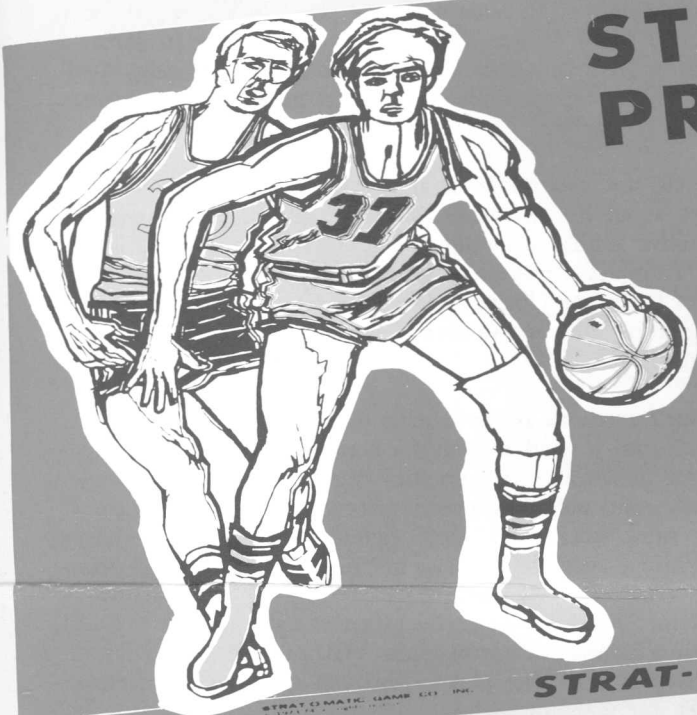


# STRAT-O-MATIC PRO BASKETBALL



**PRO BASKETBALL PLAYERS  
SHOOT, PASS, REBOUND,  
AND PLAY DEFENSE AS THEY  
DO IN REAL LIFE**

Replay the playoffs, organize your own leagues, and play all-star games. An opportunity to coach the top players and the second stringers also.

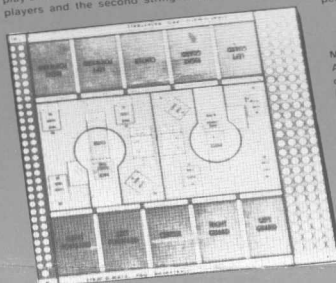
## TWO GAMES IN ONE

### BASIC Version for Teens

Easy and exciting to play. Each player is represented by a unique card that is totally computed to reflect each player's abilities. Results are obtained through the use of 3 dice and the player cards. May be played on a solitary basis or by 2 or more persons.

### ADVANCED Version for Adults

Most sophisticated basketball game ever invented. Advanced version includes a never-before visual dimension found in no other statistically oriented basketball game. You setup and maneuver both defenses on a colorful playing board enabling both coaches to see the strengths and weaknesses of their defenses. More strategy moves are possible with Strat-o-Matic than any other basketball game. As in the basic game, each player is represented by a unique card, and action is activated by the use of 3 dice. May be played by 2 or more persons.



**STRAT-O-MATIC PRO BASKETBALL**

After two years of extensive research and testing, Strat-o-Matic Game Co. has successfully 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 1973-1974 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 strategical control of the actual shooting, defense, rebounding, and passing talents of 170 NBA players.



Each shooter's card (see Fred Carter) reflects the 1972 statistics for that player's performance. His field goal, and foul shooting percentages, his ability to shoot from the outside, or to penetrate inside, and his shooting frequency are all accurately duplicated on his card. Each player's good qualities are measured as accurately as his poor ones! Bob Love, of the Chicago Bulls, will have a below average field goal percentage, yet will still be among your leaders in scoring. Wilt Chamberlain will take advantage of fewer shooting situations than most players, but his field goal percentage will be among the highest in the league. However, it is advisable to allow Chamberlain to shoot from inside, as his outside shooting ability is poor. Other players like Walt Frazier will be equally as effective shooting outside shots as well as penetrating, or driving towards the basket. The fabulous foul shooting ability of Rick Barry is precisely reproduced in Strat-o-Matic Basketball.

