The *Replay e-Review*

Dear Replay Baseball fan,

With the end of the 2002 baseball season, a fascinating season on many fronts, comes our <u>second</u>-favorite time of the year: the baseball hot stove off-season!   This issue of our Replay Review newsletter is our first digital edition, and along with exciting news on upcoming Replay products, including the new 2002 Season Replay Yearbook, we've compiled a few new optional innovations and playing tips inside. You'll also find info on Replay-pertinent sites on the web (if you haven't found them already). We're also planning a Replay gathering here in southwestern PA next summer, so we've enclosed some info on that event as well. Read on…

Largest-ever Replay season!

2002 Replay Season Yearbook On the Way

We're now taking orders for the upcoming 2002 Season Replay Yearbook. This year, the yearbook will contain ratings for every hitter with at least 25 AB and every pitcher with 20 IP– that's nearly 990 player ratings, making this easily the largest Replay set ever. It will also be the first current-season Replay yearbook with our new optional ballpark cards system, so it'll be the first look at some of the current ballparks around the big leagues. Best of all, the pre-order price is just $35 plus postage, the same as the 2001 yearbook! Like the 2001 version, this edition will have ratings printed on coated card stock, with front-of-book pages of standings and league leaders, plus lists of multi-team players and our popular Team Stats/Lineup cards. This book will be huge!

The 2002 season was a year of changes in baseball, with the historic player-owner agreement that *didn't* require a work-stoppage, the pitcher/hitter pendulum swinging toward pitching (with a number of good young pitchers making their mark), and the appearance in the postseason of several new faces, including those World Champion cherubs from Anaheim. Overall, a great year for baseball fans, and well worth Replaying!

We expect to begin shipping the 2002 season around January 6, 2003, marking the earliest-ever date for a contemporary Replay season. Orders may be placed by phone, by mail, or online from our website using Paypal. The yearbook will be priced at only **$35** plus shipping for all orders placed or postmarked by **December 15, 2002**. For all orders placed or postmarked *after* this date, the price will be **$39** plus shipping.   Note: For orders placed by phone or mail using a credit card, we will not charge your order until about one week before shipping. When paying by check/money order, or using Paypal, the funds will be deposited upon receipt of your order.   Orders will be shipped in the order we received them, beginning around January 6, 2003, our expected date of first shipment. Our print run will be based on the amount of pre-orders received, so we suggest pre-ordering to be assured of receiving your copy. Order your 2002 yearbook today!

Unique baseball set coming!

Special Edition: 16 Minor League All-Time Great Teams

One of our aims at Replay is to explore regions of baseball history that have been relatively uncharted in the tabletop baseball universe, as evidenced by our 1894 season yearbook and our planned Negro league season yearbook.   Now, thanks to the work of minor league baseball researcher David Urban and Replay rater Brian Davis, we have another unique edition in store: a compilation of sixteen of the finest baseball teams in history that *didn't* play in the AL or NL!

In the first half of the twentieth-century, the baseball landscape was dramatically different than today.   Many teams existed independently from the organized major leagues of the day, and some thrived as they controlled their own destiny outside the hierarchy and rules of the ML teams. Several of the stronger independent clubs fielded rosters that many considered comparable to the clubs in the NL and AL, and in fact, many players from these teams went on to enjoy long and outstanding major league careers.

Here's a list of the teams included:

1920 St. Paul Saints	1931 Houston Buffaloes	1940 Nashville Volunteers
1921 Baltimore Orioles	1933 Minneapolis Millers	1954 Indianapolis Indians
1923 Kansas City Blues	1934 Los Angeles Angels	1970 Spokane Indians
1924 Forth Worth Panthers	1937 Columbus Redbirds	1980 Denver Bears
1928 San Francisco Seals	1937 Newark Bears	1981 Albuquerque Dukes
1930 Rochester Red Wings		

This wonderful set is sure to provide great fun, along with a rare glimpse into a group of largely-overlooked but largely-talented ballplayers and teams.

The yearbook is priced at **$22** plus shipping, and includes ratings for all 16 teams on coated stock, along with team stats cards and other info in the yearbook. We expect to begin shipping around December 10, 2002– place your order today!

On the following pages, you'll find some ideas for new options to incorporate in your Replay Baseball gaming. Some of them are from fellow Replay gamers, recently contributed to the Replay Online Forum, or sent to us here at Replay headquarters. We thought it would be a good idea to compile some recent ideas and document them here in the e-Review. Feel free to use any of these in your Replay gaming, perhaps even expanding on some of them, or customizing them to suit your game-playing.

Injury System Option
More Realism with Column Two Injuries? Bank On It!

Mike Webb, of Willingboro, NJ, suggested this alternative method of handling Column 2 injuries on the Replay Forum. In case you missed it, here's how it works:

Suppose you're doing a full season replay. When a player is assessed 'x'-number of games to miss from a column 2 result, record the # of games he must miss on a piece of scratch paper...but DO NOT ASSESS THEM FOR THE NEXT GAME as the rules state. Instead, keep a running tab for each player's Games Missed, and when a player's total reaches **7**, he misses the **next 7 games**. Here's an example of how to track games missed for a team replay, from Mike's 1978 Red Sox replay:

Game 1– no injuries
Game 2– Fisk 2, Rice 1
Game 3– Hobson 3
Game 4– Fisk 2
Game 5– Rice 3
Game 6– Hobson 2
Game 7– Lynn 4
(remember, no one has missed time yet!)
Game 8– Fisk 3 *(Fisk's total to date is now 7, so he'll miss the next 7 games)*
Game 9– Hobson 1
Game 10– no injuries
Game 11– Hobson 3 *(Hobson's total is now 9, so he'll miss the next 7 games, **plus** have 2 games*

Mike's system is an alternative to having players miss games in increments of one to five games, as in the standard rules. This can help recreate the real-life aspect of players being out for longer stretches with pulled hamstrings, tender ankles, and other injuries during a season.

