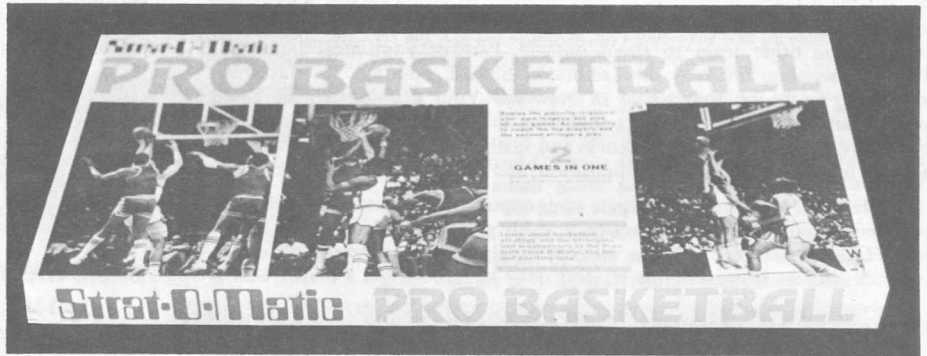


Strat-O-Matic PRO BASKETBALL

**NEW
REVISED
EDITION**



After three years of extensive research and testing, Strat-O-Matic Game Co. created a basketball game that replaces its previous model. Our new game 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 1981-82 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 230 NBA players.

Each shooter's card (see Julius Erving and Lloyd Free) reflects the 1980 statistics for that player's performance. His field goal and foul shooting percentages, his ability to shoot from the outside, penetrate, shoot inside or on the fastbreak, and his shooting frequency are all accurately duplicated on his card. Each player's good qualities are measured as accurately as his poor ones! Mike Mitchell of Cleveland will have a below average field goal percentage, yet will still be among your leaders in scoring. Artis Gilmore 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 Gilmore to shoot from inside, as his outside shooting ability is poor. Other players like Marques Johnson will be equally as effective shooting outside shots as well as penetrating, or driving towards the basket. The fabulous foul shooting ability of Calvin Murphy is precisely reproduced in Strat-O-Matic Basketball. Larry Bird and Chris Ford of the Celtics will astonish you with their 3-pt field goal accuracy. The fastbreaking, high percentage shooting ability of Julius Erving will amaze you and devastate your opponents. Lloyd Free's ability to draw fouls will raise havoc with the opposition.

Moses Malone, Swen Nater and Larry Smith 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. Of course, Moses Malone will be impossible to stop under the offensive boards!

The passing talents of Michael Ray Richardson, Tiny Archibald, and Phil Ford will be important factors in each game. You will be astounded by their ability to set up plays, and to run the fastbreak with dazzling passes that setup easy layups for teammates. Conversely, you may feel upset by an awkward center's inability to throw an important pass or by a small forward's mishandling of a fastbreak. In addition, individual assists and turnovers for each player are precisely computed in Strat-O-Matic.

The defensive capabilities of each player are remarkably recreated in Strat-O-Matic Basketball. In the advanced version, a player's defensive ability is measured by seven separate evaluations — defense against inside and outside shots, defense against penetration, or driving shots, defense against fastbreak shots, shot blocking ability, stealing ability and pressing ability. Thus, Scott Wedman will be a "tiger" against an outside shooting small forward, but will be "mauled" by an aggressive big forward. The defensive center play of Kareem Abdul-Jabbar, George Johnson and Artis Gilmore will not only affect their opposing center's offensive abilities, but also influence the action of the opposing guards and forwards. When playing against George Johnson of San Antonio, whose shot-blocking capabilities are extraordinary, a coach may prefer to have his guards shoot outside, rather than risk a penetration shot chancing a block, or "intimidation." Mo Cheeks of Philadelphia will demonstrate great prowess at stealing the ball from his opponent, but his aggressive tendencies will also lead to many personal fouls. Players such as Darryl Dawkins constantly will find themselves in foul difficulties and, consequently, will lose valuable playing time. If the Detroit Piston's "opt" for a press defense, count on Ron Lee to participate in a big way.

