



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

* VOL. 19, MAY, 1989 *

S-O-M 'family' has lost a member

Leukemia cuts short life of popular gamer Jeff Masters

Strat-O-Matic games have brought many, many gamers together. Some of the friendships, in fact, have become literally extensions of one's family.

The 'Family' known formerly as the Atlantic Draft Association (Feb., 1989 Review) has suffered a loss far more significant than losing 11 straight road games - the death of one of the league's most popular managers, Jeff Masters.

Jeff died in his sleep on Feb. 20, 1989, four days after being diagnosed as suffering from acute leukemia. "He spent the last few days of his life in the University Hospital, close to his home in Anderson (IN)," writes Murray Allinger, the league's commissioner.

He was 25 years old.

"Strat often becomes more than just a game," continues Allinger, who is still in shock over the sudden, tragic death of Masters. "It (S-O-M) often opens up doors of new friendships that grow over the years. The members of the ADA realize now just how close you do become to some of those 'Strat buddies.'"

"In everything there is a lesson. For me, Jeff's death serves to put things back into perspective. Baseball is, after all, just a game. Picking up that coveted player in the draft is not a life and death issue. Getting swept on the road is not even really that serious; not when seen in the light of what is really important.

"As much as I like baseball, my wife and my kids should come first. We never know how long we may have to enjoy them," writes Allinger.

"The ADA will miss his contributions of promptness; a good, positive attitude; a consistently optimistic outlook on his team's future; and a nice, warm person on the other end of that fuzzy long-distance telephone line," adds Dan Thurston.

Says Allinger: "For those of us that had talked to Jeff many times
(continued on next page)

on the phone, some just a few days before the news of his death, there was only surprise and disbelief. Jeff Masters had seemed the most alive of men, full of enthusiasm and friendliness. He had been excited about the coming season. Ironically, in talking with Jeff many times, his focus was to the future."

The ADA, in memory of Masters, has been renamed the Masters Memorial Draft Association (MMDA). And along with the name change, league member Dick Kirschner has purchased a trophy - Jeff Masters Championship Trophy - to be awarded annually to the league champion.

Editor's note: The weekend the above information arrived, Review co-editor Del Newell lost nine out of 11 games in Greater Kalamazoo Strat-O-Matic League (GKSML) play. Somehow, it didn't seem to matter.

Strat-O-Matic spotlight

BEST GIFT OF ALL

Last Christmas, Mack Smith of Silver Lake, KS, opened the best gift a Strat-O-Matic gamer could receive.

No, he didn't receive a set of the new baseball cards, because they weren't available yet. But he was presented with the next best gift - a round-trip ticket to New York to pick up the new cards when they first went on sale to the gaming public.

"Because of my Christmas gift from my wife (Suzette), you can see that I spend a lot of time playing Strat," says Smith cheerfully.

Smith is one of the many interesting personalities in the S-O-M world. He's in - and hold onto your calendar for this one - seven PBM baseball leagues.

"Believe it or not," says Smith, "my favorite way to play is either against my wife or solitaire." He's also thankful for the computer game, which has expedited play immensely.

He's into statistics, obviously, and used to work on the statistics crew for the Kansas City Kings of the NBA before their move to Sacramento. He's currently in his fourth year as head statistician for the Topeka Sizzlers of the Continental Basketball Association.

BEST OF THE CUBS

Obviously this mini tournament had a small field - as diehard Cub fans Eric Spitz and Mark Gast found out when trying to determine the best Cub team the last 40 years.

So the two gamers finally settled on a best-of-seven series between the '84 Cubs (managed by Spitz) and '69 version (guided by Gast).

The series went the full seven games, with '84 finally winning, thanks to a 24-19 scoring advantage.

Randy Hundley of the '69 Cubs batted a series-high .320 and teammate Jim Hickman led in home runs (three) and RBI (eight). Keith Moreland of the '84 Cubs struggled against every other pitcher except lefty Ken Holtzman. Moreland mashed Holtzman for two homers and five RBI.

Pitching leaders for the winners were Scott Sanderson (two earned runs in 16 innings) and Dennis Eckersley (2-0, 10 hits in 17 innings).

"Overall it was a fun series," says Gast. "We are both hoping for a Cub champion in our lifetimes. We're 28 and 20, so there is hope that this might happen."

(continued on next page)

1961 YANKS VS. 1970 YANKS

In what appeared a colossal mismatch of two Yankee teams, veteran S-O-M gamer Don Bell experienced a series that was the "biggest upset in my many years of playing Strat."

Bell and a friend, Dan Briggs, played a friendly little best-of-seven series, with Bell guiding the '70 Yanks, Briggs the '61 Roger Maris-Mickey Mantle powerhouse.

The expected massacre never occurred as the series went the full seven games, with the '71 Yankees finishing on top despite being outthit 62-44. In the seventh game, back-to-back homers in the bottom of the eighth by Bobby Murcer and Ron Hansen snapped a 2-2 tie and led to a 4-2 victory. Maris connected for one home run, but was injured and missed the final three games, while Mantle hit nary a homer and failed to drive in a run.

