

Strat-O-Matic Hockey



After two years of extensive research and testing, Strat-O-Matic Game Co. has successfully created a hockey game that is the answer to every fan's dream. It is actually three distinctly different games in one: A basic game for 10-13 year olds, an advanced version for adults and a super advanced game for the fanatical fan. You will be amazed to find in Strat-O-Matic's 1978-79 Pro Hockey Game an exact reproduction of all aspects of real hockey. You will have at your disposal lifelike replicas of pro hockey 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, skating and passing talents of over 300 NHL players.

Each player's card (see Guy Lafleur and Bill Barber) reflects the 1977-78 statistics for that player. His shooting percentage, power play goals, short-handed goals, even his penalty frequency, as well as other minute details are reflected in his card. Each player's good qualities are measured as accurately as his poor ones. Offensively, Marcel Dionne will spearhead your offense with his uncanny passing and skating ability. However, at times his defense will be a troublesome problem for you. Dave "Tiger" Williams may not be a scoring threat, but he is one tough defensive player. However, his aggressiveness will occasionally lead to a foolish penalty. Dave Schultz plays an ordinary offensive and defensive game except for one important feature — he is an unsurpassed, bone-crunching intimidator.

Denis Potvin, Brad Park, and Larry Robinson will dominate opposing teams defensively by blocking shots, intercepting passes and controlling rebounds. Their overall defensive play will play a significant role for their respective teams.

The passing talents of Bryan Trottier, Jean Ratelle and Bobby Clarke will be an important factor in each game. You will be astounded by their ability to set up plays, and "thread the needle" with their passes that result in higher percentage inside shots. Conversely, you will be upset by certain players' inability to make an important pass.

The defensive capabilities of each player are remarkably recreated in Strat-O-Matic Hockey. The top rated defensive players will control play at times by continually thwarting the attacking team's attempts for a shot on goal. Aggressive players, such as Dave Schultz or Dave "Tiger" Williams, are rated for their intimidating ability as well as defensive ability. Their presence on the ice will greatly affect efforts by their opponents to shoot near the goal.

Yes, even the skating abilities for every player are measured. Players, such as Guy Lafleur and Gil Perreault, will constantly penetrate for higher percentage shots. They will also be able to outskate the defense and create a break-away situation.

The realism of Strat-O-Matic Hockey is uncanny! Even such minute details as face-off abilities are calculated. An outstanding face-off player, such as Bobby Clarke, will constantly win the important face-off.

Strat-O-Matic Hockey gives you the most realistic team picture possible. For example, the New York Islanders present you with their fine rookie, Mike Bossy, their outstanding center, Bryan Trottier, and one of the league's top defensemen in Denis Potvin. Their all-around play will be sources of satisfaction to you. However, the lack of an intimidating player and a need for more scoring punch from their third line will annoy you constantly.

Yes, even the power play scoring and penalty killing capabilities of each team are astonishingly reproduced in Strat-O-Matic Hockey. Beware of Montreal's fearsome power play scoring machine when it is matched up with one of the weakest penalty killing teams in the league, the Washington Capitals. However, the New York Islanders, one of the toughest penalty killing teams, will offer a severe test to Montreal's power play attack.

We hope that we have not overwhelmed you with the statistical precision of Strat-O-Matic Hockey, 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 hockey knowledge, Strat-O-Matic enables you to evaluate each player's abilities and, thereby, choose a potentially winning team.*

Strat-O-Matic Hockey is essentially a challenging mental struggle between opposing coaches. The opportunity is now yours to participate in hockey 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.

Such decisions are not simple ones to make. For example, substituting a good shooter for a superior defensive player can be disastrous. Key defensive 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 make other adjustments. At times, you must weigh the effect of a good offensive player versus a superior defensive player. It is YOUR judgment that will determine whether to play an all-out aggressive offense or a more conservative style of play. 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 the type of offense to play. Should you play a pressure offense, trying to create more scoring opportunities but also providing your opponents with good scoring chances if you lose the puck, or should you play a conservative offense with little offensive punch but difficult to penetrate against? Also, if you have an outside shot opportunity, should you attempt the shot or try to pass or penetrate for a better shot?

