



STRAT-O-MATIC REVIEW

Devoted exclusively to the
Strat-O-Matic Game Fans, with
the consent of the Strat-O-Matic
Game Co.

* Vol. III-10, December, 1973 40¢ *

S-O-M's Preparing Old-Timer Teams

Review Poll Followed

The Strat-O-Matic Game Co. is a beehive of activity this month; not only are there Christmas orders to fill but the new six-team set of Old-Timer cards are busily being prepared.

Harold Richman, the creator of the Strat-O-Matic games, is making up the new teams on the basis of the poll conducted in the Review. Only change will be the 1905 New York Giants, which will replace the 1902 Pittsburgh Pirates--thus making for only one team from each particular name.

If you remember, the 1909 and 1902 Pirate teams both received 34.3 per cent of the readers' and the '05 Giants were right behind.

So, the six teams that will be added to the Old-Timer card sets include: the 1906 Chicago Cubs, 1909 Detroit Tigers, 1919 Chicago White Sox, 1911 Philadelphia A's, 1909 Pittsburgh Pirates and the 1905 New York Giants.

Of course, since both the '09 Tigers and Pirates are included, it will be possible for you to replay that World Series, which was won in seven games by the Pirates.

The poll results (printed in the November Review) certainly indicated that gamemasters the country over wanted the 1900-1919 teams, and not another set from 1920-1939. Richard Gilbert's (Hinsdale, IL) comments were typical of those who responded in the poll: "I hope the 1900-1919 teams are selected. The greatest 1920-1939 teams are already represented. The entire style of play of the 1900-1949 era is not represented at all in S-O-M. The 1922 Giants are similar, as are the 1965 L.A. Dodgers. But these past greats should be your choice."

S-O-M Football's Hot Item

With play heating up in Strat-O-Matic Football leagues all over the country, it would seem to be a good time to mention again the largest face-to-face grid league, the Canadian Strat-O-Matic Football League in Edmonton, Alberta, Canada, a 26-player setup that was featured in the Nov., 1972 issue of the Review.

Allan Ropchan, the league's commissioner, has sent along two copies of the CSFL's newsletter (called the "Red Dog Review") and it appears his Miami Dolphins, with strong challenges from Dennis Zimmershoe's Washington Redskins, Bernie Taschuk's Dallas Cowboys, Howie Riddel's Pittsburgh Steelers and John Murphy's Oakland Raiders, will be the powers, just as in real-life.

The league, which is comprised of gamers with wide-ranging backgrounds (all are adults), has a very interesting philosophy, which we believe hits the idea of what table-games are all about directly on the head:

"The purpose of the league is to give its members the vacarious pleasure of playing football on a tabletop instead of the playing field. A number of us have played organized football at some point in our lives and the game gives us a chance to relive past glories and create, at least in the mind, future glories. The game is a social affair and although we play like 'winning isn't everything, it's the only thing', it pays to play the game as a game and enjoy its strange quirks and surprises rather than destroying the 'fun' aspects in anger. Luck is definitely a part of this game, and even the best coach and team can suffer frustrating defeat. The game is, by its nature, on the honor system, it follows that trust of your opponent is important and a virtue the league cannot exist without."

While on the subject of football and league play, tips from the various leagues are always sought after by table-gamers the world over. Here are some rule modifications the CSFL has incorporated. Perhaps, you may want to try 'em:

- * Receiver double-teamed coming up defender on defense cards--if the correct receiver is double-teamed and the dice roll goes to the defense cards and states "defender X or long gain (etc.)", the pass is considered automatically incomplete.

- * Long pass (bomb) to a halfback or fullback and "defender" reading occurs. If the defender is in the act of blitzing the pass is considered automatically completed for the stated yardage. The halfback and fullback are covered on passes by the right and left linebacker, respectively. If they are blitzing, the defender reading occurs, the pass is complete for the stated yardage (with the exception of inside the 10-yard line when their ratings are used even if blitzing). This rule also applies on flat and look-in passes where "linebacker in zone X or short gain" occurs. If the MLB is blitzing, even on a straddle, and this occurs (a "7" roll) it is a short gain.

- * Left and right linebackers double-teaming the split and flanker and "receiver" reading occurs. The result in the above case is read off the receiver card "guessed right" column, not "rec. 2-tmd". The "rec. 2-tmd." column is used only if the free safety is double-teaming the correct receiver.

- * The free safety may blitz on a run defense only when inside one's own 20-yard line. The free safety may also blitz at any time on a "pass" defense call. Obviously the free safety may not blitz on a run straddle defense. The middle linebacker may move to any flat zone from his normal look-in zone position. The middle linebacker may also drop back into the short pass zone even if calling a run defense. By making these changes the MLB becomes more important as he is in the actual NFL. Middle linebackers will not be allowed to move into double coverage zones, as is the case with the corner linebackers.

- * The free safety is absolute in his double coverage. He is worth two men and when covering a running back (or receiver) his reception is automat-

ically incomplete.

The White Meadow Lake, NJ, Strat-O-Matic League, a head-to-head setup, is another that has made modifications. Ron Greitzer wishes to share this blend of the "old" and "new" with Review readers:

* There is a two-minute warning at the end of each half. The clock stops at the two-minute mark, even if the play would normally go over that. For example, if there is 2:15 left in the game, and a run is played, instead of it being a 30-second play, the clock stops at 2:00 instead of 1:45.

* Short yardage offense--on third or fourth down and short yardage, the offensive coach can take out his flanker and bring in an extra running back, plus take out his split end and insert an extra tight end. The offensive coach does NOT have to call a run on the next play.

* Some people have mentioned that the free safety and the middle linebacker cannot intercept passes. Here is how the WMLSMC combats that: If a pass is intercepted by the defense off of a receiver who is being 2-tmd. by the free safety, the free safety gets credit for the interception. This goes for long, short and flat passes. The middle linebacker gets credit for all intercepted look-in passes, even if the pass was intercepted because of double coverage by the free safety.

* In an obvious long passing situation, the defensive coach may remove his middle linebacker and insert an extra defensive back in either the long or short pass zone. This must be done before the offensive coach calls his play. One condition is that the defensive coach MUST vacate his outside linebackers from the flat pass zones, either by double-teaming the wide receivers or blitzing.

If the extra defensive back is, say, placed in the short pass zone and the tight end [double covered by the free safety] is being thrown a short pass, the free safety does not move into the zone, as there are already four men there. If the extra defensive back is put in the long pass zone and the tight end [double covered by the free safety] is being thrown a long pass, the free safety does not move into the zone, but his rating is used on any "Free Safety X or +30", etc. rolls. If the long pass is intercepted, the extra defensive back gets credit for the picked off pass.

What's Available At SOM?

Interested in buying old Strat-O-Matic Baseball and Football teams from the game company? Well, here's a list of what's available and the prices. Orders should be placed with the game company (Strat-O-Matic Game Co., Inc., 82 A South Bayles Ave., Port Washington, NY 11050) and not the Review. Also, be sure to include 25¢ handling on each order.

- FOOTBALL** - 1971--all teams available. Cost: \$10.50 for entire set; 75¢ per team.
 1970--every team but Miami and New York Jets available. Cost: \$9.50 for entire set; 75¢ per team.
 1969--available teams include Boston, Buffalo, Cincinnati, Denver, Houston, Kansas City, Miami, N.Y. Jets, San Diego, Atlanta, Green Bay, New Orleans, N.Y. Giants, Philadelphia, Pittsburgh, St. Louis and San Francisco. Cost: \$7.00 for entire set; 75¢ per team.
 1968--available teams include Atlanta, New Orleans, N.Y. Giants, Philadelphia, Washington, Boston, Buffalo, Denver, Miami, San Diego and Detroit. Cost: \$5.00 entire set; 75¢ per team.
 1967--New Orleans, Pittsburgh and St. Louis only teams available. Cost: \$2.00 set; 75¢ per team.
- BASEBALL** - 1971 - All 24 teams available. No extra players, however. Cost: \$9.50 for entire set; 55¢ per team.
- No other baseball teams are available--past years are all sold out.

Readers Roll 'Em

PHOTOCOPIED CARDS

I would like to express my opinion regarding your policy of not allowing photocopied teams in your ads. I realize that while it wouldn't be fair to the people who have been paying some of the ridiculous prices, the majority would be served best by the lower cost of copied teams.

These originals could keep their value, such as "first editions" do in publishing. While at the same time allowing the abilities of Aaron, Banks, Clemente, etc., to be appreciated by the majority of game players. I, for one, would pay for photocopied teams.

Nicolo J. Romano
10218 Meadowood
St. Louis, MO

Editor's note: The question of whether photocopied teams or not is not a matter of choice; it's a matter of legality. All game parts, including teams, are patented by the Strat-O-Matic Game Co. and reproductions cannot be made without the company's permission. As far as the re-issuing of old team sets, there has not been the interest to warrant the game company doing so. The demand would have to be in the thousands to make it financially feasible.

