



After 14 years of concentrated research, the Strat-O-Matic Game Co. has created a baseball game that is actually two games in one—a basic version and an advanced version. The 1975-76 baseball game depicts unbelievably all the realistic aspects of baseball; gives complete strategical control to you, the manager. The portrayal of the hitting, pitching, fielding, and running ability of 480 major league players represented in Strat-O-Matic baseball is truly amazing!

Each hitter's card (see Joe Morgan and Pete Rose) reflects the 1975 statistics for that player. His batting average, the number of his doubles, triples, homeruns, walks, and strikeouts, even the number of times grounded into double-plays, as well as other minute details are reflected in his card. Each hitter's good qualities are measured as accurately as his poor ones! Thus, although Mike Schmidt will be among the National League leaders in homeruns, he will also be among the leaders in strikeouts; Bill Madlock will hit for the high average which most likely will place him among the National League batting leaders, but his homerun frequency will be less than that of most major league hitters.

Each pitcher's card (see Bill Lee and Luis Tiant) depicts accurately the 1975 statistics of that player. The number of walks, strikeouts, hits allowed, home runs yielded, and other technical details are reflected in the computation of each pitcher's card. The individual accuracy concerning each pitcher's actual record is startling! As in real life, Gaylord Perry of the Texas Rangers shows terrific control, and is difficult to hit, but yields more homeruns than the average major league pitcher. Tom Seaver will most likely lead the National League in strikeouts. He will be one of the most difficult pitchers to hit and he will yield fewer homeruns than most major league pitchers. Randy Jones of the San Diego Padres does not strike out as many batters as most starting pitchers over a season, but he will yield fewer hits and walks than most of these same pitchers.

In Strat-O-Matic Baseball, as in major league baseball, the fielding ability of each player is very important.

Better infielders, such as Brooks Robinson, of the Baltimore

Orioles, are involved in more double plays, make less errors and take more would-be base hits away from hitters than other infielders. An outfielder like Paul Blair makes brilliant catches (robbing hitters of possible doubles or triples) that other fielders fail to do. A catcher such as Johnny Bench provides you with a rifle-like arm to deter base runners from stealing.

Strat-O-Matic Baseball provides individual ratings for stealing and running for each player. As in major league baseball, your more proficient base stealers have potentially a better chance to steal than most base runners. Also, your better base runners have a greater potential to advance an extra base on a single or a double. Thus, Dave Lopes has the potential to lead the National League in base stealing. However, it is YOU, THE MANAGER, who gives Lopes the "go" sign to steal. YOU, THE MANAGER, decide whether Tommy Harper, one of baseball's finest base runners, should take the extra base on a single, or score on a double from first.

The realism of Strat-O-Matic Baseball is uncanny! Even such minute details as injuries are calculated. A brittle player, such as Willie McCovey of the San Diego Padres, is most likely to sit out several games due to recurring injuries, whereas the more durable players seldom get hurt.

Strat-O-Matic Baseball gives you the most realistic team picture possible. For example, the Los Angeles Dodgers present you with a fine pitching staff. Andy Messersmith, Don Sutton, Burt Hooton, and Mike Marshall are bright standouts of a quality mound staff. Offensively, the Dodgers are led by the explosive bats of Jim Wynn, Steve Garvey and Ron Cey. The base running

STRAT-O-MATIC GAME CO., INC., 46 RAILROAD PLAZA, GLEN HEAD, NEW YORK 11545

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Strat-O-Matic Baseball. Baseball translates very well to the game board because of the pitcher-batter confrontation and the sport's statistical nature. Strat-O-Matic is probably the best game at recreating the strategies and subtleties of the national pastime. It's based on computerized probabilities and players' actual records. Two current teams are included, and others may be ordered, including teams of yesteryear.

Dice provide the luck factor, the rest is knuckleball baseball realism. Strat-O-Matic provides for basic and advanced play. The game's popularity has inspired the formation of Strat-O-Matic baseball leagues around the nation, and there are buffs who drive to the company's doorsteps each spring to pick up the new teams. \$9; 19½" x 10" x 1½"; Strat-O-Matic Game Co., Inc., 4 Railroad Plaza, Glen Head, N.Y. 11545.