This preserves the basic integrity of the game's original Games Missed setup (although there is some chance of having several players with 'games missed' left in the bank at the end of the season). This method provides a Replay manager with a little more flexibility, and even adds some strategy as a manager tries to balance his injury bank account!

Simple Pitchers' Rest System
How to Manage a Pitching Staff...Without Really Trying!

Tom Jordan, of Royal Oak, MI, has implemented a streamlined version of our optional Pitcher's Rest chart for his 1966 replay. In Tom's method, the rest requirements between appearances couldn't be simpler:

-Pitchers who pitch 1 2/3 to 2 1/3 innings must rest one game
-Pitchers who pitch 2 2/3 to 3 1/3 innings must rest two games.
-Pitchers who pitch 3 2/3 or more innings must rest three games.
-Relievers may not appear in more than three consecutive games.

That's it! In Tom's setup, the pitcher's endurance ratings still play a role, as they'll help dictate the length of each outing. While this setup seems well-suited to 50's, 60's and 70's 4-man rotations, you may want to limit how many starters can pitch on three days rest.

New Color–Coded Bunt Charts...

On the next page, you'll find a brand new set of **optional** Bunt Charts to try, designed to be used instead of the game's existing charts.

These Bunt Charts streamline the process of bunting in the game. This version eliminates the separate roll to determine a 'Good Bunt' or 'Poor Bunt'. The new charts need just one three-dice roll, with an occasional second roll of one die, to resolve most plays.

When bunting, simply roll **all three dice**. The **blue** die will determine the fielder making the play on the bunt. The **red** and **white** dice are added together, and the result is found in the column on the bunt chart corresponding to the batter's Bunt rating. Each chart has a legend with a description of each result found on the chart. As with the original existing bunt charts, some plays will require a single-die roll to complete the action, and we've retained the Replay Ump to keep the fielder, the runner and the batter a factor on bunt plays.

Our motivations for designing this chart? First, we wanted to try to cut out one step of the bunting process– the check for a Good or Bad bunt. Eliminating one step makes the play a little bit easier and faster to resolve. We also wanted to add some additional color to the play charts! We think the color-coding makes the play a little bit more fun to resolve when you roll the dice and check the chart.

As always, we encourage you to try the charts and let us know what you think, including any changes you might suggest. Thanks!

BUNT PLAY

BUNT PLAY To bunt, roll three dice. The blue die determines the fielder: **1,2**- Pitcher **3,4**- First Baseman **5**- Third Baseman **6**- Catcher
Add the red and white dice together, and look up the result on the appropriate table below.

BUNT RATING

BUNT FOR A HIT

dice #	1 IN	1 NOT IN	2 IN	2 NOT IN	3 IN	3 NOT IN	4 IN	4 NOT IN	5 IN	5 NOT IN	dice #
2	OUT at 1st	fouled off	SINGLE?	SINGLE?	SINGLE?	SINGLE?	OUT at 1st	POP OUT	SINGLE?	fouled off	2
3	SINGLE?	OUT at 1st	OUT at 1st	OUT at 1st	OUT at 1st	OUT at 1st	SINGLE?	OUT at 1st	fouled off	SINGLE?	3
4	POP OUT	SINGLE?	OUT at 1st	OUT at 1st	OUT at 1st	SINGLE?	fouled off	SINGLE?	POP OUT	ERROR?	4
5	OUT at 1st	foul?	POP OUT	SINGLE?	fouled off	ERROR?	OUT at 1st	ERROR?	OUT at 1st	POP OUT	5
6	OUT at 1st	ERROR?	fouled off	fouled off	POP OUT	POP OUT	POP OUT	POP OUT	POP OUT	POP OUT	6
7	fouled off	fouled off	OUT at 1st	ERROR?	OUT at 1st	fouled off	OUT at 1st	POP OUT	OUT at 1st	OUT at 1st	7
8	OUT at 1st	ERROR?	OUT at 1st	POP OUT	OUT at 1st	ERROR?	OUT at 1st	OUT at 1st	OUT at 1st	POP OUT	8
9	OUT at 1st	SINGLE?	OUT at 1st	fouled off	OUT at 1st	POP OUT	OUT at 1st	fouled off	OUT at 1st	fouled off	9
10	SINGLE?	POP OUT	SINGLE?	foul?	POP OUT	foul?	POP OUT	ERROR?	POP OUT	ERROR?	10
11	OUT at 1st	fouled off	OUT at 1st	OUT at 1st	SINGLE?	OUT at 1st	POP OUT	foul?	POP OUT	OUT at 1st	11
12	ERROR?	ERROR?	ERROR?	ERROR?	ERROR?	OUT at 1st	ERROR?	ERROR?	ERROR?	ERROR?	12

foul?	Ball is bunted right down the line. Roll one die: even number, ball rolls foul. Odd number, ball stays fair, batter is safe at first with a **SINGLE**.
SINGLE?	Batter lays down a beautiful bunt and has a chance for a bunt single. Refer to the Umpire for the call at first base.
ERROR?	Fielder charges & fields ball but juggles it. Roll against fielder's error rating. If roll is higher, batter is safe at first on the Error. If not higher, he's out.
POP OUT	Batter pops out to fielder.
OUT at 1st	Unsuccessful try for a hit. Batter is thrown out at first base.
fouled off	Batter fouls off bunt attempt. Strike one.

