



BATTING

Each hitter's card reflects the 1992 statistics for that player. His batting average, the number of his doubles, triples, homeruns, walks, and strikeouts, even the number of times grounded into double-plays, as well as other minute details are reflected in his card. Each hitter's good qualities are measured as accurately as his poor ones! Thus, although Fred McGriff will be among the National League leaders in homeruns, he will also be among the leaders in strikeouts; Roberto Alomar will hit for the high average which most likely will place him among the American League batting leaders, but his homerun frequency will be less than that of most major league hitters.

PITCHING

Each pitcher's card depicts accurately the 1992 statistics of that player. The number of walks, strikeouts, hits allowed, homeruns yielded, and other technical details are reflected in the computation of each pitcher's card. The individual accuracy concerning each pitcher's actual record is startling! As in real life, Chris Bosio shows excellent control, and is difficult to hit, but yields more homeruns than most major league pitchers. Sid Fernandez will most likely be among the strikeout leaders of the National League. He will be one of the most difficult pitchers to hit and he will yield fewer homeruns than most major league pitchers. Mike Mussina does not strike out as many batters as most starting pitchers over a season, but he will yield fewer hits and walks than most of these same pitchers.

FIELDING

In Strat-O-Matic Baseball, as in major league baseball, the fielding ability of each player is very important. Better infielders, such as Ozzie Smith, are involved in more double plays, make less errors and take more would-be base hits away from hitters than other infielders. An outfielder like Devon White makes brilliant catches (robbing hitters of possible doubles or triples) that other fielders fail to do. A catcher such as Ivan Rodriguez provides you with a rifle-like arm to deter base runners from stealing.

RUNNING

Strat-O-Matic Baseball provides individual ratings for stealing and running for each player. As in major league baseball, your more proficient base stealers have potentially a better chance to steal than most base runners. Also, your better runners have a greater potential to advance an extra base on a single or a double. Thus, although Marquis Grissom has the potential to lead his league in base stealing, it is you, the manager, who gives Grissom the "go" sign to steal. You, the manager, decide whether Steve Sax, one of baseball's finest base runners, should take the extra base on a single, or score on a double from first.

The realism of Strat-O-Matic Baseball is uncanny! Even such minute details as injuries are calculated. A brittle player, such as Walt Weiss is most likely to sit out several games due to recurring injuries, whereas the more durable players seldom get hurt.

Strat-O-Matic Baseball's statistical accuracy is uncanny. It is simply set up; thereby allowing maximum enjoyment for yourself and your friends. To insure this amazing accuracy, Strat-O-Matic Baseball has been mathematically set up and processed by computers located at Strat-O-Matic Game Co., Inc.

YOU ARE THE MANAGER

Strat-O-Matic is a constant mental struggle between opposing managers. The opportunity is now yours to participate in Big League Baseball in its key position--as an actual Major League Manager! It is you, the Manager, who must be able to coordinate, maneuver and apply all strategic moves at the appropriate time to achieve victory. Thus, in the long run, it is possible for a weaker team with good managing to defeat a superior team with poor managing. Time and again, it will be your managing ability that makes the difference between victory and defeat. However, as in major league baseball, you cannot expect to manage Cleveland to the American League pennant. Cleveland's personnel limits your managerial ability just as it does their manager. In such cases you must be content to play the role of a spoiler.

You are responsible for arranging the batting order. You must weigh the hitting ability of one player against the defensive ability of another player. You have to adjust your batting order due to injuries, players in slumps, and in hitting streaks, in an effort to reverse a losing streak. You have to arrange the pitching rotations and designate the appropriate time to relieve your starting pitchers. The selection of pinch-hitters and pinch-runners, and the insertion of a good fielder in the late innings is your responsibility.

These decisions are not simple ones to make. For example, inserting the "wrong" relief pitcher or pinch-hitter can be disastrous. The insertion of a good fielder for a good hitter with defensive shortcomings too early in the game can be embarrassing. The proper time to "pull" a starting pitcher calls for another managerial decision that can determine the outcome of the game. If you, the Manager, allow the starting pitcher to continue, it is very possible he may be hit very hard, whereas the "right" relief pitcher retires the side without difficulty. The reverse may also occur.

