

Strat-O-Matic

PRO BASKETBALL

After three years of extensive research and testing, Strat-O-Matic Game Co. has created a basketball game that is the answer to every fan's dream. It is actually two distinctly different games in one; a basic game for 10-13 year olds and an advanced version for adults. YOU will be amazed to find in Strat-O-Matic's 2004-2005 season Pro Basketball Game an exact reproduction of all aspects of real basketball. YOU will have at your disposal lifelike replicas of pro basketball players whose actual playing ability has been precisely measured in every minute detail. You, the coach, will have complete strategic control of the actual shooting, defense, rebounding and passing talents of 372 NBA players.

SHOOTING

Each shooter's card reflects the 2004-2005 statistics for that player's performance. His field goal and foul shooting percentages, his ability to shoot from the outside, penetrate, shoot inside or on the fastbreak, and his shooting frequency are all accurately duplicated on his card. Each player's good qualities are measured as accurately as his poor ones! Allen Iverson of Philadelphia will have a below average field goal percentage, yet will still be among your leaders in scoring. Shaquille O'Neal's field goal percentage will be among the highest in the league but it is advisable to allow him to shoot from inside as his outside shooting ability is poor. Other players like Kobe Bryant will be equally as effective shooting outside shots as well as penetrating, or driving towards the basket. The fabulous foul shooting ability of Reggie Miller is precisely reproduced in Strat-O-Matic Basketball. Fred Hoiberg of Minnesota will astonish you with his 3-pt. field goal accuracy. The fastbreaking shooting ability of LeBron James will amaze you and devastate your opponents. Allen Iverson's ability to draw fouls will raise havoc with the opposition.

REBOUNDING

Ben Wallace, Kevin Garnett and Shawn Marion will dominate off the boards by grabbing more rebounds than other players. They will be among your rebound leaders, and their rebounding ability will play a significant role for their teams. Of course, Ben Wallace will be impossible to stop under the offensive boards!

PASSING

The passing talents of Jason Kidd, Steve Nash, and Stephon Marbury will be important factors in each game. You will be astounded by their ability to set up plays, and to run the fastbreak with dazzling passes that setup easy layups for teammates. Conversely, you may feel upset by an awkward center's inability to throw an important pass or by a small forward's mishandling of a fastbreak. In addition, individual assists and turnovers for each player are precisely computed in Strat-O-Matic.

DEFENSE

The defensive capabilities of each player are remarkably recreated in Strat-O-Matic Basketball. In the advanced version, a player's defensive ability is measured by seven separate evaluations - defense against inside and outside shots, defense against penetration, or driving shots, defense against fastbreak shots, shot blocking ability, stealing ability and pressing ability. Thus, Bruce Bowen will be a "tiger" against an outside shooting small forward, but will be "mauled" by an aggressive big forward. The defensive center play of O'Neal, Wallace and Yao Ming will not only affect their opposing center's offensive abilities, but also influence the action of the opposing guards and forwards. When playing against Ben Wallace whose shotblocking capabilities are extraordinary, a coach may prefer to have his guards shoot outside, rather than risk a penetration shot chancing a block, or "intimidation." Larry Hughes of Washington will demonstrate great prowess at stealing the ball from his opponent, but his aggressive tendencies will also lead to many personal fouls. Players such as Yao Ming of Houston constantly will find themselves in foul difficulties and, consequently, will lose valuable playing time. If San Antonio "opts" for a press defense, count on Manu Ginobili to participate in a big way.

YOU ARE THE COACH

The realism of Strat-O-Matic Basketball is uncanny! Even minute details such as rest and injuries are calculated. A brittle player such as Reggie Miller must be rested for a longer length of time than a more durable player such as Kevin Garnett. **YES, EVEN SWITCHES OCCUR IN STRAT-O-MATIC BASKETBALL.** Imagine your six-foot guard defending your opposing team's seven-foot center - be prepared for an inside move by the big guy. In addition, the home court advantage is a significant factor in Strat-O-Matic just as it is in the NBA. If you coach the lowly Atlanta team, beware of long road trips. Atlanta's chances of beating Miami at the American Airlines Arena are "slimmer than slim."

