



# STRAT-O-MATIC PRO FOOTBALL

COACH PRO FOOTBALL PLAYERS WHO ACTUALLY PASS, RUN, KICK AND PLAY DEFENSE AS IN REAL LIFE REPLAY THE SUPER BOWL. ORGANIZE YOUR OWN LEAGUES. 2 GAMES IN ONE.

**BASIC VERSION** for 12-16 year olds. Only 45 minutes to play. An individual card for each key offensive pro football player. Each team's defense is represented by 3 defensive cards. Results are obtained through the use of 3 dice, reading the outcome from defensive and offensive player cards.

**ADVANCED VERSION** for adults. An individual card for each key offensive player. Each team's defense is represented by 3 defensive cards. Unbelievable realism. All offensive and defensive strategy moves are possible, including blitzing, double teaming a pass receiver, etc. Also included is a never before visual dimension found in no other statistically oriented football game. Participants set up and maneuver their defenses on a colorful playing board, enabling each other to see the strengths and weaknesses of their defenses.

As in the basic version, each offensive player is represented by a unique card and action is activated by the use of 3 dice. Both versions can be played by two or more persons or in a solitaire fashion.

AFTER FOUR YEARS OF EXTENSIVE RESEARCH AND TESTING, THE STRAT-O-MATIC GAME CO. CREATED A FOOTBALL GAME THAT IS THE ANSWER TO EVERY FAN'S DREAM. IT IS ACTUALLY THREE GAMES IN ONE: AN ELEMENTARY SET FOR 12 TO 16 YEAR OLDS, AND THE ADVANCED AND SUPER ADVANCED VERSIONS FOR ADULTS. THE 1985-86 STRAT-O-MATIC PRO FOOTBALL GAME DEPICTS UNBELIEVABLY ALL THE REALISTIC ASPECTS OF FOOTBALL, AND GIVES COMPLETE STRATEGICAL CONTROL TO YOU, THE COACH. THE PORTRAYAL OF THE ACTUAL RUNNING, PASSING, KICKING AND DEFENSIVE ABILITY OF 1,000 NATIONAL AND AMERICAN FOOTBALL CONFERENCE PLAYERS IS TRULY AMAZING!

Each runner's card (see John Riggins) reflects the 1984 statistics for that player. His average yards per carry, his ability to run inside or outside, and his ability for attaining tough yardage are all contained in this card. Even his actual longest run has been computed into his card. Thus, although Pete Johnson will average less yards per carry than the average starting running back, he will be, nevertheless, proficient at picking up "the tough yardage." Walter Payton will not only be among your league average gain leaders, but will be a constant threat to break away for a touchdown.

Each passer's card (see Joe Theismann) depicts accurately the 1984 statistics of that player. His completion average, his interception rate, and his ability to throw the long pass are some of the many factors measured on his card. Thus, though Lynn Dickey will have a high completion average, he will also have a high interception rate. The Bengals' Ken Anderson may have a fairly good pass completion percentage, but will be among the most ineffective long passing quarterbacks.

Your pass receivers are also represented by cards (no sample card is shown). Each player's ability to catch different types of passes, as well as the average yards gained per catch are reflected in their individual cards. Thus, James Lofton will be one of the leading long pass catching threats in the league. The abilities of your field goal, extra point, and punt specialists, as well as your punt return and kickoff return specialists are also accurately measured in Strat-O-Matic Pro Football.

In addition to having computed individual player abilities, Strat-O-Matic Pro Football also computed actual team play performances! The offensive line's ability to protect the passer from being thrown for a loss, the defensive line's pass rush charge, fumbles and interceptions are depicted accurately in Strat-O-Matic Pro Football. As in NFC play, the Chicago Bears' pass rush will be devastating, as they will most likely lead their conference in tackling opposing quarterbacks attempting to pass. The Miami Dolphins' offensive line will give their quarterback, Dan Marino, superior pass protection. Opposing defenses will encounter difficulty in attempting to tackle Marino in passing situations. The defense's ability to defend against a run or a pass are also vividly portrayed. Thus, it will be easier to run against Houston than the Pittsburgh Steelers while the Washington Redskins will be more susceptible to the passing game than the Los Angeles Raiders.

