

STRAT SF FAN

The Magazine for and by
Strat-O-Matic fans

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The Next Generation: 4.0

By Glenn Guzzo

Version 3.0 propelled Strat-O-Matic among the leaders in computer baseball simulations. Version 4.0 will make SOM the game to beat.

The added features are so vast that the temptation is great to hype this game in superlatives and praise for SOM programmer Bob Winberry.

But as experienced users know, computer software has to be seen to be believed. Besides, the list of features speaks boldly enough.

Version 4.0 adds VGA ballpark graphics, limited player creation, an automatic drafting device, an automatic scheduler, an "encyclopedia" function that will compile stats over multiple SOM seasons and many other improvements, including the multiple changes in the board game (see box on this page and story on Page 6).

To be available in January with the new baseball cards and disks, Version 4.0 makes huge advances by incorporating nearly every

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Baseball Gets Better in 1993

Improvements for the board game:

- Groundball As on some pitchers, Groundball Cs on some hitters.

- Groundball/flyball frequency for hitters, pitchers.

- Hitters' results reflect whether they are pull-hitters or spray hitters.

- Closer ratings (0, 1, 2) for all relief pitchers to modify use in 8th and 9th innings.

- Balk, wild pitch and passed ball ratings printed on cards.

- More stats on basic side of cards: Games started and saves for pitchers; RBIs, on-base percentage, slugging percentage, stolen bases and caught stealing for batters.

- More foulouts, fewer lineouts.

(See related story on Page 7)

For the computer game:

All the board-game changes, plus:

- VGA graphics depicting current ballparks.

- Text play-by-play.

- Automatic scheduler and ability to print schedules.

- "Draft-O-Matic" automated drafting device.

- Player-creation module — up to 12 players per team.

- Enhanced out-of-town scoreboard.

- Improved league-standings report.

- "Encyclopedia" function displays stats from all SOM seasons played.

Also, you will be able to:

- Override the computer manager's lineup/starting pitcher selections.

- Display box score/play-by-play during the game.

- Enter game results manually from a scoresheet.

- Print league-leader categories selectively.

Inside This Issue

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Baseball Hall of Famers
1985-86 Boston Celtics
Corrected Football Cards

Football

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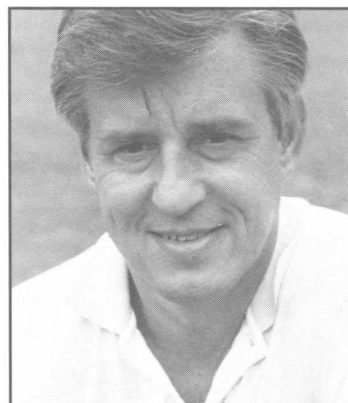
Who to Draft

Newell, Barkan Inducted

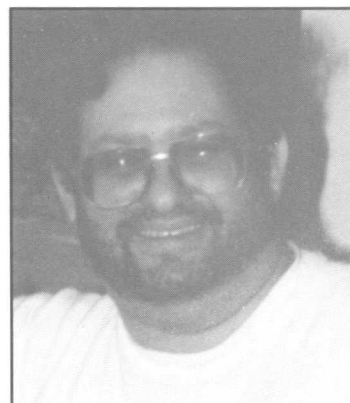
Del Newell, who helped the Strat-O-Matic world get acquainted, and Steve Barkan, who helped acquaint gamers with baseball history, are the first inductees to the STRAT FAN Hall of Fame.

The pair were the only two among six nominees to appear on more than 50 percent of the ballots cast by STRAT FAN subscribers.

Newell, 51, was co-founder of the Strat-O-Matic Review and its editor for all of its 20 years, 1971-



Continued on Page 2 DEL NEWELL



STEVE BARKAN

Running Back Fumbles

New Rules Give Strat Football Greater Realism

Strat-O-Matic's new fumble rules that create fumbles on sacks and pass receptions have drastically reduced running backs' fumbles, adding realism.

Gone are the automatic fumbles (three teams had them last year). In fact, no team has a worse fumble this year than 2-6, 11, 12. Once again, it is safe to run to protect a lead.

But fumbles still are not individualized, so here is an option to do that.

These ratings were compiled by Chris Lovallo of Torrington, CT, using a system developed by Glenn Guzzo.

When using these ratings, follow these rules:

- Running backs: Substitute these ratings for their carded fumbles.
- Quarterbacks: Substitute these ratings on Lineback and End Run. Do not change the automatic fumble on Must Run.