We hope that we have not overwhelmed you with the statistical precision of Strat-O-Matic Pro Basketball, for you need not be an expert to play Strat-O-Matic. We have condensed all the important players' statistics in briefest form at the bottom of each player's card. **REGARDLESS OF THE EXTENT OF YOUR BASKETBALL KNOWLEDGE, STRAT-O-MATIC ENABLES YOU TO EVALUATE EACH PLAYER'S ABILITIES AND, THEREBY, CHOOSE A POTENTIALLY WINNING TEAM.**

Strat-O-Matic Pro Basketball is essentially a challenging mental struggle between opposing coaches. The opportunity is now yours to participate in Pro Basketball 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's 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.

You are responsible for arranging the starting lineup. **You** must weigh the offensive ability of one player against the defensive ability of another player. **You** adjust your lineup due to injuries, players in slumps, and in hot streaks, in an effort to reverse a losing streak. **You** arrange the substitutions designating the appropriate time to bench, or rest your starters.

Such decisions are not simple ones to make. For example, substituting a good shooter for a superior rebounding player can be disastrous. Key rebound situations may occur immediately, thus nullifying your improved offensive advantage. If you substitute an excellent defensive sub for a stronger offensive player, the decrease in "fire power" may bog down your attack and cause you to have to make other adjustments. At times, you must weigh the effect of a good offensive guard versus a superior defensive guard. **You** must always be careful to have at least one player who can generate an offensive attack for you, for without such a player, your offense will fizzle out. It is **Your** judgment that will determine whether a player will be benched after committing his fourth personal foul in the third quarter. **Your** decisions will be influenced by the abilities of your own players, and also by the strengths and weaknesses of your opponents.

On offense, you must decide whether to direct your attack against an opponent's defensive weakness, or to work with your own scoring strength. Also, you may elect to exploit a height advantage conceded to one of your players by playing him inside. It is not an easy decision as your opponent may complicate matters by doubleteaming your best offensive threat, or any other player for that matter. **You** may be influenced by your opponent's defensive center's capabilities. If he is a tower of strength, you may have your center shoot from the outside in an attempt to draw him outside, thereby, opening up the "driving game" for the rest of your players. In Strat-O-Matic,

JULIUS ERVING PHILADELPHIA		HEIGHT 6-6	WEIGHT 210
Foul Shooting 2-8, 10		REST 12	MINUTES
Assist 5, 0		OFFENSIVE REBOUNDING	
3-Pt. Shooting 2-4, 11		GUARD-3 RIGHT FORWARD-0	
SHOOTING		DEFENSIVE REBOUNDING	
2		GUARD-3 RIGHT FORWARD-0	
SHOT	PASSING	DEFENSE	
2.	26-28-Turnover	1-2 - Steal-take open shot	
3. 0	29-32-Pass to highest rated shooter for shot	-Steal-no shot Look at control	
4. 0		3-4 - F(1)	
5.		5-10 - Pass to any 1+ shooter for shot	
6.		11-15 - Shot	
7. F(2)		SHOT RESULTS	
8. X		16-19 - Shot-good	
9. X		20-25 - Shot-no good	
10. X,1-11			
11. X+F(1)			
12.			

**SAMPLE
PLAYER
CARD**

**ACTUAL SIZE
2 7/8" x 5"**

**1- COLOR
PERFORATED
CARD**



a defensive center actually can affect all penetration shots attempted by every player, and influence the other team to shoot outside. Perhaps your most important offensive decision involves the fastbreak. Should you use the fastbreak frequently, rarely, or somewhere in between? Your decision will be based upon evaluation of many factors including the fastbreak passing ability at your playmaking guard, the quickness and fastbreak shooting ability of your shooting forward and guard, the opposition, and the score of the game.

