

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 1985-86 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 375 NHL players.

Each player's card (see Mike Bossy and Brian Propp) reflects the 1984-85 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, Peter Stastny will spearhead your offense with his uncanny passing and skating ability. However, at times his defense will be a troublesome problem for you. Dale Hunter may not be an exceptional scorer, but he is one tough defensive player. However, his aggressiveness will occasionally lead to a foolish penalty. Jim Korn plays an ordinary offensive and defensive game except for one important feature - he is unsurpassed, bone-crunching intimidator.

Doug Wilson, Mark Howe and Scott Stevens 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 Dale Hawerchuk, Denis Savard and Wayne Gretzky 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 Willi Plett or Chris Nilan, 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 Mike Bossy and Steve Larmer, will constantly penetrate for higher percentage shots. They will also be able to outskate the defense and create a breakaway 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 Bryan Trottier, will constantly win the important face-off.

Strat-O-Matic Hockey gives you the most realistic team picture possible. For example, the Washington Capitals present you with Bobby Carpenter and Mike Gartner on their top line and an excellent defensive corps anchored by Scott Stevens, Rod Langway and Larry Murphy. Their overall play will be a source of satisfaction to you. However, the lack of another scorer to play left wing with Carpenter and Gartner and a need for more scoring from their lines 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 the New York Islanders' fearsome power play scoring machine when it is matched up with the weakest penalty killing team in the league, the Vancouver Canucks. However, the Buffalo Sabres, the toughest penalty killing team, will offer a severe test to the Islanders' 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 Pittsburgh Penguins to the Stanley Cup Championship. The Penguins' 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.

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1. An elementary version which is geared to be played by 10 to 13 year olds.
 2. An advanced game with additional comprehensive rules and playing parts for adults.
 3. A super-advanced version for the fanatical fan.
- All of you will begin playing the Elementary Game and many will eventually play the Advanced Game.

BASIC GAME

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To illustrate, let us say that the New York Islanders (home team) are on offense and the Philadelphia Flyers (visiting team) are on defense. The top action card (see below) is selected with the New York coach following the results from the home team column. The result is an inside shot for the RW. As Bossy is the Islanders' RW, he now has an inside shot. Roll two dice and refer to that number under Bossy's inside column. For example, if the New York 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 Bossy, in this instance, Brian Propp, to number 13 in his defensive column. The result is Propp taking the puck from Bossy 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.

AN UNSOLICITED LETTER FROM ONE OF OUR MANY SATISFIED CUSTOMERS

Here's to your new hockey game; the best sports game ever. I'm not one to write companies, and in fact, the few times I do are complaint letters. So read carefully. I'm taking valuable time I could be spending playing Strato hockey to write this letter.

Specifically, your game's strong point is the "feel" of pro hockey that until now was only captured by seeing a live game. In Strato the "feel" is there. You can see weak lines getting no more than a few shots from the blue line, tough defensemen breaking up players, "checking" lines smothering a potent attack, a player taking a "good" penalty to stop a high scoring forward from inside, the exciting breakaway materialize, rebound after rebound turned away by a flopping goaler, a picture pass into the slot, a team sitting on a lead on the road, a frantic team throwing all they have at a goalie late in a game, intimidating players taking the sting out of a flashy skater, etc., etc., it is all here!

Team strength and personality is another good point of Strato hockey. The low scoring defenseman has a chance in this game to be of value. Mike Ramsey provides the same steady play in his end as he actually does for the Sabres, sure he isn't much in the attacking zone and he does take a few too many penalties, but that's Mike. Paul Coffey, now here's a good shooter, but he can't pick up those forwards the way Langway or Bourque can. Gretzky is awesome, but so is Doug Jarvis in his own way. Doug's line always controls the play well, but lacks the explosiveness of the Oilers' big line. I pity the Red Wings at Montreal, but the Habs will have difficulty winning in Edmonton. I could talk real hockey and Strato hockey, and it would sound the same to the outsider.

