

# Strat-O-Matic COLLEGE FOOTBALL

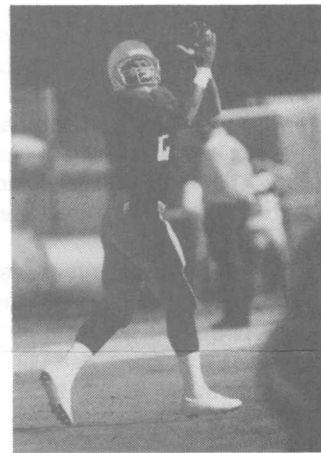
## FINALLY, A STRAT-O-MATIC COLLEGE FOOTBALL GAME THAT PLAYS JUST LIKE OUR FAMOUS PRO FOOTBALL GAME!

Oh, there are a few differences, but basically Strat-O-Matic College Football and Strat-O-Matic Pro Football are "brothers under the same roof." For those of you who have played our Pro Football game, much of what you will read shall sound very familiar. Some of you might remember that Strat-O-Matic produced a College Football card game some ten years ago. This particular game was totally different from our present Pro Football game. It blended football statistics with an excellent unique card game. Unfortunately, the blend did not jell. The customer reaction to this product was similar to Patrick Henry's famous quote, "Give me liberty or give me death." Our customers' sentiments were, "Give me a 100% football game or no game at all." This is exactly what we have created for our current College Football game—a 100% football game for both the adult and young teen football fan. Strat-O-Matic College Football is actually two games in one: An Elementary version which is geared to be played by 12 to 16 year olds, and an Advanced version with additional comprehensive rules and playing parts for adults.

### 48 TEAMS IN THE SECOND EDITION OF OUR NEW COLLEGE FOOTBALL GAME

All geographical sections of the country are amply represented as are the top twenty nationally ranked teams and major bowl game teams. Leading independent teams and teams from many major conferences comprise our 48 team roster. However, not all of our selected teams are "powerhouses." Somehow, we found openings for four Ivy League teams and three service academy teams. Play Brown against a top twenty team and prepare yourself for a massacre. However, anticipate an evenly matched contest when you pit Harvard against Yale. You might ask why did Strat-O-Matic include Ivy League teams among the elite of college football? Primarily, to demonstrate the capabilities of our great product. Strat-O-Matic, through the use of a defensive BREAKDOWN system (discussed later) and weighted scheduling, provides for Ivy League teams to play each other on an equal basis and yet be overwhelmed by the leading teams. Notably, this is accomplished without making numerous adjustments to the player and team charts. The following is a list of the 48 colleges contained in our College Football game.

Air Force	Indiana	Pittsburgh
Alabama	Iowa	Princeton
Arizona State	LSU	South Carolina
Arkansas	Miami (Fla.)	Stanford
Army	Michigan	Syracuse
Auburn	Michigan State	Tennessee
Baylor	Minnesota	Texas
BYU	Navy	Texas A & M
Brown	Nebraska	Texas Tech
Clemson	North Carolina State	UCLA
Colorado	Notre Dame	USC
Florida	Ohio State	Virginia
Florida State	Oklahoma	Wake Forest
Georgia	Oklahoma State	Washington
Harvard	Oregon	Wyoming
Holy Cross	Penn State	Yale



Each college football team is accurately measured offensively and defensively for their running and passing games, including fumble and interception occurrences and returns, punting, punt returns, kickoff returns, field goal attempts, interception returns and extra points. These computations of each team's actual abilities are represented on offensive and defensive play charts. Although the majority of the teams are among the best in the nation, their strengths, weaknesses and schedules vary tremendously, resulting in extremely distinctive play charts. For example, Miami attempted over 30 passes per game, completing almost 59% for 21 touchdowns. The Hurricanes were one of the finest passing teams in the nation. On the other hand, Air Force, attempting only 10 passes a game, had over 7% intercepted (more than twice Miami's interception percentage) and scored only 5 touchdowns through the air. Of course, Air Force's great strength was running the football. They finished second in the country in number of yards rushed per game (over 386 yds) or almost twice that of Miami. College teams' offensive attacks vary tremendously. Air Force, Army, Colorado, Nebraska and Oklahoma run over 80% of the time. Other schools, such as Iowa, Wyoming and Holy Cross pass almost 50% of the time. It is this great variation in offensive play that makes college football so exciting to watch and also so intriguing to play in board game form. Of course, as previously mentioned, the quality differences in level of play and the rare head-on competition between many colleges also contribute greatly towards the excitement and intrigue of college football. With Strat-O-Matic, you are able to create your own schedules—set up a rare confrontation between Big 10 Champion, Michigan State, and Orange Bowl winner, Miami, or allow the Hurricanes to play a few "breathers" such as Brown and Princeton.