Important managerial problems arise even when your team is in the field, such as whether or not to intentionally walk a batter. Such defensive decisions are determined by your knowledge of baseball. With an opponent's runner on third base, you must decide the position of your infield, whether it should be drawn in, or placed at normal depth. This decision is an extremely precarious one. With the infield drawn in, it is much easier for the batter to ground a single. Also, the double-play possibilities are greatly curtailed. At the same time, you have taken prominent measures to prevent the runner on third from scoring on playable groundballs. In a possible steal situation, you must decide whether to hold the runner tightly on base, thereby reducing his chances of stealing a base, but also increasing the hitting ability of the player at bat.

When your team is at bat, you decide when to utilize the techniques of sacrifice, squeeze play, or hit and run. The use of these offensive tools is based on your knowledge not only of the score, situation and inning, but on the relative merits of the batter, the baserunning ability of the runner(s), and the hitting ability of the next batter in the lineup. You make all decisions concerning basestealing and baserunning. Based on your evaluation of your players' ability and your opponent's defense, it is you who determines whether your team will be a running ball club.

HOW TO PLAY STRAT-O-MATIC BASEBALL

- Strat-O-Matic Baseball is actually two games in one.
 - 1) A basic version which is geared to be played by 10 to 13 year olds.
 - 2) The advanced version for everyone over 13 years old.

STRAT-O-MATIC BASEBALL BASIC GAME

Strat-O-Matic Baseball is played according to baseball rules. Each player is represented by a card. For example purposes, Strat-O-Matic has enclosed reproductions of four all-time great player cards. These cards are not included with your purchase of a 1992 season baseball game. Three dice, one white and two colored, activate play.

When the three dice are rolled, the white die is read separately from the colored dice total. For example, if you roll a white 3 and the colored dice are 4 and 5, you read the result as 3-9.

The white die refers to the proper column numbers on the player's card. The column numbers are the large numbers directly underneath the player's name and team. Columns 1, 2, 3 are found only on the batter's card. Columns 4, 5, 6 are found only on the pitcher's card. The colored dice total refers to the series of numbers (2-12) located underneath the column number.

To illustrate, let us say Lefty Grove is pitching to Hack Wilson. Select Wilson's hitting and Lefty Grove's pitching card from the sample cards enclosed. Suppose you rolled a white 2 and the colored dice totaled 4. The result is a single. If you rolled a white 4 and the colored dice totaled 5, you refer to Grove's card underneath column 4 to the number 5. The result is a strikeout.

As each player is to a unique chart in itself, it is a strikeout necessary to refer to outside charts. Primarily, it is in instances of groundballs and flyballs that you need to consult either the scoreboard or fielding chart. However, these referrals will be memorized by you within an hour, with the exception of the small percentage of situations which depend upon a player's individual fielding rating (found in the upper right-hand corner of the player's card, opposite his position). A player's individual fielding rating determines errors, double plays, and "fielding gems and boners." Strategy moves are frequently referred to the strategy chart in conjunction with the player's individual rating for that specific type of strategy. In essence, you refer essentially to the player's card for the final result, whereas in most other baseball games, it is always necessary to refer from the player's card to several cumbersome charts.

As a result of the complete nature of each player's card, Strat-O-Matic Baseball is easily played in less than one hour.

EACH MAJOR LEAGUE PLAYER IS A UNIQUE INDIVIDUAL--SO IS EACH STRAT-O-MATIC PLAYER CARD

Another of Strat-O-Matic Baseball's outstanding features is its portrayal of each ballplayer as an individual (card individuality). A glance at the enclosed player cards clearly indicates this. Let us say Lefty Grove is pitching against Chicago in whose lineup Hack Wilson bats second and Gabby Hartnett third. Let us further assume that Chicago's first batter is out in the top of the first inning. With Wilson at bat, a white 1 and a colored dice total of 7 is rolled. The result is a strikeout. With Hartnett at bat, a white 3 and a colored dice total of 5 is rolled. The result is a strikeout. Both Wilson and Hartnett have been retired. However, if their positions in the batting order had been reversed, (Hartnett second and Wilson third) the outcome would have been quite different. If a 1-7 is rolled with Hartnett at bat, a homerun would result; and if a 3-5 is rolled with Wilson at bat, a walk would result. Thus instead of Chicago failing to score in the first inning, there would be one out, one run scored, a runner at first and Chicago still at bat.

Card individuality not only characterizes each batter's hitting card, but also each pitcher's pitching card! Just compare the enclosed cards of Lefty Grove and Dizzy Dean and you will discover many differences.

