



STRAT-O-MATIC

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

REVIEW

VOL. 11, January, 1982

New card countdown is under way

New stealing ratings, 1956 season are coming your way in 1982

The countdown toward the purchasing of the new baseball cards is under way. It won't be long - the end of January is again the target date - before Strat-O-Matic will become a beehive of activity with gamers, many of them from distant parts of the country, descending on Glen Head en masse.

As mentioned in the December Review, there will be some extras available to the gaming public. One, of course, is the 1956 baseball season--the first past season ever to be printed by S-O-M. It will include both basic and advanced (righty-lefty batting and pitching) features, as well as extra players (four per team). The cost for the 16-team set, plus extra players, will be \$11.

The new card set will see a return to the old card patterns, both for batters and pitchers. The so-called "four-column" pitchers' card is long gone. In addition to a return to the old-style patterns, the 1982 card set will include a supplementary stealing system (Dec., Review; Jan., 1982 Review, pages 5-6). The stealing ratings will be listed on a separate sheet and, as was pointed out last month, the new stealing system is only a supplementary system, not a total replacement for the

[continued on page 9]

How to evaluate a player's card

By MARC JACOBSON, Philadelphia, PA

I am responding to a letter written by Richard Breest in the Oct., 1981 issue of the Review in which he asks how to mathematically evaluate a player's card. In addition, I will give some insight into how S-O-M cards are designed and explain why a gamer's cards won't exactly reproduce the statistics on which they are based in every replay.

This article should once and for all clear up misconceptions in the S-O-M world, such as people thinking that a "1" column hitter is better than a "2" column hitter, or that a card has to "look good" to statistically produce.

First of all, for my mathematical background, I teach math at Drexel University and am also studying probability and statistics at the graduate level. However, little mathematical knowledge is needed to see how frequently the dice turn up a certain way.

When two dice are thrown, on the average their sum will be 7 for 1/6 of the time and 2 or 12 will each turn up one time in 36 on the average. Getting a 2 on a particular column has probability $1/36 \times 1/6 = 1/216$. The game company can thus represent an event that happened .5% of the time by placing it at a 2 or 12.

However, to achieve further accuracy of events occurring, some results require a split-deck of 20 cards. Getting a 2 on a particular column and then picking the "1" split card has probability $1/216 \times 1/20 = 1/5120$. Thus S-O-M can get hit percentages accurate to three decimal places. The split concept, one notices, applies only to singles and extra-base hits; strikeouts and walks get the lower form of accuracy, based only on three dice.

S-O-M'S FORMULA IS SECRET, BUT...

Although's S-O-M's formula is secret and I imagine complicated, here is the gist of card-making, using home run placement as an example. If one calculates a batter's home run percentage on his card, one notices that is usually deviates from his home run percentage for that season.

This is because pitchers also have home runs on their cards; S-O-M bases the HR proportioning on league statistics as well as individual statistics. When a batter card faces all the pitcher cards in the league, the pitcher cards should give up, on the average, half of the league HR percentage. To compensate for this, a batter who had a higher home run percentage than the league will have his card's percentage adjusted upward, and one with a lower percentage downward. Thus every batter should have a statistically accurate home run percentage and likewise for pitchers. I know that the HR percentage for every batter in every replay doesn't exactly match the real-life stats and I'll explain why later.

PLACEMENT OF EVENTS IMPORTANT, TOO

Another aspect of card making is placement of events once the proper percentages are calculated for the card. This is easier said than done. Even though there are 33 places on the card for events, placing all events accurately is a very difficult task.

Hits, walks and outs of various types can't all be placed on the card at the same time; such a job must be done in stages. This is where the game company's computer comes in. Since developing individual patterns for each hitter and pitcher card would waste expensive computer time, the computer fits the player's events into one of several patterns.

Rest assured, there are a number of patterns and the proper one, no matter how it "looks," assures accuracy. Games using spinners don't have a placement problem, but S-O-M is more enjoyable.