The '70 Yanks had a pitching staff ERA of 2.95 as reliever Jack Aker allowed only one earned run in 8 1/3 innings, won a game, saved another and was chosen series MVP.

CLOSE, CLOSE AND CLOSER

The Belleville (IL) Convenient League likes to flex its football muscles once or twice each year. Most of the time the league just plays its regular-season schedule.

But when it stages one of its mini tournaments to find out the best football team in S-O-M, the faint-hearted are urged to put their dice away and not partake of the action. Games are close to the max.

Five league members did play - Paul Friederich ('84 Miami), Ralph Friederich ('85 Chicago), Al Skidmore ('87 Cleveland), Don Smith ('81 San Francisco) and Dale Hund ('83 Washington) - plus Bob Tracey ('84 San Francisco), Gary Powell ('86 New York Giants) and Brian Harwood ('87 New Orleans).

Not a soft-touch opponent among the bunch.

First-round results reflected the competitiveness of the coaches and the teams: '84 San Francisco nipped the '86 Giants, 28-26; '85 Chicago edged '83 Washington in overtime, 16-13; '87 Cleveland slipped past '81 San Francisco, 28-24; and '84 Miami outdueled '87 New Orleans, 34-31.

"All four were incredibly close," enthused Paul Friederich.

There were no runaways in the semifinals - unless you consider a three-point win a rout - as '84 'Frisco nipped the '85 Bears, 28-26, and '84 Miami rallied for a 20-17 win over '87 Cleveland.

It turned out the only lopsided game was the final, with '84 Miami outscoring '84 San Francisco in a free-wheeling 42-31 thriller. The 49ers led 31-28 entering the final period, but five Dan Marino touchdown passes (he also scored on a 1-yard sneak) took their toll.

Marino completed 32 of 49 passes for 480 yards and overall in the tournament was 84 of 158 for 1250 yards and 10 TDs.

SHORT SHAKES

...Howard Johnson and Darryl Strawberry were a dynamic duo for the New York Mets in a mini baseball tournament conducted by the brother act of Dean and Joe Scouloukas of Independence, OH. Johnson cracked 10 home runs and knocked in 25 runs and Strawberry was close behind with numbers of seven and 19. The Mets defeated Detroit in the semifinal series, 3-2, and polished off Toronto in the final, four games to one.. Richard Nelson of Rancho Cordova, CA, writes, asking if S-O-M has any plans for a hard drive application for IBM disks? The answer is not at this time, but that the game company is continually updating its computer products and hard disks may not be far off.

Readers roll 'em

HAPPY WITH RESULTS

I have just completed two replays on my C-64, one automatic and the other the manual version.

I would like to share with your readers that I was thoroughly satisfied with the results of both and really don't have a preference.

My only regret is that Strat-O-Matic does not take the time to come up with a football, basketball or hockey version.

As far as I am concerned, the football package would need only three features:

(1) Call defenses (for solitaire games) according to the offense's percentage of run to pass play selection, the down and yardage to go, and additionally, the score would also be a variable for defensive play selection.

(2) Random dice rolls, including the "black" dice, and (3) A statistical save package for games, much like the manual version where one inputs the results.

If more Review readers were to respond to S-O-M directly and display an interest, possibly computer football would become a reality.

JOHN OLIVER KERR
Pacific Grove, CA

AGREES WITH SANDERS

I 100 percent agree with James Sanders' article in the February Review on the need for getting the older format teams (1967-1981) put into the new format.

In the past several years S-O-M has talked about doing this and even ran a poll on teams. The main holdup, according to S-O-M, was that individual sacks were not kept in those days.

All S-O-M needs to do is take an educated guess, and all of us S-O-M lovers would be more than happy to accept this. We just want these teams. Please get this off the backburner and give us our dream matchups ('72 Dolphins vs. '85 Bears, etc.).

Sanders is switching his main

tournament in football this year to the new game and this would help very much.

RON 'MAD DOG' BRAMMER

WANTS ALL-TIME GREATS

Any chance of Strat-O-Matic coming out with all-time great teams for each franchise for baseball?

These teams could include many older greats that just aren't available in Strat cards.

I realize the Review has given Joe Walker a lot of space to hopefully get the Fantastic Idea into print and on Strat computer disks.

I can't believe that Strat doesn't think this is a marketable idea.

KEN CORDEK
Johnstown, PA

Editor's note: As the letters in this section indicate every month, there are still many additions the gaming public wants. The game company does read all the letters and has a history of being responsive.

MORE STRATEGY

I enjoy your magazine, but I would like to see more strategy as applied to S-O-M Baseball.

How to draft, not who, etc. In other words I've been in Willis Ringen's baseball league 10 years and finished over .500 once and maybe twice.

What am I doing wrong?

GARY WNEK
Cromwell, CT

Editor's note: Have you asked Willis Ringen what you're doing wrong?

ANGRY AND UPSET

I would like to express my opinion on a situation that has me very angry and upset.

I ordered the new baseball (continued on next page)

cards when the January issue of the Review came out and at the end of February still hadn't received my order.

Why?, you may wonder.

The reason given me is because I also ordered the computer disks and the game company wouldn't send the cards out until the disks were ready for shipment.

I don't know if this situation has ever arisen before, because this is my first experience with the disks, and, considering the delay this year, it may be my last.