On defense, you must decide how many forecheckers to use. Do you send in three men trying to keep your opponent in his own end or do you let your opponent start his offensive action, but concentrate your team's defensive effort at the blue line, thus making it difficult to penetrate against? You must decide whether to "separate your opponent from the puck" when he has a high percentage shot. You might take the puck away from him, but you also risk the possibility of a penalty.

Strat-O-Matic Hockey'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 the New York Islanders in exactly the same fashion as Al Arbour, your Islander statistics will be very similar to the actual statistics established by both Islander players and the team. However, if you use innovations in your coaching, you will alter the Islander 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 hockey, you cannot expect to coach the Washington Capitals to the Stanley Cup Championship. The Capitals' personnel limits your coaching ability just as it does Tom McVie'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 HOCKEY

Strat-O-Matic Hockey is actually three games in one:

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All of you will begin playing the Elementary Game and many will eventually play the Advanced Game.

BASIC GAME

Strat-O-Matic Hockey is played according to pro hockey rules. Each offensive player is represented by a card (see Guy Lafleur and Bill Barber's cards). A face-off begins play. Once player control is established, a pick from the action deck will activate play. In reading the action deck, refer to either the home or visitor's column, depending on which team has control of the puck. The reading will either be an offensive or defensive action. When a shot occurs, roll two dice to determine the outcome.

To illustrate, let us say that the Montreal Canadiens (home team) are on offense and the Philadelphia Flyers (visiting team) are on defense. The top action card (see below) is selected with the Montreal coach following the results from the home team column. The result is an inside shot for the RW. As Lafleur is the Canadien's RW, he now has an inside shot. Roll two dice and refer to that number under Lafleur's inside column. For example, if the Montreal coach rolls a three, a goal is scored.

If the action card draw had read opponent defense 13, you would refer instead to the man defending Lafleur, in this instance, Bill Barber, to number 13 in his defensive column. The result is Barber taking the puck from Lafleur and Philadelphia now becomes the attacking team.

As each action card and player card is a unique chart in itself, it is seldom necessary to refer to outside charts. Primarily, it is in instances of key rebounds, face-offs and penetration ability 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 Hockey Basic Game is played in less than 45 minutes. The basic game (also the advanced game) may be played in a solitaire fashion or by two or more persons.

GUY LAFLEUR MONTREAL CANADIENS				RIGHT WING	
1 - SKATING - 1-2		1-2		OFFENSE - 4	
FACEOFF - 0		6		DEFENSE - 3	
				PENALTY - 0	
				BREAKAWAY/PENETRATION - 4	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
2. Goal	2. Goal	2. Goal	A. Inside shot for LW I-RD	1.	Takes away puck has outside shot I-LW
3. Goal 1-16	3. Goal	3. Goal	B. Inside shot for C I-LD	2.	Takes away puck has inside shot I-C
4. Goalie rating	4. Goalie rating	4. Goal	C. Outside shot for LW	3.	Takes away puck has outside shot
5. X-DLD	5. Goal 1-17	5. Goalie rating	D. Inside shot for LW I-opp.	4.	Takes away puck has outside shot
6. X-DC	6. X-DC	6. Goalie rating	E. Outside shot for C	5.	Outside shot for RW
7. X-Reb	7. X-Reb	7. X-Reb	F-G. Outside shot for LW	6.	Outside shot for C
8. X-DLW	8. X-DRD	8. Goal 1-16	H. Outside shot for C	7-10.	Takes away puck has outside shot ONLY
9. X-DRW	9. X-DLD	9. X-DLW	I. Outside shot for any player	11.	Penalty
10. Goalie rating	10. Goalie rating	10. X-DC	J. Inside shot for LW	12.	Takes away puck
11. X-any D player	11. X-DLW	11. X-DLD	K. Inside shot for C	13.	Takes away puck
12. Goal+ 1-9	12. Goal+ 1-9	12. Goal+ 1-5	L. Inside shot for any player	14.	Outside shot