WHY REAL-LIFE STATS ARE NOT MATCHED

Now let's look at why one finds that not every player matches his
(continued)

real-life statistics in every replay. First, let us assume that the players were used with proper frequency in the replay (overuse is one cause of inaccurate statistics in replays). There is something in mathematical statistics known as the Law of Large Numbers. This basically states that after a large number of trials, the experimental probability of an event approaches the theoretical probability.

For example, when a fair coin is tossed 10000 times, it will not necessarily turn up heads 5,000 times but will usually come up heads very close to half the time. As the number of trials increases, the experimental and theoretical probabilities become closer.

Now here is how the Law of Large Numbers affects S-O-M: if a batter bats 500 times in a replay, that gives him 500 statistical "trials." His replay batting average, home run percentage, etc., should each be in some neighborhood of the actual ones, but only 500 trials which produce multiple results cause relatively large deviation. If, however, 100 gamers average their replay statistics, the averages of the groups would be closer to the true statistics than most single replay averages. Thus while a particular gamer's statistics may not all be accurate, those averaged by a sufficiently large number of gamers will be.

As mentioned earlier, the way players are used affects the replay statistics. If a batter faces pitchers as he did in reality with the same frequency, the gamer will find his replay statistics relatively accurate. However, once the player is placed in an all-star league or faces competition from a different era, distortion occurs.

This is why I have never seen S-O-M's 1961 Roger Maris hit 61 home runs when facing old-timer pitching. In 1961, Maris feasted on Kansas City pitching, whereas he faces pitchers the caliber of Sandy Koufax and Walter Johnson in a great teams replay, see how his HR production drops. So, if your Keith Hernandez card is hitting .220, it could be for any of the reasons listed previously.

HOW TO EVALUATE A PLAYER'S CARD

When evaluating a player's card, it helps to know how many "chances" an event has of occurring. For example, if a player has doubles at 1-3, 1-4 and a 1-7 split on 1-5, here's how to calculate the number of chances: a "3" turns up 2 times in 36, a "4" turns up 3 times in 36 and added they equal 5 chances so far. How to handle the split: a "5" comes up 4 times in 36 and the split is successful 7/20 of the time, giving $4 \times 7/20 = 1.4$ chances, for a total of 6.4 chances on the card.

After the chance of each event is calculated, the way one evaluates them is subjective; each gamer can adopt his own evaluation system.

One method is the Earnshaw Cook system, in which a player is rated by multiplying his probability of reaching base by total bases per plate appearance. For any S-O-M card, one can use the following formula:

$$EC = (1B + 2B + 3B + HR + BB) \times (1B + (2 \times 2B) + (3 \times 3B) + (4 \times HR))$$

The higher the EC number is for a batter, the better. The converse is true for a pitcher's EC number. This does not account for strikeouts or running and fielding ratings, but is quite good for judging the value of a player's card.

The Review staff

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Here's 'two-minute' offense for football

Proposed by James Sanders, the policeman from Gary, IN, this "Hurry-Up" offense is similar to other two-minute offenses that have found their way onto the pages of the Review.

Here is the time breakdown for the two-minute offense and then rules regulating its use:

* 2:00	* 1:52	* 1:44	* 1:36
* 1:28	* 1:20	* 1:12	* 1:04
* :56	* :48	* :40	* :32
* :24	* :16	* :08	* :01

Moving the clock:

- (1) Long pass complete - 3 spaces (2 if time-out is called)
- (2) Short pass complete - 2 spaces (1 if time-out is called)
- (3) Flat or look-in pass complete - 3 spaces (2 if time-out is called)
- (4) Incomplete pass - 1 space
- (5) Runs, sacks and must run - 3 spaces (2 if time-out is called)
- (6) Interceptions and returns - 1 space for each

Special rules:

