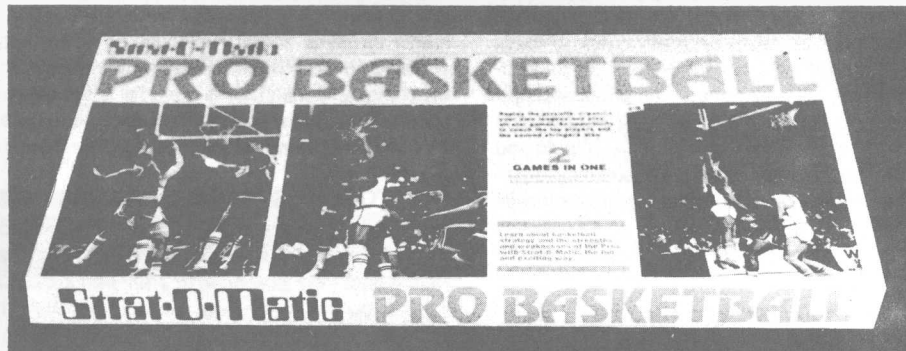


Strat-O-Matic PRO BASKETBALL



After three years of extensive research and testing, Strat-O-Matic Game Co. has created a basketball game that 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 1990-91 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 strategic control of the actual shooting, defense, rebounding and passing talents of 270 NBA players.

Each shooter's card reflects the 1989-90 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! Dominique Wilkins of Atlanta will have an average field goal percentage, yet will still be among your leaders in scoring. Dennis Rodman 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 Rodman to shoot from inside, as his outside shooting ability is poor. Other players like Isiah Thomas will be equally as effective shooting outside shots as well as penetrating, or driving towards the basket. The fabulous foul shooting ability of Magic Johnson is precisely reproduced in Strat-O-Matic Basketball. Steve Kerr of Cleveland will astonish you with his 3-pt field goal accuracy. The fastbreaking, high percentage shooting ability of James Worthy will amaze you and devastate your opponents. Michael Jordan's ability to draw fouls will raise havoc with the opposition.

Akeem Olajuwon, Charles Barkley and David Robinson 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 Magic Johnson, Isiah Thomas, and John Stockton 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, Michael Cooper will be a "tiger" against an outside shooting small forward, but will be "mauled" by an aggressive big forward. The defensive center play of Mark Eaton, Akeem Olajuwon and Patrick Ewing will not only affect their opposing center's offensive abilities, but also influence the action of the opposing guards and forwards. When playing against Manute Bol 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". Alvin Robertson of Milwaukee 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 New York's Patrick Ewing constantly will find themselves in foul difficulties and, consequently, will lose valuable playing time. If Dallas "opts" for a press defense, count on Derek Harper 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 Kiki Vandeweghe must be rested for a longer length of time than a more durable player such as Michael Jordan. **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 Miami team, beware of long road trips. Miami'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 a trio of unstoppable scorers, Byron Scott, James Worthy, and Magic Johnson. Worthy, Johnson and Scott will fastbreak the opposition into submission. The defensive play of Michael Cooper and the marvelous passing of Magic Johnson will also be sources of satisfaction to you. However, reduced scoring punch from the center position will occasionally upset you.

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 doubleteam any player. However, this strategy may backfire when a player

novations in your coaching, you will alter New Jersey's 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 pro basketball, you cannot expect to coach Orlando to the NBA championship. Orlando's 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

(For example purposes, Strat-O-Matic has enclosed reproductions of two past season player cards - Julius Erving and Alex English. These cards are not included with your purchase of a 1989-90 season basketball game.)

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.