UNIQUENESS AND MANAGING

As a manager what does card individuality (the uniqueness of each player's card) mean to you? It means that you are able to second guess yourself and your opponents. When players slump or go into hot streaks, it is up to you, the manager, to bench the slumping hitters and pitchers and play your current hot streakers. As in Major League Baseball, the uniqueness of each player's card causes slumps, and hot streaks in the short run; however, in the long run, both batters and pitchers will perform according to their records as stated on the bottom of each card. You, the manager, must be aware of this factor in order to take advantage of your team's full potential by utilizing each player's individual capacity.

Strat-O-Matic Baseball's statistical accuracy as reflected in each individual player card is precise. Only one factor alters their accuracy slightly--your management. If you manage San Francisco in exactly the same fashion as their manager, your averages will be very similar to the actual averages established by both the San Francisco players and team. But, if you use innovations in your management, you will alter San Francisco's averages, and perhaps improve upon them. Strat-O-Matic is purposely set up in this way, because realistically, a change of managers of a major league team does affect the performances of the players.

STRAT-O-MATIC ADVANCED VERSION GAME

In addition to all of the realism contained in our basic game, our advanced version also provides the following incredible features: Pitcher's stamina factor now computed into pitching record; Individual batter's performances computed against righty and lefty pitching; Each pitcher rated against both righty and lefty batters; Each player rated for hit and run and bunting ability; Outfielders rated for throwing arm accuracy; Specialized error rating system; Ball park effects; Clutch hitting system; Pitcher's hold ratings; Pitcher closer ratings; batter and pitcher groundball/flyball tendencies; batter flyball and groundball pull tendencies; Pitcher double play tendencies.

OPTIONAL SUPER ADVANCED RULES

For those fanatical adult baseball game players who desperately desire the "outrageous ultimate" in realism, Strat-O-Matic has developed a series of new optional rules and charts for our advanced baseball version. Several of these new optional rules and charts are enhancements of current advanced game material. However, new "wrinkles" have also been developed. As each rule is self-contained, you may select only those rules that you find suitable for your playing purposes. A paper replica of the optional super advanced rule packet is included with each game purchase. If you prefer the super advanced charts on cardboard stock, please add \$2.00 to your game purchase price.

OUR SUPERB ADVANCED GAME PLAYER CARDS

You might wonder how we were able to create an advanced game without disturbing our basic game. We simply placed all of the advanced game information on the reverse side of the basic game player cards. For example, Hack Wilson's and Lefty Grove's advanced cards found to the right are printed on the reverse side of their basic game cards.

If you examine Wilson's player card, you will note that his card is divided into two parts--against left-handed pitching and against right-handed pitching. Therefore, if right-handed hitting Hack Wilson were facing a left-handed pitcher, refer to the left side of his card, and if he were facing a right-handed pitcher, refer to the right side of his card. For example, with a righty pitching, a white 1 and a colored dice total of 9 is rolled. He would strikeout. Assume the same dice roll against a left-handed pitcher, he would walk. Wilson's card has been computed so that he will perform realistically against both left-handed and right-handed pitching. Left-handed Lefty Grove's pitching card is read in the same fashion as Wilson's.

ADVANCED GAME STRATEGY

What does this mean to you, the manager of a 1992 season Strat-O-Matic Baseball game? You, the manager, can now platoon your hitters by inserting your right-hand batters against a lefty pitcher, or by stacking your lineup with lefty hitters against a right-hand thrower. If you are managing St. Louis, you will be delighted with the hitting performances of Bernard Gilkey and Felix Jose against lefty pitching. You will also be aware that both Gilkey and Jose's batting averages "nose-dive" when confronted with a right-handed hurler. You will discover that certain lefty hitters such as Ken Griffey, Jr. hit better against lefty pitching and other hitters such as Roberto Alomar blast away against all types of pitching.

You will determine your selection of pitchers, particularly your relief pitchers, by their potential effectiveness against right and left-hand hitting. The majority of your southpaw pitchers will be more effective against left-handed batters. In fact, you may spot certain portside relievers against lefty swingers only! Beware though of the exceptions to this rule. Lefty pitcher Norm Charlton is actually more effective against right-handed batters. Your right-hand pitchers, with some exceptions such as Gregg Olson, will be more effective against righty swingers, but the difference in effectiveness will vary from pitcher to pitcher.

You need not actually know such information before playing the advanced version of Strat-O-Matic Baseball. A player's abilities may be easily ascertained by simply comparing the left-hand side of his card to his right-hand side. As you play Strat-O-Matic, you will soon discover the abilities of each player to deliver in certain situations.