Chamberlain, Wes Unseld, and Kareem Abdul-Jabbar, 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.

The passing talents of Jerry West, Len Wilkens, and Nate Archibald will be an important factor in each game. You will be astounded by their ability to set up plays, and throw "dazzling" passes that result in easy layups for teammates. Conversely, you may feel upset by an awkward center's inability to throw an important pass. In addition to individual passing, each team's turnover rate for both offensive and defensive play is accurately portrayed.

The defensive capabilities of each player is remarkably recreated in Strat-o-Matic Basketball. In the advanced version, a player's defensive ability is measured by two separate evaluations — defense against outside shots, and defense against penetration, or driving shots. Thus, Bill Bradley will be a "tiger" against an outside shooter, but will be "mauled" by an aggressive, hard driving, big forward. The defensive center play of Chamberlain, Abdul-Jabbar, and Thurmond will not only affect their opposing center's offensive abilities, but also influence the action of the opposing guards and forwards. When playing against Chamberlain, a coach may prefer to have his guards shoot outside, rather than risk a penetration shot chancing a block, or "intimidation".

The realism of Strat-o-Matic Basketball is uncanny! Even minute details such as rest and injuries are calculated. A brittle player such as Oscar Robertson of Milwaukee must be rested for a longer length of time than a more durable player such as Kareem Abdul-Jabbar.

Strat-o-Matic Basketball gives you the most realistic team picture possible. For example, the Los Angeles Lakers present you with Gail Goodrich and Jerry West, the finest scoring guard combination in Pro Basketball. The defensive and rebounding power of Wilt Chamberlain will be a dominating force. The all around play of Jim McMillian, and the rebounding strength of Bill Bridges will be sources of satisfaction to you. A solid array of substitutes will allow you to rest your starting five, and occasionally add offensive spark to your attack. However, such weaknesses as the need for more scoring strength from one forward position, and improved defensive play from a starting guard will annoy you constantly.

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 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.

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.

<b>FRED CARTER</b>		<b>PHILADELPHIA 76ers</b>	
Shooting Frequency 1-2		Height 6.03	
Foul Shooting 2-7, 9		Position (s) Guard	
Defense Rating 3		Forward	
		Rebounding 8	

MAN TO MAN DEFENSE	DOUBLETEAMED
2. offensive foul	2. offensive foul
3. Foul (1)	3. Foul (1)
4. X	4.
5. X only if another player is being doubleteamed	5.
6. X	6. X
7.	7.
8.	8.
9. X, 1-9 Turnover 10-20	9. Turnover
10. Turnover	10. Turnover
11. Foul (2)	11. Foul (2)
12. X and (1)	12. Foul (2)

1972-1973 STATISTICS			
GAMES	MINUTES PER GAME	FIELDGOAL ATTEMPTS PER 48 MINUTES	FIELDGOAL PERCENT
81	37	26	42.1
FREETHROW PERCENT	REBOUNDS	ASSISTS	AVERAGE POINTS
70.4	485	349	20.0

Fred Carter — Basic Player Card

**SAMPLE  
PLAYER  
CARDS  
ACTUAL  
SIZE:**

MAN TO MAN DEFENSE		DOUBLETEAMED	
2. offensive foul		2. offensive foul	
3. Foul (1)		3. Foul (1)	
4.		4.	
5. X only if another player is being doubleteamed		5.	
6. Defense rating needed for outcome of shot		6.	
7. X, 1-15 shot missed 16-20		7. X, 1-6 shot missed 7-20	
8. Shot missed — rebound situation		8. Shot missed — rebound situation	
9. X, 1-15 turnover 16-20		9. X, 1-15 turnover 16-20	
10. Turnover		10. Turnover	
11. Foul (2)		11. Foul (2)	
12. X and (1)		12. Foul (2)	