On defense, **You** must anticipate your opponent's offense. Aware of your opponent's strengths and weaknesses, and his play calling frequencies of the past, **You** can set your defense up accordingly. You can choose to doubleteam any player. However, this strategy may backfire when a player who is left unguarded attempts a field goal. **You** must decide whether your center should be positioned near the basket, or moved outside to prevent an outside shot by his opposing center. If your center plays near the basket, he will help his teammates tremendously by stopping penetrating shots. However, if his opponent develops a "hot hand" from the outside, you can alter your strategy. Trailing by several points, you may decide to "go to the press," fully realizing that your players will foul more often and give up some high percentage fastbreak shots. However, this decision may result in several turnovers that may alter the outcome of the contest. As you know, Strat-O-Matic provides you with an accurate calculation of each player's individual defensive abilities. In addition, each team is also rated for its defensive capabilities which are incorporated into three types of defensive cards. You may elect "to sag" on your opponent's inside scoring threat, play the outside shooters close, or simply play a straight, hardnose defense. The choice is yours in Strat-O-Matic! All such potential coaching maneuvers are available for your use in the advanced version, and several in the basic game.

Strat-O-Matic Pro Basketball's statistical accuracy as reflected on each individual player card is precise. Your coaching is the factor that can alter the accuracy of the results. It is your coaching that influences the performance of your team. If you coach Cleveland in exactly the same fashion as their coach, your Cleveland statistics will be very similar to the actual statistics established by both Cleveland players and the team. However, if you use innovations in your coaching, you will alter Cleveland's statistics, and perhaps improve upon them. Strat-O-Matic is purposely set up in this way, because realistically, a change of the actual team coach affects the performance

of the players. Perhaps you will choose to coach a team differently than does its actual coach. If so, you will not only alter the statistical performances of the players, but even more importantly, you will affect the team's performance positively, or adversely. Of course, you may completely agree with the coaches' techniques, and therefore, choose to handle their teams in the same manner. **Your** coaching ability is the major factor influencing victory or defeat between teams of equal ability! However, as in pro basketball, you cannot expect to coach Charlotte to the NBA championship. Charlotte's personnel limits your coaching ability just as it does for their coach. 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.

(For example purposes, Strat-O-Matic has enclosed reproductions of two past season player cards - Julius Erving and Alex English. These cards are not included with your purchase of a 2004-2005 season basketball game.)

HOW TO PLAY STRAT-O-MATIC BASKETBALL

Strat-O-Matic Basketball is actually two totally different games in one.

- 1 - A basic game which is geared to be played by 10 to 13 year olds.
- 2 - An advanced game to be played by adults.

BASIC GAME

Strat-O-Matic Basketball is played according to pro basketball rules. Each offensive player is represented by a card (see Julius Erving), and each team's defense is represented by one card (see New York defensive card). A jump ball begins play. Once team control is established, a pick from the action deck activates play. In reading the action deck, refer to home or visitors column whichever corresponds to the team in control of the ball. When a shot occurs, roll three dice, one black and two white, to determine the outcome. When the dice are rolled, the special black die is read



**BASIC ACTION DECK CARD
ACTUAL SIZE 1 7/8" x 2 7/8"**

HOME	VISITORS
Passing 28	Shot
CONTROL RF ASSIST C (2.0)	
REBOUND Defensive Center 15	

**SAMPLE PLAYER CARD
ACTUAL SIZE 2 7/8" x 5"
1- COLOR PERFORATED CARD**

BASIC DEFENSE NEW YORK	
3-PT SHOOTING	2-4, 12
2.	
3.	
4. X, 1-10	
5. Offensive foul	
6. X	
7.	X only if player is not guarded
8.	X only if player is not guarded
9. X	
10. X	
11. X	
12. X	

separately from the white dice total. If the special black die yields an X or no value (blank), you refer to the offensive player card involved in the play. If the special black die's reading is D, you refer to the defensive card at the team presently playing defense. Thus, the special black die has only one purpose: To determine whether you refer to the offensive or defensive playing card involved. The white dice reading refers to the series of numbers found underneath the correct column of the play.