The realism of Strat-O-Matic Basketball is uncanny! Even minute details such as rest and injuries are calculated. A brittle player such as Bobby Jones of Philadelphia must be rested for a longer length of time than a more durable player such as Moses Malone. **YES, EVEN SWITCHES OCCUR IN STRAT-O-MATIC BASKETBALL.** Imagine your six-foot guard defending your opposing team's seven-foot center — be prepared for an inside move by the big guy. In addition, the home court advantage is a significant factor in Strat-O-Matic just as it is in the NBA. If you coach the lowly Detroit Pistons, beware of long road trips. Detroit's chances of beating Boston at the Boston Garden are "slimmer than slim."

Strat-O-Matic Basketball gives you the most realistic team picture possible. For example, the Los Angeles Lakers present you with the fabulous Kareem Abdul-Jabbar. Offensively, Jabbar will be impossible to stop. The all-around play of Jamaal Wilkes, the marvelous passing and shooting of Magic Johnson and Norm Nixon will be sources of satisfaction to you. However, inconsistent defensive play at the guard positions 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.

On offense, you must decide whether to direct your attack against an opponent's defensive weakness, or to work with your own scoring strength. Also, you may elect to exploit a height advantage conceded to one of your players by playing him inside. 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 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. Perhaps your most important offensive decision involves the fastbreak. Should you use the fastbreak frequently, rarely, or somewhere in between? Your decision will be based upon evaluation of many factors including the fastbreak passing ability of your playmaking guard, the quickness and fastbreak shooting ability of your shooting forward and guard, the opposition, and the score of the game.

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 double-team any player. However, this strategy may backfire when a player who is

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 pro basketball, you cannot expect to coach the Detroit Pistons to the NBA championship. The Pistons' personnel limits your coaching ability just as it does for their coach. 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.

1. A game which is geared to be played by 10 to 13 year olds.
2. An advanced game to be played by adults.

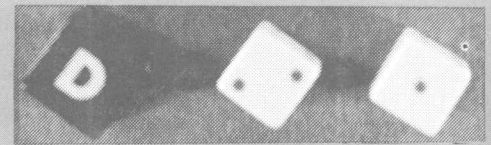
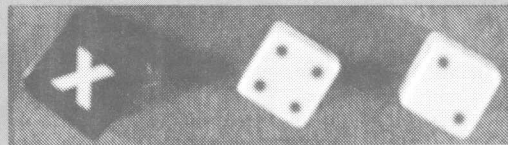
BASIC GAME

Strat-O-Matic Basketball is played according to pro basketball rules. Each offensive player is represented by a card (see Julius Erving), and each team's defense is represented by one card (see New York defensive card). A jump ball begins play. Once team control is established, a pick from the action deck activates play. In reading the action deck, refer to home or visitors column - whichever corresponds to the team in control of the ball. When a shot occurs, roll three dice, one black and two white, to determine the outcome. When the dice are rolled, the special black die is read separately from the white dice total. If the special black die yields an X or no value (blank), you refer to the offensive player card involved in the play. If the special black die's reading is D, you refer to the defensive card of the team presently playing defense. Thus, the special black die has only one purpose: to determine whether you refer to the offensive or defensive playing card involved. The white dice reading refers to the series of numbers found underneath the correct column of the play.

JULIUS ERVING PHILADELPHIA 76ers		HEIGHT 6-6 REST 6	WEIGHT 210 MINUTES
Foul Shooting	2-8, 11	OFFENSIVE REBOUNDING	
Assist	(4.0)	Right Forward - 3 Left Forward - 2	
3-Pt. Shooting		SHOOTING	DEFENSIVE REBOUNDING
		3	Right Forward - 7 Left Forward - 2
SHOT	PASSING	DEFENSE	
2. X	26-30 - T	1-5 - Steal. Take open shot.	
3.	31-34 - Pass to highest rated shooter for shot	6-7 - F(1) 8-11 - Pass to any 1+ for shot	
4. X		12-15 - Shot	
5. X		16-21 - Good	
6. X		22-25 - No Good	
7.			
8. F(2)			
9. F(2)			
10. O			
11. X+F(1)			
12. O, 1-18			