'FAIR CATCH' ISN'T FAIR

Back in the September issue of the Review, someone asked in the Readers Roll 'Em section about allowing a football coach the option of calling "fair catch" on punts. You answered that it was okay. Haven't you ever seen a football game where a punt returner calls for a fair catch, but fumbles it anyway? [I have, being a long time Bears' fan] That's not realistic when it's impossible to fumble just because the coach will accept the no-gain from a fair catch.

Looking at Bobby Douglass'

1972 running card you might think that it is great. But, if you're playing man-to-man, you know the opposing coach will call run 95 per cent of the time, considering Douglass' passing card. So, I don't see how Bobby will ever get his 900-plus yards in 141 attempts.

I would also like to voice my opinion about the re-issuing of old 1960s baseball card sets. I really don't think the response would be worth reprinting them, and also I feel for the poor guy who has shelled out \$30-40 for an older team set and then S-O-M puts out the same set, brand new, for much, much less.

As for the printing of ABA teams next year, I know that I probably wouldn't buy them because of my indifference to the ABA itself. In Chicago none of the TV stations, nor newspapers, give the ABA more than a tad of publicity. I know that if an ABA franchise was moved to Chicago, interest would pick up, but until then, S-O-M fans in non-ABA areas probably don't know enough about the league to want to play it in S-O-M Basketball.

Pete Crockett
Elgin, IL

Editor's note: The "fair catch" option in S-O-M Football is just that--an optional move. Since the cards provide for "fair catches" it really isn't necessary for an additional option regarding it. However, if people prefer the calling of "fair catches", that's up to them. We tend to agree with reader Crockett that fumbled punts are a necessary part of the game and that "fair catches" to prevent fumbling deprive one of realistic results.

ODD HAPPENINGS 'BALONEY'

In regards to J.G. Preston's column and the "Spotlight" column in which unusual S-O-M achievements are reported, to you, sirs, I say "baloney".

I have been an S-O-M fan since 1964. From that period until today, while going from junior high school through a couple of years of college, I have played an incredible amount of baseball games. It was not unusual for me to play over 100 games a month (often way over) when I was a fanatical enthusiast and also a bit youngster.

Now, in all my years of playing, I have never seen what people are writing you about--that is, 57-game losing streaks, five home runs in a game, and the like. I believe that in order to have something interesting to remember, the player, the 'defensive' player mind you, is deliberately holding back on tightening up his pitching or fielding in order to watch an unusual event occur.

Twenty-three runs my eye, I'd like to see that done against someone who's truly competitive at the game.

Walter Karwinski III
252 West Cottage Pl.
York, PA

ALL-TIME RECORDS

How about a story dealing with all-time records (season, career and game records) for the Greater-Kalamazoo Strat-O-Matic League (GKSML)? I think it would be interesting since you people have played so long.

Dave Mendenca
1211 Park Grove Dr.
Mileitas, CA

Editor's note: Mike Allison is currently wading his way through GKSML record books for seven 154-game leagues. As soon as his task is completed, the results will be published in the Review.

HOME AWAY FROM HOME

Since this is the age of miniaturization, I would like to tell you about two of my projects. The first is not unique. I have designed a small stadium to house my White Sox in a mail league I belong to. The park has a "big" seven-inch scoreboard in center field and a message board in right. I also have another park which has an exploding scoreboard.

I cut some leftover sparklers in half to be used whenever a home run is hit. Problems have arisen, though. I use green felt for the grass and little pieces of burnt sparklers have

burned holes in center field. Also, at times it takes so long to light the sparklers that the game could have been completed by the time it finally catches.

Something else that I have done is to reduce the size of the fielding chart to the size of a regular player's card. Where I work the company has several Xerox copy machines. I took my fielding chart to work and at lunch time I went to the machine and used a reduction unit to cut the size of the chart down. Now my chart is so small I can carry with the other player cards. Although it's not as easy to read as before, it's much handier when going on trips.

Jim Fell
3053 St. Louis
Fort Wayne, IN

CALIBER OF COMPETITION COUNTS

In regards to the article "Patience and Defense" by Tom Nelson (July, 1973), he has made a mistake. The two Viking losses in 1969 were to New York and Atlanta (the first and last games). I might add that the loss to Atlanta (10-7) came after the Central title had been clinched and Joe Kapp was rested that game.

I have also had success with the Viking defense, but can understand its failure (particularly 1971) in S-O-M leagues where only the best teams are used.

In 1971 the Vikings were 11-3. Of the eight teams that made the playoffs that year, Minnesota played only two (San Francisco and Dallas, in the playoffs) and lost them both. The Vikings are ideal against weak teams (which their 1971 schedule had, predominantly) but at best they would play .500 against the good teams.

Mike Olszewski
156 W. 104 St.
Bloomington, MN
(Minnesota Viking
season ticket holder)

LIKES OLD-TIMER REPLAY

I'm not much of a letter writer and on rare occasions when I do write to a publication, it's usually to complain or criticize rather than compliment. Nevertheless, I could not resist writing to you and offering

my congratulations on the completion of Mike Allison's Old-Timer's League written up in the November S-O-M Review. Words cannot really do justice to this masterpiece of gamesmanship.

Old-Timer replays are the one thing in which your magazine has been sorely lacking. But this effort makes it almost worth the wait. I used to think that my ex-college roommate and I were the only people who took the time and trouble to play Old-Timer leagues as closely as possible to the actual records and keep complete statistics, so I'm glad to see that there are other strange people in the country. [I'm merely assuming you adhered closely to actual games played, at-bats, games started, etc., since I didn't notice any substitute players among your league leaders.]

If you were to put in more replays using actual teams and eliminate some of the letters and questions submitted by "morons" who apparently can't even read the S-O-M instructions and don't know the second thing about baseball rules and statistics, you guys would have a nearly perfect Review.

Michael Morrell
South State Rd.
Cheshire, MA
01225

FLAW DISCOVERED

In the latest issue of the Review in the two pages of "S-O-M Basketball: What The Readers Are Saying", there was not one letter stating any problems with the game. I think I have discovered a big one and I'm wondering if you have the nerve to print a letter knocking down an S-O-M game.

The problem is this. The game is exciting, I agree, but only maybe for a half, or a quarter. Longer and it gets boring. A football game takes an hour to play so you may ask why this isn't also boring. It's this: Even though a football game may take an hour to play, a complete football season for one team only

takes 14 hours to play. However, for basketball, at the same hour per game pace, you play 82 S-O-M hours. Baseball, half an hour a game, would be 54 hours long, but you don't notice it as much since you get done with each game relatively quick.

I hope that Strat-O-Matic makes a hockey game soon and that when it does the time factor will be improved.

Steve Bauer
11 Mark St.
Port Jefferson Station,
NY

Editor's note: It doesn't sound as if there's anything really wrong with the basketball game itself, rather that a full season's play would take 82 hours, a time span that perhaps some gamers feel is too long. It would be almost impossible to create a basketball game that could be played in less than an hour (and still be complete). Most basketball games on the market take much longer to play. Incidentally, a full 162-game baseball season for one team, at the rate of one game per half hour, would take 81 hours to complete rather than 54 hours.

WANTS FUMBLE RETURNS

As a big fan of all Strat-O-Matic games, I have found that there is a flaw in the football game.

This flaw is that you don't have a fumble return. Two touchdowns this year, that I know of, came on fumble recovery returns.

May I suggest that you put a little chart in the Review for fans such as myself who are interested in fumble recovery returns.

One final note. To Those fans that demand additions--more additions mean more cost for the games.

Daniel Murphy
18 Eastview Dr.
Windsor, CT

REBOUNDS QUESTIONED

In the early playing of my new basketball game I have found that when multiplying the total rebounds by three, the end result is that you come up with totals higher than the players'

[continued on page 12]

New GKSMC Champ Crowned

When you begin a baseball season by losing 16 of your first 23 games and your No. 1 pitcher drops five of his first six decisions, there's little reason to start thinking about stocking in champagne for a pennant-clinching.

But that's what happened to Jack Hills, sports editor of the Sturgis Journal, Sturgis, MI, who caught fire after that slumbering start and breezed to a pennant in the 1973 draft replay in the Greater Kalamazoo Strat-O-Matic League, using the National League's cards.

Jack, who had finished sixth the year before in the NL, ran wild the latter part of the season, winning 35 of his last 46 games and 64 of the last 88 to build a 10-game cushion against runnerup Warren Newell.

CARLTON WINS 28!

After a slow start, Carlton warmed up and posted a 28-13 record, fanned 325 batters in 355 innings and rang up a miserly earned run average of 2.15. Although touched up for 24 home runs--tops on the team--the rest of the mound corps kept opposing sluggers under wraps most of the time, permitting only 85 homers--a new GKSMC record for fewest allowed.

Big guns for Jack on the attack were Willie Stargell (30 homers, 90 RBI), Vic Davallilo (who hit .360 in a part-time role), Ron Santo (.299 average, 21 homers), Nate Colbert (22 homers after being acquired in a trade), Don Kessinger (.288), Manny Sanguillen, Jim Wynn, Al Oliver and flashy fielding Felix Millan.

Larry Dierker (16-8), Dock Ellis, Bill Hands and relievers Fred Gladding, Ramon Hernandez and surprisingly-tough Al Santorini made bullpen a super fire-dousing brigade the latter half the season.

