



The Strat-o-matic Baseball Club

photo by C.J. Wojciechowski

Strat-O-Matic game 'better than sex'

Want to be kicked-back, hyped-up, tuned-in, ecstatic? What you need is Strat-o-matic! Strat-o-matic Baseball, that is.

A popular board game/cult known nationally since the sixties, Strat-o-matic traces its illustrious Carleton roots back three years to 3rd Myers, where the first Carleton league was formed by two experienced players and six novitiates. Not to be outdone by their glorious past, this year's league, headed by official Secretary of the Carleton Baseball Association J.G. Preston, has made an energetic beginning to this year's 60 game season. Sixty games? That's right. They're a little "fond" of the game.

The game is played something like baseball, with each of the six players (team managers) being given batting statistics based on the roll of dice and developing his

or her team's game strategies like an actual team manager.

What are the rules? Complex you may be sure. But like most game-players these aficionados are not coherent enough to explain them; they are off in another world. Strat-o-matic addicts appear especially fry-brained, however—they insist that their activity is not just another game.

Bruce Grench: "D and D is not All-American like Strat-o-matic." And "Strat-o-matic is not a board game like Monopoly—" (a sob rose in his voice) "it's like life!"

Steve Pumilia: "It's way better than sex."

Ed Bergstraesser, (presumably pressed to surpass the previous quote)

"Strat-o-matic...transcends academics!"

Grench: "Personally I have been blowing off my econ 60.

Strat-o-matic gives you true managerial experience. I am hoping to overcome my 2.2 GPA by telling grad schools I was a Strat-o-matic team manager."

The teams are even ahead of schedule so far. In fact, things are going so well that players are considering having a league in the spring. Presumably those baseball-loving souls tempted to stray from the straight and narrow need only contact Mr. Preston. They should take Grench, an addict since the age of nine as an example, however:

"I am very depressed right now because I have lost four out of five games. When you win, though, you're on top of the world. It's a lot like heroin. Once you're started it's hard to stop. We've alienated most of our girlfriends..."

—Mark Masters