Head to Head it plays well and easily plays solitaire too. The basic game is too basic and one would miss out on many excellent features found on the split and action cards. But I am far past thirteen.

Gentlemen, it is a true achievement in table games. The best of all sport games. It is well-constructed, fun and enjoyable. You have done the impossible in creating the first statistical hockey game that represents the total recreation of the action involved in pro hockey.

Thank you,
Tom Mink, Indianapolis, IN

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

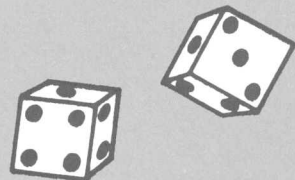
1984-85 STATISTICS					
GAMES	76	TOTAL GOALS	58	ASSISTS	59
POWER PLAY GOALS	14	PENALTY MINUTES	38		



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

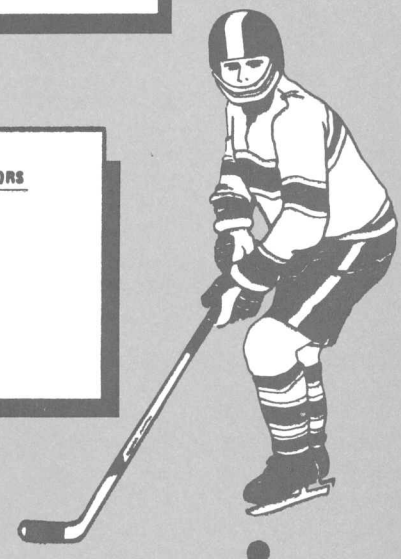
1984-85 STATISTICS					
GAMES	76	TOTAL GOALS	43	ASSISTS	53
POWER PLAY GOALS	12	PENALTY MINUTES	43		

SAMPLE PLAYER CARDS ACTUAL SIZE (2 3/4" x 5")



HOME	VISITORS
Inside shot for RW	Possible Breakaway

HOME	VISITORS
Opponent Defense 13	Passing L



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 New York, 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 New York had been in a 3 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 Pittsburgh 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, Edmonton's superior stick work and powerful defense would allow them to play a 3 offense for long lengths of time, particularly when Wayne Gretzky is playing. In fact, many opponents will automatically go into the most conservative offense and defense alignment (offense 1 and defense 0) when Gretzky's line is on the ice. Yes, Gretzky 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 New York at the beginning of the third period, as the Philadelphia coach, do you immediately play an extreme conservative game allowing New York 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 Oilers' high scoring line of Mike Krushelnyski, Wayne Gretzky, and Jari Kurri, 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 Oilers.

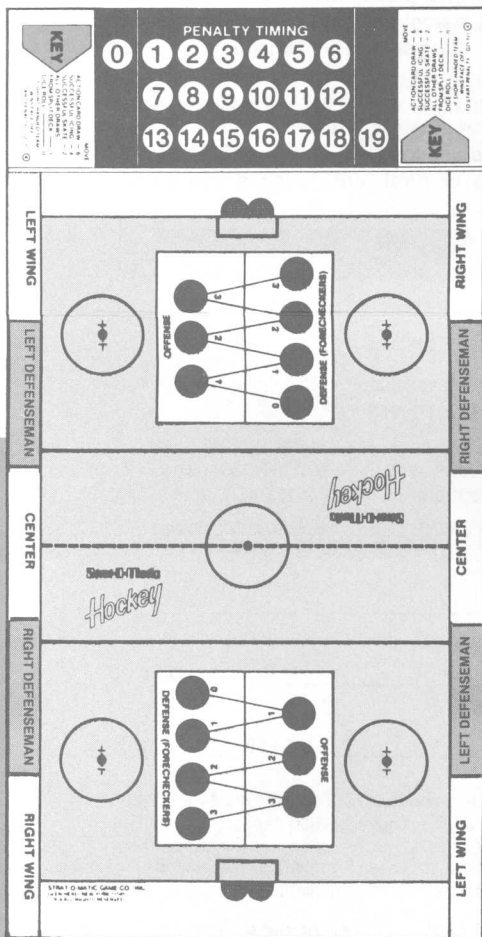
In the advanced game,, passing, intimidation and face-offs are individualized on a highlighted basis. Key passes, lost shots due to aggressive play and important face-offs won will significantly affect the result of your game.