LONG HAUL PAYS OFF

Jack's winning the NL pennant was certainly deserving since for over four years he had been making the 70-mile round trip from Sturgis to Kalamazoo, and sometimes further, one night a week.

In the World Series, Jack met Del Newell, American League kingpin who had previously snapped Joel Wright's reign of five GKSMC championships. Joel, incidentally, did not participate in the NL replay because of work commitments.

The World Series turned out to be a one-sided affair, as Jack's pitching staff quieted the bats of sluggers such as Dick Allen and Bobby Murcer and swept four of five games. Del won only the second game, 3-1, as Jack notched wins by 5-1, 10-0, 4-2 in extra innings and 7-3. Jack's hurling staff gave up only nine runs in the five games, plus didn't allow the dynamic duo of Allen and Murcer to once connect for a home. The pair had belted out 93 during the regular AL season.

Carlton won two of the games, hurling a seven-hitter and contributing a key two-run, bases loaded double in the first game, and then tossing a five-hit shutout in the third game.

Al Oliver, who had slumped badly at the end of the regular season, had the hot World Series bat for Jack as he stroked six hits in 16 at-bats for a .375 average. In the fifth and final game, he had three hits, including a homer, and knocked in three runs. Stargell produced a .333 mark and Wynn .300. Allen, meanwhile, produced only a .125 average (16-2) and Murcer .300 (20-6). Diminutive shortstop Luis Aparicio, a .224 hitter during the regular season, had nine hits in 20 at-bats for a nifty, series-leading .450 average for Del.

Overall, Jack's lineup poled seven home runs--including a pair by Stargell and Colbert--while Del's vaunted sluggers, after 169 regular-season homers, failed to connect once.

AVERAGES TUMBLE

One noteworthy point from the final batting statistics in the NL was that only three hitters compiled averages of .300 or better. Ralph Garr, who belonged to Dale Holland, led the league with a .323 average, one point better

than Del's Billy Williams.

The tumbling averages raised the cry from some of the league members that expansion was necessary next year--from eight to ten teams--to spread out the pitching talent and thus bring the averages more into line.

Since many of the managers are veterans and one (Mike Allison) made numerous trades to secure high draft choices next year, the problem of stocking expansion teams poses a problem that may prevent expansion from occurring. In the GKSML, managers are allowed to protect 15 players from one year to the next and then draft from newcomers to the league and those dropped by other clubs and fill out a 25-player roster.

One encouraging note regarding averages was that in the 1973 real-life season they were higher overall. Also, there wasn't the large number of top-flight pitchers as before, as many of the 20-game winners had high ERAs and a high hits-to-innings-pitched ratio--meaning batters won't have to see a steady diet of hard-to-hit hurlers next year.

Here are the final National League GKSML standings, statistics and World Series summaries:

STANDINGS	WON	LOST	GB	BATTING	HITS
1. Jack Hills	98	56	--	Garr [DH] .323	Rose [WN] 187
2. Warren Newell	88	66	10	B.Williams [DN] .322	Williams [DN] 186
3. Dale Holland	85	69	13	Rose [WN] .302	Garr [DH] 179
4. Del Newell	82	72	16	Santo [JH] .299	W.Davis [MA] 174
5. Joel Block	72	82	26	Cedeno [WN] .299	Tolan [DN] 170
6. Mike Allison	70	84	28	Baker [DH] .296	Kessinger [JH] 166
7. Cliff Sage	63	91	35	Tolan [DN] .287	Cedeno [WN] 164
8. Brian Fiebelkorn	57	97	41	Kessinger [JH] .287	Fuentes [DH] 160
				Luzinski [DH] .285	
				W.Davis [MA] .284	

DOUBLES	TRIPLES	HOME RUNS
Cedeno [WN] 47	Rose [WN] 21	Colbert [JH] 35
Luzinski [DH] 39	Simmons [JB] 11	B.Williams [DN] 33
Tolan [DN] 38	Bowa [DH] 11	Stargell [JH] 30
B.Williams [DN] 38	Cedeno [WN] 10	May [CS] 29
Simmons [JB] 37		Bench [DH] 26

RBI	RUNS	STOLEN BASES
B.Williams [DN] 107	B.Williams [DN] 93	Morgan [WN] 31
Bench [DH] 96	Garr [DH] 91	Bonds [CS] 49
Colbert [JH] 92	Wynn [JH] 90	Wynn [JH] 34
Cedeno [WN] 92	Morgan [WN] 88	Kessinger [JH] 31
Stargell [JH] 90	Rose [WN] 85	Fuentes [DH] 28

WON-LOST	ERA	STRIKEOUTS
Carlton [JH] 28-13	Sutton [BF] 2.05	Carlton [JH] 325
Niekro [MA] 22-12	Carlton [JH] 2.15	Seaver [JB] 210
Jenkins [WN] 21-11	Moose [DN] 2.17	Jenkins [WN] 194
Blass [WN] 17-7	Blass [WN] 2.29	Matlack [BF] 189
Osteen [DH] 17-12	Seaver [JB] 2.31	Gibson [BF] 184
Dierker [JH] 16-8	McAndrew [WN] 2.50	Wilson [DH] 178
Briles [DH] 16-9	Jenkins [WN] 2.61	
Sutton [BF] 15-17	Hands [JH] 2.62	

COMPLETE GAMES	SHUTOUTS	SAVES
Sutton [BF] 21	Carlton [JH] 8	Marshall [DH] 19
Carlton [JH] 19	Moose [DN] 8	Hernandez [JH] 16
Jenkins [WN] 19	Jenkins [WN] 7	McAndrew [WN] 16
Gibson [BF] 18	Norman [CS] 5	Giusti [DN] 15
		Hall [CS] 15

Home Runs allowed - Jenkins [WN] 31

WORLD SERIES SUMMARY

First game:

Del (AL) 001 000 000--1 7 0

Jack (NL) 000 310 01x--5 10 1

Coleman, Lyle (7) and Munson; Carlton and Sanguillen.

HR - Stargell, Santo. WP - Carlton. LP - Coleman.

* - Carlton hit two-run, bases loaded double in fourth inning for key hit of game. Carlton finished with eight strikeouts. One run off him was unearned.

Second game:

Del (AL) 011 000 010--3 7 0

Jack (NL) 000 000 010--1 3 1

Messersmith, Lee (8) and Munson; Dierker, Segui (4), Hands (7), Gladding (8), Hernandez (9) and Sanguillen.

HR - None. WP - Messersmith. LP - Dierker.

* - Messersmith allowed only three scattered singles. Pair of walks in eighth inning, plus single, loaded bases and Lee came on in relief and retired last four batters.

Third game:

Jack (NL) 202 000 024--10 11 1

Del (AL) 000 000 000--0 5 0

Carlton and Sanguillen; Tiant, Lyle (8), Watt (9) and Munson.

HR - Stargell, Sanguillen (bases loaded). WP - Carlton. LP - Tiant.

* - Carlton won second game with five-hitter. Sanguillen, Stargell and Carbo (who went four-for-seven in Series) each had two hits apiece.

Fourth game:

Jack (NL) 000 010 100 2--4 11 0

Del (AL) 001 000 001 0--2 8 0

Ellis, Hernandez (6), Gladding (7), Segui (7), Hands (9) and Sanguillen;

Lonborg, Harrison (8), Lyle (10), Watt (10) and Munson.

HR - Colbert 2. WP - Hands. LP - Lyle.

* - Singles by pinch-hitter Jim Wynn and Don Kessinger, plus a hit batsman and Ron Santo's sacrifice fly scored two winning runs in 10th inning. Earlier Colbert hit two solo home runs for Jack. Del tied game in 9th inning when Dick McAuliffe hit two-out single, scoring Munson. Oliver had three hits for Jack and Aparicio matched that total for Del.

Fifth game:

Jack (NL) 101 221 000--7 9 0

Del (AL) 000 003 000--3 10 2

Singer, Reuschel (6), Santorini (7), Greif (9), Gladding (9) and

Sanguillen; Coleman, Watt (3), Lee (6), Lockwood (7) and Munson.

HR - Oliver. WP - Singer. LP - Coleman.

* - Jack jumped away quickly and, except for Del bunting five hits for three runs in the 6th inning, the World Series was all over. Oliver stroked three hits again and produced three RBI. Aparicio was again bright spot for Del with three singles.

SORRY, BUT...

John Carlson of the Federal Baseball League in Broomfield, CO, wanted Review readers to select the league's all-star team based on a ballot submitted--one that obviously required a painstaking effort to prepare. However, the Review just cannot print such a ballot because of the numerous other leagues that would want, and rightfully so, equal treatment. There just is not enough space for such ballots to be run regularly. Sorry...

Advertisements

Rates: Per issue--up to 30 words, 50¢; 31-50 words, 70¢; 51-70 words, \$1.00; and 71-100 words, \$1.50. When you send in ads, specify either WANTED, FOR SALE or LEAGUE FORMING, and name card sets by the year upon which they were based. Note: Only advertisements regarding Strat-O-Matic products, related merchandise and leagues will be accepted. No other brand names may be mentioned or advertised. No advertisement concerning photocopied Strat-O-Matic player cards or related products will be accepted. Ads, to be included in the next issue of the Review, must be in by the third of the month.

