



## 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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### 'Opening day' attracts big crowd

#### Sons of Richman's close friend are at Glen Head, too

It was another BIG EVENT in the world of Strat-O-Matic - the 1987 baseball opening day at the game company at Glen Head, NY, on Long Island.

And, just as in past years, gamers came from near and far to be among the first to get a look at the new baseball cards. Most of the opening day sales were to folks who had placed orders long before the Wednesday, Jan. 28 date that signaled the start of the new Strat-O-Matic season.

Over 300 orders (many involving multi-sets of the cards) were called in and scheduled to be picked up on opening day. And, as is always the case, some gamers traveled thousands of miles to get their cards as quickly as possible.

Among the first was the trio pictured on this page. Robert Salmon is at the right in the photo. He's a longtime S-O-M player whose claim to fame is having his World Series results broadcast on FM radio station WPLJ (New York) for years.

On the next page are the Sale brothers, including twins Chris and Mike who have been playing S-O-M Baseball since they were seven years old.



ROBERT SALMON (RIGHT) AND FRIENDS



The twins made a somewhat dubious start with their dice-rollin' as they lost their first 26 games to their older brothers. Today, after four years as underlings, the brothers are competing on a more even basis with their older siblings.

The older brothers are Peter, Ricky and Andrew.

The picture is blurred (no, you're not rolling dice too long into the night), but it's worth running as the brothers are all sons of Robert Sale, who's a close friend of S-O-M creator Harold Richman. In fact, Sale and Richman were once college roommates and fraternity brothers at Bucknell College. They have remained good friends over the years and the sons of Sale are frequently used to test new S-O-M gaming ventures.



FROM LEFT, RICKY, MIKE, JON (A FRIEND), CHRIS, (BACK) ANDREW (15), PETER SALE (16)

Also pictured on this page are two editors and a reporter, all of whom work for the Philadelphia Inquirer.



PHILADELPHIA INQUIRER CONNECTION INCLUDES PAUL MOORE, GLEN MACNOW, GLENN GUZZO

by profession. He's never had to, we're sure, 'bury an opponent' while playing S-O-M.

Also pictured on the next page is Carlino, who's been playing S-O-M for two decades. He's in a face-to-face league that's going into (continued on next page)

They descended on Glen Head and picked up cards for three leagues, two of which are face-to-face, the other PEM. The PEM league has players from Oregon to Florida.

On the next page are pictures of Mack Smith of Topeka, KS, and Sal Carlino of Catasauqua, PA.

Neither is your ordinary gamer as Smith, commissioner of a 10-manager PEM league that has a face-to-face draft in Fort Lauderdale FL, is a mortician



its ninth year and plays an 81-game schedule. There are two other league members - both of whom are women. Three can be fun company in Strat-O-Matic, too.



MACK SMITH - MORTICIAN FROM TOPEKA



CAL CARLINO - THREE'S COMPANY

Shown below are members of the Clinton (MA) Strat-O-Matic leagues, which encompass 18 managers. Leagues are face-to-face (see League Scene section this month) and have been in existence for 10 and four years, respectively.

Highlight of 1986 season was Darryl Strawberry blasting 58 home runs in Wrigley Field over a 162-game schedule.

Players are from Clinton and Worcester, MA. Charles Pugsley, 1985 champion, made trek to S-O-M, along with commissioner John Joyce and two others.



JOHN JOYCE, RICH KENNEDY, CHARLES PUGSLEY, STEVE WENTZEL FROM CLINTON LEAGUES

### Only one minor baseball card correction

The new set of baseball cards, according to Strat-O-Matic, is error-free. There was a slight printing problem with Barry Bonds' card on a few of the first cards to roll off the printer's presses, but that was quickly corrected.

The top portion of Bonds' card, mainly the defensive ratings, was cut off. In case you have one of those cards, the readings should be "cf-2 (+1) e8."



# How S-O-M Baseball has changed since first cards came out in '61

There's not much left. Perhaps pitchers' individual pickoff and holding on ratings. And maybe something to take into consideration artificial and grass infields, provided what's built into the current cards isn't sufficient for baseball purists.

In other words, Strat-O-Matic Baseball, especially with the new changes introduced last year, is becoming as close to the real thing as a table game can get.

But let's go back to the early days of S-O-M and see just how far Harold Richman's creation has really come since its first birth pangs were uttered.

At the bottom of this page are Stan Musial cards, one based on the 1962 season and the other the 1960 season, or the first to be put out by S-O-M. The 1960 card looks like an oversized aberration, or some type of card alien. Those first cards measured six inches in height and were four inches wide. Today the cards have 5 x 2 3/4 dimensions.

\* That first card set was only 80 all-star players - 40 in each league. And the information on the card was skeletal at best. There was the name of the player, his team, position, stealing rating and the statistics at the bottom of the card.

But outfielders were listed as simply "OUTFIELD," whether they played center, right or left. The other positions were listed on the (continued on next page)

STAN MUSIAL ST. LOUIS CARDINALS			leftfield-4 rightfield-4 stealing-0 running 1-14
1	2	3	
2-flyball (rf) A	2-groundball (3b) A	2-lineout (2b) into as many outs as possible	
3-WALK	3-WALK	3-WALK	
4-SINGLE	4-popout (2b)	4-groundball (p) A	
5-SINGLE	5-SINGLE	5-strikeout	
6-SINGLE	6-SINGLE	6-groundball (1b) A	
7-SINGLE	7-groundball (2b) A++	7-WALK	
8-DOUBLE	8-groundball (3b) A	8-groundball (ss) A	
1-10 SINGLE	9-flyball (rf) B	9-flyball (cf) B	
11-20	10-lineout (1b)	10-groundball (1b) B	
9-HOMERUN	11-WALK	11-WALK	
1-13	12-foulout (c)	12-lineout (1b)	
DOUBLE			
14-20			
10-HOMERUN			
11-WALK			
12-flyball (rf) A			
1962 BATTING RECORD			
ATBATS	DOUBLES	TRIPLES	HOMERUNS
433	18	1	19
AVERAGE	WALKS	STRIKEOUTS	
.330	60	46	

STAN MUSIAL'S 1962 CARD  
COMPARED WITH 1960 VERSION

STAN MUSIAL ST. LOUIS CARDINALS			OUTFIELD, FIRST BASE STEALING-E
1	2	3	
2-flyball a	2-lineout into as many outs as possible	2-SINGLE	
3-GROUNDBALL E	3-groundball b	3-DOUBLE 1-10 SINGLE 20	
4-popout	4-groundball b	4-DOUBLE	
5-groundball a	5-SINGLE	5-HOMERUN 1-13 DOUBLE 14-20	
6-flyball b	6-SINGLE	6-HOMERUN	
7-flyball b	7-SINGLE 1-11 popout 12-20	7-lineout	
8-flyball c	8-WALK	8-groundball c	
9-groundball a	9-WALK	9-strikeout	
10-WALK	10-groundball c	10-WALK	
11-lineout	11-lineout	11-groundball b	
12-foulout	12-FLYBALL E	12-lineout	
AT BATS	DOUBLES	TRIPLES	HOMERUNS
331	17	1	17
AVG. .275	WALKS 41	STRIKEOUTS 34	



\* Notice also that individual fielding ratings were nowhere to be found, even though stealing ratings were included. There was a "FLYBALL E" or "GROUNDBALL E" on most cards, though, and if either was rolled it was an error. Where the ball was hit was not included, either.

Close to 1,000 games were produced in 1961, with only about 350 being sold. What happened to the others (all are collector's items today)? Well, according to Richman, most were destroyed soon after the initial S-O-M experiment.

\* The next year, 1962 (based on 1961), S-O-M produced a card set that included the two top teams from each league and an all-star team from each league. The teams were the New York Yankees and Detroit in the American League and Los Angeles Dodgers and Cincinnati in the National.

There were a total of 102 cards, 17 per team, with 11 batters and six pitchers.

\* The first breakthrough into the modern S-O-M era came in 1963 when a number of improvements were made. Foremost was the issuing of all the teams for the first time. The cards were trimmed to 5 1/4 x 3 inches, positions were listed for outfielders and fielding ratings were affixed (ranging from 1-4). A running rating was also included.

Where the ball was hit was another addition, as were "+" and "\*" and "\*" chances. Injuries were now part of the game for every player, too.