This unnecessary delay has caused problems in the league I'm in (they've gotten their cards and were ready to go), and, in my opinion, could have been avoided by sending the cards and disks separately.

I know I will never order disks and cards at the same time again.

T.B. AUSTIN
Roanoke, VA

Editor's note: Your complaint is well taken. No one wants to wait an extra month or six weeks to get the cards because the computer disks are late in arriving at the game company. Ideally, according to S-O-M, the disks are in stock and available for shipping with the new cards. That, obviously, didn't happen this year. The Review, for instance, received its computer disk order six weeks after the baseball cards arrived. No fault of the game company - the disks were just late arriving. Hopefully before new card time arrives next year this situation can be rectified. Perhaps, gamers will have to place separate orders. It's likely that no one minds if the computer disks are a little late in being sent to gamers - but the cards, that's a different matter!

COMMENTS ON GUZZO'S LETTER

Regarding Glenn Guzzo's article in the March, 1989 Review, I have a few comments:

1. If you think about it, individual fielding range (1-4) for pitchers is already incorporated into the game. Orel Hersher, etc., are making those plays in the field.

If you did give a fielding range of 4 to a pitcher, then you must compensate by changing some of his hits to outs somewhere else. A 1 fielding pitcher would require additional hits such as "SI*" on his card. What's the use? (unless it's just to know when a very good/poor play is made.)

Thus, no individual range needed at pitcher.

2. However, Glenn does make a good point about more defensive ranges being needed.

Actually, an eight-tiered system would probably be easier than a six-tiered. As it stands now, using 40 at-bats per game for 162 games, a 1 shortstop will give up 0 hits, a 2 shortstop gives up 21 hits, a Ss-3 42 hits and a SS-4 63 hits.

This 0, 21, 42, 63 hits increment system is obviously in need of improvement (differences, of course, are smaller at other positions).

3. Fielding is much more important in Strat-O-Matic Baseball than many gamers believe. In a 162-game season, a SS-4 e48 will allow approximately 111 on-bases defensively, a SS-2 e18 allows only approximately 39.

The 72 difference, the double plays, make it near impossible to make up this loss with an improved hitter.

JAMES SCHWANEBECK
Towson, MD

RIGHTY-LEFTY STATS?

I am a new subscriber and this is my first letter voicing a concern. I very much enjoyed the fielding and stealing ratings in the January issue as well as all the other material.

Although those numbers are very important to us managers, I feel that there are as important, (continued on next page)

if not more important statistics.

The vital statistics I am referring to are as follows: hitters as well as pitchers averages against right and left-handed players. Also their doubles, triples and home runs versus each of the hands. I have longed for these stats in previous pre-seasons and cannot find them in any of the post-season magazines.

If you can't print them, maybe you could tell me where they are available.

Oh, and another stat I forgot is the at-bats and batters-faced vs. righties and lefties.

It's obvious the advantages these few stats could give a manager awaiting a draft or upcoming season.

JON BOW
Fort Wayne, IN

Editor's note: Most of the magazines crammed with statistics that you are looking for aren't available until after the next baseball season is under way. Very few magazines, or stat books, have complete righty/lefty batting and pitching stats. If readers know of such a source, please inform the Review so that we can pass it on.

LEAVES RATINGS TO 'EXPERTS'

I do not profess to be an expert on S-O-M Baseball. I have played the game since 1982, strictly on a solitaire, advance-game basis.

Playing the 1956, 1961, 1930 and 1950 seasons, it takes me a little over a year to play a 42-game schedule using a ratio of 1 to 3.6 for times at-bat and innings pitched.

I would rather play seasons using all teams and players than a continuous all-star game. Baseball is made up of superstars and average players and I like to use them all.

Seeing the ratings that the game company gives the players that I've seen or read about is one of the reasons I like S-O-M Baseball.

I do not try to figure out how or why the game company comes up with its ratings. They are the experts and I will take their word for it. I only ask that the ratings be as close to the real thing as possible.

I have made some changes, some changes that I am comfortable with. There are too many outfield errors (one game had five errors), so I lowered the "e" ratings by five and have cleared up this problem.

There are more walks than a typical major league game has. I only allow a pitcher to exceed his real-life nine-inning walk average when that walk comes on the hitter's card.

The last thing that bothers me is having a super pitcher beat himself. I play the game using a blue pen to score action from the hitter's card and a red pen for the pitcher's card.

In my replay of the 1930 season, Carl Hubbell of the Giants had a 5-5 record after 10 starts. Reviewing the scoresheets I found four of the losses came on action from Hubbell's card. I am now toying with the idea of removing all "x" marks from the cards of super pitchers and having those numbers turned into popouts.

By the way, on taking the extra base on an outfield throw I only allow a runner of 1-13 or greater to advance.

STANLEY SCHICK
Phillipsburg, NJ

Editor's note: Although realism and playability are the foundation blocks of all of Strat-O-Matic's games, there is nothing prohibiting a gamer from tinkering with the product to suit his/her own tastes. After seeing all the research that goes into preparing each sport's new set of cards - the computer printout sheets for baseball were mind-boggling, for instance - we don't question card makeup, ratings, etc. Occasionally a mistake is made, usually a printing error, and S-O-M quickly corrects it.