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 21 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 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	

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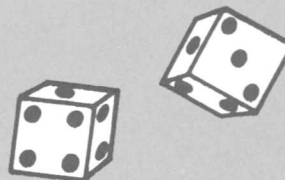
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Tom Mink, Indianapolis, IN

MIKE BOSSY NEW YORK ISLANDERS				RIGHT WING	
I - 1		6		OFFENSE - 4	
SKATING - 1-8(1-2)				DEFENSE - 3	
FACEOFF - 0		BREAKAWAY/PENETRATION - 4		PENALTY - 0	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
2. Goal 1-8	2. X-DRD	2. Goal 1-5	A. Inside shot for LW I-DR	1. Takes away puck has inside shot I-LW	
3. X-DRW	3. Goal	3. X-any D player	B. Inside shot for C I-LD	2. Takes away puck has inside shot I-C	
4. X-DRD	4. X-DRW	4. Goal	C. Outside shot for LW	3. Takes away puck has outside shot	
5. X-any D player	5. X-DC	5. X-DLW	D. Inside shot for LW I-opp	4. Takes away puck has outside shot	
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9. X-DC	9. X-DLW	9. Goalie rating	I. Outside shot for any player	11. Penalty	
10. X-DRW	10. X-OLD	10. X-DRW	J. Inside shot for LW	12. Takes away puck	
11. X-OLD	11. X-any D player	11. Goalie rating	K. Inside shot for C	13. Takes away puck	
12. X-DRD	12. X-DRD	12. X-DRD	L. Inside shot for any player	14. Outside shot	
1984-85 STATISTICS			ASSISTS 59		
GAMES 76	TOTAL GOALS 58	PENALTY MINUTES 38			
POWER PLAY GOALS 14					



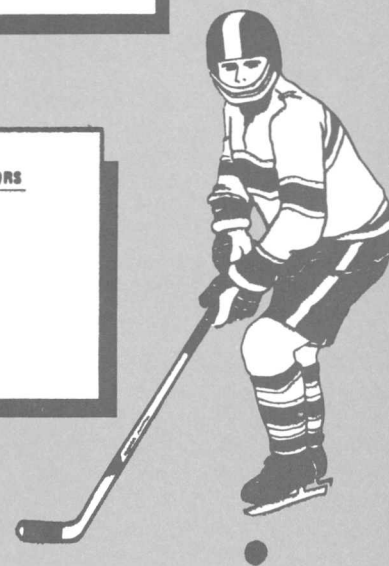
BRIAN PROPP PHILADELPHIA FLYERS				LEFT WING	
I - 1-2		5		OFFENSE - 4	
SKATING - 1-10(1-4)				DEFENSE - 4(3)	
FACEOFF - 0		BREAKAWAY/PENETRATION - 4		PENALTY - 0	
OUTSIDE	INSIDE	REB/BKWY	PASSING	DEFENSE	
2. Goal 1-8	2. X-DLW	2. Goalie rating	A. Inside shot for C I-DR	1. Takes away puck has inside shot I-RW	
3. X-OLD	3. X-any D player	3. X-any D player	B. Inside shot for RW I-LD	2. Takes away puck has inside shot I-C	
4. X-any D player	4. X-OLD	4. X-DLW	C. Outside shot for C	3. Takes away puck has inside shot I-LD	
5. Goalie rating	5. X-DRW	5. Goalie rating	D. Inside shot for C I-opp	4. Takes away puck has inside shot I-DR	
6. X-DLW	6. X-DC	6. Goalie rating	E. Outside shot for RW	5. Takes away puck has outside shot	
7. X-DRW	7. Goalie rating	7. Goalie rating	F-G. Outside shot for C	6. Takes away puck has outside shot	
8. X-Reb	8. X-Reb	8. X-Reb	H. Outside shot for RW	7-10. Takes away puck has outside shot ONLY	
9. X-DC	9. Goalie rating	9. X-OLD	I. Outside shot for any player	11. Penalty	
10. X-DRD	10. X-DLW	10. X-DRD	J. Inside shot for LW	12. Takes away puck	
11. X-OLD	11. X-DRD	11. Goal 1-10	K. Inside shot for RW	13. Takes away puck	
12. X-DRW	12. Goal	12. Goal	L. Inside shot for any player	14. Takes away puck	
1984-85 STATISTICS			ASSISTS 53		
GAMES 76	TOTAL GOALS 43	PENALTY MINUTES 43			
POWER PLAY GOALS 12					