Strat-O-Matic Pro Football gives you the most realistic team picture possible. For example, the Miami Dolphins present you with an awesome passing attack led by their fabulous quarterback, Dan Marino, and two amazing wide receivers (Mark Duper and Mark Clayton). The running attack features several capable runners including Tony Nathan and Woody Bennett. Defensively, Bob Baumhower is the standout of a defensive unit that is more than adequate against the pass but weak against the run.

We hope that we have not overwhelmed you with the statistical precision of Strat-O-Matic Pro Football, for you need not be a football expert to play Strat-O-Matic. All of the described statistics have been condensed in briefest form at the bottom of each player's card. REGARDLESS OF THE EXTENT OF YOUR FOOTBALL KNOWLEDGE, THE MEANS ARE YOURS TO EVALUATE EACH PLAYER'S ABILITIES, AND THEREBY CHOOSE A POTENTIALLY WINNING TEAM.

Strat-O-Matic Pro Football presents you with lifelike replicas of pro football players whose actual playing ability has been accurately measured in every minute detail. Essentially, however, this game is a constant mental struggle between opposing coaches. The opportunity is now yours to participate in pro football in its key position - as an actual coach! It is YOU, the coach, who must be able to coordinate, maneuver, and apply all strategy moves at the appropriate time to achieve victory. Thus, in the long run it is possible for a weaker team with good coaching to defeat a superior team with poor coaching. Time and time again, it will be YOUR coaching ability that makes the difference between victory and defeat.

On offense, **you** call the plays, select your running backs and pass receivers, and change your lineup due to injuries. **You** must decide whether to direct your running attack behind your superior offensive blockers, or at your opponent's weak spots. When passing, **you** must decide whether "to work on a weak link" in your opponent's secondary, or pass to your most capable receiver. It is not an easy decision as your opponent may "double team" any pass receiver. **You** must be alerted toward the possibilities of a blitz, as your opponent might gamble with the maneuver in hopes that you are throwing a long pass. If you are throwing a long pass, there is an excellent chance that your quarterback will be nailed by a blitzing linebacker for a big

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loss. However, if you had anticipated a blitz, and threw a quick pass to the flat, or over the middle, the chances are good for a gain. When calling your offensive plays, **you** must attempt to establish both running and passing games in order to prevent the defense from concentrating on one aspect of your offense. For example, if **you** are coaching the San Diego Chargers, **you** must establish a running game in order to prevent your opposition from massing their defense against your quarterback's passing. In calling your plays, **you** must "set up" your opponent for the big play - the possible touch-down, or long gainer. **You** will accomplish this by effectively mixing up your plays, thereby depriving your opponent of considering such an action on your part. Of course, **you** must be prepared "to win the battle" on key third down plays, for consistent success on this down will most likely bring victory.

On defense, **you** must anticipate your opponent's offense. Aware of your opponent's strengths and weaknesses, and his play calling frequencies of