BUNT RATING

SACRIFICE BUNT

dice #	1 IN	1 NOT IN	2 IN	2 NOT IN	3 IN	3 NOT IN	4 IN	4 NOT IN	5 IN	5 NOT IN	dice #
2	POP OUT	foul?	SAC / E?	foul?	SAC / E?	Lead run?	SAC / E?	SAC / E?	SAC / E?	SAC / E?	2
3	FC / E?	FC	Lead run?	POP OUT	POP OUT	SAC + H?	FC / E?	Lead run?	POP OUT	Lead run?	3
4	FC	SAC / E?	FC	fouled off-2k	Lead run?	FC	Lead run?	SACRIFICE	FC	POP OUT	4
5	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	fouled off-2k	SACRIFICE	POP OUT	FC	FC	FC	5
6	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	POP OUT	FC	fouled off-2k	SACRIFICE	SACRIFICE	6
7	SACRIFICE	SAC + H?	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	fouled off-2k	fouled off-2k	7
8	SACRIFICE	SACRIFICE	SACRIFICE	SAC + H?	SACRIFICE	POP OUT	fouled off-2k	POP OUT	POPOUT-dp?	POP OUT	8
9	SACRIFICE	SACRIFICE	POP OUT	FC	SACRIFICE	fouled off-2k	POPOUT-dp?	SACRIFICE	POP OUT	SACRIFICE	9
10	POP OUT	POP OUT	fouled off-2k	SAC / E?	POPOUT-dp?	SACRIFICE	FC	POP OUT	FC	FC	10
11	fouled off-2k	fouled off-2k	FC / E?	SACRIFICE	FC / E?	SAC / E?	SACRIFICE	SAC + H?	FC / E?	SACRIFICE	11
12	Lead run?	SAC + H?	FC	POP OUT	POP OUT	SACRIFICE	FC	SACRIFICE	POP OUT	SAC + H?	12

foul?	Ball is bunted right down the line. Roll one die: even number, ball rolls foul. Odd number, ball stays fair, batter is safe at first with a **SINGLE**, runners advance.
SACRIFICE	Batter is out at first, runners advance one base.
SAC / E?	Fielder has trouble fielding bunt. Roll against fielder's error rating. If higher, batter is safe and runners advance one base. If not higher, score as a SACRIFICE.
SAC + H?	Batter has successful sacrifice, plus chance for a bunt single. Refer to Umpire for call at first base.
Lead run?	Defense can either retire batter at first and score a SACRIFICE - or try for lead runner. If defense tries for the lead runner, refer to Umpire for call at lead base.
FC / E?	Fielder fields ball quickly but bobbles it. Roll against fielder's error rating. If higher, batter is safe and runners advance one base. If not higher, lead runner is out on a FC.
POP OUT	Batter is out on popup, runners hold.
POPOUT-dp?	Batter is out on popup, defense has chance to catch lead runner off base for a Double Play. Refer to Umpire for the call at lead base.
FC	Lead runner is out, batter is safe at first base on the Fielder's Choice.
fouled off-2k	Batter fouls off bunt attempt, two strikes.

BUNT RATING

SQUEEZE BUNT

dice #	1 IN	1 NOT IN	2 IN	2 NOT IN	3 IN	3 NOT IN	4 IN	4 NOT IN	5 IN	5 NOT IN	dice #
2	POP OUT	RUNDOWN!	FC	POP OUT	POP OUT	SAC / E?	POP OUT	FC	Lead run?	SAC + H?	2
3	POPOUT-dp?	fouled off-2k	SACRIFICE	RUNDOWN!	RUNDOWN!	RUNDOWN!	RUNDOWN!	Missed pitch?	SACRIFICE	RUNDOWN!	3
4	POP OUT	SAC + H?	POPOUT-dp?	Lead run?	FC / E?	Lead run?	FC / E?	SAC + H?	FC / E?	Missed pitch?	4
5	FC / E?	Lead run?	FC / E?	FC	POPOUT-dp?	fouled off-2k	SACRIFICE	FC	POPOUT-dp?	FC	5
6	SACRIFICE	SACRIFICE	FC	POP OUT	FC	POP OUT	FC	fouled off-2k	FC	POP OUT	6
7	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	SACRIFICE	POPOUT-dp?	POP OUT	fouled off-2k	fouled off-2k	7
8	Lead run?	POP OUT	FC	SAC + H?	FC	FC	fouled off-2k	POP OUT	POP OUT	POP OUT	8
9	FC	SAC + H?	Lead run?	SACRIFICE	fouled off-2k	SAC + H?	FC	SACRIFICE	POPOUT-dp?	SACRIFICE	9
10	FC	fouled off-2k	RUNDOWN!	fouled off-2k	Lead run?	POP OUT	Lead run?	Lead run?	Missed pitch?	FC	10
11	fouled off-2k	SAC / E?	RUNDOWN!	SAC / E?	RUNDOWN!	SACRIFICE	Missed pitch?	RUNDOWN!	RUNDOWN!	Lead run?	11
12	RUNDOWN!	Fouled off-2k	Missed pitch?	Missed pitch?	Missed pitch?	Missed pitch?	FC	FC	FC	POPOUT-dp?	12