The NFL's fumble stats do not indicate how they occurred. Running backs might have fumble on runs, receptions or returns, or all three. Hence, these ratings cannot *precisely* account for fumbles on running plays. Because of the NFL's indifferent stat-keeping, these ratings are compiled relative to each runner's team. A runner on a team that had uncared fumblers or an extraordinary number of fumbles on sacks may have a higher fumble rating than a runner who fumbled more often on a sure-handed team.

Next Month: Team-by-team sack yardage and interception returns.

Moon Corrections

Strat-O-Matic reports that Warren Moon's card in the new football set needs two corrections in the Flat Pass/2-tmd column. Instead of incompletions, make it +3 yards on dice roll 5 and +2 yards on dice roll 6.

ATLANTA	FUMBLES	PHILA.	FUMBLES	INDIANAPOLIS	FUMBLES
Broussard	2, 12	Joseph	2-3	Dickerson	2-4, 12
Pegram	2, 12	Sherman	2-4	Clark	2-4, 12
Rozier	2-3, 12	Byars	2-5, 12	Manoa	2-4, 12
Jones	None	Sanders	2-3, 12	Johnson	2-6, 10
Chaffey	2-4	Quarterbacks	2-4	Quarterbacks	2-4, 11
Quarterbacks	2-3	PHOENIX		KANSAS CITY	
CHICAGO		Johnson	2, 12	Okoye	None
Anderson	2-4	Thompson	2-4	Word	None
Muster	None	Centers	2-12	Williams	None
Green	2-6, 11	Quarterbacks	2-4	McNair	None
Rouse	2-5	S.FRANCISCO		Quarterbacks	None
Lewis	None	Henderson	2-4, 11	LA-AFC	
Quarterbacks	2-4, 12	Carter	2-5	Craig	2-3
DALLAS		Rathman	2-4, 10	Bell	2-4
Smith	2	Sydney	2-6	Allen	2-3
Johnston	None	Tillman	2-12	Smith	2-5, 9
Blake	None	Quarterbacks	2-5, 12	McCallum	2-4, 12
Agee	None	TAMPA BAY		Quarterbacks	2-3, 11
Quarterbacks	2	Cobb	2-4	MIAMI	
DETROIT		Anderson	2-5, 11	Higgs	2-4
Sanders	2	Wilson	2-9, 12	Smith	2-6, 12
Jackson	2, 12	Highsmith	None	Craver	None
Overton	2, 12	Quarterbacks	2-5, 12	Paige	2-12
Dozier	None	WASHINGTON		Logan	None
Quarterbacks	2	Byner	2	Quarterbacks	2-4, 10
GREEN BAY		Erwins	None	N. ENGLAND	
Thompson	2, 12	Riggs	2	Russell	2-5, 11
Woodside	2-5	Quarterbacks	2	Stephens	None
Workman	2-5, 11	BUFFALO		Vaughn	None
Rice	2-6, 9	Thomas	2-3, 11	Hunter	None
Quarterbacks	2-4, 11	Davis	None	Allen	None
LA-NFC		Gardner	2-8	Quarterbacks	2-4, 11
Delpino	2-4, 10	Quarterbacks	2-3, 11	NEW YORK-A	
Gary	2-5	CINCINNATI		Thomas	2-3
Dupree	2-5, 10	Green	2-4	Baxter	2-4
McGee	2-10, 12	Brooks	2-5, 9	Hector	None
Quarterbacks	2-5, 12	Woods	2-7, 10	McNeil	2-3
MINNESOTA		Taylor	2-5, 10	Quarterbacks	2-3, 12
Walker	2	Dingle	None	PITTSBURGH	
Allen	2	Quarterbacks	2-5, 12	Hoge	2-3
Nelson	None	CLEVELAND		Foster	2-4, 10
Anderson	None	Mack	2	Williams	2-4
Fenney	None	Morris	2	Worley	2-4, 12
Quarterbacks	2	Hoard	2, 12	Thompson	2-4, 11
N. ORLEANS		Metcalfe	None	Quarterbacks	2-3, 11
Fenerty	None	Rouson	None	SAN DIEGO	
McAfee	2-4	Quarterbacks	2	Butts	2, 12
Hilliard	2-5, 10	DENVER		Bernstine	2
Heyward	None	Green	2	Harmon	2-3
Jordan	2-6	Lewis	2-3	Quarterbacks	2, 12
Quarterbacks	2-3, 11	Sewell	2, 12	SEATTLE	
NEW YORK-N		Perryman	2-3, 12	Williams	2-4
Hampton	2-3	Quarterbacks	2, 12	Fenner	2-5, 11
Tillman	2-4	HOUSTON		Jones	2-7, 9
Anderson	None	Pinkett	2-3, 12	Loville	None
Carthon	2-4	White	2-6, 11	Warren	None
Meggett	2-9, 12	Brown	None	Quarterbacks	2-5
Quarterbacks	2-3, 12	Quarterbacks	2-4, 10		



