



# STRAT-O-MATIC Review

Devoted exclusively to the Strat-O-Matic Game fan. The Review is printed with the consent of the Strat-O-Matic Game Company

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Readers pick Will Clark a close second

## Strawberry, Puckett are MVP choices

When the Most Valuable Player awards in baseball are handed out this fall, Kirby Puckett and Darryl Strawberry will be the players from the American and National leagues doing the accepting.

At least that's the opinion of readers who responded to the Review's latest MVP Contest.

Forty-two readers predicted that Strawberry - incidentally, he was also the choice of readers last year - will become the N.L.'s MVP. He had one more vote than Will Clark of San Francisco. Kevin Mitchell, who was tearing up the N.L. in home runs and runs-batted-in as of the first of June, received nary a vote.

Over in the A.L., Puckett garnered only 39 votes, but it was enough for first place. Mark McGwire was runner-up with 30. Jose Canseco, last year's real-life American League MVP but injured this season, had four votes.

Kirk Gibson, the N.L.'s MVP a year ago but also injured and on the disabled list early this season, didn't receive a vote to repeat.

Last year, Strawberry collected 86 votes and Don Mattingly was the top choice in the A.L. with 83, considerably more than the top picks received this year.

### A'S, METS RUNAWAY CHOICES

The number of votes, for some reason, was down this year. Only a little over 200 ballots were sent in, even though the only cost was a few moments of time and a stamp.

Again, the winner of the contest will receive a full set of the new baseball cards when they become available in late January or early February.

If there's a tie for MVP honors, then the gamer that picked the  
(continued on next page)

division races the closest will be the winner.

Adam Velie of Elkhart, IN, was the only one that picked both Canseco and Gibson a year ago. Gibson, in fact, wasn't selected by anyone while Canseco got 20 votes.

Although the tiebreaker wasn't necessary, Velie had selected Oakland, Milwaukee, Pittsburgh and Los Angeles as his division choices.

How did Velie vote this season? Well, he picked Puckett in the A.L. and went with Jack Clark of San Diego in the N.L. His choices for division honors: Toronto, Kansas City, San Diego and the Mets.

Readers agreed with Velie as far as Toronto and the Mets, but they went with Oakland to repeat in the A.L. West by an overwhelming margin and Cincinnati to prevail over all challengers in the N.L. West.

The Mets received the most votes - 125 - and had 106 more than predicted runner-up Pittsburgh. Oakland's advantage was almost as great as the A's had 110 votes and Minnesota was far back with 26.

Closest race, according to Review readers, is going to be in the A.L. East where Toronto had 53 votes and Milwaukee 49. Interestingly, Baltimore, which was so bad and buried in the basement at this time a year ago, had one vote.

But this season the Birds were in first place by four games in early June when this issue went to the printer.

Here's how readers voted for MVP and division winners in 1989:

<u>AMERICAN LEAGUE</u>		<u>NATIONAL LEAGUE</u>		<u>AL EAST</u>	
1. Puckett	39	1. Strawberry	42	1. Toronto	53
2. McGwire	30	2. W.Clark	41	2. Milwaukee	49
3. Greenwell	23	3. E.Davis	20	3. Boston	36
4. B.Jackson	18	4. Guerrero	8	4. NY Yankees	21
5. McGriff	12	T.Gwynn	8	5. Cleveland	13
6. Mattingly	7	6. J.Clark	7	6. Detroit	7
Sierra	7	VanSlyke	7	7. Baltimore	1
8. N.Ryan	5	8. G.Davis	5		
9. Canseco	4	E.Murray	5		
J.Carter	4				
<u>NL EAST</u>		<u>NL WEST</u>		<u>AL WEST</u>	
1. NY Mets	125	1. Cincinnati	77	1. Oakland	110
2. Pittsburgh	19	2. San Diego	44	2. Minnesota	26
3. St. Louis	18	3. San Francisco	28	3. Kansas City	22
4. Montreal	10	4. Los Angeles	26	4. Texas	17
5. Chicago	6	5. Houston	4	5. California	3
				6. Seattle	1

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### Past winners of MVP Contest

1988 - Adam Velie, Elkhart, IN	1976 - Neil Orser,
1987 - Jim Kelsey, Columbia City, IN	Sydenham, Ontario,
& Don Miron Jr., Flushing, MI	& Vince Trivelpiece,
1986 - No winner.....	Berwick, PA
1985 - Tim Retchless, Olean, NY	1975 - James Lewis,
1984 - Jonathan Levin, Benton Harbor, MI	Wellesley Hills, MA
1983 - Brian Rice, Muskegon, MI	1974 - Mark Roblez,
1982 - Paul Bressoud, Arcata, CA	Salt Lake City, UT
1981 - Duane Tunink, Lansing, MI	1973 - Pete Condorelli,
1980 - Norman Swift, Lake Wales, FL	Windsor, NY
1979 - John Dormer, Philadelphia, PA	1972 - Mike Borzenski,
1978 - Terry Ringen, Beattie, KS	Lansing, MI
1977 - Terry Ringen, Beattie, KS	

# Original '62 season compared with new advanced version of card set

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Strat-O-Matic brought back the way we were - or, better put, the way the game company was - when it re-issued the 1962 baseball season, this time replete with advanced features. Those early cards were pretty primitive, with no hit-and-run, 'e' fielding ratings, etc. And, of course, there wasn't any such beast as a righty-lefty

advanced side for batters and pitchers, as we've become accustomed to since '72.

The 1962 season was the first put out by S-O-M that included all the teams, so history, in a sense, was recreated with the unveiling of a modern version of 1962.

Why are the cards, based on the same season, so different? Well, the original '62 cards were done manually by S-O-M creator Harold Richman, and the new version was handled via computer. Notice also that Aaron had first base added to his positions played in '62.

The home run chances are very similar, though, as Aaron has 12.5 card chances in the old '62 set of cards and 12.6 in the new.

The advanced side has Aaron noticeably better against lefties (19.5 card chances, compared to just under 10 card chances versus righties).

On the next couple of pages are cards for Willie Mays, Don Drysdale and the infamous Chuck Essegian "pitching card."