For example, assume visiting Philadelphia RF, Julius Erving, has control of

JULIUS ERVING PHILADELPHIA		HEIGHT 6-6	WEIGHT 210
		REST 12	MINUTES
Foul Shooting	2-8, 10	OFFENSIVE REBOUNDING GUARD-3 RIGHT FORWARD-2	
Assist	5.0	SHOOTING 2	
3-PT. Shooting	2-4, 11	DEFENSIVE REBOUNDING GUARD-3 RIGHT FORWARD-0	
SHOT	PASSING	DEFENSE	
2.	26-28 - Turnover	1-2 - Steal - take open shot	
3. O	29-32 - Pass to highest rated shooter for shot	- Steal - no shot Look at control	
4. O		3-4 - F(1)	
5.		5-10 - Pass to any 1+ shooter for shot	
6.		11-15 - Shot	
7. F(2)		SHOT RESULTS	
8. X		16-19 - Shot - good	
9. X		20-25 - Shot - no good	
10. X, 1-11			
11. X + F(1)			
12.			

SAMPLE PLAYER CARD

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

1 - COLOR PERFORATED CARD



who is 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 opponent's 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 New Jersey in exactly the same fashion as their coach, your New Jersey statistics will be very similar to the actual statistics established by both New Jersey players and the team. However, if you use in-

HOME	VISITORS
Passing 28	Shot
CONTROL RF	
ASSIST C (2.0)	
REBOUND Defensive Center	
15	

BASIC ACTION DECK CARD
ACTUAL SIZE:
1-7/8" x 2-7/8"

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

SAMPLE PLAYER CARD
ACTUAL SIZE: 2-7/8" x 5"
1 - COLOR PERFORATED CARD

the ball. If the sample action deck card were 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 8. Refer to Erving's card to number 8. As an X is located opposite number 8, 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 28. 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 solitary fashion or by two or more persons.

STRAT-O-MATIC ADVANCED GAME

ALEX ENGLISH DENVER		HEIGHT 6-7 REST 6	WEIGHT 190 MINUTES	
Foul shooting 2-9	SHOOTING	OFFENSIVE REBOUNDING RIGHT FORWARD-1 LEFT FORWARD-0		
Assist	3	DEFENSIVE REBOUNDING RIGHT FORWARD-0 LEFT FORWARD-0		
Block	SHOOTING TENDENCY	***1		
3-PT. Shooting 2-3, 11				
O P I F	PASSING	DEFENSE		
2. 2. 2. 2.	NORMAL	21-22 - Steal		
3. 3 X 3. 3 X + F(1)	- Stolen	23-45 - Pass to any 1+ for post shot		
4. F(2) 4 X 1-14 4 X + F(1) 4 X 1-19	1-2 - Dazz	3-20 - Open post shot		
5. O 5 O 1-11 5 O 1-18 5 X	3-20 - Open post shot	- Post shot -		
6. O 6 O 6 O 6 X	FASTBREAK	- Pass to any 1+ for post shot		
7. X 7 F(2) 7 F(2) 7 X	1-1 (LF)	46-49 - Post shot		
8. X 8. 8 X 8.	2-1 (C)	50-51 - T		
9. X 9. BL 9. BL 9 F(2)	3-8 - Stolen			
10. X 1-9 10 X + F(1) 10 X 1-11	9-12 - T			
11. O 1-7 11 O 11.	13-15 - Dazz			
12. O 12 O 12.	16-20 - FB shot			
X COLUMN				
	O	P	I	F
	GOOD	2,5, 11	2,7, 10	2,6, 10
	BLKD			BAL 11
1989-90 STATISTICS				
MINUTES PER GAME 38	FIELDGOAL ATTEMPTS PER 48 MINUTES 29.9	FIELDGOAL PERCENT 50.3	FREETHROW PERCENT 84.4	
BLOCKS 21	STEALS 73	REBOUNDS 344	ASSISTS AVERAGE POINTS 29.9	