SAMPLE PLAYER CARD

ACTUAL SIZE: 2-7/8" x 5"



BASIC ACTION DECK CARD

HOME	VISITORS
Passing 30	Shot
CONTROL RF	
ASSIST C (2.0)	
REBOUND Defensive Center 15	

ACTUAL SIZE: 1-7/8" x 2-7/8"

SAMPLE PLAYER CARD

ACTUAL SIZE: 2-7/8" x 5"

BASIC DEFENSE NEW YORK KNICKS	
3-Pt. Shooting	2-4, 11, 12
2. X, 1-12	
3.	
4. X	
5. Offensive foul	
6.	
7. X only if player is not guarded	
8. X only if player is not guarded	
9. X	
10. X	
11. X	
12. X	

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. Trailing by several points, you may decide to "go to the press," fully realizing that your players will foul more often and give up some high percentage fastbreak shots. However, this decision may result in several turnovers that may alter the outcome of the contest. As you know, Strat-O-Matic provides you with an accurate calculation of each player's individual defensive abilities. In addition, each team is also rated for its defensive capabilities which are incorporated into three types of defensive cards. You may elect "to sag" on your opponents' inside scoring threat, play the outside shooters close, or simply play a straight, hardnose defense. The choice is yours in Strat-O-Matic! *All such potential coaching maneuvers are available for your use in the advanced version, and several in the basic game.*

Strat-O-Matic Pro Basketball'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 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

For example, assume visiting Philadelphia RF, Julius Erving, has control of the ball. If the action deck card above was selected, refer to the visitors' team portion of the card (Philadelphia is the visiting team). Erving has a shot.

All three dice are then rolled yielding a black X and a white dice total of 6. Refer to Erving's card to number 6. As an X is located opposite number 6, the shot is good. However, if the dice roll yielded a black D and a white dice total of 3, refer to the New York defensive card to the number 3. As nothing is located opposite number 3, the shot is no good. The basic action deck is also used to determine results other than shooting. For example, if Philadelphia were the home team and the action deck card found on page 2 was drawn, Erving is involved in a passing situation. Simply refer to Erving's passing column to number 30. The result is a turnover.

As each offensive and defensive card is a unique chart in itself, it is seldom necessary to refer to outside charts. As a result of the complete nature of each offensive and defensive card, the Strat-O-Matic Basketball Basic Game is played in 45 minutes. The basic game may be played in a solitaire fashion or by two or more persons.

LLOYD FREE GOLDEN STATE WARRIORS				HEIGHT 6-3 WEIGHT 185 REST 6 MINUTES	
Foul Shooting 2-8, 10		SHOOTING		OFFENSIVE REBOUNDING	
Assist		3		Guard - 1	
Block		SHOOTING TENDENCY		DEFENSIVE REBOUNDING	
3-Pr. Shooting		**1		Guard - 1	
OUTSIDE SHOT	PENETRATION SHOT	REBOUND & INSIDE SHOT	FASTBREAK SHOT	PASSING NORMAL	DEFENSE
2. F(2)	2. X and F(1)	2. X and F(1)	2. F(2)	1-2 -Stolen	21-23-Steam
3.	3. X, 1-7	3. F(2)	3.	3-5 -Dazzler	24-33-Pass to any 1+ for pos. shot
4. X	4. F(2)	4.	4. X and F(1)	6-20 -Open pos. shot	34-35-F(1)
5.	5. O	5. X, 1-3	5.		36-45-Pass to any 1+ for pos. shot
6. O	6. F(2)	6. F(2)	6. X	FASTBREAK	46-48-Pos. shot
7. F(2)	7. F(2)	7. F(2)	7. F(2)	1 -T (LF)	50-51-T
8. X	8. F(2)	8. O, 1-7	8.	2 -T (C)	
9. F(2)	9. BL	9. BL	9. F(2)	3-8 -Stolen	
10. X	10. O, 1-15	10. F(2)	10. F(2)	9 -T	
11. O, 1-14	11. F(2)	11. F(2)	11.	10-13-Dazzler	
12.	12. X and F(1)	12. F(2)	12.	14-20-FB shot	
1980-81 STATISTICS					
MINUTES PER GAME 37	FIELDGOAL ATTEMPTS PER 48 MINUTES 234	FIELDGOAL PERCENT 44.8	FREETHROW PERCENT 81.4		AVERAGE POINTS 24.1
BLOCKS 11	STEALS 85	REBOUNDS 159	ASSISTS 381		