(continued on next page)

WARREN SPAHN		
PITCHING CARD	PITCHER-STARTER MILWAUKEE BRAVES	
4	5	6
2—FLYBALL (RF) X	2—foulout (c)	2—foulout (c)
3—GROUND-BALL (P) X	3—WALK	3—groundball (p) B
4—CATCHER'S CARD X	4—TRIPLE SINGLE** 1-5	4—FLYBALL (CF) X
5—popout (2b)	5—HOMERUN 6-20	5—DOUBLE** 1-11
6—lineout (ss)	DOUBLE** 1-13	SINGLE** 12-20
7—popout (1b)	14-20	6—SINGLE 12-20
8—flyball (lf) B	6—lineout (3b)	7—SINGLE 1-12
9—flyball (cf) C	7—GROUND-BALL (2B) X	flyball (rf) B 13-20
10—flyball (rf) B	8—strikeout	8—GROUND-BALL (SS) X
11—groundball (1b) C	9—flyball (cf) B	9—groundball (2b) C
12—FLYBALL (RF) X	10—strikeout	10—GROUND-BALL (3B) X
	11—GROUND-BALL (SS) X	11—GROUND-BALL (1B) X
	12—FLYBALL (LF) X	12—FLYBALL (LF) X
1962 PITCHING RECORD		
WON	LOST	E.R.A.
18	14	3.04
HITS	WALKS	INNINGS PITCHED
248	55	269
ALLOWED	STRIKEOUTS	HOMERUNS ALLOWED
248	118	25

WARREN SPAHN'S CARDS  
REFLECT CHANGES FOR  
PITCHERS IN S-O-M

WARREN SPAHN		
PITCHING CARD	PITCHER MILWAUKEE BRAVES	
4	5	6
2—flyball a	2—SINGLE	2—WALK
3—GROUND-BALL E	3—SINGLE	3—flyball c
4—strikeout	4—SINGLE	4—popout
5—WALK	5—SINGLE	5—flyball c
6—groundball a	6—SINGLE 1	6—flyball b
7—strikeout	popout 2-20	7—flyball b
8—groundball a	7—strikeout	8—HOMERUN 1-9
9—groundball c	8—groundball a	DOUBLE 10-20
10—popout	9—groundball b	9—TRIPLE 1-5
11—lineout	10—popout	SINGLE 6-20
12—foulout	11—lineout	10—DOUBLE 1-7
	12—WALK	SINGLE 8-20
		11—SINGLE
		12—SINGLE
PITCHING RECORD		
WON	LOST	E.R.A.
21	10	3.49
HITS	WALKS	INNINGS PITCHED
254	74	268
ALLOWED	STRIKEOUTS	HOMERUNS ALLOWED
254	154	24



\* The coloration of the first cards was different, too, as the 1960 version was dark black for batters and red for pitchers. Today the basic side is black and the advanced blue for all players, whether they be hitters or pitchers.

\* In 1965 another change took place when four pitchers' hitting cards were used. Previously just one card was used for all pitchers.

\* The next major addition occurred in 1970 - based on 1969 - when additional players were released for the first time.

\* In 1972 S-O-M scaled the gaming world's pin-nacle when it made blockbuster changes. Based on the 1971 real-life season, the new cards included for the first time an advanced

version that had righty-lefty batting and pitching. That colossal change, long clamored for by Review readers in the "Readers roll 'em" section, put Strat-O-Matic Baseball in a class apart from all over table games on the market.

\* And that wasn't all that memorable year. S-O-M also introduced pitcher's endurance factor, "N" and "W" power ratings, outfielder throwing arms and individual ratings for bunting and hit-and-run.

\* The year before, 1971 (based on 1970), all pitchers were given a "2" fielding rating, replacing the old "3" rating given each hurler.

\* In 1975, S-O-M came out with another Hall-of-Fame set, with such then modern-day standouts as Willie Mays, Hank Aaron, Roberto Clemente, Mickey Mantle and Don Drysdale included.

\* The catchers, ignored when the outfield throwing ratings were introduced, got their due in 1974 (based on 1973) when throwing ratings came out. Now the Johnny Benches, Steve Yeagers and Jim Sundbergs of baseball had to register their throwing arms as deadly weapons. Draft leagues would suddenly value a light hitting catcher with a strong arm much more highly.

#### 'E' RATINGS INTRODUCED IN 1978

\* In 1978 (based on 1977), S-O-M made a major improvement in its fielding ratings. For years the fielding had been a blend of range and errors combined under a rating of 1-4, with "1" being the best and "4" the worst. No matter that an outfielder who moved like a monument committed no errors, he usually wound up rated a "4" because of lack of range.

But with the introduction of the supplementary fielding that all changed. Now range and errors committed were separated and it was possible to have a "4" with a low "e" rating. Conversely, a "1 el6" outfielder could happen as well. The latter would indicate that an outfielder has probably got great speed, or gets to the ball well, but that he also has a tendency to drop 'em.

The "e" ratings, according to S-O-M, were based on the number of errors if a player had played every inning of every game at that

HANK AARON											
AGAINST LEFT-HAND PITCHER						AGAINST RIGHT-HAND PITCHER					
1	2	3	4	5	6	1	2	3	4	5	6
2-10(3b) max	2-fly (H) B ?	2-gb (3b) A	2-10(3b) max	2-fly (H) B ?	2-gb (3b) A	2-10(3b) max	2-fly (H) B ?	2-gb (3b) A	2-10(3b) max	2-fly (H) B ?	2-gb (3b) A
3-popout (3b)	3-popout (3b)	3-lineout (ss)	3-fly (H) B ?	3-gb (3b) A	3-lineout (ss)	3-fly (H) B ?	3-gb (3b) A	3-lineout (ss)	3-fly (H) B ?	3-gb (3b) A	3-lineout (ss)
4-gb (ss) A	4-gb (ss) B	4-popout (7b)	4-fly (H) B ?	4-gb (ss) A	4-popout (7b)	4-fly (H) B ?	4-gb (ss) A	4-popout (7b)	4-fly (H) B ?	4-gb (ss) A	4-popout (7b)
5-strikeout	5-HOMERUN	5-WALK	5-fly (H) B ?	5-HOMERUN	5-WALK	5-fly (H) B ?	5-HOMERUN	5-WALK	5-fly (H) B ?	5-HOMERUN	5-WALK
6-gb (ss) A	6-HOMERUN	6-HOMERUN	6-fly (H) B ?	6-gb (ss) A	6-HOMERUN	6-fly (H) B ?	6-gb (ss) A	6-HOMERUN	6-fly (H) B ?	6-gb (ss) A	6-HOMERUN
7-gb (ss) A	7-HOMERUN	7-fly (H) B ?	7-strikeout	7-gb (ss) A	7-HOMERUN	7-fly (H) B ?	7-strikeout	7-gb (ss) A	7-HOMERUN	7-fly (H) B ?	7-strikeout
8-gb (3b) A	8-HR	8-SI*	8-gb (ss) A	8-gb (3b) A	8-HR	8-gb (ss) A	8-gb (ss) A	8-HR	8-gb (ss) A	8-gb (3b) A	8-HR
9-gb (ss) B	9-fly(H)B 8.20	9-lo(ss) 15.20	9-gb (ss) A	9-gb (ss) B	9-fly(H)B 8.20	9-lo(ss) 15.20	9-gb (ss) A	9-gb (ss) B	9-fly(H)B 8.20	9-lo(ss) 15.20	9-gb (ss) A
10-gb (ss) B	10-DO** 1.6	10-WALK	10-gb (ss) A	10-gb (ss) B	10-DO** 1.6	10-WALK	10-gb (ss) A	10-gb (ss) B	10-DO** 1.6	10-WALK	10-gb (ss) A
11-lineout (1b)	11-SI** 7.20	11-fly (H) B ?	11-gb (ss) A	11-lineout (1b)	11-SI** 7.20	11-fly (H) B ?	11-gb (ss) A	11-lineout (1b)	11-SI** 7.20	11-fly (H) B ?	11-gb (ss) A
12-HBP	12-SINGLE (cf)	12-fly (H) B ?	12-HBP	12-HBP	12-SINGLE (cf)	12-fly (H) B ?	12-HBP	12-HBP	12-SINGLE (cf)	12-fly (H) B ?	12-HBP
	11-popout (3b)	plus injury			11-popout (3b)	plus injury			11-popout (3b)	plus injury	
	12-fly (H) A	12-WALK			12-fly (H) A	12-WALK			12-fly (H) A	12-WALK	

HANK AARON - 1971 ADVANCED CARD



position. So now when drafting players for defense a manager had to look at both ratings. Those "1" shortstops with a low "e" rating were gold mines, even if they couldn't hit a lick.