ADVANCED PLAYER CARDS -

ADVANCED DEFENSE DETROIT	
SAG DEFENSE	
O P I F 3-PT.	
2. 2. 2. O 2.	2.
3. 3. 3. X, 1-10 3. X, 1-17 3.	3.
4. X 4 F(2) 4. 4. X 4. X	4. X
5. X 5 X 5 O 5 X 5. X	5. X
6. 6 X 6. 6. 6. X	6. X
7. Inside Man's Block Rating applicable against other positions. Inside Man's Block Rating NOT applicable against own Man - Shot Misread.	7.
8. 8. 8 O 8. X 8. X	8. X
9. X 9. Offensive foul 9. Offensive foul 9. X 9. X, 1-6	9. X
10. X 10. Inside Man - no good No Inside Man - good	10. O
11. 11. Offensive foul 11. Offensive foul 11. X 11. X	11. X
12. X, 1-7 12. O, 1-13 12. F(2) 12. X	12. X

**ACTUAL SIZE: 2-7/8" x 5"
2 - COLOR PERFORATED CARD**

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 Alex English of Denver is controlling the ball, and that Denver is playing a normal offense against Detroit. 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. English'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 7. As the black die is blank, refer to English's outside shooting column (O) to number 7. The shot is good (X). If a D-4 were rolled, refer to the Detroit defensive card underneath the outside shooting column to number 4. The shot is good. Assuming the same dice roll (D-4), had English shot an inside shot, the shot would not be good (see I or inside and rebound column number-4).

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 solitary 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 27 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately September of each year. The advanced side of each player card is printed in two colors on perforated stock. As in the past, the basic side of each player card is printed in one color.

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 very sturdy. 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 Co. 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 27 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 270 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included.

PRICE - \$29.25
(price includes an additional \$3.25 for handling)

GIFT SPECIAL SET -

A power packed assortment of the 5 finest basketball teams in the NBA. The champion Detroit team; Philadelphia, the Atlantic Division winner; Los Angeles, the Western Division winner; Chicago, the Central Division runner-up; and San Antonio, the Midwest Division winners. 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 - \$16.00
(price includes an additional \$2.25 for handling)

SELECTOR SET -

You select any number of your favorite teams from the 27 available NBA teams, and establish your own league with your favorite basketball teams! PRICE - \$16.25 (price includes an additional \$2.25 for handling) for the first 5 teams, and \$1.00 for each additional team added. For example, an order for 7 teams cost \$18.25 (\$16.25 for the first 5 teams and \$1.00 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.

