, Loes, and Podres were rather average but did yeoman work as the other main starters. The bullpen is what carried this staff when it was Newcombe's day off. Clem Labine was 13-5 in 60 games with a 3.25 ERA. And young Don Bessent was 8-1, 2.71 ERA in his 24 appearances.

The smart MicroLeaguer knows to use his bullpen when a win is possible and Newcombe isn't pitching. He also knows that he must simply try to stay close, as even a run behind is no problem with the explosive offense of the 1955 Brooklyn Dodgers. No one has to "wait 'til next year" with this team.

1955 Washington Senators 53-101 .344

While major league baseball has been out of Washington, D.C. for awhile, the memory of futility (or the aroma of—you fill in the blank) lingers on. This is a team MicroLeague managers can have fun with—how to win with a team that finished dead last, 43 games out of first place?

Old-timer Senators' fans (yes, Virginia—there are still some around, and even Mayor Marion Barry wants to get a franchise now) might remember the Senators starters such as Tommy Umphlett, Carlos Paula, and shortstop Jose Valdivielso.

"Baseball aware" fans would likely remember that this team did have some very solid players—Pete Runnels (.284), Mickey Vernon (.301), and Roy Sievers who muscled 25 homers, plus a young 19 year old, Harmon Killebrew who got into 38 games, with 80 at bats, and hit his first major league homer that year.

Poor manager Chuck Dressen. He had to use his ace pitcher, Mickey McDermott as a pinch hitter about 40 times. And Mickey M was not Mickey Mantle, the 1955 homer champ. Washington's Mickey M hit only 1 homer and batted .263. But that's not the sad part. His .263 average was 15 points better than the Senator's overall team batting average. McDermott also stole 4% of his team in bases. That's not bad either—except that his 4% amounted to a total of 1 stolen base for MM.

As for McDermott, the ace pitcher of the staff, his record of 10-10, 3.74 ERA (with 100 walks in 156 IP) was consistently mediocre. The rest of the staff didn't really have any winners. Bob Porterfield was the only other 10 game winner—and he lost 17 games on the way to another memorable season.

Who knows what became of the core players and franchise? A trip north to become the Minnesota Twins, or did they head southwest to become the Texas Rangers? If you, the MicroLeague manager want to know what it's like to handle a perennial cellar dweller, take the reins of the '55 Senators. Perhaps you can hold your own, if you take on the Toledo Mud Hens . . .

1945 Chicago Cubs 98-56 .636

While the 1984 Cubbies are having a splendid year and a chance to go all the way, one has to go back to 1945 to find a Cub team who won the N.L. pennant. There were no frustrated Cubs fans back in '45!

World War II may have prevented the St. Louis Cardinals from winning a fourth consecutive pennant in 1945. Without the services of Stan Musial and Enos "Country" Slaughter, the Cards finished second to the Chicago Cubs, three games back. But this Cubs team probably would have hung tough even if St. Louis had those two stars in Cardinal uniforms. The Cubbies were led by field captain and MVP Phil Cavarretta's league leading .355 average. Cavarretta had 97 RBI and 94 runs scored to anchor the offense. Andy Pafko hit for .298 with 110 RBI, and 35 year old Stan Hack whacked at .323, good for 110 runs scored with 12 stolen bases, both good enough to lead the Cub club. Second baseman Don Johnson's .302 and outfielder "Peanuts" Lowrey's .283 helped the team produce a .277 average to lead the N.L.

What put the N.L. flag in Wrigley Field was pitching that combined for a 2.98 team ERA and 86 complete games, both best in the league. The Cubs' pitchers had the best control in baseball in 1945. In 155 games they yielded only 385 bases on balls. No other major league staff was stingy enough to yield less than 440 free passes.

Thirty-eight year old Ray Prim was one underrated, crafty hurler for the Cub club. Prim he was, in yielding only 23 walks in 165 innings of 2.40 ERA pitching. He teamed with two other veteran pitchers, Claude Passeau (age 36) and Paul Derringer (age 38). Also there was a young 22 game winner, Hank Wyse, and American league acquisition Hank Borowy who won 11 of his 21 season wins after joining the Cubs from the Yanks. These 5 pitchers were the key. Passeau was 17-9, 2.46 ERA, 5 shutouts; Derringer 16-11, 3.45 ERA; Prim 13-8, 2.40 ERA and the others were equally as good.

To win with this team assume that with Borowy in the rotation, Prim can use his phenomenal control from the bullpen to stop rallies. Plan to be 1 or 2 runs ahead early and this team can hold down the opposition!

1927 New York Yankees 110-44 .714

The 1927 Yankees, led by Hall of Famers' Babe Ruth, Lou Gehrig, "Colonel" Earle Combs, Waite Hoyt, and Herb Pennock were part of the '26-'28 pennant dynasty that won 203 games. 1927 was the anchor year for this incredible dynasty, as the 1927 edition won 110 games to out-distance an exceptionally famous second place Philadelphia Athletics club by 19 games. To give the fan an idea of the achievement of the Yanks, it is worth noting who played on the 2nd place A's and how they fared: Jimmie Foxx (.323), Zack Wheat (.324), Eddie Collins (.338), Mickey Cochrane (.338), Ty Cobb (.347 at age 40), Al Simmons (.392—the middle numeral is a nine!) and pitcher Lefty Grove (20-13), all seven from this Athletics team are Hall of Famers! Remind your bar room buddy the next time he argues great teams.