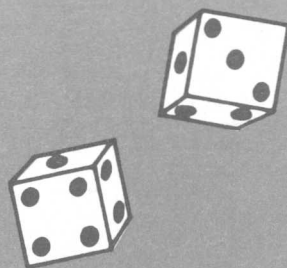
1977-78 STATISTICS

GAMES 78	TOTAL GOALS 60	ASSISTS 72
POWER PLAY GOALS 15		PENALTY MINUTES 26

HOME	VISITORS
Inside shot for RW	Possible Breakaway



HOME	VISITORS
Opponent Defense 13	Passing L



BILL BARBER PHILADELPHIA FLYERS				LEFT WING	
1 - SKATING - 1-4		1-4		OFFENSE - 4	
FACEOFF - 0		3		DEFENSE - 3	
				PENALTY - 0	
				BREAKAWAY/PENETRATION - 3	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
2. Goal	2. Goal	2. Goal	A. Inside shot for C I-RD	1.	Takes away puck has outside shot I-C
3. Goal 1-10	3. Goal	3. Goal	B. Inside shot for RW I-LD	2.	Takes away puck has inside shot I-RW
4. Goalie rating	4. Goalie rating	4. Goal	C. Lose puck - Inside shot for C I-opp.	3.	Takes away puck has outside shot
5. X-DLD	5. Goal 1-10	5. Goalie rating	D. Lose puck - Outside shot for LW	4.	Takes away puck has outside shot
6. X-DLW	6. X-DRD	6. Goalie rating	E. Outside shot for RW	5.	Outside shot for C
7. X-Reb	7. X-Reb	7. X-Reb	F-G. Outside shot for C	6.	Outside shot for LW
8. X-DC	8. X-DLW	8. Goal 1-6	H. Lose puck to C	7-9.	Takes away puck has outside shot ONLY
9. X-DRW	9. X-DC	9. X-DRW	I. Lose puck to LW	10-11.	Penalty
10. Goalie rating	10. Goalie rating	10. X-DLD	J. Inside shot for C	12.	Takes away puck
11. X-DRD	11. X-DLD	11. X-DC	K. Inside shot for RW	13.	Takes away puck
12. X-any D player	12. X-DRW	12. X-DRD	L. Lose puck to C	14.	Outside shot

1977-78 STATISTICS

GAMES 80	TOTAL GOALS 41	ASSISTS 31
POWER PLAY GOALS 8		PENALTY MINUTES 34

STRAT-O-MATIC ADVANCED GAME

Where in the basic game, the action from the deck is denoted by home and visiting team, in the advanced game, you the coach have three offenses and four defenses to choose from. A description of each offense and all defenses follow:

OFFENSE 1 — A conservative offense with little offensive punch but difficult to penetrate against. This selection should be used late in the game to protect a lead.

OFFENSE 2 — Standard offensive setup. This selection allows more scoring opportunities, but is not as protective defensively as the conservative offense. Most teams should use this alignment.

OFFENSE 3 — Maximum pressure offense. This selection should be used late in the game when trying to come from behind, or early to build a lead. However, this selection will allow more scoring opportunities for the opposing team.

DEFENSE 0, 1, 2 or 3 — Denotes the number of forecheckers a coach uses to exert pressure. No forecheckers on the ice will make it easier for the offensive team to bring the puck out of its own end, but they will have a much tougher time trying to penetrate for an inside shot. As the number of forecheckers increases, it will become increasingly harder for the offensive team to bring the puck up ice. However, if they successfully bring the puck out of their own end, they will have a greater chance of catching the defense up ice, thereby creating more scoring chances.

You, of course, may change your alignments as dictated by the progress of the game.

The advanced game has a separate deck of 30 action cards. Each action card is divided into four offensive sections: Offense 1, offense 2 (separate for home and visitors) and offense 3. There are also power play and short-handed sections used for the super-advanced version. If within the offensive section there is a division into defensive segments (determined by the number of forecheckers the defending coach is using), refer to that segment in question for result. For example, assuming Montreal, the home team, is attacking and they are in a 1 offense and Philadelphia is utilizing two forecheckers, refer to offense 1 section and look under the two forecheckers segment. The result is "lose puck—outside shot only for the opposing center." However, if Montreal had been in a three offense, an inside shot for center results (look under 3 offense — 2 forecheckers). Thus, variation in style of play will usually create different results on each card. However, in the long run all offenses and defenses will adhere closely to their above description.

