



completions on Nos. 4, 8 and 10, guessed right and wrong, plus he completes passes on Nos. 8 and 10 even when the receiver is double-teamed.

The three-color combo is also found on the offensive team blocking rating columns and any defensive cards that have three columns such as long pass.

As mentioned earlier, the new cards are perforated, in other words they have to be detached from team

JAY SCHROEDER  
QUARTERBACK

FLAT PASS			SHORT PASS			LONG PASS		
RIGHT	WRONG	REC 2-nd	RIGHT	WRONG	REC 2-nd	RIGHT	WRONG	REC 2-nd
2. -1	short gain		2. +13			2. +29		int +32
3.			3. +14	+14		3. int +32		
4.			4. +16	+16	+16	4. long gain	long gain	
5.	+6		5.	+18		5.	receiver	
6. +4	+8	+4	6. +17	+17		6.		
7.			7. must run			7. must run		
8. receiver	receiver		8.	receiver		8. +28	+28	+28
9. receiver	receiver		9.			9.	long gain	
10. +2	+5		10. +15	+15	+15	10. long gain	long gain	+31
11. int +5, 2-5, 11, 12, X, 5-10	int +5, 2-4, 11, 12, X, 5-10	int +5	11. int +12, 2-8, 11, 12, X, 5-10	int +12, 2-4, X, 5-12	int +12	11. int +26, 2-7, X, 8-12	int +26, 2-6, 12, X, 7-11	int +26
12. short gain	short gain		12.			12.	long gain	

1986 PASSING RECORD

YARDS 4109

TOUCHDOWNS 22

INTERCEPTION PERCENTAGE 4.1

PASSES ATTEMPTED

541

PERCENTAGE COMPLETED

51.0

Here are two more sample cards from the new 1987 set:

## SEATTLE

## DEFENSE ADVANCED

LINEBACK			OFF TACKLE		
0 LB	1 LB	2 LB	0 LB	1 LB	2 LB
2. short gain	+8	+6	2. short gain	+8	+5
3. offensive RG +6 or +2	offensive RG +6 or +2	offensive RG +3 or -1	3. offensive outside G +5 or 0	offensive outside G +3 or -2	-2
4. +15, 2-9 +5, 10-12	+3	+3	4. +15, 2-9 +5, 10-12	+5	-1
5. DEF NT 0 or +5	LB in zone 0 or +5	LB in right part of zone -1 or +4	5. DEF NT 0 or +5	LB in zone -2 or +4	-2
6. F+6, 2-4, 12 +6, 5-11	F+2, 2-4, 12 +2, 5-11	F0, 2-4, 12 0, 5-11	6. F+4, 2-4, 12 +4, 5-11	F0, 2-4, 12 0, 5-11	F-1, 2-4, 12 -1, 5-11
7. +7 0	+5	+2	7. +5	+3	0
8. +2 0	0	0	8. +6 0	+5	+3
9. DEF NT +1 or +6	DEF NT +1 or +6	LB in left part of zone 0 or +5	9. DEF NT 0 or +6	LB in zone -1 or +5	-1
10. offensive C +7 or +3	offensive C +7 or +3	offensive C +6 or +2	10. offensive outside T +8 or +3	offensive outside T +7 or +2	+2
11. offensive LG +6 or +2	offensive LG +6 or +2	offensive LG +5 or +1	11. offensive outside E +7 or +2	offensive outside E +6 or -1	-1
12. blocking back +5 or +1	blocking back +5 or +1	blocking back +4 or 0	12. blocking back +6 or +1	blocking back +5 or 0	0

1986 DEFENSIVE RECORD - AGAINST RBS  
OVERALL RATING - AVERAGE

OFFENSIVE AND DEFENSIVE  
RATING CARD

## WASHINGTON

## OFFENSIVE PLAYERS - Suggested Starting Lineup

3-4 DEF	4-3 DEF	PASS BLOCK	RUN BLOCK
1. ORT	ORT	Don Warren	Right (Tight) End 6
2. ORG	ORG	Mark May	Right Tackle 4
3. OC	OLG	R.C. Thieleman	Right Guard 4
4. OLG	OLT	Jeff Bostic	Center 5
5. OLT	OC	Russ Grimm	Left Guard 6
6. BB	BB	Joe Jacoby	Left Tackle 6
		Gary Clark	Left (Split) End 0
		Clint Didier	Blocking Back, TE 4
		George Rogers	Running Back 0

\*plays other positions

Offensive Player Substitutes			
2	Tony Orr	Blocking Back 4	
4	Dan McQuaid	Right (Tight) End 4	
7	Russ Grimm	Tackle 5, Center 5	
0	Rakeigh McKenzie	Guard 4, Center 0	
0	Ron Tilton	Guard 0	
0	Ricky Sanders	Left (Split) End 0	
0	Kelvin Bryant	Halfback 0	
0	Keith Griffin	Running Back 4	
0	Derek Holloway	Left (Split) End 0	
0	Anthony Jones	Right (Tight) End 4	

TEAM OFFENSIVE PASS BLOCKING - 2', 3

## TBA tournaments continue

John Kreuz, the Table Baseball Association's man-in-motion, usually doesn't have much time to partake of the fun when staging one of his many tournaments.

But he did manage to find a few moments to guide a team in the Detroit (actually staged in Ann Arbor, MI) tournament that was held recently. And he got into the TBA recordbook, or at least his catcher, Bob Boone (-3), did.

Ken Lucier of Windsor, Ontario, had the misfortune (or good fortune, as far as Kreuz) to have three runners thrown out attempting to steal in one inning. First Andres Galarraga (1-15 stealing) got on. He wasn't held, took off for second and was promptly cut down by Boone. Next up was Tony Fernandez (1-17), who got on also and suffered the same fate. Finally, Jesse Barfield (1-15), got on and Kreuz said he would hold him. "I told him (Lucier) that either he would steal a base or get his name in the Review for being part of a record, if Barfield tried to steal," said Kreuz.

Off went Barfield, down went the throw which got Barfield, and into the recordbook went Lucier and Boone.

The winner of the Detroit tourney was Bruce Hartman of Northville, MI, who defeated defending Detroit and national champ Randy Metzloff, Kitchener, Ontario (May, 1987 Review), in the finals. Hartman, whose park was Cleveland, finished with a 15-8 record after going just 8-8 - but good enough to qualify for the playoffs - in division play.

A TBA tourney was also held in Sacramento, CA, and Keith Johnson of San Jose defeated Guy Langlo, Goleta, CA, in the finals. Johnson, who had Montreal as his home park, was 21-8.

Another TBA stop was in Newark, NJ, where Jay Rader of Yonkers, NY, defeated Lex Rozin, Marion, PA, in a matchup of managers with good records. Rader (Seattle was his park) wound up 22-6 and Rozin was 20-7.

Rader, who operates a taxi cab business, moved up to No. 1 on the TBA's National Points Rankings list. After adding 82 points for his win at Newark, Rader built his point total to 109, 19 ahead of runner-up Jeff Schwarze, Palatine, IL, who has 90.

Schwarze did not enter the Detroit tourney because he was honeymooning in Hawaii. There are some events in one's life when Strat-O-Matic has to come second: Marriage and death are obviously two of them.

"Things are going smoothly," says Kreuz, who has a busy couple of months coming up putting on TBA tournaments. "The competition is fierce, but friendly. About 40 percent of the field (at each tourney) make the playoffs, with the first and second-place teams in each division getting at least one, sometimes two, bye in the playoffs."

Hartman, for instance, was only fourth in divisional play, yet came back to win seven straight playoff games and capture the Detroit TBA.

As far as drafting in this year's TBA tournaments, Kreuz says Mike Scott and Roger Clemens go one-two in over half the drafts. Mike Schmidt and Don Mattingly are always in the top four picks, too.

### NATIONAL RANKING POINTS

- |  |     |
|--|-----|
| 1. Jay Rader, Yonkers, NY                                    | 109 |
| 2. Jeff Schwarze, Palatine, IL                               | 90  |
| 3. Keith Desposito, LaHabra, CA                              | 85  |
| 4. Jed Corman, Brookline, MA/<br>Arnie Pollinger, Boston, MA | 77  |
| 5. tie, Jim Battista, Yeadon, PA                             | 74  |
| Bill Meinhardt, Malden, MA                                   | 74  |
| 7. Greg Jeffrey, Jersey City, NJ                             | 70  |
| 8. Bill Fenlon, Chicago, IL                                  | 66  |
| 9. Keith Johnson, San Jose, CA                               | 64  |
| 10. Rich Domovic, Cicero, IL                                 | 63  |

### UPCOMING TOURNAMENTS

- |              |                  |
|--------------|------------------|
| Milwaukee    | - July 24-26     |
| San Diego    | - July 31-Aug. 2 |
| Orlando      | - Aug. 7-9       |
| St. Louis    | - Aug. 14-16     |
| Toronto      | - Aug. 21-23     |
| Philadelphia | - Aug. 28-30     |
| Los Angeles  | ---Sept. 11-13   |
- For more information write  
or call: John Kreuz, 4732  
Laurel, Glenview, IL 60025  
(1-312-635-6747)



# Cathy Holder's S-O-M debut is memorable

Frobom introduces girl friend to baseball game...and then is no-hit

Reserve a spot for Cathy Holder if there's ever a Strat-O-Matic Hall of Fame. Holder isn't the most successful S-O-M gamer on this planet, in fact she was only recently introduced to the baseball game by boyfriend Mark Frobom, Minneapolis, MN.