Pitchers were also given "e" ratings.

\* In 1980 (based on 1979), the catchers' "e" chart was changed: Wild pitch/passed ball and groundball C readings were changed to wild pitch/passed ball and popout readings. That affected five results for most catchers and eliminated the controversy over a runner being able to score and the defense being helpless to do anything about it (such as being "in" with a runner on third; the runner advancing on the wild pitch or passed ball and then scoring on groundball C).

#### FOUR-COLUMN PITCHERS CARDS 1981!

\* In 1981 (based on 1980), S-O-M made probably its most ill-fated decision regarding its baseball game. All pitchers, in an attempt at standardization, which most gamers didn't want anyway, had their 'bad' column as the four-column. Home runs, hits of all sorts, walks, etc. were, for the most part, in the four-column.

The outcry from S-O-M's legion of fans caused the game company to issue another set of pitchers cards (for all pitchers except those in the extras). It was back to the old style pitchers cards. A total of 168 pitchers were given new/old cards, 84 in each league, and the cost was an extra \$2 plus \$1 for handling.

\* Also in 1981, 36 teams of the past were reprinted. They were 60 percent of original size, printed on sheets, and cost \$12.

\* The summer of 1981 was also when baseball's strike took place. Pages of the Review were filled with strike-related articles. There was even (August, 1981 issue) an account of an S-O-M game played by Bob Costas, now of NBC fame, who had matched the '34 Cardinals and '27 Yankees while working at KMOX radio in St. Louis.

\* The next change

was supplementary stealing, which was introduced in 1982 (based on 1981). Now both frequency of stealing attempts and success/failure rate were included. The number of attempts were curtailed by runners having to get a "good lead" before attempting to steal in most cases.

It was a supplementary system, though, and the ratings were printed on a separate sheet of paper, just as they are today. Both the supplementary fielding and stealing were optional and the basic game could still be played without them.

\* Also in 1982, the first past-season - 1956 - was issued. It was two-sided so all the advanced rules, except supplementary stealing, could be used. There were also four extra players per team.

\* In 1983 (based on 1982) one change was made in the supplementary stealing system: An "out stealing" category, or pickoff, was added.

(continued on next page)

FERNANDO VALENZUELA			throws LEFT	to	4WL	pitcher starter (B)3
19% AGAINST LEFT HAND BATTER			81% AGAINST RIGHT HAND BATTER			
4	5	6	4	5	6	
2-gb (p) B	2-fly (H) B	2-SI*	2-G8 (H) X	2-gb (1b) C	2-fly (H) B	
2-FLY (H) X	2-gb (1b) C	2-FLY (H) X	2-G8 (1b) X	2-FLY (H) X	2-WALK	
4-DOUBLE (H)	4-CATCH (H)	4-N-HR	4-N-HR	4-fly (H) B	4-G8 (3b) X	
5-DOUBLE (H)	5-fly (H) C	4-CATCH X	fly (H) B	5-DOUBLE	5-fly (H) C	
4-DO** 1:18	4-strikeout	5-fly (H) B	5-DO** 1:8	4-strikeout	4-strikeout	
5-SI** 1:20	7-G8 (2b) X	4-strikeout	5-SI** 9:20	7-G8 (2b) X	7-G8 (H) X	
7-SINGLE (H)	8-strikeout	7-G8 (H) X	6-SI** 1:14	8-strikeout	8-strikeout	
8-strikeout	8-strikeout	8-fly (H) B	10-FLY (H) X	10-CATCH X	10-FLY (H) X	
9-gb (2b) C	10-WALK	8-fly (H) B	7-WALK	11-SINGLE (H)	11-G8 (H) X	
10-FLY (H) X	11-SINGLE**	10-G8 (3b) X	8-strikeout	12-SINGLE (H)	12-SINGLE (H)	
11-FLY (H) X	12-SINGLE**	11-G8 (1b) X	8-strikeout	12-N-HR	12-N-HR	
12-gb (H) B	5-SI** 1:14	12-G8 (H) X	11-fly (H) B	fly (H) B	5-SI** 1:14	
	10/26/ 15:20		11-FLY (H) X		10/14/ 15:20	
			12-gb (1b) C			

#### FERNANDO VALENZUELA'S CARD TODAY



Before managers could just try for a "good lead" without worry, but now many runners had the possibility of being "out stealing."

\* Another past season came out in 1983, this time the 1961 season featuring Roger Maris (61 home runs\*) and Mickey Mantle (54 homers). Again they were two-sided cards and again extras were included.

\* No major changes in the baseball game occurred from 1984-1985. But in 1984 two past-season sets were released, 1970 and 1930. The 1970 set was the first to be re-issued, with the original not having advanced features. Both 1970 and '30 were two-sided and again extras were included.

\* Another year - this time 1969, the season of the Miracle Mets and Tom Seaver's 25 victories - was re-issued. Since the Mets won it all last summer, S-O-M fans can now match the '69 and '86 World Series champions in their own series.

\* In 1986 (based on 1985) S-O-M achieved the ultimate in baseball table games by adding the few extras that were previously missing. Clutch hitting, long clamored for by Review readers, was introduced. Also added were ball park adjustments for singles and home runs. The extra players were increased to almost 140. Four additional pitchers' hitting cards were added, making a total of eight and reflecting almost all hitting possibilities for hurlers.

And, for the first time, not all players had an injury chance listed on their cards. If a player wasn't hurt in real-life, or didn't miss a game, he no longer had an injury on his card.

The extra players now included almost everyone who batted 100 or more times or pitched 60 or more innings.

The past season released in 1986 was 1950, again replete with all advanced features excepting the newest changes and supplementary stealing.

\* Also in 1986, S-O-M came out with its first computer product and it was, naturally, the baseball game. The first computer baseball game was for Apple computers only. Included with a game and team disk was a statistical package that alone was worth the cost of the product. Minor problems developed with the game disks, although no fault of the game company. Eventually gamers were sent, free of charge, new disks.

\* This year (based on the 1986 cards), the ball park adjustments were revised and updated. The number of extra players was increased to 200, over 60 more than the previous high. The 1968 past-season was re-issued, thus giving Detroit Tiger fans an opportunity to match the '68 and '84 World Series champions.

\* S-O-M was also busy with computer baseball as team disks for '86, '84 and even '68 were made available. The 1986 and '85 team disks include all the super-advanced versions while the '84 and '68 are advanced version only.

And S-O-M computer baseball has also been expanded to include, in addition to the Apple, two other popular computer models (IBM and Commodore). The latter two have not been released as yet and are expected to be available sometime this summer.

There you have it - all the changes in Strat-O-Matic Baseball from the cradle to adulthood. The changes, of course, have reflected the changes in real-life baseball.

No longer can managers just pencil in a starting lineup and just send it out to play the game - either in real-life or on tabletop. You have to set the lineup according to the pitcher, spaciousness of the ball park and bench strength. You want to have your bullpen ready to go strength-against-strength in the late innings. And you want to have those good clutch hitters on the bench available for pinch-hitting duties in the late innings when you mount a rally.

And what defensive replacements? Can you replace the stone gloves in the late innings? There's a lot to think about in S-O-M Baseball.



## Catcher, second base are best positions in N.L.

# Better cards found in A.L.

BY JEFF GREEN, KALAMAZOO, MI

After having a little more time this month to evaluate the new baseball cards (in fact, a whole month, as last month's analysis was a 24-hour cursory study), let's compare the two leagues, American and National.

When comparing the two leagues you have to remember the American has two more clubs than the N.L. (14 to 12) with which to add more quality cards to its side.

Looking back at the ratings, position by position of the starters or everyday players (remember a top 10 was listed at each position for each league in the March Review), the only two spots you can give the advantage to the N.L. are second base and catcher. Every other position - first base, third base, shortstop, left field, center field, right field - is pretty much clear-cut in the American League's favor. Shortstop, left and right field are especially strong for the A.L.

### N.L. HAS EDGE IN PITCHING

Pitching is stronger in the N.L., with the likes of Mike Scott (18 versus left-handed batters and five versus right-handed), Rick Rhoden (19/17), Fernando Valenzuela (22/18) and Mike Krukow (19/14) proving this. The A.L.'s best are Roger Clemens (15/5), Mike Witt (15/22) and Ted Higuera (18/21).