SAMPLE
PLAYER
CARDS
ACTUAL
SIZE
(2 3/4" x 5")



HOME	VISITORS
Inside shot for RW	Possible Breakaway

HOME	VISITORS
Opponent Defense 13	Passing L



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 New York, 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 New York had been in a 3 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 IMCOMPARABLE 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 Pittsburgh 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, Edmonton's superior stick work and powerful defense would allow them to play a 3 offense for long lengths of time, particularly when Wayne Gretzky is playing. In fact, many opponents will automatically go into the most conservative offense and defense alignment (offense 1 and defense 0) when Gretzky's line is on the ice. Yes, Gretzky 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 New York at the beginning of the third period, as the Philadelphia coach, do you immediately play an extreme conservative game allowing New York 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 Oilers' high scoring line of Mike Krushelnyski, Wayne Gretzky, and Jari Kurri, 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 Oilers.

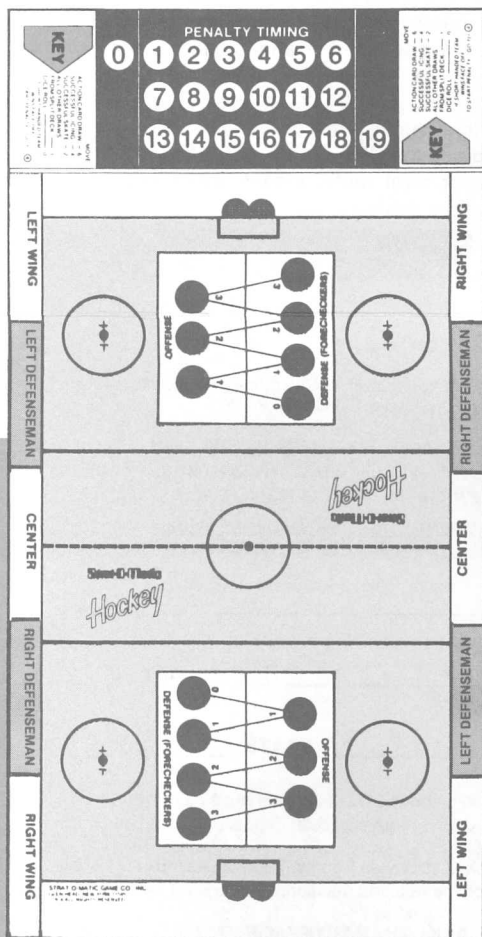
In the advanced game,, passing, intimidation and face-offs are individualized on a highlighted basis. Key passes, lost shots due to aggressive play and important face-offs won will significantly affect the result of your game.

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 21 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 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	

STRAT-O-MATIC HOCKEY GAME PRICE LIST

Strat-O-Matic Game Company presents three hockey game sets containing game parts for the basic, advanced and super-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 hockey realism and entertainment.

WE ARE SO CONFIDENT THAT YOU WILL BE DELIGHTED WITH ANY ONE OF THE STRAT-O-MATIC HOCKEY GAME SETS THAT WE OFFER THIS NO-RISK MONEY BACK GUARANTEE! IF FOR ANY REASON YOU ARE NOT SATISFIED WITH OUR HOCKEY GAME, RETURN IT WITHIN TEN DAYS OF RECEIPT, AND YOUR MONEY WILL BE REFUNDED.