For example, assume visiting Philadelphia RF, Julius Erving, has control of the ball. If the sample action deck card were selected, refer to the visitors' team portion of the

SCORE

LEFT FORWARD **LEFT GUARD** **RIGHT GUARD** **RIGHT FORWARD** **CENTER**

DOUBLE TEAMING PLAYER (LF, LG, RG, RF, C)

PLAYER DOUBLE TEAMED (LF, LG, RG, RF, C)

JUMP BALL RESULTS

POSSIBLE INJURY

FASTBREAK **PRESS** **TIMEOUTS** (1-7)

Strat-O-Matic PRO BASKETBALL

POSSIBLE INJURY

POSSIBLE INJURY	# OF GAMES OUT OF LINEUP
1. Calf Strain	1-7
2. Left Ankle Sprain	8-10
3. Right Ankle Sprain	11-12
4. Left Knee Sprain	13-15
5. Right Knee Sprain	16-18
6. Hip Strain	19-21
7. Left Shoulder Sprain	22-24
8. Right Shoulder Sprain	25-27
9. Left Elbow Sprain	28-30
10. Right Elbow Sprain	31-33
11. Left Wrist Sprain	34-36
12. Right Wrist Sprain	37-39
13. Left Hand Sprain	40-42
14. Right Hand Sprain	43-45
15. Left Forearm Sprain	46-48
16. Right Forearm Sprain	49-51
17. Left Thumb Sprain	52-54
18. Right Thumb Sprain	55-57
19. Left Index Sprain	58-60
20. Right Index Sprain	61-63
21. Left Middle Sprain	64-66
22. Right Middle Sprain	67-69
23. Left Ring Sprain	70-72
24. Right Ring Sprain	73-75
25. Left Pinky Sprain	76-78
26. Right Pinky Sprain	79-81
27. Left Ring Sprain	82-84
28. Right Ring Sprain	85-87
29. Left Middle Sprain	88-90
30. Right Middle Sprain	91-93
31. Left Index Sprain	94-96
32. Right Index Sprain	97-99
33. Left Middle Sprain	100

Playing Court
Actual Size 9" x 18"



card (Philadelphia is the visiting team). Erving has a shot. All three dice are then rolled yielding a black X and a white dice total of 8. Refer to Erving's card to number 8. As an X is located opposite number 8, the shot is good. However, if the dice roll yielded a black D and a white dice total of 3, refer to the New York defensive card to the number 3. As nothing is located opposite number 3, the shot is no good. The basic action deck is also used to determine results other than shooting. For example, if Philadelphia were the home team and the action deck card found on page 2 was drawn, Erving is involved in a passing situation. Simply refer to Erving's passing column to number 28. The result is a turnover.

As each offensive and defensive card is a unique chart in itself, it is seldom necessary to refer to outside charts. As a result of the complete nature of each offensive and defensive card, the Strat-O-Matic Basketball Basic Game is played in 45 minutes. The basic game may be played in a solitaire fashion or by two or more persons.

ADVANCED GAME

The advanced action deck is an expanded edition of the basic action deck. Additional features such as fastbreak, press, and switching are included in the advanced action deck. In addition, team defense is represented by three defense cards. To illustrate, let us assume that an advanced action card is selected with the following reading, "any shot." Let us further assume that Alex English of Denver is controlling the ball, and that Denver is playing a normal offense against Detroit. However, Detroit has elected from its three defensive cards (close, normal and sag) to play a sag defense. This defense reduces inside shooting accuracy, but increases outside shooting accuracy. English's coach decides upon an outside shot to take advantage of the sag defense. The dice are rolled, revealing a blank black die reading and a white dice total of 7. As the black die is blank, refer to English's outside shooting column (O) to number 7. The shot is good (X). If a D-4 were rolled, refer to the Detroit defensive card underneath the outside shooting column to number 4. The shot is good. Assuming the same dice roll (D-4), had English shot an inside shot, the shot would not be good (see I or inside and rebound column number-4).

ALEX ENGLISH DENVER

HEIGHT 6-7 WEIGHT 190 REST 6 MINUTES

Foul Shooting 2-9

Assist

Block

3-PT. Shooting 2-3.11

SHOOTING		OFFENSIVE REBOUNDING	
3	3	RIGHT FORWARD-1	LEFT FORWARD-D
SHOOTING TENDENCY		DEFENSIVE REBOUNDING	
***1	***1	RIGHT FORWARD-D	LEFT FORWARD-D

PASSING		DEFENSE	
NORMAL		21-22 - Steel	
2	2	2	2
3	3 X	3	3 X+
4 (F2)	4 X 1-14	4 X+	4 X+
5	5 1-11	5 O	5 X
6	6 O	6	6 X
7 X	7 (F2)	7 (F2)	7 X
8 X	8	8 X	8
9 X	9 BL	9 BL	9 (F2)
10 X 1-9	10 X (F1)	10 X 1-11	10
11 O 1-7	11 O	11	11
12	12 O	12	12

