

adjusted according to their past records or reduced below the records achieved by their teams' first string quarterbacks. To further insure realism, certain substitute running backs' yards per carry average were reduced by their longest runs. We suggest that you throw few or no short or long passes to potential receivers who do not have any listing (completed pass caught) for that type of pass on their receiving cards. For punts out of bounds, subtract 10 yards off result found on specialist card. When a safety occurs, the distance of the kick should be reduced by fifteen yards instead of twenty.

For realistic results the following players should be used in the amount of games specified only:
R. Carr — 9 Baltimore **R. Perry — 8 Los Angeles** **P. Thomas — 8 Los Angeles**
J. Dutton — 8 Dallas **J. Scott — 10 Chicago** **M. Wagner — first 8 only**
B. Jones — 4 Baltimore **B. Smith — 6 Green Bay** **Pittsburgh**

A dot (•) found after a statistic at the bottom of a player's card indicates touchdown scored on play. Please note that the middle linebacker is assigned to the fullback and the right linebacker or line-backer in right zone is assigned to the halfback on pass defense in the advanced game. If not playing super advanced rules, disregard all □ and # marks found on defensive cards.

Due to a change in the flat pass defensive cards, revise the pass prevent defense adjustment rule to assume all white die readings to be applicable.
 Short yardage defense revision suggestion—Play as stated on page 10 of instruction booklet with one exception—the defense must announce his intention to play a short yardage defense prior to physically setting up defense and prior to offensive coach selecting his play. This revision applies to first and second downs only.

When using Oakland's two tight end offense, don't increase offensive pass block rating by one as cards were computed using two tight ends. Please note also that Billy Campfield's kickoff return statistics for Philadelphia represents all return men except Wally Henry.

Below are two listings indicating percentage of attempts a team rushed offensively (offensive rush percentage) and the percentage of attempts a team was rushed against defensively (defensive rush percentage).

| | Offensive Rush % | Defensive Rush % | | Offensive Rush % | Defensive Rush % |
|-----------------|---------------------|---------------------|----------------|---------------------|---------------------|
| Atlanta | 48.4 | 51.8 | Baltimore | 46.1 | 55.4 |
| Chicago | 60.7 | 48.3 | Buffalo | 48.3 | 60.4 |
| Dallas | 51.5 | 51.1 | Cincinnati | 53.4 | 50.2 |
| Detroit | 46.7 | 56.8 | Cleveland | 46.2 | 53.6 |
| Green Bay | 49.6 | 57.4 | Denver | 50.3 | 48.6 |
| Los Angeles | 54.5 | 52.0 | Houston | 59.6 | 50.3 |
| Minnesota | 44.7 | 56.2 | Kansas City | 58.5 | 48.0 |
| New Orleans | 55.3 | 49.4 | Miami | 55.8 | 51.6 |
| New York Giants | 52.0 | 55.5 | New England | 53.5 | 48.6 |
| Philadelphia | 56.1 | 50.5 | New York Jets | 61.3 | 45.9 |
| St. Louis | 51.6 | 52.8 | Oakland | 47.2 | 51.4 |
| San Francisco | 43.7 | 53.6 | Pittsburgh | 51.9 | 48.9 |
| Tampa Bay | 57.7 | 53.1 | San Diego | 45.7 | 48.0 |
| Washington | 58.3 | 51.1 | Seattle | 47.8 | 49.4 |
| | | | League Average | 52.0 | 52.0 |

Below is a coupon containing prices of miscellaneous Strat-O-Matic Football items. All are self-explanatory with the exception of the 15 nameless player cards. Nameless Player Cards are nameless cards fully computed and statistically setup. You will therefore be in a position to create cards for rookies and veterans not included on your team rosters. This is accomplished by designating a nameless card to be the equivalent in ability to an individual rookie playing a major role in the 1980 season.

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- 1 game box only \$2.10
- 1 game board 2.10
- 1 bag of dice40
- 2 sets of defensive player squares, football, first down marker and discs 1.00
- 1 set of instructions55
- X chart 1.05
- 2 play selectors (Elementary and Advanced)40
- 15 nameless players80
- 1 Super Deluxe Game — containing all 28 teams 18.50