**DEFENSE SELECTION**

MAN TO MAN	DOUBLETEAM				
○	○ LG	○ RG	○ C	○ LF	○ RF

Milwaukee Basic Defensive Card

STRAT-O-MATIC PRO BASKETBALL

82A South Bayles Avenue  
Port Washington, L. I., N. Y. 11050

TIME	STRAT-O-MATIC PRO BASKETBALL					SCORE
12:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	1 26 51 76
11:40	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	2 27 52 77
11:37	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	3 28 53 78
11:25	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	4 29 54 79
11:13	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	5 30 55 80
11:01	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	6 31 56 81
10:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	7 32 57 82
10:38	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	8 33 58 83
10:26	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	9 34 59 84
10:14	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	10 35 60 85
10:02	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	11 36 61 86
9:51	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	12 37 62 87
9:39	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	13 38 63 88
9:28	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	14 39 64 89
9:17	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	15 40 65 90
9:05	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	16 41 66 91
8:53	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	17 42 67 92
8:41	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	18 43 68 93
8:30	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	19 44 69 94
8:19	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	20 45 70 95
8:07	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	21 46 71 96
7:55	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	22 47 72 97
7:44	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	23 48 73 98
7:32	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	24 49 74 99
7:20	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	25 50 75 100
7:09	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:58	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:46	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:34	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:22	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:11	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
6:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:40	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:30	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:20	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
5:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
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4:40	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
4:30	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
4:20	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
4:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
4:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
3:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
3:40	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
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3:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
3:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
2:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
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2:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
2:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
1:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
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1:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
1:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:50	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:40	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:30	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:20	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:10	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
:00	RIGHT FORWARD	LEFT FORWARD	CENTER	RIGHT GUARD	LEFT GUARD	
TIME	STRAT-O-MATIC PRO BASKETBALL					SCORE

On offense, you must decide whether to direct your attack against an opponent's defensive weakness, or to work with your own scoring strength. 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 must decide with each field goal attempt whether to choose an outside or inside shot. 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, a defensive center actually can affect *all* penetration shots attempted by every player, and influence the other team to shoot outside.

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, or even to triple team the center. 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. YOU can then decide to play your forwards and guards back to prevent penetrating shots. Perhaps, you prefer to play your opponents aggressively close in order to reduce their outside shooting effectiveness; if so, beware of the drive. When one of your players is in foul trouble, YOU may choose to have him play "loose or back" on defense in order to avoid additional personal fouls. However, if his opponent begins to score heavily on outside shots, then what do you do? *All such potential coaching maneuvers are available for your use in the advanced version, and several in the basic game.*

ted 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 the New York Knicks in exactly the same fashion as Red Holzman, your Knick statistics will be very similar to the actual statistics established by both Knick players and the team. However, if you use innovations in your coaching, you will alter the Knick 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, and 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 the Philadelphia 76er's to the NBA championship. The 76er's personnel limits your coaching ability, just as it does Kevin Loughery's. 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.

## HOW TO PLAY STRAT-O-MATIC BASKETBALL

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

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 Fred Carter), and each team's defense is represented by one card. (See Milwaukee defensive 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 player 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 that the Philadelphia 76er's are on offense and the Milwaukee Bucks on defense. The Philadelphia coach would select a player to attempt a shot, but does not reveal his selection to his opponent. Simultaneously, the coach on defense decides upon either a man-to-man defense, or double teams a specific player, but does not reveal his decision. When both coaches are ready, they then disclose their decisions to one another. For example, the Philadelphia 76er coach chooses Fred Carter to attempt a shot, and the Milwaukee Buck coach (whose team is playing defense) selects