SACRIFICE	Batter is out at first, runners advance one base.
SAC / E?	Fielder has trouble fielding bunt. Roll against fielder's error rating. If higher, batter is safe and runners advance one base. If not higher, score as a SACRIFICE.
SAC + H?	Batter has successful sacrifice, plus chance for a bunt single. Refer to Umpire for call at first base.
Lead run?	Defense can either retire batter at first and score a SACRIFICE - or try for lead runner. If defense tries for the lead runner, refer to Umpire for call at lead base.
FC / E?	Fielder fields ball quickly but bobbles it. Roll against fielder's error rating. If higher, batter is safe and runners advance one base. If not higher, lead runner is out on a FC.
RUNDOWN!	Pitcher catches lead runner off base. Roll one die against runner's speed. If die is higher, runner is tagged out in rundown, others hold. If die is not higher, runner gets back safely.
POP OUT	Batter is out on popup, runners hold.
POPOUT-dp?	Batter is out on popup, defense has chance to catch lead runner off base for a Double Play. Refer to Umpire for the call at lead base.
FC	Lead runner is out, batter is safe at first base on the Fielder's Choice.
fouled off-2k	Batter fouls off bunt attempt, two strikes.
Missed pitch?	Roll one die against batter's bunt rating. If die is higher, he fouls off bunt for second strike. If not higher, batter bunts through pitch and runner on third must try to steal home. Roll one die and refer to line J of the Action Chart, using the pitcher's Hold rating for all '+' results.

The REPLAY UMPIRE
Locate the square matching the fielder's defense rating to the runner's speed rating. Roll one die. If the **die is higher** than the number in the square, **runner is OUT**. If the die is not higher, the runner is SAFE.

FIELDER'S DEFENSE RATING

1b,3b,p / C	1 / 5	2 / 4	3 / 3	4 / 2	5 / 1
5	3	4	5	safe	safe
4	2	3	4	5	safe
3	1	2	3	4	5
2	out	1	2	3	4
1	out	out	1	2	3

RUNNER'S SPEED RATING

Balanced Schedules for 2002 Short-Season Replays

Here's an innovation we received from longtime gamer Joe Crevaux, of Randolph, NJ. Joe created schedule grids for conducting a short-season balanced schedule, using the current league formats of 14 AL teams and 16 NL teams. This schedule is formatted for playing a schedule in which every team plays every other team in the league. The number in each square corresponds to the numbered teams in the left column (so the first opponent for Anaheim is #2, Baltimore).   Any number of possibilities present themselves, depending on how long a gamer wishes to make the season, and how many games each team plays each opponent, but we thought we'd offer this for Replayers to use as a starting point for projects involving the entire set of teams in each league.

Basic Schedule for 14 Teams - current AL

1. Anaheim	2	3	4	5	6	7	8	9	10	11	12	13	14
2. Baltimore	1	5	8	6	7	3	9	10	11	14	13	4	12
3. Boston	4	1	9	7	14	2	10	11	12	13	6	5	8
4. Chicago	3	7	1	14	5	6	11	12	13	8	10	2	9
5. Cleveland	6	2	13	1	4	10	12	8	14	9	7	3	11
6. Detroit	5	9	11	2	1	4	13	14	8	12	3	10	7
7. Kansas City	8	4	12	3	2	1	14	13	9	10	5	11	6
8. Minnesota	7	10	2	11	13	9	1	5	6	4	14	12	3
9. New York	10	6	3	13	12	8	2	1	7	5	11	14	4
10. Oakland	9	8	14	12	11	5	3	2	1	7	4	6	13
11. Seattle	12	13	6	8	10	14	4	3	2	1	9	7	5
12. Tampa Bay	11	14	7	10	9	13	5	4	3	6	1	8	2
13. Texas	14	11	5	9	8	12	6	7	4	3	2	1	10
14. Toronto	13	12	10	4	3	11	7	6	5	2	8	9	1

Basic Schedule for 16 Teams - current NL

1. Arizona	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2. Atlanta	1	4	3	6	7	8	5	10	11	12	13	14	15	16	9
3. Chicago	4	1	2	7	8	5	6	11	12	13	14	15	16	9	10
4. Cincinnati	3	2	1	8	5	6	7	12	13	14	15	16	9	10	11
5. Colorado	6	7	8	1	4	3	2	13	14	15	16	9	10	11	12
6. Florida	5	8	7	2	1	4	3	14	15	16	9	10	11	12	13
7. Houston	8	5	6	3	2	1	4	15	16	9	10	11	12	13	14
8. Los Angeles	7	6	5	4	3	2	1	16	9	10	11	12	13	14	15
9. Milwaukee	10	11	12	13	14	15	16	1	8	7	6	5	4	3	2
10. Montreal	9	12	11	14	15	16	13	2	1	8	7	6	5	4	3
11. New York	12	9	10	15	16	13	14	3	2	1	8	7	6	5	4
12. Philadelphia	11	10	9	16	13	14	15	4	3	2	1	8	7	6	5
13. Pittsburgh	14	15	16	9	12	11	10	5	4	3	2	1	8	7	6
14. St. Louis	13	16	15	10	9	12	11	6	5	4	3	2	1	8	7
15. San Diego	16	13	14	11	10	9	12	7	6	5	4	3	2	1	8
16. San Francisco	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Replay Basketball

Replay Set to Hit the Hardwood in 2003!