Perhaps you are wondering if Strat-O-Matic is set up for team play only, thereby eliminating all individual performances. Actually, on offense, Strat-O-Matic is set up via a position basis for both running and passing. For example, a fullback's rating on a team is derived from the total statistics of all players who performed at fullback. However, enclosed with each team's player charts, is an individual statistical breakdown card (see the 1985 Oklahoma run offense card). For the running game, the statistical card is set up to reflect each team's backfield positions. Leading runners' statistics are highlighted for each position. As you position the card right next to your offensive play charts, you have the choice of specifying the position or the name of the ball carrier. The passing game is managed in the same fashion as the running game. Strat-O-Matic has been purposely set up in this fashion in order to recreate a realistic picture of each team's

running and passing capabilities. Also, few college football fans are familiar with the player personnel (other than the stars) of the overwhelming majority of major teams.

You need not be a football expert to play Strat-O-Matic College Football as each team possesses a statistical card containing all the important data that you need for evaluation purposes. **REGARDLESS OF THE EXTENT OF YOUR COLLEGE FOOTBALL KNOWLEDGE, THE MEANS ARE YOURS TO EVALUATE EACH TEAM'S STRENGTHS AND WEAKNESSES AND CREATE YOUR OWN STRATEGY.**

Strat-O-Matic College Football is a constant mental struggle between opposing coaches. The opportunity is now yours to participate in college football 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.

On offense, you call the plays and select your running backs and pass receivers. You must decide when to direct your running attack at your opponent's weak spots. When passing, you must decide whether "to work on a weak link" in your opponent's secondary, or pass to your most capable receiver. It is not an easy decision as your opponent may "double team" any pass receiver. You must be alerted toward the possibilities of a blitz, as your opponent might gamble with the maneuver in hopes that you are throwing a long pass. If you are throwing a long pass, there is an excellent chance that your quarterback will be nailed by a blitzing linebacker for a big loss. However, if you had anticipated a blitz, and threw a quick pass to the flat or over the middle, the chances are good for a gain. When calling your offensive plays for the vast majority of teams, you must attempt to establish both running and passing games in order to prevent the defense from concentrating on one aspect of your offense. For example, if you are coaching Wyoming, you must establish a running game in order to prevent your opposition from massing their defense against your quarterback's passing. In calling your plays, you must "set up" your opponent for the big play - the possible touchdown, or long gainer. You will accomplish this by effectively mixing up your plays, thereby depriving your opponent of considering such an action on your part.

Of course, you must be prepared "to win the battle" on key third down plays, for consistent success on this down will most likely bring victory.

On defense, you must anticipate your opponent's offense. Aware of your opponent's strengths and weaknesses, and his play calling frequencies of the past, you will set your defenses up accordingly. If you are coaching a multi-defense team, you may play a 5-2 defense against a powerful running club. To befuddle your opponent, at times you may switch to a 3-4 or a 4-3 defense. Against a passing team, you may rely frequently on a 3-4 defense, occasionally switching to one of the other two standard defenses. In anticipation of a pass, you may choose to blitz one, two or three linebackers, or double team a receiver. In anticipation of a run, you may move one or more linebackers into your "defensive wall" or "key" (concentrate) on a running back. By keying on a running back, you will minimize the potential