JOE MORGAN

 secondbase-1 stealing-AA
 running 1-17

CINCINNATI REDS

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

1975 BATTING RECORD

AT BATS	DOUBLES	TRIPLES	HOMERUNS
498	27	6	17
AVERAGE	WALKS	STRIKEOUTS	
.327	132	52	

LUIS TIANT

1 pitcher-starter

PITCHING CARD
BOSTON RED SOX

4	5	6
2- groundball (1b) C	2- FLYBALL (rf) X	2- groundball (p) B
3- GROUND-BALL(p) X	3- strikeout	3- FLYBALL (lf) X
4- WALK	4- CATCHER'S CARD X	4- SINGLE
5- flyball (cf) B	5- groundball (2b) C	5- SINGLE
6- popout (1b)	6- GROUND-BALL(ss) X	6- SINGLE* 1-9
7- strikeout	7- strikeout	lineout (3b) 10-20
8- flyball (rf) B	8- HOMERUN 1-12	7- GROUND-BALL(2b) X
9- flyball (cf) C	DOUBLE 13-20	8- popout (2b)
10- GROUND-BALL(3b) X	9- TRIPLE 1-4	9- flyball (lf) B
11- GROUND-BALL(ss) X	SINGLE** 5-20	10- FLYBALL (cf) X
12- FLYBALL (rf) X	10- DOUBLE	11- GROUND-BALL(1b) X
	11- WALK	12- groundball (1b) C
	12- WALK	

1975 PITCHING RECORD

WON	LOST	E.R.A.	INNINGS PITCHED
18	14	4.02	260
HITS ALLOWED	WALKS ALLOWED	STRIKEOUTS	HOMERUNS ALLOWED
262	72	142	25

ability of Dave Lopes will be a source of satisfaction to you. Defensively, catcher Steve Yeager, first baseman Garvey and left fielder Buckner will sparkle for you. However, the need for a good defensive center fielder and a more consistent double play combination will annoy you constantly.

Strat-O-Matic Baseball's statistical accuracy is uncanny. It is simply set up thereby allowing maximum enjoyment for yourself and your friends. To insure this amazing accuracy, Strat-O-Matic Baseball has been mathematically set up and processed by computers located at the Banner Computer Corporation of New York, one of the most aggressive computer firms in the country. No other baseball game's accuracy has been guaranteed in such manner.

*Strat-O-Matic Baseball presents you with lifelike replicas of major league players whose actual playing ability has been accurately measured in every minute detail. Essentially, however, this game is a constant mental struggle between opposing managers. The opportunity is now **YOURS** to participate in Big League Baseball in its key position—as an actual Major League Manager! It is **YOU** the Manager, who must be able to coordinate, maneuver and apply all strategic moves at the appropriate time to achieve victory. Thus, in the long run, it is possible for a weaker team with good managing to defeat a superior team with poor managing. Time and again, it will be*

***YOUR** managing ability that makes the difference between victory and defeat.*

YOU are responsible for arranging the batting order. **YOU** must weigh the hitting ability of one player against the defensive ability of another player. **YOU** have to adjust your batting order due to injuries, players in slumps, and in hitting streaks, in an effort to reverse a losing streak. **YOU** have to arrange the pitching rotations and designate the appropriate time to relieve your starting pitchers. The selection of pinch-hitters and pinch-runners, and the insertion of a good fielder in the late innings is **YOUR** responsibility.

These decisions are not simple ones to make. For example, inserting the "wrong" relief pitcher or pinch-hitter can be disastrous. The insertion of a good fielder for a good hitter with defensive shortcomings too early in the game can be embarrassing. The proper time to "pull" a starting pitcher calls for another managerial decision that can determine the outcome of the game. If **YOU**, the manager, allow the starting pitcher to continue, it is very possible he may be hit very hard, whereas the "right" relief pitcher retires the side without difficulty. The reverse may also occur.

Important managerial problems arise even when your team is in the field, such as whether or not to intentionally walk a batter. Such defensive decisions are determined by **YOUR**

averages established by both Dodger players and team. But, if you use innovations in your management, you will alter the Dodger averages, and perhaps improve upon them. Strat-O-Matic is purposely set up in this way, because realistically, a change of managers of a major league team does affect the performances of the players.