HANK AARON		
centerfield-2 rightfield-1 stealing-B running 1-17		
MILWAUKEE BRAVES		
1	2	3
2-WALK 3-WALK 4-flyball (lf) B 5-strikeout 6-groundball (3b) A 7-SINGLE* 1-17 lineout (3b) 18-20	2-lineout (3b) into as many outs as pos- sible 3-WALK 4-groundball (p) A 5-strikeout 6-lineout (ss) 7-groundball (ss) A++ 8-groundball (ss) A 9-flyball (cf) B 10-groundball (ss) A 11-lineout (2b) 12-popout (ss)	2-foulout (c) 3-groundball (2b) A 4-flyball (lf) B 5-TRIPLE SINGLE** 1-4 5-20 6-HOMERUN DOUBLE** 1-6 7-20 7-HOMERUN 8-HOMERUN 9-groundball (3b) B 10-groundball (3b) B 11-WALK 12-WALK
1962 BATTING RECORD		
ATBATS 592	DOUBLES 28	TRIPLES 6
AVERAGE .323	WALKS 52	HOMERUNS 45
STRIKEOUTS 73		

HANK AARON		
rightfield-1 centerfield-2 firstbase-4 stealing-B running 1-16		
MILWAUKEE		
1	2	3
2-groundball (p) B 3-groundball (ss) A++ 4-popout (2b) 5-groundball (ss) A++ 6-groundball (3b) A 7-SINGLE 8-SINGLE** 9-SINGLE* 1-9 lineout (3b) 10-20 10-lineout (3b) 11-groundball (2b) B 12-groundball (3b) B plus injury	2-groundball (ss) A 3-groundball (p) B 4-groundball (3b) A 5-flyball (cf) B 6-groundball (ss) A 7-strikeout 8-WALK 9-WALK 10-groundball (3b) A 11-groundball (ss) A 12-flyball (lf) A	2-flyball (rf) B 3-popout (ss) 4-HOMERUN 5-HOMERUN 6-HOMERUN 7-HOMERUN 1-2 flyball (lf) B 3-20 8-TRIPLE 1-4 DOUBLE 5-20 9-DOUBLE** 1-6 SINGLE** 7-20 10-SINGLE 11-strikeout 12-lineout (ss) into as many outs as possible
1962 BATTING RECORD		
AT BATS 592	DOUBLES 28	TRIPLES 6
AVERAGE .323	WALKS 66	HOMERUNS 45
STRIKEOUTS 73		

ORIGINAL HANK AARON CARD, BASIC COMPUTER VERSION

R HANK AARON		
stealing-B running 1-16 bunting-C hit & run-C		
28% AGAINST LEFT-HAND PITCHER		
1	2	3
2-HBP 3-fly (rf) B 4-strikeout 5-HOMERUN 6-HOMERUN 7-HOMERUN 8-HR 1-18 TR 19-20 9-TR 1-4 DO 7-20 10-DOUBLE(cf) 11-gb (3b) A+ 12-fly (cf) A	2-fly (lf) B 3-gb (3b) A 4-gb (3b) A 5-gb (ss) A+ 6-DO** 1-17 7-SI** 18-20 8-fly (lf) B 9-gb (ss) A 10-gb (3b) A 11-gb (ss) B 12-fly (cf) B	2-foulout (c) 3-gb (ss) B 4-gb (3b) A 5-SINGLE (lf) 6-SINGLE (cf) 7-SI* 1-4 8-ss 5-20 9-fly (cf) B 10-SINGLE** 11-WALK 12-4o(3b) max plus injury
72% AGAINST RIGHT-HAND PITCHER		
1	2	3
2-lo(3b) max plus injury 3-fly (rf) B 4-strikeout 5-HOMERUN 6-HOMERUN 7-HR 1-3 8-fly (lf) B 9-TR 1-4 SI** 5-20 9-DO** 1-17 SI** 18-20 10-SINGLE (lf) 11-gb (3b) A 12-HBP	2-fly (cf) A 3-gb (ss) B 4-fly (cf) B 5-gb (ss) A 6-SINGLE (cf) 7-strikeout 8-gb (ss) A 9-gb (3b) A 10-gb (3b) A 11-gb (ss) B 12-foulout (c)	2-gb (ss) B+ 3-popout (1b) 4-gb (3b) A 5-SINGLE (lf) 6-SI* 1-7 7-WALK 8-gb (ss) A+ 9-WALK 10-fly (cf) B 11-fly (lf) B 12-WALK

R WILLIE MAYS			stealing: (B)	bunting: D hit & run: C		
cf-1(-5) e4				running: 1-17		
30% AGAINST LEFT-HAND PITCHER			Power: N	70% AGAINST RIGHT-HAND PITCHER		
1	2	3		1	2	3
2-HBP	2-fly (cf) B †	2-gb (ss) A +		2-HBP	2-fly (cf) B †	2-gb (ss) A +
3-gb (3b) A	3-gb (ss) B	3-popout (1b)		3-gb (3b) A	3-gb (ss) B	3-lineout (2b)
4-gb (3b) A	4-gb (3b) A	4-gb (3b) A		4-gb (3b) A	4-gb (3b) A	4-gb (3b) A
5-HOMERUN	5-TR	5-WALK		5-HOMERUN	5-DO** 1-8	5-WALK
6-HOMERUN	DO 2:20	6-WALK		6-HOMERUN	5-TR 9:20	6-WALK
7-HOMERUN	6-SINGLE (cf)	7-strikeout		7-HR 1:9	6-SINGLE (cf)	7-strikeout
8-WALK	7-SI* 1:16	8-gb (ss) A +		DO 10:20	7-SI* 1:15	8-gb (ss) A +
9-fly (ff) B †	lo(ss) 17:20	9-gb (ss) A		8-strikeout	lo(ss) 16:20	9-gb (ss) A
10-HR	8-fly (cf) B †	10-fly (ff) B †		9-fly (ff) B †	8-fly (cf) B †	10-WALK
DO 2:20	9-gb (ss) A	11-fly (rf) B †		10-TR 1:7	9-gb (ss) A	11-fly (rf) B †
11-gb (p) A	10-DO** 1	12-lo(3b) max		DO 8:20	10-fly (ff) B †	12-lo(3b) max
12-fly (cf) A	5-TR 2:20	plus injury		11-gb (p) A	11-gb (ss) B	plus injury
	11-gb (ss) B			12-fly (cf) A	12-foulout (c)	
	12-foulout (c)					

WILLIE MAYS			centerfield-1
S.F. GIANTS			stealing: A
1 2 3			running: 1-19
2-lineout (3b)	2-popout (ss)	2-WALK	
into as many	plus injury	3-WALK	
outs as pos-	3-WALK	4-groundball	
sible	4-SINGLE	(p) A	
3-groundball	5-DOUBLE**	5-lineout (3b)	
(2b) A	1-9	6-strikeout	
4-groundball	SINGLE**	7-strikeout	
(ss) A	10-20	8-SINGLE	
5-groundball	6-TRIPLE	1-9	
(3b) A	1-3	flyball (1f) B	
6-groundball	SINGLE**	10-20	
(ss) A	4-20	9-lineout (ss)	
7-groundball	7-HOMERUN	10-flyball (1f) B	
(ss) A +	1-2	11-WALK	
8-groundball	DOUBLE**	12-WALK	
(3b) A	3-20		
9-flyball (cf) B	8-HOMERUN		
10-groundball	9-HOMERUN		
(3b) B	10-HOMERUN		
11-WALK	11-WALK		
12-foulout (c)	12-flyball		
	(rf) A		
1962 BATTING RECORD			
ATBATS	DOUBLES	TRIPLES	HOMERUNS
621	36	5	49
AVERAGE	WALKS	STRIKEOUTS	
.304	67	85	