**OKLAHOMA 1985 STATISTICS - TEAM AND INDIVIDUAL**

NICKNAME		PASSING OFFENSE									
Sooners											
CONFERENCE		Jamelie Holeway		ATTS	COMP	PCT	INT	INT	NET	GAIN	TD
Big Eight		Troy Akman		58	24	41.4	2	4.3	517	5	
RECORD		Eric Mitchell		47	27	57.5	1	2.1	442	1	
WON	LOST	TIED									
10	1	0									
PASSING TOTALS		PASSING TOTALS		111	54	48.7	4	3.6	860	7	
OPPONENT PASSING TOTALS		OPPONENT PASSING TOTALS		245	107	43.7	18	7.4	1140	5	

RUNNING OFFENSE					PASS RECEIVING						
LEFT HALFBACK TOTALS	ATTS	YDS	NET	TDS	AVG	TIGHT END TOTALS	NO	YDS	TD	AVG	
Spencer Tillman	112	15	547	8	4.9	Damon Steil	21	496	2	23.6	
Anthony Stafford	47	1	242	5	5.2	Keith Jackson	20	486	2	24.3	
	44	9	242	2	5.5						
RIGHT HALFBACK TOTALS	ATTS	YDS	NET	TDS	AVG	SPLIT END TOTALS	NO	YDS	TD	AVG	
Patrick Collins	98	18	437	6	4.5	Derrick Shepherd	19	369	5	19.4	
Damon Steil	53	3	306	5	5.8	Lee Morris	14	273	3	19.5	
	29	15	75	0	2.6		5	96	2	19.2	
FULLBACK TOTALS	ATTS	YDS	NET	TDS	AVG	RIGHT HALFBACK TOTALS	NO	YDS	TD	AVG	
Lydell Carr	278	18	132	9	4.8	Damon Steil	8	117	0	14.6	
Leon Perry	169	11	735	4	4.4	Patrick Collins	5	89	0	17.8	
	92	6	518	5	5.6		3	28	0	9.3	
QUARTERBACK TOTALS	ATTS	YDS	NET	TDS	AVG	LEFT HALFBACK TOTALS	NO	YDS	TD	AVG	
Jamelie Holeway	253	290	1236	11	4.9	Spencer Tillman	6	21	0	3.5	
Troy Akman	161	129	861	9	5.4		3	4	0	1.3	
Eric Mitchell	49	98	93	0	1.9						
	43	63	282	2	6.6						
TEAM RUSHING TOTALS	ATTS	YDS	NET	TDS	AVG	OPPONENT RUSHING TOTALS	ATTS	YDS	NET	TDS	AVG
	749	343	3694	35	4.9		405	405	988	4	2.4

MISCELLANEOUS OFFENSIVE & DEFENSIVE STATISTICS			
FIRST DOWNS RUSHING	FIRST DOWNS PASSING	FUMBLES LOST (OFF.) & RECOVERED (DEF.)	
OFF. 192	35	20	
DEF. 55	52	10	

SAMPLE CARD - ACTUAL SIZE 4" X 5 1/2"



**1985 BUCKNELL**

**RUN DEFENSE ELEMENTARY**

LINEBACK	OFF TACKLE	END RUN
2. Short gain	2. Long gain	2. Long gain
3. +6	3. +9	3. Short gain
4. Short gain	4. +5	4. +6
5. +2	5. +3	5. -1
6. +5	6. Short gain	6. +1
7. +5	7. +6	7. Short gain
8. +6	8. +4	8. 0
9. Fumble 0, 2-7, 11, 12 0, 8-10	9. Fumble 0, 2-7, 11, 12 0, 8-10	9. Fumble -3, 2-7, 11, 12 -3, 8-10
10. +1	10. +1	10. Short gain
11. +5	11. Short gain	11. +7
12. -1	12. +7	12. +9