- (1) Above clock can only be used in last two minutes of half and game.
- (2) With :08 remaining, only a short pass can be called and, if completed, a time-out can be called (if any remain) to stop clock at :01. If any other play is called, time runs out, including incomplete long pass, must run and sacks. With :08 remaining, a short pass that is incomplete would also leave :01 remaining.
- (3) Should you lose possession of ball, go back to original clock (if team in possession desires) after all results are moved on above clock and move to next lowest time. For instance, with 1:20 remaining and an interception is thrown, move above one space for interception and one space for return, which will move clock to 1:04. When going back to original clock, go to 1:00 as it is next lowest point (of course, team in possession can elect to keep two-minute offense clock going).

MVP Contest winner revealed

No one 'fingered' Brewers' Rollie, however

Duane Tunink of Lansing, KS--yes, Lansing, KS, not Michigan!--is the latest winner of the Strat-O-Matic Review's Most Valuable Player Contest.

He was one of three people who picked Mike Schmidt correctly in the National League and also the four division winners--New York and Oakland in the A.L.; Los Angeles and Montreal in the N.L. But Tunink, going on to the next tiebreaker, percentages, won out with a .590 composite.

The actual composite percentage by the four winners was .567. Two other gamers, Cliff St. Denis of Brewerton, NY, and Mark McGonigle of Maple Shade, NJ, also picked Schmidt and the four division winners. But St. Denis had a .596 composite percentage and McGonigle a .603, thus Tunink is the winner--by the paper-thin margin of six percentage points!

As a result of his being declared the winner in one of the closest, if not the closest, contests the Review has staged, Tunink will be receiving, compliments of the Review, a set of the new baseball cards, plus extras, when they become available in late January.

Tunink, for the record, lives at 126 Fairlane, Lansing, KS 66043. And that's where the UPS truck should be stopping anytime between Jan. 25 and Feb. 1.

Of, although 20 gamers picked Schmidt as the MVP in the N.L., nary a dice-roller selected Rollie Fingers in the A.L. Tony Armas was the

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No. 1 choice in the A.L., receiving 58 of 235 votes cast, while Gary Carter of Montreal was tops in the N.L. with 45. Schmidt wound up No. 5.

Because of the split season, and otherwise confused baseball situation in the summer of '81, the Review made the division winners those teams that actually won their divisions in the playoffs. Some didn't have the best records overall (both "seasons"), but they did win the division.

In case you were curious, Tunink picked Armas as his MVP for the A.L., St. Denis said it would be Dave Winfield and McGonigle gave his vote to Carlton Fisk. But no one pointed the 'finger' at Rollie Fingers.

Here are more stealing ratings

If you're in a 'stealing' mood, here are two more teams (playoff qualifiers Houston and the New York Yankees) for you to experiment with as far as the new supplementary stealing ratings Strat-O-Matic is about to come out with.

Last month the new system was unveiled and the ratings for two teams--Philadelphia and Kansas City--were printed. Initial experimentation was a success and, although the new stealing system wasn't tested over a full-season, it appears far more realistic than the former method. But, as was pointed out last month also, the new system is a "supplementary" one. It's an addition, or supplement, to the present system of stealing in S-O-M.

Anyway, for those who have experimented, like what they found, here are two more teams to steal away with.

Remember how the supplementary stealing system works? That's the first step.

(1) The offensive manager, when a runner is on first base, indicates whether or not the runner will attempt to get a good lead-off. Roll two dice and check the "dice frequency roll" section and if the number falls within that listing, then the runner has a good lead-off. The defensive manager can elect to hold the runner.

(2) If the runner has a good leadoff and attempts to steal, the first number is checked under the ratings column. The catcher's throwing arm rating is figured in and -2 is also for the runner being held. A 1-17 rating, for example, would become, with a -2 catcher and the runner being held (-2), a 1-18.

(3) If the runner does not get a good "lead," then the second number under the rating column is checked. The runner is also reduced -4 for being held when not possessing a good "lead."