STRAT-O-MATIC ADVANCED GAME

The advanced action deck is an expanded edition of the basic action deck. Additional features such as fastbreak, press, and switching are included in the advanced action deck. In addition, team defense is represented by three defense cards. To illustrate, let us assume that an advanced action card is selected with the following reading, "any shot." Let us further assume that Lloyd Free of the Golden State Warriors is controlling the ball, and that the Warriors are playing a normal offense against the Detroit Pistons. However, Detroit has elected from its three defensive cards (close, normal and sag) to play a sag defense. This defense reduces inside shooting accuracy, but increases outside shooting accuracy. Free's coach decides upon an outside shot to take advantage of the sag defense. The dice are rolled, revealing a blank black die reading and a white dice total of 4. As the black die is blank, refer to Free's



outside shooting column to number 4. The shot is good (X). If a D-3 were rolled, refer to the Detroit defensive card underneath the outside shooting column to number 3. The shot is good. Assuming the same dice roll (D-3), had Free shot an inside shot, the shot would not be good (see inside and rebound column, number 3).

Our advanced basketball game allows you, the coach, tremendous control through the use of many offensive and defensive devices and accurately captures both the strengths and weaknesses of all NBA players. Yet, it is easy to understand and simple to play. Unencumbered by numerous referral charts, Strat-O-Matic Pro Basketball "flows naturally." As in the basic game, a period is concluded with the playing of all 60 action deck cards. Utilization of the deck as a clock eliminates the tedious procedure of recording time separately. An advanced game can be completed in 70 minutes, and can be played in a solitaire fashion, or by two or more 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 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 23 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately August 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 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 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.

DELUXE SET -

Includes all 23 NBA teams. A wonderful gift for the avid basketball fan. You play the entire schedule for all NBA teams, the All-Star game and the playoffs. Each team contains 10 players computed for both basic and advanced game play. A total of 230 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included.

PRICE - \$19.00
(price includes an additional \$1.75 for handling)

GIFT SPECIAL SET -

A power-packed assortment of the 5 finest basketball teams in the NBA. The Atlantic Division Winner, the Boston Celtics; the Pacific Division Winner, the Phoenix Suns; the Central Division Winner, the Milwaukee Bucks; the Atlantic Division Runner-up, the Philadelphia 76ers; and the Midwest Division Winner, the San Antonio Spurs. 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 - \$10.50
(price includes an additional \$1.25 for handling)

ADVANCED PLAYER CARDS - ACTUAL SIZE 2-7/8" x 5"

You select any number of your favorite teams from the 23 available NBA teams, and establish your own league with your favorite basketball teams!

SELECTOR SET -

PRICE - \$10.75 (price includes an additional \$1.25 for handling) for the first 5 teams, and 75¢ for each additional team added. For example, an order for 7 teams cost \$12.25 (\$10.75 for the first 5 teams and 75¢ 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.

HOW TO PURCHASE STRAT-O-MATIC PRO BASKETBALL

To receive your set of Strat-O-Matic Pro Basketball, simply fill out the coupon found on page 4 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 \$2.00 to \$5.00 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.