### JOHN RIGGINS - RUNNING CARD

JOHN RIGGINS RUNNING CARD			FULLBACK WASHINGTON REDSKINS								
LINEBUCK			OFF TACKLE			END RUN					
Right	Wrong	Keyed	Right	Wrong	Keyed	Right	Wrong	Keyed			
2. short gain	short gain	0	2. short gain	+24	-1	2. short gain	short gain	-1			
3. +5	+5	-1	3. +4	+4	0	3. +6	+9	0			
4. +6	+6	0	4. +6	+6 (+9)	0	4. +4	+7	-2			
5. F0 2-5,11,12 0.6-10	F0 2-5,11,12 0.6-10	F-1	5. F+1 2-5,11,12 +1 6-10	F+2,2-5,11,12 +2,6-10	F0	5. F-2,2-5,11,12 -2,6-10	F0 2-5,11,12 0.6-10	F-3			
6. +3	+6 (+4)	-1	6. -1	0	-2	6. 0	+1 (+4)	-1			
7. 0	+2	-1	7. 0	+2	-1	7. -3	+5	-4			
8. +4	+5	-1	8. +4	+4	-1	8. +3	short gain	-2			
9. +1	+4	0	9. +3	+8	-1	9. +1	+4	0			
10. +5	+5	0	10. +7	+7	-3	10. 0	0	-1			
11. +6	short gain	+2	11. +4	short gain	0	11. +5	+6	-5			
12. +1	+1	0	12. +2	+3	-1	12. 0	+5	-1			
ATTEMPTS 327			1984 RUSHING RECORD AVERAGE 3.8			LONGEST 24			TOUCHDOWNS 14		

SAMPLE PLAYER CARD - ACTUAL SIZE 3" x 5 1/2"

the past, you will set your defenses up accordingly. In anticipation of a pass, **you** may choose to blitz one, two or three linebackers, or double team a receiver. In anticipation of a run, **you** may move one or more linebackers in to your "defensive wall" or "key" (concentrate) on a running back. By keying on a running back, you will minimize the potential gain of this specific back. However, the maneuver will backfire if you "key" on the wrong running back. If your opponent attacks certain weaknesses in your defense, **you** can offset these particular weaknesses by fortifying the areas under attack. However, **you** must beware of weakening other aspects of your defense by doing so.

ALL OF THESE POTENTIAL COACHING MANEUVERS ARE INCORPORATED IN THE ADVANCED VERSIONS, AND SEVERAL IN THE ELEMENTARY VERSION.

#### HOW TO PLAY STRAT-O-MATIC PRO FOOTBALL

Strat-O-Matic Pro Football is actually three games in one:

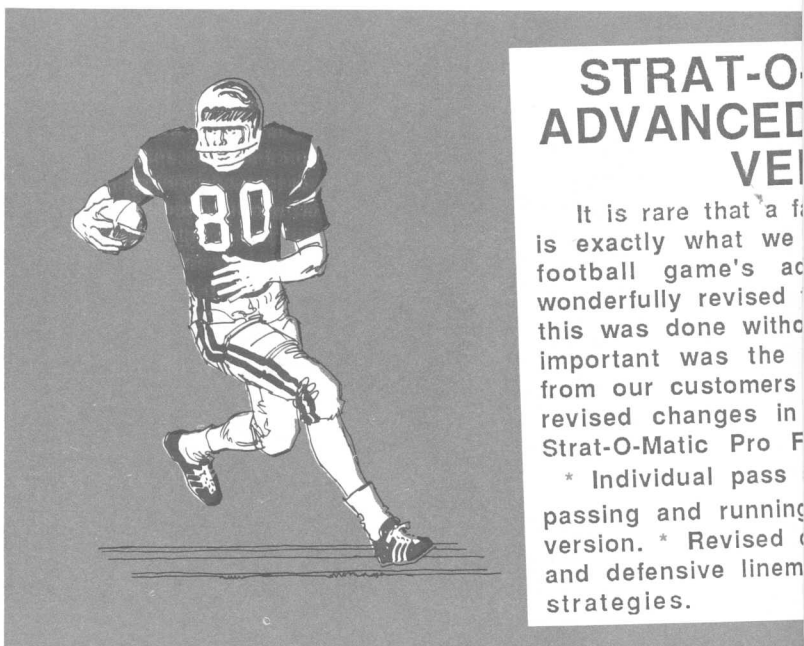
- 1 - An elementary version which is geared to be played by 12 to 16 year olds.
- 2 - An advanced game with additional comprehensive rules and playing parts for adults.
- 3 - A super advanced game that is substantially more comprehensive than the advanced game.

All of you will begin playing the **Elementary Game** and many will eventually play the **Advanced** or the **Super Advanced Games**.