(4) An attempted steal of third base is slightly different than a steal of second. A runner must have a good lead, otherwise he cannot attempt to steal third. If the runner has a good lead, then a split number is picked and the second rating is referred to. Catcher's throwing arm is figured in, as is -4 if the defensive manager is holding the runner on.

(5) A steal of home can be attempted. It's the same as a steal of third except -7 is subtracted from a runner's second rating and the catcher's arm is not figured in.

(6) A manager may attempt a dice frequency roll each time a new batter steps to the plate (with a runner(s) on base, of course).

(7) One last note: If a player has a dash by his name on the stealing sheet, that means he may not attempt to steal. And a reading similar to "7-8=Z" means that the baserunner is not allowed to steal and, in addition, is picked off base if the next batter strikes out.

The ratings are found on the next page:

NEW YORK YANKEES

STEALS/CAUGHT	DICE FREQUENCY ROLL	RATINGS
Watson 2-1	3 (7-8=Z)	13--3
Jackson 1-2	2-4	7--3
Randolph 30-5	2-5, 12	20--11
Piniella 0-2	2-5, 12	3--1
Soderholm --	--	--
Gamble 2-0	3 (7-8=Z)	20--0
Cerone 1-3	2-5	5--1
Murcer 2-0	3 (7-8=Z)	20--0
Dent 0-3	2-5, 11	3--1
Brown 27-8	2-7, 11	18--14
Nettles --	--	--
Spencer 1-0	2 (7-10=Z)	20--0
Jones 18-8	2-7	17--14
Rodriguez --	--	--
Oates 1-2	2-4, 11	7--3

HOUSTON

Cedeno 48-15	2-8	18--15
J. Cruz 36-11	2-6, 11	18--13
Walling 4-3	2-5, 10	11--6
Howe 1-0	2 (7-10=Z)	20--0
Puhl 27-11	2-6	17--12
Cabell 21-13	2-7, 11	13--11
Ashby --	--	--
Landestoy 23-12	2-12	15--13
Morgan 24-6	2-5, 10	19--12
Reynolds 2-1	5	13--3
Leonard 4-1	2-4, 12	19--9
Fujols --	--	--
Keep --	--	--
Bergman 1-0	4 (7-10=Z)	20--0

Readers roll 'em

WHY NO PHOTO-COPIES?

I am very disappointed regarding your policy of prohibiting the advertisement for photo-copies of older cards. There are only so many of the older sets to go around and I cannot afford to pay \$50 and \$100 a set.

If this rule is to protect sales of the S-O-M game company, then it should have the teams to sell; this is not the case as it neither has a stock of old teams nor does it re-print past years.

If the intentions are to protect those who possess the earlier teams, then I am in the minority. I would rather make a small sum of money on photo-copies and keep my cards than part with them for a larger sum of money.

In conclusion, I think the

potential for S-O-M enjoyment by the majority is being stagnated by a few. Why? Money! Too bad that the Review, like many other things, must be constricted by people's greed.

I would eagerly anticipate the Review even more if each month it had a print-out of a different player, such as a '66 Frank Robinson, or a '69 Reggie Jackson. But photo-copies do not appear to be allowed anywhere. Why?

Rick Hudson
813 E. 28th Ct.
Des Moines, IA

Editor's note: Individual copies of S-O-M cards have been printed in the Review before, especially unusual cards. But as far as why

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prints of past (and also new) card sets cannot be offered for sale, the main reason is because it is against the law--copyright laws would be violated. It's not a rule--it's a law! If someone could photo-copy cards at their whim, what would prevent them from printing other parts of the game, or even the new cards (and then offering them for sale) as soon as they came out?

FOOTBALL NEEDS CHANGES

I've played Strat-O-Matic games now for over 10 years. No doubt it's the greatest product is the baseball game. The lefty-righty matchups are brilliant. But the game that could be as great is Football, with a few changes.