The indelible mark Holder has made involves her first game of S-O-M Baseball. Cathy selected the 1979 Boston Red Sox, simply because she spent 1980 in the east and remembered a name called Carl Yastrzemski. Frobom, a veteran gamer and frequent contributor to the Review, picked 1969 Seattle, simply because he had recently purchased a Pilots' baseball cap.

It was Gene Brabender pitching for Seattle and Dennis Eckersley for the Red Sox. Through 6 1/2 innings the game was scoreless and Cathy, according to Frobom, appeared bored.

A Butch Hobson homer in the seventh woke her up and, after two walks and Jim Bouton coming on in relief, Bob Watson cracked a three-run homer to make it 4-0.

"Cathy wondered if, since I had replaced my pitcher, that maybe she should pull Eckersley, too," recalls Frobom. Since Eckersley had a no-hitter going, Frobom suggested Cathy keep pitching him. "Everyone knows you don't talk about a no-hitter in process."

Eckersley issued a walk to Wayne Comer in the seventh, but then proceeded to set down the Pilots in order in the eighth...and the ninth. A flyout by pinch-hitter Rich Rollins was the final out.

Frobom, who was on the edge of his seat, rolling his eyes in disbelief and turning his cap around, jumped for joy after the no-hitter, even though it was pitched against him.

Cathy, a child psychology major at the University of Minnesota, is 26 years old and had been dating Frobom a month when Strat-O-Matic was introduced to her life.

The basic game was played. Frobom has experienced one no-hitter in the last five years while playing S-O-M almost daily.



CATHY HOLDER

## MORE NO-HITTERS

Mike Custer, a 14-year subscriber to the Review who calls Lyndhurst, NJ, home, recently reported two no-hitters, both from his 1977 actual-team replay. Wayne Twitchell of Montreal got the first, blanking Cincinnati featuring George Foster and his 52 home runs, 6-0. Twitchell struck out 10, including Foster for the final out, and walked four.

Rick Wise of Boston also notched a no-hitter for Custer. Wise, who was only 3-6 with one complete game entering the contest, set down Detroit without a hit, winning 4-0. Wise fanned three and walked two.

## WHOLE LOT OF SHAKING GOIN' ON

It's been another busy summer of dice rollin' for Mike Russell and Andy Therrier of Minneapolis, MN. The third annual Super Series, which pits 339 teams from all years and eras, is almost finished. The 1981 Expos and '85 Yankees won the first two Super Series.

# Readers roll 'em

## SMALL CHANGES NEEDED

I believe most gamers would agree that the Catcher's fielding chart needs some type of revision in lieu of the pass ball or wild pitch followed by popout.

I also feel that the Outfielder's fielding charts, or more specifically the error sections, need a small change as well.

There are simply too many (E2) results. The fact is simply that an (E2) can only occur if the ball is misplayed or the ball is dropped. This does not happen that often to even poor outfielders. I watch baseball a lot and I very seldom see a flyball dropped. Occasionally a ball will be misplayed for a double or triple, but this is already built into the fielding charts with the 1-4 ratings.

There is also the argument that the (E2) result also includes throwing errors. How? A throwing error by an outfielder cannot allow a runner to reach base, only to advance an extra base because the ball was thrown away on the throw back to the infield.

I believe there should be more "single and (E1)" results in the outfield charts in place of the constant (E2). This would be a more realistic way to portray errors made by outfielders.

MIKE CRANEY

Loogootee, IN

## X-CHART CHANGE

I would like for Harold Richman (S-O-M's creator) to make a change on the advanced X-Chart.

I was thinking of a 4-1 to left or right field being a home run instead of a triple. I think keeping a triple to center field would be fair.

This would only happen with a No. 4 fielder.

GREGORY BUCURESTIAN  
Detroit, MI

## 1908 SEASON SECONDED

In the May edition of the Review, James Overmeyer suggested that the 1908 season would be an excellent candidate for a past season reprint.

You can now add another vote for this fabulous pennant race.

The reference James uses prove that this season would be a classic to replay. This season was outstanding, as many baseball references will attest. It seems that the game company could just this once do something for us "Dead Ball Era" fans.

RAY VANDERHOFF JR.

17 Lakeside Ave.  
Bloomingdale, NJ

## 'SOUL' CARDS

I've been playing S-O-M since 1965. One of the things I really liked about it was the constant flood of statistical information.

If I was playing the 1964 Minnesota Twins and Bob Allison came up, I associated Bob Allison and .287, 32 homers with 1964. The same with every player on every team.

The game taught me about the old timers. About the fringe players, after three or four games, the team, year and the player all became one thought.

I love the advanced game, so much so that I find it impossible to play the old game. The only trouble I have is that the players don't have any individuality from a team and year standpoint.

You could take the last 10 Don Baylor cards, put them side by side, and you would be sure of one thing: Yup, that's Don Baylor alright. But what Don Baylor? What year? What did he hit? I know you could just turn the card over, but it's not like having the numbers slowly and subtly etched on your mind.

The advanced cards, even though they are light years apart  
(continued on next page)



from the elementary cards, don't have a 'soul.' Can cards have a soul? Wrigley Field has a soul, the Astrodome doesn't. If stadiums can, so can cards.

The advanced cards are generic, plain label. Baseball is anything but that. I know the new cards are going to be colorful and I can live with perforation, but I would like to see a team name, even if it's just "St. Louis '87" and maybe a final average, maybe even HRs, too.

Where to put them? There is room, at the top of the cards, above the player's name, across to his running rating.

I can tell you right now what Joe Torre hit in 1966, but I couldn't tell you what Dale Murphy hit last year. Why? Because one had a 'soul' and one didn't.

JOHN MCERNAN  
Belleville, IL

EDITOR'S NOTE: It would be nice to have such data on each player's advanced-side card, too. Space is a problem, however. For example, we use the space over the running and hit-and-run ratings for the advanced stealing ratings.

#### UPSET WITH COMPUTER GAME

I recently purchased the computer baseball game. I tried to play it on my IBM PC/AT compatible computer with major problems.

CTRL-S, CTRL-A and CTRL-P do not work so I cannot view the stats of the players or ask my players to steal. I am also disappointed that the game cannot be used with a hard disk to save wear and tear on my floppy drives and the floppy disk itself.

The item that is absolutely unacceptable and a total surprise is the fact that the computer game does not print the result of every play. Advertisements from the game company recommended the cards, but did not say the cards were required to look up the play results. I do not buy computer products to force

me to sort through my cards manually.

As to the Review, you owe it to your readers to warn them about a product. You never said I had to have the cards to look up the play results.

There should also be at least two stored lineups per team with the ability to change those lineups. Players traded from team to team should not lose their stats.

I am really disappointed with the computer game and your lack of reporting.

PERRY ANDRUS  
10175 Napa River Ct.  
Fountain Valley, CA

EDITOR'S NOTE: The Review has repeatedly mentioned that S-O-M's Computer Baseball game and the cards go hand-in-hand. Many of the results are visionally derived only from the cards. Articles (i.e., April, 1987, pages 13-14) have dealt with this area of concern. Quoting from the April Review: "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 comp-any wanted to continue that with its computerized version." Last month the cards were mentioned again: "...provided a gamer has the cards, which are a necessity for all (computer) versions." As far as problems using the IBM version, changes were listed in the instruction booklet for the control commands that you are having trouble with. For IBM, CTRL-S is instead F4, CTRL-A is instead F2 and CTRL-P is instead F3. These changes are not mentioned on the key card, but are included in the instructions. The changes are also found on the help screen. The reason S-O-M had to change the commands was that CTRL-S, CTRL-A and CTRL-P are all internal commands for IBM, and thus could not be used in the game. A hard disk, turning to that subject, could be designed by S-O-M as early as next year.

# Baseball playing tips

7

## Bunting, hit-and-run, 'S' fielder again presented

If you want to enliven sacrifice, squeeze and hit-and-run plays, you may want to try the following baseball playing tips contributed by Ed Berro, who belongs to a Los Angeles-based league.

There's also a 'S' fielder chart. Everything is based on split numbers 1-20, rather than a two-dice number combination of 2-12.

Split #	A	B	C	D=E
1.....	SI*	1-15 = SI*	1-11 = SI*	1-5 = SI*
		16-20 = SI*	12-20 = SI*	6-20 = SI*
2.....	SI*	SI*	1-12 = SI*	1-8 = E(1)?
			13-20 = E(1)?	9-20 = SAC
3.....	1-5 = SI*	1-8 = E(1)?	SAC	SAC
	6-13 = E(1)?	9-20 = SAC		
	14-20 = SAC			
4.....	SAC	SAC	SAC	SAC
5.....	SAC	SAC	SAC	SAC
6.....	SAC	SAC	SAC	SAC
7.....	SAC	SAC	SAC	SAC
8.....	SAC	SAC	SAC	SAC
9.....	SAC	SAC	SAC	1-10 = SAC
				11-20 = SAC?
10.....	SAC	SAC	SAC	SAC?
11.....	SAC	SAC	SAC	Lead runner out
12.....	SAC	SAC	1-10 = SAC	LRO
			11-20 = SAC?	
13.....	SAC	SAC	SAC?	LRO
14.....	SAC	1-10 = SAC	1-4 = SAC?	1-13 = LRO
		11-20 = SAC?	5-20 = LRO	14-20 = Popout
15.....	SAC	SAC?	1-16 = LRO	Popout
			17-20 = Popout	
16.....	1-5 = SAC	1-7 = SAC?	LRO	2 foul bunts
	6-20 = SAC?	8-20 = LRO		
17.....	SAC?	1-7 = LRO	2 FoB	2 FoB
		8-20 = Popout		
18.....	1-5 = SAC?	2 FoB	2 FoB	1-8 = 2 FoB
	6-15 = LRO			9-20 = K (2 FoB?)
	16-20 = Popout			
19.....	2 FoB	1-16 = 2 FoB	1-7 = 2 FoB	K (2 FoB?)
		17-20 = K (2 FoB?)		
		FoB?		
20.....	1-6 = 2 FoB	1-14 = K (2 FoB?)	1-8 = K (2 FoB?)	1-4 = K (2 FoB?)
	7-18 = K (2 FoB?)	15-20 = K (2 FoB?)	9-20 = Popout DP	5-20 = Popout DP
	19-20 = Popout DP			

Key: LRO - Lead runner out; FoB - Foul bunts; SAC - Sacrifice.

