STRAT-O-MATIC PRO FOOTBALL

PRO FOOTBALL PLAYERS: PASS, RUN and KICK Perform according to their records and to your coaching skill.

STRAT-O-MATIC FOOTBALL GAME CO., INC.

After four years of extensive research and testing, the Strat-O-Matic Game Co. has created a football game that is the answer to every fan's dream. It is Actually Two Games in One: an Elementary Set for 12 to 16 year olds, and an Advanced Version for adults. The 1973-74 Strat-O-Matic Pro Football Game depicts unbelievably all the realistic aspects of football, and gives complete strategical control to you, the coach. The portrayal of the actual running, passing, kicking and defensive ability of 1,000 National and American football Conference players is truly amazing!

Each runner's card (See Calvin Hill) reflects the 1972 statistics for that player. His average yards per carry, his ability to run inside or outside, and his ability for attaining tough yardage are all contained in this card. Even his actual longest run has been computed into his card. Thus, although John Brockington will average less yards per carry than the average running back, he will be, nevertheless, one of the most proficient at picking up "the tough yardage." *Franco Harris* will not only be among your league average gain leaders, but will be a constant threat to break away for a touchdown.

Each passer's card (See Craig Morton) depicts accurately the 1972 statistics of that player. His completion average, his interception rate, and his ability to throw the long pass are some of the many factors measured on his card. Thus, though John Brodie will have a high completion average, he will also have a high interception rate. Joe Namath's completion percentage might not be outstanding, but he will be one of your superior long passers.

Your pass receivers are also represented by cards (no sample card is shown). Each player's ability to catch different types of passes, as well as the average yards gained per catch are reflected in their individual cards. Thus, Paul Warfield will be one of the leading long pass catching threats in the league. The abilities of your field goal, extra point, and punt specialists, as well as your punt return and kickoff return specialists are also accurately measured in Strat-O-Matic Pro Football.

In addition to having computed individual player abilities, Strat-O-Matic Pro Football also computed actual team play performances! The offensive line's ability to protect the passer from being thrown for a loss, the defensive line's pass rush charge, fumbles, and interceptions are depicted accurately in Strat-O-Matic Pro Football. As in AFC play, the Denver Broncos' pass rush will be devastating, as they will most likely lead their conference in tackling opposing quarterbacks attempting to pass. In the NFC, the Washington Redskins' offensive line will give their quarterback, Bill Kilmer, superior pass protection. Opposing defenses will encounter difficulty in attempting to tackle Kilmer in passing situations. The defense's ability to defend against a run or a pass are also vividly portrayed. Thus, it will be easier to run against Detroit than Green Bay while the New York Jets will be more susceptible to the passing game than the Miami Dolphins.

Strat-O-Matic Pro Football gives you the most realistic team picture possible. For example, Miami will present you with a fantastic defense. A solid pass rush and outstanding players performing at middle linebacker and the safety positions form the nucleus of their defense alignment. Offensively, the passing of Earl Morrall and Bob Griese to Paul Warfield and the running of Larry Csonka, Mercury Morris and Jim Kiick will be sources of satisfaction to you. However, such weaknesses as the need for an additional quality tackle and inconsistent play at both outside linebacker positions will annoy you constantly.

SAMPLE PLAYER CARDS

ACTUAL SIZE: (4 1/2" x 5 5/8")

(Some Advanced game information has been deleted from sample running card.)