Good progress is being made on our upcoming brand-new Replay Board Basketball Game. The game has been in development for three years, and we think it offers what we've been seeking in a board basketball game: a game that plays easily, is equally enjoyable playing solitaire or head-to-head, and uses player skills to decide play outcomes with that famous Replay mix of offense/defense. Average game time should be around one hour, once one is familiar with the game. Best of all, the game is FUN to play!

We thought we'd let everyone know how the game is shaping up by showing some examples of components. As you can see from the sample below, players are rated in many facets of play!

Rebounding ratings-separate ratings for offensive and defensive glass, and when fatigued

Assist rating

Endurance rating

Like Replay Baseball, each player is represented by an offensive grid. Unlike the baseball game, most plays are determined right from the card without referring to separate charts, to help speed play.

Each player is also given defensive ratings that interact with results from his opponent's offensive grid.

Each player has two sets of defense ratings, one normal row, and one for when he's fatigued.

Walt FRAZIER — 6'4" — (1)

1969-70 New York
7 (5) **PG** 9 (7)

	assist
	4
	rest
	3

2 PT	41 [4]
3 PT	
FB	52
FT	53

	1	2	3	4	5	6
1	2C [?]	2	CB [?]	ST [?]	A	F2 [?]
2	2 [?]	2	B [?]	ST [?]	A	F2 [?]
3	2 [?]	2	B [?]	TO	P+	F2
4	2 [?]	2 H	2		P	F1 [?]
5	2		2 $		P [?]	F1
6			R	P	P [?]	2F1

red	PF	SF	SF	C	C	SG
	1	2	3	4	5	6
def	1 [4]	-	6 [2]	1 [4]	1	2
B	2	-	6	2	2	3

fastbreak 2 - 1   *jump* 4   bh 62

Offense and Defense ratings on the fast break

Each player has a "Go-to" rating, which reflects his involvement in his team's offensive action.

Players have fine-tuned shooting ranges for 2-pointers, 3-pointers, fast breaks and free throws.

Like the baseball game, each column highlights a specific area of offensive and defensive skills.
Col 1– Overall shooting and scoring
Col 2– Open shots and rebound shots
Col 3– Blocked shots and inside play
Col 4– Ball handling, steals, turnovers
Col 5– Ball handling, passing, scoring
Col 6– Drawing fouls and fouling

Ball handling rating

Jump ball rating

The game uses a highly innovative set of two-sided Play Cards to control the action and time each quarter. This keeps play moving along at a fast clip!

Game charts are kept to a minimum, with one fold-out, laminated chart (similar to the baseball chart book but much simpler) handling most of the plays not covered by the cards, along with a set of fast break charts.

The game also has a set of rare play charts (like the baseball game) that comes into play occasionally and makes the game even more FUN and adds even more realism!

Possession

Coach's Choice, Go-To 1 (2, 3)

PG 8

We think our hoops game will bring the

Rebound   Def PF (+7) vs. Off PF
(Col 2 shot if Off rebounds)
3 pt   Def SF vs. Off SF

Sag   Def PF

Crash   Def PF (+3) vs. Off PF
(fastbreak if Def rebounds)
Safe   Def PF
Fastbreak

Rebound   High at Def SG and Def SF
(award tie to SG)
3 pt   Def SG vs. Off SG

Sag

Crash

Safe
Fastbreak

same blend of fun and realism to basketball that our baseball game brings to baseball. We anticipate releasing the first edition of Replay Basketball sometime in the first half of 2003. Stay tuned!

N E T   W O R T H Y

For Replay Baseball enthusiasts, a number of wonderful resources are available on the Internet to add to the enjoyment of the game. In case you haven't discovered some of these yet, we've listed them here. Please let us know if you have some recommendations to add to the list!

Replay Baseball Game Online Forum

http://forums.delphiforums.com/replayball/start

This site has become *the* place to contact other Replayers and to talk about Replay Baseball, and to get the very latest news from Replay Publishing.   You'll find plenty of fun and interesting conversation, along with game innovations invented by Replayers, info on joining and forming leagues, replay projects including group co-op replays, and much more. Also, this is where we first post any corrections to yearbooks (including downloadable, printable files of corrected ratings) and also where you'll find free "goodies" from the game company (like occasional free printable teams downloads and color versions of the new ballpark cards). The Replay Forum is well worth visiting!

Mark Miller's Replay Baseball Website

http://www.replaybaseball.homestead.com

Mark's site has the largest single collection of information on Replay Baseball available anywhere, from Replay history to downloadable files on all sorts of Replay-related subjects, including archived old Replay newsletters and publications. Mark has also compiled plenty of helpful add-ons, from BF endurance ratings for starting pitchers for all seasons, to charts that outline all of the changes made in Replay season-by-season, and much more for all Replay fans. Lots of great stuff and helpful tools for replays. Grab yourself a cup of coffee and get comfortable once you get to Mark's site, you may be there a while!