CHUCK ESSEGIAN			leftfield-4
PITCHING CARD			stealing: E
1 2 3			running: 1-15
2-flyball (rf) B	2-groundball	2-SINGLE	
3-groundball	(3b) A	1-12	
(3b) B	3-groundball	flyball (cf) B	
4-groundball	(2b) A +	13-20	
(p) A	4-groundball	3-WALK	
5-groundball	(3b) B	4-HOMERUN	
(ss) A +	5-strikeout	5-HOMERUN	
6-groundball	6-strikeout	6-HOMERUN	
(ss) A	7-strikeout	1-9	
7-WALK	8-strikeout	flyball (1f) B	
8-groundball	9-strikeout	10-20	
(ss) A	10-groundball	7-DOUBLE**	
9-WALK	(3b) A	1-8	
10-groundball	11-flyball (1f) B	9-20	
(3b) A	12-flyball (1f) A	8-SINGLE	
11-SINGLE	plus injury	9-SINGLE	
12-lineout (ss)		10-flyball (cf) B	
into as many		11-groundball	
outs as pos-		(3b) B	
sible		12-WALK	
1962 BATTING RECORD			
ATBATS	DOUBLES	TRIPLES	HOMERUNS
336	12	0	21
AVERAGE	WALKS	STRIKEOUTS	
.274	40	68	

R CHUCK ESSEGIAN			stealing: (E)	bunting: C hit & run: D		
ff-4(+1) e2				running: 1-12		
42% AGAINST LEFT-HAND PITCHER			Power: N	58% AGAINST RIGHT-HAND PITCHER		
1	2	3		1	2	3
2-fly (cf) A	2-foulout (c)	2-gb (ss) B		2-fly (cf) A	2-gb (ss) A +	2-gb (ss) A
3-fly (rf) B †	3-gb (3b) A	3-gb (ss) B		3-fly (rf) B †	3-gb (ss) A	3-gb (ss) A
4-gb (ss) A	4-gb (3b) A	4-gb (3b) A		4-strikeout	4-fly (cf) B †	4-gb (ss) A +
5-HOMERUN	5-SINGLE (rf)	5-WALK		5-HOMERUN	5-SINGLE (cf)	5-WALK
6-HOMERUN	6-SINGLE (cf)	6-strikeout		6-HR 1:12	6-SINGLE (rf)	6-WALK
7-HR 1:10	7-WALK	7-strikeout		fly(ff)B 13:20	7-SI* 1	7-strikeout
DO 11:20	8-fly (cf) B †	8-gb (ss) A +		7-DO** 1:4	lo(ss) 2:20	8-strikeout
8-strikeout	9-fly (ff) B †	9-gb (ss) A		5-TR 7:20	8-strikeout	9-HBP
9-HBP	10-SI* 1	10-fly (ff) B †		8-WALK	9-strikeout	10-fly (cf) B †
10-DO** 1:2	lo(ss) 2:20	11-WALK		9-strikeout	10-fly (ff) B †	11-fly (ff) B †
5-TR 3:20	11-gb (3b) A	12-lo(3b) max		10-SINGLE (cf)	11-gb (ss) A	12-lo(3b) max
11-gb (ss) A	12-gb (ss) B +	plus injury		11-gb (ss) A +	12-gb (ss) A	plus injury
12-fly (cf) B †				12-foulout (c)		

DON DRYSDALE					
throws RIGHT			e33	#3WR	pitcher- starter(8) relief(3)
44% AGAINST LEFT-HAND BATTER			56% AGAINST RIGHT-HAND BATTER		
4	5	6	4	5	6
2-gb (p) B	2-popout (1b) B	2-gb (1b) C	2-fly (lf) B	2-fly (rf) B	2-GB (ss) X
3-FLY (lf) X	3-strikeout	3-GB (p) X	3-FLY (rf) X	3-gb (p) B	3-GB (1b) X
4-FLY (cf) X	4-lineout (ss)	4-N-HR 1-9	4-FLY (cf) X	4-popout (3b)	4-N-HR 1-4
5-fly (cf) B	5-fly (cf) C	DO 10-20	5-fly (cf) B	5-fly (cf) C	DO 5-20
6-strikeout	6-strikeout	5-TR 1-3	6-strikeout	6-strikeout	5-TR 1-2
7-GB (ss) X	7-GB (2b) X	DO 4-20	7-GB (ss) X	7-GB (2b) X	SI** 3-20
8-strikeout	8-strikeout	6-DO** 1-2	8-strikeout	8-strikeout	6-DO** 1-5
9-fly (lf) B	9-fly (rf) B	SI** 3-20	9-fly (rf) B	9-fly (lf) B	SI** 6-20
10-fly (lf) B	10-CATCH-X	7-SINGLE (lf)	10-popout (2b)	10-CATCH-X	7-SI* 1-6
11-FLY (rf) X	11-WALK	8-SI* 1-4	11-gb (1b) C	11-GB (p) X	lo(ss) 7-20
12-gb (p) B	12-GB (ss) X	9-gb (2b) 5-20	12-fly (lf) B	12-WALK	8-strikeout
		10-GB (3b) X			9-gb (2b) C
		11-GB (1b) X			10-GB (3b) X
		12-gb (1b) C			11-FLY (lf) X
					12-strikeout

DON DRYSDALE		
PITCHING CARD		PITCHER-STARTER
		L.A. DODGERS
4	5	6
2-flyball (rf) B	2-popout (3b)	2-lineout (2b)
3-GROUND-BALL (P) X	3-GROUND-BALL (P) B	3-GROUND-BALL (1B) X
4-CATCHER'S CARD X	4-FLYBALL (CF) X	4-WALK
5-strikeout	5-flyball (cf) C	5-strikeout
6-flyball (rf) B	6-flyball (1f) B	6-strikeout
7-GROUND-BALL (SS) X	7-GROUND-BALL (2B) X	7-strikeout
8-popout (1b)	8-strikeout	8-SINGLE 1-4
9-TRIPLE 1-2	9-groundball (2b) C	flyball (cf) B 5-20
SINGLE** 3-20	10-GROUND-BALL (3B) X	9-SINGLE
10-HOMERUN 1-7	11-groundball (1b) C	10-DOUBLE** 1
DOUBLE** 8-20	12-popout (3b)	SINGLE** 2-20
11-FLYBALL (RF) X		11-FLYBALL (LF) X
12-foulout (c)		12-GROUND-BALL (SS) X
1962 PITCHING RECORD		
WON	LOST	E.R.A.
25	9	2.84
HITS		INNINGS PITCHED
272		314
HITS ALLOWED		HOMERUNS ALLOWED
272		21
WALKS		STRIKEOUTS
78		232