**Advanced  
Player  
Card  
Actual Size**

WALT FRAZIER NEW YORK KNICKS			Height 6.04 Defensive Rebounding 1-6		
Rest 3 minutes Foul Shooting 2-8, 11, 12 Defensive Rating Inside 1-2 Outside 1-6			Guard Wildcard (22) Offensive Rebounding 1-6		
Shooting 1 - 6					
OUTSIDE SHOT			PENETRATION SHOT		
Close	Back	2Tmd	Close	Back	2Tmd
2. opponent defensive rtg. X or no good		turnover	2. X and foul (1)	foul (1)	foul (1)
3. X	X		3. X and foul 1	offensive	foul
4. foul (1)	foul (2)	foul (1)	4. X		
5.	X		5. opponent defensive rtg. X or no good		turnover
6. opponent defensive rtg. X or no good		turnover	6. center defensive rating X or no good		turnover
7. X	X	X	7. X	X	
passing situation for opposing team			passing situation for opposing team		
8. shot missed rebound situation			8. shot missed rebound situation		
9.			9. foul (1)	foul (2)	foul (1)
10. foul (1)	++	foul (1)	10. TURNOVER		
11. TURNOVER			11. foul (2)	++	
12.	X	turnover	12. OFFENSIVE FOUL		
PASSING					
1 - Dazzler					
2 - Dazzler					
3 - Dazzler					
4 - Special Shot					
5 - Special Shot					
6 - Turnover					

a man-to-man defense. If a white 3 and a colored dice total of 4 is rolled, you would refer to Carter's card under man-to-man defense to number 4. As an X is located opposite number 4, the shot is good. However, if the Milwaukee coach had chosen instead to double team Fred Carter, you would refer to Carter's card underneath the double teamed column. As nothing is located opposite number 4, the shot is no good.

Under the same circumstances, with Carter as the designated shooter and a man-to-man defense selected by the Milwaukee coach, if a white 5 and a colored dice total of 4 is rolled, you would refer to the Milwaukee defensive card under man-to-man defense referring to number 4. As nothing is located opposite number 4, the shot is no good. In most situations, after a shot is made or missed, the defending team automatically gains possession of the ball, and goes on offense. In this instance, Milwaukee now would be on offense, Milwaukee's coach would then select an offensive player to attempt a shot, and the Philadelphia coach would choose a defense, and play would continue.

As each offensive and defensive card is a unique chart in itself, it is seldom necessary to refer to outside charts. Primarily, it is in instances of key rebounds, individual defense ability, jump balls, and injuries that you need to consult an outside chart. As a result of the complete nature of each offensive and defensive card, the Strat-o-Matic Basketball Basic Game is played in less than 45 minutes. The basic game may be played in a solitaire fashion or by two or more persons.

## STRAT-O-MATIC ADVANCED GAME

Where in the basic game, the defense was represented by a defensive card, in the advanced game, the defensive maneuverability of each player is represented by an individual pawn which is positioned on a playing board shown on page 3. Each positioned defensive pawn represents a player guarding, or defending an opponent playing offense. Player pawns may be placed in a close, back or double team defensive position by the defense. Close means to guard an offensive player tightly, whereas back means to allow the offensive player freedom of movement. In placing a defensive pawn on back position, you increase the chances of an offensive player scoring on an outside shot, but reduce his chances to score on a drive, or penetration shot. In placing a defensive pawn on close position, you reduce the chances of an offensive player scoring on an outside shot, but increase his chances to score on a drive, or penetration shot.

**THIS UNIQUE FEATURE OF STRAT-O-MATIC PRO BASKETBALL CANNOT BE FOUND IN ANY OTHER STATISTICALLY ORIENTED BASKETBALL GAME. IT PROVIDES YOU WITH AN INCOMPARABLE VISUAL DIMENSION THAT ALLOWS YOU UNBELIEVABLE FREEDOM OF DEFENSIVE MOVEMENT. YOUR FORMATION'S STRENGTHS AND WEAKNESSES ARE IN FULL VIEW OF YOUR OPPOSING COACH AND YOURSELF! THIS CREATES THE OPPORTUNITY FOR A TRUE BATTLE OF WITS BETWEEN YOUR OPPONENT AND YOURSELF!**

Each offensive player is represented by a card (see Walt Frazier). Note that Walt Frazier's card is divided into 2 basic types of shots — outside and penetration.