Note that all numbers are based on 108 card chances, or 36 per column.

The N.L. has a strong top 10 in both starting and relieving, while in the A.L. you have to search a little to fill out a top-10 list.

### AROUND THE INFIELD, PLEASE

At first base, there's the New York tandem of Don Mattingly, who is a 49 to reach base versus LHPs and 41 vs. RHPs, with all kinds of extra base potential, and the Mets' Keith Hernandez, who is a balanced 50/49. Both are also 1e6 defensively.

The top three second basemen in the N.L., including Bill Doran (43/41), Ryne Sandberg (27/38) and a 1e5, and Steve Sax (43/51) are better than anything the A.L. has to offer.

Shortstop is a position totally dominated by the A.L. When you have to rank Alan Trammell fifth and Julio Franco seventh, it just shows how deep the A.L. really is at the position. Tony Fernandez (36/34), a 1e14, and Cal Ripken (50/34) are at the front of the talent parade. Ozzie Smith (41/40) and a 1e17, is tops in the N.L.

Mike Schmidt (50/36), a 1e8 and with home runs vs. LHP on 2-5, 2-6 (1-14), 2-9 (1-18) and 3-6, and Wade Boggs (53/58) are the best from each league at a position that is pretty balanced.

### OUTFIELD - ANOTHER PLUS FOR A.L.

Left field is another position which is dominated by the A.L., with Phil Bradley (54/50), Joe Carter (36/31) and George Bell (36/35) heading the list. And the on-base numbers don't tell the whole story for these players as they all have home run power, too. Eric Davis, a 1e10 in LF, CF and RF, and Tim Lincecum (46/54) are a great twosome in the N.L.

Kirby Puckett (37/39), a 1e6/-4 arm, leads off the center field elite for the A.L. and the lineup continues right on through the No. 10

(continued on next page)



spot. The N.L. has Dale Murphy again as its No. 1 center fielder, but he doesn't have his traditionally great card.

The top four right fielders in the A.L. are all dominant types. Jesse Barfield (41/37), a 1e3/-5 arm, Dwight Evans (35/42), Dave Winfield (33/35) and Kirk Gibson (36/38) all possess loads of HR shots. Tony Gwynn is the best of the National League's right fielders with 47/42 on-base numbers and 1e4 ratings on defense.

#### CATCHING GOES TO N.L.

Catching is a position the N.L. clearly has the upper hand as Tony Pena (48/37), a 1 with a -3 arm, and Gary Carter (41/27), though a 0 arm, give it a decided advantage. The American League has Lance Parrish and a virtual bunch of nobodies.

Participating in drafts in the various play-by-mail and face-to-face leagues around the country, in summation, will be a fun experience this year as quality rookies are bountiful. Whereas in the N.L. a lot of them were part-timers who will grow in the future, the A.L. has a host of good, everyday players available.

It adds up to an interesting season.

All in all it's a very good card set. And with the second-year feature of ballpark factor and clutch hitting, it just adds to the best table baseball game on the market.

**Editor's note:** Jeff Green is a long-time member - and a too successful one at that - of the long-running Greater Kalamazoo Strat-O-Matic League (GKSML), of which Review co-editors Warren and Del Newell are founding fathers.

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## TBA gears up for 'World' tourney

By the time most of you receive your April Review, the Table Baseball Association's World Championships in Chicago will probably be history.

A complete report of the happenings in the Windy City will be in the May issue of the Review. Six previous TBA tournament winners will be in attendance and 10 states, or provinces (in Canada) are going to be represented in S-O-M's biggest roll-off ever.

John Kreuz, the man who turned the TBA into the Lazarus of the S-O-M world, will run the championship tournament and, he hopes, participate as well.

Kreuz (Glenview, IL 60025; phone: 312-635-6747) did send along a complete listing of the championship field. It's listed below, with asterisks denoting former TBA tourney champs.

Tom Beinborn, Cuba City, WI  
Gerald Carlse, Scarborough, Ont.  
Keith Desposito, Lahabra, CA  
Rich Egizi, North Bergen, NJ  
\* Bill Fenlon, Chicago, IL  
Steve Fidler, Wilmette, IL  
Jerome Gilles, Clio, MI  
\* Al Hartley, El Segundo, CA  
John Hathaway, Lansdale, PA  
Dave Jaeger, Telford, PA  
Jim Jasper, Schaumburg, IL  
Greg Jeffrey, Jersey City, NJ  
Rich Jones, Quakertown, PA

Chris Kramer, Palatine, IL  
Kurt McDonnell, Chicago, IL  
Steve McGuire, Cape May, NJ  
\* Bill Meinhardt, Malden, MA  
\* Randy Metzloff, Kitchener, Ont.  
Nick Oshukany, Kitchener, Ont.  
\* Dana Pelstein, Hollywood, CA  
Ian Power, Wakefield, MA  
Steve Randazzo, San Gabriel, CA  
Mike Regan, New York, NY  
Ray Reott, Chicago, IL  
Steve Rokosz, Eagan, MN  
(continued on back page)



## New computer disks expected soon

Latest word from Strat-O-Matic is that the new team computer disks should be available either in April or early May, at the latest. The Apple version isn't a problem, but the game company is also coming out with computer versions adaptable for Commodore and IBM models and that's the reason for any delay.

Everything is progressing on schedule, however, so it shouldn't be long before the 1986 season, along with the 1984 and the latest past-season set, based on 1968, are available.

So what else is the game company doing in the "off-season" after the big rush for the baseball cards has subsided?

"We've been working on the college football game," says Harold Richman, S-O-M's founder and owner. "But we will be putting that down soon and going to work on the new pro football cards, as soon as all of our data is available."

In other words, there is no such thing as an "off-season" in the sports table-gaming business.

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## 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:** Can the current pitcher hitting cards be used for the Hall of Fame set? I know S-O-M changed the pitcher hitting cards a short while ago. (Douglas Puthoff, Elberfeld, IN)

**ANSWER:** The Hall of Fame set, as far as pitchers' hitting, was based on the old 1-4 card system. The ratings were based on that card system and S-O-M has not updated them with the new 1-8 hitting cards. The answer would be "no" at this time.

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**QUESTION:** Does S-O-M plan a computerized version of its hockey game soon? Are any revisions planned in hockey? And why won't S-O-M give goalies individual cards? (David Landsman, King of Prussia, PA)

**ANSWER:** A computerized version of S-O-M Hockey is not planned at this time, nor are any revisions slated. As far as individual cards for goalies, the game company hasn't acted on it yet, but could in the near future. Individual goalie cards is the most asked-for item in the hockey game.

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**QUESTION:** Basketball - (1) If a team announces it is in the fast-break offense before the game starts, does it go to the fast-break control section or normal control section if it wins the jump-ball? (2) In a press situation, if a foul(1) occurs and the fouling team does not have enough team fouls for a free throw situation, is the press activated or not  
(continued on next page)



in effect after the foul? (3) Double-team situation, left guard is double-teamed by center (not inside defensive man) and center is left open: Does a switch cancel the double-team? If not, what happens? (4) Can a team double-team more than one player? I know maximum would be two players, of course. (5) Does a double-teamed player become an "O" shooter like in the basic game? (Chuck Latimer, Kansas City MO).

**ANSWER:** (1) Normal control section is used after a jump-ball. "A fastbreak situation occurs after all missed field goals where the defensive team controls the rebound, except if the defensive team is credited with a team rebound," according to the instructions. (2) Yes, the press can be activated, even if the ball is taken out of bounds by the team on offense because it's not in the bonus situation. According to the instructions: "A press defense is implemented, or terminated, during any stoppage of play." (3) Yes, a switch cancels, or takes priority, over double-teaming. (4) No, only one player can be double-teamed. (5) Yes, a double-teamed player becomes an "O" shooter, but with a major difference. The shooter, in the advanced game, does not have to take the shot and instead can accept a replay.

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**QUESTION:** When playing super-advanced S-O-M Baseball, what is the penalty for using a three-man pitching rotation? Also can you use one relief pitcher? (Bert Portier)

**ANSWER:** This would be up to the gamer, or league he/she plays in. Most leagues have rules regulating innings pitched, use of relievers, etc. S-O-M mentions three days rest for most starting pitchers. Number of innings pitched is another determining factor as far as use, or overuse, of pitchers. But, even with three starters with over 300 innings - an unusual situation in itself - a three-man rotation wouldn't work for a season based on 162 games, or even 154, where pitchers (including relievers) would have to have over 1,450 innings.