CALVIN HILL   HALFBACK
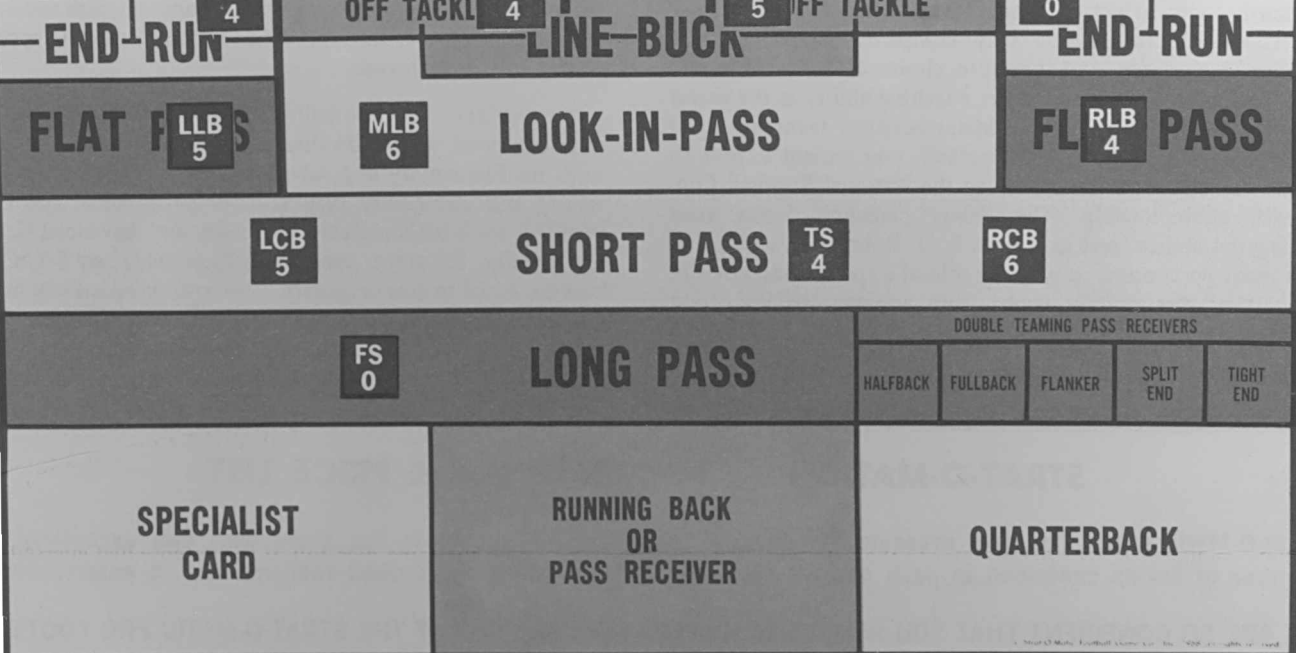
RUNNING CARD   DALLAS COWBOYS

	LINEBUCK			OFF TACKLE			END RUN	
Right	Wrong	Keyed	Right	Wrong	Keyed	Right	Wrong	Keyed
2. +18	+19	−1	2. short gain	short gain	−1	2. short gain	+26	−1
3. +5	+6	−1	3. +6	+8	−2	3. +4	+8	−3
4. 0	0	−1	4. +3	+3	−1	4. −2	+3	−3
5. F +2, 2-6 +2, 7-12	F +2, 2-6 +2, 7-12	F−1	5. F−1, 2-6 −1, 7-12	F +5, 2-6 +5, 7-12	F−2	5. F 0, 2-6 0, 7-12	F 0, 2-6 0, 7-12	F−1
6. +7	short gain	−1	6. +4	+4	−1	6. +5	+6	−1
7. 0	+5	−1	7. 0	+1	−1	7. −3	short gain	−4
8. +2	+4	−1	8. +2	short gain	−1	8. +2	+5	−1
9. +1	+3	−2	9. +3	+5	−1	9. +3	+6	−1
10. +4	+8	−1	10. +6	short gain	−1	10. 0	short gain	−1
11. 0	+2	−1	11. −1	+3	−3	11. −1	+3	−4
12. short gain	short gain	−1	12. short gain	short gain	−1	12. +13	+13	−1