DON DRYSDALE		
PITCHING CARD		3 pitcher-starter relief
		LOS ANGELES (NL)
4	5	6
2-groundball (1b) C	2-GROUND-BALL(2b) X	2-groundball (p) B
3-GROUND-BALL(1b) X	3-GROUND-BALL(ss) X	3-FLYBALL (rf) X
4-FLYBALL (cf) X	4-TRIPLE 1-3	4-flyball (cf) B
5-popout (1b)	SINGLE** 4-20	5-DOUBLE** 1-8
6-flyball (rf) B	5-HOMERUN 1-6	SINGLE** 9-20
7-strikeout	flyball (rf) B 7-20	6-SINGLE 1-10
8-GROUND-BALL(ss) X	6-GROUND-BALL(2b) X	7-SINGLE* 11-20
9-flyball (lf) C	7-strikeout	8-flyball (cf) B
10-GROUND-BALL(3b) X	8-strikeout	9-strikeout
11-GROUND-BALL(p) X	9-groundball (2b) C	10-WALK
12-groundball (1b) C	10-CATCHER'S CARD X	11-FLYBALL (lf) X
	11-strikeout	12-groundball (p) B
	12-strikeout	
1962 PITCHING RECORD		
WON	LOST	E.R.A.
25	9	2.84
HITS		INNINGS PITCHED
272		314
HITS ALLOWED		HOMERUNS ALLOWED
272		21
WALKS		STRIKEOUTS
78		232

Next month Review co-editor Del Newell will take a trip down nostalgia lane, recalling how he got his start with Strat-O-Matic Baseball. It was the spring of 1963 and he had purchased S-O-M's first full set of baseball teams.

The first of many replays was conducted that spring and summer as an eight-team National League was replayed through 154 games.

No, Del didn't watch the '62 Mets, often called the worst major league team of all-time, bumble their way through a season. Instead what he did was to form two teams from four: combining the Mets and Phillies as one and Chicago Cubs with the-then Houston Colts.

Find out if the Giants, Dodgers and Reds staged another sizzling pennant race...whether it was Willie Mays, Hank Aaron or Frank Robinson that led in home runs...and how the Dodgers' dynamic pitching duo of Don Drysdale and Sandy Koufax fared.

## Here are latest TBA tournament results

Four more kings have been crowned in John Kreuz's traveling Strat-O-Matic road tournament show - i.e., Table Baseball Association - as Jerard Carlse won out in Toronto, Joe Janssen was the winner in Minneapolis, Bruce Layton in Boston and Dave Feldman took home first-prize money from Sacramento.

Michael Olson, of Foxboro, MA, didn't take home a check for placing high in the Boston TBA tourney, but he didn't experience the thrill of watching his Teddy Higuera pitch a no-hitter.

For Carlse, it was his second TBA victory in Toronto. He's from Scarborough, Ontario. Runner-up was Rick Kuchma, Hamilton, Ontario. "It was his first tournament and he did very well," praised Kreuz of Kuchma.

At Minneapolis, Janssen bested Kevin Vedrine for first-place honors. Janssen kept the Minnesota title in the state, hailing from Hastings, MN. Vedrine is from Mt. Prospect, IL.

The winner in Boston was Layton, who calls Chalmersford, MA, home. Kreuz took a brief respite from his all-work-and-no-play approach to TBA tournaments, partook of the action and was runner-up.

An easterner, Feldman, won a TBA on the west coast. Feldman, who calls Bala Cynwyd, PA, home, was visiting a friend in California. "That is the second time this year that a vacationer has won a TBA tournament," mentions Kreuz. The brother act of Jeff-Tim Thornton, of Palo Alto, CA, won its last 11 games and finished second.

### 1989 POINT STANDINGS

1. Ed Scofield, Stratford, CT.....109
2. James Schwanebeck, Towson, MD....99
3. Kevin Vedrine, Mt. Prospect, IL..82
4. tie, Stan Janik, Tucson, AZ.....73
- Wayne Zarembinski, St. Paul, MN..73
6. David Goldstein, San Carlos, CA..71
7. tie, Joe Janssen, Hastings, MN...69
- Eric Ruskiewicz, Lynbrook, NY...69
9. Bill Meinhardt, Allston, MA.....67
10. Joe De Anni, Edison, NJ.....62

### TBA LIFETIME POINTS STANDINGS

1. Jim Jasper, Schaumburg, IL.....401
2. Bill Meinhardt, Allston, MA.....354
3. Jim Battista, West Chester, PA...324
4. Kevin Vedrine, Mt. Prospect, IL..322
5. Bill Fenlon, Chicago, IL.....320
6. Bob Scofield, Schaumburg, IL....318
7. Jeff Watson, Upper Darby, PA....312
8. Jay Rader, Yonkers, NY.....276
9. Ed Scofield, Schaumburg, IL.....273
10. Greg Jeffrey, Jersey City, NJ..270

### Upcoming Tournaments

- July 7-9 - Baltimore
- July 14-16 - San Diego
- July 21-23 - Dallas
- August 4-6 - New York \*
- August 11-13 - St. Louis
- August 25-27 - Los Angeles
- \* New York TBA will be held on Long Island. Site for TBA will be near Strat-O-Matic Game Company.

For more information about the TBA, write:

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# Two of S-O-M's top guns meet

## Ellenby, Jasper meet in tabletop baseball duel

It wasn't quite the same as Wyatt Earp and Wild Bill Hickok dueling on a sun-baked plaza at high noon, but the meeting on a tabletop of Alan Ellenby and Jim Jasper matched two of Strat-O-Matic's top guns.

Both Ellenby and Jasper have built reputations for their dice-rolling prowess in Table Baseball Association tournaments. Ellenby, a lawyer in Deerfield, IL, won the 1988 World Championship.

And Jasper is the TBA's all-time point leader (June, 1989 Review).

The two are also members of the Major Indoor Baseball League, which is comprised of mostly lawyers and other professionals, most of whom conduct their business in downtown Chicago.

"After Jim's fine showing throughout the course of the most recent TBA season (and my winning the TBA championship in '88), I am more convinced now than ever that the MIBL contains the finest collection of Strat-O-Matic Baseball managers to be found anywhere," says Ellenby.

Ellenby, even though he was unable to compete in any TBA regional tournaments and thus did not qualify for the Tournament of Champions, still was on the scene and won a consolation tourney.