Postage & Handling Charge: Please add the applicable amount found below to cost of total order. Only one handling charge must be included with each order mailed, regardless of number of coupons or order blanks enclosed. If your order is: Up to \$10.00 add \$1.00; \$10.01-\$15.00 add \$1.25; \$15.01 or more add \$1.50.
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| GREEN BAY PACKERS Coffman, P. Dickey, L. Lofton, J. Middleton, T. Simpson, N. Smith, B. Thompson, A. Thompson, J. Torkelson, E. Tullis, W. Whithurst, D. | LOS ANGELES RAMS Bryant, C. Dennard, P. Ferragamo, V. Haden, P. LeCount, T. McCutcheon, L. Nelson, T. Peacock, E. Smith, J. Tyler, W. Waddy, B. Young, C. | MINNESOTA VIKINGS Brown, T. Foreman, C. Kramer, T. LeCount, T. Miller, R. Rashad, A. Reaves, J. Tucker, B. Voigt, S. White, S. Young, R. | NEW ORLEANS SAINTS Chandler, W. Childs, H. Galbreath, T. Hardy, L. Harris, I. Holmes, J. Manning, A. Muncie, C. Owens, T. Scott, B. Strachan, M. |
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| NEW YORK GIANTS Gray, E. Johnson, K. Kotar, D. McCreary, L. Moorhead, E. Perkins, J. Pisarcik, J. Scates, D. Shirk, G. Simms, P. Taylor, B. | PHILADELPHIA EAGLES Barnes, L. Campfield, B. Carmichael, H. Fitzkee, S. Harris, L. Jaworski, R. Krepfle, K. Montgomery, W. Smith, C. Spagnola, J. Walton, J. | ST. LOUIS CARDINALS Anderson, O. J. Brown, T. Gray, M. Harrell, W. Hart, J. Morris, W. Osborne, R. Parris, G. Pisarkiewicz, S. Stief, D. Tilley, P. | SAN FRANCISCO 49ers Bruer, B. Clark, D. DeBerg, S. Francis, P. Hofer, P. Jackson, W. McAtfee, K. Montana, J. Shumann, M. Simpsom, O. J. Solomon, F. |
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Piccone, L.
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Corbett, J.
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Kreider, S.
Ross, D.
Thompson, J.
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Nielsen, G.
Pastorini, D.
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Garrison, S.
Livingston, M.
Marshall, H.
McKnight, T.
Morgado, A.
Reed, T.
Samuels, T.
Smith, J. T.
Williams, M.

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Gsonka, L.
Davis, G.
Grise, B.
Hardy, B.
Harris, D.
Lee, R.
Moore, N.
Strock, D.
Torrey, B.
Williams, D.

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Cunningham, S.
Francis, R.
Grogan, S.
Hasselbeck, D.
Ivory, H.
Jackson, H.
Johnson, A.
Morgan, S.
Owen, T.
Westbrook, D.

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Dierking, S.
Gaffney, D.
Gaines, C.
Harper, B.
Jones, B.
Long, K.
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Shuler, M.
Todd, R.
Walker, W.

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van Eeghen, M.
Whittington, A.

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SUPER ADVANCED FOOTBALL RULES

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OFFENSIVE FORMATIONS

TIGHT END OFFENSE—Replace the split end with a second tight end. Play continues on a normal basis with one exception: If a pass is thrown to the flanker back, free safety (except when double-teaming another receiver) automatically moves into zone in which pass has been thrown. This is not a doubleteam nor is previous defensive call of run or pass affected. For example, with the free safety positioned in the short pass zone, a long pass is thrown to the flanker. The free safety automatically moves into the long pass zone. The forementioned described movement only occurs with passes to flanker backs. The right corner back is assumed to be covering the second tight end. Increase team's offensive pass block rating by one (maximum is five).

FULL HOUSE BACKFIELD—Replace the flanker back with a third running back. Play follows normal procedure with two exceptions: If a pass is thrown to split end, free safety automatically moves into zone except when he is doubleteaming another receiver; increase all individual offensive linemen

blocking ratings by one (maximum rating is three). The left corner back is assumed to be covering the third running back in passing situations.

THREE WIDE RECEIVERS, ONE RUNNING BACK—Replace a running back with a third wide receiver (split end or flanker). Indicate to the opposing coach position of remaining running back. In passing situations free safety is responsible for third wide receiver. The free safety may not doubleteam another player when defending against the third wide receiver. If an additional defensive back is inserted into lineup, the free safety is relieved of this responsibility. Reduce team's offensive pass block rating by one (minimum rating is one).

THREE WIDE RECEIVERS, TWO RUNNING BACKS—Replace tight end with a third wide receiver. Procedure is identical to three wide receivers, one running back offense except that tight safety would be responsible for third wide receiver in passing situations; thereby, permitting the free safety freedom of movement.