Entry deadline is May 10

Review's MVP about to close

This is the last call for the Review's MVP Contest. When May 10 rolls around, it's all over. So, if you haven't already sent your ballot in, do so pronto.

Remember you must be a subscriber to the Review to be eligible. And just one entry per subscriber is permitted. The cost is only an envelope (postcard) and 25 cents for a stamp.

And the prize going to the gamer who can look into the future and forecast the MVP in each league will be a set of the new baseball cards next January.

Entry deadline is Tuesday, May 10. Entries not postmarked May 10 or earlier will be discarded.

MOST VALUABLE PLAYER BALLOT

Most Valuable Player:

American League _____

National League _____

Division Winners & Percentages

American League East _____ % _____

American League West _____ % _____

National League East _____ % _____

National League West _____ % _____

In case of a tie(s), the pennant winners and their percentages will be used to break the tie.

Print Clearly:

Your Name _____

Address _____

City/State _____ Zip _____

Send to: Strat-O-Matic Review
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Otsego, MI 49078

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Production: Karen Newell (Otsego, MI).
Printing: Oliver & Tobias (Kalamazoo, MI).
Mailing: The Review is mailed monthly, third-class, from Otsego, MI (P.O. Box 27, 49078). First-class mailing is available for an additional 25 cents per month.

College league guided by constitution

Fines are levied for 'leaning' and 'calling the shot'

It's simply called the University of Detroit Strat-O-Matic Baseball League. The league has only six members and it plays a mere 59-game schedule.

The U-D Strato League does have, however, a press guide modeled after a college athletic department's media guide, four of its six members involved in administrative duties, a league office (Reno Hall, room 123, on the campus located at Livernois and McNichols) and a constitution that proclaims devotion to the league and country are inseparable.

What sets the league apart from most others is the constitution - which deals with everything from how to impeach the commissioner to fines for such offenses as being on the "wrong side of the card," "leaning," throwing cards and projectiles and "calling the shot."

More on those topics in a moment.

First, let's meet the managers.

The commissioner of the league, which is entering its third season of face-to-face play, is Mike Brown. Todd Mahaney is the assistant commissioner, Dan Zacharias is director of media operations (one of the tasks is to prepare the yearbook) and Dan Kopitzke is director of finance. Only the two expansion managers, Mike Gabriele and Doug Fitzer, are spared an administrative chore.

Two league members have left: Don Guobis, who is now Associate Director of Public Affairs to the American Delegation in Korea; and Chris Czarnik, the founding father of the league.

Most are still students, although five of the six managers no longer live on campus.

BROWN BELONGS TO 'SRFAU'

The new commissioner, in his inaugural address to league members, said: "Strato is so much more than a game; it's more a way of life. Strato people love the game...and are devoted citizens who want nothing but the best for society.

"I would like to state," continues Brown, "that I am a card-carrying member of the SRFAU (Strato Rights for All Union). Also, most of the managers in the league belong to SOADD (Strato owners Against Drunk Driving)."

Brown adds that only low alcohol beer "will be served in the ballparks" this season. He also announced, tongue-in-cheek, that S-O-M "is also being considered as an exhibition event in the 1992 Olympics."

FINE FOR 'LEANING'

Among the fines listed in the constitution is one for a manager being on the "wrong side of the card." That means a manager who reads a result from the wrong side. The fine is 30 cents, unless the gamer in question corrects himself, then the fine's 25.

"Leaning" applies to a manager who leans over to check on a dice roll by the manager on offense. If the roll is a good one (not misread) then the leaning manager is fined 50 cents; if the rolling manager is wrong, then he's fined 45 cents.

"Calling the shot" is when a manager asks for a certain dice roll. That's a 75-cent fine. If the dice-rollin' manager has his request fulfilled, then the fine's up to \$1. If remarks ("That's a baby!") are added in, the fine goes to \$2.

Since the league was obviously of the all-star variety, every team was strong on paper. When it was all over, Zacharias' platoon and sac-

(continued on next page)

rifice system won out as he swept defending champ Mahaney in four games in the world series. No one picked Zacharias ("He never met a sacrifice opportunity he didn't like") in the preseason, despite a roster that included Wade Boggs, Tim Lincecum, Andres Galarrraga, Will Clark and pitchers such as Frank Viola, Dwight Gooden and Bret Saberhagen.

Viola had a league-high 11 victories, Kopitzke's Mike Scott led in ERA (2.60) and George Bell was tops in home runs (24) and RBI (55). Pedro Guerrero, who belonged to Brown, led in hitting with a .390 average.

Standings:

Livernois	Won-Lost	GB	McNichols	Won-Lost	GB
Todd Mahaney	30 29	-	Dan Zacharias	38 21	-
Dan Kopitzke	25 34	5	Chris Czarnik	32 27	6
Don Guobis	24 35	6	Mike Brown	31 28	7

Playoffs: Mahaney d. Kopitzke 4-0; Zacharias d. Czarnik 4-1

Reardon, Berenguer make a difference

World Series season replayed with both basic, advanced games

By MARK FROBOM, Minneapolis, MN

Like everyone else in the state of Minnesota, I went nuts when the Twins won the 1987 World Series. After losing four Super Bowls, a Stanley Cup, a World Series, two soccer finals and even a couple of presidential elections (Humphrey and Mondale) in my lifetime, we were about due.