YOU too, are able to influence a team's performance. Perhaps, you will choose to manage a major league team differently than does its actual manager. You may be more aggressive on the bases, depend more on the sacrifice, and hit and run, than on the long ball, or play your defensive standouts in lieu of your big hitters. If so, you alter the statistical performances of the players, and even more importantly, you effect the **TEAM'S** performance positively, or adversely. Strat-O-Matic Baseball gives **YOU** the opportunity to pit **YOUR** ability to manage a team against actual big league managers. By comparing the records of the teams you manage, you determine whether or not **YOU** do a better job than real major league managers. Of course, you may completely agree with the major league managers' techniques, and therefore choose to handle their ball clubs in the same manner. **YOUR** management is a

major factor among teams of equal ability! However, as in major league baseball, you cannot expect to manage the Detroit Tigers to the American League Pennant. The Tigers' personnel limits your managerial ability just as it does Ralph Houk. In such cases, you must be content to play the role of a spoiler — to prevent the leading teams from winning the important games.

*Strat-O-Matic Baseball successfully reproduces the dramas of the pitcher-batter relationship, individual hitting, pitching, fielding, baserunning, and stealing; managerial control; and accurately incorporates these factors in a comparative record system. Strat-O-Matic has condensed Baseball's official season's records of the specific statistics regarding each player's strengths and weaknesses. This knowledge is presented to you in briefest form at the bottom of each player's card. **REGARDLESS OF THE EXTENT OF YOUR BASEBALL KNOWLEDGE**, the means are yours to accurately evaluate each player's abilities, and thereby choose a potentially winning team. Thus, any baseball fan, from 10 years to adult, can enjoy **STRAT-O-MATIC BASEBALL**.*

PETE ROSE

thirdbase-3 stealing-E
leftfield-2 running 1-16

CINCINNATI REDS

1	2	3
2- popout (2b) plus injury	2- foulout (c)	2- lineout (1b) into as many outs as possible
3- groundball (3b) B	3- groundball (ss) A	3- groundball (2b) A++
4- groundball (1b) B	4- SINGLE	4- flyball (rf) B
5- groundball (2b) A++	5- SINGLE**	5- flyball (lf) B
6- popout (3b)	6- SINGLE**	6- groundball (ss) A
7- lineout (1b)	7- SINGLE	7- WALK
8- groundball (3b) B	8- DOUBLE**	8- SINGLE*
9- flyball (cf) B	1-11 SINGLE**	1-17
10- groundball (p) A	12-20	lineout (ss) 18-20
11- groundball (ss) A	9- TRIPLE	9- WALK
12- popout (ss)	1-2	10- WALK
	DOUBLE 3-20	11- WALK
	10- HOMERUN 1-3	12- strikeout
	DOUBLE 4-20	
	11- groundball (2b) A	
	12- groundball (1b) B	

1975 BATTING RECORD

AT BATS	DOUBLES	TRIPLES	HOMERUNS
662	47	4	7
AVERAGE	WALKS	STRIKEOUTS	
.317	89	50	

BILL LEE

1 pitcher-starter
relief

PITCHING CARD

BOSTON RED SOX

4	5	6
2- strikeout	2- GROUND-BALL(ss) X	2- groundball (p) B
3- CATCHER'S CARD X	3- GROUND-BALL(1b) X	3- FLYBALL (rf) X
4- GROUND-BALL(3b) X	4- flyball (cf) B	4- popout (3b)
5- groundball (2b) C	5- popout (ss)	5- WALK
6- flyball (cf) B	6- flyball (rf) B	6- lineout (ss)
7- GROUND-BALL(2b) X	7- GROUND-BALL(ss) X	7- SINGLE* 1-8
8- DOUBLE** 1-9	8- popout (1b)	lineout (2b) 9-20
SINGLE** 10-20	9- TRIPLE 1-2	8- SINGLE
9- flyball (lf) C	SINGLE** 3-20	9- SINGLE
10- FLYBALL (cf) X	10- HOMERUN 1-13	10- SINGLE
11- GROUND-BALL(p) X	DOUBLE 14-20	11- groundball (1b) C
12- CATCHER'S CARD X	11- FLYBALL (lf) X	12- flyball (lf) B
	12- groundball (p) B	

1975 PITCHING RECORD

WON	LOST	E.R.A.	INNINGS PITCHED
17	9	3.95	260
HITS ALLOWED	WALKS ALLOWED	STRIKEOUTS	HOMERUNS ALLOWED
274	69	78	20

SAMPLE
PLAYER
CARDS
ACTUAL
SIZE
(2 3/4" X 5")