THIS UNIQUE FEATURE OF STRAT-O-MATIC HOCKEY CANNOT BE FOUND IN ANY OTHER STATISTICALLY ORIENTED HOCKEY GAME. IT PROVIDES YOU WITH AN INCOMPARABLE VISUAL STRATEGY DIMENSION THAT ALLOWS YOU UNBELIEVABLE FREEDOM OF OFFENSIVE AND DEFENSIVE MOVEMENT. YOUR TEAM'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!

The use of the described offenses and defenses will be dictated by a team's ability, its opponent and the game situations.

For example, it would be advisable to play Washington in a 3 offense for a short period of time ONLY, as their limited passing and defensive abilities would eventually create breakdowns, thereby crushing their momentum. However, Montreal's superior stick work and powerful defense would allow them to play a 3 offense for long lengths of time, particularly when Lafleur is playing. In fact, many opponents will automatically go into the most conservative offense and defense alignment (offense 1 and defense 0) when Lafleur's line is on the ice. Yes, Lafleur is as good in Strat-O-Matic as he is in NHL play. Difficult decisions arise because of game situations. Assuming a two goal lead for Philadelphia over Montreal at the beginning of the third period, as the Philadelphia coach, do you immediately play an extreme conservative game allowing Montreal to dominate play offensively, though hopefully not penetrating your interior defense, or do you continue your normal style of play until the last few minutes of the game?

A fantastic Strat-O-Matic feature is intimidating or forcibly taking the puck away from an opposing player. In addition to creating another dimension for defensive play, this feature creates much emphasis on the importance of matching up lines. When facing the Islander's high scoring line of Bossy, Trottier and Gillies, you, as coach of the Toronto Maple Leafs would most likely put your best "hitters on the ice" in hopes of restricting the number of high percentage shots attempted by the Islanders.

In the advanced game, passing, intimidation and face-offs are individualized on a highlighted basis. Key passes, lost shots due to aggressive play and important face-offs won will significantly affect the result of your game.

Strat-O-Matic advanced hockey can be played in less than 60 minutes. Our super-advanced game may be played in 75 minutes. For fans who crave assist statistics, provisions have been made to account for all assists. The basic, advanced and super-advanced games may be played in a solitaire fashion or by two 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 three 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-hockey season sale prices. Individual orders for less than 18 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately October of each year.

Strat-O-Matic Hockey 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 the finest of its kind. You will be as pleased with the appearance of Strat-O-Matic Hockey as you will be with its contents!

KEY

ACTION CARD DRAW — 6
SUCCESSFUL SHOTS — 2
LOST SHOTS — 1
HITTING THE NET — 1
HITTING THE POST — 1

PENALTY TIMING

0 1 2 3 4 5 6
7 8 9 10 11 12
13 14 15 16 17 18 19

KEY

NOTE:
ACTION CARD DRAW — 6
SUCCESSFUL SHOTS — 2
LOST SHOTS — 1
HITTING THE NET — 1
HITTING THE POST — 1

LEFT WING

LEFT DEFENSEMAN

CENTER

RIGHT DEFENSEMAN

RIGHT WING



	0 Forecheckers	1 Forechecker	2 Forecheckers	3 Forecheckers
OFFENSE 1	Opponent Defense 6	Opponent Defense 11	Lose puck — Outside shot ONLY for Center	Opponent Defense 4
OFFENSE 2 (Home)	LOSE PUCK — OUTSIDE SHOT ONLY FOR RW			
OFFENSE 2 (Visitor)	POSSIBLE BREAKAWAY			
	0 Forecheckers	1 Forechecker	2 Forecheckers	3 Forecheckers
OFFENSE 3	Opponent Defense 9	Lose puck — Outside shot ONLY for any player	Inside shot for Center	Opponent Defense 2
	POWER PLAY		SHORT HANDED	
	Passing J		Opponent Defense 13	

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If the action card draw had read opponent defense 13, you would refer instead to the man defending Lafleur, in this instance, Bill Barber, to number 13 in his defensive column. The result is Barber taking the puck from Lafleur and Philadelphia now becomes the attacking team.