However, unlike most of the other delirious Twin fans, I had the Strat-O-Matic cards to look forward to. While other fans had to be content with trying to relive the championship season watching highlight tapes on their VCRs, I would be able to re-experience the whole thing using my dice (and computer).

When the new cards arrived, I dove right in. By May I had completed my '87 Twins replay using the advanced game. Unfortunately, I had still not had my fill. So I decided to do a second '87 Twins replay, this time using the basic side of the cards.

The second replay took me about nine months to finish. So in the past year I have played over 300 games with the '87 Twins and I have learned some interesting things from it.

RELIEVERS MAIN REASON FOR SUCCESS

In the opinion of most of Minnesota's baseball writers, the main reason for the Twins' turnaround was the acquisition of relievers Juan Berenguer and Jeff Reardon. My replays tended to bear that out.

In the advanced replay, the two were superb. Berenguer had 11 wins and a 2.63 ERA and Reardon had 29 saves and a 3.01 ERA, allowing just 56 hits in 80 innings as the Twins cruised to 91 victories.

However, in the basic replay the pair turned into Dr. Jekyll and Mr. Hyde. Berenguer posted a 4.84 ERA and Reardon was 4-10 with a 5.69 ERA, serving up 23 homers in just 81 innings. The Twins won just 80 games, despite the fact most of the team had better stats.

Obviously the bullpen is the key to this team's success. Interestingly enough, if the two replays are combined, Berenguer's ERA comes out to 3.74 and Reardon's 4.35, both close to their real-life marks of 3.96 and 4.48, respectively. So, perhaps it was just a case of the law of averages catching up with them.

In the advanced replay, the team MVP was Kirby Puckett, who led

(continued on next page)

the Twins with a .322 average and added 34 homers and 104 RBI. Kent Hrbek, Tom Brunansky and Gary Gaetti all added 30-plus homers as well. Frank Viola was 23-9 and Bert Blyleven managed an 18-11 record, despite serving up 41 gopher balls.

STATS 'AWESOME' WITH BASIC

In the basic replay most of the regulars had better years than in the advanced. In fact, Hrbek and Viola were downright awesome. Hrbek avoided his real-life injuries and pounded 46 homers and Viola was 26-8 with a 2.40 ERA.

Blyleven was 19-13 and Puckett, Brunansky and Gaetti once again topped 30 homers. However, none of their heroics could make up for the dismal performances of Berenguer and Reardon as the Twins lost 11 more games than in the advanced version.

The Twins were a very frustrating team to play at times. The pitching was surprisingly good, but the offense was almost totally dependent on home runs and had a hard time manufacturing runs in tight spots.

They were a much better team using the e ratings as they made just 84 errors playing advanced, but booted 118 in the basic game. Also I think not being able to spot Berenguer and Reardon against right-handed batters was a factor in their poor performance in the basic game. But the basic game obviously helped Hrbek, as he didn't have to struggle against those tough lefties.

The Twins did all right for me in the 1987 replays, averaging 85.5 wins to slightly improve on their real-life record of 85-77. But they really could have used a table-setter, like Tommy Herr or Wally Backman, to get on base in front of all those sluggers.

Here are some team and individual statistics for both replays:

	<u>Advanced Version</u>			<u>(Real-Life)</u>			<u>Basic Version</u>		
	<u>HR</u>	<u>RBI</u>	<u>AVG.</u>	<u>HR</u>	<u>RBI</u>	<u>AVG.</u>	<u>HR</u>	<u>RBI</u>	<u>AVG.</u>
Gladden	2	21	.226	(8 38 .249)	5	32	.233		
Gagne	10	48	.227	(10 40 .265)	14	66	.270		
Puckett	34	104	.322	(28 99 .332)	33	91	.329		
Hrbek	36	96	.310	(34 90 .285)	46	107	.307		
Brunansky	38	109	.272	(32 85 .259)	36	105	.271		
Gaetti	36	98	.239	(31 109 .257)	39	112	.264		
Bush	14	34	.245	(11 46 .253)	14	42	.240		
Laudner *	25	64	.187	(16 43 .191)	26	66	.184		
Lombardozzi	5	38	.195	(8 38 .238)	5	36	.221		
Baylor	13	39	.245	(16 63 .245)	6	30	.250		

* Increase in home runs was due to overuse in replays.

	<u>Won-Lost</u>		<u>ERA</u>	<u>Won-Lost</u>		<u>ERA</u>
Viola	23-9	2.98	(17-10 2.90)	26-8	2.40	
Blyleven	18-11	3.34	(15-12 4.01)	19-13	3.27	
Straker	12-8	4.04	(8-10 4.37)	8-13	4.70	
Niekro	6-11	4.80	(7-13 5.33)	10-8	4.41	
Berenguer	11-7	2.63	(8-1 3.94)	6-4	4.84	
Reardon	8-3	3.01	(8-8 4.48)	4-10	5.69	

	<u>Wins</u>	<u>Runs</u>	<u>Home Runs</u>	<u>Average</u>	<u>ERA</u>	<u>Errors</u>
Real Life	85	786	196	.261	4.63	98
Advanced	91	750	225	.252	3.71	84
Basic	80	792	234	.258	4.10	118

* Note also that overuse of Laudner brought down the team batting average in both replays.