Wanted

WANTED: Baseball teams and individual cards for 1960 through 1971. I will pay well for any pre-1965 teams or cards. Send offers to: Larry Wolf, 7602 Redding, Houston, TX 77036

WANTED: Any pre-1969 set of the Philadelphia Phillies. Must be in good condition. Lowest bidder accepted. I will pay postage. Don Pfeiffer, 1049 Susquehanna St., Trevorton, PA 17881

WANTED: 1963 Mets, Dodgers; 1964 Mets, Yankees; 1965 Mets; 1966 Mets, Orioles; 1967 Mets; 1968 Mets, Cardinals, Tigers; 1967 Cowboys, Redskins, Colts; 1968 Raiders, Bengals; 1969 Cowboys, Bengals. Send to: Peter Kratz Jr., 25-61-37 St. Ast., New York, NY 11103

WANTED: 1967 Kansas City Chiefs. Will pay \$5.00 for the team in excellent to mint condition. First come, first served, but will answer all replies if a stamp is enclosed. Randy Brough, 31 Province St., Laconia, NH 03246

WANTED: 1960-61 original cards; 1962 except Mets, Giants; 1963 Angels, Braves, Cubs, Cards; 1964 Braves, Reds, Cards, Angels, Tigers, Twins, Yankees, Orioles, White Sox; 1968 extra players [\$12]. Will pay up to \$10 per team, \$50 for the '60 or '61 originals. Or: I will trade the following. For any team above I will give two of the following plus money. Make an offer. Excellent condition. 1967 Pirates, Reds, Dodgers, 1966 Yankees;

good: 1965 Giants, 1968 Dodgers; Fair: 1968 Orioles, Sox, 1967 Giants. Tim Brace, Hoag Lane, Fayetteville, NY 13066

WANTED: Any or all issues of the Strat-O-Matic Review, prior to Nov., 1973, that are in decent, readable condition. Also looking for 1962, '63, '64, '65 Yankee teams. Send offers to: Airman Sam Pughsley, PSC Box 307, Hill AFB, Utah 84406

WANTED: 1964, '67, '68 National League and American League, all 20 teams per year. Give year(s) condition, price and if extra players are included. All bid answered. Write to: Steve Smith, 874 E. Pumping Station Rd., Quakertown, PA 18951

WANTED: Any of the Washington Senator teams, except the '69 Senators. Send price and condition to: Tom Sragner, 5028 Aspen Hill Rd., Rockville, MD 20853

WANTED: Complete baseball--1965, 1966, 1967, 1968 and 1970. '68 and '70 needed desperately. Any reasonable offer accepted. Write: Hobart Horton, Box 160, Vegreville, Alta, Canada, T8B 4L0

WANTED: Need following teams badly; 1964 Yanks and Cards, 1963 Yanks and Dodgers, 1962 Yanks, 1970 Yankee extras. Will pay very well. Will answer all replies. Dave Mendonca, 1211 Park Grove Dr., Milpitas, CA 95035

WANTED: 1967 to 1969 Detroit Tiger teams, complete. Will pay up to \$2.00 per team, \$5.00 per set. Please hurry! Write to: Vic Countryman, 411 Ingalls Ave., Petoskey, MI 49770

WANTED: Twins 1960, '61, '62, '63, '64, '66, '67, '68, '69, '71. Teams must be complete. Will pay 50¢ per

team if it has extra players, 45¢ if it does not have the extra players. Must be in good to excellent condition. David Paitson, 1005 Monterey Ave., Terre Haute, IN 47803

WANTED: 1970 Baltimore Orioles, Minnesota Twins, Cincinnati Reds, Los Angeles Dodgers, New York Mets, St. Louis Cardinals. Will pay 50¢ per team. If willing to sell any one of these teams contact: Bob Gribble, 15680 Brentwood Dr., Brookfield, WI 53005

WANTED: In good condition, Astros '62, '63, '64, '65, '66, '67, '68, '69. Any or all. Will pay your price! Write: Donny Noble, 717 Janisch, Houston, TX 77018

WANTED: The 1966 Kansas City A's and additional players. Will pay \$2.50. The 1968 Washington Senators and extras--will pay \$2.50. Also, 1967 Chicago White Sox and extras--will pay \$1.50. Must be in good condition. Jack Busick, 5009 Ross Rd., Baltimore, MD 21214

WANTED: To join any football play-by-mail league using 1972 teams. Have no play-by-mail experience, but have experience in playing Strat-O-Matic Football game. Willing to take any team or teams. For further information please contact: Richard Martin, 85 Pontiac Ave., Oshawa, Ontario, Canada L1G 3M1

For Sale

FOR SALE: 1971 Pirates, Tigers, Mets and Orioles, plus four pitchers' hitting cards--all for only \$4.00. On first come, first serve basis, so hurry. Write: Bill Ledbetter, Rt. 5, Box 708, Marion, NC 28752

FOR SALE: 1969 National League baseball teams. 12 teams in full. Excellent condition. Teams will go to the highest bidder. Ted Kusaka, 322 W. South St., Anaheim, CA 92805

FOR SALE: Baseball, 1971, all teams; very good condition. Many individual players from all 1968 baseball teams [no complete teams]; varying conditions. Football, 1971, all teams. 1970, all teams except Colts and Dolphins. 1969, 49ers, Falcons, Steelers, Cardinals, Jets, Cowboys (minus Craig Morton and specialist card), Rams, (minus Jack Snow), Oilers, Packers and Raiders. All football teams in very good to mint condition. I will sell teams individually or in sets. I also have Reviews from January '72 to date; excellent condition. I will pay postage, but will only answer your letter about it if I am not selling to you or if you want more information, only if you enclose a stamp. Write: Jeff Cozzetto, 520 Rockview Avenue, North Plainfield, NJ 07063

FOR SALE: Football--1969 Dolphins, Eagles, Bengals, Packers, Giants, Lions; 1970--Chiefs, Raiders, Patriots, Redskins, Cards. 1971--all 26 teams. 1970 baseball 1970 American League. Write: Bob Warsinski, 17471 Revere St., Southfield, MI 48076

FOR SALE: Make bids on any of the teams: 1967--Broncos, Saints, Cardinals, Eagles; 1968--all teams except Steelers, Oilers; 1969--Falcons, Bengals, Chargers, 49ers, Broncos, Raiders, Chiefs. All football teams in excellent condition. Baseball: 1968--all National League teams, also the A's, Yankees. Paul Ohran, 2181 Deodara Dr., Los Altos, CA 94022

FOR SALE: Strat-O-Matic Football fans! Don't miss out on this great chance to make your S-O-M Football games more realistic than ever. Today's quarterbacks do more running, penalties are important, and everyone wants tackle stats. These are reasons why you should invest \$2.00 in a Strat-O-Matic Football "Kit". This 17-page "Kit" has over 20 additional rules and variations to S-O-M Football. All of them are explained in detail. The "kit" contains such things as tackles, numerous offensive and defensive formations, penalties, option plays, and much more. Plus all the charts needed for the rules. Over 30 "Kits" sold already, so don't delay. Send \$2.00, plus 25¢ postage for complete Kit.

Send to: James W. Potter Jr.,
RD-1, Coventry Rd., Greene,
NY 13778

FOR SALE: 1968 through 1970
complete baseball. Make bid
on all or individual year.
Send bids to: Larry Moe,
11420 87th Ave. So., Apt. 2,
Seattle, WA 98178

FOR SALE: Baseball--'70 Tigers,
'69 Orioles, '69 Braves, '69 Dod-
gers, '69 Pilots, '68 Mets, '69
Padres, '69 White Sox, '70 Reds,
'68 Twins, '69 Expos, '64 Tigers.
All teams in good condition. Send
bids to: David Fleischner, 25
Fenimore Rd., New Rochelle, NY
10804 [winners pay postage]

FOR SALE: 1970 baseball set, sold
as whole. Individually: '72 A's,
Pirates, Reds. '71 Pirates, A's,
Royals. '69 Mets. '68 Tigers.
'67 Cardinals. '65 Dodgers, Twins.
'62 Mets. '61 Yankees, Tigers,
Reds. '60 Pirates. '54 Indians.
'50 Phillies. '27 Yankees. All
teams are in excellent condition.
Baseball game, all parts intact,
excellent condition. Accept high-
est bids. Write: Joe Mukalowicz,
4698 W. Washington St., Charleston,
WV 25312

FOR SALE: 1970 Vikings. Excell-
ent condition. 1971 complete NFC.
Good to excellent condition. I'll
sell to the highest bidder. Also,
wanted: 1969 Vikings. I'm also
interested in any basic football
league play. Dwight Sterling,
7 Pharris Place, Upper Saddle River,
NJ 07458

FOR SALE: Complete basketball game
(mint), \$10.00; 1971 football teams,
1970 Lions, Eagles, Colts, Falcons,
Chiefs, Raiders. Baseball nameless
players. Make bids to: Dave Lengel,
24 Lincoln Drive, Wernersville,
PA 19565

FOR SALE: 1968 Bosox, Cubs; 1970
Tigers, Yanks, Bosox, Twins, A's,
Brewers, Pirates, Cubs, Cards,
Mets, Expos, Phils, Reds, Dodgers,
Astros, Padres, Giants. 1970 add-
itional players (missing Tiger
players). 1971 Major Leagues with
additional players. Hall-Of-Famers.