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MOVING?

Even a few days delay notifying us of
your address change can cause us to
misdirect your next issue and postpone
delivery by a month or more. As soon
as you know your new address, STRAT
FAN needs to know it, too.

Football Holes ...

GALLOPING GHOSTS

I have been playing Strat since 1981. I am
big fan and your magazine just makes it bet-
ter. I'm excited about the new football cards,
my first set of football cards since 1985, and
thanks to you the problem of the nameless
football players this year is solved. But sev-
eral kick returners didn't get listed. I know
that Atlanta's (#1 punt returner and #1 kickoff
returner) is Neon Deion, but could you give
the names of Washington's #2 kickoff re-
turner and Cleveland's #1 punt returner?

— Ken Mueller, Bloomington, IL

In addition to Atlanta's Deion Sanders, for
Washington, make it Ricky Ervins; for Cleve-
land, Webster Slaughter. Now that you men-
tion it, we notice Kansas City's #1 kickoff
returner should be Harvey Williams. We've
heard from several gamers who have re-
turned to the football game after reading in
STRAT FAN about the dynamic new "super-
fanatical" rules.

We have heard regularly from gamers who
are giving hockey or basketball or football or
baseball another go because of STRAT FAN's
content. In some cases, an article or playing
tip has reminded them of how much fun they
had or shown them how to appreciate the
game more. In other cases, news of how Strat-
O-Matic is improving its games — the new
football boards are a good example — travels
principally by STRAT FAN and triggers re-
newed interest. That's one of our happiest
contributions to the hobby we all want to
thrive. Perhaps that's part of the reason so
many of our readers — even one-sport gamers
— want us to remain a multi-sport magazine.

STARTING PITCHERS

Our eight baseball draft-league "owners"
in Nashville are dedicated to SOM's com-
puter baseball game; it is by far the best on the
market. But while Version 3.0 promised to
"stick like glue" to the starting rotation
selected by the owner, we have found it just as
unpredictable as prior versions — sometimes
even picking pitchers identified as "closers"
to start a game when a designated starter was
well-rested. This does not happen often, but
enough to cause plenty of headaches for own-
ers in a pennant chase!

— Bill Young, Nashville, TN

In the August STRAT FAN, Bob Winberry
notes, "Much of what Hal does can be af-
fected when you use him to manage a draft
team." If your draft league is using a starter/
reliever as the closer, Hal probably is trying
to manage starts/innings pitched. You could,

The Talk Show Host: Glenn Guzzo

as Winberry also has suggested, edit the Ma-
jor League statistics for the starters you pre-
fer, inflating those of the starters you want
and reducing those of starters who will be
used primarily in relief. Winberry has also
indicated that we'll be able to override any of
Hal's lineup choices in Version 4.0.

WOMEN OF STRAT-O-MATIC

Corrections are in order for Gar Joseph's
article on the "Women of Strat-O-Matic." Her
name is Christa Ledesma, not Christina.
Christa never took over her dad's franchise in
the GHC; Christa coached the GHC's Detroit
Red Wings while I coached Los Angeles.
Christa drafts the best cards [not players]
available, while Dad drafts the best talent.

— Phil Ledesma, Wellington, KS

We stand corrected. Sorry. And thanks for
setting the record straight.

PENALTY-KILLING

The defense ratings in parentheses are
introduced in the basic game rules and not
mentioned in the advanced or super-advanced
rules. The scoresheet mentions that the rat-
ings in parentheses are not used in the super-
advanced game, but it seems that such a rating
would make more sense in the super-advanced
game, because some players are more or less
effective defensively when they are killing
penalties. If these ratings are ignored in the
super-advanced power play, then Strat is tell-
ing me that all players are the same defen-
sively in both situations. Should the ratings be
ignored in the super-advanced power play or
not?