NAFA experiences two firsts

11

Female coach debuts and there's phone-live-mail draft

The NAFA is an ERA play-by-mail football league.

Say what?

Well, the ERA in this case stands for equal rights for all - male or female - in the North America Football Association.

Two women shared the dice-rollin' fun in the sixth NAFA season, one on a full-time basis and the other as a designated coach after a coach dropped out.

"The last season featured two firsts," says NAFA commissioner Michael Macher. A phone draft and a female coach. The year started with the new twist as the draft became a phone-live-mail adventure.

"Five managers participated in person, five by phone and six by mail with the total 13-round effort lasting six hours and 25 minutes.

"The season then started," continues Macher, "with the disappointment of losing a few coaches. However, Nancy Macher (Michael's wife and an interim coach, albeit not as successful as Steve Fisher) and Annette Pickett (permanent coach) stepped in to lead their teams through a competitive year."

'EXTRAVAGANZA' ANOTHER HIGHLIGHT

Another highlight of the season was the third annual NAFA Extravaganza in Middlesex, NJ (Macher's "stadium"). Seven teams, with coaches coming from as far away as Washington, D.C., gathered for 16 1/2 hours of gaming.

"The gaming was fantastic," enthuses Macher, "with six tussles decided by four points or less."

INTRODUCING THE COACHES

* SAL FIORE, Staten Island, NY...39...painter...charter member... Browns...43-47 career record.

* JEFF DUNCAN, Larchmont, NY...30...merchandising manager...Dixie Dregs...best finish of expansion teams.

* MICHAEL MACHER, Middlesex, NJ...31...systems analyst...Rattlers...Super Bowl king in 1988 after losing in final previous two years... 57-26 career record.

* BRIAN SAMPSON, White Plains, NY...31...draftsman...Assassins... 23-13 career record.

* ED GRAP, Perry Hall, MD...35...traffic manager...Bulldogs...career record: 35-16.

* BILL COWART, Washington, D.C....22...legal assistant...Marauders...Played 11 of games face-to-face, including six over two-day span... 52-32-1 career record.

* MIKE LENZA JR., Staten Island...24...college student (Staten Island)...Outlaws (expansion team, 6-10)...lost last five games.

* ERIC BESSETTE, Rochester, NY...30...financial analyst...Mustangs...reached playoffs for first time...17-16 career record.

* CHRISTOPHER SEUM, Moundsville, WV...42...meter reader...Generals...30-20 career record.

* ANNETTE PICKETT, Murray, UT...20...accounting clerk...took over Bears at mid-season, becoming first full-time female coach in NAFA history...she has a little dice-roller on the way.

* ALAN WHITTON, Ottawa, Ontario...28...computer programmer...Loons.

* STEPHEN BEARDSLEE, Gloucester, MA...26...computer programmer... Fishermen...first draft pick was Jim Kelly...19-16 career record.

* BOB BRICKEEN, St. Louis, MO...26...computer programmer...Purple Aces...best move was acquiring free-agent Joe Morris, who the next year

(continued on next page)

was one of league's rushing stars.

* NANCY MACHER, Middlesex, NJ...33...nurse...Reserved (took over team when coach dropped out)...memorable moments: "The thrill of excitement in everyone's voice when I answer a NAFA phone call."

* BRAD PICKETT, Murray, UT...23...student (Brigham Young)...Bayliners.

* GEORGE MURPHY, Fontana, CA...31...IRS auditor...Beagles...had Nos. 4 (Mike Rozier) and 5 (Christian Okoye) rushers in league.

RATTLERS STRIKE FOR TITLE

In the playoffs, Michael Macher's Rattlers, led by quarterback Randall Cunningham, captured the NAFA Bowl IV, downing Stephen Beardslee's Fishermen, 26-14. Cunningham was MVP after accounting for 340 yards in total offense (258 passing/82 rushing).

Earlier, the Fishermen came up with the catch of the playoffs, reeling in the Generals, 58-14, after Jim Kelly had five touchdown strikes and completed 31 of 61 passes for 519 yards.

Other more memorable highlights of a highlight-filled season were:

+ James Jones of the Outlaws rushing 12 times for 116 yards and catching a dozen passes for 142 more.

+ Warren Moon of the Mustangs completing 16 of 23 passes for 412 yards and four TDs against the Outlaws.

+ The Purple Aces special teams (San Francisco in real-life), returning a punt 78 yards for a TD (Dana McLemore) and blocking two punts in the same game.

