



# STRAT-O-MATIC COLLEGE FOOTBALL

Amazing Card Strategy Game Blended With Football Know How.  
Play the best current College Football teams against each other and determine your own National Champion.

After four years of extensive research and testing, the Strat-O-Matic Game Co. has created a college football game that is the answer to every fan's dream. It is actually two games in one: An extraordinary football game blended with an amazing card strategy game. The 1976-77 College Football game reproduces the realistic aspects of college football teams based on their 1975 season records and gives complete strategic control to you, the coach.

Each college football team is accurately measured offensively and defensively for their running and passing games including fumble and interception occurrences, based on their 1975 statistics. These computations of each team's actual abilities are represented on a play chart (see partial sample of Oklahoma and Yale). Thus, Oklahoma University's offense is composed of a tremendous running game and a poor passing game. Oklahoma's defense will be "tight as a drum" against both the run and the pass. On the other hand, UCLA will present a fine all around offense, but unfortunately, a weak defense as compared to other major college football powers. Texas A & M is the proud possessor of an unbelievable defense, but its passing offense is just ordinary.

Strat-O-Matic has also taken into consideration schedule differences among college teams and has reproduced this important real life factor. For example, Yale University will display a strong running attack and an excellent defense against the rush when playing against Ivy League competition. However, if Yale had played a Major College schedule, their statistics would be quite different. Yale's formidable rushing offense and rush defense will be severely "blunted" by a Major College schedule.

We hope that we have not overwhelmed you with the statistical precision of Strat-O-Matic College Football, for you need not be a football expert to play Strat-O-Matic. In fact, if you can define an off tackle play and are aware of how many yards are needed for a first down, you can play Strat-O-Matic. Of course, an awareness of football strategy is extremely advantageous in playing Strat-O-Matic College Football. The directions can be read in 45 minutes or less, and once read and comprehended can be explained to another person in less than 15 minutes. Strat-O-Matic is recommended for anyone over 11 years old, male or female. Regardless of the extent of your football knowledge, the means are yours to evaluate each team's capabilities, and thereby, to play competently with each and every team. You simply compare each team's offensive and defensive play charts with its opponents to determine your own team's comparable strengths and weaknesses.

In addition to team abilities, the coaches' skillful play calling and card manipulation play an important role in the outcome of most games. At Strat-O-Matic Game Co., over 2,000 hours were devoted to actual game play. Given equal teams and equal experience in playing our college football game, a 14-point skill factor prevailed between certain partici-

...certain players participating in the game, who have consistently defeated other players. Different styles of play were developed and adjusted to suit individual team characteristics. Incidentally, the inventor of Strat-O-Matic College Football, himself, is at best considered an "adequate" player, and this is definitely a favorable evaluation.

### PLAY CHARTS FOR EVENLY MATCHED TEAMS INCLUDED IN EACH GAME

For those who prefer to play with evenly matched teams, play charts have been enclosed which will enable two players to compete on an equal basis. The characteristics of individual college teams has been eliminated, and in lieu of these factors, both players compete with identical offenses and defenses.

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

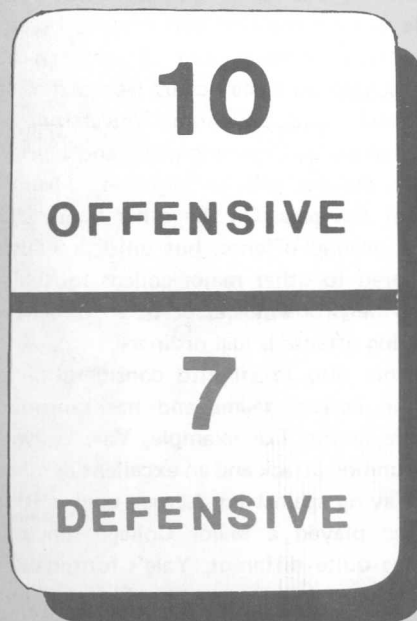
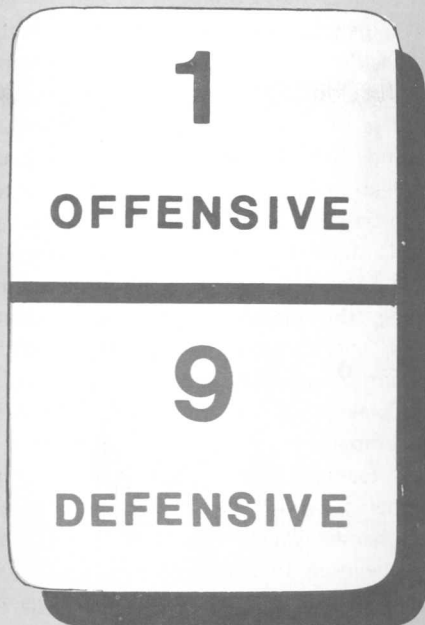
Play is activated by dealing five cards from a special "scrimmage deck" to each player. Each coach selects a play and a scrimmage card. Each scrimmage card has two different numbers, one for offense and one for defense. The value of the offensive coach's card is his offensive number only. The value of the defensive coach's card is his defensive number only. Following the revealing of the play, the scrimmage cards are then thrown. The results are obtained by subtracting the de-

difference provides the result which is to be found on the play charts. If an odd difference occurs, refer to the charts of the team playing offense. If an even difference occurs, refer to the charts of the team playing defense.