1972 RUSHING RECORD

ATTEMPTS	YARDS	AVERAGE	LONGEST	TOUCHDOWNS
245	1036	4.2	26	6

CALVIN HILL — RUNNING CARD

CRAIG MORTON   DALLAS COWBOYS
Quarterback —   PASSING CARD

	FLAT PASS			SHORT PASS			LONG PASS	
Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd	Right	Wrong	Rec 2-tmd
2. −3	+5		2.			2.	+31	
3.	+8		3. pass rush		−6♦	3. Int +33	Int +33	Int +33
4. +3	+6	+3	4. −9♦		−9♦	4. pass rush		−6♦
5.			5. +13	+13		5. pass rush	long gain	−7♦
6. +2	+5	+2	6. pass rush	+12	−7♦	6. −9♦	receiver	−9♦
7. +4	+7		7. pass rush		−8♦	7. pass rush		−8♦
8. receiver	receiver		8.	receiver		8.		
9. receiver	receiver		9.			9. pass rush		−10♦
10. Int +3, 2-7 X, 8-12	Int +3, 2-5,11,12 X, 6-10	Int+3	10. Int +13, 2-9 X,10-12	Int +13, 2-7 X,8-12	Int+13	10. Int +35, 2-8 X,9-12	Int +35, 2-5,11,12 X,6-10	Int +35
11.	short gain		11. +14	+14	+14	11. long gain	long gain	
12. short gain	short gain		12. +15	+15	+15	12. +29	+29	+29

1972 PASSING RECORD

PASSES ATTEMPTED	PERCENTAGE COMPLETED	YARDS	TOUCHDOWNS	INTERCEPTION PERCENTAGE
339	54.6	2396	15	6.2

END RUN 4 OFF TACKL 4 LINE BUCK 5 FF TACKLE 0 END RUN

FLAT F **LLB 5** **MLB 6** LOOK-IN-PASS FL **RLB 4** PASS

LCB 5 SHORT PASS **TS 4** **RCB 6**

FS 0 LONG PASS

	DOUBLE TEAMING PASS RECEIVERS				
	HALFBACK	FULLBACK	FLANKER	SPLIT END	TIGHT END

SPECIALIST CARD

RUNNING BACK OR PASS RECEIVER

QUARTERBACK

STRAT-O-MATIC *PRO FOOTBALL* 82A SOUTH BAYLES AVENUE • PORT WASHINGTON, L. I., N. Y. 11050

Time column: 11:45, 12:00, 12:15, 12:30, 12:45, 13:00, 13:15, 13:30, 13:45, 14:00, 14:15, 14:30, 14:45, 15:00

3:30, 3:15, 3:00, 2:45, 2:30, 2:15, 2:00, 1:45, 1:30, 1:15, 1:00, :45, :30, :15

TIME OUT (1)(2)

PLAYING FIELD GAME BOARD (Folded in Half) Actual Size Open 19″ x 19″

We hope that we have not overwhelmed you with the statis-
[tica]l precision of Strat-O-Matic Pro Football, for you need not
[be] a football expert to play Strat-O-Matic. All of the described
[stat]istics have been condensed in briefest form at the bottom
[of] each player's card. REGARDLESS OF THE EXTENT OF
[YO]UR FOOTBALL KNOWLEDGE, THE MEANS ARE
[YO]URS TO EVALUATE EACH PLAYER'S ABILITIES,
[AN]D THEREBY CHOOSE A POTENTIALLY WINNING
[TE]AM.

[S]trat-O-Matic Pro Football presents you with lifelike rep-
[lica]s of pro football players whose actual playing ability has
[bee]n accurately measured in every minute detail. Essentially,
[how]ever, this game is a constant mental struggle between
[opp]osing coaches. The opportunity is now yours to participate
[in p]ro Football in its key position—as an actual coach! It is
[YO]U, the coach, who must be able to coordinate, maneuver,
[and] apply all strategy moves at the appropriate time to achieve
[victo]ry. Thus, in the long run it is possible for a weaker team
[with] good coaching to defeat a superior team with poor
[coac]hing. Time and time again, it will be YOUR coaching
[abili]ty that makes the difference between victory and defeat.

[O]n offense, You call the plays, select your running backs,
[and] pass receivers, and change your lineup due to injuries. You
[mus]t decide whether to direct your running attack behind
[your] superior offensive blockers, or at your opponent's weak
[spot]s. When passing, You must decide whether "to work on a
[weak] link" in your opponent's secondary, or pass to your
[most] capable receiver. It is not an easy decision as your oppo-
[nent] may "double team" any pass receiver. You must be
[alerte]d toward the possibilities of a blitz, as your opponent
[migh]t gamble with this maneuver in hopes that you are
[throw]ing a long pass. If you are throwing a long pass, there is

an excellent chance that your quarterback will be nailed by a
blitzing linebacker for a big loss. However, if you had anti-
cipated a blitz, and threw a quick pass to the flat, or over the
middle, the chances are good for a gain. When calling your
offensive plays, You must attempt to establish both running
and passing games in order to prevent the defense from con-
centrating on one aspect of your offense. For example, if You
are coaching the Baltimore Colts, You must establish a running
game in order to prevent your opposition from massing their
defense against the passing of Marty Domres. In calling your
plays, You must "setup" your opponent for the big play—the
possible touchdown, or long gainer. You will accomplish this
by effectively mixing up your plays, thereby depriving your
opponent of considering such an action on your part. Of
course, you must be prepared "to win the battle" on key third
down plays, for consistent success on this down will most
likely bring victory.