Standings, playoffs and leaders:

North		W-L	South		W-L	Playoffs	
Assassins	12-4		Fishermen	12-4		Rattlers d. Purple Aces, 22-9	
Rattlers	11-5		Generals	10-6		Fishermen d. Generals, 58-14	
Dixie Dregs	7-9		Bears	3-13		Assassins d. Mustangs, 29-13	
Browns	6-10		Loons	2-14		Rattlers d. Marauders, 28-21	
						Fishermen d. Assassins, 23-22	
						Rattlers d. Fishermen, 26-14	
East		W-L	West		W-L		
Marauders	13-3		Reserved @	11-5		@ - Ineligible for playoffs	
Mustangs	9-7		Purple Aces	10-6		as interim coach.	
Bulldogs	8-8		Beagles	6-10		Games were played: PBM - 43;	
Outlaws	6-10		Bayliners	2-14		Face-to-face - 31; Neutral- 54	

Rushing				Receiving			
Att-Yds.	Avg.	TD		No.-Yds.	Avg.	TD	
Riggs RES 317-1655	5.2	11		Christenson MAR 108-1072	9.9	11	
Warner MAR 288-1323	4.6	4		Jordan RAT 108-1024	9.5	6	
Mayes LOO 272-1191	4.4	7		Holman RES 94-888	9.4	5	
Rozier BEA 234-1071	4.6	5		W.Walker DD 90-1006	11.2	5	
Okoye BEA 180-899	5.0	3		Winslow ASS 86-1080	12.6	12	

Passing				Att-Comp.			
Att-Comp.	Yds.	TD-Int		Att-Comp.	Yds.	TD-Int	
Krieg MAR 250-171	1501	12-8		Kosar ASS 562-309	4110	36-21	
Simms LOO 357-192	2411	17-12		Elway PA 418-205	3050	29-18	
Marino RES 443-242	3355	27-14		Cunningham RAT 375-207	2581	14-11	

S-O-M Football compared to real life

The NAFA also sent along a "rating of the S-O-M Football cards" done by commissioner Michael Macher. What Macher did is to list his team's (Rattlers) stats for league play, compare them with real-life totals and offer an evaluation.

(continued on next page)

Some of the totals, because the league has an all-star quality, will of course deviate from real-life. Some of the numbers were weighed against the type of offense utilized by Macher.

Macher, incidentally, is a five-year NAFA veteran who guided his team to the league championship.

QUARTERBACK

	Att.	Comp.	%	Yds.	Yds/Att	TD%	Int%	Rating
Cunningham ('87)	- 406	223	54.9	2786	6.86	5.7	3.0	83.0
(NAFA)	- 375	207	55.2	2581	6.88	3.7	2.9	77.2

Comment: Remarkably close. Only difference TD% and that is subject to coach's decisions.

RUSHING

	Att	Yds.	Avg.	TD	Long	
E.Dickerson ('87)	- 223	1011	4.5	5	53	Comment: Average bad as S-O-M placed yards on 2 and 12.
(NAFA)	- 215	785	3.7	14	47	
H.Walker ('87)	- 209	891	4.3	7	60	Comment: Compares well considering attempt variance.
(NAFA)	- 120	491	4.1	2	38	Comment: Most yards on end run, not must run. Numbers close.
Cunningham ('87)	- 76	505	6.6	3	45	
(NAFA)	- 74	478	6.5	3	31	

RECEIVING

	No.	Yds.	Avg.	TD	Long	
S.Jordan ('87)	- 35	490	14.0	2	38	Comment: Since TE has better flat pass (receiver chances more often), TE gets high % while WR gets SP/LP. WR needs flat pass numbers.
(NAFA)	- 108	1024	9.5	6	45	Overall, great representation in both cases.
Toon ('87)	- 68	976	14.4	5	58	
(NAFA)	- 48	938	19.5	8	80	
H.Walker ('87)	- 60	715	11.9	1	44	
(NAFA)	- 43	463	10.8	0	50	

SPECIALTY

	No.	Yds.	Avg.	TD	Long	
Punt Return ('87)	- 42	497	11.8	2	91	Comment: 20% off average-high, but in ball park.
Team: Jets (NAFA)	- 63 *	589	9.3	2	87	Comment: Very good; marginal difference.
(* 19 fair catches)						Comment: Difference by punt OB, as S-O-M rule avoids return.
Kickoff Ret. ('87)	- 65	1221	18.8	0	60	Comment: Close, but only 22% from 23-32 yard line on FG.
Team: Jets (NAFA)	- 49	1064	21.7	0	60	
Punting ('87)	- 64	2444	38.2	-	58	
Jennings (NAFA)	- 98	3599	36.7	-	52	
Kicking ('87)	- 18/22	31/31	85			
P.Leahy (NAFA)	- 21/29	31/31	94			

DEFENSE/RATINGS

Valid study since Los Angeles Raiders were both run/pass defenses.

	Avg.	Detail	Comment
Rush/Game ('87)	- 100.4	Usually guessed	Close, against better offenses.
(NAFA)	- 107.2	pass and blitzed	
Pass/Game ('87)	- 191.8	2 linebackers	Close, against better offenses.
(NAFA)	- 178.1		
Turnovers ('87)	- 17 Int....13 fumble rec.		Close, with numerous variables to create TO
(NAFA)	- 19 Int....17 fumble rec.		

Conclusion: This game is a winner! Twelve of 15 examples were on the money.