FASTBREAK

1-1 (TLF) 2-1 (TGI) 3-8 - Steal 9-12 - T 13-15 - Dazz 16-20 - FB shot

21-22 - Steel 23-45 - Pass to any 1+ for pos. shot 3-20 - Open pos shot 46-49 - Pos shot

50-51 - T

X COLUMN

	O	P	I	F
GOOD	2-5	27	2-6	2-7
	11	10	10	10

STATISTICS

MINUTES PER GAME	FIELDGOAL ATTEMPTS PER 40 MINUTES	FIELDGOAL PERCENT	FREETHROW PERCENT
36	29.9	50.3	84.4

BLOCKS 21 **STEALS** 73 **REBOUNDS** 344 **ASSISTS** 422 **AVERAGE POINTS** 28.5

ADVANCED PLAYER CARDS

ADVANCED DEFENSE DETROIT

SAG DEFENSE

O	P	I	F	3-PT.
2	2	2 O	2	2
3	3	3 X, 1-10	3 X, 1-17	3
4 X	4 (F2)	4	4 X	4 X
5 X	5 X	5 O	5 X	5 X
6	6 X	6	6	6 X
7	7	7	7	7
8	8	8 O	8 X	8 X
9 X	9	9	9 X	9 X, 1-6
10 X	10	10 O	10	10 X
11	11	11	11 X	11 X
12 X, 1-7	12	12 O, 1-13	12 (F2)	12 X

7. Inside Man's Block Rating NOT applicable against open Man - Shot Missed

Our advanced basketball game allows you, the coach, tremendous control through the use of many offensive and defensive devices and accurately captures both the strengths and weaknesses of all NBA players. Yet, it is easy to understand and simple to play. Unencumbered by numerous referral charts, Strat-O-Matic Pro Basketball "flows naturally." As in the basic game, a period is concluded with the playing of all 60 action deck cards. Utilization of the deck as a clock eliminates the tedious procedure of recording time separately. An advanced game can be completed in 70 minutes, and can be played in a solitaire fashion, or by two or more persons.

When purchasing Strat-O-Matic, you actually receive player cards and all game parts for both basic and advanced versions. In essence, you are purchasing two games for the price of one. Perhaps you will prefer playing our basic game to our advanced game or vice-versa. In either instance, you will be thrilled and amazed by the rapid play and realism that each game has to offer.

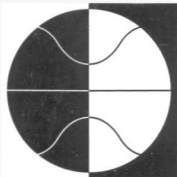
Each year a new set of player cards, based on the most current averages is made available at a nominal cost. Individual orders for less than 30 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately September of each year. The advanced side of each player card is printed in two colors on perforated stock. As in the past, the basic side of each player card is printed in one color.

Strat-O-Matic Pro Basketball is colorfully and simply set up. It is equipped with individual player cards and all other essentials necessary for both the basic and advanced games. The cover is extremely attractive, and the game box (measuring 9 7/8" x 19 1/2") is very sturdy. You will be as pleased with the appearance of Strat-O-Matic Pro Basketball as you will be with its contents!

ACTUAL SIZE 2 7/8" x 5"

2-COLOR PERFORATED CARD

Strat-O-Matic



HOW TO PURCHASE

To receive your set of Strat-O-Matic Pro Basketball, simply fill out the coupon found below and enclose a credit card number, check, money order, or cash. We pay the postage for all prepaid orders. If requested, we ship Strat-O-Matic Pro Basketball 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 \$12.00 to \$15.00 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.



STRAT-O-MATIC PRO BASKETBALL GAME PRICE LIST

Strat-O-Matic Game Co. presents two basketball game sets containing game parts for both the basic and advanced games. Each set is the same, with one exception; The number of teams contained in each set. Both sets offer you the finest in basketball realism and entertainment.

DELUXE SET

Includes all 30 NBA teams. A wonderful gift for the avid basketball fan. You play the entire schedule for all NBA teams, the All-Star game and the playoffs. Each team contains 10 players computed for both basic and advanced game play. A total of 300 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included.