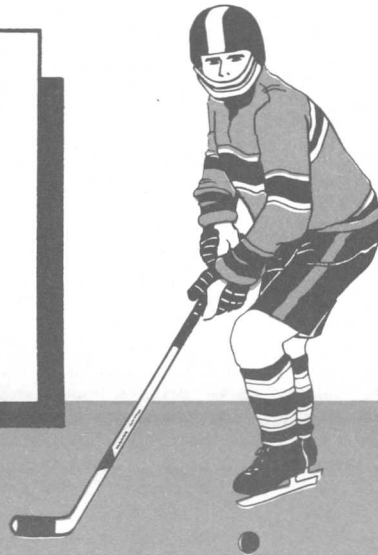
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I - 1-2		1-2		OFFENSE - 4	
SKATING - 1-12		6		DEFENSE - 3	
FACEOFF - 0				PENALTY - 0	
				BREAKAWAY/PENETRATION - 4	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
2. Goal	2. Goal	2. Goal	A. Inside shot for LW I-RD	1.	Takes away puck has outside shot I-LW
3. Goal 1-16	3. Goal	3. Goal	B. Inside shot for C I-LD	2.	Takes away puck has inside shot I-C
4. Goalie rating	4. Goalie rating	4. Goal	C. Outside shot for LW	3.	Takes away puck has outside shot
5. X-DLD	5. Goal 1-17	5. Goalie rating	D. Inside shot for LW I-opp.	4.	Takes away puck has outside shot
6. X-DC	6. X-DC	6. Goalie rating	E. Outside shot for C	5.	Outside shot for RW
7. X-Reb	7. X-Reb	7. X-Reb	F-G. Outside shot for LW	6.	Outside shot for C
8. X-DLW	8. X-DRD	8. Goal 1-16	H. Outside shot for C	7-10.	Takes away puck has outside shot ONLY
9. X-DRW	9. X-DLD	9. X-DLW	I. Outside shot for any player	11.	Penalty
10. Goalie rating	10. Goalie rating	10. X-DC	J. Inside shot for LW	12.	Takes away puck
11. X-any D player	11. X-DLW	11. X-DLD	K. Inside shot for C	13.	Takes away puck
12. Goal+ 1-9	12. Goal+ 1-9	12. Goal+ 1-5	L. Inside shot for any player	14.	Outside shot

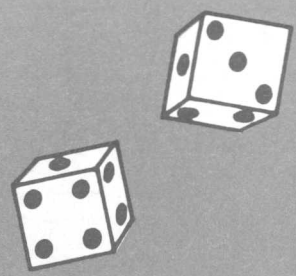
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Opponent Defense 13	Passing L



BILL BARBER PHILADELPHIA FLYERS				LEFT WING	
I - 1-4		1-4		OFFENSE - 4	
SKATING - 1-12 (1-2)		3		DEFENSE - 3	
FACEOFF - 0				PENALTY - 0	
				BREAKAWAY/PENETRATION - 3	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
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3. Goal 1-10	3. Goal	3. Goal	B. Inside shot for RW I-LD	2.	Takes away puck has inside shot I-RW
4. Goalie rating	4. Goalie rating	4. Goal	C. Lose puck - Inside shot for C I-opp.	3.	Takes away puck has outside shot
5. X-DLD	5. Goal 1-10	5. Goalie rating	D. Lose puck - Outside shot for LW	4.	Takes away puck has outside shot
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7. X-Reb	7. X-Reb	7. X-Reb	F-G. Outside shot for C	6.	Outside shot for LW
8. X-DC	8. X-DLW	8. Goal 1-6	H. Lose puck to C	7-9.	Takes away puck has outside shot ONLY
9. X-DRW	9. X-DC	9. X-DRW	I. Lose puck to LW	10-11.	Penalty
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The use of the described offenses and defenses will be dictated by a team's ability, its opponent and the game situations.