NEW REVISED EDITION

SCORE

LEFT FORWARD	LEFT GUARD	RIGHT GUARD	RIGHT FORWARD	CENTER
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DOUBLE TEAMING PLAYER

LF LG RG RF C

PLAYER DOUBLE TEAMED

LF LG RG RF C

TIMEOUTS

1 2 3 4 5 6 7

FASTBREAK

PRESS

Strat-O-Matic PRO BASKETBALL

DOUBLE TEAMING PLAYER

LF LG RG RF C

PLAYER DOUBLE TEAMED

LF LG RG RF C

TIMEOUTS

1 2 3 4 5 6 7

FASTBREAK

PRESS

Strat-O-Matic PRO BASKETBALL

POSSIBLE INJURY	
1 Center Injured	17 Balance of game only
2 Left Forward Injured	18 3 games plus balance of game being played
3 Right Forward Injured	19 3 games plus balance of game being played
4 Left Guard Injured	16 5 games plus balance of game being played
5 Right Guard Injured	16 5 games plus balance of game being played
6 No Injury	17 5 games plus balance of game being played
10 13 No Injury	18 6 games plus balance of game being played
14 17 No Injury	19 7 games plus balance of game being played
18 20 No Injury	20 8 games plus balance of game being played

JUMP BALL RESULTS	
2 - Home	6 - Visitor
3 - Visitor	7 - Home
4 - Home	8 - Visitor
5 - Visitor	9 - Home

JUMP BALL RESULTS	
5 - Visitor	9 - Visitor
6 - Home	10 - Home
7 - Home	11 - Visitor
8 - Home	12 - Visitor
9 - Visitor	10 - Home
10 - Home	11 - Visitor
11 - Visitor	12 - Home
12 - Visitor	13 - Home

Please allow 7 to 14 days for delivery via UPS at no additional cost for all states except Alaska and Hawaii. For faster delivery to California, Washington, Arizona, Oregon, Alaska, Hawaii and other selected localities (consult your local UPS center), please add \$3.50 for UPS Blue Label Service. For United States Possessions and Canada, please allow two to three weeks for delivery via

parcel post at no additional cost. For Special Handling service to Canada, please add an additional 75¢ to your order. APO and FPO overseas shipment – add \$1.00 to cost of gift to insure PAL (Parcel Airlift) Delivery. Please include your street address for UPS delivery. If address is a post office box or rural route, please add \$1.00 for increased postage costs.

DESCRIPTIONS OF EACH SET MAY BE FOUND ON PAGE 3.

STRAT-O-MATIC GAME CO., INC., 46 RAILROAD PLAZA, GLEN HEAD, N.Y. 11545

Deluxe Set, Postpaid at \$19.00

Gift Special Set, Postpaid at \$10.50

Selector Set (teams circled to the right), Postpaid at \$10.75 for the first 5 teams and 75¢ for each additional team added.

ATLANTA
BOSTON
CHICAGO
CLEVELAND

DALLAS
DENVER
GOLDEN STATE
HOUSTON

EASTERN CONFERENCE

DETROIT
INDIANA
MILWAUKEE
NEW JERSEY

WESTERN CONFERENCE

KANSAS CITY
LOS ANGELES
PHOENIX
PORTLAND

NEW YORK
PHILADELPHIA
WASHINGTON

SAN ANTONIO
SAN DIEGO
SEATTLE
UTAH

Total merchandise purchased _____

N.Y. State and City residents, add sales tax _____

Canadian and foreign orders add 15% to total purchases _____

Necessary and requested postage costs found below.

Blue Label – \$3.50 _____

For Post Office Box or Rural Addresses only – \$1.00 _____

For Special Handling to Canada – 75¢ _____

Grand Total _____

If I am not 100% thrilled, you guarantee my money refunded on return of game within 10 days from receipt.

NEW YORK STATE AND CITY RESIDENTS ADD SALES TAX TO THE COST OF YOUR PURCHASE. Make checks or money orders payable to Strat-O-Matic Game Co., Inc.

ALL FOREIGN PAYMENTS MUST BE MADE BY MONEY ORDER, U.S. CURRENCY ONLY

Name _____

Address _____ Apt. # _____

City _____ State _____ Zip Code _____

Send the set checked above COD. I realize I must pay postage, plus COD charges. All COD's require a \$3.00 deposit.

Send the set checked above via Special Delivery, as indicated in the brochure. I enclose the required additional postage money.

MONEY BACK
GUARANTEE OF
SATISFACTION