(A) This may not be done with two outs.

(B) You may sacrifice with runners on: 1st, 1st & 2nd, 2nd, or 1st & 3rd.

(C) You may sacrifice with runners on 1st & 3rd to advance only the man on 1st. The runner on 3rd holds for all results.

(1) SI\*? = Runners advance, roll vs. running rating -4 to see if batter is safe.

(2) E(1)? = Runners advance, check e-rating of fielder to see if batter safe: 1-6 = pitcher, 7-12 = catcher, 13-16 = 1B, 17-20 = 3B.

(continued on next page)

- (3) SAC? = Defensive manager has two options: 1. Batter safe, try to gun down lead runner - roll vs. running rating -8 to see if runner is safe, or 2. SAC.
- (4) K = roll vs. pitcher's K rating - 1-K = 2 foul bunts; otherwise roll over.
- (5) 2 foul bunts = 2 strikes on batter (strikeout if 3rd strike); may take off sacrifice.

SQUEEZE BUNT			
Split #	A	B	C
1	SI*	1-15 = SI*	1-10 = SI*
2	SI*	16-20 = SI*	11-20 = SI*
3	1-8 = E(1)?	1-13 = SI*	1-6 = SI*
4	9-20 = SAC	14-20 = SAC	7-20 = SAC
5	SAC	1-8 = E(1)?	1-8 = E(1)?
6	SAC	9-20 = SAC	9-20 = SAC
7	SAC	SAC	SAC
8	SAC	SAC	SAC
9	SAC	SAC	SAC
10	SAC	SAC	SAC
11	SAC	SAC	SAC
12	Out home	1-14 = SAC?	1-14 = SAC?
13	Popout	15-20 = Out home	15-20 = Out home
14	2 FoB	1-12 = Popout	1-12 = Popout
15	2 FoB	13-20 = 2 FoB	13-20 = 2 FoB
16	2 FoB	1-17 = SAC?	1-17 = SAC?
17	2 FoB	18-20 = Out home	18-20 = Out home
18	2 FoB	1-9 = Popout	1-9 = Popout
19	2 FoB	9-20 = 2 FoB	9-20 = 2 FoB
20	2 FoB	2 FoB	2 FoB
21	2 FoB	2 FoB	2 FoB
22	2 FoB	2 FoB	2 FoB
23	2 FoB	2 FoB	2 FoB
24	2 FoB	2 FoB	2 FoB
25	2 FoB	2 FoB	2 FoB
26	2 FoB	2 FoB	2 FoB
27	2 FoB	2 FoB	2 FoB
28	2 FoB	2 FoB	2 FoB
29	2 FoB	2 FoB	2 FoB
30	2 FoB	2 FoB	2 FoB
31	2 FoB	2 FoB	2 FoB
32	2 FoB	2 FoB	2 FoB
33	2 FoB	2 FoB	2 FoB
34	2 FoB	2 FoB	2 FoB
35	2 FoB	2 FoB	2 FoB
36	2 FoB	2 FoB	2 FoB
37	2 FoB	2 FoB	2 FoB
38	2 FoB	2 FoB	2 FoB
39	2 FoB	2 FoB	2 FoB
40	2 FoB	2 FoB	2 FoB
41	2 FoB	2 FoB	2 FoB
42	2 FoB	2 FoB	2 FoB
43	2 FoB	2 FoB	2 FoB
44	2 FoB	2 FoB	2 FoB
45	2 FoB	2 FoB	2 FoB
46	2 FoB	2 FoB	2 FoB
47	2 FoB	2 FoB	2 FoB
48	2 FoB	2 FoB	2 FoB
49	2 FoB	2 FoB	2 FoB
50	2 FoB	2 FoB	2 FoB
51	2 FoB	2 FoB	2 FoB
52	2 FoB	2 FoB	2 FoB
53	2 FoB	2 FoB	2 FoB
54	2 FoB	2 FoB	2 FoB
55	2 FoB	2 FoB	2 FoB
56	2 FoB	2 FoB	2 FoB
57	2 FoB	2 FoB	2 FoB
58	2 FoB	2 FoB	2 FoB
59	2 FoB	2 FoB	2 FoB
60	2 FoB	2 FoB	2 FoB
61	2 FoB	2 FoB	2 FoB
62	2 FoB	2 FoB	2 FoB
63	2 FoB	2 FoB	2 FoB
64	2 FoB	2 FoB	2 FoB
65	2 FoB	2 FoB	2 FoB
66	2 FoB	2 FoB	2 FoB
67	2 FoB	2 FoB	2 FoB
68	2 FoB	2 FoB	2 FoB
69	2 FoB	2 FoB	2 FoB
70	2 FoB	2 FoB	2 FoB
71	2 FoB	2 FoB	2 FoB
72	2 FoB	2 FoB	2 FoB
73	2 FoB	2 FoB	2 FoB
74	2 FoB	2 FoB	2 FoB
75	2 FoB	2 FoB	2 FoB
76	2 FoB	2 FoB	2 FoB
77	2 FoB	2 FoB	2 FoB
78	2 FoB	2 FoB	2 FoB
79	2 FoB	2 FoB	2 FoB
80	2 FoB	2 FoB	2 FoB
81	2 FoB	2 FoB	2 FoB
82	2 FoB	2 FoB	2 FoB
83	2 FoB	2 FoB	2 FoB
84	2 FoB	2 FoB	2 FoB
85	2 FoB	2 FoB	2 FoB
86	2 FoB	2 FoB	2 FoB
87	2 FoB	2 FoB	2 FoB
88	2 FoB	2 FoB	2 FoB
89	2 FoB	2 FoB	2 FoB
90	2 FoB	2 FoB	2 FoB
91	2 FoB	2 FoB	2 FoB
92	2 FoB	2 FoB	2 FoB
93	2 FoB	2 FoB	2 FoB
94	2 FoB	2 FoB	2 FoB
95	2 FoB	2 FoB	2 FoB
96	2 FoB	2 FoB	2 FoB
97	2 FoB	2 FoB	2 FoB
98	2 FoB	2 FoB	2 FoB
99	2 FoB	2 FoB	2 FoB
100	2 FoB	2 FoB	2 FoB

- (A) This may not be done with two outs.
- (1) SI\* - Check other page. (2) E(1)? - Check other page. (3) SAC? - Check other page. (4) K - roll vs. pitcher's K-rating - 1-K = Miss; otherwise two foul bunts. (5) 2 Foul bunts - Check other page. (6) Miss - Batter misses pitch; runner on 3rd must attempt steal of home.

On first try, any "2 foul bunts" result (either chart) indicates two strikes on batter; the defense may change infield (in or back) and the offense may change decision to bunt. With two strikes on batter, any "2 foul bunts" or "miss" results in a strikeout.

(continued on next page)



## HIT AND RUN

# B C D  
 2...DO\*\*\*.....DO\*\*\*.....DO\*\*\*  
 3...SI\*\*.....1-17 = SI\*\*.....1-10 = SI\*\*  
                   18-20 = gbC.....11-20 = gbC  
 4...0.....0.....0  
 5...0.....Miss.....K  
 6...0.....0.....Miss  
 7...K.....K.....K  
 8...gbC.....gbC.....gbC  
 9...gbC.....gbC.....gbC  
 10...Miss.....0.....0  
 11...0.....K.....K  
 12...1-3=LO DP+...1-3 =LO DP+...1-3 =LO DP+  
                   4-8=LO DP...4-8 =LO DP...4-8 =LO DP  
                   9-20=0.....9-20=0.....9-20=0

(C) Rating = strikeout chances + 1/3 walk chances on pitcher's card.

## Rating--K Rating

0.1-2.2--1	22.1-24.2--11
2.3-4.4--2	24.3-26.4--12
4.5-6.6--3	26.5-28.6--13
6.7-8.8--4	28.7-30.8--14
8.9-11.0--5	30.9-33.0--15
11.1-13.2--6	33.1-35.2--16
13.3-15.4--7	35.3-37.4--17
15.5-17.6--8	37.5-39.6--18
17.7-19.8--9	39.7-41.8--19
19.9-22.0--10	41.9-44.0--20

(A) No modification of this chart if runner is held on or infield is in, except that a "+" result on chart or card is SI\*\*.

(B) This may be done with any baserunning or out situation.

1. Miss = Batter misses pitch, runner(s) must attempt steal.
2. K = roll vs. pitcher's K rating -- 1-K = Miss, otherwise = 0.
3. 0 = roll as normal on hitter's/pitcher's card: Any SI\* on X-chart stays as SI\*, all other singles become SI\*\*\*; all doubles become DO\*\*\*; all gb become gbC.

## '5' FIELDER CHART

This chart should be used only when a player is forced to play a position not listed on his card. Error ratings are the maximum at each position and catchers and outfielders have +5 throwing arms.

