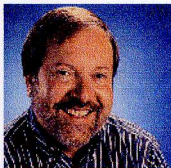


This Dynasty has everything, and then some

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For those of us who can never stop replaying the 1982 World Series, there may be a solution: Dynasty League Baseball.

In the spirit of interleague play, we sat down recently with the creator of this game, Michael Cieslinski, formerly of Brookfield. Cieslinski has relocated to Florida, undoubtedly in search of better baseball weather, but during a recent visit he was happy to preside over a rematch between the '82 Brewers and Cardinals.

Cieslinski, 38, is a professional in this endeavor. He previously developed the board game Pursue the Pennant, which was an amazingly lifelike representation of baseball. Dynasty League Baseball, which is available as both a board game and a computer game, is even better.

Cieslinski works from a data base that the Internal Revenue Service would envy. It is one thing to have variables on all the basics -- hitting, pitching, fielding. It is another to have range, clutch hitting, injury frequency. It is still another to have weather conditions, umpiring tendencies, team chemistry.

A lifetime of work went into this game, and that is why it works. Cieslinski has a degree in marketing from the University of Miami and he formerly worked in public relations for the minor-league Miami Marlins and the Baltimore Orioles.

But his inspiration for developing these games came in large part, he says, from the excitement generated by that 1982 Series. You can match up just about any teams you want in Dynasty League, but with the 1982 Brewers and Cardinals available, there was no other direction in which to go.

I get to be the Brewers because I wasn't the one who moved to Florida.

So we open in St. Louis, Pete Vuckovich against Joaquin Andujar. That Andujar is really tough, and I believe that my best bet might be to have Jim Gantner get in a fight with him and have him ejected. However, in the spirit of sportsmanship, we just play, the computer version.

It is overcast, but the temperature is in the 70s. That is all of the good news. This is how true-to-life "Dynasty League Baseball" is: Bob McClure loses in relief.

The score is 10-3, and it reminds you a little too much of the real Game 6 in St. Louis. This time, Silent George Hendrick allows his bat to do the talking, driving in four runs.

We return to Milwaukee County Stadium, where the weather is much colder. But at least the game will be played on natural grass. It's Don Sutton against Bob Forsch in the board game.

The Brewers win, 7-4. Ted Simmons haunts his former teammates with a three-run homer. I would like to take credit for brilliant managerial strategy, but it comes down to this: Cieslinski lets me use Rollie Fingers.

As you know, Fingers was injured during the '82 Series. But he isn't injured in Dynasty League Baseball. Rollie bails the Brewers out of an eighth-inning jam, pitches a spotless ninth, gets the save and justice triumphs.

It just goes to show you what many of us have said all along: It's easier when you can use your Fingers.

Win or lose, this is a terrific game. Cieslinski has done what he set out to do, which was to develop a game that somehow incorporates the multitude of nuances that baseball contains.

You know when the starting pitcher tires. You know which hitters can be counted upon to move the runner and which cannot. You even know which players can be counted upon to break up that double play through sheer hustle.

We don't do much advertising in this space, but a richly deserved exception will be made. You can get more information on the game by calling (941) 498-7680 or (561) 395-2947.

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