Penalties must be incorporated, based on team statistics. It's ridiculous not to have penalties in Football.

Secondly, offensive and defensive linemen should be given two ratings - both for the pass and the run instead of a blanket rating. Pass-run ratings for linemen will pinpoint their talents and add to our coaching.

Running backs should be rated for their blocking ability. Remember how Braxton helped O.J.

The game company made radical changes in its basketball game. How about all us grid fans? Let's make football a truly realistic product.

Kent Scott
54 Somerset Ave.
Toronto, Ontario

VOICE OF A NEW SUBSCRIBER

As a virtually new subscriber to your magazine, I would like to comment on two letters in a recent issue.

The first was from Richard Breest, who requested that some "math major" pass along the S-O-M Baseball "formula." I assure you that I am no math major, but I do indeed know the formula. I am not including it because I know someone else out there will.

As for the second letter, I fully agree with Mark Guerra regarding the hitting cards for pitchers. Why can't S-O-M give the pitchers the 1-4 rating for

batting average and an individual N/W rating, which would depend on their home run production. This would be simple to do and would make a whole lot of sense.

Bob Colleary

Editor's note: Bob's right about someone else sending in S-O-M's "formula." At least a half-dozen such offerings crossed the desk of the Review within the last month.

ENJOYED 'SPOTLIGHT' ARTICLE

In the Nov., 1981, issue of the Review, I enjoyed reading your Strat-O-Matic Spotlight article, page 19. It mentioned that an IBM 370/138 computer is used to create the baseball cards. The article described the difficulty in making statistically accurate baseball cards; in fact, "200 decisions per player are made by the computer," etc.

As a statistics buff, I took 18 graduate credit hours in advance statistics and applied my training on the same IBM 370/138 larger computer (but at an university in Minnesota). Although I am now a psychologist, I still enjoy working on a large computer with statistics. Therefore, I enjoyed Harold Coleman's article on probability in the September issue of the Review.

And, I applaud David LaForest and Richard Breest for writing letters (Nov. issue) whereby they mentioned that they also enjoyed Harold Coleman's article. By showing our support, maybe more Strat gamers will contribute technical articles which will be practical for those of us who enjoy the mathematical side of Strat-O-Matic's well-designed table top games.

Larry Duisberg, M.A.
2712 Tomoka Ave.
Titusville, FL

REBUTTAL APPRECIATED

The International League of Modern Time Milkshakes appreciates the printing of the rebuttal in the Dec. issue. Also the coverage of our league stats.

We hope we have clarified some of the misconceptions of our league to the Review staff as well as other S-O-M gamers. We are very excited about kicking off the 1982 season with the new stealing system.

Frank Lamberti, Brooklyn, NY

Hockey playing tips

8

Pete Manzolillo of Bellmore, NY, is back again with penalty/intimidation ratings for goalies in hockey. Manzolillo reports that there was only one AA and three A penalty-rated goalies in the newest set of cards.

And, rather than print the names of all the goalies, Manzolillo did not include the goalies who did not receive any penalty minutes. Just rate them "O" and "I-0."

Remember, when using the goalie to intimidate, it's an optional ploy when the assigned player for intimidation is rated "I-0" or "I-1." If a penalty results, it is charged to the goaltender. But if "takes away puck" results, give the puck to the player originally assigned to intimidate.

Penalty ratings, in case you were curious as to how Manzolillo computed or assigned them, are based on percent of penalty minutes to total minutes played. Intimidation ratings are arbitrary and based on a goalie's reputation and Manzolillo's personal observations.

Here are the ratings: Penalty Intim.