#	2B	SS	1B	3B	LF/RF	CF	C
1...	SI**	SI**	DO**	DO**	TR***	TR***	e
2...	SI**	SI**	DO**	DO**	DO***	DO***	e
3...	SI**	SI**	DO**	DO**	DO***	DO***	e
4...	SI**	SI**	SI**	SI**	DO***	DO***	e
5...	SI**	SI**	SI**	SI**	DO**	DO**	pb & fo
6...	SI**	SI**	SI**	SI**	SI**	SI**	pb & fo
7...	SI*	SI*	SI**	SI**	SI**	SI**	pb & fo
8...	SI*	SI*	SI*	SI*	SI**	SI**	pb & fo
9...	e	SI*	e	e	SI**	SI**	pb & fo
10...	e	e	e	e	SI**	SI**	pb & fo
11...	e	e	e	e	SI**	SI**	pb & fo
12...	e	e	e	e	SI**	SI**	pb & fo
13...	e	e	e	e	e	e	pb & fo
14...	gbC	e	e	e	e	e	pb & po
15...	gbC	gbC	e	e	e	e	pb & po
16...	gbC	gbC	e	e	e	e	pb & po
17...	gbC	gbC	e	e	e	FlyA	wp & po
18...	gbC	gbC	gbC	gbC	e	FlyA	wp & po
19...	gbC	gbC	gbC	gbC	FlyA	FlyB	wp & gbB
	gbB	gbB	gbB	gbB	FlyA	FlyB	wp & gbB

## 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: Under the rules for hit-and-run, it states that the pitcher cannot hit-and-run. Yet, a hit-and-run rating is listed on the hitting cards for pitchers. Is the pitcher allowed to hit-and-run? (Joe Mannion)

ANSWER: Yes, in the advanced game, the pitcher can hit-and-run. In basic game, however, the pitcher cannot hit-and-run, according to the instructions. If you wish to use the hit-and-run playing the basic game, there's nothing to prevent you from doing so, really.

\*\*\*\*\*

QUESTION: Why on the 12 players that were issued combination cards are the statistics for only what a player had for one team and not his combined statistics for the 1986 season? (Joe Mannion)

ANSWER: According to S-O-M, the statistics for those extra players with just one card who played on two teams were so close that another card, or breakdown of stats, was unnecessary. If there was a big difference in the stats, then two cards were issued, as was the case for nine extra players.

\*\*\*\*\*

QUESTION: If, on an attempted hit-and-run with the lead runner on second base, the runner on second is forced to steal and fails to get the required jump, what happens? Is he out, does he hold second, do you use his second rating anyway, or do you deduct a certain number from his second rating?

ANSWER: If the runner doesn't get a good lead, then he is automatically out, according to S-O-M. If the runner does get a good lead, then refer to advanced stealing chart for regular attempted steal of third. Not too often, however, is a hit-and-run attempted with a runner on second base.

\*\*\*\*\*

QUESTION: On the 1950 roster sheet S-O-M has Johnny Hopp finishing the season with Pittsburgh and Mickey Haefner finishing with the Chicago White Sox. Is this correct? (Maurice Maloney, Mechanicville, NY)

ANSWER: No, reader Maloney is correct instead. Hopp played 106 games for Pittsburgh and then was traded to the New York Yankees in September, while Haefner, who pitched in 24 games for the White Sox, was traded to Boston in the National League and pitched eight games. So, Hopp hopped over to New York and Haefner was with Boston (N.L.) at season's end.

# D.A. directs Miami to title

11

## Bears again fall short using best of '85 teams

The Bears came out of hibernation - almost all the way!

After the report of the lackluster showing by the world champion Chicago Bears in last month's Review (Liberty S-O-M Football League), in which the Bears were only 9-7 and bounced quickly in the playoffs, the second replay reported had Chicago almost emulating real-life.

The Bears, in fact, set a Belleville (IL) Convenient League record by allowing only 186 points in 15 regular-season games, had the best record (13-2) in the NFC and reached the Super Bowl, only to lose to Miami, 24-21.

The Belleville Convenient League is another all-star team setup with six coaches and a total of 12 teams - each coach has an NFC and AFC team.

"We use all super-advanced rules and 'nationalized rules' which we owe to meeting and playing against the illustrious James Sanders, including his 2-minute clock," says commissioner Paul Friederich (a.k.a. Bushwhacker).

"Our only variations are containment optional inside the 10-yard line on third or fourth down and five yards or more; the middle linebacker can double-team the tight end, just as the outside linebacker can double-team the wide receivers; and we use a 4-1-6 defense with a 'floating' linebacker. No injuries or penalties are used."

Actual teams are used, with each coach drafting a team from each conference. But if a coach drafts first in one conference, he/she drafts last in the other. But even getting the sixth-best team is far from being devoid of having a title chance.

Friederich's brother, Ralph, and wife, Kathy, are also in the league. Paul, with first pick in the NFC, chose the Bears. And he picked Seattle with the sixth pick in the AFC. Ralph, meanwhile, wound up with Green Bay in the NFC - the last choice - but used the first pick in the AFC to select Miami, passing over New England.

### FOR WHOM THE BELLEVILLE TOLLS

Here's the coaching lineup for the Belleville League, which has now played through eight seasons and is ready to embark on No. 9:

Paul Friederich - Chicago/Seattle...33 years old...playing S-O-M since 1967...factory worker...founder, commissioner, schedule-maker, statistician and settles grievances - and "I love every minute of it."

Kathy Friederich - Cleveland...31...eight-year member of league; coaches just one team...registered nurse...winning Lyman Bostock Tournament with 1970 Detroit Lions is gaming claim to fame.

Ralph Friederich - Miami/Green Bay...39...three-year league vet... U.S. Assistant District Attorney for St. Clair County, IL...been in Super Bowl last two years.

Mark Evansco - New England/L.A. Rams...four-year veteran...prepares elaborate game plans...has had best composite (two-team) record twice.

Don Smith - NY Giants...five years in league...works nights, so guides only one team...was runner-up, with '71 Dallas, to Sanders' 53 Colts in Bostock final last summer.

Dale Huad - L.A. Raiders...seven years in league...also directs one team...manager of True Value Hardware...most optimistic league member, once winning '82 Super Bowl with New Orleans.

Al Skidmore - San Francisco/NY Jets...eight-year veteran...works in graphics department at Scott Air Force Base...collapse of 49ers led to his verbally degrading, more than usual, his players.

Randy Breitling - Washington...eight-year veteran...got off to 0-5  
(continued on next page)



start with Washington and vowed to quit league, again.

The schedule calls for 10 games within your division and five "cross-fire" games (a "partner" team is not played). Trophies are given for Super Bowl champ and runner-up, plus the three top records in the composite race. Mark and Paul Friederich had 20-10 composite records and Ralph Friederich was third at 17-13.

No restrictions were placed on player use, as evidenced by the stats, although such super-card players as Tony Galbreath were not used as regulars, at least according to the final stats.

#### TITLE FLIGHT PLAN: VIA AIR MARINO

Miami was the surprise of the playoffs, particularly with its suspect defense. After going a respectable 10-5 and finishing second in the AFC, behind New England's 13-2, Miami, in order, defeated Cleveland (29-17), New England (AFC championship, 21-13) and finally the Bears in the Super Bowl (24-21).

Against Cleveland, guided by Kathy Friederich, who had just ousted husband Paul's Seattle outfit in a wild-card game, 17-10, Marino was 21 of 35 passing for 229 yards and Tony Nathan rushed for 101 yards.

Then against New England, Marino was even better, completing 26 of 47 passes for 425 yards and three touchdowns. He survived three sacks and three interceptions to connect with Mark Duper three times for 146 yards and two TDs and Mark Clayton eight times for 93 yards and one TD.

Finally, in the Super Bowl, Miami avenged a 35-16 setback at the hands of Chicago, rolling out to a 17-7 halftime lead (Marino passed 41 yards to Duper for one TD). The Bears bounced back in the second half, however, and scored on a Jim McMahon 36-yard pass to Willie Gault to cut it to 17-14.

Another McMahon TD strike, this one 14 yards to Emery Moorehead, gave Chicago a 21-17 lead entering the fourth quarter. The play of the game then occurred midway through the quarter with Miami on the march: "On a second and 10, I called a safety blitz out of a 3-4 nickel defense," sadly recalls Paul. "Ralph elected to run Nathan around end and he rolled 'snake eyes' on the Bears' defense for a 16-yard TD run.

Miami, despite seven turnovers, held on to win, with a lost fumble by Walter Payton on the Dolphins' 22 snuffing out Chicago's last hope.

#### BELLEVILLE HIGHLIGHTS/LOWLIGHTS

Super Bowl king Ralph Friederich had the distinction of having the most potent offense (Miami: 27.4) and of defeating the only two teams in the league to go 13-2 (New England and Chicago)...AFC won the "cross-fire" series, 19 games to 11. San Francisco lost all five games against AFC teams...New England and Chicago had the best turnover plus-minus ratios: New England forced 58 turnovers and had 24 turnovers for a +34, while Chicago was 54 and 27 for a +27...NY Giants' defense was worst of 12 teams, giving up 357 points. Wait until next year! Washington scored a mere 178 points.

#### Standings and leaders:

AFC	Won-Lost	NFC	Won-Lost-T	Playoffs
1. New England	13 2	1. Chicago	13 2 0	NFC: LA Rams d.
2. Miami	10 5	2. NY Giants	8 7 0	Green Bay, 28-0;
3. Cleveland	7 8	3. LA Rams	7 8 0	NY Giants d. LA
Seattle	7 8	Green Bay	7 8 0	Rams, 20-13;
5. NY Jets	6 9	5. Washington	3 11 1	Chicago d. NY
LA Raiders	6 9	6. San Francisco	2 12 1	Giants, 31-0.