**1985 OKLAHOMA**

**RUN OFFENSE**

TEAM RATING - 3

LINEBACK		OFF TACKLE			END RUN		
RIGHT	WRONG	KEY	RIGHT	WRONG	KEY	WRONG	KEY
2. QB - LG FB - +3 LHB - +7 RHB - +9	QB - LG FB - +3 LHB - +7 RHB - +9	-1	2. QB - +9 FB - +8 LHB - +1 RHB - -2	QB - +9 FB - +8 LHB - +17 RHB - -2	-3	3. +5 LHB - LG RHB - +23	-6
3. short gain	short gain	-1	3. +8	short gain	-1	3. +6	+22
4. +1	+8	-1	4. +9	+32	-1	4. short gain	+34
5. F0, 2-5, 12, 0, 6-11	F+8, 2-5, 12, +8, 6-11	F-1	5. F+8, 2-5, 12, +8, 6-11	F+9, 2-5, 12, +9, 6-11	-1	5. F+4, 2-5, 12, +4, 6-11	F+5, 2-5, 12, +5, 6-11
6. QB - SG FB - +6 LHB - +5 RHB - 0	QB - +19 FB - +6 LHB - +5 RHB - 0	-1	6. QB - +2 FB - +7 LHB - +5 RHB - -2	QB - +31 FB - +7 LHB - +5 RHB - -2	-3	6. QB - +9 FB - -1 LHB - +7 RHB - +6	QB - LG FB - -1 LHB - +33 RHB - +7
7. QB - +17 FB - SG LHB - +4 RHB - +2	QB - LG FB - SG LHB - +4 RHB - +2	-1	7. QB - +2 FB - +4 LHB - +7 RHB - +2	QB - SG FB - +8 LHB - +8 RHB - +2	-1	7. QB - +7 FB - -7 LHB - +8 RHB - +6	QB - LG FB - 0 LHB - +8 RHB - +9
8. QB - +3 FB - SG LHB - +7 RHB - +5	QB - +34 FB - SG LHB - +8 RHB - +6	-1	8. QB - SG FB - +6 LHB - +3 RHB - +3	QB - LG FB - +6 LHB - +2 RHB - +3	-1	8. QB - SG FB - 0 LHB - +3 RHB - +1	QB - +35 FB - 0 LHB - SG RHB - SG
9. +6	+9	-1	9. short gain	+28	-1	9. +8	short gain
10. +8	+22	-1	10. +9	+26	-1	10. +6	+27
11. +4	short gain	-1	11. +27	+35	-3	11. +8	+8
12. QB - +3 FB - +9 LHB - +5 RHB - +1	QB - LG FB - +9 LHB - +5 RHB - +1	-1	12. QB - SG FB - +3 LHB - +1 RHB - -2	QB - SG FB - +18 LHB - SG RHB - +2	-3	12. QB - +17 FB - -3 LHB - SG RHB - +3	QB - SG FB - -3 LHB - LG RHB - +3

Above 1985 cards are for example purposes only and are not included in this game.

...the specific back. However, the maneuver will backfire if you "key" on the wrong running back. If your opponent attacks certain weaknesses in your defense, you can offset these particular weaknesses by fortifying the areas under attack. However, you must be aware of weakening other aspects of your defense by doing so.

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

#### HOW TO PLAY STRAT-O-MATIC COLLEGE FOOTBALL

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

- 1 - An elementary version which is geared to be played by 12 to 16 year olds.
- 2 - An advanced game with additional comprehensive rules and playing parts for adults.

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

#### ELEMENTARY GAME

Strat-O-Matic College Football is played according to college football rules. The running offense is represented by one chart divided into three sectors (lineback, off tackle and end run) and the passing offense is represented by a quarterback passing chart and a receiving chart. Each team's defense is represented by two charts—a run defense chart and a pass defense chart. Both defense charts are divided into three sectors. For demonstration purposes **ONLY**, a partial running chart (1985 Oklahoma Off Tackle Offense) and a partial defense chart (1985 Bucknell Off Tackle Defense) are illustrated. Why Bucknell versus Oklahoma? You are most likely thinking that this is a totally absurd matchup. Oklahoma, the number one rated college team in 1985, versus Bucknell University, a small Pennsylvania liberal arts school, playing an Ivy League type schedule. You are 100% correct! However, this matchup was necessary, in order to demonstrate our breakdown system. When a university, playing a very weak schedule, competes against a major overpowering opponent, possessing superior speed, strength, depth and experience, frequent score breakdowns will occur, producing a lopsided score.

Three dice, one white and two colored activate play. When the dice are rolled, the white die is read separately from the colored dice total. The white die yields a 1, 2 or 3 value, you refer to the offensive running or quarterback passing chart involved in the play. If the white die's reading is 4, 5 or 6, you refer to the defensive chart of the team currently playing defense. Thus, the white die has only one purpose; determine whether you refer to the offensive or defensive playing chart involved. The colored dice total refers to the series of numbers found underneath the correct column of the play.