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**QUESTION:** On a double hit with a runner on first, the manager elects to have the base runner attempt to score from third. The split card is pulled and the result is safe or out. Does the batter who hit the double advance to third on the throw home? (Donn Sewell, Akron, OH)

**ANSWER:** The game company's rules say no, the trailing runner, or batter, does not advance. Many leagues, however, use "cut-off" rules which do provide for such runners to advance. The way most of such rules work is that the defense has the option of trying to throw out the lead runner, or allowing the runner to advance/score and hold other runners to the advance provided by the base hit. In your situation, the defense could let the runner score and hold the batter to a double. Remember, though, these are optional rules that many, many leagues use, but are not in S-O-M's rules. Also, computer baseball follows S-O-M's rules, thus no advance.



# A look at S-O-M Computer Baseball

BY NELSON FONG, Livermore, CA

I recently had a chance to play a number of games with the computer version of the baseball game and would like to make some comments and observations. I am hoping my thoughts may be taken into consideration should there be a revision of the game.

The manual version plays very well. I sometimes tire of typing in long abbreviations of the results. The compilation of stats is a great timesaver. I especially like calling for the dice roll as it is needed. The delete last play feature is very useful.

The automatic version without the cards puts managers at a disadvantage. The player's positions and fielding ratings are not given. Defensive replacements are difficult to make. The outcome of each batter is not always displayed. I don't need a detailed description - just one or two words. It is not possible to take advantage of lefty-righty matchups, unless the batter and pitcher conform to traditional abilities.

Both versions make the game more playable by making the calculations and doing the "x" charts. The stat compilations are great. However, the boxscore printout goes "crazy" once in a while.

I like S-O-M Baseball. The computer version with the cards is fine. Without the cards, there are a few drawbacks.

I don't know if anything can be done. Perhaps there is not enough memory for displaying results each time. It may not be worth while to enhance the rosters with positions and ratings.

Editor's note: The S-O-M Computer Baseball game is designed to be played in conjunction with the cards. The heart of S-O-M has always been the cards and the game company wanted to continue that with its computerized version. Playing computer baseball without the cards can be done but the points that reader Fong lists above prove that every player (card) has to have 'heart.'

\*\*\*\*\*

BY JOHN K. SANDERS

I have played Strat-O-Matic since 1967. I bought an Apple computer in 1981 and have waited patiently five years for S-O-M to make a computer version of its baseball game.

I am very pleased with the product it has produced. The applications of the baseball program are endless. I plan on using it this coming baseball season to compile stats of my own favorite teams. There are many other useful applications which I will not mention here.

Having played the computer baseball game for nine months, I have found room for improvement.

The first I will mention concerns saving data from each baseball game played. The program does not allow one to save the data from an individual game more than once. If one was allowed to do this, one could easily differentiate a team's statistics versus individual teams and that same team's total statistics. This could easily be done by giving one the option to save game data more than once and thus saving the data under a different name for that team.

This option would also be useful for keeping a backup disk of data. I have found this to be possible, but a bit of a chore under the present format of the program. One presently has to "EDIT" the existing statistics, then save them to a different disk if they prefer. If one

(continued on next page)



could save the game data more than once, this could be done in one simple continuous step. I have found keeping backup data extremely useful, as "magnetic" memory is sometimes "forgotten."

Another option one does not have with the present program is the ability to merge team data from a different disk. This would be useful for friends following a single team through a season and dividing the games to be played among themselves. When the data is all to be compiled, a simple program allowing one to merge the data would be extremely useful.

The game company could add these ideas to the program and forward it to disk owners in a simple method. On the next season's data disk, an "ESC" option could be inserted to the data disk. This option would run a program which would "unlock" the existing game disk and "write" the new options to the existing game disk and "write" the new options to the existing program, then "lock" the program back up.

I have seen this done in other computer games I have owned and it is quite useful for improving existing games and including "faithful owners." I love the game.

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### **But he'll continue to run Bostock Memorial**

## **Sanders 'retiring' from football**

James Sanders doesn't want the role of the gunfighter with a reputation who gets tested by everyone who thinks they're the best and wants to prove it in a face-to-face showdown.

Sanders, the policeman from Gary, IN, has announced that he no longer will be an active participant in football tournaments, whether his own (Lyman Bostock Memorial Tournament), or any gathering of gamers in the midwest.

If Sanders, who is currently making plans to stage the seventh annual LBMT this summer, makes good on his vow to deactivate his dice, he will close out his tournament career with a glittering 59-10 record.

Among Sanders' major accomplishments in '86 was winning, for the fourth straight year, the Mid Michigan Fall Invitational put on by Jim Perkins of Edmore. In fact, Sanders' win skein in the Mid Michigan has grown to 16 games.

Sanders, however, doesn't see any end in sight as far as putting on the Lyman Bostock.

This year's tourney will be held the weekend of June 20-21 at the Gary Works Supervisory Club in Hobart, IN, site for some of the earlier LBMT gatherings.

Teams will again be picked on a first-come, first-served basis. The entry fee is \$13.

Among the tournament offerings are two football (using the modern version of the game and the old version), advanced and elementary baseball and super-advanced hockey. "Modern football and elementary baseball are backup tournaments to be held on Sunday," notes Sanders.

Play will commence on Saturday morning at 8 with mini leagues. The playoffs, World Series, Super Bowl and Stanley Cup championships will be held Sunday. And again, like in the past, trophies (provided by the Strat-O-Matic Game Company) will be awarded to the winner and runner-up in each tournament.

"Meet fellow gamers from all over the country and Canada," says Sanders, who's always put on a first-class tournament and made everyone feel welcome, whether gamers win, lose or draw in their gaming.

For more information about this summer's LBMT, write Sanders at 5806 Kennedy Terrace #103, Gary, IN 46403 (or call 1-219-38-6137). When writing, be sure to enclose a long SASE for a reply from Sanders.



# High school teacher sponsors S-O-M club

## East Granby gamers like hockey the best

Many teachers are involved in extracurricular activities. Many are coaches. Others are sponsors of a myriad of clubs. John Cirillo belongs to both. He's a coach...and he's also a club sponsor - in this case the organization is the East Granby Strat-O-Matic Club.

Cirillo, 29, is in his eighth year as a mathematics teacher at East Granby High School, East Granby, CT. He's been the school's varsity baseball coach for the past six years.

"I am an advisor to many extracurricular activities at our high school, but the activity I particularly enjoy organizing is the EGSC," says Cirillo, who lives in Feeding Hills, MA.

The club consists of 20 students and three faculty members. "We conduct draft leagues in all four sports," continues Cirillo, "with hockey being the number one love of the students."

The EGSC also uses a revised penalty chart (see below) and Cirillo reports that "We find it both exciting and very reflective of the present day NHL."

As far as the EGSC's latest hockey venture, Paul Coffey scored 41 goals (12 short-handed) and had 37 assists, all in only 50 games.

### PENALTY CHART

AA		A		B	
Defensive Penalty	Opponent Penalty	Defensive Penalty	Opponent Penalty	Defensive Penalty	Opponent Penalty
1. 2		1. 2		1. 2	
2. 2		2. 2		2. 2	
3. 2		3. 2		3. 2	
4. 2		4. 2		4. 2	
5. 2	2 if AA	5. 2		5. 2	
6. 2	2 if AA	6. 2		6. 2	
7. 2 + 2	2 (+2 if AA)	7. 2		7. 2	
8. 2 + 2	2 (+2 if AA, A)	8. 2	2 if AA	8. 2	
9. 2 + 2	2 (+2 if AA, A, B, C)	9. 2	2 if AA	9. 2	2 if AA
10. 4 + 5	2 (+7 if AA, A, B)	10. 2	2 if AA, A, B	10. 2	2 if AA
11. 4 + 5	2 (+7 if AA, A, B)	11. 2 + 2	2 (+2 if AA)	11. 2	2 if AA, A, B
12. 4 + 5	2 (+7 if AA, A, B, C)	12. 2 + 2	2 (+2 if AA, A)	12. 2	2 (+2 if AA)
13. 4 + 5	2 (+5 if AA, A, B, C)	13. 2 + 2	2 (+2 if AA, A, B)	13. 2 + 2	2 (+2 if AA, A)
14. 4 + 5	2 (+5 if AA, A, B, C)	14. 2 + 5	5 if AA	14. 2 + 2	2 (+2 if AA, A, B, C)
15. 4 + 5	2 (+5 if AA, A, B, C)	15. 2 + 5	5 if AA, A, B	15. 2 + 2	2 (+2 if AA, A, B, C)
16. 4 + 5	2 (+5 if AA, A, B, C)	16. 2 + 5	5 if AA, A, B, C	16. 2 + 5	5 if AA
17. 2 + GM	(2 + GM if AA, A)	17. 4 + 5	2 (+7 if AA, A, B)	17. 2 + 5	5 if AA, A, B
18. 5 + GM		18. 5 + GM		18. 5 + GM	
19. Benches Clear *		19. Benches Clear *		19. 4 + 5	2 (+5 if AA, A, B, C)
20. Weird Chart		20. Weird Chart		20. Weird Chart	