— Phil Ledesma, Wellington, KS

Since I don't use the SOM scoresheets, I
never noticed that fine print and always used
the parentheses for penalty-killing in super-
advanced play. SOM's Steve Barkan, who
does the hockey ratings, says the parentheses
are intended for super-advanced play. If there
ever was a reason for that scoresheet nota-
tion, Barkan has long forgotten it.

RUTH VS. CANSECO

I strongly disagree with the statement at-
tributed to SOM's Steve Barkan, (June 1992
Strat Fan), "The dimensions in those days
were so much farther than they are now." Sorry
Steve, just check your handy copy of

... Bugs, Ruth vs. Canseco

days were so much farther than they are now." Sorry Steve, just check your handy copy of Total Baseball for the facts.

Ever heard of Baker Bowl in Philadelphia? The Polo Grounds in New York or Ebbetts Field? I believe the phrase "Chinese Homerun" is now extinct because virtually all modern ballparks are at least 330 down each foul line. There are no more cheap homeruns as there were in the halcyon days of Ruth.

For literally his entire career Babe Ruth was hitting to a fence distance of less than 300 feet (rightfield at the Polo Grounds was 256 feet when the Yankees played there, and it was 296 to RF in "the house that Ruth built").

This is not to say that Ruth was not a great player; of course he was. But it is fashionable to downplay the feats of modern ballplayers, primarily "because expansion has diluted the talent." This is patent nonsense. Check the population of white males (only) in 1925. Then check the pool for 1992, black, white, hispanic from a population of 250 million people.

Mr. Barkan cites Comiskey Park in Chicago as a stadium where Babe Ruth was hitting the ball 465 feet and getting a two-base hit, and if Jose Canseco hit a ball the same distance now it would be a homerun. This is rather deceiving, as the distance cited is to dead center field, and how many power hitters get their homeruns way out there? The important distance is down the line and in the power alleys.

Canseco plays 81 games in a "pitchers" ballpark in Oakland and a lot of those are at night. The distance is 330 to the LF line and 375 to the power alley. He also must endure coast-to-coast travel, hordes of relief pitchers and pitchers in general who are bigger, stronger and faster than in the 1920s.

Ruth hit in a park 296 to RF and only 350 in the power alley. All games were played in the daylight (easier to see the ball), relief pitchers were few and usually soft-tossers who were over the hill.

It is my opinion that if Canseco played in the '20s, one year he would have hit 65-75 HRs; Ruth against modern pitchers, conditions, etc. — 30-40.

— W.E. Carter, Edison, NJ

Speculation is what makes being a sports fan so great. Baseball's long history and distinct eras make it especially ripe for conjecture. The ability to re-create history — in replays or in what-if? projects — is one of Strat-O-Matic's richest qualities. Individual player cards, past-season sets and ballpark

effects all play to this strength, as does the computer game's high-speed option for the "testers" among us.

THE BUNDY FORMULAS

The card-forecasting articles by Bruce Bundy are a total waste of space. The only useful part was the one on how hit chances are placed on the cards.

— (name misplaced)

During the last survey I was critical of the time spent covering the continuing story of the card formulas. After a second thought, the formulas are very informative and interesting. The latest on stealing and fielding will be a big help. The only part I felt was unnecessary was the placement of hits and outs on the cards.

— Nick Donato, Munhall, PA

Of recent articles, I've probably enjoyed the series by Bruce Bundy most. As someone who has analyzed cards for quite some time, the way they are constructed is particularly intriguing.

— Kirt Keesling, Carmel, IN

Bruce Bundy's articles on cardmaking are excellent. I play SOM using current rosters, so Bruce's articles will be helpful in making up rookie cards for my league.

— Fen Yan, La Mirada, CA

Like most things in our diverse hobby, the Bundy series is not for everyone. But as this sample suggests, mail is running strongly in favor. Some like the introduction to SOM math. Others appreciate being able to add supplemental stealing and "e" ratings to their older cards. Still others see the opportunity to create extra players, either on cards or for the computer.

WHERE CAN WE GET THIS STUFF?

Any chance of having Tim Comely's "unique action deck" reprinted in STRAT FAN? The problem I have with hockey is that it takes too long.

— Fen Yan, La Mirada, CA

Can you print the "FGCHA" hockey penalty charts in STRAT FAN?

