

STRAT-O-MATIC

MAY 1989

Strat-O-Matic uses three dice, one white and two red. The red dice are added so a roll of 4 and 2 in red, and 5 white refers to column 3, number 6 on a player's card. Columns 1-3 are found on batter's cards and 3-6 on pitcher's cards.

Referring to these numbers you read the result of each at bat. You then refer to a chart to determine the details of defense and baserunning.

Every card is unique, making it more suspenseful. Mike Schmidt might have 3 or 4 walks in column 2 and homeruns in column 3 while Jose Canseco might have his big hits in column 1 and 4 or 5 strikeouts in column 2. Cards also contain batting and pitching stats.

Pitching is an equal part of the game with Strat-O-Matic, making it very accurate and alot of fun.

WADE BOGGS

thirdbase-2 stealing-D
running 1-12

BOSTON

1	2	3
2-groundball (3b) B	2-WALK	2-flyball (rf) B
3-groundball (1b) A	3-flyball (rf) B	3-groundball (2b) A
4-groundball (1b) A	4-groundball (2b) A++	4-TRIPLE 1-8
5-flyball (rf) B	5-WALK	DOUBLE 9-20
6-groundball (ss) A	6-WALK	5-DOUBLE
7-SINGLE**	7-WALK	6-DOUBLE** 1-13
8-SINGLE* 1-16	8-WALK	SINGLE** 14-20
lineout (2b) 17-20	9-WALK	7-SINGLE
9-flyball (cf) B	10-groundball (p) A	8-SINGLE**
10-groundball (3b) A	11-groundball (2b) A++	9-SINGLE**
11-groundball (1b) A	12-lineout (1b) into as many outs as possible	10-SINGLE*
12-groundball (3b) B plus injury		11-groundball (1b) A
		12-groundball (2b) A++