Rogie Vachon BOST	O	1	llo plus gaming friend Steve
Jim Craig "	B	1-3	Pyatt have added to make
Marco Baron "	B	1-3	S-O-M table-top hockey more
Don Edwards BUFF	O	1-2	realistic include:
Rejean Lemelin CALGY	O	1	
Pat Riggins "	C	1-2	* Five-minute major pen-
Jim Rutherford TOR	B	1-3	alties occur much fewer times
Jiri Crha "	O	1	than in real-life. To increase
Curt Ridley "	O	1-3	chances of majors occurring,
Hardy Aastrom COL	O	1	make the following adjust-
Al Smith "	AA	1-6	ments on super advanced pena-
Gilles Gilbert DET	C	1-2	lty chart: Under "Opponent
Ed Mio EDMONT	C	1-2	penalty" in AA, A and B col-
Mario Lessard LA	O	1	umns, change all readings of
Doug Keans "	B	1-3	"5 min. if AA rating" to read
Gilles Meloche MINN	O	1	"5 min. if AA, A, B rating."
Don Beaupre "	A	1-3	Also change all readings of
Richard Sevigny MONT	A	1-3	"5 min. if AA, A rating" to
Michel Larocque "	O	1	read "5 min. if AA, A, or B
Billy Smith NYI	A	1-6	rating."
Roland Melanson NYI	O	1	* If five-minute majors
Doug Soetaert NYR	O	1	occur, pick a split card. If
Steve Baker "	C	1-2	between 1-10, give a 10-minute
John Davidson "	O	1	misconduct to every AA, A and
Pete Peeters PHI	C	1-2	B rated player on the ice,
Greg Millen PIT	O	1-2	including the players with the
Nick Ricci "	O	1	major penalties. If between
Dan Bouchard QUEB	B	1-6	14-20, no additional penalties
Ron Grahame "	O	1	allotted.
Glen Hanlon VANC	B	1-4	* Then pick a second split
Mike Palmateer WASH	B	1-4	card, for a "bench-clearing
Dave Parro "	O	1	brawl." If a 1, 10 or 20 is
Wayne Stephenson "	O	1	picked, a "pier-sixer" re-
Michel Dion WINN	O	1	sults, and allot the following
Pierre Hamel "	O	1	additional penalties: (1) the
Markus Mattsson "	O	1	2 original players who got the

major penalties get game mis-
conducts; (2) Both goalies get minor penalties for leaving their creases;
(3) Both teams get a bench minor penalty; (4) Of the 10 skaters on the
ice at the time, all B, C and O players get misconducts, while all A and
AA players get majors and game misconducts; (5) Any AA or A players on
the bench at the time get misconducts (these misconducts are in addition
to any misconducts allotted after picking first split card or after any

(continued on page)

misconducts from the player ratings on the roster sheet. If any player gets 2 misconducts, consider the second one to be a game misconduct).

* And, of course, the penalty shot rule. If a player rolls a "2" or "12" on a breakaway attempt, and the result is a shot on goal, either by "X" or off the goalie's card, pick a split card to see if the player was pulled down and a penalty shot is awarded. If split card is a "1", player gets penalty shot. Roll 2 dice; 2-6, 12 is a goal, 7-11 is a save, and no time elapses. If split card is 2-20, continue play as usual.

Remember, all additional rules pertain to the super-advanced game.

Hockey playing tip

The following chart deals with the success rate when penetrating or passing in Strat-O-Matic Hockey. Darren Blankenship of Bel Air, MD, is the author of the chart, which, as he says, will help you decide whether to pass or penetrate when such situations come up.

"The percent represents the chance of success when penetrating or passing," says Blankenship. "The percentages on penetration are based on the untested advanced penetration chart. The passing percentages are computed separately for even strength, power play and shorthanded situations."

PENETRATION

4-1 75%	4-2 60%	4-3 50%	4-4 45%
3-1 65%	3-2 50%	3-3 40%	3-4 35%
2-1 40%	2-2 35%	2-3 30%	2-4 20%
1-1 30%	1-2 25%	1-3 20%	1-4 10%

PASSING

[Against Even Strength]		
With Passing J	With Passing J,K	With Passing J,K,L
37.5%	47.5%	57.5%
[Against Shorthanded]		
52.5%	62.5%	72.5%
[Against Power Play]		
17.5%	27.5%	37.5%

1956 season will have advance features

(continued from page 1)

present system of AAA, AA, A, B, C and D, etc.