THREE RUNNING BACKS, TWO TIGHT ENDS—Replace flanker and split end with third back and second tight end respectively. Left corner back and right corner back are assumed to be covering third running back and second tight end in pass situations respectively. Increase team's offensive pass block rating by one and each individual lineman's block rating by one also. In passing situations, free safety automatically moves into zone (except when he is doubleteaming) in which pass has been thrown to any receiver. If the defensive coach is playing a short yardage defense and a short pass is thrown, assume the short pass zone to be defended by four men.

DEFENSIVE FORMATIONS

THREE MAN LINE, FIVE DEFENSIVE BACKS—Replace one tackle or end with a defensive back. Place additional defensive back in short or long pass zone. When utilizing this alignment, the defensive coach may call a pass or run defense but must not blitz any linebackers. The fifth defensive back will be responsible for any wide receiver not covered by a defender. Reduce the team pass rush rating by one (minimum rating is one).

THREE MAN LINE, FOUR LINEBACKERS—Replace defensive tackle or end with a fourth linebacker. Place linebacker or rover initially before calling play in look-in pass zone with middle linebacker. Roving linebacker may then be placed in any area on scrimmage line or in flat or look-in pass zones. He may be placed in a vacated tackle or end position. In such instances, assume him to be a zero-rated tackle or end. Linebackers may blitz in this defense. **WHEN UTILIZING THIS FORMATION, THE DEFENSIVE COACH MAY EITHER CALL PASS OR RUN DEFENSE.** Obviously, if a run defense is selected, no aspects of pass defense maneuvers including doubleteaming a receiver or pass prevent defense may be used. Reduce the team pass rush rating by one.

FOUR MAN LINE, FIVE DEFENSIVE BACKS—Substitute one defensive back for a linebacker who may be placed in the short or long pass zones. When utilizing this alignment, the defensive coach may call a pass or run defense but must not blitz any linebackers. There is no change to pass rush rating.

FIVE LINEMEN, SIX DEFENSIVE BACKS—Substitute a defensive tackle and two defensive backs for three linebackers. Place defensive tackle in linebacker blitz area and place one defensive back in short pass zone and one defensive back in long pass zone. When electing this defense, the defensive coach may call a pass or run defense. Increase the team's pass rush rating by one.

SAFETY BLITZ—Any defensive back may blitz, preferably a back without a passing defensive assignment. A pass defense must be called in a safety blitz situation. If a reading results in a pass rush, the quarterback is automatically tackled for a 9 yard loss. A long gain results if a reading of receiver arises. Treat a blitzing defensive back as a zero-rated linebacker who may blitz from any area on the scrimmage line. Against a run, treat a blitzing defensive back in the same fashion as a blitzing zero-rated linebacker. On a pass play, if a blitzing defensive back's ability rating is needed in regards to a receiver, the pass is automatically completed for the stated yardage.

LINEBACKER-RUN CONTAINMENT—Designed to deter the offense from calling runs in third down passing situations. IT IS ASSUMED TO BE AUTOMATICALLY PART OF YOUR DEFENSE ALIGNMENT IN THIRD OR FOURTH DOWN SITUATIONS ONLY IN WHICH FIVE OR MORE YARDS ARE NEEDED FOR A FIRST DOWN. The defense may call a pass or run and play a three, four or five man line. If the offense calls a run to an area in which the linebacker is playing his normal position (playing in flat pass or look-in zone areas) and the white dice roll is 1, 2, or 3, play is stopped a maximum of one yard short from first down. Of course, if the reading from the offensive running card results in more than one yard short from first down, accept this result instead.

For example, with a 3rd and 8 situation, the runner's card yields a no gain result, accept this figure rather than crediting the runner with a 7 yard gain. However, if the linebacker involved has vacated his zone (stationed in a blitzing position or double-teaming a receiver), no adjustment is made to yards gained on play. This rule only applies to results read off running cards and may not be used within a team's own 10 yard line. Results derived from defensive cards remain the same.

□ If the symbol □ follows a run and the linebacker playing behind attacked area is NOT in his normal position, a short gain results. If a linebacker is in his proper position behind an attacked area, use stated yardage for result of play. Disregard □ if ball is within opponent's ten yard line.

In utilizing the advanced play selector, it is advisable to improvise verbally for missing positions. All offensive and defensive player changes must occur before each play begins. Use blank square markers when inserting extra linebackers, defensive backs, and defensive tackles. Please note that the middle linebacker is assigned to the fullback, and the right linebacker or linebacker in right zone is assigned to the halfback on pass defense. ****