#### ELEMENTARY GAME

Strat-O-Matic Pro Football is played according to pro football rules. Each offensive backfield man and end is represented by a card (see Riggins' and Theismann's player cards), and each team's defense is also represented by three cards (see Indianapolis' Elementary End Run and Flat Pass Defense Card). Three dice, one white, and two colored activate play. When the dice are rolled, the white die is read separately from the colored dice total. If the white die yields a 1, 2 or 3 value, you refer to the offensive back's card involved in the play. If the white die's reading is 4, 5 or 6, you refer to the defensive card of the team presently playing defense. Thus, the white die has only one purpose: to determine whether you refer to the offensive or defensive playing card involved. The colored dice reading refers to the series of numbers found underneath the correct column of the play.

To illustrate, let us say the Washington Redskins are on offense and the Indianapolis Colts on defense. The Redskins' coach would select an offensive play while the Colts' coach would select a pass or run defense. Let us assume that the Redskins' coach calls an end run by John Riggins and the Colts' coach calls a run. The play has been guessed right by the defense. The



## STRAT-O-ADVANCED VE

It is rare that a football game's advancement was done without important changes in revised changes in Strat-O-Matic Pro Football. \* Individual passing and running version. \* Revised and defensive line strategies.

dice are then rolled by the Redskins' coach with a result of a white 3 and a colored dice total of 9. As the white die is a 3, you would refer on Riggins' card to end run right to the number 9 (colored dice total). The result is a +1 or one yard gain. If the defense had guessed a pass instead of a run, the play would have been guessed wrong, instructing the Redskins' coach to look at the end run wrong. The result would be a +4 or four yard gain. Under the same circumstances, if the dice had yielded a white 5, and a colored dice total of 6, you would refer to the Indianapolis Colts defense card under END RUN, number 6, and the result would be a 5 yard gain.

A pass play operates in the same manner as a running play with one exception - the offensive coach would refer to the quarterback's card if the white die's reading is 1, 2 or 3. If the white die's reading is 4, 5 or 6, the defensive coach would refer to his defensive card underneath the type of pass thrown. For example, let us say a flat pass is thrown by Theismann and the defense has guessed a run; **THE PLAY IS GUESSED WRONG BY THE DEFENSE**. If a white 2 and a colored dice total of 4 is thrown, refer to Theismann's card underneath flat pass-wrong to the number 4. The result is a +6 or six yard gain. Assuming the same dice roll, if the defense had guessed a pass, you would refer to flat pass-right underneath number 4. As there is nothing in the proper space, the pass is incomplete.

There are many other rules regarding the Elementary set, however, these details describe the basic factors.

#### ADVANCED AND SUPER ADVANCED GAMES

For the most part, the basic rules of the Elementary set apply to the advanced and super advanced games. However, in the advanced games, several additional rules and game parts are introduced.

Where in the Elementary set, the defense was represented by three elementary defensive cards, it is now represented by three Advanced Defensive cards (not shown). Each defensive player is represented by an individual square on which is indicated his numerical ability rating. In addition, these defensive squares are positioned on a playing board as in the photograph on page 4. Four of these defensive squares may be moved by the defense; the linebackers and the free safety. These players can be moved after the offensive coach has indicated that he has made his play selections, but before he has revealed his decision. In the photograph on page 4, you will note that all defensive players are defending specific zones or against certain types of plays. For example, the left linebacker (LLB) is located in the flat pass zone found on the left side. If the defensive coach decides to move his left linebacker into the End Run Zone found on the left side, he would increase his defensive strength in that zone to two men (left end plus the left linebacker). This maneuver would also greatly weaken the defense in the left flat pass zone (as no players would be defending this zone). Without involving you with a detailed explanation, it would now be more difficult for the offense to run around the defense's left end (2 men in zone) and much easier to pass against the left flat pass zone (no men in zone). The advanced games take into account the number of defensive players in a zone attacked by the offense.