"I was able to maintain my streak of always winning more in prize money than the entry fee I paid to enter a TBA-sponsored event," points out Ellenby.

### DUEL OF THE CHAMPIONS

As it turned out, the league's best representatives in TBA play were also the MIBL's best. Ellenby and Jasper hooked up in the MIBL's World Series.

First, a brief digression to find out how the MIBL - everyone in the league obviously is super busy - can replay any type of season.

"I have encountered numerous other S-O-M fans whose leagues can't seem to get off the ground due to scheduling conflicts," says Ellenby.

"I believe the secret to our success has been our 'flexible' schedule of between 42 and 50 games a season and the fact that we play two seasons with each year's cards.

"Our league is not as fanatical about statistics as most of the ones I read about in the Review," continues Ellenby. "However, we do pride ourselves on our high level of competition. We are continually learning about the game and honing our skills by playing against top-notch opponents."

### KGB IS COMEBACK KING

In the World Series between Ellenby's KGB and Jasper's Gamblers (Jasper's home park was Seattle, Ellenby's Detroit), it looked like the high-rollin' Gamblers would win in a breeze as they staked out a 3-1 advantage.

Bob Brenly and Luis Aguayo homered off Jimmy Key as the Gamblers won game one, 7-4. Tom Henke got his second save by striking out Mike Greenwell with two on in the ninth inning, preserving a 5-3 Gamblers win in game two. The first two games were in Seattle.

The KGB erupted in game three, however, bombing the Gamblers, 11-1 as Henke got rocked for a pinch-hit grand slam by Carlton Fisk and a three-run homer by Lloyd Moseby. It was the Gamblers in game four, though, as they scored seven runs in the seventh for a 12-4 win and 3-1 series advantage. Surprisingly, nary a home run was hit in game four.

It was back to Seattle for game five after two games in Detroit. Andre Dawson's two-run homer, the early pitching of Mark Langston and a great defensive play by Eddie Murray at first when a "4" was rolled

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with the bases loaded on a ground ball situation, led to a 4-1 KGB win.

Jose Uribe's three-run homer in the third inning was the key to game six as the KGB claimed a 4-2 victory. Zane Smith pitched 6 2/3 innings and John Franco closed it out for a save.

It all came down to game seven - in Seattle - with Nick Esasky's three-run roundtripper in the fourth the big blow in a 6-2 win by the KGB. Moseby's two-run homer in the seventh finished off the Gamblers for good.

Esasky was named the Series' MVP on the strength of his hitting four home runs, driving in eight runs, scoring five times and twice producing game-winning hits.

Oh, and for those gaming purists who feel left-handed pitchers are like cannon fodder in any S-O-M replay that deviates from stock teams, Ellenby started a southpaw in every game of the Series.

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#### Guest columnist

## Gamer wants 'pitcher power'

By ERIC JOHNS, Torrance, CA

In light of the complex new rules Strat-O-Matic has added to improve stealing and balk-wild pitch-passed ball results, I am a bit puzzled why the game company has not made a simple rule change to correct another problem: pitcher power.

Pitchers who gave up home runs at extremely low rates in actual play, give them up more often in S-O-M. This obviously makes them less valuable than they should be to us tabletop managers.

What am I talking about?

Well, first, have you ever brought in a relief pitcher like Jay Howell (one homer given up in 65 innings) to nail down a game and instead watched him blow the game by serving up two homers in less than an inning?

Well, that's why we need pitcher power ratings. Even if the pitcher's card has no homers on it, readings off batter cards can send the balls flying.

I first noticed this problem a few years back with a pitcher named Warren Brusstar, whose card showed zero homers in 80 or so innings. In my S-O-M season, he gave up eight or 10 long balls. And starting pitchers need these ratings also - for example, Danny Jackson with just 13 homers in 261 innings.

Without pitcher power these pitchers are not as effective as they should be in S-O-M and overall home run totals are inflated.

#### REALISM VERSUS MORE DICE ROLLS

So, is the additional realism worth another rating and, therefore, more dice rolls?

Actually the rating can be simple, especially compared to the complex rules added recently. In a possible system explained below, ratings are simply zero to 20, requiring an occasional extra split card draw for some homers off batter cards.

To explain, in S-O-M half the homers are on the batter cards and half on the pitcher cards. So, if a pitcher gave up home runs at a normal rate, there'll be some homers on his card as well as, of course, most of the batter cards he faces.

If a pitcher gives up home runs at a rate of half the league average, there is still no problem - he'll have no homers on his card, but

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batter cards will have sufficient homers on them to provide proper homer results. But if a pitcher's rate is less than half the league average, then there is a problem, and a pitcher power rating is needed.

Pretend that on the average league pitchers give up one homer for every 10 hits, or a .1 rate. But our pitcher, Joe Smith, gave up only one homer in every 25 hits, or a .04 rate. Right off he is at less than half the league rate. If he simply has no homers on his own card, he will give up too many homers in S-O-M games, penalizing the manager who drafted him with such high hopes.

To get Joe's power rating, divide his actual rate by half the league rate:  $.04/.05 = .8$ . In split cards this equates to 1 to 16. So, Joe's power rating would be 16, and any time a homer occurs (obviously from a batter's card) an additional split card would have to be drawn.

Anything over 16 would not be a homer, but rather (perhaps) a single\*\*.

#### VARIETY OF RATINGS NEEDED

Note that pitchers would need a rating versus lefties and versus righties. Ratings could be calculated for the basic side and this same system could be used for batters to correct the batter power problem in basic play.

But also note that most pitcher power ratings would be 20 (i.e., any time the pitcher card includes a homer possibility). Therefore, in most cases, no actual split card would be necessary.

I strongly believe this simple rating would add significant realism to the game. If adopted by the game company, the rating could be placed on pitchers' cards in the same place that batter power ratings are placed on batters' cards.

If not adopted the ratings should require only an hour or so to calculate for anyone who obtains complete lefty-righty statistics.

**Editor's note:** We feel Johns' system has a lot of merit and perhaps he might want to suggest it as an addition to S-O-M's revamped computer baseball game that is currently being worked on (June, 1989 Review). Draft leagues, however, because the players are taken out of their real life statistical scenarios, do find unrealistic results such as a pitcher who doesn't give up a home run suddenly serving up two in one inning. S-O-M does have a delicate balance between batter and pitcher, and that balance is oftentimes upset in draft leagues.

The Greater Kalamazoo Strat-O-Matic League (GKSML), which includes co-editors of the Review, Warren and Del Newell, has found over the years that most of the stats are realistic, many times surprisingly very close. Obviously, you do encounter more aberrations from real-life performances in a draft league, but realism isn't necessarily cast to the wind.