PRICE. \$39.25 (price includes handling)

SELECTOR SET

You select any number of your favorite teams from the 30 available NBA teams, and establish your own league with your favorite basketball teams! **PRICE \$22.00** (price includes handling) for the first 5 teams, and \$1.05 for each additional team added. For example, an order for 7 teams cost \$24.10 (\$22.00 for the first 5 teams and \$1.05 each for the sixth and seventh teams). Each team contains 10 players computed for both basic and advanced game play. Instructions and all game parts necessary for both the basic and advanced games are included.

ADDITIONAL PLAYERS PURCHASE

We are releasing for our most avid basketball fans 72 additional NBA players from the 2004-2005 season. This will enable you to add on two players or more per team. It must be noted that several of the additional player cards are based on insufficient 2004-2005 statistical data. The 72 additional players may be purchased as a separate unit only for the special price of \$5.50. 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 two game sets.

PRICE - \$5.50 (Please add \$4.50 if a game set is not purchased)

WE ARE SO CONFIDENT THAT YOU WILL BE DELIGHTED WITH ANY ONE OF THE STRAT-O-MATIC BASKETBALL GAME SETS THAT WE OFFER THIS NO RISK MONEY BACK GUARANTEE! IF FOR ANY REASON YOU ARE NOT SATISFIED WITH OUR BASKETBALL GAME RETURN IT WITHIN 30 DAYS OF RECEIPT, AND YOUR MONEY WILL BE REFUNDED.

Please allow two to seven business days upon receipt of order for delivery via UPS. For UPS 2nd Day Air Delivery (two working days from date of shipment), add \$11.00 (US addresses only for these services). Please include your street address for UPS delivery (no post office boxes). For US Post Office priority shipping, add \$4.50.

e-mail: som1@ix.netcom.com

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<p>Please send items checked below. I enclose check, money order, cash, or credit card number.</p> <p>2004-2005</p> <p><input type="checkbox"/> Deluxe Set, Postpaid at \$39.25</p> <p><input type="checkbox"/> Selector Set (teams circled to the right), Postpaid at \$22.00 for the first 5 teams and \$1.05 for each additional team added.</p> <p><input type="checkbox"/> 72 additional players at \$5.50 (\$10.00 if no game is purchased)</p>	<p>Eastern Conf.</p> <p>Atlanta Boston Charlotte Chicago Cleveland Detroit Indiana Miami Milwaukee New Jersey New York Orlando Philadelphia Toronto Washington</p>	<p>Western Conf.</p> <p>Dallas Denver Golden State Houston Los Angeles C Los Angeles L Memphis Minnesota New Orleans Phoenix Portland Sacramento San Antonio Seattle Utah</p>	<p>Total merchandise purchased <input type="text"/></p> <p>N.Y. residents, add sales tax <input type="text"/></p> <p>Canadian and foreign orders add 15% to total purchases <input type="text"/></p> <p>Special postage costs found below.</p> <p>US Post Office Priority shipping - \$4.50 <input type="text"/></p> <p>UPS 2nd Day Air (delivery two working days from date of shipment) - \$11.00 <input type="text"/></p> <p>Air Mail -Canada ONLY - \$3.00 <input type="text"/></p> <p>GRAND TOTAL <input type="text"/></p>	<p>If I am not 100% thrilled, you guarantee my money refunded on return of game within 30 days from receipt.</p> <p>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 - UNITED STATES CURRENCY ONLY. - Sorry no checks drawn on foreign banks.</p> <p>NAME.....<input type="text"/></p> <p>ADDRESS.....<input type="text"/> APT #.....<input type="text"/></p> <p>CITY.....<input type="text"/> STATE.....<input type="text"/> ZIP.....<input type="text"/></p> <p><input type="checkbox"/> Send the set checked COD. I realize I must pay postage, plus COD charges. All COD's require a \$12.00 deposit.</p> <p>Mastercard/Visa _____ / _____ / _____ / _____</p> <p>Expiration date ____ / ____ / ____</p>
<p>MONEY BACK GUARANTEE OF SATISFACTION</p>			<p>STRAT-O-MATIC GAME CO., INC., 46 RAILROAD PLAZA, GLEN HEAD, NEW YORK 11545</p>	