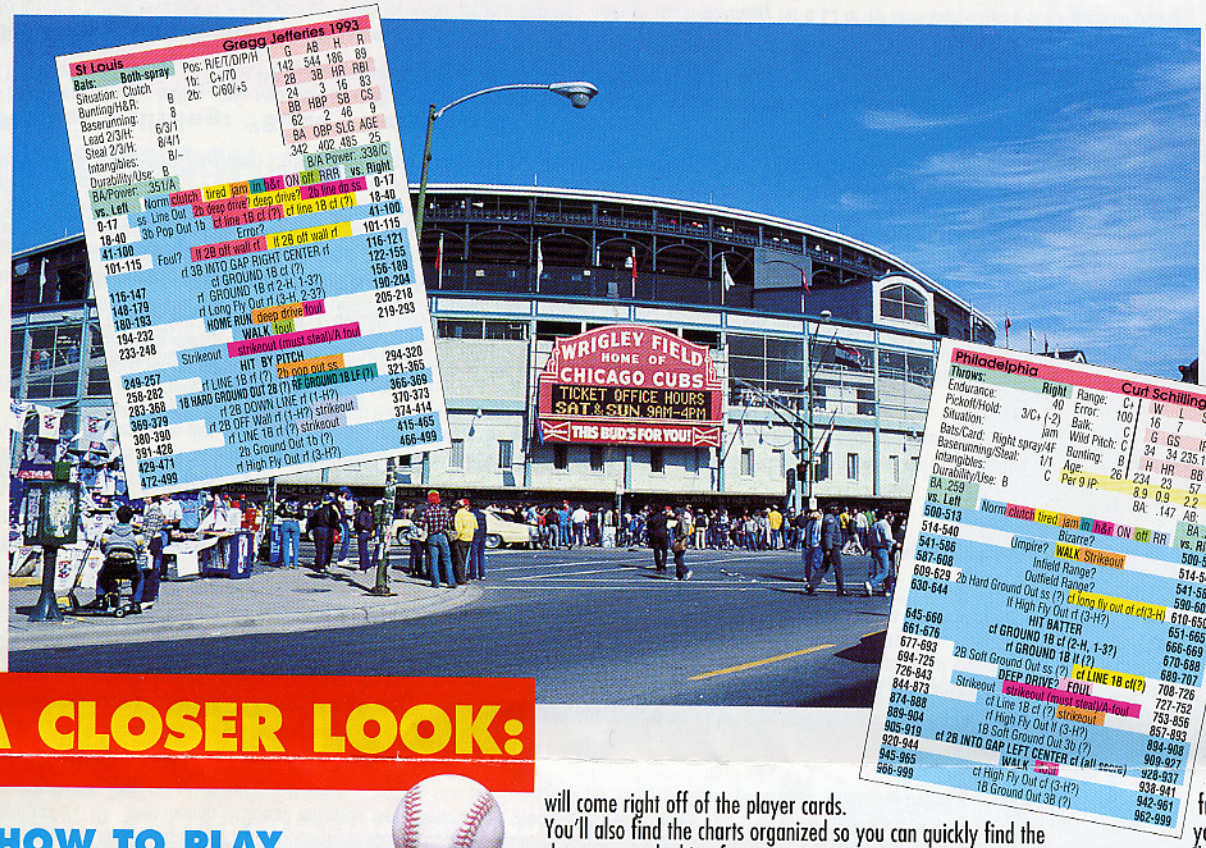

A CLOSER LOOK:

HOW TO PLAY

Ease of Playability: Complexity Made Simple.

Three percentile dice activate play and are read in the order red, white and blue to generate a number from 0-999. The numbers 0-499 are found on hitter cards, while 500-999 are located on pitcher cards. If the #157 is rolled with Gregg Jefferies at bat vs. right-hander Curt Schilling, you'd look down the vs. Right column on Jefferies card (0-499 are always on the hitter card) to find the result: If GROUND 1B rf (2-H, 1-3?). Jefferies grounds a single into rf (If vs. a left handed pitcher). You'll also notice that baserunner advancement options are made fast and easy by appearing right on the player card in parenthesis. With Jefferies GROUND 1B, the runner on second comes home and the runner on first has an option to go to third by going to the BASERUNNER chart. Smooth playability is made possible because of a unique player card design that includes not only normal play results, but special situational results color coded right on each player card so that you are automatically prompted to check other situations and not have to remember different rules. If the #40 is rolled, the result in a normal situation (blue) would be a pop out to 1b. When you see other colored results on the line, just ask yourself if any of these situations apply. These two features allow for fewer outside chart referrals. 80% of the time the play result will come right off of the player cards. You'll also find the charts organized so you can quickly find the chart you are looking for.

The Commissioner's Office: Bud Selig take notes.

A well run league has several key elements: parity, fairness, realism, constant inflow of talent into the annual draft, a talent pool that is realistic and allows for expansion and smooth operation. The DYNASTY League official rules provide you with these key elements. These rules have been tested during the last seven years to provide you with a bidding style draft, salary caps, 3 year contracts with guaranteed club options, buy out options, a prospect draft and a restricted talent pool to insure realism and allow for expansion. In the computer versions you'll be able to track contracts and salaries and organize your league with maximum efficiency.

The Dugout: Style, guts, savvy, genius, percentages, respect, a hunch and luck.

You'll decide to...manage aggressively like Phil Garner and Whitey Herzog by putting on the double steal and forcing the defense to decide to throw through or concede the stolen base at 2nd.... keep an extra catcher or another arm in the pen...wave speedster Vince Coleman around to score or hold him at 3rd with canon armed Mark Whiten charging the ball...ba Paul Molitor in the #1, #3 or #6 slots in the batting order...bring a flame throwing right-hander like Tom Henke out of the bullpen or a lefty like John Franco who can get batters to hit the ball on the ground in double play situations...platoon Paul O'Neill who hit .342 vs. RH and .230 vs. LH or give him a regular spot i the lineup...bring in Kim Batiste as a defensive replacement for Dave Hollins in the bottom of th 9th inning of a tie ball game...give Rickey Henderson the "green light" to steal with rifle armed Ivan Rodriguez behind the plate and a tough pitcher to run on like Kenny Rogers...flash the suicide squeeze, hit an run and sacrifice bunt signs or play for th big inning...go with a lineup based on pow high averages, speed or good glove men.....bench a problem player to try to ge his head together...change your lineup and pitching rotation to best fit the ballpark you' playing in...

The Front Office: River boat gambler, big bucks, short term fix or long term plan.

You'll decide to...make a blockbuster deal for th franchise center fielder you covet and hope your young pitchers come through by sending Roger Clemens to Seattle for Ken Griffey Jr.... get the left you need in the bullpen by making a minor deal and sending Mark Eichorn to Atlanta for Mike Stanton... callup a hot prospec from the farm system...change the makeup of your team t best fit the park you're playing in...trade one of your be minor league prospects to a team out of the race that ha a quality veteran starting pitcher that could make the difference in the pennant race...sign a player to a long term contract or let him go back into the free agent pool and hope you can resign him for a lower amount...build your team from low cost young players out of the farm system or open the vault and try to turn around your team in a hurry with high priced free agent veterans.

Replays: Season replays and Pennant Race Scenarios

Take your favorite team through an entire season as you experience the drama of the season unfold from Opening day through the All-Star game and the red-hot pennant races. You can also play a Pennant race scenario by picking up the season for the final dramatic month.