— Pete Manzolillo, Bellmore, NY

In The Talk Show, you refer to extra players created for your 1962 NL replay. Are these for sale?

— Alan Cohen, Arlington, VA

The Comely action deck, 40 cards strong, and the FGCHA charts — a 10-page package of instructions, charts and ratings — are too space-consuming for STRAT FAN. The penalty system, it should be pointed out, is the

creation of Bob Lopeck, who once ran the Federal Gold Coast Hockey League.

My 1962 NL extras were created with the "cloning" feature (in Versions 2.1 and higher) of the computer game. There is nothing to sell. But here is how I created them: For each extra player, I tried to find another carded player with similar stats. Since an SOM card is based on stats versus certain competition, ideally, this would be a player on the same team. Second choice: A player in the same league. I chose that player to clone, then edited his computer card as needed — more walks here, fewer homers there; more doubles, more strikeouts; better speed, worse defense; whatever. It was a painstaking process to create the 40-plus players, but I was happy with it.

PLAYS OF THE WEAK

When a pitcher starts to lose his stuff, he normally gives up the long ball. I would like to see the cards reflect this vulnerability, instead of giving up more singles. I can't tell you how many times opposing managers barely shrug when "The Eck" is on the mound and weakness occurs. For pitchers like Greg Olson, greater doubles and triples should be possible. On the hitter's card, Flyball A should be a homerun and Flyball B should be a double. This would force managers to think twice before putting in their top reliever prior to the 8th inning, which is the norm for most Strat managers.

— Randy Scott, Sacramento, CA

Tired pitchers are wilder, too. Your suggestion will be read here by SOM's officials. For now, if your opponents agree, you can implement the Flyball A/B rule yourself. Many of us have tinkered with Strat's games over the years. And a good many of our practices have found their way into SOM's revisions.

PASSED BALLS PAST

Can the wild pitch, balk and passed ball ratings from the old system be used with the new system? Will STRAT FAN try to provide the missing ratings for other super-advanced seasons?

— Joe Freitas, Fremont, CA

Technically, no, they're not compatible; but in most cases the old ratings resemble the current ones, so you could get by with it. We'd like to fill in those gaps, along with pitchers' hold-on ratings, for the seasons where we have the data. But projects like that seem to get shelved for more urgent content. Don't give up on it; we haven't.

Gamers Helped Shape 4.0

Continued from Page 1

major change suggested by gamers since the release of Version 3.0 last January.

"We expect more improvements each year," SOM computer programmer Bob Winberry said. "We still have a long list of things we would like to add. But after this, I think next year's additions will be more modest."

"I need to devote more time to developing the computer basketball game."

The Version 4.0 test copy STRAT FAN inspected was a work in progress. Changes were sure to follow, but at press time, this was the starting lineup:

■ **Ballpark graphics.** VGA monitor and a hard drive are required to see Yankee Stadium, Camden Yards, etc. Your "seat" is behind home plate, offering a full-color (640 x 480 x16 VGA mode), panoramic view of each stadium. SOM planned to have all current ballparks available, but Winberry was going to have to hustle to meet deadline.

■ **Radio play-by-play.** Pre-pitch and post-pitch detailed descriptions of the action. You can toggle off the pre-pitch for shorter descriptions. Or toggle them both off if you prefer.

■ **"Draft-O-Matic."** An amazingly simple and versatile drafting device that works with any pool of "free agents" you create. It will draft an entire league or just the team(s) you want it to draft (*For more detail, see story below.*).

■ **Auto-scheduler.** This much-sought-after utility is ultra-easy to use. Just tell it what league you want to schedule and the number of games against each opponent. Within seconds, you have a schedule.

■ **Player creation.** Only 12 "created" players will be permitted on one roster, so you won't be able to create whole teams or seasons, but laborious cloning will no longer be required to create fringe players. Just enter the league-wide averages, the real player's stats and his subjective ratings (e.g. fielding and running). The computer does the rest.

■ **Encyclopedia function.** This will require a hard drive. The stats for whatever SOM seasons reside on your computer now can be compiled. Just tell the computer what player you want displayed and it will show you season-by-season totals. Since SOM expects to have roster disks available soon for 1968-present, this tool will come in handy, both for replays and draft-league archivists.