Introducing The Most Dynamic Change In Strat-O-Matic Baseball Since Its Inception

Since 1961 our Basic Game has achieved number one ranking among baseball fans by its unique combination of baseball realism, play value, and simplicity. Strat-O-Matic, in cooperation with the Banner Computer Corporation, has developed and computerized an advanced version featuring additional baseball strategy. In addition to all of the realism contained in our basic game, our advanced version also provides the following incredible features:

1. Pitcher's stamina factor now computed into pitching record.
2. Individual batter's performances computed against righty and lefty pitching.
3. Each pitcher rated against both righty and lefty batters.
4. Each player rated for hit and run and bunting ability.
5. Outfielders rated for throwing arm accuracy.

You might wonder how we were able to create an advanced game without disturbing our basic game. We simply placed all of the advanced game information on the reverse side of the basic game player cards. For example, Joe Morgan's and Luis Tiant's advanced cards found below are printed on the reverse side of their basic game cards found on page two.

If you examine Morgan's player card, you will note that his card is divided into two parts - against left handed pitching and against right handed pitching. Therefore, if left hand hitting Joe Morgan were facing a left handed pitcher, refer to the left hand side of his card, and if he were facing a right handed pitcher, refer to the right hand side of his card. For example, with a lefty pitching, a white 2 and a red dice total of 7 is rolled, he would strikeout. Assuming the same dice total against a right handed pitcher, he would walk. Morgan's card has been computed so that he will perform realistically against both left handed and right handed pitching.

Right-handed Luis Tiant's pitching card is read in the same fashion as Morgan's. For example, facing Morgan a left hand batter, a white 4 and a red dice total of 6 is rolled, the result is a walk. However, if Tiant were facing a right hand batter (assuming the same dice roll) the batter would strikeout. Tiant's pitching card has been computed to depict his actual performance against both right and left hand batters.

What does this mean to you the manager? YOU the manager can now platoon your hitters by inserting your right hand batters against a lefty pitcher, or by stacking your lineup with lefty hitters against a right hand thrower. If YOU are managing the Boston Red Sox, you will be delighted with the hitting performances of right handed swingers, Carlton Fisk and Dwight Evans against left handed pitching. You will also be aware that lefty batting Carl Yastrzemski's hitting ability "nose dives" when confronted with a left hand hurler. You will discover that certain left hand hitters such as Willie Stargell hit better against southpaw pitching and other hitters such as Rod Carew blast away against all types of pitching.

YOU will determine your selection of pitchers, particularly your relief pitchers, by their potential effectiveness against right and left hand hitting. The majority of your southpaw pitchers will be more effective against left handed batters. In fact, you may spot certain portside relievers against lefty swingers only! Beware though of the exceptions to this rule. Lefty screwball pitcher Dave Roberts of Houston is actually more effective against right handed batters. Your right hand pitchers, with some exceptions such as Jim Palmer will be more effective against righty swingers, but the difference in effectiveness will vary from pitcher to pitcher.

You need not actually know such information before playing the advanced version of Strat-O-Matic Baseball. A player's abilities may be easily ascertained by simply comparing the left hand of his card to his right hand side. As you play Strat-O-Matic, you will soon discover the abilities of each player to deliver in certain situations.

The use of strategy is stressed beyond belief in our new advanced version. For example, New York Met's Felix Millan is at bat with a runner on base. As the Met manager, do YOU sacrifice, hit and run or hit away? Millan is an excellent bunter and a good hit and run man. Your opposing manager may play his infield in suspecting a bunt or perhaps play his infield back, holding the runner on base. All these options, for both offense and defense, are present in Strat-O-Matic.

The Strat-O-Matic Advanced Version has many other built-in strategical

When purchasing Strat-O-Matic 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 version to our advanced version, or vice-versa. In either instance, you will be thrilled and amazed by the rapid play and realism that each version has to offer.

Each year a new set of player cards, based on the most current averages, is made available at a nominal cost. Prior year customers may purchase new player sets at pre-baseball season sale prices. Individual orders for less than twenty-four teams may also be obtained. New player card sets become available approximately March 20th of each year.