The coach on offense selects an eligible player to attempt either an outside, or penetration shot. The coach on defense may move as many as two of his defensive players after the offensive coach has indicated that he has made his selection, but before he has revealed it. Once the defensive players are moved, the offensive coach reveals his play. Three dice are rolled. Add the two colored dice together, and refer to the player's card of the player attempting to shoot. Refer with the total of the colored dice to the column that accurately describes the type of shot attempted and position of defensive player to the number rolled.

For example, let us assume that Walt Frazier is eligible to shoot, and that he attempts an outside shot with his defensive opponent playing back. The 3 dice are rolled, and the colored dice total 5. Refer to Frazier's card under outside shot back column to number 5. The result is a basket (X indicates a successful field goal attempt whereas a blank space would indicate a missed shot). Assuming the same dice roll, however, had Frazier's defensive opponent been playing *close*, you would refer to Frazier's card under outside shot close column to number 5; and the shot would *not* be good. When the play is completed, the team on defense would assume an offensive posture, and proceed as before to select a shooter. The white die's reading determines which players are eligible to shoot on the very next play, as well as in certain instances, the outcome of rebound struggles and individual player defensive play.

*In the advanced game, passing, rebounding, and defense are also individualized on a highlighted basis. Key passes, tough rebounds, or a needed defensive play will significantly affect the result of your game. Most importantly, Strat-o-Matic has eliminated methodical passing, routine rebounding, and ordinary defensive action that dominates all other statistically oriented basketball games.*

As a result of our highlighting technique, Strat-o-Matic advanced basketball game can be played in less than 60 minutes. For fans who crave rebounding and assist statistics, provisions have been made to account for all rebounds and assists.

*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. Prior year customers can purchase complete player sets at pre-basketball season sale prices. Individual orders for less than 17 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.

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 11½" by 20½") is the finest of its kind. You will be as pleased with the appearance of Strat-o-Matic Pro Basketball as you will be with its contents!

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

Strat-O-Matic Game Company presents three 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. All three sets offer you the finest in basketball realism and entertainment.

**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 TEN DAYS OF RECEIPT, AND YOUR MONEY WILL BE REFUNDED.**

### GIFT SPECIAL SET –

A power-packed assortment of the 5 finest basketball teams in the NBA. The World Champion New York Knicks, the Atlantic Division Winners, the Boston Celtics, the Central Division Winners, the Baltimore Bullets, the Midwest Division Winners, the Milwaukee Bucks, and the Western Division Winners, the Los Angeles Lakers. Each team contains 10 players computed for both basic and advanced game play. A total of 50 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included. There are no substitutions or additions to this set as it is prepacked.

**PRICE – \$5.50**

### DELUXE SET –

Includes all 17 NBA teams. A wonderful gift for the avid basketball fan. You play the entire 82 game schedule for all NBA teams, the All-Star games and the playoffs. Each team contains 10 players computed for both basic and advanced game play. A total of 170 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included.

**PRICE – \$10.50**

### SELECTOR SET –

You select any number of your favorite teams from the 17 available NBA teams, and establish your own league with your favorite basketball teams! **PRICE – \$5.75** for the first 5 teams, 50¢ additional for individual teams added. For example, an order for 7 teams costs \$6.75 (\$5.75 for the first 5 teams and 50¢ 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.

Please allow two to three weeks for delivery. For rush orders, an additional 90¢ enables you to receive your order via special delivery (delivery time – one week after receipt of order for continental United States only). APO and FPO Overseas Shipment – add \$1.00 to cost of gift to assure PAL (Parcel Airlift) Delivery.

### HOW TO PURCHASE STRAT-O-MATIC PRO BASKETBALL

Strat-o-Matic Basketball is sold throughout the United States on a mail order basis only. To receive your set of Strat-o-Matic Pro Basketball, 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 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 \$1.70 to \$2.75 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.

