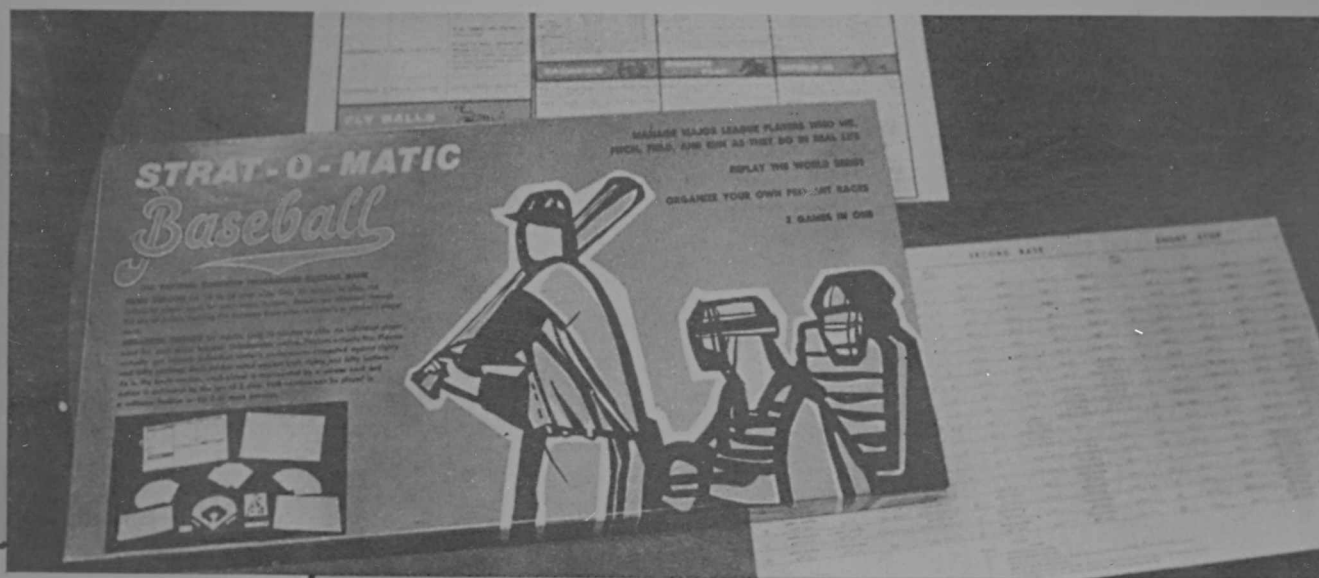


Strat-O-Matic Baseball

HOW GOOD IS IT ?



Suburban Trib
(Supplement to Chicago Tribune)
11/23/77

..... As far as they're concerned, the Harold Richman-designed games, which have reached a high level of sophistication since hitting the market in 1960, are the closest way to simulate the action and strategy of professional sports on a game board. There are other sports box games based on mountains of statistical data, but the Strat-O-Matic Game Company has hit the format that has captured the imagination of box-game-league-play market. Once only available by mail-order, Strat-O-Matic games are now sold in several Chicagoland game and sports stores.

Detroit Free Press 10/18/76

..... MEZZANOTTE AND MARRERO, both of Ann Arbor, are fanatics about a table game named Strat-O-Matic baseball that seems to breed obsession. Played with dice, a deck of numbered cards and player cards with various moves based on major league players' actual performance, the game simulates major league play.

The player cards take into account the strengths of the pitchers, base-runners' stealing potential and fielders' ability. They're updated annually to reflect changes.

The game's players insist the situations that develop are very close to what happens in the course of a major-league playing season. And many players try to add to the realism with special touches.

Neal Gabler of Ann Arbor recalls that the group of graduate students he played with last year would hold draft picks at the beginning of each Strat-O-Matic season. One person would do play-by-play announcing during the games. And when, in the course of the season, a trade was contemplated, the two team managers would huddle in a corner and minutes later emerge to announce a major deal. They held frequent press conferences and provided commentary on important plays. Dramatic re-creation of off-the-field analysis became as important as the play.

Time Magazine 12/26/77

..... Baseball reduces well to a game with a playing board, dice and statistics—it is virtually motionless even in real life—and the best of several versions, its adherents insist, is Stratomatic Baseball. To make the game more realistic, the strengths and weaknesses of real baseballers were fed into a computer by the designers. These in turn affect the strengths and weaknesses of Stratomatic players; one scholar at Atlanta's Emory University punched his fist through two windows last year after losing at Stratomatic. New York teenager Chris Boeth can play a solitaire game in about 13 minutes, he reports. That is fast; still ... "Let's see, there's 162 games in a regular season. And, of course, 26 teams in the two leagues ..." It works out to 57 eight-hour days of living-room baseball a year. "Except that when I play with my father, it takes longer, so it's probably more."

New York Times 1/19/77

..... For youngsters whose thoughts are turned more to spring and baseball than summer and camp, there's an array of cerebral board games that keep the mind limber with batting averages, earned-run averages and fielding percentages.

The most ingenious is a card-and-dice game put out by Strat-o-matic (\$8.) The information printed on each baseball player's card is intended to make him react to a situation just as the player would in reality.

Every year the company puts the performances of the active players in the sport through a computer and prints new cards for all the teams. If you're playing the Yankees against the Mets you'll get what appears to be a realistic play: Catfish Hunter is on the mound, Dave Kingman at bat; the dice are thrown and Kingman is poised to do the likely thing, strike out (although he could surprise and do something else).

The instructions, as with similar games, are complicated.

The game has directions for 10-to-13-year-olds, as well as a version for older youngsters and adults, using the same cards. An interesting aspect of Stratomatic is that it has fans across the country who form leagues and even play by mail. The company also makes football and basketball games.

REAL GOOD!