Strat-O-Matic Baseball is colorfully, and simply set up. It is equipped with individual player cards, a strategy chart, fielding chart, dice, baserunner markers, injury card, and other essentials for a complete game. The cover is truly a work of art, and the game box (measuring 11 1/2" x 20 1/2") is the finest of its kind. You will be as pleased with the appearance of Strat-O-Matic baseball as you will be with its contents.



L	JOE MORGAN					
	2b-1 power-N			stealing-AA running 1-17		
	AGAINST LEFT-HAND PITCHER 29%			AGAINST RIGHT-HAND PITCHER 71%		
1	2	3	1	2	3	
2- HBP	2- gb (p) B	2- gb (ss) B	2- HBP	2- gb (1b) B	2- gb (1b) B	
3- gb (3b) B	3- gb (1b) B	3- gb (p) B	3- gb (3b) B	3- gb (3b) B	3- gb (1b) B	
4- fly (rf) B ?	4- fly (cf) B ?	4- gb (1b) B	4- fly (rf) B ?	4- fly (rf) B ?	4- gb (2b) A +	
5- HR 1-14	5- WALK	5- WALK	5- HOMERUN	5- WALK	5- WALK	
DO 15-20	6- WALK	6- WALK	6- TR 1-7	6- SI* 1-13	6- WALK	
6- DO** 1-18	7- strikeout	7- WALK	DO 8-20	lo(2b) 14-20	7- WALK	
SI** 19-20	8- gb (2b) A +	8- WALK	7- DO** 1-2	7- WALK	8- WALK	
7- SINGLE (lf)	9- gb (3b) B	9- WALK	SI** 3-20	8- fly (cf) B ?	9- WALK	
8- SINGLE (rf)	10- fly (cf) B ?	10- fly (rf) B ?	8- SINGLE (lf)	9- strikeout	10- fly (rf) B ?	
9- SI* 1-10	11- gb (1b) B	11- WALK	9- SINGLE (rf)	10- gb (2b) A +	11- WALK	
lo(2b) 11-20	12- gb (ss) B	12- lo(2b) max	10- SINGLE (cf)	11- gb (1b) B	12- lo(2b) max	
10- fly (rf) B ?			11- gb (3b) B	12- gb (1b) B		
11- gb (1b) B			12- fly (cf) B			
12- gb (2b) A + plus injury			plus injury			

L	LUIS TIANT					
	throws RIGHT			#1R pitcher- starter(8)●		
	AGAINST LEFT-HAND BATTER 47%			AGAINST RIGHT-HAND BATTER 53%		
4	5	6	4	5	6	
2- gb (p) B ●	2- fly (cf) C	2- fly (cf) C	2- fly (cf) C ●	2- fly (cf) C	2- fly (lf) B	
3- GB (p) X	3- FLY (lf) X	3- gb (1b) C	3- GB*(1b) X	3- FLY (rf) X	3- gb (p) B	
4- strikeout ●	4- GB (ss) X	4- FLY (cf) X	4- strikeout ●	4- GB (ss) X	4- FLY (cf) X	
5- gb (2b) C	5- fly (cf) B	5- GB (ss) X	5- GB (ss) X	5- gb (2b) C	5- WALK	
6- WALK	6- fly (lf) B	6- GB (2b) X	6- strikeout ●	6- fly (rf) B	6- GB (2b) X	
7- SI* 1-10	7- SINGLE (rf)	7- strikeout ●	7- strikeout ●	7- DO** 1-7	7- strikeout	
lo(ss) 11-20	8- popout (3b)	8- DO** 1-17	8- fly (lf) B	SI** 8-20	8- TR 1-6	
8- fly (rf) B	9- lineout (2b)	SI** 18-20	9- SI* 1	8- popout (1b)	SI** 7-20	
9- SINGLE (cf)	10- GB (3b) X	9- TR 1-8	lo(2b) 2-20	9- fly (cf) B	9- N-HR 1-4	
10- CATCH-X	11- FLY (rf) X	DO 9-20	10- CATCH-X	10- GB (3b) X	DO 5-20	
11- GB (1b) X	12- fly (cf) C	10- N-HR 1-13	11- FLY (lf) X	11- gb (1b) C	10- N-HR	
12- gb (p) B		DO 14-20	12- fly (cf) C	12- fly (cf) C	11- GB (p) X	
		11- WALK			12- GB (2b) X	
		12- GB (2b) X				