ADDITIONAL PLAYERS PURCHASE

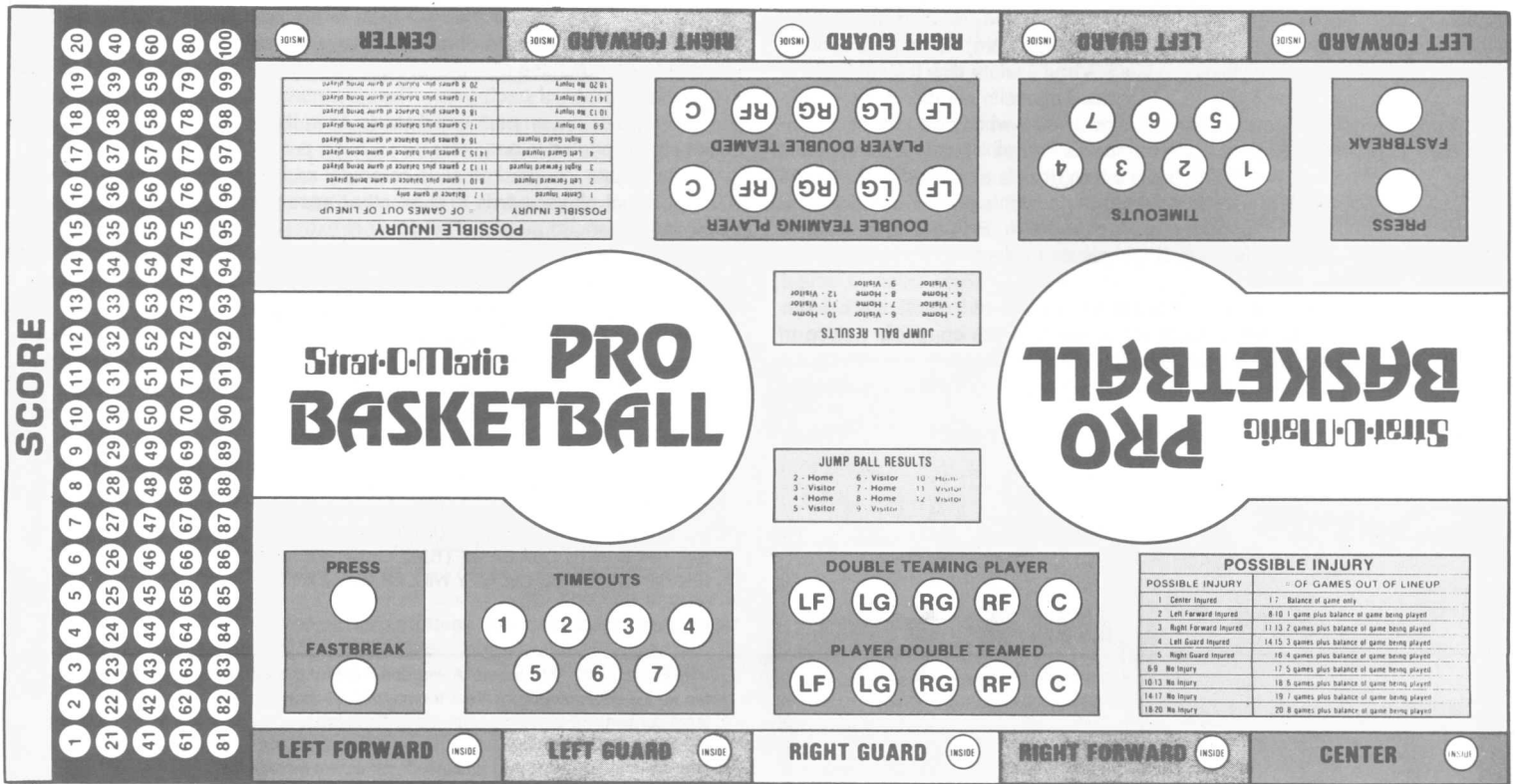
We are releasing for our most avid basketball fans 54 additional NBA players from the 1989-90 season. This will enable you to add on two players per team. It must be noted that several of the additional player cards are based on insufficient 1989-90 statistical data. The 54 additional players may be purchased as a separate unit only for the special price of \$3.50. 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 - \$3.50
(Please add \$1.25 if a game set is not purchased)

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 \$5.00 to \$7.00 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.



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 \$4.00 for Priority Shipping Service. For United States Possessions and Canada, please allow two to three

weeks for delivery via parcel post at no additional cost. APO and FPO overseas shipment - add \$1.00 to cost of gift to insure Priority 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 \$29.25
- Gift Special Set, Postpaid at \$16.00
- Selector Set (teams circled to the right), Postpaid at \$16.25 for the first 5 teams and \$1.00 for each additional team added.
- 54 additional players at \$3.50 (\$4.75 if no game purchased)

EASTERN CONFERENCE		
ATLANTA	DETROIT	NEW JERSEY
BOSTON	INDIANA	NEW YORK
CHICAGO	MIAMI	ORLANDO
CLEVELAND	MILWAUKEE	PHILADELPHIA
		WASHINGTON
WESTERN CONFERENCE		
CHARLOTTE	HOUSTON	PORTLAND
DALLAS	LOS ANGELES C	SACRAMENTO
DENVER	LOS ANGELES L	SAN ANTONIO
GOLDEN STATE	MINNESOTA	SEATTLE
	PHOENIX	UTAH

Total merchandise purchased _____

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

Canadian and foreign orders add 10% to total purchases _____

NECESSARY AND REQUESTED POSTAGE COSTS FOUND BELOW
 Priority Shipping to U.S.A. - \$4.00 _____

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

For Priority Shipping to Canada ONLY - \$1.00 _____

Grand Total _____

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%.

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 _____

Send the set checked above COD. I realize I must pay postage, plus COD charges. All COD's require a \$4.00 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