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 will set your defenses
up accordingly. In anticipation of a pass, You may choose to
blitz one, two, or three linebackers, or double team a receiver.
In anticipation of a run, You may move one or more line-
backers in to your "defensive wall" or "key" (concentrate) on
a running back. By keying on a running back, you will mini-
mize the potential gain of this specific back. However, the
maneuver will backfire if you "key" on the wrong running
back. If your opponent attacks certain weaknesses in your
defense, You can offset these particular weaknesses by fortify-
ing the areas under attack. However, You must beware of
weakening other aspects of your defense by doing so.

ALL OF THESE POTENTIAL COACHING MANEUVERS
ARE INCORPORATED IN THE ADVANCED VERSION,
AND SEVERAL IN THE ELEMENTARY VERSION.

Strat-O-Matic Pro Football is actually two games in one:

1—An elementary version which is geared to be played by 12 to 16 year olds.

2—An advanced game with additional comprehensive rules and playing parts for adults.

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

ELEMENTARY GAME

Strat-O-Matic Pro Football is played according to Pro Football rules. Each offensive backfield man and end is represented by a card (See Hill's and Morton's player cards), and each team's defense is also represented by three cards (See Baltimore Elementary Linebuck and Off Tackle Defense Card). Three dice, one white, and two blue activate play. When the Dice are rolled, the white Die is read separately from the blue dice total. If the white Die yields a 1, 2 or 3 value, you refer to the offensive back's 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 blue dice reading refers to the series of numbers found underneath the correct column of the play.

To illustrate, let us say the Dallas Cowboys are on offense, and the Baltimore Colts on defense. *The Cowboys' coach would select an offensive play while the Colts' coach would select either a pass, or run defense.* Let us assume that the Cowboys' coach calls a linebuck by Calvin Hill and the Colts' coach calls a run. *The Play has been guessed right by the defense.* The dice are then rolled by the Cowboys' coach with a result of a white 3, and a blue dice total of 7. *As the white die is a 3, you would refer on Hill's card to LINEBUCK-RIGHT* to the number 7 (blue dice total). The result is a 0 or no gain. If the Defense had guessed a pass, instead of a run, the play would have been guessed wrong, instructing the Dallas coach to look at LINEBUCK-WRONG. The result would be a +5 or five-yard gain. Under the same circumstances, if the dice had yielded a white 5, and a blue dice total of 9, you would refer to the Baltimore Colts' defensive card under LINEBUCK, number 9, and the result would be a 5-yard gain.

A Pass play operates in the same manner as a running play with one exception—the offensive coach would refer to the quarterback's card if the white die's reading is 1, 2 or 3. If the white die's reading is 4, 5 or 6, the defensive coach would refer to his defensive card underneath the type of pass thrown. For example, let us say a flat pass is thrown by Morton, and the defense has guessed a run; THE PLAY IS GUESSED WRONG BY THE DEFENSE. If a white 2, and a blue dice total of 3 is thrown, refer to Morton's card underneath FLAT PASS-WRONG to the number 3. The result is a +8 or eight yard gain. Assuming the same dice roll, if the defense had guessed a pass, you would refer to FLAT PASS-RIGHT underneath number 3. As there is nothing in the proper space, the pass is incomplete.

There are many other rules regarding the Elementary set, however, these details describe the basic factors.