■ **Override computer manager's lineup.** One of the most-requested features is the ability to override Hal's lineup and starting-pitcher selections. Hal tends to be a replay manager. Draft leaguers and "what-ifs" didn't like him resting Phil Plantier or juggling starting-pitcher rotations.

■ **Roster management.** You will be able to keep a full roster and designate some players as "minor leaguers" available to the computer as injury replacements during autoplay. This will be a time-saver (no more setting up

minor leagues or designating ineligible) with out autoplay, too.

■ **Additional information on screens.** Now you will see such things as a player's batting average in the clutch and the updated score in cutoff situations.

■ **Display box score/play-by-play results during the game.** Previously, these could be displayed only at the end of the game.

■ **Enhanced out-of-town scoreboard.** You will have the option to view the entire batter-by-batter account of games in progress not just the line scores.

■ **Manual results from scoresheet.** Incorporating the last remaining advantage of the Version 1 SOM game, now you will be able to enter results from hand-written scoresheets and have Version 4.0 compile all the stats.

■ **Save last day from autoplay.** If you can't play the entire season in one sitting, the computer will remember where it left off. Previously, you had the burden of remembering the stopping point.

■ **Print league leaders selectively.** An annoyance to some was the necessity of printing 15 sheets of stats when they only wanted leaders in batting average, homers and RBIs. No more. Just select the categories you want.

■ **Improved standings report.** Adds current streak, record in last 10 games, home away records and record against each opponent.

Potential Seems Limitless ...

By Glenn Guzzo

Any number of the new Version 4.0 features might be your favorite, but the automated drafting device deserves special notice because it is almost a game within a game.

For those who think that drafting teams is as much fun as playing the games, "Draft-O-Matic" is an incredibly versatile utility that can give you hours of entertainment.

Like the computer game itself, you can use it as human vs. human, human vs. computer or computer vs. computer.

When drafting, the computer considers statistical performance, ballpark, lefty/righty

balance, holes in the drafting team's roster (based on at-bats per position or innings pitched) and the SOM roster limits (20 hitters, 15 pitchers per team).

Because you control the draft pool by naming players from roster disks as "free agents," Draft-O-Matic can be used to draft leagues from scratch or for rookie-only drafts. If your league makes certain players ineligible, no problem.

It will draft only the teams you want it to draft, or all of them. If you don't want it to draft at all, it can be set to "recommend" mode to advise you about the best available player.

Here are some of the uses that come to

mind. Undoubtedly other gamers will think of more:

■ **Timely advice:** Record your league's draft on your computer as it progresses. When your pick comes around, ask the computer to "recommend" the best remaining player, or the best at a certain position. Or ask it to display the remaining players at a position you need to fill.

At any time during the draft, you can display a draft report showing the number of players, at bats or innings, and lefty-righty balance of the drafting team's roster thus far.

It will also display the statistical leaders by position for batting average, homers, on-base

Board Game Changes

Strategy, Realism without Extra Playing Time

Tommy John was born too early.

Beginning with Strat-O-Matic's 1992 season card set, pitchers who help themselves by throwing double-play grounders will do so in the 1992 season card set. And, for the first time, pitchers' and hitters' cards will reflect their groundball/flyball frequency.

The changes are too late to help John, who gave up many hits — usually singles — but kept them from scoring by inducing grounder after grounder.

But these and a new rating for closers are in time to add realism and strategy options without adding playing time to the game.

We will see other, mostly cosmetic changes in January: More player stats, balk-wild pitch-passed ball ratings printed on the cards, and more foulouts/fewer lineouts.

If most of these ideas sound familiar, they should — they're yours.

The changes are the result of "conversations with people and reading STRAT FAN," SOM creator Harold Richman said. "We try to give people what they want, and what they've said to us over the years has revised our thinking."

Balancing requests for more information on the cards and less clutter on the advanced side, SOM has added the statistical information to the basic side and made the other changes with no new symbols in the advanced-side columns.

DP PITCHERS. To assure compatibility with previous seasons, the Groundball As on

pitchers and Groundball Cs on some pitchers will be underlined. When playing a 1992 season team against teams from previous years, reverse any underlined readings.

And now, groundball pitchers will have more ground outs and fewer flyouts — and vice versa for flyball pitchers.

CLOSERS. The precise system was still being worked out at press time, but Richman said he thought it would work this way: All relievers will be rated 0, 1 or 2 — indicating the number of innings they can pitch in the 8th and 9th innings. The penalty for misuse: The pitcher is automatically fatigued.