This feature provides you with an incomparable visual dimension that allows you unbelievable freedom of defense movement. Your formation's strengths and weaknesses are in full view of your opposing coach and yourself! This creates a true battle of wits between your opponent and yourself!

# STRAT-O-MATIC PRO FOOTBALL AND SUPER ADVANCED VERSIONS, REVISED

fantastic product is greatly improved upon, but this did to Strat-O-Matic Pro Football in 1983. Our advanced and super advanced versions were to place our great product beyond compare. And not making the game more difficult to play. Most overwhelmingly gratifying response we received concerning these changes. The following are the advanced and super advanced versions of football.

backing. \* Increased uniqueness for quarterback back's rushing cards. \* Totally revised solitaire defensive cards. \* Additional ratings for offensive linemen. \* Block ratings for running backs. \* Additional

Offensive linemen also have numerical ability ratings assigned them. In many instances, it is the ability of an offensive lineman or defensive player that will determine the number of yards gained on a play. These ratings are

## JOE THEISMANN - PASSING CARD

FLAT PASS			SHORT PASS			LONG PASS		
Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd
2. short gain	short gain		2. +14	+14		2. long gain	long gain	
3. -1	short gain		3. +14	+14		3. +28	+28	
4. +2	+6		4. +14	+14		4. long gain	long gain	+31
5. +3	+7	+3	5. must run			5. must run	receiver	
6. +4	+5	+4	6. must run	+15		6. must run	receiver	
7. receiver	receiver		7. must run	+15		7. must run	receiver	
8. receiver	receiver		8. +12	+12	+12	8. +12	+12	
9. +1	+6		9. +12	+12		9. +12	+12	
10. int +2, 2-4, 12 X, 5-11	int +2, 2-3, 12 X, 4-11	int +2	10. +13	+13		10. +13	+13	
11. +2	+7		11. int +17, 2-5, 12 X, 6-11	int +17, 2 X, 3-12	int +17	11. int +29, 2-7, 11, 12 X, 8-10	int +29, 2-3 X, 4-12	int +29
12. +2	+7		12. must run			12. must run		

1984 PASSING RECORD

PASSES ATTEMPTED 477	PERCENTAGE COMPLETED 59.3	YARDS 3391	TOUCHDOWNS 24	INTERCEPTION PERCENTAGE 2.7
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SAMPLE PLAYER CARD - ACTUAL SIZE 3" x 5 1/2"

found on a team's offensive and defensive rating card (not shown). Also provisions are made for doubleteaming pass receivers, keying on running backs, and blitzing. Another outstanding feature of Strat-O-Matic is the increased degree of difficulty an offensive team will encounter in penetrating the defense when nearing his opponent's goal line. For the football purist, "Super Advanced Rules" are included and may be used if so desired. These rules provide for many additional offensive and defensive formations and strategies including nickel defense, full-house backfield offense and 3 wide receiver offense.

Commencing with the 1982 football season, Strat-O-Matic Football's advanced and super advanced versions have been changed significantly. For those of you who have played our advanced or super advanced versions, please refer to the above panel for changes.

As each player is a unique chart in himself, it is seldom necessary to refer to outside charts; whereas, in other football games, it is always necessary to refer from the player's card to several cumbersome charts. As a result of the complete nature of each player's card, the Elementary version of Strat-O-Matic Pro Football is played in 45 minutes, and the Advanced versions in 75 minutes. Complete sets of instructions and game parts for Elementary, Advanced and Super Advanced sets are enclosed with each game, **AS WELL AS FOR A SOLITAIRE VERSION.**

Strat-O-Matic Pro Football's statistical accuracy as reflected in each individual player card is precise. Only one factor alters their accuracy slightly—your coaching. If you coach the Chicago Bears in exactly the same fashion as Mike Ditka, your Bears' statistics will be very similar to the actual statistics established by both Bears' players and the team. But, if you use innovations in your coaching, you will alter the Bears' statistics, and perhaps improve

upon them. Strat-O-Matic is purposely set up in this way, because realistically a change of coaches of a team does affect the performance of the players.