Brian Davis' Replay Baseball Website

http://www.angelfire.com/sports/replayapbagames

Brian's site has a number of free downloadable Replay items, including: a pitcher grade expander that converts single-line pitcher grades in older Replay seasons to the new expanded 6 x6 grids; a stats-compiling spreadsheet that is ideal for tracking stats easily in a league or replay; a set of generic hitter and pitcher cards that can be used to fill in 'fringe' players no included in season sets; logo printing files for envelopes or labels; downloadable teams, from All-Stars to great teams; and more. Plenty of great stuff for Replayers!

Shoeless Dave's Replays Website

http://davevancura.home.att.net/ShoelessDave.htm

Dave Vancura's site has numerous items available for free for replayers, including attractive, printable color logo team cards for all Replay yearbooks and detailed roster position cards for Replay's 1966 and 1969 seasons, and an expanded-pitching grade card printer to produce new-style pitcher cards for older Replay sets. Brand-new is a time-saving Instant Scorecard spreadsheet that can be used to produce an instantly-filled out score sheet before each game of a replay or league season.   Lots of goodies here also!

Mike Piano's Replays Website

http://home.attbi.com/~Bosstone100/Bosstone100.htm

Mike's website for his replay gaming includes two utilities designed to help replayers. One is a free downloadable Instant Scoresheet similar to Shoeless Dave's sheet, but for fans of a 'SOM-style' scoresheet (with one page side for each team). The other is a Team Stat Sheet that compiles and organizes player stats in a replay. Another highly useful set of helpers for Replayers!

Thomas Mink's Homefloor Games Website

http://www.homefloor.com

Tom Mink was the developer of Replay Baseball's original computer baseball game in the late 1980's. Tom has now recovered the files from the old DOS-based game and has generously posted them for free download on his Homefloor Games website. Check out the original Replay computer game, and Tom's other offerings!

Retrosheet Website

http://www.retrosheet.org

This is the non-profit group that is in the process of computerizing play-by-play accounts of every game of every season, and their free play-by-play data has been invaluable for our classic Replay seasons like 1966 and 1969. These folks have added much more gamer-friendly content to their site this year! If you're planning a full-season replay, like actual lineups from box scores, or just want to get more details about a team or even a particular game from bygone years, their website is the place to go!

Baseball-Reference.com Website   Baseball Library.com Website   Baseball News Stand.com Website

http://www.baseball-reference.com   http://www.pubdim.net/baseballlibrary   http://www.baseballnewsstand.com

You probably already know about these! They're each a great source of baseball info online, and also provide starting points for many other sites of interest. One of our other favorite sites is The Baseball Primer.com, a site with thought-provoking analysis and conversation from SABR-savvy baseball fans and researchers.

These are just a few of the many sites on the Net that are available for your Replaying pleasure. If you have a particular favorite that you'd like to let everyone know about, please pass it along!

On this page, we're including current state-of-the-game info on replay Baseball, to catch everyone up on any recent changes made to the game, along with any corrections for published season yearbooks....

Replay Baseball Game

Replay Baseball now comes packaged in a colorfully-printed 12" x 9" game box, and includes a color laminated field to track base runners, three dice, samples of our score sheets, and the '27 New York (A) and '31 Philadelphia (A) teams. The game now includes a new fold-out laminated color-coded Chart Book as the standard book, and a Rare Play/ Bunt/ Hit and Run booklet (the Bunt and H7R charts are contained in the back of the Rare Play Book).

Replay Chart Book

Our new fold-out Chart Book this year has been a big hit with Replayers! The new book opens to expose all six chart book columns at once, eliminating the page-flipping of bygone Replay days. Results throughout the book are color-coded, including the 3rd Base Coach and Action Chart, and the book is laminated for long-lasting durability.

Printed Corrections for Season Yearbooks Available

We have printed corrections on card stock available for corrections in the season yearbooks.
They include:
1954 (October 2002– discovered 8 hitters who could produce too many triples with original card, plus 3 earlier corrections)
2000 (October 2002– discovered 10 hitters who could produce too many triples, plus 1 earlier correction)
1970's Diamond Decade set- corrected cards for Cromartie ('79 MON) Cardenas ('70 MIN) and Palmer ('70 BAL) hitting card.
1966– corrected cards for 7 players plus Forbes Field ballpark card.

If you own one of these seasons and you'd like to receive the printed corrections, please send us a .37 stamp for each season set of corrections if requesting them separately, or when you place your next order, just request the corrections to be included in the order.

Plastic Zip-lock Team Bags Now Available

We now have our team storage bags available separately, priced at $5.00 postpaid for a set of 100 bags. If ordering with a season or game, the price is $3.50 postpaid.

Note to 1969 Yearbook Players: Wrigley Field Winds

We designed the 1969 Wrigley Field ballpark card so it could also be used with a "wind option". To use this option at Wrigley, roll one die before each game:
1-2– Wind Blowing In
3-4– Normal Wind
5-6– Wind Blowing Out

If the wind is blowing IN, all rolls on the HR rows of the Wrigley Field card will use the *only the 3 lowest values* for LHB and RHB; that would mean, for example, that left-handed batters would use square 1 on rolls of 1-2 on the park card, square 2 for rolls of 3-4, square three for rolls of 5-6. Right-handed batters would work this in reverse: rolls 1-2 use square 4, 3-4 use square 5, 5-6 use square 6.