AFC: Cleveland d. Seattle, 17-10; Miami d. Cleveland, 29-17; Miami d. New England, 21-13. Super Bowl: Miami d. Chicago, 24-21.

(continued on back page)

# No place like home in NBA

## 'Garden' sweep helps Boston defuse Rockets

Home sweet home.

Even on a table-top, the home-court advantage is all important, as Review co-editor Del Newell found out when he replayed the 1986 NBA championship playoff series between the Boston Celtics and Houston Rockets.

In real life, Boston, with almost everyone healthy - unlike the recently completed 1987 playoffs in which the Celtics, with a battered brigade of basketballers, lost to Los Angeles in six games - won out in six games.

In the replay, however, Houston, led by the Twin Towers, Akeem Olajuwon and Ralph Sampson, proved surprisingly strong after losing the first two games in "The Garden." The Celtics won the second game in overtime, wound up losing all three games at Houston, and just barely pulled out the seventh and deciding game at home, 111-107.

When the final tallies were in, Boston had averaged 106.1 points and Houston 105.1 - a difference of a mere point. The Celtics had one more field goal (304-649 for 46.8 percent shooting) and two more free throws (131-129). One of the big differences was at the free throw line where Boston was on-target 83.4 percent (131-157) of the time compared to Houston's "high schoolish" 65.2 (129-198).

The advanced version of Strat-O-Matic was used, with both teams fast-breaking at every opportunity. Rest was strictly adhered to and both teams used normal defenses.

### BOSTON'S BALANCE IS BETTER

Boston's balance, plus the presence of Larry Bird, made the difference in the long run. Bird poured in an average of 26.7 points per game and all of the Celtic starters scored in double figures. Conversely, only Olajuwon, Sampson and Lewis Lloyd had double-figure numbers in scoring for Houston.

Bird, although not the marksman from the field he was in real-life in the regular season, clicked on 75 of 174 of his attempts for 43.1 percent. He connected on two 3-point field goals, including one in the crucial seventh game. Bird was also 35 of 37 from the line, 94.6 percent, averaged 11.9 rebounds and had seven blocks. Credit Rodney McCray's defense (in particular the "x" plays) with lowering Bird's field goal percentage.

Kevin McHale averaged 18.7 points, 8.9 rebounds and had nine blocks; Robert Parish 13.3 points (40-80 field goal accuracy), 10.4 rebounds and blocked a series-high 23 shots; Dennis Johnson averaged 15.9 points and Danny Ainge 12.3, including swishing 18 free throws without a miss.

Olajuwon had the best numbers, averaging a whopping 32.1 points and 13.1 rebounds. He shot 52.3 percent (89-170) from the floor, but was only 65.2 (47-72) from the free throw line. He also swatted away 18 shots.

Sampson, bothered by inconsistency - how true to real-life - averaged 17.4 points and 12.6 rebounds and had 14 blocks. But in games three and seven he had only 12 and eight points, respectively. Lloyd, playing much better than in the real-life playoff series, averaged 14.7 points and twice pumped in 23 in a game.

Overall, Houston outboarded Boston, 60.3 to 53.6, with many of the rebounds coming off the offensive board and resulting in easy baskets.

The first game, played at Boston, was a runaway for the Celtics. Bird scored 33, Parish 25 and Boston's defense limited Houston to ice-cold 32 percent field goal shooting. Bird was 16 of 26 from the field

(continued on next page)



and had 12 rebounds, while Parish was 10-of-23 and grabbed 15 rebounds. Olajuwon and Sampson each had 20 for Houston, with Sampson plucking off a game-high 19 rebounds.

In game two, Houston stayed with the Celtics all the way, despite playing again at the Garden. Tied at 97 in regulation time, it took Ainge's six points in overtime (15-9) to bail Boston out on a close call. Bird had 26 points, Ainge 21, including a 3-pointer and a total of 19 points in the second half, McHale 20 and Johnson 18.

Olajuwon had 31 points, Sampson 23 to go with 17 rebounds for Houston, which shot a more respectable 41.8 percent (41-98) compared to Boston's 44.4 (44-99).

The scene shifted to Houston for games three and four. In game three, Houston outrebounded Boston 62-48, outscored it 63-39 in the second half and made off with an easy 113-94 win. Olajuwon had a series high 41 points, 27 coming in the second half. Olajuwon also grabbed 16 rebounds. Bird poured in 29, McHale 23 for Boston, which got only six points from Parish.

Olajuwon and Sampson combined for 58 points and Lloyd added 23 as Houston evened the series with a 117-96 romp in game four. Olajuwon had 34 points and 14 rebounds and Sampson 24 points. Bird had a miserable shooting game, netting only eight of 27 field goal attempts and finishing with 16 points.

It was back to Boston for game five and the Celtics outscored the Rockets 57-49 in the second half to claim a 118-109 triumph. Bird had 33 points and 15 rebounds, McHale 22 points and six Celtics scored in double figures. Olajuwon had 26 for the Rockets, who also had six players with 10 or more points. But Sampson, who ended with 17, was 0-for-5 in the crucial fourth quarter.

Boston seemingly had the series wrapped up when it led in the fourth quarter of game six. But Lloyd scored with 30 seconds left and Boston uncharacteristically threw the ball away twice in that same span as normally reliable Bird had a turnover. Olajuwon had 38 points, Lloyd 19 and Sampson 18. Bird led Boston with 29 and Johnson added 22. Parish was in foul trouble throughout, although Bill Walton had 13 points.

Game seven was a thriller as Boston opened up leads as high as 21 points. It was 63-44 at halftime. But Houston stormed back in the second half, outscored the Celtics 63-48, and almost snatched away victory. Bird and McHale each had three-point plays to bail Boston out after the score was tied at 97.

McHale had 28 points and Bird 21, while Olajuwon again led the Rockets, this time with 35, including 13 in the frenzied fourth quarter (33-24). Olajuwon also had 19 rebounds. But Sampson, who had 17 rebounds, was cold, cold, cold from the field, netting only one of his last 13 attempts and finishing 4-of-21 and with eight points.

Summaries:

#### GAME 1 - AT BOSTON

##### HOUSTON (78)

McCray 2-7 0-0 4, Sampson 8-21 4-6 20, Olajuwon 7-18 6-8 20, Lloyd 5-15 0-0 10, Reid 2-13 1-2 5, Petersen 1-5 1-2 3, Wiggins 2-5 0-0 4, Leavell 4-13 0-2 8, Harris 1-3 2-2 4, Walters 0-0 0-0 0. Totals: 32-100 14-22 78.

##### BOSTON (107)

Bird 16-26 1-1 23, McHale 4-13 3-3 11, Parish 10-13 5-6 25, Johnson 7-14 0-0 14, Ainge 3-12 2-2 8, Sichting 3-10 0-0 6, Walton 2-7 0-0 4, Carlisle 1-4 0-0 2, Kite 0-2 0-0 0, Thirdkill 1-1 2-2 4. Totals: 47-102 13-14 107.

Houston 22 19 19 18 - 78

Boston 29 27 37 14 - 107

(continued on next page)



Total fouls: Houston 19, Boston 20. Fouled out: Olajuwon. Rebounds: Houston 65 (Sampson 19, Olajuwon 13); Boston 62 (Parish 15, Bird 12). Blocks: Houston - Sampson 4, Olajuwon 4, McCray 2; Boston - Walton 4, Parish 3, McHale. Turnovers: Houston 20, Boston 15.

#### GAME 2 - AT BOSTON

##### HOUSTON (106) OT

McCray 5-14 0-0 10, Sampson 10-15 3-5 23, Olajuwon 10-22 11-14 31, Lloyd 4-12 3-6 11, Reid 3-10 2-2 8, Wiggins 3-7 0-0 6, Leavell 2-7 5-8 9, Petersen 1-3 0-0 2, Harris 3-8 0-0 6. Totals: 41-98 24-35 106.

##### BOSTON (112) OT

Bird 12-30 2-2 26, McHale 7-14 6-7 20, Parish 4-12 2-2 10, Johnson 7-14, 4-6 18, Ainge 6-11 8-8 21, Walton 2-7 1-2 5, Sichting 1-3 0-0 2, Kite 2-2 0-0 4, Thirdkill 0-0 0-0 0, Carlisle 3-6 0-0 6. Totals: 44-99 23-27 112.

Houston 24 25 22 26 9 - 106

Boston 24 21 24 28 15 - 112

Total fouls: Houston 25, Boston 28. Fouled out: Parish, Walton. Rebounds: Houston 62 (Sampson 17, Olajuwon 10); Boston 57 (Bird 12, Parish 12, McHale 11). 3-pt. FG: Boston - Ainge. Blocks: Houston - Olajuwon 5, McCray 2, Petersen 2, Sampson; Boston - Parish 2, Walton 2, McHale, Kite, Johnson, Ainge. Turnovers: Houston 24, Boston 20.

#### GAME 3 - AT HOUSTON

##### BOSTON (94)

Bird 10-22 8-8 29, McHale 9-19 5-6 23, Parish 2-8 2-4 6, Johnson 6-17 0-0 12, Ainge 3-6 0-0 6, Sichting 5-8 2-2 12, Walton 2-4 1-1 5, Kite 0-0 1-2 1, Thirdkill 0-1 0-0 0, Carlisle 0-1 0-0 0. Totals: 37-85 19-23 94.