To illustrate, let us say that Oklahoma is on offense and Yale University is on defense. The Oklahoma coach would select an offensive play, while the Yale coach would select either a run or pass defense. Let us assume that the Oklahoma coach called a linebuck, and the Yale coach called a run. The play has been guessed right by the defense, and the designated cards are then revealed. If the Oklahoma coach throws an offensive 10 and the Yale coach a defensive 9, the difference would be +1 (10 minus 9). As it is an odd difference, refer to the Oklahoma offense play chart under linebuck-right column to +1. The result is a 6 yard gain. If the defense had guessed a pass instead of a run, refer to linebuck-wrong. The play would have gained 10 yards. For an offensive team to achieve a successful run, high value scrimmage card numbers such as 8, 9 or 10 are usually thrown. Conversely, in order for the defense to stop a run, high value scrimmage card numbers are also usually thrown.

A pass play works just the opposite of a run. In order for the opposition to achieve success, a low value scrimmage card number such as 1 or 2 is usually thrown. Conversely, the defense usually throws a low number to prevent a completed

## SAMPLE SCRIMMAGE CARDS — a total of 70 cards in deck



# YALE UNIVERSITY

# 1975 DEFENSE

LINEBUCK				OFF TACKLE				END RUN			
Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR
+8 Breakaway	Short gain	Breakaway	Short gain	+8 Breakaway	Short gain	Breakaway	Short gain	+8 Long gain	Short gain	Breakaway	Short gain
+6 Short gain	+8	Short gain	+9	+6 Short gain	+10	Short gain	+9	+6 +20	+10	+23	+8
+4 +6	+5	+7	+5	+4 +8	+6	+7	+5	+4 Short gain	+2	Short gain	+4
+2 +5	+3	+4	+3	+2 +4	+2	+4	+3	+2 +4	+1	+5	+1
0 +3	+1, Fumble 1-1, 2-20	0	0, Fumble 1-0, 2-20	0 +4	+1, Fumble 1-1, 2-20	0	0, Fumble 1-0, 2-20	0 +3	-2, Fumble 1-2, 2-20	0	-4, Fumble 1-4, 2-20
								-2 +2	-1	-2	-2
								-4 +1	-4	+1	-4
								-6 0	-6	0	-6
								-8 -2	-8	-2	-8

# UNIVERSITY OF OKLAHOMA

# 1975 OFFENSE

LINEBUCK				OFF TACKLE				END RUN			
Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR
+9 Long gain	Breakaway	Long gain	Breakaway	+9 Long gain	Breakaway	Long gain	Breakaway	+9 Long gain	Breakaway	Long gain	Breakaway
+7 Breakaway	Short gain	Breakaway	+23	+7 Breakaway	Short gain	Breakaway	Short gain	+7 Breakaway	Short gain	Breakaway	+9
+5 Short gain	+10	+24	Short gain	+5 +25	+11	+20	Short gain	+5 +28	+10	+30	+3
+3 Short gain	+7	Short gain	+5	+3 Short gain	+8	Short gain	+5	+3 Short gain	+7	Short gain	+2
+1 +10	+6	+3	+3, Fumble 1-5 +3, 6-20	+1 +10	+5, Fumble 1-5 +5, 6-20	+2	+2, Fumble 1-5 +2, 6-20	+1 Short gain	-2, Fumble 1-5 -2, 6-20	+5	+1, Fumble 1-5 +1, 6-20
-1 +5	+5	+3	+3	-1 +6	+4	+2	+1	-1 +9	-1	+1	0
-3 +5	+2	+5	+1	-3 +3	+3	+4	-1	-3 +4	-3	+2	-8
-5 +3	+2	+4	0	-5 +2	+2	+2	-2	-5 +3	-5	+1	-5
-7 +2	+1	+1	-1	-7 +1	+1	0	-3	-7 +2	-7	0	-7
-9 +1	0	0	-2	-9 0	0	-2	-3	-9 +1	-9	-2	-9