(Continued on next page)



C		D	
Defensive Penalty	Opponent Penalty	Defensive Penalty	Opponent Penalty
1. 2		1. 2	
2. 2		2. 2	
3. 2		3. 2	
4. 2		4. 2	
5. 2		5. 2	
6. 2		6. 2	
7. 2		7. 2	
8. 2		8. 2	
9. 2		9. 2	
10. 2		10. 2	
11. 2		11. 2	
12. 2		12. 2	
13. 2	2 if AA	13. 2	
14. 2	2 if AA	14. 2	
15. 2	2 if AA, A, B	15. 2	
16. 2 + 2	2 (+2 if AA)	16. 2	2 if AA
17. 2 + 2	2 (+2 if AA, A, B)	17. 2	2 if AA
18. 2 + 5	5 if AA, A, B	18. 2	2 if AA, A
19. 2 + 5	5 if AA, A, B, C	19. 2	2 if AA, A, B, C
20. Weird Chart		20. Weird Chart	

Benches Clear \*  
 (1) Shuffle used split cards; (2) Shuffle both teams benches; (3) Choose a split card and count down from top of the benches pile that split number. If the split number exceeds the bench, then reselect; (4) Both players are the first men off the bench and receive game misconducts; (5) Every player on the ice receives 2-minute penalty and may not leave penalty box until they have served their time and there is stoppage of play; (6) Defensive player immediately involved receives additional two minutes along with the matching fighting penalties; (7) Two highest penalty minute players on each team also receive fighting penalties.

## WEIRD CHART

1	2	3	4	5	6
2 - Penalty Shot	Captain Ejected 2	Penalty Shot	Goalie 2	Third Man In **	High Stick Opponent Injured 5
3 - Goalie 2	Goalie 2	Match Pen. (Suspended 2) 10	2	5 + GM	Goalie 2
4 - Penalty Shot	Benches * Clear	Goalie 2 Ejected	4	2	4 Each
5 - Goalie 2	2	2	2 (Penalty Shot if Intimidation) 4 Each	4	Match Pen. (Suspended 3) 10
6 - Captain 2 Ejected	2	4	Goalie 2	Goalie 2	Benches * Clear
7 - 2	2	Goalie 2	Goalie 2	2	Goalie 2
8 - 2	Benches * Clear	4	Goalie 2	Third Man In **	Captain 2 Ejected
9 - Goalie 2 Ejected	Third Man In **	2	4	2	5 Each
10 - Penalty Shot	Third Man In **	4	Goalie 2	2	Goalie 2
11 - Match Pen. Third Man	Third Man	Match Pen. (continued on next page)	Third Man	5 + GM	5



(Suspended 2) 10	In **	(Suspended 4) 10	In **			
12 - Penalty Shot	Third Man In **	Goalie 2	Goalie 2 Ejected	Goalie 2 Ejected	High Stick Opp. Injury 5	

**Third Man In \*\*** - Fight occurs between the two highest penalty minute players on the ice. This player is ejected as \*\*.

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## Hockey playing tip

BY KEVIN LASTER, DALLAS, TX

Here's a new, improved penalty shot system for Strat-O-Matic Hockey, featuring accuracy and authenticity.

Anytime a player breaks away, roll the dice. If you roll that player's offense rating or less, then roll on the chart below to identify a potential aggressor.

2 - LW	5 - Nobody	10 - RD	(If an absent player is
3 - C	6 - "	11 - Opponent	rolled, due to a pen-
4 - LD	7 - "	12 - RW	alty, play it as
	8 - "		nobody)
	9 - "		

If the roll indicates no defender, then forget penalty shot and continue the breakaway. If you roll a player, then roll the dice and refer his penalty system to the intimidation chart. If a penalty comes up, then the player has been pulled down and is awarded a penalty shot roll on his breakaway shooting column, with "goalie rating" on 8 in the stead of "X-Reb.". If he doesn't score, there is a faceoff in the defending zone.

There were 15 penalty shots in the 840 NHL games last season, for a chance of 1.79 percent per game of the one being called. The chance with my system is about 1.85%. This percentage will differ, of course, according to the offense mode employed. But it's still pretty close.

It's reputed that goalies stop about two-thirds of all penalty shots. Last season they stopped nine of 15, or 60 percent. With "goalie rating" on 8, that gives goal-scoring leader Jari Kurri a 41.3 percent chance of scoring a penalty shot against a goaltender like Doug Keane, who gives up goals on 10 of 20 "goalie ratings."

Again, nobody is going to deck Bill Hutt (if somehow he breaks out), but likely targets are going to be Gil Perreault and Mike Bossy. Also, with a dice roll instead of a split card on the intimidation chart, guys with penalty ratings of C or D won't be pulling down anyone.

### Example:

Whalers vs. Kings. Ron Francis takes a pass from Kevin Dineen and skates in all alone. The dice roll is a 3, indicating a possible penalty. The next roll is a 10, indicating Jay Wells. Wells is an A, so if you roll 8 or more, there's a penalty shot; if not, it's still just a breakaway.



# Advertisements

Rates per issue are as follows: 50 words or less - \$1.00; 51-200 words - \$2.00; 101-150 words - \$3.00. Maximum length of an ad will be 150 words. When sending in ads, specify either WANTED, FOR SALE, FOR TRADE, LEAGUE FORMING, or CONTEST. And name card sets by the year upon which they were based. Note also that only advertising for Strat-O-Matic products or closely related merchandise will be accepted and that merchandise competing with S-O-M products may not be offered for sale. Ads, to be included in the next issue, must be in to the Review by the third of the previous month. Late ads will be held over for inclusion the following month.

## Wanted

WANTED: Football - 1984 complete set. Baseball - 1964, '66, '67 Giants; 1976 complete set. Send condition and asking price to C. Cardinale, 7100 San Ramon Road # 174, Dublin, CA 94568

WANTED: Following football teams - 1981 N.Y. Giants; 1980 Philadelphia; 1967 or 1971 Dallas; 1972 Washington; 1975 Minnesota; 1967 Green Bay, L.A. Rams; 1970 San Francisco; 1968 N.Y. Jets; 1972 Miami; 1967 or 1968 Baltimore; 1968 Cleveland; 1975 Pittsburgh; 1967 or 1968 Oakland; 1969 Kansas City. Will pay \$5 to \$10 for teams in very good to mint condition. Also need chart for old football game before 1982 season. Please write or call collect to: Philip Fiume, 601 W. 173 St., New York, NY 10032 (212-781-5797 after 7 p.m.). Please call or write if you have all teams only.

WANTED: Interested in purchasing complete baseball sets for the following years: 1972, 1973, 1974 and all years previous to and including 1967. Will pay top price for all sets. Call or write: Mike Zamba, Almaden Valley Athletic Club, 5400 Camden Avenue, San Jose, CA 95118 (408-267-3700)

WANTED: (1) Want to buy only National League baseball (no extras) for 1979, 1980, 1981, 1982 and 1983. (2) Want to buy complete baseball sets, with

or without extras, for 1971, 1972 1974, 1975, 1976, 1977 and 1978. Write to: Stephen Meyerson, 2355 E. 12th Street, Brooklyn, NY 11229 or phone 718-891-3062.