When the wind is blowing OUT, *only the 3 highest values* in each HR row come into play, using the opposite scenario from the above. When the wind is NORMAL, use the card as it is, using all six values in each HR row.

Fine-tuned 'Pitcher + Catcher' Option on SB Attempts

The latest version of the Replay optional rules sheet now includes this change to the option of combining the pitcher's hold and catcher 's defense ratings on SB + and * attempts. This new method preserves the dice roll odds of the original + / * plays, while allowing both the pitcher and catcher to influence all stolen base attempts using the symbols.

Before the game, consult this chart to determine that game's **Pitcher + Catcher** *combined* **SB defense** rating, and mark it on the score sheet next to the pitcher. During the game...

Whenever the * symbol appears for a possible stolen base, roll **two** dice and read them Replay-style (11 to 66). If the dice roll is **less than or equal to** the combined SB defense rating, the runner holds. If the dice roll is higher it's a stolen base.

Whenever the + symbol appears for a possible stolen base, roll **two** dice and read them Replay-style (11 to 66). If the dice roll is **less than or equal to** the combined SB defense rating, the runner is caught stealing. If the dice roll is higher it's a stolen base.

NOTE: When using this option, remember to check the chart for a new combined rating when substituting at pitcher or catcher!

Pre-Game 'Battery Check'

		PITCHER'S HOLD			
	1	**2**	**3**	**4**	**5**
1	16	23	26	33	36
2	23	26	33	36	43
CATCHER'S DEFENSE **3**	26	33	36	43	46
4	33	36	43	46	53
5	36	43	46	53	56

Replay's 30th Anniversary Celebration!
August 1-3, 2003
Ohiopyle, PA

We asked Replay fans what they thought about a weekend get-together here in Replay's "home park." The response was immediately positive! So we're in the planning stages of the 2003 Replay Retreat, and we'll be posting all of the details to Replay fans soon on our website. Tentative plans are for the get-together to be held at The Lodge at Chalk Hill, near Ohiopyle, PA, on the first weekend of August 2003.

Our tentative game plan for the weekend will include a Friday evening informal Replay get-together at the Lodge, a Saturday Replay Tournament, a group outing to Pittsburgh to see PNC Park and watch the Pirates play against the visiting Colorado Rockies on Saturday evening, and tourney finals on Sunday morning.   We'll have a number of Replay products on display for sale all weekend, as well as tournament prizes and door prizes.

The wealth of tourist attractions in our beautiful Laurel Highlands of southwestern Pennsylvania may find your Replay Retreat turning into a whole week's vacation here! A sampling of these attractions for the entire family—most within 20 minutes of Ohiopyle—include:

—Whitewater rafting, kayaking , canoeing, camping, hiking and biking at beautiful Ohiopyle State Park.
—Golf, tennis, rock-climbing, carriage and pony rides, spa, shopping and fine dining at nearby Nemacolin Woodlands Resort.
—Laurel Caverns offers underground cave tours and more adventurous exploring.
—Many historical attractions, including tours of the famous Frank Lloyd Wright architectural wonder homesteads of Falling Water and Kentuck Knob, and tours of Fort Necessity National Battlefield.
—Lots of food—from fine dining to home-cooking to pizza and fast food.
—Antique, country, and Amish gift shops abound along Historic Rt. 40, the nation's first National Pike.
—A local winery, offering tours and tastings.
—Nearby suburban shopping.

Watch our Replay website for updates! We'll also have more details in our next newsletter.

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Ohiopyle, PA 15470
(724) 329-4646

Please add shipping/handling charges for all items *(excluding postpaid game accessories)*:
First game or season $7.50
Each additional $2.50
(foreign orders, please contact us for exact rates)

(**NOTE:** If you want pre-ordered items sent **separately** from other items, please include "1st game" amount for each shipment. Otherwise, entire order will be shipped together when pre-ordered items are available.)

REPLAY BASEBALL GAME $15 plus postage

Replay Baseball comes in a handsome game storage box, and includes all components needed to play Replay Baseball: New color-coded Chart Book, Rare Play Book, rules, three dice (red, white and blue), playing field and base-runner markers, ten scoresheets, and two great historical teams– the 1927 New York (A) and 1931 Philadelphia (A) clubs.

REPLAY SEASON YEARBOOKS

Companion products to the Replay Baseball Game, the yearbooks are your ticket to relive some of baseball's best moments! Each yearbook contains player ratings for each club's players on perforated card stock pages, usually an average of over thirty players per team. We also include other info on each season: a rundown of the standings and league leaders, and complete team and individual stats for each club.   Old-time yearbooks also contain schedules and transaction lists.

Season Yearbooks currently available:

1969 SEASON REPLAY YEARBOOK $29 plus postage

Our brand-new classic season! Includes ratings for all 24 teams and over 700 players on coated stock, plus standings, league leaders, complete in-season transaction lists, and team write-ups (written by Replay gamers themselves). Includes our exclusive easy-to-read as-played season schedules, team stats/lineup cards (with suggested lineups vs. RHP and LHP) and our *new* optional ballpark effects system with ballpark cards!