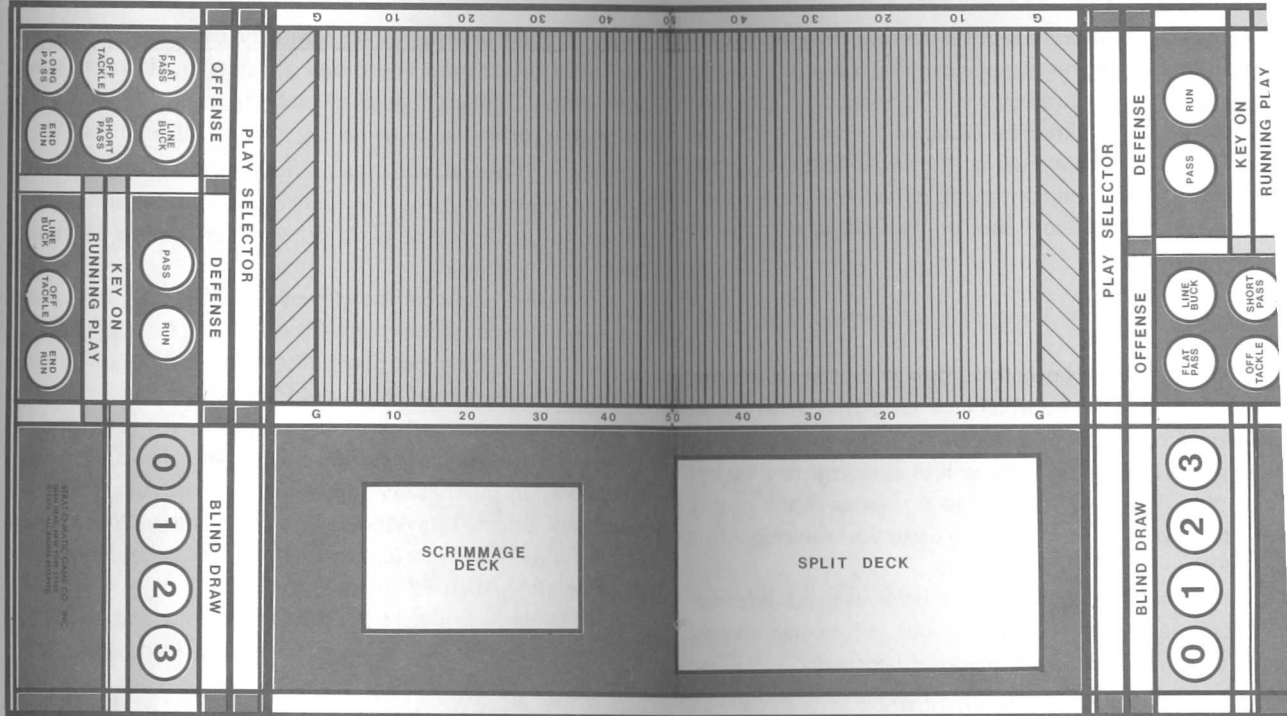
  

LONG PASS			
Wrong	Right	BDW	BDR
+8		Int +35	Int +35
+6		Int +33, 1-2 X, 3-20	-8A
+4			-10A
+2			-7A
0	Int +34, 1-4 X, 5-20	Int +34	Int +34, 1-12 X, 13-20
-2		+36, 1-3 X, 4-20	
-4	+33, 1-8 X, 9-20	-9A	+38
-6	Long gain	Long gain	+37, 1-2 X, 3-20
-8	Long gain	Long gain	Long gain

FLAT PASS				SHORT PASS				LONG PASS				
Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR	Wrong	Right	BDW	BDR	
+9		Int +7	Int +7	+9		Int +16	Int +16	+9		Int +40	Int +40	
+7		Int +6	Int +6	+7		Int +14	Int +14	+7		Int +39	Int +39	
+5			Int +4	+5		Int +13	Int +13	+5		Int +38	Int +38	
+3	Int +5		Int +5	+3	Int +15	Int +15	Int +15, 1-10 X, 11-20	+3		Int +37	Int +37	
+1	Int +3		Int +3, 1-4 X, 5-20	+1	Int +14	Int +14		+1	Int +36	Int +36, 1-5 X, 6-20	Int +36	
-1	Int +1, 1-2 X, 3-20	+5, 1-16 X, 17-20		-1	Int +12, 1-17 X, 18-20	-9A	-9A	-1	Int +32	Int +32	Int +32	
-3		+7		-3	Int +12	+12	Int +12, 1-6 X, 7-20	-3	Int +33	+37	Int +33	
-5	+7	+9		-5	+15, 1-9 X, 10-20	Int +11, 1-14 X, 15-20	+15	-5	+34, 1-9 X, 10-20	Int +34	Long gain	Int +34
-7	+9	Short gain		-7	+23	+22		-7	Long gain	Int +35	Long gain	Int +35, 1-9 X, 10-20
-9	Long gain 1-5 +25, 6-20	Long gain		-9	Long gain	Long gain		-9	+70	Int +37 1-3 X, 4-20	Long gain	