1970 49ers, Colts; 1971 Lions, Cowboys,
Dolphins. Write: John Heath, 1930
Fliraview Dr., Dubuque, IA 52001

League Forming

LEAGUE FORMING: Wanted--managers and
backup men to be in a play-by-mail
basketball league. Two managing spots
are open immediately. For information
write to: Dan McSweeney, 27 Stratford
Rd., East Brunswick, NJ 08816

LEAGUE FORMING: For new S-O-M
baseball managers. Limit six teams.
Two years experience or less. 1972,
then 1973 draft league. If success-
ful will expand. Waiting list form-
ing. Alan Jacknow, 12962 Vernon,
Huntington Woods, MI 48070

LEAGUE FORMING: Fantastic new baseball
league now forming, using a new divis-
ional format. Newsletters, including
complete player stats, current stand-
ings and predictions as well as team
reports. New setup is as follows:

Dodgers	Padres	Braves
Giants	Astros	Twins
Athletics	Rangers	Reds
Angels	Royals	Indians

Cubs	Expos	Orioles
White Sox	Cardinals	Pirates
Yankees	Brewers	Phillies
Mets	Tigers	Red Sox

Select your top six choices from
each division along with sending 50¢
to: The League Report, 1025 Vina St.,
Long Beach, CA 90813

[Readers Roll 'Em continued from
page 6]

average rebounds per game. Kareem
Abdul-Jabbar in the first six games
of my '72-73 season's replay averaged
40 rebounds a game. When you multiply
the rebound totals by two I've found
you come up with a lot more realistic
results. Other than that, Strat-O-Matic
Basketball is another great game creat-
ed by S-O-M.

Bill Macholz
231 Lamar Dr.
Kalamazoo, MI

Questions & Answers

QUESTION: When were the additional players added to the baseball game for the first time?

ANSWER: The first time was based on the 1969 baseball season.

QUESTION: How do you determine qualifiers for the batting championship?

ANSWER: It's done by multiplying 3.1 plate appearances by the number of games the team played. For instance, based on a 162-game season a player would have to have 502 plate appearances to qualify for the batting title. For a 154-game season, 477 plate appearances are needed; for 140 games, 434 appearances. Plate appearances include walks, hit-by-pitcher, etc., and are not just official times at bat. For pitchers, earned run average rankings are based on at least 162 innings for a 162-game season, or in other words a pitcher must have hurled in at least the same number of innings as total number of games the team played. A 154-game schedule requires 154 innings pitched for a hurler to qualify.

QUESTION: Can you have a fullback and two halfbacks [a fullhouse backfield] in Strat-O-Matic Football?

ANSWER: Yes, it's strictly an optional maneuver.

QUESTION: If a flat pass is thrown with no one in the zone and the play is guessed correctly, does one look at the guessed wrong column on the quarterback's card, or does that only apply to the pass-prevent defense?

ANSWER: According to the Strat-O-Matic Game Co., it only applies to the pass prevent defense. On the situation mentioned, you still look at the called right column of the quarterback's card. Some grid leagues, however, use the called wrong column of a QB's card when there is no defender in the linebacker's zone and a pass defense has been called.

QUESTION: In a recent basketball game my opponent had the ball with 12 seconds showing on the clock. He rolled a 1-7 for a score, which then results in a passing situation. This in turn resulted in a "dazzler". What happens? Is the game over with the basket or does the "dazzler" count, too?

ANSWER: The game ends with the basket. The passing situation does not take place as the game has ended.

QUESTION: What does the Strat-O-Matic Game Co. plan for the number of hitters and pitchers in the American League for next year's cards? The designated hitter has allowed pitchers to hurl more innings than ever and relievers to be called upon less.

ANSWER: Latest word from the game company is that in most cases AL teams will have seven pitchers and 13 batters on a 20-player roster. Some teams have had that breakdown in the past, however. The usual ration in the past was 12-8, batters to pitchers.

Basketball One-On-One Tourney

Since the basketball game came out, it was only natural to expect something from readers similar to the home run hitting contests and field goal kicking contests that earlier appeared on the pages of the Review.

So along comes Steve Inkles, of Port Jefferson Station, NY, with the results of a 64-player one-on-one basketball tournament, similar to that conducted at halftime of the televised NBA games.

Here's what happened in that first one-on-one tourney:

The first round featured some interesting pairings as well as exciting action as John Havlicek slowed the bigger Elvin Hayes, ousting him, 20-14; Mike Riorden stunned Pistol Pete Maravich in overtime, 23-18; Elmore Smith upset MVP Dave Cowens, 25-21; and, in what turned out to be the most exciting game, Cazzie Russell finally beat Austin Carr, 32-27.

Other first round matchups saw league scoring leader Nate Archibald bow out to Bobby Dandridge, 21-16; Neal Walk prove too tall for Jerry West, 22-18; Tom VanArsdale beat brother Dick, 20-11; big Kareem Abdul-Jabbar, after a tough tussle, finally edge Spencer Haywood, 22-18; Jeff Mullins whip Oscar Robertson, 25-20; Nate Thurmond overpower Earl Monroe, 20-14; Dennis Awtry fell Curtis Rowe, 23-18; and Calvin Murphy [the small of the NBA] succumb to Wilt Chamberlain [the tall] and his inside game, 20-6.

HAVLICEK OUSTED

In the second round, unsung Mike Riorden prevailed again, this time ambushing Havlicek, 22-18. Other contests saw Walt Bellamy whip Atlanta teammate Lou Hudson in a thriller, 28-24; Lenny Wilkens smash Chet Walker, 20-9; Barry Foil teammate Cazzie Russell, 20-6; Gail Goodrich stun Sidney Wicks, 26-22; Tom VanArsdale knock off Charlie Scott, 20-10; Jeff Mullins upset big Connie Hawkins, 20-13; Wes Unseld edged Nate Thurmond in a battle of the giants, 33-28; Awtry continued his winning ways against Don Chaney, 20-6; and Walt Frazier edged teammate Dave DeBusschere in a cold-shooting game, 28-23.

CENTERS DOMINATE

The big guys took over in the third round as Bellamy forced Riorden to the sidelines, 20-8; Elmore Smith overcame Wilkens' outside shooting, 23-19; ice-cold Rick Barry was bounced by Bob Lanier, 21-8; Kareem put away Gail Goodrich, 21-7; Mullins downed VanArsdale, 20-16; Unseld, in early foul trouble, bid a farewell as he was ousted by Awtry, 21-10; Wilt overpowered Frazier, 22-17; and Jerry Lucas turned back Jack Marin, 20-14.

In the quarter-finals, Bellamy continued to roll, defeating Elmore Smith, 21-15; Jabbar edged Lanier in a great matchup, 20-16, after Lanier had gone outside with his shooting guns and almost pulled off an upset; Awtry continued to lift eyebrows by ousting the last of the little men, Mullins, 20-12; and Chamberlain beat Lucas, 20-15. Now, only centers were left.

JABBAR VS. CHAMBERLAIN

In the semifinals, Bellamy surprised by staking out a 19-12 lead over Jabbar, but couldn't connect on the clincher and finally lost, 26-21. Awtry stayed close all the way in the other semifinals before Wilt pulled out a 26-22 victory.

The super showdown between the giants of the NBA turned out to be more one-sided than you would expect as Chamberlain, after sliding ahead, 9-8, turned it on and ran his point lead to 19-14 and then finished off Jabbar with a hook shot.

Wilt Chamberlain is No. 1 again after fighting off the challenge of a younger and equally as tall foe.

And that's the way it was in the first Strat-O-Matic one-on-one NBA tournament.

Hoop Sport With A Solitaire Look

While on the subject of Strat-O-Matic Pro Basketball, a couple of Review readers have taken the time to prepare playing tips that you may want to try.

Dave Surdam of the Pacific S-O-M Baseball League, who lives in Pleasant Hill, OR, has worked up a chart for solitaire basketball playing pertaining to double-teaming and triple-teaming. While admitting that his chart is far from perfect [the chart doesn't provide for an offensive player being left open because of a double-team, nor is Surdam sure about the percentage of times a person is double-teamed through his chart], he believes it is a step in the right direction, and one that is needed.

Here is the way the chart works:

When you roll to see whether the defense is playing close or back, you also see if he's double-teamed, even triple-teamed in the case of a center who is shooting.

<u>Shooting Rating</u>	<u>Double-Teamed</u>	<u>Triple-Teamed</u> (centers only)
1-6	6 or 9	11
1-5	5 or 9	12
1-4	4 or 9	12
1-3	3 or 9	12
1-2	2 or 9	none
1	9	none

Thus, if Chamberlain [1-2] was shooting inside, you would roll the two dice. If they were a two or nine, Chamberlain would be double-teamed, but he wouldn't be triple-teamed.