For example, it would be advisable to play Washington in a 3 offense for a short period of time ONLY, as their limited passing and defensive abilities would eventually create breakdowns, thereby crushing their momentum. However, Montreal's superior stick work and powerful defense would allow them to play a 3 offense for long lengths of time, particularly when Lafleur is playing. In fact, many opponents will automatically go into the most conservative offense and defense alignment (offense 1 and defense 0) when Lafleur's line is on the ice. Yes, Lafleur is as good in Strat-O-Matic as he is in NHL play. Difficult decisions arise because of game situations. Assuming a two goal lead for Philadelphia over Montreal at the beginning of the third period, as the Philadelphia coach, do you immediately play an extreme conservative game allowing Montreal to dominate play offensively, though hopefully not penetrating your interior defense, or do you continue your normal style of play until the last few minutes of the game?

A fantastic Strat-O-Matic feature is intimidating or forcibly taking the puck away from an opposing player. In addition to creating another dimension for defensive play, this feature creates much emphasis on the importance of matching up lines. When facing the Islander's high scoring line of Bossy, Trottier and Gillies, you, as coach of the Toronto Maple Leafs would most likely put your best "hitters on the ice" in hopes of restricting the number of high percentage shots attempted by the Islanders.

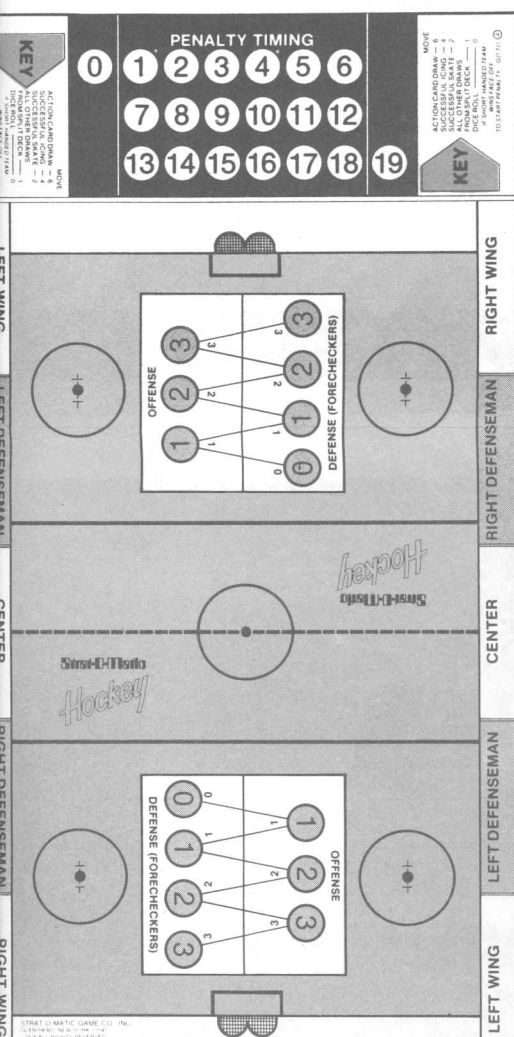
In the advanced game, passing, intimidation and face-offs are individualized on a highlighted basis. Key passes, lost shots due to aggressive play and important face-offs won will significantly affect the result of your game.

Strat-O-Matic advanced hockey can be played in less than 60 minutes. Our super-advanced game may be played in 75 minutes. For fans who crave assist statistics, provisions have been made to account for all assists. The basic, advanced and super-advanced games may be played in a solitaire fashion or by two 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 three 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-hockey season sale prices. Individual orders for less than 18 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately October of each year.

Strat-O-Matic Hockey 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 the finest of its kind. You will be as pleased with the appearance of Strat-O-Matic Hockey as you will be with its contents!



	0 Forecheckers	1 Forechecker	2 Forecheckers	3 Forecheckers
OFFENSE 1	Opponent Defense 6	Opponent Defense 11	Lose puck — Outside shot ONLY for Center	Opponent Defense 4
OFFENSE 2 (Home)	LOSE PUCK — OUTSIDE SHOT ONLY FOR RW			
OFFENSE 2 (Visitor)	POSSIBLE BREAKAWAY			
	0 Forecheckers	1 Forechecker	2 Forecheckers	3 Forecheckers
OFFENSE 3	Opponent Defense 9	Lose puck — Outside shot ONLY for any player	Inside shot for Center	Opponent Defense 2
	POWER PLAY		SHORT HANDED	
	Passing J		Opponent Defense 13	