When S-O-M added the "W" and "N" power factors for hitters, that eliminated "banjo" hitters from knocking out home runs off a pitcher's card. The ball park factors, particularly if used in draft leagues, have further upset that balance that we mentioned above. Take a Ken Howell and have him relieving in the Kingdome and bad things are going to eventually happen to him. Conversely, put Glenn Davis of Houston in the same park and good things are going to happen and his home run total will be inflated.

The duel between pitcher and batter is a cornerstone of S-O-M's Baseball game. All the stats, league averages, etc., are all incorporated to make that duel realistic. Overall, the statistics will be realistic. What reader Johns wants is a little more fine-tuning with the pitchers' cards when it comes to home runs allowed. And perhaps S-O-M can do just that.

## Questions & Answers

**Editor's note:** Questions pertaining to individual and team ratings will not be answered in most cases, unless a mistake has been made on the card. The game company cannot, for reasons of security, divulge its card-making formula, which would be necessary to answer some of the questions completely.

**QUESTION:** When you get a reading, Double 1-4, fly (rf) B 5-20, is the double hit to RF also when considering the outfield throwing arm, or is it the center fielder because the double doesn't indicate which outfield position? (Frank Zepf, River Grove, IL)

**ANSWER:** Yes, the double is hit to right field.

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**QUESTION:** The omega ("horseshoe") sign is used for batting with runners in scoring position and two outs. However, after reading the Elias Baseball Analyst and the statistics they compiled during the past season, I've found very little correlation between the actual stats and how they are applied to the game cards. I could give dozens of examples of players whose card improves in "clutch" but shouldn't, based on last year's stats and more examples of players who are crippled with two outs and runners in scoring position unjustly. I hope to read your reply in an upcoming issue. (Frank Zepf)

**ANSWER:** A number of readers, especially earlier, questioned S-O-M's clutch ratings, pointing to Elias's statistics as to why the game company was off-base. But S-O-M has explained the basis of its clutch system - percentage of runners driven in from scoring position, regardless of the number of outs - in the Review before. The overall league batting average is also figured in, as well as a hitter's spot in the batting order. A leadoff batter with a .340 average but few RBI, is going to have a great card most likely, but be poor in the clutch. He'll be the leadoff batter in S-O-M, too, as his hitting ability will diminish if at other spots that have more clutch opportunities (Nos. 4 and 5). S-O-M creator Harold Richman has steadfastly defended the game company's clutch system. The system, along with ballpark single and home run effects, is now in its fourth year of use.

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**QUESTION:** On a home run ballpark effect that failed, do runners advance or score? (Kevin LeMaster, Cincinnati, OH)

**ANSWER:** Ballpark home runs that fail are considered to be Flyball B, which means a runner on third would score. Other runners would hold, though.

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**QUESTION:** Under shooting tendency in basketball, what do \*I and \*\*\*\*I indicate? (Mike Craney, Loogootee, IN)  
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ANSWER: Both are a combination of shooting tendencies (page 11 in the S-O-M Pro Basketball instruction booklet). The "I" means the player is an inside player as far as position, and the \* refers to where a player shoots from. A listing of \*I would indicate the player is an inside player, but that he usually shoots from outside. An example would be Bill Lambeer of the Pistons, a center, or inside player, who does most of his shooting from outside (he even has a 2-5, 10 rating when launching 3-point attempts). A \*\*\*\*I listing indicates an inside player who "most frequently penetrates, but has some outside shooting potential."

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QUESTION: Is it possible to refer to both the fastbreak control and normal control sections on the same action card during the course of a game? (i.e., DLF rebounds and team in fastbreak offense has automatic shot for RG; RG misses and DRF rebounds - do you then refer to the normal control section of that same action card or flip over the next one?) (Mike Craney)

ANSWER: A good question. S-O-M's answer is that, yes, the same action card can be used for the situation described above. If both teams are utilizing a fastbreak offense, however, then a new card has to be used because the same reading can't be used for two different situations.

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QUESTION: When a player pulls down an offensive rebound, is he required to shoot the open inside shot, or can he just retain possession and reset the offense by referring to the normal control section of the action card?

ANSWER: He must shoot the open inside shot.

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QUESTION: When a primarily 3-4 team uses a 4-3 defense in pro football, what happens when the nose tackle's rating is called for in a rushing situation? (David Black, Rohnert Park, CA)

ANSWER: If a rating is called for, give the runner the higher yardage total.

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QUESTION: I call a pass defense. I don't call a safety blitz prior to the offense selecting the play. I bring the safety up to the line into a blitz zone, but don't count him as a blitzer - he's just there to stuff a lane in case of a running play. Legal or not? (David Black)

ANSWER: Yes, according to S-O-M. Since you must call a safety blitz, anything else is assumed to be "stuffing a lane."

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QUESTION: I like to have my best blitzing linebackers rush the passer

(sometimes two or three at a time), but I like to keep the offense guessing as to which flat zone will be open. Can my right inside linebacker move to the right flat zone? Can my right outside linebacker move to the look-in zone? Does the same apply to the left side? (David Black)

ANSWER: According to S-O-M the inside linebackers can be moved out, but the outside linebackers can't move inside. The outside linebackers can be used to double-team receivers and fill in blitz spots on the line.

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QUESTION: When playing with the 1985 Chicago Bears, I like to use the short-yardage defense. Since they are allowed to call pass or run, do they have to announce the short-yardage defense prior to the offensive play selection? If so, do they have to announce whether they will play pass or run? (David Black)

ANSWER: According to S-O-M, no, the '85 Bears don't have to announce the defense prior to the offensive play selection. The so-called "Bear Rule" superseded regular rules that year.

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QUESTION: If a team scores a goal in hockey directly from a face-off, does the center automatically receive an assist? Also, if there are no action cards left in the first or second period with a face-off not in the neutral zone, can the attacking team pull its goalie? (Dave Lang, Acushnet, MA)

ANSWER: Yes, he receives an assist. There is still time left, according to S-O-M. But the game company adds that most teams wouldn't pull their goalies in real-life at the end of the first or second period in this situation.

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QUESTION: What happens in the pro football game if an interception and defensive penalties, No. 1-4, occur? What type of penalty is it, a personal foul or defensive pass interference? (Pete Evangelist, Kent, OH)

ANSWER: S-O-M says if it's a flat pass or look-in pass, then the penalty is a personal foul. If it's a short or long pass, then the penalty is for defensive pass interference.

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QUESTION: Why doesn't the game company specify where the ball is hit on singles and doubles with no asterisks in split situations? The instructions say to "adjudge" the throw to be made by the center fielder. Isn't the game company sure? (Ken Donnelly, South Bend, IN)

ANSWER: All hits with no asterisks will have the center fielder making any throw needed. The game company should delete the "adjudge" from its instructions to clear up any confusion.