The change will discourage a common "Strat-ball" tactic of SOM managers — using a well-carded middle-inning reliever as a closer.

Richman cited the 1991 Mets cards as an example: "Jeff Innis had a fantastic card and John Franco did not. Yet, Franco was effective in save situations for the Mets, and Innis was not in the few opportunities he had. But because of the cards, many Strat-O-Matic managers would use them the other way around."

PULL/SPRAY HITTERS. Now hits, flyouts and groundouts will reflect the locations each player tended to hit them — not a precise accounting, but the flavor will be there.

These seemingly cosmetic changes can make your batting order choices more impor-

tant, since groundouts and singles to the right side are more likely to advance runners an extra base.

Richman's research has turned up a curiosity: While pull hitters almost always pull grounders, they have less control over flyballs.

STATS. Pitchers will have two new stats that will aid replayers: Games started and saves. Hitters will have five new stats — the long-sought RBIs, stolen bases and caught stealings, on-base average and slugging percentage.

BALKS, ETC. The clamor for moving these ratings from the roster sheet to the advanced side of the cards has succeeded. This follows the pattern of supplemental stealing, which became a fixture on the cards once it became the accepted system after an experimental period.

FOULOUTS/LINEOUTS. A few folks complained about too many lineouts. But the change comes after Richman "saw some stats" that indicated the game had too few foulouts. Previously, all foulouts were to the catcher. Now they will go to the firstbaseman and thirdbaseman as well.

PARTIAL CHANGES FOR 1941. The research for 1941 was complete when SOM decided to make these changes. So the new features that depend on individual statistics — such as the Groundball As on pitchers — will be applied more generally than on the 1992 cards.

... For New 'Draft-O-Matic'

percentage, slugging percentage and on-base plus slugging.

■ **Prepare for competition:** Want to know which rightfielder is likely to get drafted first? How long a certain second baseman might last? What kind of pitching you're likely to find in the 10th round? Or how the draft might change depending on which guy you take in a certain spot? Conduct a pre-draft.

■ **Fill a franchise vacancy:** Did a manager drop out of the league suddenly, two days before the draft? Now you can draft without him and keep your league moving while you search for a replacement.

■ **Solitaire drafts:** Now you can draft your team, let the computer draft the rest and then play with a clear conscience that your competition has been selected impartially. Or let the computer draft the whole league, then play it yourself.

■ **Filling rosters:** Now it's easier to add a few "free agents" from unused teams to your stock teams to make a deeper roster.

A word to the wise about all these possibilities: To be able to draft quickly, the computer considers the players' actual statistics, not the Strat-O-Matic cards based on those stats. So it might be blind — or at least near-sighted — to some SOM factors, such as

ballpark diamonds, pitchers' hold-on ratings and such. It does, however, consider fielding ratings.

Testing has shown the computer to be a credible drafter.

Since no two SOM managers will always agree on the best pick at the moment, no computer can be expected to make exactly the same pick as you might have done. Hence, the "recommend" mode and your ability to override the choice.

NOTE: If you set up two identical leagues — the same teams in the same ballparks in the same order — and ask the computer to draft every player, it will draft identically, too.

Improved '51 Giants, Dodgers

The 1951 Giants and Dodgers published in the June and July STRAT FANs were created with Strat-O-Matic's personalized cardmaking

device. They contained the generic supplemental stealing ratings for A, B, C ... stealers and generic "e" ratings for 1-4 fielders.

Here are more individual ratings created with Bruce Bundy's formulas. In many cases you will notice dramatic differences.