For example, let us say the Oklahoma Sooners are on offense and Bucknell Bisons are on defense. The Sooner coach would select offensive play while the Bucknell coach would select a pass or run play. Let us assume that the Oklahoma coach calls an off tackle play by his fullback and the Bisons' coach calls a run. The play has been guessed right by the defense. The dice are then rolled by the offense's coach with a result of a white 3 and a colored dice total of 12. If the white die is a 3, you would refer to the Oklahoma off tackle column to the fullback (FB) part of the number 12 reading (colored dice total). The result is a +3 or three yard gain. If the defense had guessed a pass instead of a run, the play would have been guessed wrong, instructing the Oklahoma coach to look at the off tackle wrong reading. The result would be a +18 or eighteen yard gain. Under the same circumstances, if the dice had yielded a white 5 and a colored dice total of 3, you would refer to the Bucknell defense chart off tackle, number 3. The result would be a 9 yard gain. If you refer to the Oklahoma off tackle chart, you will discover that several squares are not subdivided by positions. In this instance, the single square applies to all running backs. For subdivided readings, note differences in yards gained or lost for each running back. If the Oklahoma coach had elected to run his right halfback off tackle instead of his fullback, the results would be quite different! If the defense had guessed the play wrong, the result would only be a 2 yard loss instead of an 18 yard gain. Also, on the Bucknell defense chart, note two colored background numbered readings (#5 and #9).

Both of these readings are breakdown numbers. For example, a dice roll results in a number 5 or 9 referral on the Bucknell chart, and the opposing team rating is a 3 (see top of Oklahoma offense), disregard the stated yardage figure and replace it with the equivalent of a 15 yard gain.

Chart breakdown readings occur only on defense charts for teams that play very weak schedules. Obviously, you would not use this reading on the Oklahoma defense chart. Passing plays are handled in a similar manner as running plays. There are many other rule details in the Elementary set, however, these details describe the factors.

#### ADVANCED GAME

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

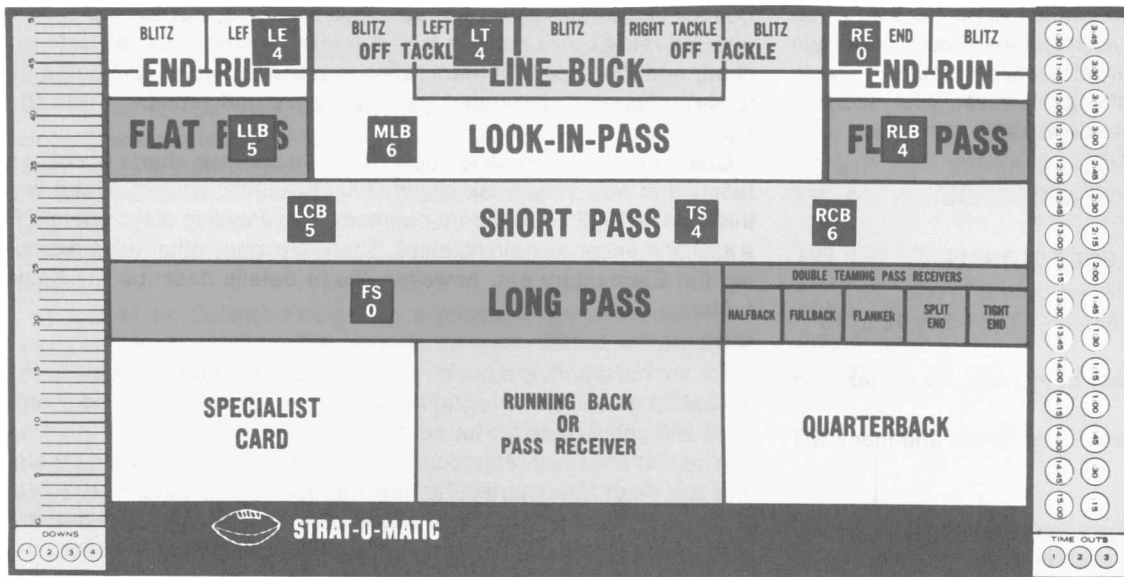
Where in the Elementary set, the defense was represented by elementary defensive charts, it is now represented by advanced defensive charts (not shown). Three sets of defenses (5-2, 4-3 and 3-4) are available to teams that play multiple defenses. Only one standard defense is available for those teams that basically play only college football. Each defensive player is represented by an individual square on which is indicated his numerical ability rating. In many instances, his ability rating will determine the number of yards gained on that play. Their ratings are found on each team's defensive rating chart (not shown). In addition, these defensive squares are positioned on the playing board as in the photograph on page 4. As many as these defensive squares may be moved by the defense; the linebackers, strong safety and free safety. These players can be moved by the offensive coach as he has indicated that he has made his play selections, but before he has revealed his decision. In the photograph on page 4, you will note that all defensive players are defending specific zones or against certain types of plays. For example, the left linebacker (LLB) is located in the flat pass zone found on the left side of the defensive coach decides to move his left linebacker into the Run Zone found on the left side, he would increase his defensive strength in that zone to two men (left end plus the left linebacker). This maneuver would also greatly weaken the defense in the left flat pass zone (as no players would be defending this zone). Without involving you with a detailed explanation, it would now be more difficult for the offense to run around the defense's left end (2 men in zone) and much easier to pass against the left flat pass zone (no men in zone). The advanced game takes into account the number of defensive players in a zone attacked by the offense. Provisions are made for doubleteaming pass receivers, keying on running backs and blitzing. Another outstanding feature of Strat-O-Matic is the increased degree of difficulty an offensive team will encounter in penetrating a defense when nearing his opponent's goal line.