Therefore, you too, are able to influence a team's performance. Perhaps, you will choose to coach a team differently than does its actual coach. You may throw more passes, run less, and gamble more on defense. If so, you alter the statistical performances of the players, and even more importantly, you affect the team's performance positively or adversely. Of course, you may completely agree with the coaches' techniques, and therefore, choose to handle their ball clubs in the same manner. Your coaching ability is the major factor influencing victory or defeat between teams of equal quality! However,

DEFENSE ELEMENTARY	
INDIANAPOLIS COLTS	
END RUN	FLAT PASS
2. Long gain	2. +5, 2-3, 12 X, 4-11
3. Short gain	3.
4. +5	4. Intercepted +1, 2-4, 12 X, 5-11
5. Fumble -3, 2-4, 12 -3, 5-11	5. +6
6. +5	6. Short gain
7. +1	7.
8. +5	8. Receiver
9. 0	9. Receiver
10. -4	10. +3
11. +9	11. +24
12. Short gain	12. -4

## ELEMENTARY INDIANAPOLIS DEFENSE CARD

SAMPLE  
CARD -  
ACTUAL SIZE  
3" x 5 1/2"



as in Pro Football, you cannot expect to coach the New Orleans Saints to the National Football Conference championship. The Saints' personnel limits your coaching ability just as it does Bum Phillips'. In such cases, you must be content to play the role of a spoiler, and attempt to prevent the leading teams from winning the important games.

Each year, a new set of National and American Football Conference player cards based on the most current statistics is made available at a nominal cost. Prior year football customers can purchase complete player sets at pre-football season sale prices. Individual orders for less than 28 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately July of each year.

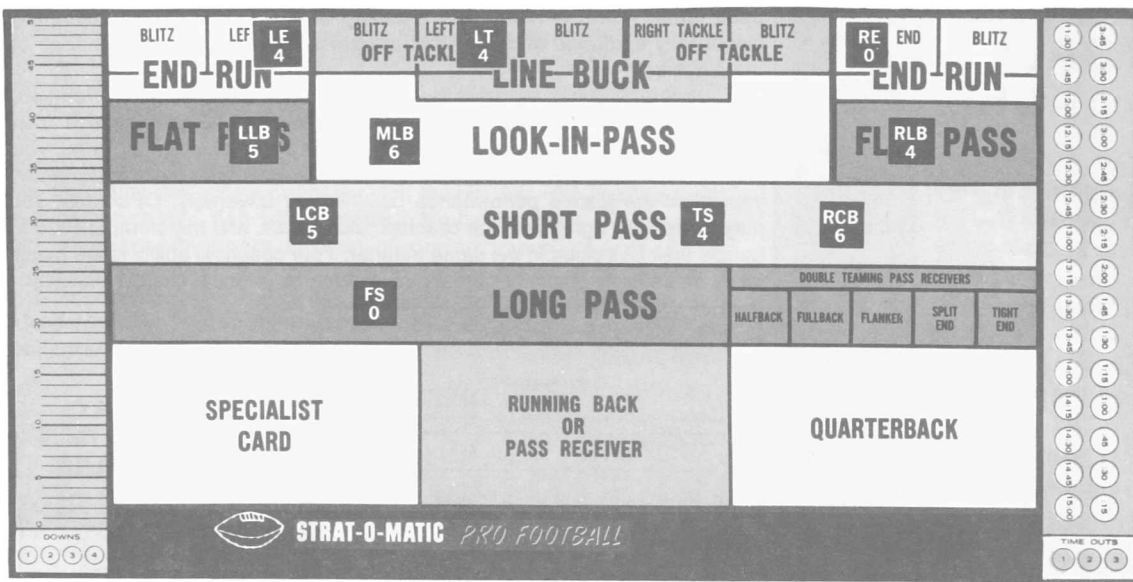
Strat-O-Matic Pro Football is colorfully and simply set up. It is equipped with individual player cards, team defensive cards for Elementary, Advanced and Super Advanced sets, one game board, advanced and elementary play selector cards, dice, and other essentials for complete Elementary, Advanced and Super Advanced Games. Incidentally, the player cards are 3" x 5 1/2" and have no equal in size or quality. The cover is extremely attractive, and the game box (measuring 9 3/4" by 19 1/2") is the finest of its kind. You will be as pleased with the appearance of Strat-O-Matic Pro Football as you will be with its contents.