ADVANCED GAME — FOR ADULTS

For the most part, the basic rules of the Elementary set apply to the advanced game. However, in the advanced game, several additional rules and game parts are introduced.
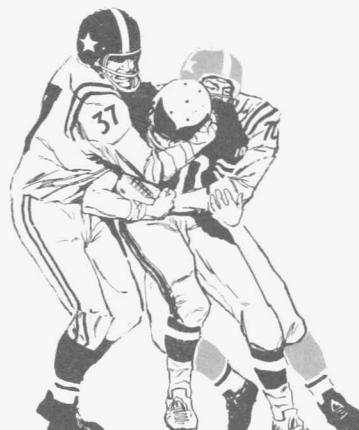
DEFENSE ELEMENTARY

BALTIMORE COLTS

LINE BUCK		OFF TACKLE	
2.	Short gain	2.	+28
3.	−1	3.	+2
4.	+7	4.	+5
5.	Fumble +1, 2-6, 11, 12 +1, 7-10	5.	Fumble −1, 2-6, 11, 12 −1, 7-10
6.	+1	6.	+1
7.	0	7.	0
8.	0	8.	0
9.	+5	9.	+1
10.	+3	10.	+1
11.	−1	11.	+3
12.	Short gain	12.	Short gain

1972 DEFENSIVE RECORD — AGAINST RUNS

OVERALL RATING — Excellent

ELEMENTARY BALTIMORE DEFENSE CARD. ACTUAL SIZE: (4 1/2" x 5 5/8")

...randson, 10 years of age, has tried for a few
...s to purchase a Strat-O-Matic Football Game
...o one in the Scranton area seems to have it in
... A friend of his has the game and my grandson
...s three fourths of his time at his friend's home
...g the game. Being a grandmother, it is surprising
...the strong desire this child has for the game.
J. M., Scranton, Pa.

Strat-O-Matic Averages in Braces
My Average Right Beside It
2 Top Leading Ball Carriers

Rushing

	Carries	Yards	Td's	Ave.
Larry Brown	280 (253)	1008 (948)	6 (4)	3.9 (3.7)
MacArthur Lane	243 (150)	926 (592)	5 (3)	3.8 (3.9)

Passing

	Attempts	Comp. Per.	Yards	Td's	Int. Per.
Fran Tarkenton	325 (386)	58.4 (58.5)	2342 (2567)	13 (11)	5.7 (5.4)
Roger Staubach	249 (211)	60.2 (59.7)	1900 (1882)	13 (15)	2.4 (1.9)

A. C., Springfield, Mo.

growl for joy, one which makes the quarterback in all of us happy. Congratulations.
N.F., Brandeis Univ., Waltham, Mass.

My fraternity has enjoyed your football game very much; I think our professors will attest to this as I'm sure some grades have been influenced because of the temptation your game provides. Honestly though, its a fantastic game.
P.K., New Canaan, Conn.

I really enjoy playing your game. I'm 13, and every Saturday and Sunday five of my friends come over and we play the Advanced version. It's really realistic and even my mom plays with me each night.
M.C., Detroit, Michigan

Sirs:
...ly, let me congratulate your firm for
...cing the finest sports game I have had
...leasure of participating in with other
...e. I have been involved with sport
...s of all types since I was old enough to
... a ball, and your game is more like real
...all than I would have imagined possible.
...lf, and 7 other businessmen in the Bend
...have begun an official NFL league—
...lete with divisional playoffs—super bowl
...l even an all star game. We play every
...ay evening and it has become more ad-
...re than any bridge or pinochle game in
...istory of recreation. By next year (from
...nt requests) our league will expand to
...oximately 24 players and, unless I miss
...prediction, Strat-O-Matic Football will
...me as popular as monopoly or scrabble
...household word in America).
M. F., Bend, Ore.

I recently purchased your Gift Special Set and as far as I'm concerned, it's the greatest game on the market. The advanced version does just about everything but sell Popcorn. For an avid football fan, your game introduces a new dimension that makes watching the Pros that much more enjoyable.
R.G., Brooklyn, N.Y.

A few weeks ago I ordered Strat-O-Matic Football and I love it. When it arrived, my friends were as eager to play as I was. Even the Advanced method of the game is easy. One thing I don't agree with is the age limit suggested for a play. We have a boy around here who is 11 years old and plays the Advanced version.
N.L., Brooklyn, N.Y.