##### HOUSTON (113)

McCray 3-10 0-0 6, Sampson 5-11 2-3 12, Olajuwon 18-32 5-9 41, Lloyd 3-10 0-0 6, Reid 7-15 2-2 16, Wiggins 2-6 0-0 4, Leavell 3-9 3-3 9, Petersen 4-7 3-6 11, Waiters 2-4 0-0 4, Harris 2-5 0-0 4. Totals: 49-109 15-23 113.

Boston 25 30 15 24 - 94

Houston 28 22 34 29 - 113

Total fouls: Boston 19, Houston 27. Fouled out: None. Rebounds: Boston 48 (Bird 12, McHale 10); Houston 62 (Olajuwon 16, Petersen 10). 3-pt. FG: Boston - Bird. Blocks: Boston - Parish 6, Walton 4, Ainge; Houston-Petersen 3, Olajuwon, Sampson. Turnovers: Boston 20, Houston 13

#### GAME 4 - AT HOUSTON

##### BOSTON (96)

Bird 8-27 0-0 16, McHale 7-14 4-6 18, Parish 9-13 0-0 18, Johnson 7-13 2-2 16, Ainge 7-11 0-0 14, Sichting 1-2 0-0 2, Walton 2-3 2-2 6, Kite 0-0 0-0 0, Thirdkill 3-5 0-0 6, Carlisle 0-1 0-0 0. Totals: 44-99 8-10 96.

##### HOUSTON (117)

McCray 1-3 1-2 3, Sampson 10-15 4-5 24, Olajuwon 14-26 6-8 34, Lloyd 9-15 5-6 23, Reid 5-19 2-2 12, Wiggins 1-9 0-0 2, Leavell 2-8 5-6 9, Petersen 2-3 0-0 4, Waiters 2-4 0-0 4, Harris 1-4 0-0 2. Totals: 47-106 23-29 117.

Boston 20 24 23 29 - 96

Houston 27 25 33 32 - 117

Total fouls: Boston 24, Houston 18. Fouled out: None. Rebounds: Boston 48 (Parish 11, McHale 11); Houston 60 (Olajuwon 14). Blocks: Boston - Parish 5, McHale 4, Bird 2, Walton; Houston - McCray 3, Petersen, Olajuwon. Turnovers: Boston 27, Houston 15.

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## GAME 5 - AT BOSTON

## HOUSTON (109)

McCray 6-9 4-6 16, Sampson 8-21 1-3 17, Olajuwon 11-30 4-9 26, Lloyd 5-10 1-2 11, Reid 7-15 2-2 16, Wiggins 3-6 0-0 6, Leavell 2-4 6-8 10, Petersen 3-7 1-2 7, Waiters 0-0 0-2 0, Harris 0-1 0-0 0. Totals: 45-93 19-34 109.

## BOSTON (118)

Bird 12-24 9-10 33, McHale 10-17 2-2 22, Parish 6-9 3-4 15, Johnson 5-15 4-4 14, Ainge 3-8 6-6 12, Sichting 6-9 0-0 12, Walton 2-2 0-0 4, Thirkill 1-3 0-0 2, Kite 1-2 2-4 4, Carlisle 0-2 0-0 0. Totals: 46-91, 26-30 118.

Houston 35 25 27 22 - 109

Boston 32 29 29 28 - 118

Total fouls: Houston 23, Boston 23. Fouled out: Parish. Rebounds: Houston 52 (Olajuwon 10, Sampson 10); Boston 49 (Bird 15). Blocks: Houston - McCray 2, Sampson 2, Petersen 2, Olajuwon; Boston - McHale 3, Walton 2. Turnovers: Houston 20, Boston 13.

## GAME 6 - AT HOUSTON

## BOSTON (105)

Bird 8-19 13-14 29, McHale 3-9 3-4 9, Parish 4-9 0-0 8, Johnson 10-14 2-4 22, Ainge 4-7 0-0 8, Sichting 4-7 2-2 10, Walton 5-7 3-4 13, Kite 1-3 0-2 1, Thirkill 0-2 2-2 2, Carlisle 1-2 0-0 2. Totals: 40-79 25-32 105.

## HOUSTON (106)

McCray 0-5 2-2 2, Sampson 8-16 2-7 18, Olajuwon 15-26 8-14 38, Lloyd 6-16 7-9 19, Reid 3-10 0-0 6, Wiggins 1-5 0-0 2, Leavell 4-5 0-0 8, Petersen 2-3 3-4 7, Waiters 2-2 0-0 4, Harris 1-2 0-0 2. Totals: 42-90 22-36 106.

Boston 28 22 21 34 - 105

Houston 31 19 30 26 - 106

Total fouls: Boston 29, Houston 30. Fouled out: Parish; McCray, Sampson. Rebounds: Boston 49 (Bird 11); Houston 50 (Olajuwon 10, Sampson 10, Lloyd 10). Blocks: Boston - Bird 2, Parish 2, Walton 2, Kite; Houston - Sampson 2, Olajuwon 2. Turnovers: Boston 19, Houston 15.

## GAME 7 - AT BOSTON

## HOUSTON (107)

McCray 7-17 1-2 15, Sampson 4-21 0-1 8, Olajuwon 14-26 7-10 35, Lloyd 10-16 2-2 23, Reid 1-6 0-0 2, Wiggins 0-5 0-0 0, Leavell 6-12 2-4 14, Petersen 4-3 0-0 8, Waiters 0-1 0-0 0, Harris 1-7 0-0 2. Totals: 47-116 12-19 107.

## BOSTON (111)

Bird 9-26 2-2 21, McHale 11-22 6-6 28, Parish 5-16 1-2 11, Johnson 5-10 5-7 15, Ainge 7-15 2-2 17, Sichting 2-4 0-0 4, Walton 3-6 0-0 6, Thirkill 0-0 1-2 1, Kite 2-3 0-0 4, Carlisle 2-2 0-0 4. Totals: 46-104 17-21 111.

Houston 29 15 30 33 - 107

Boston 36 27 24 24 - 111

Total fouls: Houston 22, Boston 13. Fouled out: None. Rebounds: Houston 71 (Olajuwon 19, Sampson 17); Boston 62 (Parish 14, Bird 12, McHale 12). 3-pt. FG: Lloyd, Houston; Ainge, Boston. Blocks: Houston - Olajuwon 4, Sampson 4, Petersen 2, McCray; Boston - Parish 5, Bird 3, Walton, Kite, Johnson, Ainge. Turnovers: Houston 15, Boston 16.

Scoring		Rebounding		Field Goal % (Based on 60 att)	
Olajuwon HOU	32.1	Olajuwon HOU	13.1	Olajuwon HOU	52.3
Bird BOS	26.7	Sampson HOU	12.6	Parish BOS	50.0
McHale BOS	19.7	Bird BOS	11.9	McHale BOS	47.2
Sampson HOU	17.4	Parish HOU	10.4	Blocks: Parish BOS	3.3

# Advertisements

Rates per issue are as follows: 50 words or less - \$1.00; 51-100 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: Baseball - 1963, 1964 and 1965 New York Mets. Also 1965, 1966 and 1967 NY Yankees and other 1963 teams not found in S-O-M old-timer/past season sets. Contact: Alan Cohen, 5907 North 5th Road, Arlington, VA 22203

WANTED: I am looking for an excellent PBM hockey league. With the 1987-88 hockey season just around the corner, do you have an opening in your league for a good, dependable coach? I have seven years PBM experience, four years hockey PBM. I spent four years with the late, great FHL. In my second year, I won the division championship, went six games in the conference final, before losing to the eventual league champion. Randy Lantz, 34326 Aranmore, #222, Mt. Clemens, MI 48045-2788 (313-791-5209 between 5-9 p.m. EST)

WANTED: Would like to know anyone who lives in the south, mainly in the Texas area, who might be interested in entering a TBA tournament in Dallas, TX, sometime in the summer of 1988. Right now there aren't any TBA tournaments scheduled in that region because of "lack of interest." Right now I'm just trying to see who might be interested in attending a TBA tourney. If there is enough interest I will contact the head of the TBA to see if he will schedule one for Dallas. Again, all I'm doing is trying to find out who might be interested in attending.

No obligation. For information, write to: R.J. Robbins, 6448 Dunstan Lane, Dallas, TX 75214 or call 214-739-2435. All letters will be answered. At the present, interest has been encouraging.