As each chart is almost all-inclusive, it is seldom necessary to refer to additional tables. As a result of the complete nature of each chart in the Elementary version of Strat-O-Matic College Football is played in 45 minutes, and the Advanced version in 75 minutes. Complete sets of instructions and game parts for the Elementary and Advanced sets are enclosed with each game, **AS WELL AS FOR A SOLITAIRE VERSION.**

Each year, a new set of College Football teams based on the most current statistics is made available at a nominal cost. Prior year college football customers can purchase complete team sets at pre-college football season sale prices. Once you have purchased a complete game set, you need only purchase new player charts which become available approximately September of each year.

Strat-O-Matic College Football is colorfully and simply set up. It is equipped with individual player charts, team defensive charts for Elementary and Advanced sets, one game board, advanced and elementary play selector cards, dice, and other essentials for complete Elementary and Advanced Games. Incidentally, the player charts are 4" x 4 1/4" and have no equal in size or quality. The cover is extremely attractive, and the game box (measuring 9 3/4" by 19 1/2") is of fine quality. You will be as pleased with the appearance of Strat-O-Matic College Football as you will be with its contents.





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

### STRAT-O-MATIC COLLEGE FOOTBALL GAME PRICE LIST

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

#### DELUXE COLLEGE FOOTBALL GAME

Forty-eight college teams and all necessary game parts for the Strat-O-Matic College Football Game.

**PRICE - \$26.50**  
(price includes \$3.00 handling fee)

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 \$3.00 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 \$1.55 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.

#### HOW TO PURCHASE STRAT-O-MATIC COLLEGE FOOTBALL

To receive your set of Strat-O-Matic College Football, simply fill out the coupon found on stub, and enclose check, money order or cash. We pay the postage for all prepaid orders.

If requested, we ship Strat-O-Matic College Football 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 \$4.00 to \$6.00 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.

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

**DELUXE GAME**  
containing 48 1987  
college football  
teams, postpaid  
at \$26.50

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 + \$3.00 \_\_\_\_\_

For Post Office Box or Rural  
Addresses only + \$1.00 \_\_\_\_\_

For Special Handling to Canada  
+ \$1.55 \_\_\_\_\_

Grand Total \_\_\_\_\_

**MONEY BACK  
GUARANTEE  
OF  
SATISFACTION**

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 me the set checked above COD. I realize I must pay postage, plus COD charges. All COD's require a \$4.00 deposit.
- Send me the set checked above via Priority Shipping, as indicated in the brochure. I enclose the required additional postage money.