### Authorized by the NFL Players' Association

To receive your set of Strat-O-Matic Pro Football, simply fill out the coupon found on stub, and enclose check, money order, or cash. We pay the postage for all prepaid orders.

If requested, we ship Strat-O-Matic Pro Football to you on a COD basis, providing the address in question is in the United States, and is not an APO, FPO, Canadian or other foreign address. However, the game's price increases from \$4.00 to \$6.00 more per order due to two postal fees and postage. We strongly urge you to enclose payment with your coupon in order to avoid these additional COD costs. Our money back guarantee provides you with full protection.

Foreign orders only - All foreign payments must be made by money order - U.S. currency only. Add 10% to merchandise purchased and handling charge. This revision was necessitated by varying U.S. postage rate increases to foreign addresses of 41% to 129%.



PLAYING FIELD GAME BOARD  
(Folded in Half)  
Actual Size Open 19" x 19"

### STRAT-O-MATIC PRO FOOTBALL GAME PRICE LIST

Strat-O-Matic Game Co., Inc. presents five football game sets. Each set is the same with one exception: the number of teams contained in each set. All sets offer you the finest in Football realism and in entertainment.

#### SUPER DELUXE SET

Includes all 14 National Football Conference teams and 14 American Football Conference teams. **Price - \$26.50**

(price includes an additional \$2.50 for handling)

#### NFC DELUXE SET

Includes all 14 National Football Conference teams. **Price - \$19.00**

(price includes an additional \$2.25 for handling)

#### AFC DELUXE SET

Includes all 14 American Football Conference teams. **Price - \$19.00**

(price includes an additional \$2.25 for handling)

All teams included in the above Deluxe sets contain 19 player settings (12 player cards, 7 with playing data on two sides), 3 elementary and 3 advanced Defensive cards, as well as individual ratings of offensive linemen and defensive players. All materials for Elementary, Advanced and Super Advanced games are included in each Deluxe Set.

WE ARE SO CONFIDENT THAT YOU WILL BE DELIGHTED WITH ANY ONE OF THE STRAT-O-MATIC PRO FOOTBALL GAME SETS THAT WE OFFER THIS NO-RISK MONEY BACK GUARANTEE! IF FOR ANY REASON YOU ARE NOT SATISFIED WITH OUR FOOTBALL GAME, RETURN IT WITHIN TEN DAYS OF RECEIPT, AND YOUR MONEY WILL BE REFUNDED.

#### GIFT SPECIAL SET

A power packed assortment of the four finest teams in Pro Football: The World Champion San Francisco 49ers, the Super Bowl runner-up, the Miami Dolphins, the NFC eastern division winner, the Washington Redskins, and the AFC western division winner, the Denver Broncos. Establish a four team league, and play football's finest teams against each other. Each team contains 19 player settings (12 player cards, 7 with playing data on two sides),

3 elementary and 3 advanced defensive cards, as well as individual ratings of offensive linemen and defensive players. There are no substitutions or additions to this set, as it is pre-packed. All materials for Elementary, Advanced and Super Advanced games are included in this set. (price includes an additional \$2.00 for handling) **Price - \$12.25**

#### SELECTOR SET

You select any number of your favorite teams from the 28 available pro football teams and establish your own league with your favorite teams! PRICE - \$12.50 (price includes an additional \$2.00 for handling) for the first 4 teams, \$1.75 for each multiple of 2 teams added or \$1.00 for each team added. For example, an order of 7 teams costs \$15.25 (\$12.50 for the first 4 teams, \$1.75 for the fifth and sixth teams and \$1.00 for the seventh team.) Each team contains 19 player settings (12 player cards, 7 with playing data on two sides), 3 elementary and 3 advanced defensive cards and ratings for offensive linemen and defensive players. All materials for Elementary, Advanced and Super Advanced games are included in this set.