If John Havlicek was shooting from the outside, you would roll the dice again. If they turned up a six or nine, he would be double-teamed [disregarding, of course, the close-back chart]. However, another problem develops here in that "++" is not compensated for when it pops up.

Basketball Playing Tips

Some Strat-O-Matic gamesters seem to have an aversion to using split card decks as evidenced by the large number of charts the Review received to take the baseball split deck's place. Now Mike Schwartz, of Teaneck, NJ, has come up with a chart for the basketball game that would eliminate, in his opinion, the use of the split deck.

Here's what Mike does:

(1) For split numbers 1-20, I use the chart devised by Bryan Baker (December, 1972 Review).

(2) For determining the rebounder in question use this chart:

#	<u>Offense</u>			<u>Defense</u>			<u>Key</u>
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	
2	X	X	X	X	X	X	WC - wild card
3	WC	X	X	WC	X	X	LF - left forward
4	WC	LF	RF	WC	LF	RF	RF - right forward
5	RF	RF	RF	RF	RF	RF	C - center
6	C	C	C	C	C	C	LG - left guard
7	LF	LF	LF	LF	LF	LF	RG - right guard
8	C	C	C	C-LF	C	C-RF	X - spin again
9	LF	LG	RG	LF	LG	RG	Nos. 4-8 and 6-8 need the position of the defensive center [back or close].
10	C	LG	RG	C	LG	RG	
11	C	LG	RG	C	LG	RG	
12	X	LG	RG	X	LG	RG	

[3] For passing situations spin the two red dice. If the result is 9-11, refer to the Opponent Defensive Turnover Rating. If result is 2-8, 12, roll a red and a white die (read red die first) and refer to following chart:

11-LG to RG	31-RG to RF	51-RF to LG
12-LG to RG	32-RG to RF	52-RF to LG
13-LG to C	33- C to LG	53-RF to RG
14-LG to LF	34- C to RG	54-RF to RG
15-LG to RF	35- C to LF	55-RF to C
16-LG to RF	36- C to LF	56-RF to LF
21-RG to LG	41- C to RF	61-66--roll dice again
22-RG to LG	42-LF to LF	
23-RG to C	43-LF to RG	
24-RG to C	44-LF to C	
25-RG to LF	45-LF to C	
26-RG to LF	46-LF to RF	

No-Hitters

No. 13 Isn't Really Unlucky

The number "13" is certainly not an unlucky number as far as Joe Segall of Flushing, NY, is concerned.

That number, long associated with black cats and walking under ladders and the bad luck that was sure to follow, turned out to be a very lucky number for Segall and pitcher Tom Seaver of the '69 Mets.

Hurling for a combined ['67-68-69] Met team against a similar team of Cincinnati Reds, Seaver hurled a perfect game--the first no-hitter ever by a Met and the first in the four years Segall's had his own Strat-O-Matic Baseball set.

The closest the Reds came to spoiling the no-hitter came in the eighth inning when Johnny Bench ['69] rolled a 3-8 (Single 1-8). The split card revealed a '13", however, and Seaver was terrific once more.

While a supposed unlucky number saved Segall's no-hitter, Steve Inkles of Port Jefferson Station watched his opponent switch hitters and the move pay off in a no-hitter for Joe Coleman of the '72 Detroit Tigers.

With two outs in the ninth inning of a neighborhood draft league game, Buddy Bell, a righty, was scheduled to bat. He was recalled by his manager, however, and a lefty swinger sent to the plate. The dice roll turned out to be a 1-5, for a ground out, whereas Bell would have had either a home run or double! Whew!

Two dice-rollers ended an eight-year drought as far as no-hitters when Joel Horlen ['64 White Sox] walked only lead-off hitter Dick McAuliffe and went on to face only 27 '64 Tigers in a no-no for Jon Silver, and Gaylord Perry fired 15 strikeouts against Oakland for the '72 Indians in a 10-inning no-hitter viewed by Andrew Goldsmith of Hollis Hills, NY.

Perry came up with another no-hitter for Dean Amrhein, West Mifflin, PA, this time outdueling Oakland's Jim (Catfish) Hunter, 1-0, in a perfect-game performance between '72 teams.

Jim Perry, not to be outdone by his brother Gaylord, got into the no-hit act for Neal Karlen of St. Louis Park, MN, tossing a perfect game for the '72 Twins against the Angels. California catcher John Stephenson almost nixed the no-hitter in the ninth when, with two outs, he missed a single by one number while grounding out.

In other no-hit action this month:

* Malcolm Chun, Kensington, CA, was pleasantly surprised to find that Wayne Simpson ['70 Cincinnati] had no-hit an all-star team of Dodgers, 2-0. The game was a pitching duel that breezed by so quickly that Chun didn't even realize what Simpson had done until he started totaling the final stats.

* Normally a reliever, Luis Arroyo of the 1961 Yankees made the most of a

rare starting opportunity by pitching a no-hitter in a draft league run by Wayne Bishop, a 19-year-old community college student in Levack, Ontario, who is commissioner of the Canadian American Baseball League (CABL).

* An error by first sacker Dick Allen and one walk were the only happenings that spoiled a perfect game bid by Al Downing of the Dodgers, as he whitewashed Kansas City, 2-0, with a perfecto for Gary Callahan of Rancho Palos Verdes, CA.

* The I-just-missed award has to go to Jim [Catfish] Hunter, who, for 16 innings, turned in a herculean mound performance against the Boston Red Sox. Unfortunately the game lasted 21 innings and when it was over Catfish was saddled with a heartbreaking 1-0 loss, as reliever Luis Tiant walked [that really hurt!] and a double chased him home in the 21st. The game was part of a mail league that Fred Davis, Malden, MA, was participating in. He started the marathon contest at 11:30 in the morning and the last dice roll didn't occur until 1:30 p.m.--two hours later. Marty Pattin, the first Bosox hurler, got through the first six innings without allowing a hit and had a one-hitter for eight innings. The A's certainly had opportunities to shorten Hunter's hurling workday, leaving 19 runners on base.

* In the oldies-but-goodies category, Murray Dickson of the '46 Cards no-hit the '35 Cubs, striking out 11 on the way to an 11-0 victory that was viewed by Chuck Dunning of Pontiac, IL. Also, Frank Lary of the '61 Tigers twirled a no-hitter against Roger Maris, Mickey Mantle and the '64 Yankees, 1-0, fanning seven. Jeff Wood, Mechanicsville, MD, was on the dice-rolling end. Walter Johnson smoked the '74 San Francisco Giants pitching for the Hall-Of-Famers, coasting to an 11-0 triumph and striking out 11 for Mitch Kaufman of Warwick, RI.

* Bob Feller also notched a no-hitter, for Mike Applegate of Saratoga, CA. Feller was pitching for the Eagles [1944-1950] against the power-laden Badgers [1923-1929] in an eight-team all-star solitaire baseball league which utilizes the top players from different time periods.

* Back to the present, Mike Cuellar ['72 Orioles] got a no-hitter against the New York Yankees, with Ron Jeppesen a more-than-interested spectator.

* And, in the cheaper by the dozen category, Robert McMullin, Hatfield, PA, had three no-hitters recently [by Al Downing, Gary Gentry and Pat Dobson] while, over a period of four years, five no-hitters have been recorded in a neighborhood baseball league in Tecumseh, Ontario, Canada, according to Phil Nitz. The big five were '69 Gaylord Perry [against the New York Mets, 2-0], '70 Steve Arlin [against Montreal], '72 Mickey Lolich [Oakland and, sure enough, Jim [Catfish] Hunter], '72 Don Sutton [against the Mets, 1-0, when Bud Harrelson's error led to the winning run in the ninth inning] and '72 Steve Carlton, who turned the no-hit trick for nine innings, clouted a home run in the 10th inning, but lost a 3-2 thriller in 11 innings to the New York Yankees and Mel Stottlemyre.

Baseball Playing Tip

Here's a baseball playing tip you may want to try. Since many times, because of injuries, you are forced to use players at positions not listed on their cards, Greg Friedman of Staten Island, NY, has created a "five-fielder", who is, as you may have guessed, a sorrier version of the "4" fielder.

Here's what the "5" rating looks like:

Infielder	--	Split Number	Outfielder	--	Split Number
		1 - Double**			1-2 - Triple***
2-5	-	Single**			3-6 - Double***
6-7	-	Single*			7-8 - Single**
8	-	Two-base error**			9 - Three-base error***
9-13	-	One-base error*			10-14 - Two-base error***
14-20	-	Ground out*			15-20 - Fly out*

* - number of bases runners advance

Koufax Vs Gibson

18

Ron Campbell, of Berkley, MI, decided to do a little experimenting with two of the better pitchers of the 1960s--Sandy Koufax and Bob Gibson. What resulted was that Campbell played a 32-game series between the 1968 St. Louis Cardinals [featuring Gibson] and the 1965 Los Angeles Dodgers [featuring Koufax]. Both teams were pennant winners and compiled identical 97-65 won-and-lost records.