WANTED: Additional players for 1978-79 hockey and the 12 players from Birmingham and Cincinnati. Will pay your price if it's reasonable. Also, FOR SALE, various teams 1981-82 and 1982-83. Contact: Erik Zimmerman, 39 Linden Lane, Shirley, NY 11967 (516-399-6570)

WANTED: Baseball seasons - 1975, 1979, 1980 or 1981 with extras. Football - 1978. Call or write: Bob Johnston, 1678 Brockway, Saginaw, MI 48602 (517-792-4863)

WANTED: 1971 White Sox, Tigers, Royals, Yankees, A's, Cardinals; 1972 White Sox, Indians, Yankees, Reds, Dodgers, Phillies; 1973 Angels, Tigers, A's, Braves; 1974 A's, Braves, Cardinals; 1975 Orioles, Royals, Brewers, Reds, Phillies, Padres; 1976 Angels, Phillies; 1978 Red Sox, Brewers, Yankees, Expos; 1979 Orioles, Angels, Tigers, Brewers, Rangers, Cubs, Astros, Dodgers, Cardinals, Padres; 1980 Orioles, Brewers, Yankees, A's, Rangers, Padres; 1984 Orioles, Red Sox, Tigers, Pilots, Rangers, Cubs, Expos, Mets, Pirates, Padres. Contact: Michael Mathis, 808 West Meacham St., Henryetta, OK 74437 (918-652-2001)

(continued)



WANTED: Complete 1971 baseball set with extras; complete 1982 baseball set with extras, roster sheet and advanced stealing sheet. Also need 1981 advanced stealing sheet. Will pay good prices. Call after 6 or on weekends: 406-549-5417, or write: Tony Huhn, 1407 Stoddard #1, Missoula, MT 59802

WANTED: All teams needed with extras if possible. Top prices paid. 1930, 1950, 1956, 1969, 1972, 1973, 1974, 1978 Pirates; 1977, 1978 Dodgers, extras only for 1974; 1971, 1973 Giants; 1972 Reds, extras only for 1975; 1979 Twins, Orioles. Extras only needed for the following: 1977, 1978 Red Sox; 1979 Astros; 1971, 1972, 1973 A's; 1979 Expos, Brewers, Angels; 1976 Royals; 1976, 1978 Phillies; 1981 Yankees. Also needed: 1978 Butch Hobson (Boston) and 1978 Cliff Johnson (New York, AL). Name prices and information. Reply ASAP to: Dan Swenson, 16100 Liggett Street, Sepulveda, CA 91343

WANTED: Baseball - Need desperately, 1971, 1972, 1973 Pirates and 1972, 1973 A's. Willing to pay any price. Please contact me. 24 players are preferred, but 20 I am still interested in. Contact: Tony Recchia, 37 Iadarola Avenue, Milford, MA 01757

## For Sale

FOR SALE: 1984 set, 1978, '79 Steelers plus over 25 teams 1980-83, including 1981 49ers, 1982, 1983 Redskins. \$30. Leon Kalayjian, 30 Mansion Drive, Hyde Park, NY 12538

FOR SALE: Replace that old split deck with totally random, unbreakable 20-sided dice. Also 4-, 6-, 8-, 10- and 12-sided dice. Choose red, white, blue or black (no black 20s). Send \$2 (includes postage) for each die or \$5 for three to: David dela Fuente, 471 Dansel, Kent, OH 44240

FOR SALE: 1984 baseball with

extras (excellent), \$25. Also, copies of S-O-M roster sheets: 1970-74, '76, '77, '79-81. \$1 per five seasons. Require SASE. Write to: Brian Fischel, 2517 Teal Road, Wilmington, DE 19805 (302-994-8682)

FOR SALE: Football - complete sets: 1970, 1971, 1973, 1974, 1975, 1978, 1979. Sets missing one card: 1972 Green Bay (M. Lane), 1973 Pittsburgh (R. Shanklin). Following sold as unit or as individual cards/teams: Approximately 4/5 complete - 1979, 1981; more than a complete set, may be missing a few cards/some duplicates - 1980. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St. Apt. B, El Segundo, CA 90245

FOR SALE: Individual S-O-M Baseball teams from 1950-1986. Loose S-O-M Baseball cards from 1930-1986. Send a SASE for teams list and/or your list for loose cards to: Chris Rosen, 731 Bergen St., Philadelphia, PA 19111 (215-745-5247). A lot of new cards.

FOR SALE: Attention all hockey gamers. To make a great game even greater, send SASE to: Ira Wolins Dept. SNT, 1230 Passmore Street, Philadelphia, PA 19111

FOR SALE: Improve the realism and detail of S-O-M Baseball with my super-advanced rules, which preserve the game's speed of play and fun. Included are easily memorized rules for more realistic base advances on hits, outs and errors; outfield throwing errors and misplayed hits; trail runners 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 fielding ability and the runner's speed play a part; hit-

(continued)

and-run system that also takes into account the pitcher's abilities and characteristics, fielding and the 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. Over 200 satisfied customers. \$8, with money-back guarantee. Richard Robb, #305-7100 Gilbert Road, Richmond, B.C., Canada V7C 5C3

FOR SALE: Hockey - complete set 1981-1982 (one year), including game parts, never been played. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St. Apt. B, El Segundo, CA 90245

FOR SALE: Managers Register. Having trouble finding managers for your leagues? The Managers Register will list name, address, phone number and game interests of other S-O-M players. Listings only, no ratings. For information, send SASE or 25 cents to: Register, P.O. Box 15439, Philadelphia, PA 19149

FOR SALE: Many pre-1982 baseball and football sets; 1973 Dolphins; 129 back issues of the Review (1972-84); plus much, much more. Send SASE for complete list to: Dave Scheer, 23 Hinkleyville Road, Adams Basin, NY 14410 (716-352-9089)

FOR SALE: Baseball schedules. Great for S-O-M replays. Both A.L. and N.L. Every season available. Send \$1 per season and a postage stamp. 20-sided dice. Durable, easy to read. Send \$3 to: Richard Breest, 1332 Greenlea Dr., Holiday, FL 34691

FOR SALE: 1967, 1971, 1972, 1973 seasons, including additional players. 1964 National League, S-O-M Reviews from March, 1971 through Feb., 1978. Everything in excellent condition. Would prefer exchanging above for 1979

Royals; 1978 Brewers, Pirates, Cubs, Expos; 1977 season, all including additional players. Let's deal. Steve Constant, 3703 Humble, Midland, TX 79707

FOR SALE: Complete Strat Baseball sets with extras for 1976-1986 seasons. Re-issued complete sets for 1930, '50, '56, '61, '68, '69 and 1970 seasons. All sets are in excellent to mint condition. For information contact: Chris Rosen, 731 Bergen Street, Philadelphia, PA 19111 (215-745-5247)

FOR SALE: S-O-M Baseball sets clearance sale. The following complete sets are available: 1973 1974, 1975, 1976, 1977, \$25 per set. 1981, 1985, \$15 per set. Original teams, 1968 St. Louis, Cincinnati, Mets, Cubs, San Francisco, \$2 per team. Everything in good to excellent condition. \$140 for everything. Call Bob Hess (618-377-3039 after 5 p.m.), or send SASE to: 1000 Briarwood, Bethalto, IL 62010

FOR SALE: 1980, 1981 S-O-M complete baseball sets. Also, assorted football playoff teams from mid-1970s (Steelers, Cowboys, Dolphins, Rams, Raiders, Vikings, etc.), and first hockey set (1978-79). Best offer accepted. All excellent condition. Write: J. White, 10 W. 66th St., Apt. 8C, New York, NY 10023

FOR SALE: 1972 football teams (10): AFC - Miami (17-0), Kansas City, Cleveland, Pittsburgh, Oakland; NFC - Dallas, Washington, Los Angeles, St. Louis, Minnesota. Prefer to sell as set. Guaranteed mint condition. Send bids to: Ralph Rink, 46 Barber St., Auburn, NY 13021. I pay postage if sold as set.

FOR SALE: Basketball - all of following sold as a unit or as individual cards/teams: 1972-73 (one year) Los Angeles, Chicago, Detroit, Baltimore, Buffalo, New York Knicks, Golden State, Milwaukee. May be missing a few (continued)



cards, otherwise complete sets: 1973-74, 1974-75, 1975-76, 1977-78, 1978-79, 1979-80, 1980-81, 1981-82. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St. Apt. B, El Segundo, CA 90245

FOR SALE: 1987 S-O-M computer version baseball game. Brand new, set up for Commodore 64. Game disk and roster disk. Will sell for price I paid: \$43 plus \$2 postage, or best offer. Contact: Keith Miller, 318 Dale, Willard, OH 44890 (419-935-1760)

FOR SALE: Football - 1975, 1976, 1977, 1979, 1980, 1981, 1983. All teams are in excellent condition; original owner. Will not sell individual teams. Send bids, telephone number and SASE to: Pat Gibbons, 125 Buckingham Way, #302, San Francisco, CA 94132

FOR SALE: Baseball - individual: 1967 Kansas City, Minnesota, Detroit, Boston, Chicago (AL), Baltimore, San Francisco, St. Louis, Chicago (NL), New York (NL); 1968 Balt., Boston, NY (AL), Cleve., Detroit, Wash., Minn., Chicago (AL), Cincinnati, St. Louis, Chicago (NL), NY (NL), S.F.; 1969 Detroit, Balt., Chicago (AL), NY (AL), Wash., Oak., Minn., Boston, St. Louis, Mont., Cincin., Houston, Chicago (NL), NY (NL), SF, Atlanta (includes extras). Complete sets: A.L. - 1970-85 all years (includes extras); N.L. - 1970-85 all years except 1982-83 (includes extras). Old-timers - 1960 Pittsburgh, '61 NY (AL), '27 NY (AL), '50 NY (AL), '19 Chicago (AL), '57 Milwaukee, '54 NY (NL), '34 St. Louis, '53 Brooklyn, '62 NY (NL), '65 Los Angeles, '50 Philadelphia, '54 Cleveland, AL and NL Hall of Famers. Hockey - Complete sets: 1977-78 through 1985-86 (includes extras). Notes: 1975 - Two AL sets; one set NL extras only; 1978 - Boston, one card missing. Few cards have rubber band residue or marks,

but are in good-plus condition. Must buy 1970-1985 and hockey complete sets. Will split AL/NL. Include SASE with bid. Postage negotiable. Jim Fell, 5012 Maple Ridge Drive, Fort Wayne, IN 46835 (home: 219-485-7765; work: 800-428-0211)