The use of strategy is stressed beyond belief in our advanced version. For example, Jody Reed is at bat with a runner on base. As his manager, do you sacrifice, hit and run or hit away. Reed is an excellent bunter and a good hit and run man. Your opposing manager may play his infield in, suspecting a bunt, or perhaps play his infield back, holding the runner on base. All these options, for both offense and defense, are present in Strat-O-Matic.

The Strat-O-Matic Advanced Version has many other built-in strategic devices, including fatigue and holding factors for pitchers and a throwing arm factor for outfielders. The game has been designed to give you, the manager, maximum strategy control and still retain complete statistical accuracy.

NEW OPTIONS--CLUTCH HITTING AND BALL PARK FACTORS

Beginning with our 1985 set of baseball cards, two optional features have been added to our advanced game--clutch hitting and ball park effects. As these features are optional, the 1992 player cards are, therefore, compatible with past Strat-O-Matic player card sets. Both features have been added to our marvelous game in a very realistic and fun playing manner.

Clutch hitting measures the ability of a player to hit in the ultimate clutch situation, runners in scoring position with two out. Lou Whitaker of Detroit may only be an overall .278 hitter, but in ultimate clutch situations, his average will soar to well over .300, making him a very important hitter in the Detroit lineup.

HACK WILSON			
centerfield-3		stealing-D running 1-14	
CHICAGO			
1	2	3	
2-flyball (lf) A	2-WALK	2-flyball (cf) B	
3-groundball (ss) A	3-WALK	3-flyball (lf) B	
4-groundball (ss) A	4-SINGLE	4-flyball (cf) B	
5-WALK	5-DOUBLE**	5-WALK	
6-strikeout	1-15	6-WALK	
7-strikeout	16-20	7-WALK	
8-strikeout	SINGLE**	8-SINGLE	
9-flyball (lf) B	6-TRIPLE	9-SINGLE*	
10-groundball (ss) A	1	1-4	
11-groundball (3b) A	SINGLE**	lineout (2b)	
12-groundball (ss) A++ plus injury	2-20	5-20	
	7-HOMERUN	10-groundball (ss) A++	
	1-13	11-groundball (ss) A++	
	DOUBLE	12-flyball (rf) B	
	14-20		
	8-HOMERUN		
	9-HOMERUN		
	10-HOMERUN		
	11-strikeout		
	12-lineout (3b) into as many outs as possible		
1930 BATTING RECORD			
AT BATS	DOUBLES	TRIPLES	HOMERUNS
585	35	6	56
AVERAGE	WALKS	STRIKEOUTS	
356	105	84	

BASIC GAME PLAYER CARD

GABBY HARTNETT		
catcher-1		stealing-E running 1-10
CHICAGO		
1	2	3
2-flyball (lf) A	2-strikeout	2-flyball (lf) B
3-groundball (p) B	3-groundball (ss) A++	3-groundball (3b) A
4-poppout (ss)	4-SINGLE	4-groundball (3b) A
5-groundball (ss) A++	5-SINGLE	5-strikeout
6-SINGLE*	6-SINGLE*	6-strikeout
	1-18	7-strikeout
	lineout (ss)	8-flyball (lf) B
	19-20	9-flyball (cf) B
	7-WALK	10-groundball (3b) A
	8-WALK	11-groundball (3b) A
	9-DOUBLE**	12-flyball (rf) B
	1-2	
	SINGLE**	
	3-20	
	10-SINGLE	
	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
	1-7	
	DOUBLE	
	8-20	
	10-DOUBLE	
	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
	1-7	
	DOUBLE	
	8-20	
	10-DOUBLE	
	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
	1-7	
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	10-DOUBLE	
	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
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	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
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	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
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	11-groundball (2b) B	
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	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
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	10-DOUBLE	
	11-groundball (2b) B	
	12-groundball (ss) A plus injury	
	1-7	
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The ball park feature affects both average and homeruns adjusted for lefty and righty hitters. Houston's Eric Anthony's 19 homers in 440 at bats seems to signify equal power to Dave Justice's 21 homers in 484 at bats. Not so in Strat-O-Matic! Eric Anthony plays in the Astrodome, a very difficult homerun hitting park. Most likely Dave Justice playing in the friendly confines of Atlanta-Fulton County Stadium will hit more homers at home than Eric Anthony. However, on the road, watch Anthony "strut his stuff". Playing in Atlanta, Terry Pendleton will greatly benefit power and average wise, whereas Atlanta pitcher John Smoltz will gladly leave the confines of Atlanta-Fulton County Stadium to pitch anywhere else.

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 version to our advanced version, or vice-versa. In either instance, you will be thrilled and amazed by the rapid play and realism that each version has to offer.