1966 SEASON REPLAY YEARBOOK $29 plus postage

An all-new edition of a great season! Includes ratings for all 20 teams and 600 players on coated stock (an average of 30 per team), plus standings, league leaders, complete in-season transaction lists, and team write-ups. Includes an as-played season schedule, team stats/lineup cards and our *new* optional ballpark effects system!

2000 SEASON REPLAY YEARBOOK   *special price*– $25 plus postage

Our largest season set to date– 936 ratings on 78 pages, plus standings, league leaders, complete in-season transaction lists, and team stats pages with stats and an as-played schedule for each team. Also includes optional team home/road HR factors.

1954 SEASON REPLAY YEARBOOK $29 plus postage

Replay a great season from baseball's golden era! Includes ratings for all 16 teams, plus standings, league leaders, complete in-season transaction lists, and team stats pages with stats and write-up for each team. Also includes optional team home/road HR factors and season schedule.

1894 SEASON REPLAY YEARBOOK $27 plus postage

How about some old-time base ball? A totally unique product in tabletop baseball, with write-ups and player ratings that bring the era of nineteenth-century ball to life! Includes ratings for all twelve National League teams, an as-played schedule and transaction list, complete stats, and optional team home/road HR factors.

Replay's DIAMOND DECADES Volume 1: The 1970s $29 plus postage

Our first in a series of memorable teams from each decade! This yearbook includes 16 of the most interesting and successful teams of the 1970s. Includes ratings for every player with at least 30 AB or 20 IP from each selected club, along with team stats/lineup cards, written capsule summaries, and optional home/road HR factors. Here's the lineup of teams:

1970 Baltimore	1975 Boston	1971 San Francisco	1975 Cincinnati
1970 Minnesota	1977 Kansas City	1971 Pittsburgh	1977 Philadelphia
1971 Detroit	1978 New York (A)	1973 New York (N)	1979 Montreal
1974 Oakland	1979 Baltimore	1974 Los Angeles	1979 Pittsburgh

Next upcoming season yearbooks:
Minor League Greats (Dec. 2002)   *2002 (early Jan. 2003)*   *1978 (late Feb. 2003)*

Next upcoming Diamond Decades editions:
The Dead Ball Decades   The 1980s

All prices are subject to change without notice.

Replay Publishing
PO Box 91   Ohiopyle, PA 15470

www.replaybb.com
724)329-4646

Postage/handling for above:

Each Game or Yearbook $7.50
Each additional $2.50

In US, all orders shipped via USPS First Class or Priority Mail.
(for foreign orders, please contact us for exact shipping charges)

Original Replay Baseball Products

We still have a limited number of mint-condition seasons available in the original format of Replay Baseball, which was published from 1973-1991 in Carmichaels, PA. These seasons are printed as card sets, with pre-cut cards for batters and pitchers in rubber-banded team stacks (at least 25 per team, and usually many more, depending on the season). These old sets are printed in two colors on *heavy* card stock, and are really something special. Get yourself a copy of this tabletop classic today!

You can buy just the seasons' card sets, or as complete games, which include a chart book, rare play chart, game box, dice, and 10 scoresheets.

All seasons published *after* 1987 can be played using our current chart book that comes with the current game (*these are marked by an asterisks**). All other seasons will need a copy of the White Chart Book listed below to play.

All original Replay seasons are priced at **$25** per card set, **$35** per complete game, plus postage.
Some seasons are in short supply!

Seasons still available:

1927*	**1952**	**1982**	**1987***
1935	**1953**	**1983**	**1988***
1940	**1961**	**1984**	**1989***
1946	**1968**	**1985**	**1990***
1947	**1978**	**1986**	
1950	**1980**		

*These seasons can be played using the newest chart book.

Postage/handling for items:	
Each Game or Card Set	**$7.50**
Each additional	**$2.50**

In US, all orders shipped via USPS First Class or Priority Mail.
(for foreign orders, please contact us for exact shipping charges)

Replay Game Accessories
All game accessories listed below are priced postpaid

NEW! **Fold-out Chart Book**   **$10**
Our new standard Chart Book.   (*$9 w/*
It is printed in color on three fold-out 9 x 11 pages,   *game or*
and plastic-laminated for durability.   *season*)
NOTE: *Works only for 1987 and newer seasons.*

White Chart Book   **$10**
Copyright 1986.   Includes rules & rare play chart.   (*$9 w/*
This book is used for seasons 1986 and older   *game or*
(except 1927).   *season*)

Rare Play Book   **$3.50**
Works with current Chart Book above for any seasons
1987 and newer.

Deluxe Scoresheets   **2 for $11**
8.5 x 11, green ink, each pad of 50 two-sided   (*$9 w/*
sheets scores 100 games. These deluxe sheets   *game or*
have field diagrams on the bottom to keep track   *season*)
of defensive ratings.

Playing Field with markers   **$3.50**
Compact, colorful baseball field to track runners

Numeric Dice   **3 for $2**
Deluxe mini-dice (red, white, blue or green)   (*3 for $1.50*
Deluxe large dice (red, white, or black)   *w/ any order*)

Spotted Dice   **3 for $2**
Deluxe dice (red, white and blue)   (*3 for $1.50*
    w/
any order)

Replay Baseball Game Box   **$3.50**
Colorful, bookcase-style game box   *with any game*
12 x 9 x 2.25   *or sea-*
son

All prices are subject to change without notice.