# Central Alberta Strato League another S-O-M Football hot spot

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North of the border is a Strat-O-Matic Pro Football hot spot - at any time of the year.

There's the Canadian (based in Edmonton) Strat-O-Matic Football League, of course, which has been for years the largest face-to-face football league in Strat-O-Dom. Twenty-eight coaches, with every team in the NFL having a coach.

But there's another league in Canada that's crowding into the spotlight, too. It's located in Calgary, is called the Central Alberta Strato Football League (CASFL) and has completed five seasons and is eagerly awaiting the opening dice roll for number six.

An ex-Canadian Football League player, John Forzani, sponsored the league in the beginning and another ex-pro gridder, Glen Boulier, is the current commissioner.

As Boulier modestly puts it, "My abilities as a player gave me the opportunity in 1978 to be in the (Cleveland) Browns' training camp as a wide receiver. And then in '82 at the (Dallas) Cowboys' free-agent camp in Irving, TX, as a punter."

In other words, Boulier was good enough to almost land a position with an NFL team.

Along the way, Boulier also had the opportunity to photograph the Seattle Seahawks' home games while in the employment of a British Columbia newspaper.

## LET'S HAVE YOUR ATTENTION, GUINNESS

The CASFL is first-class in every way as a special "NFL Room" has been created for all of the league's 224 regular-season games. There are even two gameboards under glass, which enables four coaches to play at the same time.

Miniatures have also been created (in place of the player tabs on defense) and many of those have little helmets, replete with the team's nickname logo or insignia.

Trophies and other awards are given out to teams qualifying for the playoffs, top offense and defense, coach of the year, etc. The winner of the most recent Super Bowl, for example, was presented with an NFL ball that was mounted on a tee and trophy base.

One of the most memorable experiences of the CASFL was its attempt to set a consecutive game-playing record. The league even contacted the Guinness folks in England.

And even though Guinness said it couldn't include such board-game records because of the large number of games of all types, the CASFL did lay claim to a Strat-O record by rolling dice for 68 hours, 23 minutes.

"Darcy Leitz and myself were involved in this," says Boulier. "We were allowed a five-minute break every hour, but otherwise it was constant playing time. All this was documented by witnesses. A pizza place sponsored the event, as well as provided food so we could eat."

## CASFL WAS BORN IN 1983

Although Boulier has played S-O-M for 20 years, it wasn't until 1983 that the birth pangs of the CASFL were heard.

Boulier was working construction in Calgary at the time and, while operating a jackhammer, noticed an S-O-M Football card on the street. Others obviously shared Boulier's interest in the gaming hobby and as the word spread, the league was quickly formed. "The rest is history," says Boulier.

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"The one thing that makes Strat-O-Matic one of a kind is the possibility of extending the rulings," continues Boulier.

"We've implemented a realistic fumble return chart, revised injury chart and use a 12-sided penalty die which allows for four pass rush sides and a penalty reading on a sixth."

The CASFL is also an equal-opportunity gaming league. It doesn't have any female coaches, as yet anyway, but it will have a blind coach this fall for its sixth season.

"He will run the offense and a fellow teammate will operate the defense," says Boulier. "He has played the game before."

As far as the future, the CASFL is hoping some day soon to send its best against its big neighbor to the north in Edmonton and have an annual Alberta Bowl.

Boulier's address for those folks in Edmonton that might be interested in setting up such a game is: 2512 49th Ave. SE, Calgary, Alberta Canada T2B 0M6.

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## Strat-O-Matic spotlight

### S-O-M BASEBALL MAKES BUSINESS BEAT

Articles on Strat-O-Matic games have been in all types of publications, ranging from daily newspapers to national magazines and everything in between.

Richard Zaborsky, who lives in Dublin, OH, and is a frequent contributor to the Review, sends along an article from the "Business First of Greater Columbus," a weekly trade newspaper.

Table-gaming as a lifestyle is the theme of the article, which makes references to many business folks in the Columbus area whose business away from the job is frequently S-O-M gaming.

"I would have to make major lifestyle adjustments if I did not have this," said Jack Decker in the article. Decker, 39, is another frequent contributor to the Review. He's an attorney with the Transportation Division of the Public Utilities Commission of Ohio.

"It (gaming) is both obsessive and compulsive. Yet it is extremely enjoyable," said Decker.

Another who was quoted in the article (written by Stephen Lilly) was H. Guy Ford, director of economic development for the Ohio Chamber of Commerce.

"It really gives middle-aged men an opportunity to act out their childhood fantasies," said Ford, 35. "You may be too old to play it, but you're never too old to fantasize about the game."

Added Dennis Morgan, 47, the PUCO's chief of personnel and a member of the same league commissioned by Decker: "I love it. I love baseball. I've been playing Strat since 1973. I don't believe I am obsessed by it. But I do like it very much. It's a lot of fun, as much for the camaraderie as for the strategy."

### SHORT SHAKES

John Shipley and Garrett Bates of Minot, ND, were more than casual gamers recently when Chris Bosio of Milwaukee pitched a perfect game against hapless Baltimore using the new cards. Shipley, 14, was on the dice-rollin' end of the perfect, which saw Bosio, in his first start, strike out four, including Mickey Tettleton three times, and never come close to giving up a hit or walk...Add Murray Zabitsky (Thornhill, Ontario) to the short list of gamers who won consolation tournaments (Zabitsky won a Grand Prix) at this year's TBA World Championship.

## Guest columnist

# Pickoff rule more than picky matter

By RODNEY JOHNSON, Tempe, AZ

I have become confused about the pickoff rule in Strat-O-Matic Baseball. In the April issue of the Review under the Q & A section, the question was asked whether or not a pickoff on the wild pitch, balk, passed ball ratings is scored as a caught stealing or a pickoff? The answer given by the Review says, "Score it as a caught stealing."

When I was watching the Dodger-Cardinal game on April 29, Vince Coleman was picked off second. Vin Scully remarked that Coleman was still a perfect 12 for 12 stealing as the official scorer ruled he was picked off and not caught stealing. He went on to explain that it was the judgment of the scorer as to which way the runner was leaning as to how to score it.

I called the Elias Sports Bureau, the official statistician for Major League baseball. I found some interesting scoring rules:

- (1) If a runner is going and is picked off, it's a caught stealing. But if the runner is going back to the base, he's picked off.
- (2) If the runner is going and there is a wild pitch or a passed ball, the runner still gets credit for a stolen base.

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I propose the following when rolling for the lead:

- (1) If the runner is out (roll of 18, 19, 20) on balk rating, refer to number for lead. If the runner has his lead and is out on an 18, 19, 20, then it's a caught stealing. If the runner doesn't have his lead, he's picked off.
- (2) If a runner has his lead and a wild pitch or passed ball results, credit the runner with a stolen base.
- (3) The out on 18, 19, 20 applies only to the balk rating, but not the wild pitch or passed ball rating. Continue the normal stolen base procedure. The 18, 19, 20 comes up too often and this would cut down the out chances.