ABOUT OUR UNSURPASSED PLAYER CARDS

We are extremely proud of the size, individuality, and organization of our two-sided player cards. We cannot emphasize enough the importance of separate basic and advanced sides, as the capacity of youngsters and adults differs tremendously. One side only would be unfair to both groups--particularly the youngsters who would be forced to contend with twice as much information. Please note the ease of viewing the strengths and weaknesses of each player. This is due to the presence of only 33 readings on each card and most results totally written

out. Because of these features, no other game is as good as Strat-O-Matic in representing the batter-pitcher confrontation.

Incidentally, the statistical computations are precise and original. In fact, Strat-O-Matic has actually developed "first-time ever" statistics concerning our oldtimer sets - lefty-righty breakdowns for batters and pitchers for 13 oldtimer seasons.

THE GAME THAT APPRECIATES WITH TIME

The quality of our player cards have created a tremendous demand for past sets. Commencing with the 1962 season, complete major league card sets have been issued. Incredible things have happened to the prices of our older sets. For example, in 1979, a 1962 season set (original cost-\$10.00) sold for \$250.00, and a 1963 season set sold for \$150.00. Obviously, we cannot guarantee prices of future sets to increase in value to the extent that past sets have. However, most likely in the years to come, your purchase will be worth more money than you originally paid for it.

Each year a new set of player cards, based on the most current averages, is made available at a nominal cost. Prior year customers may purchase new player sets at pre-baseball season sale prices. Individual orders for less than 26 teams may also be obtained. New player card sets become available approximately March 20th of each year.

Strat-O-Matic Baseball is colorfully and simply set up. It is equipped with individual player cards, a strategy chart, fielding charts, dice, baserunner markers, injury card and other essentials for a complete game. The cover is truly a work of art, 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 Baseball as you will be with its contents.

LEFTY GROVE					
throws LEFT #10 #3L pitcher: starter(9) relief(4)			throws RIGHT #10 #3R pitcher: starter(9) relief(4)		
37% AGAINST LEFT-HAND BATTER			33% AGAINST RIGHT-HAND BATTER		
4	5	6	4	5	6
2-fly (lf) C	2-fly (lf) C	2-gb (p) B	2-fly (lf) B	2-fly (cf) B	2-gb (p) B
3-FLY (lf) X	3-gb (1b) C	4-GB (ss) X	3-FLY (lf) X	3-gb (1b) C	3-GB (p) X
4-TR 1-5	4-fly (rf) B	5-GB (ss) X	4-N-HR 1-3	4-popout (ss)	4-GB (ss) X
DO 6-20	5-strikeout	6-strikeout	DO 4-20	5-GB (2b) X	5-gb (2b) C
5-DO** 1-2	6-strikeout	7-strikeout	5-DO** 1-5	6-strikeout	6-fly (lf) B
Si** 3-20	7-strikeout	8-strikeout	Si** 6-20	7-strikeout	7-strikeout
6-SINGLE (cf)	8-strikeout	9-gb (2b) C	6-SINGLE (rf)	8-strikeout	8-fly (cf) B
7-SINGLE (rf)	9-GB (2b) X	10-GB (3b) X	7-SINGLE (cf)	9-GB (ss) X	9-fly (rf) C
8-Si* 1-2	10-CATCH-X	11-GB (1b) X	8-Si* 1-3	10-CATCH-X	10-GB (3b) X
lo(2b) 3-20	11-GB (2b) X	12-fly (lf) C	lo(2b) 4-20	11-GB (2b) X	11-GB (1b) X
9-strikeout	12-gb (p) B		9-WALK	12-strikeout	12-gb (p) B
10-FLY (cf) X			10-FLY (cf) X		
11-FLY (rf) X			11-FLY (rf) X		
12-fly (lf) C			12-fly (lf) C		