WANTED: 1971, 1979, 1980, 1981 basketball cards. 1971 National League baseball cards. Send price and particulars to: Lloyd Haas, 522 Glenway Avenue, Winnipeg, Manitoba, Canada R2G 1H4 (phone: 204-663-3650)

WANTED: Need a reliable, experienced person to play the No-Name League's best 3-of-5 playoff and best-of-7 World Series. We are using 1985 cards super advanced version. All instructions and rosters will be mailed to you. You do nothing except play the games. All postage and a fee will be paid to the interested manager. Larry Vieira, 14 Herman St. Unit I, West Haven, CT 06516 (203-934-1440)

WANTED: 1974 Kansas City Royals, Philadelphia Phillies. Mike Blankenship, 341 Pride Avenue, Madisonville, KY 42431 (502-821-8475)

WANTED: About 100 loose baseball cards, 1972-1975. Any cards in playing condition are acceptable. Also want 1972 Indians; 1973 Brewers; 1974 Yankees, Expos. I have some loose cards to trade or sell. Will also trade or sell original 1968 Mets; 1969 Cubs, Orioles, A's. Send your list or  
(continued)



send for my list to: Cyril Morong, Graduate Center, Box 203, Pullman, WA 99163 (509-335-6835)

## For Sale

FOR SALE: Baseball schedules for entire 1930, 1950, 1956, 1961, 1968, 1969 and 1970 seasons. Great for S-O-M re-plays. Other seasons also available. Both AL and NL. Send \$1 per season and a postage stamp per order. Mailed immediately. Richard Breest, 1332 Greenlea Dr., Holiday, FL 33590-6759

FOR SALE: Super-advanced rules enhance the realism and detail of S-O-M Baseball while preserving the speed of play that makes it fun. Includes easily memorized rules for more realistic base advances on hits, outs and errors; outfield throwing errors and misplayed hits; trail runners sometimes advancing on throws (or being thrown out on cutoffs); injury chart with rare plays; balks, pickoffs, pickoff errors, run-downs; infielders positioned in or back individually; outfield shallow; suicide squeeze, safety squeeze and sacrifice charts where fielder's ability and runner's speed play a part; hit-and-run system that also takes into account pitcher's abilities and characteristics, fielding, runner's speed; and much more, all blended into the game so as not to disturb statistical accuracy or ease of play. Fully tested and refined in face-to-face league play. \$8, with money-back guarantee. Richard Robb, #305-7100 Gilbert Road, Richmond, B.C., Canada V7C 5C3

FOR SALE: I now live overseas and must liquidate as much as possible. 1963-1970 baseball, all old-timers. You can have it all for \$250 or send bid for each year. Also available,

basketball (1978-79, '77-78), all teams and '72-73 Los Angeles, Baltimore, New York, Boston, Milwaukee, plus game parts. Best offer. Paul Dionne, Fulda American High School, Box 161, APO, NY 09146

FOR SALE: Mint card sets - all teams: Baseball - 1977, \$39; 1978 \$36; 1979, \$33; 1982, \$30. All baseball sets, \$125. Football - 1977, \$35. Basketball - 1980-81, \$20. Hockey - 1977-78, \$25. College Football - 1975, \$25. Mint football teams - Bills, Raiders, Vikings, Miami, Rams, Redskins, Steelers, \$6 each, \$30 for all. All of the above, \$225. We pay the postage. Money order only. J.P. Kuchar, 33 Sheridan Avenue, Metuchen, NJ 08840 (201-549-6468)

FOR SALE: I just sold my Apple IIc computer and now I've got to sell my Strat computer game. Includes the automatic and manual version disk plus the 1985 teams disk. This is the updated, "bug proof" version sent out by Strat. The disks are in the box with instructions and charts. \$25 takes them. Nick Frese, 164 Elwood Court, Sewell, NJ 08080 (609-582-8726)

FOR SALE: The exact schedules and pitching rotations played by all major league teams for any season 1901-present. 1985 sells for just \$8, 1956 for \$7.25. Write for quotes on all other seasons. Rich Pray, 7800 LaNain Dr., Pensacola, FL 32514

FOR SALE: Football - 15 1981-83 teams, including Super Bowl Redskins plus '84 set. \$25. For information, write: L.H. Kalayjen, 30 Mansion Dr., Hyde Park, NY 12538

FOR SALE: 1979-80 and 1981-82 deluxe hockey game sets complete with all game parts except extra players. Both are in excellent condition. \$15 each or both for \$25, plus postage and handling. Contact: Randy Clark, 4 Oakwood (continued)



Drive, Wheeling, WV 26003  
(phone: 242-5364, evenings)

FOR SALE: At last, easy-to-use systems to improve S-O-M hit-and-run and Catcher's Card. Both systems add realism and strategy without increasing play time. Hit-and-run uses results directly from player cards, giving each player truly individual H&R ability. Catcher's Card incorporates individual wild pitch ratings for pitchers, passed ball ratings for catchers. Statistically accurate for all '86 pitchers and catchers. Works equally well playing stock teams or draft leagues. Just \$3 for each system, \$5 for both. Check or money order to: Glenn Guzzo, 317-21 N. Broad St. #835, Philadelphia, PA 19107

FOR SALE: Complete baseball, 1956-1974, 1979-85, 1978 (23 teams). Complete football, 1973-75, 1976 (16 teams). No reasonable offer refused. Reviews, 1972-1978 (most), 1979-85 (all) - 135 in all - \$35 (includes postage). David De La Fuente, 471 Daniel St., Kent, OH 44240 (no phone calls, please).

FOR SALE: Open the baseball season with updated Playbooks III-IV, the original, time-tested playing aids. Playbook III: Easy-to-use weather system rated by team, month, season. Rainouts, snowouts, fires, suspended and rain-shortened games. 1986 season is \$3; 1982-86 for \$6. Playbook IV: pitchers' fielding range, bunt, hit-and-run, wild pitch ratings and expanded pitcher/catcher fielding charts. 1986 season is \$3; 1982-86 for \$6. Also available: Playbook I (solitaire/head-to-head play-calling system, unusual plays) and Playbook II (expanded strategy charts), \$6 each. Opening-day special for pre-May orders: Buy two Playbooks (\$12), get

two free. Paul Ladewski, 14340 Maple, Midlothian, IL 60445

FOR SALE: Complete advanced game ratings for all 1986 real-season player cards (latest set of cards). These ratings have been instrumental in developing excellent draft teams in league play and tournaments. I factor in HR, 3B, 2B, 1B, BB, gb(a), steal and running ratings, N or W rating, defensive position and defensive skill, including throwing arm. Each player receives an on-base, slugging, total offense and overall rating against both righties and lefties (1961, 1969, 1984 and 1985 season ratings also available). For your easy-to-read printout, send \$6 per season to: Paul Patrick, Route 3 East Lawn, Iola, KS 66749 (316-365-2931)

FOR SALE: Clearance sale. Over 400 single baseball teams, 1965-84. Over 200 single football teams, 1970-83. \$500 for everything, or make deal for other quantities. Send SASE to: Sal Mangiapane, 23 W. Lincoln Ave., Cranford, NJ 07016 (201-276-5457)

FOR SALE: Complete baseball seasons with extras, 1978 through '82. Two '81 strike sets. 1974 AL complete with extras; '74 NL with extras, missing Goodson (San Francisco), extras Forsch (St. Louis), Johnstone (Philadelphia). Also '56 and '61 seasons and all old-timer teams. Complete football seasons '78 and '82 (strike) Bid by year or league. I will sell teams individually, especially from '74, but would prefer not to. High bid of month gets cards, all answered if you enclose SASE. Jim Jones, P.O. Box 687, Goodwell, OK 73939

FOR SALE: 1974-1984 football seasons available. For more information, write to: Clement Ballas, P.O. Box 2, Bound Brook, NJ 08805

FOR SALE: Each batter vs. each pitcher, one on one. Every possible matchup. Your team vs. any  
(continued)



other team. Don't just guess at the percentages, know them. You get the batting averages, on base averages and slugging percentages, doubles, triples, homers, walks and Bill James' runs created/game vs. each pitcher. Just list your team's players and pitchers and your opponent's players and pitchers and you will receive a professionally printed stat sheet vs. each individual pitcher. All this for five bucks. Batter limit per team is 25. Pitcher limit per team is 15. Or you can get your offensive team's statistical matchups vs. every pitcher in the set for \$50. All this is based on the 1986 cards. Send to: Dave Larick, P.O. Box 1792, Hawthorne, CA 90251