Greatness was the theme of the '27 Yankees team. The Yanks led the league in ERA with 3.20, almost a full three quarters of a run less than their nearest rival, the White Sox at 3.91. They led the A.L. in every offensive stat category except stolen bases and doubles. Tiny Miller Huggins (also a Hall of Famer) managed a line-up that has been colorfully nicknamed the "Murderer's Row."

The staff was stabilized by Hoyt and Pennock. In a league where there were only six pitchers who won 19 or more games, the '27 Yanks had three of them: Hoyt 22-7, Pennock 19-8, and a thirty year old rookie reliever, Wiley Moore who was 19-7. The rest of the staff simply went 50-22 (combined record), not bad for a club known for its hitting exploits.

And hitting exploits there were! Babe Ruth, the "Sultan of Swat," swatted 60 homers to set a record that was to last until 1961. The "Bambino" hit .356 and scored 158 runs batting in front of "Iron Man" Lou Gehrig, who hit .373, drove home 175 runs, and had 47 homers among his league leading 117 extra base hits. The "Colonel," Earle Combs, also hit a lofty .356, leading the league with 231 hits and 23 triples. "Poosh 'em Up" Tony Lazzeri and "Long Bob" Meusel merely chipped in a pair of .300 seasons and 100 RBIs apiece in what must have been a pleasant summer for Yankee fans. And it can be for you as well, over a half a century later, for "the Babe" lives on in MicroLeague Baseball!

Philadelphia Phillies

All-Time Greats

(Post-WW II)

This "franchise roster" of stars is a manager's delight. Robin Roberts, a Hall of Fame, "money" pitcher, and the spray-hitting talent of Richie Ashburn—these early pillars of the post-WW II Phils evolved to Steve Carlton's intimidation of batters and the Gold Glove and longball power of Mike Schmidt. These four players alone would make this team very tough. But that's just the tip of the iceberg, for this roster includes Richie Allen, Jim Bunning, Chris Short, Johnny Callison—stars of the '60s Phils franchise. And from latter eras, you have Greg Luzinski (akin to Del Ennis of prior Phil years), Larry Bowa, Pete Rose (post-Reds), Ray Boone's son (Bob Boone), and the sparkplug Tony Taylor, teamed up with other solid players. And who could ever forget Bobby Wine and "Puddin' Head" Jones?

Once you get a lead and if your solid starters should falter a bit, don't hesitate to look to the bullpen—anchored by the late '40s-mid '50s Jim Konstanty and the '70s-'80s Tug McGraw.

Batters

Richie Ashburn 1951
Pete Rose 1980
Tony Gonzalez 1966
Mike Schmidt 1980
Johnny Callison 1962
Larry Bowa 1975
Manny Trillo 1980
Andy Seminick 1950
Richie Allen 1964
Del Ennis 1953
Willie Jones 1952
Bobby Wine 1965
Tony Taylor 1963
Bob Boone 1979
Greg Luzinski 1973

Pitchers

Robin Roberts 1952
Curt Simmons 1956
Jim Konstanty 1950
Steve Carlton 1972
Chris Short 1966
Jim Bunning 1965
Tug McGraw 1980
Larry Christenson 1976
Art Mahaffey 1961
John Denny 1983

Detroit Tigers All-Time Greats (Post-WW II)

The Tigers after WW II were one of those "balanced" clubs—pretty good pitching, longball power, and very respectable defensively. Raw speed was not a plus for this era of Tigers, although aggressive running and "hit & run" strategies have come back during the Sparky Anderson era of players. On this roster are two Hall of Famers—The "K" boys, George Kell and Al Kaline. Their lifetime (and any particular season stats) typify the well-rounded, solid performers of this franchise roster. Catching for you can be Bill Freehan or Lance Parrish, each with power and the size to block the plate. From the early post-WW II period, you also can pick stalwarts like Harvey Kuenn, Ray Boone and Charlie "Paw Paw" Maxwell, known for hitting homers on a Sunday afternoon. Tie them in with later era stars, like Alan Trammell and Lou Whitaker (Gold Glovers and $\pm .300$ averages), and don't forget the slugging of Willie Horton and "Stormin'" Norman Cash.

Pitching was no weak spot—not with "Yankee Killer" Frank Lary, Hal Newhouser, Lolich, Trucks, Morris and others, including Denny McLain's 31-6 year in '68 (the only pitcher to go over 30 wins since Dizzy Dean). With John Hiller and "Senor Smoke" Lopez, the bullpen is very solid. While he's on this roster for good reason, does anyone know the whereabouts of Hank Aguirre?

Batters

Lou Whitaker 1982
Harvey Kuenn 1958
Al Kaline 1955
Norm Cash 1961
Bill Freehan 1974
Charlie Maxwell 1957
George Kell 1947
Alan Trammell 1983
Willie Horton 1968
Lance Parrish 1980
Jason Thompson 1978
Frank Bolling 1956
Aurelio Rodriguez 1975
Dick McAuliffe 1965
Ray Boone 1954

Pitchers

Mickey Lolich 1964
John Hiller 1973
Frank Lary 1961
Aurelio Lopez 1979
Denny McLain 1968
Jack Morris 1983
Hal Newhouser 1948
Jim Bunning 1957
Hank Aguirre 1962
Virgil Trucks 1949