Gibson and Koufax hurled every game [no relievers were used] and extra innings were played so that the real-life number of innings pitched for both could be reached. The two teams turned out to be so evenly matched that each won 16.

The pitching results, as can be seen below, were amazingly accurate in comparison to real-life marks--despite both hurlers facing lineups that had more punch than the lineups faced on a regular basis in '65 and '68.

Koufax pitched the only no-hitter in the series, plus he also struck out 24 batters in a 1-0, 21-inning loss to Gibson. Koufax also struck out 18 men in two different nine-inning games. Koufax had 11 shutouts to Gibson's seven, but Gibson had 13 games in which he allowed only one run.

The effect of the two hurlers on batting averages was typified by Curt Flood of the Cards, who hit only .219 while facing Koufax everyday (he actually hit .301 in 1968) and Maury Wills' .206 average [actual was .286] against Gibson.

Here are how the two hurlers stacked up:

	IP	HITS	STRIKEOUT	ERA	HR	WALKS
'65 Koufax	336[336]	188[216]	391[382]	1.79[2.04]	18[26]	58[71]
'68 Gibson	305[305]	194[198]	270[268]	1.12[1.12]	8[11]	62[62]

[] -- Denotes real-life figures.

Rating The Old-Timer Teams

Continuing the ratings for the Old-Timer baseball teams, as contributed by Mike Gilbert of Hinsdale, IL, the Review this month focuses in on the 1924 Washington Senators and the 1935 Chicago Cubs.

Remember, all ratings are taken as an average on a straight curve from all the Old-Timer teams, except for pitchers [both starters and relievers] and bench, which Mike has based on opinion. The rating scale used is as follows: 1 -- Poor; 2 -- Fair; 3 -- Good; 4 -- Excellent.

1924 Washington Senators

		Lineup to think about
Average - 4.0	[.304]	1. McNeely CF-2
Stealing - 4.7	[C+ .38]	2. Harris 2B-2
Running - 4.4	[1-14.5]	3. Rice RF-2
Power - 1.0	[2.5 HRs]	4. Goslin LF-4
Fielding - 3.3	[1.88]	5. Judge 1B-1
Starters - 2.9	--	6. Bluege 3B-2
Relief - 2.5	--	7. Peckinpaugh SS-1
Bench - 3.8	--	8. Ruel C-1
Totals	-26.6 3.325	

Comments: Lineup is fairly well set. McNeely can switch with Leibold if one is having trouble hitting. Either Judge or Rice must be put behind Goslin to keep him from being walked. There is little batting punch--three runs in an inning is a minor miracle. If anyone but Johnson is pitching, don't be hasty in changing Goslin and Leibold. Use running and stealing often--you need every edge that you can get. Johnson, Zachary, Mogridge all fairly good.

Use Ogden starting and relief--he is the second best pitcher on staff. Marberry should start fairly often (15 a year) and be used in long relief.

1935 Chicago Cubs

Average	- 4.2	[.305.5]	Lineup to think about
Stealing	- 4.1	[D+ .88]	1. Galan LF-2
Running	- 3.4	[1-13.7]	2. Hack 3B-2
Power	- 1.6	[8.5 HR]	3. Herman 2B-2
Fielding	- 1.9	[2.38]	4. Hartnett C-1
Starters	- 3.9	--	5. Klein RF-4
Relief	- 4.0	--	6. Demaree CF-3
Bench	- 2.8	--	7. Caveretta 1B-4
			8. Jurgens SS-1
Totals	- 25.9	3.24	

Comments: Good, solid pitching staff despite the lack of stars. Klein plays because someone must bat behind Hartnett and he is able to hit home runs. But, take him out and put in Lindstrom in a close game. The rest of the lineup can score. Don't take chances with Hack on the bases. Steal with Galan and Klein occasionally, but don't make it a habit. O'Dea is a good pinch-hitter.

Note: For both '24 Senators and '35 Cubs, first column in each category refers to team average and second (in parentheses) to individual average.

When You're Safe, You're Safe!

Craig Thompson of Indianapolis, IN, expressed dismay that it was possible for him to lose two close baseball games in the ninth inning when his opponent successfully worked the squeeze play with the infield drawn in.

Craig points out that on both occasions an "A" bunter was at bat (of course, he was reduced to a "B" because of the infield being pulled in) and that either a five, six or seven was rolled--numbers he feels make it too easy to succeed with the squeeze.

"How can the squeeze play chart have either the first or third baseman throw out the batter and not at least hold the runner on third? Even worse, the runner on third has a 58.3 per cent chance of scoring [Nos. 1-7]. I don't believe this is a realistic chart in my stated situation."

Craig is correct that a squeeze does have a 58.3 per cent of success with a "B" bunter at the plate (after the infield-in reduction), plus if is an "A" bunter with the infield not in the chances jump to 72.2 per cent for success. The game company doesn't believe this unrealistic, however. Perhaps the fielder making the play might not execute the play as you might think he should, but the results, the game company feels, are accurate. With a runner on third and less than two outs, normally the infield would be in thus the bunter's rating would be reduced by one level. There are not that many "A" and "B" bunters to make the squeeze such a sure thing, plus many times a play comes up whereby the runner on third is out down at the plate--thus you, as a manager, have to decide whether to try for one run or a big inning, with a foiled squeeze often snuffing out the possibility of a big inning.

Just for the record here is the breakdown for successfully scoring a runner on third with the use of the squeeze play, with a bunter's rating. For an "A" the chance of success is 72.2 per cent, "B" 58.3 per cent, "C" 41.7 per cent, "D" 27.8 percent and "E" 16.7 per cent.

Guest Columnist

A View On S-O-M Expansion

By LOUIS BLOSS

Editor's note: Louis Bloss is a senior at Parma High School in Parma, OH. He's majoring in journalism and has put his literary talents to work on the topic of expansion, regarding Strat-O-Matic teams and leagues.

During the past few months, there has come a cry from simulation sports gamers of Strat-O-Matic for various teams of the three published sports to be reissued or created. Followers of "The Grand Old Game" clamor for a revival of some recent teams of yesteryear and a reincarnation of some of the great teams grandpa followed at the beginning of this century. Likewise, the would be foul shooters that infest school gymnasiums throughout the land demand the "other league" be printed along with its older and stronger counterpart. Occasionally he can be seen chasing the ghost of the great Jim Brown, the great teams of bygone eras, or shouting for the rebirth of the early AFL.

This feeling of nostalgia and expansion is all good and fine, but the questions arises: Can these whims and ideas be made a reality?

Since the baseball fan kept the company going in its early years, his dilemma will be studied first. In the Sept. '73 issue of the Review, plans for a new Old-Timer set were revealed. This six-team package, along with the 28 or so Old-Timer teams already in print, make for close to 34 teams. The yearly issued major league set of 24 teams, two Hall-Of-Fame teams and 20 nameless players, which can be considered a team, give the baseball fan a selection of about 61 teams, or 1,220 players. Thus, his variations of play and league setup can be, and are, greatly different from that of his football and basketball S-O-M brethren.

GEOGRAPHICAL SETUP

For example, I presently own all the 1970 major league teams, except the Baltimore Orioles and San Diego Padres. To take their place I purchased the 1948 Indians and 1962 Mets. After geographically setting my 12 teams into four, six-team divisions, I created the Major League. To further create variation, my two Hall-Of-Fame teams were disbanded and drafted into the league. My brothers have set up their own leagues of six and four teams, respectively.

The possibilities for leagues, teams, even a gigantic baseball federation is unlimited with what S-O-M has to offer. But still, there are those who crave more, such as having the 1960's teams reissued. A want ad could achieve the same results without costing the company a bundle.

BASKETBALL

As for the basketball fan, he has been put in an awkward position. Other enterprises publish basketball games, but none have the S-O-M label. For one reason or another, people who presently own other games of this nature have turned to S-O-M's version. Some were dissatisfied with other games because of unreal player performances, poor playability. . . or maybe they were just curious about S-O-M's newest product.

Whether buyers come back for a second time determines the fate of the game; and if the public verdict is "thumbs down", S-O-M will have lost money only on its NBA teams instead of being dealt a one-two punch with unproductive ABA teams. If public response is good and fans write to the game company, the ABA will probably be published. Unfortunately, that "if" is an extremely large one.

FOOTBALL

Finally, we come to the armchair quarterback. Recently there has been a

deafening sound calling for equality between S-O-M baseball and football followers. Gridiron fans have had to use recent NFL and old AFC teams (of late vintage) without getting the opportunity to experiment unless they have been collecting teams (or purchased them) for a long while. Total new team output for a year is 26, approximately 37 teams less overall than the baseball players have at their disposal. He [the football coach] dreams of matching the 1950 Browns against one of Vince Lombardi's immortal teams. He cannot match the Colts and Giants in the famous overtime championship game. Nor can he draft players such as I did with my Major League. Why so much emphasis on baseball and so little on football?