FOR SALE: 200 baseball teams from 1969-1984. All teams are original. Most of these are excellent condition. Most have extras. Give me a call (no calls after 10 p.m. EST), or send me a large SASE for list. Also, I have 1970 complete set with extras, very good to excellent, \$23. Tony Recchia, 37 Iadarola Avenue, Milford, MA 01757 (617-478-3069)

FOR SALE: New supplemental outfielder error charts will reduce dropped flyball errors without changing total number of errors. Will even slightly reduce playing time. Must play super-advanced rules. Send \$3 and the ballparks used in your league. Money back guarantee. David Suderman, 11226 Candleberry Court, San Diego, CA 92128

FOR SALE: Tiny Dice. Wee five-millimeter (3/16-inch) dice are easy to store, carry and conceal. They're so quiet others won't know you're at the ballpark. One set of three only \$2.65, two sets \$4.50 and three sets \$6. David de la Fuente, 471 Dandel Street, Kent, OH 44240

FOR SALE: Baseball - complete sets, 1967, 1968 (original cards) 1981, 1979 (Kansas City missing D. Porter). Hundreds of cards from each of following sets, sold as a unit or as individual cards/teams: 1969 (original version), 1970 (newer version), 1972, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983; 100-200 cards from 1963 and 1965; 315 cards from 1964. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St. Apt. B, El  
(continued)



Segundo, CA 90245

## League Forming

LEAGUE FORMING: Experienced, adult players wanted for face-to-face, super-advanced draft baseball league in Philadelphia's western suburbs. Ground floor opportunity. Call Lee Goldberg at 431-0549 before 11 p.m.

LEAGUE FORMING: American Texas League - Head-to-head Houston draft baseball league looking for qualified and interested managers. We play February to October every other Tuesday night at rotating homes. Age of current managers: 25-37. We are currently in seventh season. Seven of eight teams have made playoffs in the past. We have three teams make the playoffs yearly. If interested and knowledgeable about baseball, call us. If you don't know baseball well, you will get beat like a drum. We have a lot of fun with regular in-depth computerized stat reports. If you want the best and have the time and interest, call me today: John Blomstrom (855-4735).

LEAGUE FORMING: If we can get enough people (at least eight), I would like to start a straight team league using 1968 advanced cards. PEM from anywhere. This will be a relaxed schedule of about four games a week. No set starting time till we get enough people. Philip A. Lupi, 308 Salem St., Safety Harbor, FL 33572

LEAGUE FORMING: Experienced adult managers wanted for face-to-face baseball league in the northern New Jersey area. Established teams will be used (no draft) in a unique format. Contact: Jeff Dirgo, 44-R5 Center Grove Road, Randolph, NJ 07869 (201-328-1717) or Ray Vanderhoff (201-838-6476)

LEAGUE FORMING: One manager needed

for a new PEM hockey league. The CCCL will use players from the Clarence Campbell Conference only. The team available has Gretzky, Coffey, MacInnis, plus more top-notch talent. If interested, send short resume, address phone number and team name to: Larry Gavlak, RD#1 Box 703, Houtzdale, PA 16651. Also include if you would like to be a backup.

LEAGUE FORMING: The Chicagoland S-O-M Baseball league is looking for backup managers with a possibility of taking over an existing team during the 1987 season. We are an established face-to-face league in our fourth year. 162-game season, using most advanced rules (no BP or CH). Plaques awarded for division and World Series winners. Detailed constitution covering all rules. For more information, please call: Chuck Fox (685-6662)

LEAGUE FORMING: Managers and backup managers are needed for NASBL, a year-round PEM baseball league. A.L. in the spring, N.L. in the fall. 162-game schedule. Unique free agent and minor league systems. Continuous rights to players. Steve Nordberg, 4365 Montalvo St. Apt. #4, San Diego, CA 92107

LEAGUE FORMING: National Texas League (unique combination head-to-head/face-to-face league) has two divisions of five teams in managerial lineup. One division - all in Houston; the other division - St. Louis, Atlanta, Austin, TX. We are currently in 12th year of continuous National League (only) draft play. All games are played head-to-head, as each city has at least two managers. Current managers range in age from 23-38, with five managers having at least seven years in league. We've been covered numerous times in the Review. We are seeking managers within commuting distance of Atlanta, St. Louis, Austin or Houston, TX. If you are a knowledgeable baseball fan who  
(continued on next page)

## In this corner...the editors

### Yes, individual teams will be available

The new color look of the Strat-O-Matic cards had at least one gamer seeing red.

Michele Montagni, who resides in Varese, Italy, wasn't concerned about the colors on the cards, but rather the fear that individual teams would no longer be available and that, since he oftentimes buys selected teams and seldom an entire set, his postage costs would skyrocket.

"I am frankly disappointed in the game company's decision to change the color printing format," writes Montagni. "While two colors may be eye-appealing, your article in the June issue of the Review failed to mention the major drawback, as confirmed by the game company in a phone call, that individual teams will not be sold anymore!"

"Thus people, who have limited playing time and buy just a few teams every year, are forced to buy all the cards, even if they will not use most of them. I replay the final events (World Series, Super Bowl, etc.) each year. Last year I spent \$3 for teams plus another \$2 for Airmail delivery. With the new format the cost for the new football cards is a hefty \$22 plus \$15 for postage. A seven-fold increase for many cards I will never use, just to have two-color cards."

"Also, Selector and gift sets will not be possible anymore, thus losing that important 'entry point' to introduce new gamers to this exciting hobby. The company's marketing flexibility, which is one of its strongest selling points, will be totally lost."

When we received Montagni's letter, we made a hasty call to Glen Head to check it out. It turns out that S-O-M, after initially contemplating issuing full sets of teams only, will continue to sell teams individually.

The notice of the availability of the new pro football, basketball and hockey cards, in fact, had individual-team prices and selector set offerings, so the game company would have had to sell individual teams.

Obviously, S-O-M would like to sell complete sets; it saves on shipping and clerical costs. But that's not going to happen in the near future.

#### COMPUTER QUESTIONS!!

Stan Watson, the S-O-M gamer from Sacramento, CA, who has experienced "bugs" when playing the Apple computer version of the baseball game, shot back a reply to his previous questions (June, 1987 Review), saying everything was still far from all right.

In particular, Watson found fault with S-O-M's Steve Barkan's response to why runs that should have been earned were coming out as unearned via the computer. Watson also presented a new problem as three of his boxscores had discrepancies in them in either the hits or walks columns.

(continued on next page)

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## Advertisements

(continued from page )

enjoys building a team, following his players, trading, drafting, playing Strat and talking baseball, this league is for you. If interested, please send

information as to why you think you're our guy. Contact: John Blomstrom, 4931 Whispering Falls, Houston, TX 77084 (713-855-4735)



"I have been playing S-O-M Baseball since 1972 and no other game matches it up to this point," says Watson. "My only concern is that these inaccuracies will only be allowed to exist and poison the very foundation S-O-M was built on - its uncanny realism."

The original problem experienced by Watson was having a runner on first, with two outs, steal second, advance to third on a throwing error and then score on a hit. Watson sent along another example of this situation (Steve Sax walked, the next two batters were out, Sax stole second and went to third on a throwing error and then Mike Marshall homered). Both runs were counted as unearned in the boxscore.

Barkan ran a number of tests on the same situation and didn't experience the same problem. Unfortunately for everyone caught up in this puzzling happening, Barkan ran all the tests on IBM and not Apple.

"Each of the computer versions has little problems," says Barkan. "On the IBM I found that a stolen base, throwing error and a FlyB? result was being read as an earned run. It should be unearned."

"We don't know what the problem is in either case. But the only way to work around it is to manually change it. Hopefully, we can find a way to correct this next year."

Both problems stem from the computer reading a throwing error wrong. The IBM version apparently doesn't have a problem with a throwing error after a successful steal and then the runner scoring on a hit. But toss in a "FlyB?" after a similar sequence and problems arise.

Regarding Watson's problem with discrepancy in hits and walks totals, Barkan responded: "I called Watson after receiving his letter and I talked to his roommate, as Watson was not home. His roommate had played Watson the games that were in question and knew about the problem. In each game a play was deleted and that's how I think the problem occurred. That's the only way it could have happened."

Barkan said also that when plays are deleted, the boxscore should be closely scrutinized.

Hopefully, this will take care of the computer problems experienced by Watson. If not, send any future problems to the Review and we will contact the game company promptly.

Barkan, while relating some of the minor problems he experienced while running batteries of tests on all three computer versions - Apple, IBM and Commodore - said that all read a "T1" result wrong for catchers.

"All three picked up a 'T1' play as a 'T1-20'," said Barkan. "We don't know why. Fortunately, it only affects very few catchers. Don Slaught and Mike Fitzgerald, from the '86 set, are two that come to mind that have 'T1' ratings."

"We've pointed out the problem to our computer people and hopefully that can be solved in the near future, too. Again, the way to work around this is to delete the play and manually change the result."

#### THE BIG TWO IN CHANGES

Once the bugs are worked out of all the computer versions, Strat-O-Matic Baseball will have to be on the verge of being as close to real-life as a gamer could get.

The only two changes that appear necessary, judging by what readers are saying, is for S-O-M to (1) put the supplementary, or advanced, stealing numbers on the cards, and (2) give pitchers a holding on, or pickoff, rating.

Maybe, if room could be found, it would also be nice to put the statistics on the advanced-version side of the cards. Maybe with the change in printers and the new look to all the cards, a little room could be set aside to make the players and their stats come "alive."



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(continued from page 12)

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<u>TD Passes</u>		Marino completed
McMahon CHI	31	294 of 599 passes
Marino MIA	30	for 4608 yards
Krieg SEA	29	