1951 STEALING, 'E' RATINGS

BROOKLYN	SB-CS	LEAD/(RATE)	'E' RATINGS	Dick Williams	0-0	-- / --	OF-7
Cal Abrams	3-2	4/ (15-11)	OF-16	NEW YORK	SB-CS	LEAD/(RATE)	'E' RATINGS
Roy Campanella	1-2	2/ (9-6)	C-15	Alvin Dark	12-7	6/ (15-11)	SS-48 (49)
Billy Cox	5-5	5/ (13-6)	3B-21 SS-48	Clint Hartung	0-0	-- / --	OF-7
Tommy Brown	0-0	-- / --	OF-13	Monte Irvin	12-2	4/ (19-14)	OF-2 IB-25 (36)
Bruce Edwards	0-0	-- / --	C-16 (19)	Spider Jorgenson	0-0	-- / --	3B-37 OF-7
Hank Edwards	0-0	-- / --	None	Whitey Lockman	4-5	4/8 (13-6)	OF-5 1B-23
Carl Furillo	8-7	5/ (13-6)	OF-5	Lucky Lohrke	0-0	-- / --	3B-30 SS-48
Gene Hermanski	0-2	5/ (3-1)	OF-13	Willie Mays	7-4	5/ (15-11)	OF-13
Gil Hodges	9-7	5/10 (15-11)	1B-13	Don Mueller	1-1	2/ (13-4)	OF-6
Rocky Bridges	0-0	-- / --	3B-37, SS-48, 2B-13	Ray Noble	0-0	-- / --	C-16 (20)
Andy Pafko	2-5	3/7 (13-6)	OF-3	Bill Rigney	0-1	4/ (3-1)	2B-23 3B-34
Pee Wee Reese	20-14	*2-4, 12/ (14-11)	SS-38	Eddie Stanky	8-5	4/ (15-11)	2B-21
Jackie Robinson	25-8	*4-5/ (18-13)	2B-8	Hank Thompson	1-2	3/ (9-6)	3B-37
Duke Snider	14-10	7/ (14-11)	OF-6	Bobby Thomson	5-5	4/ (13-6)	OF-14 3B-37
Wayne Terwilliger	4-1	4/ (19-13)	2B-35	Wes Westrum	1-0	2/ (20-6)	C-13
Don Thompson	2-8	2-6/7-12 (15-6)	OF-6	Davey Williams	1-1	6/ (13-6)	2B-13
Rube Walker	0-0	-- / --	C-16 (23)	Sal Yvars	0-0	-- / --	C-16 (23)

'E' Ratings in parentheses are for use with Super-Advanced Fielding chart

About the Cards in This Month's SF

The steady demand for a new Hall of Fame baseball set is among the most persistent requests we get for STRAT FAN content. This month, we take some long strides to meeting that demand.

In this issue are 14 two-sided Hall of Famers, almost all of whom have played in the 1960s, plus four would-be/should-be Hall of Famers — Nolan Ryan, Mike Schmidt, Reggie Jackson and Pete Rose.

Readers of USA Today's Baseball Weekly will recognize them as players in the magazine's weekly tournament played with Strat-O-Matic's computer game.

When we learned that SOM had helped USA Today's Bruce Herman come up with some of the cards to input into the computer, we saw an opportunity for STRAT FAN readers as well.

So here are the 18 players from that tourney who had no previous SOM Hall of Fame card. Unlike SOM's HOF sets, these are basic and advanced, career stats only.

But we augment those offerings with reprints of two-sided best-season cards of 16 players.

Other Hall of Famers — such as Al Kaline, Duke Snider, Brooks Robinson — never created by SOM are future projects for STRAT FAN.

A couple of noteworthy points about these cards:

The career stats cards are not based on precise lefty-righty data. These cards were produced for a different purpose (the Baseball Weekly tournament) and we reproduce them here in belief that there is strong interest in them.

The career cards also lack ballpark effects and clutch-hitting.

Also this month, STRAT FAN reprints the 1985-86 Boston Celtics, whose .817 winning percentage is the best of any team ever printed by Strat-O-Matic, and the best in the NBA since the 1972-73 Celtics.

Completing this month's cards are 12 corrected cards from August's updated football teams — the 1958 Baltimore Colts, 1962 Green Bay Packers and 1968 New York Jets.

They are included as a "bonus" — 60 cards this month instead of the usual 48.

These correct most of the errors in the

August set, but not all. The others are very simple to fix yourself. We listed them last month and repeat them here:

1958 BALTIMORE:

■ Raymond Berry Short Pass Right: #10 should be +14; #11 should be +15

■ Alan Ameche Flat Pass Right #10 should be +18

1962 GREEN BAY:

■ Field Goal (13-22 yd. line) should be 9 11 no good

■ Max McGee Short Pass Right #10 should be +17

■ Bart Starr Long Pass Right #5 should say "must" run

1968 NEW YORK:

■ Defensive Ratings card: Strong Safety Jim Hudson should be a 5, Right Cornerback Randy Beverly should be a 4 and substitute defender Carl McAdams should be a Pass Rush 5

■ George Sauer Flat Pass Right #12 should be +30

■ Billy Joe Lineback Right #4 should be +4