#### ADDITIONAL PLAYERS PURCHASE

We are releasing for our most avid football fans 56 additional offensive NFL players from the 1984 season. This will enable you to add on two offensive player cards per team. It must be noted that several of the additional player cards are based on insufficient 1984 statistical data. The 56 additional players may be purchased as a separate unit only for the special price of \$3.10. Individual players will not be sold from this unit. Also as no game parts are included, it is strongly advisable to purchase the additional players as an addition to one of the 5 game sets. **Price - \$3.10**

(Please add \$1.00 if no game is purchased)

Please allow 7 to 14 days for delivery via UPS at no additional cost for all states except Alaska and Hawaii. For faster delivery to California, Washington, Oregon, Alaska, Arizona, Hawaii, and other selected localities, please add \$4.25 for Priority Shipping. For United States Possessions and Canada, please allow two to three weeks for delivery via parcel post at no additional cost. For Special Handling service to Canada, please add an additional \$1.10 to your order. APO and FPO overseas shipment - add \$1.00 to cost of gift to insure PAL (Parcel Airlift) Delivery. Please include your street address for UPS delivery. If address is a post office box or rural route, please add \$1.00 for increased postage costs.

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<input type="checkbox"/> Super Deluxe Set, Post paid at \$26.50	<b>NFC</b>	<b>AFC</b>	Total merchandise purchased .....
<input type="checkbox"/> NFC Deluxe Set, Post-paid at \$19.00	Atlanta	Buffalo	N.Y. State and City residents, add sales tax .....
<input type="checkbox"/> AFC Deluxe Set, Post-paid at \$19.00	Chicago	Cincinnati	Canadian and foreign orders add 10% to total purchases .....
<input type="checkbox"/> Gift Special Set, Post-paid at \$12.25	Dallas	Cleveland	Necessary and requested postage costs found below.
<input type="checkbox"/> Selector Set (teams circled to the right), Postpaid at \$12.50 for the first 4 teams and \$1.75 additional for each multiple of two added or \$1.00 for each team added.	Detroit	Denver	Priority Shipping + \$4.25 .....
<input type="checkbox"/> 56 additional players at \$3.10 (\$4.10 if no game purchased)	Green Bay	Houston	For Post Office Box or Rural Addresses only + \$1.00 .....
	L.A. Rams	Indianapolis	For Special Handling to Canada + \$1.10 .....
	Minnesota	Kansas City	Grand Total .....
	New Orleans	L.A. Raiders	
	N. Y. Giants	Miami	
	Philadelphia	New England	
	St. Louis	N. Y. Jets	
	San Francisco	Pittsburgh	
	Tampa Bay	San Diego	
	Washington	Seattle	

**MONEY BACK GUARANTEE OF SATISFACTION**

**If I am not 100% thrilled, you guarantee my money refunded on return of game within 10 days from receipt.**

New York State and City residents, add Sales Tax to the cost of your purchase. Make checks or money orders payable to Strat-O-Matic Game Co., Inc.

**ALL FOREIGN PAYMENTS MUST BE MADE BY MONEY ORDER U.S. CURRENCY ONLY**

Name \_\_\_\_\_  
Address \_\_\_\_\_ Apt. \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Send me the set checked above COD. I realize I must pay postage, plus COD charges. All COD's require a \$4.00 deposit.

Send me the set checked above via Special Delivery, as indicated in the brochure. I enclose the required additional postage money.

**A**