**Editor's note:** In conferring with the game company, it was pointed out to us the reason for the 18, 19 and 20 as picked off numbers was to limit the attempts to get a good lead, particularly by players who are not base-stealing threats. Pitchers with high balk and wild pitch ratings (i.e. Bobby Witt, 1-17 for both) would have every runner with a pulsebeat, even those with a 2 or 3 chance for a good lead and 3 chance of stealing successfully, trying for the lead to force a balk or wild pitch. It would be like another weapon and lead to unrealistic use of runners.

The game company, however, does admit the current (and untested) system does have flaws. As a way of compensating for the unrealistic use of runners as described above, S-O-M endorses John Kreuz's rule that a defensive manager can at any time concede a good lead to a runner and prevent a balk or wild pitch situation from arising. This would pertain to balks and wild pitches only.

Kreuz is the director of the popular Table Baseball Association tournaments and his rule is used for all of this year's gaming.

As far as pickoffs or caught stealing, S-O-M's original rules for the supplementary stealing system had a "caught stealing" if the runner was out attempting to get a good lead. In reality the runner was picked off. In the latest instruction sheet for using the new balk, wild pitch and passed ball ratings, however, a roll of 18, 19 or 20 results in the runner being picked off, and not caught stealing.

# Readers roll 'em

## MORE INJURIES FOR PITCHERS

I'm in favor of more ratings for pitchers. I believe what is needed most is a more realistic pitcher injury.

Pitchers should get injured more than other players. But S-O-M gives them an injury on 2-2. Pitchers bat so rarely they don't have a chance to roll it (especially relief pitchers).

Putting the injury on a 2-4 result would just make the manager paranoid and he would always bunt or use a pinch-hitter. The injury should really occur when the pitcher is pitching (like when using the DH - except for all batters).

Perhaps a roll of 6-12, with a lot of the split number being "Remains in game" and some saying "Injured for remainder of game only," would be the answer.

MIKE BRENNER  
Philadelphia, PA

## TOO MANY RATINGS

I still enjoy the Review very much, with one exception: I think you are getting carried away with publishing player ratings.

Most of us spend hours analyzing the cards and we don't need wasted pages of somebody telling us who is the best in the new set. I don't even bother reading those features any more.

I do like the previews of new features in the game, replay reports, Q & A, playing tips and Readers roll 'em. Keep up the good work.

MARK PANAGOS  
Chino, CA

## COMPUTER BASEBALL BIG HIT

We of the Acworth Strat-O-Matic League recently took on the tough task of playing the 1987 baseball season using all the teams. It is certainly a

formidable task to take on, but we had a recent development that has helped us out immensely.

Our commissioner, Allen Skinner, who has always won manager-of-the-year and last year won all four divisions in our league, came up with another brainstorm. A friend of his gave us a good deal on his portable computer and we went in together on it.

The rest is S-O-M history for Acworth.

We played all our games at Murl McCall's house and he was very skeptical about using a computer. But he agreed to try it out once, then twice...and now the computer is transported from house to house to whomever has a solo game to play.

The main advantage of computer play is speed. Before on our Saturday night get-togethers we would play five games at the most. But using the computer we average about eight games a night and many times play 12-15.

The speed of the computer game has more than doubled the number of games we play.

I would also like to comment on how I liked seeing the team stats for the Minnesota replay in the May, 1989 issue. I would like to see more of this when a gamer does a single-team replay, except that I would like to see more stats such as at-bats, runs-earned runs, etc.

I would also like to have the game company have an article in each issue of the Review. Harold Richman, or one of the other executives at S-O-M, could write an article giving us an update on what the game company has planned, or is working on currently.

Even with the Review, I sometimes feel like I have no idea of what to expect from S-O-M.

Another suggestion: I would like to see another collection of all-star baseball teams from S-O-M, but this time with a team disk for the computer as well.

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BILL HAYES  
Acworth, GA

#### 'STATE OF UNION ADDRESS'

I'm renewing a one-year subscription to the Review and with renewal comes my annual comments; sort of like a state of the union address.

I would like to see a replay of a war-year season. Either 1944 or 1945 would be educational and perhaps interesting.

I suggested this before but you guys pleaded insufficient time. But nevertheless somebody should come out with a booklet, etc., of playing tips for each S-O-M game. I'm surprised that some enterprising gamer hasn't done it.

S-O-M should furnish a "trade sheet" with each game in the interest of accuracy, etc., for a replay. A "trade sheet" would seem to be a priority over additional players.

MAURICE MALONEY  
Mechanicville, NY

#### A FEW BUGS, BUT...

I'm in favor of S-O-M's new balk-wild pitch-passed ball system, but there are a few bugs as we've discovered in our face-to-face mini league.

The low-risk basestealers are now gunning for it to force a mistake. It's good strategy, but is it fair and realistic?

For example: If my opponent isn't worried about slow-poke stealers such as Keith Hernandez, I can understand his irritation when he gets a base advance. Conversely, in one game for me David Cone balked home Ozzie Virgil. Cone is balk-prone, but why would anyone have to worry about catchers trying to steal home?

The pickoff chances seem to be too high also. Trying to steal third (especially with one out) is

now excellent strategy with a wild man on the mound.

Also, why do emergency catchers, such as Jose Oquendo, get passed ball zero ratings? Catchers playing third base in a jam get rated 4e37, even if no errors while playing out of position.

The major leagues are returning to a more sensible balk rule, but it still happens. The game company was wise not to put this in the computer game initially.

Keep, but revise, system, please.

KEN DONNELLY  
55657 Fairview Lane  
South Bend, IN

Editor's note: There's a rule, endorsed by Strat-O-Matic, for curtailment of unrealistic use of the new balk-wild pitch-passed ball ratings. The rule is found elsewhere in this issue.

#### 'STREAKING' REVISITED

I want a chance to respond to "name withheld by request" and the attack on my streak factor (Feb./April, 1989) article.

I know streaks happen when playing S-O-M. I want real-life streaks.

Every year I get my S-O-M cards in anticipation of replaying Rose's and Molitor's hitting streaks; big Aprils by the '84 Tigers and '77 Los Angeles; '68 Gibson's and '85 Tudor's and Gooden's shutouts (11-plus); and Cesar Cedeño's big August that helped '85 St. Louis to a pennant just to name a few.

My point is that it's each game that makes up a season.

I no longer look at baseball as a 12-year-old when a pitcher's card versus a batter's card is equal to a baseball game.

Each game is influenced by:  
(1) sacrifice flies as hit-and-  
(continued on page 24)