**FOR SALE:** Fanatics - make your season more realistic with Baseball Replay '86. Exact day-to-day 1986 schedules and actual starting pitchers; comprehensive list of roster changes (trades, disabled players, minor league callups); plus a unique lineup guide to assure realistic player use. Ideal for replaying one team or a whole league. More than 100 hours of research at your fingertips for only \$6 for AL or NL, \$10 for both. Similar replay aids for 1961, 1968, 1985 - \$10 each (roster changes for '61, '68 are trades only). Check or money order to: Glenn Guzzo, 317-21 N. Broad St., Philadelphia, PA 19107

**FOR SALE:** Baseball - 1971, 1972, 1973, 1974, 1975 and 1976 complete sets with extra players. To be sold in complete sets only. \$40 to \$55 per set. Scot Jackson, 10630 Greencreek Dr., Houston, TX 77070 (713-890-6792)

**FOR SALE:** The ultimate replay guide for the 1986 baseball season. For each team you get two easy-to-read charts. Chart one shows how many times each player has started at each fielding position against righties and lefties. Chart

two shows the number of times a player has started a game at each spot in the batting order, also against righties and lefties. All 26 teams for \$10. 1985 is also available for \$10. Luke Kraemer, 934 Blazingwood Ave., Cupertino, CA 95014

## League Forming

**LEAGUE FORMING:** Hockey fanatics: The National Strat-O-Matic Draft Basic Hockey League, in its first season, needs backup managers for this season. The NSOMDBHL is a league that stresses total organization and looks to build a tradition and reputation second to none. Backup coaches also have first crack at expansion teams for 1987-88 season. Are you tired of the world's fastest sport not having a great mail league? Act now. Only dedicated people committed to excellence need apply. Contact: Sp4 Al Stessman, 488-82-6378 USA RPC NBG (opd) APO, NY 09696

**LEAGUE FORMING:** Wanted...good reliable managers to join the Strat-O-Matic Computer Baseball League. The SOMCBL has been in existence for four seasons. If you would like to join a great league and have an equal chance to win, call Don Browning (304-239-3977 after 8 p.m.) or write to Drawer-K, Whitman, WV 25652. We are a parity league...with a computer that conducts the draft yearly. Great newsletters, fun, excitement and, best of all, an equal chance of winning. Entry fee of \$15 covers all of the above and awards at the end of the year. Don't delay. Join today. Call 304-239-3977 after 8 p.m.

**LEAGUE FORMING:** Face-to-face baseball league now forming in Silicon Valley. Format will be determined by entrants during the premier campaign. Interested individuals should contact: Mike Zamba, Almaden Valley Athletic Club, 5400 Camden Avenue, San Jose, CA 95118 (408-267-3700)  
(continued)



Also WANTED: Interested in purchasing complete baseball sets for the following years: 1972, 1973, 1974 and all years previous to and including 1967. Will pay top price for all sets. Call or write: Mike Zamba, Almaden Valley Athletic Club, 5400 Camden Avenue, San Jose, CA 95118 (408-267-3700)

LEAGUE FORMING: A\*C\*T\*U\*A\*L\* III is preparing to get off the ground with the issuance of the 1987 S-O-M Baseball cards. We are looking for a few good players. Name of the league tells (almost) all of the story. We will be using the MLBB teams as issued by S-O-M. Many innovative ideas have been incorporated into our rules. Only requirements, now, are that you be at least 18 years of age and have an interest in S-O-M/PBM. Cubs, Dodgers, Giants, Braves, Padres, Orioles, Royals, Brewers, White Sox, Rangers, A's, Mariners and Twins franchises are still available. List available teams in order you would like to own them and include name/address/telephone/experience/age in reply. You will begin receiving A\*C\*T\*U\*A\*L\* Happenings, our informative, regular newsletter, immediately. League office supplies most forms needed. MLBB supplies playing schedule. All super-advanced rules are used, with usual PBM adjustments. Ladies very welcome. Larry Kidd, 81 Birch Road, Staten Island, NY 10303. Do it now.

LEAGUE FORMING: The Chicagoland S-O-M Baseball league is looking for one manager to take over an existing team for the 1987 season. We are an established face-to-face league beginning our fourth year. 162-game season using most advanced rules (no ball park or clutch hitting). Plaques awarded for division and world series winners. Detailed constitution covering all rules. For more information, please call: Steve Gersch at 736-8617.

LEAGUE FORMING: The International

Correspondence Baseball League, entering its seventh PBM season, requires backup managers. Our season runs from Sept. to Feb., with a 162-game schedule. Annual draft is held the beginning of April/end of March and is totally open to any major league player or prospect not protected on the 40-man rosters. League is a three divisional setup with 12 franchises. All super-advanced rules and ball parks are used. Franchise fee: \$20. If interested contact: Doug Winslow, 1226 Pharmacy Ave., Scarbrough, Ontario, Canada M1R 2H9 (416-757-7147)

LEAGUE FORMING: Looking for three managers to take over established teams in a face-to-face, advanced baseball league in the Philadelphia area. We will be entering our 14th season starting in March and play a 162-game schedule. Our league consists of seven teams in each league, American and National. We hold a complete re-draft every three years. Call for more information and details: Jim Battista, 1038 Bell Ave., Yeadon, PA (day - 215-648-4119; night - 215-623-2203)

LEAGUE FORMING: Sportsman's Baseball Association entering third season. PBM. Advanced rules. Emphasis on sportsmanship, communication and promptness. For 1987 membership application and details, write: Burke Ittenbach, 104 Macon Dr., Mobile Estates, Cary, NC 27511

LEAGUE FORMING: Gamers 17 years old or younger needed for new league. California residents only. National League only. Super-advanced and special rules apply. Robby, 5300 Orrville Avenue, Woodland Hills, CA 91367  
(Editor's note: above ad did not contain the last name of person placing the ad)

Remember that ads received after the third of the month will be held over for inclusion the following month.



Entry deadline is May 10

## Review's MVP Contest continues

Don't forget about the Review's Most Valuable Player Contest. You could be a winner - all it takes is a peek into your baseball crystal ball and a 22-cent stamp.

The deadline is again May 10 and your choices for the MVPs in each league should be sent to the Review (P.O. Box 27, Otsego, MI 49078) before that date.

You should send in your MVP picks and also, in case of a tie, your choices to win the four divisions and the winning percentage for each.

Again, only one entry per subscriber, and you must be a subscriber to enter the contest.

Last year's contest, for the first time, didn't have a winner. Nary a person picked either Roger Clemens or Mike Schmidt. In case of a two-way tie this year, both will receive the new Strat-O-Matic Baseball cards when they come out in early 1988.

### 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 \_\_\_\_\_ % \_\_\_\_\_

#### Print Clearly

Your Name \_\_\_\_\_

Address \_\_\_\_\_

City/State \_\_\_\_\_ Zip \_\_\_\_\_

Send to: Strat-O-Matic Review  
Box 27  
Otsego, MI 49078

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### Notify Review in advance when moving

Be sure when moving to notify the Review at least six weeks in advance. Many times subscribers, especially at this time of year when students are going home from college, fail to inform the Review about the change. The Review, as a result, oftentimes does not catch up with the reader until late in the summer and issues are possibly missed. So, if you're planning on moving soon, let us know. And be sure to list the complete address for the residence you're moving to.



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\_\_\_\_\_ 3 months, \$3.00; \_\_\_\_\_ 6 months, \$4.50; \_\_\_\_\_ 1 year, \$7.25.

Note the cost for Alaska, Hawaii, Canada and Puerto Rico is as follows:  
\_\_\_\_\_ 3 months, \$3.85; \_\_\_\_\_ 6 months, \$5.90; \_\_\_\_\_ 1 year, \$9.85.  
The above prices for the two states, Canada and Puerto Rico include first-class mailing. Also, note that the expiration date is listed first and then the month second on the label.

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(Continued from page 10)

Bob Scofield, Stratford, CT	Jeff Thornton, San Francisco, CA
Ed Scofield, Stratford, CT	Kevin Vedrine, Mt. Prospect, IL
* Jon Silverstein, Cambridge, MA	Mike Wilson, Buffalo Grove, IL
Hank Smith, Torrance, CA	

Also, there should be two changes in the master TBA schedule for 1987 that was listed in the February issue of the Review.  
One is that there will be a San Diego tournament July 31-Aug. 2.  
And, secondly, the Aug. 28-30 tourney will be in Philadelphia, not Boston. Any questions regarding TBA tournaments should be directed to John Kreuz (4732 Laurel, Glenview, IL 60025; phone: 313-635-6747).