Possibly because of the changes that occurred in the real-life game from decade to decade which will definitely affect the table-top version. To emphasize my point, until Cleveland and Los Angeles began winning consistently in the mid-'40s and '50s, you were considered a coward to throw a forward pass. Even the great Sammy Baugh was considered "chicken" by rival coaches because of his tendency for a passing game. Nowadays if a regular receiver catches 30 or more passes he's having a "good" year. Also, 1,000-yard rushes were not exactly abundant before the '50s. These, along with the bigger stature of today's players, better durability, improved equipment, rule revisions, etc., make it very difficult to create a table-top football game covering many eras.

For those football fans who still wish variety and desire to experiment, I have an alternative: Clamor for CFL [Canadian] teams. Combining CFL and NFL teams while using one or the other's league rules, or a combination of both rules, would definitely create a unique situation. S-O-M would also be more appealing to those fans north of the border.

Editor's note: One important point not mentioned here as to why it would be difficult to re-produce Old-Timer football teams, is the difficulty in finding starting lineups for teams back in the '50s. How many fans know, or could find out, the starting lineups of the great Ram, Brown and Colt teams of the '50s? Since offensive and defensive linemen ratings are a necessary part of the Strat-O-Matic Football game, these lineups would have to be known, and in depth regarding the abilities of the linemen. This information would be difficult, if not impossible, to find.

Odd Play Chart For Baseball

Remember Steve Schumacher, of Houston, TX, the Strat-O-Matic stadium builder? Well, Steve's now involved in the GHSML in Houston (formerly it was called the OU-HSML [Oklahoma University-Houston Strat-O-Matic League]). He sends along a couple of odd-play charts for readers to consider adding to their baseball dice-rolling, plus reports that his stadium, complete with a lighting system that includes a home run scoreboard that lights up.

"Due to popular demand I put it on display at an arts and crafts display," enthuses Schumacher. "I couldn't believe the crowds it drew, as everyone wanted to see the lighting system work and the "home run" board light up. And to prove my theory that there's a Strat-O-Matic player in every crowd, sure enough one boy's face lit up when I told him I used the stadium for a game called Strat-O-Matic Baseball, as he played the game, too.

"My latest addition to the stadium is the sound effects for the home run spectacular. I have a tape of a fireworks demonstration, so when a big game comes up, I position it in the tape player. Then, if the right team hits a home run, I push the switch to light up the 'home run' board and push a button to start the tape player, and not only are lights flashing, but fireworks are exploding everywhere! It adds a whole new dimension to things."

The odd-play chart which follows is taken from Jeff Perigoni's chart in the Oct., 1972 Review. Here it is:

ODD-PLAY CHART

Weather Factor

Roll two dice before game, unless played in covered stadium.

Nos. 2, 3, 11, 12 = threatening weather*

4 = strong wind blowing in, subtract 2 from all split home run chances.

10 = strong wind blowing out, add 2 to all split home run chances.

5, 6, 7, 8, 9 = no weather effects.

* If threatening weather, a roll of 6-6-6 at any time in the game rains it out at that points (note - if a legal game has been played at the time of a 6-6-6 rainout, the game counts).

Play-Action Odd Plays

If a 1-1-1 comes up during a game, roll 2 dice, refer to the chart (listed below) and apply the results to the batter following the one for which the 1-1-1 was rolled.

- 2 - Fight erupts, both benches empty. Two players from each team ejected for fighting [A].
- 3 - Next SINGLE** by team batting becomes a ground rule double.
- 4 - Pickoff attempted, ball thrown away (error pitcher); runners advance one base*.
- 5 - Next triple by either team can be stretched into an inside-the-park home run (use running rating).
- 6 - One player from team fielding is ejected for arguing with umpire [B].
- 7 - Batter hit by pitch.
- 8 - One player from team batting is ejected for arguing with umpire [B].
- 9 - Lead runner picked off*.
- 10 - Balk--runners advance one base*.
- 11 - Runner on first attempts steal, catcher's throw goes into center field; runner goes to third while other runners score** (error catcher).
- 12 - Pitcher throws beanball (hits batter). Batter attacks pitcher and fight ensues. Both are removed from game.

* - If nobody on, roll dice again.

** - If nobody on first, or somebody on second, roll again.

[A] To determine players:

1 - 2 = Pitcher	11 - 12 = Shortstop	[B] To determine player:	2 = Catcher	7 = Left Fielder
3 - 4 = Catcher	13 - 14 = Left Fielder	3 = First Base	8 = Center Fielder	
5 - 6 = First Base	15 - 16 = Center Field	4 = Second Base	9 = Right Fielder	
7 - 8 = Second Base	17 - 18 = Right Fielder	5 = Third Base	1, 10-20 = Manager	
9 - 10 = Third Base	19 - 20 = Manager	6 = Shortstop		

Note: If manager is thrown out, no steals, hit-and-run, or squeeze plays may be called.

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STRAT-O-MATIC GAMES MAKE EXCELLENT CHRISTMAS GIFTS!

Strat-O-Matic Spotlight

BEST FIELDERS WIN OUT

Timothy Brace, Fayetteville, NY, decided to test Dave Surdam's theory that a good fielding team of .240 hitters could defeat a team of .300 swingers who were "4" fielders.

For the experiment the 1970 Bob Gibson card was selected to pitch for both teams.

The good fielding lineup contained all "1" fielders and consisted of Tommy Agee (LF, '67 White Sox, .234), Ken Berry (RF, '67 White Sox, .241), Brooks Robinson (3B, '69 Orioles, .234), Jim Hegan (C, '48 Indians, .248), Bobby Knoop (2B, '67 Angels, .245), Wes Parker (1B, '68 Dodgers, .239), Jim Landis (CF, '65 A's, .239) and Billy Jurgens (SS, '35 Cubs, .241).

Opposing it were Cleon Jones (CF, '68 Mets, .297), Lou Piniella (LF, '70 Royals, .301), Rich Scheinblum (RF, '72 Royals, .300), Rich Hebner (1B, '69 Pirates, .301), Cookie Rojas (SS, '71 Royals, .300), Rod Carew (2B, '71 Twins, .307), Manny Sanguillen (C, '69 Pirates, .303) and Danny Cater (3B, '70 Yanks, .301).

The "1" lineup had a slight edge in home runs hit, but the "4" lineup had a big advantage in doubles and triples.

Although one game never proves anything conclusively, the "1" fielding team did prevail in this matchup by a 4-1 score. It fielded flawlessly, as expected, as Gibson pitched a six-hitter. The "4" team, meanwhile, booted the ball twice for errors and twice gave up hits off the fielding chart--accounting for three runs. Gibson pitched a five-hitter for the "4" team, yet lost because of the fielding.

Brooks Robinson homered for the "1" team and Gibson chipped in with two hits (one off the fielding chart, which accounted for two RBI). Rojas led the "4" squad with two singles while Gibson struck out 11 hurling for the "4" team.

THIS 'N THAT

...Don't forget mom when looking around for prospective Strat-O-Matic foes. Rick Lentz took the 1972 Detroit Tigers, his mother the '72 Indians. Dick Tidrow of the Tribe just missed a no-hitter, losing it because of two doubles with two outs in the eighth inning. The Indians finally won the game in the 11th inning, 2-1, and the Warminster, PA, household probably will never be the same again. . . Shades of "to get thur fustest with the mostest". Honestly, nothing like that was intended with the kicker above the front page story in the Nov. Review, which contained a no-no in the English language ["Mosted"]. A goof on our part, 'tis all. . . Dave Lengel, Wernersville, PA, and two friends, Don Chandler and Tom Richardson, both of Grand Rapids, MI, played an entire National League replay of the 1971 season and reported some of the stats were not what they should have been. Most noteworthy was the fact that Henry Aaron hit 71 home runs in 530 official at-bats and Willie Stargell 63 in 536. Since they were using the advanced side of the cards and adhering to at-bats closely, they were wondering if others had similar problems. There are a lot of young men in the GKSM who would like to have the same problems, that's for sure. But, in a replay of the '71 NL season--a draft league--Aaron hit 45 home runs in 495 at-bats, two homers less than in real-life, and Stargell knocked out 52 in 513 trips to the plate, four homers more than real-life. . . Tom McIntyre is one table-game manager who believes he can do it better--and is setting out to prove it. A fan of the Boston Red Sox and a sharp critic of Eddie Kasko's managerial skills, Tom is replaying the '72 AL East with a 90-game schedule. He's sure he can bring the Bosox in first and predicts a five-game lead when it's all over. After the first 18 games, however, Tom's adopted Red Sox are mired in last place. He promises to report all, regardless of the outcome...

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Coming Next Month...

. . . Charles Amacker, of Dallas, TX, will reveal his football playing tips, including double-teaming of backs and receivers, blocked field goals, fumble possibilities for quarterbacks and receivers and a new injury chart . . . Richard Zaborsky of Youngstown, OH, has a complete 162-game replay of the American League season, based on 1971, that baseball buffs should enjoy. . . also, for the baseball fans, there will be a full-season replay, complete with mind-boogling statistics, for the 1972 New York Yankees . . . Mike Gilbert will be back with two Old-Timer teams for your scrutiny, the 1953 Brooklyn Dodgers and the 1961 Detroit Tigers . . . plus the latest happenings in all three of the Strat-O-Matic games will be coming your way, all in the January issue of the Strat-O-Matic Review. . .