'Dazzler' would separate Gretzky from the others

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By JUDY GOLDBERG, New York, NY

I was thrilled to read Glenn Guzzo's suggestions in the March Review. The hockey changes he suggests are excellent (as are the others, but I'm obsessed with hockey right now) and would improve an already very good game to make it exceptional.

The dazzler concept would insure that Wayne Gretzky would have a more positive impact on his teammates than Jimmy Carson, even though their 1987-88 passing columns are the same.

Shooting tendencies on the cards would make the game more realistic and possibly make the shooting percentages more accurate. The super advanced penalty chart needs some updating to reflect rule changes and differences in penalty minutes per game from when S-O-M Hockey was created.

Here are some other suggestions that the game company might consider:

* Power play shooting percentage reduction - Some players should get power play reductions in shooting percentage instead of enhancement (goal+ readings). Players like Tony Granato, who had 35 goals but only four power play goals, should get goal- and goalie- results that become shots and faceoffs during a power play only, to avoid overuse and overproduction during the power play.

In S-O-M, Granato would score more power play goals than someone like Guy Lafleur, even if Lafleur scores more power play goals this season.

* Offensive intimidation or corner ratings - Players who are not very skilled offensively, but whose toughness provides scoring opportunities for teammates, are practically worthless offensively in S-O-M.

Tim Hunter was used on the power play last year by Calgary, even though he did not score any power play goals and had few assists. The intimidation rating or a new corner rating could be used (activated from teammates' passing columns) to reflect his physical contribution.

* Minutes played per game - How about including on player cards, or on the roster sheet, how many minutes per game each skater plays? This would influence lines, substitutions and special team usage.

Also, regular players such as Joel Otto would probably not receive as many penalty minutes per minute played as someone like Rudy Poeschek even though S-O-M now would rate them about the same.

* Deflections - I have devised a deflection system to be used during power plays to add another skill and some excitement on routine outside shots.

When a point player takes an outside shot and the result is X-reb., I roll one die and refer to the following chart to see which forward has a chance for a deflection:

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
LW	C	RW	Any	Any	Any

I have given all 1987-88 forwards deflection ratings from 0-4 based on power play goals, shooting percentage, offense rating and reputation. I use a 12-sided die to test this rating. In game play, it occurs infrequently enough not to alter statistics (although it could be used to replace some of the goal+ and goalie rating+ results), yet it adds another element of realism.

If anyone wants to know more about this system, please write to me at the following address: Judy Goldberg, 105 Bennett Ave. Apt. 24A, New York, NY 10033.

Red Wings' replay very close to real-life

Loss of Yzerman leaves Detroit one point shy of real-life record

Hockey replays are highly prized by the Review's editors.

Why?

Because there are so few of them.

And Detroit Red Wings' replays? Well, they used to be about as rare as dinosaur eggs.

Since Jacques Demers took over as coach, however, the Red Wings have shed their Rodney Dangerfield appearance and become a formidable foe. And replays of Detroit's seasons have followed.

Jeff Zwicker of Columbus, OH, recently completed a replay of the Red Wings' 1987-88 season, using the exact real-life schedule and adhering to the number of games played as much as possible.

"It was hard to do," says Zwicker. "Some of the players had to play more to keep four lines on the ice."

YZERMAN OUT A MONTH

The first five months of the season, reports Zwicker, the Red Wings were flying high, compiling a 40-19-5 record - just eight points shy of their real-life total with 16 games left - and "playing tremendously well."

But all that changed when Zwicker started taking players out who missed games, including scoring star Steve Yzerman, who went to the sidelines after game No. 64.

Suddenly the ice rose up on the Red Wings. Without Yzerman they went 3-10-3 and just barely produced nine points, or one more than in real life. Detroit was outscored 48-32 during that span.

SCORING IS CLOSE

"The majority of the players were close to their actual scoring totals, except Adam Oates," reports Zwicker. Oates had only six goals after scoring 14 in real life. Another who fell far short was Petr Klima, who had 20 on the table-top and 37 on real ice.

Yzerman was terrific as he pumped in 60 goals and bettered his real-life total by 10. Gerard Gallant had 38 goals, one better than his actual total, while Darren Veitch made up for Klima and Oates by racking up 22 goals (+ 15) and 51 assists (+ 18).

Oates, even though he was under in goals, came very close in the assists department, being credited with 37 in the replay and 40 actual.

Some of the other statistics that were close included: Joe Murphy scoring 11 goals in the replay and 10 for real; Tim Higgins matching his assist total exactly (13) and Doug Halward scoring exactly five goals, just as he actually did.

GOALIES WERE PLUS, TOO

Both of Detroit's goalies, Glen Hanlon and Greg Stefan, improved their performances, too. Hanlon had a 2.40 goals-against-average in the replay, compared to 3.23, while Stefan was 2.38 in S-O-M and 3.11 for real.

Hanlon gave up 141 goals in real life and 136 in Zwicker's replay in which he played 48 games and 3,395 minutes.

Zwicker also kept statistics on power plays and penalty killing success. Detroit connected for goals 31 percent of the time with a man advantage, while in 67 percent of the short-handed situations the Wings kept opponents from scoring.

Opponents scored on 69 of 207 power plays, with the Wings tallying 89 times in 287 opportunities.