I have just finished playing your Strat-O-Matic Pro Football game and want to say that it is without doubt the most realistic football game I have ever seen. one which makes the "paper lion" in all of us

I ordered your American League Baseball game while in Viet Nam last spring and was quite happy with it. But I find that your football is even better. It goes so far beyond any other game that there is just no comparison. The game can be won or lost because of an injury to an offensive guard, or by picking on the weak individual in the pass defense, factors which are glossed over in other games, but play such a vital part in real NFL games.
CPT REW, Alexandria, Va.

I would like to commend you on your super-duper sizzling, true to life Strat-O-Matic Pro Football! The records are true to life. Although, I'm only 14, I have more knowledge about football than any one in our school thanks to your great game. I have no complaints about your game's cost or quality. I hope you continue to make good games and I hope you prosper from them. Thanks again for the greatest football game ever invented, except Football itself.
J.L., Lodi, Calif.

...re in the Elementary set, the defense was represented
...e elementary defensive cards, it is now represented by
...Advanced Defensive cards (not shown). Each defensive
...is represented by an individual square on which is indi-
...is numerical ability rating. In addition, these defensive
...s are positioned on a playing board as in the photograph
... Four of these defensive squares may be moved by the
...e: the linebackers and the free safety. These players can
...ved after the offensive coach has indicated that he has
...his play selections, but before he has revealed his deci-
...n the photograph on page 3, you will note that all
...ive players are defending specific zones or against certain
...f plays. For example, the left linebacker (LLB) is loca-
...the flat pass zone found on the left side. If the defensive
...decides to move his left linebacker into the End Run
...found on the left side, he would increase his defensive
...th in that zone to two men (left end plus the left line-
...). This maneuver would also greatly weaken the defense
...left flat pass zone (as no players would be defending this
...Without involving you with a detailed explanation, it
...now be more difficult for the offense to run around the
...e's left end (2 men in zone) and much easier to pass
...t the left flat pass zone (no men in zone). The advanced
...takes into account the number of defensive players in a
...ttacked by the offense.

...IS UNIQUE FEATURE OF STRAT-O-MATIC PRO
...BALL CANNOT BE FOUND IN ANY OTHER STATIS-
...LY ORIENTED FOOTBALL GAME. THIS FEATURE
...IDES YOU WITH AN INCOMPARABLE VISUAL DI-
...SION THAT ALLOWS YOU UNBELIEVABLE FREE-
...OF DEFENSIVE MOVEMENT. YOUR FORMATION'S
...NGTHS AND WEAKNESSES ARE IN FULL VIEW OF
...R OPPOSING COACH AND YOURSELF! THIS
...ATES A TRUE BATTLE OF WITS BETWEEN YOUR
...NENT AND YOURSELF!

Offensive linemen also have numerical ability ratings assigned them. In many instances, it is the ability of an offensive lineman or defensive player that will determine the number of yards gained on a play. These ratings are found on a team's offensive and defensive rating card (not shown). Also provisions are made for doubleteaming pass receivers, keying on running backs, and blitzing. Another outstanding feature of Strat-O-Matic is the increased degree of difficulty an offensive team will encounter in penetrating the defense when nearing his opponent's goal line. Additional provisions regarding a realistic timing system for Strat-O-Matic Pro Football are also included.

As each player is a unique chart in himself, it is seldom necessary to refer to outside charts, whereas, in other football games, it is always necessary to refer from the player's card to several cumbersome charts. As a result of the complete nature of each player's card, the Elementary version of Strat-O-Matic Pro Football is played in 45 minutes, and the Advanced version in 75 minutes. Complete sets of instructions and game parts for both Elementary and Advanced sets are enclosed with each game, AS WELL AS FOR A SOLITAIRE VERSION.

Strat-O-Matic Pro Football's statistical accuracy as reflected in each individual player card is precise. Only one factor alters their accuracy slightly—*your coaching*. If you manage the New York Giants in exactly the same fashion as Alex Webster, your Giant statistics will be very similar to the actual statistics established by both Giant players and the team. But, if you use innovations in your coaching, you will alter the Giant statistics, and perhaps improve upon them. Strat-O-Matic is purposely set up in this way, because realistically, a change of coaches of a team does affect the performances of the players.

Therefore, you too, are able to influence a team's performance. Perhaps, you will choose to coach a team