DELUXE SET -

Includes all 21 NHL teams. A wonderful gift for the avid hockey fan. You play the entire schedule for all NHL teams, the All-Star game and the playoffs. Each team contains 18 players computed for both basic and advanced game play. A total of 378 players are included in this set. Instructions and all game parts necessary for the basic, advanced and super-advanced games are included.

PRICE - \$22.25
(price includes an additional \$2.25 for handling)

GIFT SPECIAL SET -

A power-packed assortment of the four finest hockey teams in the NHL. The Stanley Cup Champion Edmonton Oilers; the Patrick Division Winner, the Philadelphia Flyers; the Adams Division Winner, the Montreal Canadiens; and the Patrick Division Runner-up, the Washington Capitals. Each team contains 18 players computed for both basic and advanced game play. A total of 72

HOW TO PURCHASE STRAT-O-MATIC PRO HOCKEY - To receive your set of Strat-O-Matic Hockey, simply fill out the coupon found on stub, and enclose check, money order, or cash. We pay postage for all prepaid orders. If requested, we ship Strat-O-Matic Hockey 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 \$3.00 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.

players are included in this set. Instructions and all game parts necessary for the basic, advanced and super-advanced games are included. There are no substitutions or additions to this set as it is prepacked. **PRICE - \$13.00**

SELECTOR SET -

You select any number of your favorite teams from the 21 available NHL teams, and establish your own league with your favorite hockey teams! **PRICE - \$13.25** (price includes an additional \$2.00 for handling) for the first 4 teams, .90 additional for individual teams added. For example, an order for 7 teams costs \$15.95 (\$13.25 for the first 4 teams and .90 each for the fifth, sixth and seventh teams). Each team contains 18 players computed for both basic and advanced game play. Instructions and all game parts necessary for the basic, advanced and super-advanced games are included.

ADDITIONAL PLAYERS PURCHASE -

In addition to the top 378 players, we are releasing for our most avid Hockey fans 84 additional players from the 1984-85 season. By adding these players to the rosters of the top 378 players, you can have at least 22 players per team. It must be noted that several of the additional player cards are based on insufficient statistical data. The 84 additional players may be purchased as a separate unit only for the special price of \$3.65. Individual players will not be sold from this unit. Also as no game parts are included, it is strongly advisable to purchase the additional players as an addition to one of the three game sets.

PRICE - \$3.65
(please add \$1.00 if no game is purchased)



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, Oregon, Alaska, Arizona, Hawaii and other selected localities (consult your local UPS center), please add \$4.25 for Priority Shipping. 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 \$1.10 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.

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

- Deluxe Set, Postpaid at \$22.25
- Gift Special Set, Postpaid at \$13.00
- Selector Set (teams circled to the right), Postpaid at \$13.25 for the first 4 teams and .90 additional for each team added.
- 84 additional players at \$3.65 (Please add \$1.00 if no game is purchased)

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Boston	Calgary
Buffalo	Chicago
Hartford	Detroit
Montreal	Edmonton
New Jersey	Los Angeles
N.Y. Islanders	Minnesota
N.Y. Rangers	St. Louis
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Pittsburgh	Vancouver
Quebec	Winnipeg
Washington	

Total merchandise purchased _____

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

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Special postage costs found below

Priority Shipping - \$4.25 _____

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 and money orders payable to Strat-O-Matic Game Co., Inc.

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

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ADDRESS _____ APT # _____

CITY _____ STATE _____ ZIP _____

FOREIGN ORDERS ONLY - All Foreign Payments must be made by money order - U.S. Currency only. Add 10% to merchandise purchased and handling charge. This revision was necessitated by varying U.S. Postage rate increases to foreign addresses of 41% to 129%.

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

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Grand Total _____

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 Priority Shipping, as indicated in the brochure. I enclose the required additional postage money.

MONEY BACK GUARANTEE OF SATISFACTION