PARTIAL YALE DEFENSIVE CARD AND OKLAHOMA OFFENSIVE CARD  
ACTUAL SIZE OF EACH CARD 9" X 9"



## PLAYING FIELD GAME BOARD Actual Size 9 1/2" X 19 1/8"

pass. For example, if Oklahoma calls a long pass and throws an offensive 1, and the defense has guessed pass and throws a defensive 3, the play has been guessed right and a  $-2$  difference results. As the difference is even, refer to the Yale long pass defense-right column to  $-2$ . As the result is blank, the pass is incomplete. However, if the Yale coach anticipated a run call by the Oklahoma coach, and therefore, called a run and threw a defensive 10, the result would have been shockingly different. Assuming the same call and card thrown by Oklahoma (long pass and an offensive 1), the difference would be  $-9$  (1 minus 10). As the difference is odd, refer to the Oklahoma offense to long pass-wrong to  $-9$ . The result is  $+70$  or seventy yard gain.

"Simple," you say. And you are right! The rules for Strat-O-Matic College Football are not complex. The complexities do not appear in the rules, but rather in your own ability to conjure up offenses and defenses in conjunction with scrimmage card selection! For example, on defense, you might play for a run, but do not want to leave yourself wide open or weak against a possible attempted pass. In order to defend yourself properly, you may call a run defense and throw a 5. If Okla-

homa attempted a long pass and threw a 2, you would have guessed the play wrong but still have stopped the pass pass on Oklahoma's card  $-3$  wrong reading). If Oklahoma attempted a lineback instead and threw an 8, the play would have gained  $+7$  or 7 yards (lineback on Oklahoma's card right reading), a solid but not a substantial gain. Playing cards and defensive calling in this fashion is called hedging. Many times during a game you may prefer to hedge, rather than "go all out on a play". At other times on defense you may resort to "bluffing" or keying on a specific defensive play. On offense also, you can mixup your play selections with similar types of card strategy. However, it must be remembered that all of these maneuvers must be made within the framework of each individual team's actual abilities. When playing defense with Yale, you will gamble or "go all out" much more often than playing defense with Oklahoma. On offense, you will run most of the time with Oklahoma, occasionally throwing a long pass to keep your opponent off balance. However, in coaching Oklahoma, if you attempt to pass too much, chances are several interceptions will occur. With teams such as Arizona State and California, you will

sort to passing much more. In fact for these teams, the passing game is as important as the running game! Thus, your play selection and card playing strategies will vary according to each team's strengths and weaknesses. Obviously, it will be almost impossible for a weak team such as Yale to defeat Oklahoma. In such cases, you must be content to defeat Ivy League competition and perhaps pull off one or two big upsets against stronger teams.

### THE BLIND DRAW – A GREAT INNOVATION

Strat-O-Matic College Football is setup so that in most situations you will possess in your hand a card that as defensive coach, will control or "wipe out" your opponent's offensive play, and that as offensive coach, will enable you to play out your game plan. However, if you do not possess the proper card or if you have thrown the wrong card, you can resort to a BLIND DRAW.

A blind draw can be called after the offensive and defensive play selections have been announced, but before the selected cards have been revealed. The previously intended cards are discarded and their numbers ignored. The offensive and defensive coaches select from a deck of cards called the split deck, and use the number values found on these cards instead of the regular cards. Both players must accept the split deck number values for this play. The term "blind draw" is derived from the fact that neither coach can control the values of these cards

(high, medium or low) as he normally can when playing his own scrimmage cards. The threat of calling a blind draw keeps both teams "honest" in the football sense. For example, outrageous offensive play calling can be offset by calling a blind draw. However, each team is limited to a specific number of blind draws per game. One must be careful in utilizing this option, for to be out of blind draw options can be disastrous, especially on defense.

A complete game can be played in 75 minutes or less, once you have become familiar with Strat-O-Matic College Football. Two or more people can play Strat-O-Matic College Football. No provisions have been made yet for solitaire play.

Each year a new set of college team cards, based on the most current statistics is available at a nominal cost. Prior year customers can purchase new college team cards at pre-football season sale prices. Individual orders for less than 24 teams can also be obtained. New college team cards become available approximately August 1 of each year.

Strat-O-Matic College Football is colorfully and simply set up. It is equipped with two colored, two-sided college team cards (approximately 8" by 9"), evenly matched team play charts, game board, scrimmage deck, split deck, instructions and other essentials for a complete game. The cover is truly a work of art, and the game box (measuring 9¾" by 19½") is the finest of its kind. You will be as pleased with the appearance of Strat-O-Matic College Football as you will be with its contents.