ADVANCED GAME PLAYER CARD

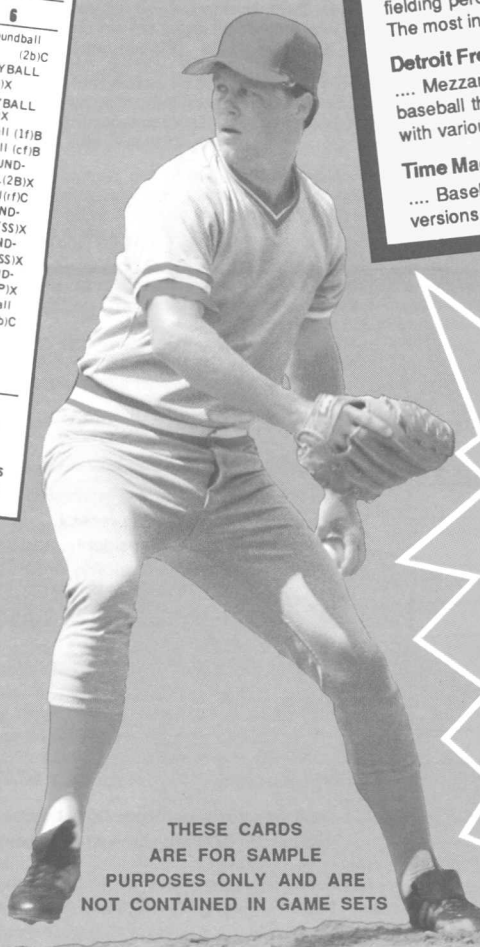
DIZZY DEAN		
4 Pitcher: starter relief		
PITCHING CARD ST. LOUIS		
4	5	6
2-foulout (c)	2-groundball (2b)C	2-groundball (2b)C
3-groundball (p)B	3-FLYBALL (LF)X	3-FLYBALL (RF)X
4-HOMERUN 1	4-GROUND-BALL(3B)X	4-FLYBALL (CF)X
flyball (rf)B	5-strikeout	5-flyball (lf)B
2-20	6-strikeout	6-flyball (cf)B
5-DOUBLE** 1-9	7-strikeout	7-GROUND-BALL(2B)X
lineout (3b)	8-strikeout	8-flyball (rf)C
10-20	9-strikeout	9-GROUND-BALL(SS)X
6-SINGLE	10-flyball (cf)B	10-GROUND-BALL(SS)X
7-SINGLE	11-groundball (1b)C	11-GROUND-BALL(P)X
8-SINGLE* 1-4	12-groundball (2b)C	12-groundball (2b)C
lineout (2b)		
5-20		
9-WALK		
10-CATCHER'S CARD X		
11-GROUND-BALL(1B)X		
12-WALK		

1934 PITCHING RECORD			
WON	LOST	E.R.A.	INNINGS PITCHED
30	7	2.65	312
HITS ALLOWED	WALKS ALLOWED	STRIKEOUTS	HOMERUNS ALLOWED
288	75	195	-

BASIC GAME PLAYER CARD

bunting-D hit & run-D running 1-14		
26% AGAINST RIGHT-HAND PITCHER Power-N		
1	2	3
1-foulout (c)	2-gb (ss) A	2-gb (ss) A
plus injury	3-gb (ss) A+	3-gb (ss) X
fly (rf) B ?	4-fly (cf) B ?	4-fly (cf) B ?
5-Si* 1-11	5-HOMERUN	5-Si* 1-11
6-strikeout	6-HOMERUN	6-strikeout
WALK	7-HR 1-4	7-WALK
WALK	8-fly(1b)B 5-20	8-SINGLE (cf)
WALK	9-TR 1-2	9-WALK
WALK	DO 3-20	10-SINGLE (rf)
WALK	10-SINGLE (cf)	11-fly (lf) B ?
WALK	11-gb (ss) A+	12-lo(3b) max
WALK	12-gb (ss) A	

THESE CARDS ARE FOR SAMPLE PURPOSES ONLY AND ARE NOT CONTAINED IN GAME SETS



STRAT-O-MATIC ... GREAT ENOUGH TO BE IN THE HALL OF FAME!



Of course you recall Major League Baseball postponed their July 14, 1981 All-Star game. But did you know that a Strat-O-Matic All-Star game was played at the actual All-Star site, Municipal Stadium in Cleveland, July 14?

Countless newspapers, phone services, radio and television stations turned to Strat-O-Matic in an effort to re-create the strike-ridden baseball season. Radio station WITS and its 28 affiliates replayed Boston's schedule with Strat-O-Matic re-creations.

Sports Phone of New York played a seven day 1969 New York (NL) and 1978 New York (AL) dream World Series. Thanks to the stupendous game playing efforts of four Strat-O-Matic fanatics, the Valley Times, Pleasanton, California amazingly ran Strat-O-Matic daily accounts on all 571 unplayed games.

However, the greatest honor bestowed upon our company was a replica of Strat-O-Matic baseball displayed at the Hall of Fame in Cooperstown, New York as an All-Star display--the only game ever honored in this fashion.

AUTHORIZED BY THE MAJOR LEAGUE PLAYERS' ASSOCIATION