Speaking of stealing, however, Tim Raines of Montreal will be the only AAA in the upcoming card set. That much S-O-M has revealed. It also reports that Oakland will have an all-"1" outfield and that Goose Gosage and Nolan Ryan will have "awesome" cards.

Fernando Valenzuela of Los Angeles will be the only National League pitcher with a "9" endurance rating, while Ken Forsch, Steve McCatty and Rick Langford are American Leaguers with the "9" rating.

"Ozzie Smith and Dave Concepcion are the National League shortstops with "1" fielding ratings," mentioned James Williams of S-O-M via a phone conversation in early December, just before the American League cards were to be shipped to the printer for mass production.

As far as when the new cards will be available, Williams says not until the end of January, or "the regular time. We are on schedule now, but there are still many things that have to be done. Please don't tell your readers a certain date that the cards will be available, because then the phone rings off the hook here. Right now, everything is on schedule.

Cost of the new cards for past customers will be \$11.75 for the teams and \$3.45 if one wishes to purchase the extra players. There will also be a \$1.75 handling charge for orders \$15 or more. The 1956 season will be sold only as a set; no individual teams will be available.

Now the countdown begins awaiting the word from S-O-M that the new cards are available. 10-8-8-7-6-5-4-3-2-1....

Advertisements

Rates per issue will be as follows: First 30 words--60¢; 31-60 words--\$1.00; 61-100 words--\$1.50; 101-150 words--\$2.00; 150-200 words (maximum length for ad)--\$3.25. When sending in ads, specify either WANTED, FOR SALE, FOR TRADE, LEAGUE FORMING, or CONTESTS. And name card sets by the year upon which they were based. Note that only advertisements for Strat-O-Matic products will be accepted, and that merchandise competing with S-O-M products may not be offered for sale, nor may photo-copied cards. Ads, to be include in the next issue of the Review, must be in by the third of the previous month. Late ads will be held over for inclusion the following month.

Wanted

WANTED: The following football teams: 1966 Green Bay (\$20), Kansas City (\$17); 1967 Green Bay (\$20), Oakland (\$17); 1968 New York Jets (\$20), Baltimore (\$20); 1972 Miami (\$15), Minnesota (\$10); 1973 Miami (\$10), Washington (\$10); 1974 Minnesota (\$8), Pittsburgh (\$10). I'm willing to pay the listed price for any of the above teams. If interested, contact: Jeff Williams, Box 1031 SCU, Santa Clara, CA 95053 (408-985-3118).

Editor's note: The first S-O-M Football teams were based on the 1967; 1966 was pre-S-O-M.

WANTED: 1973 baseball teams: White Sox, Indians, Yanks, Expos, Orioles, Astros, Giants; 1976 Mariners, Blue Jays. Must be in good condition. Write to: L.O. Melito, Daniel Road RFD#1, North Salem, NY 10560.

WANTED: All (26) 1977 S-O-M Baseball teams. All 1977 extras. Also 1977 roster sheet if possible. Also looking for 1978 Chicago Cubs with or without extras. Will pay top dollar. All letters answered. Neil Greenberg, 2940 Ocean Parkway, Brooklyn, NY 11235 Apartment 19U

WANTED: Baseball, complete sets, 1962-69 seasons. Extras if available. Will pay any reasonable price. Send prices to: M. Hines, 4619 Sunflower Road, Apt. 125, Knoxville, TN 37919

WANTED: 1971 edition baseball cards. All 24 teams. Must be in good condition and have all players. Will trade 1978 and '79 season cards for your cards, or send price to: J.J. Lucas, 14612 Puritas Ave. #304, Cleveland, OH

44135

WANTED: 1979 Kansas City Royals baseball team; reasonable price offered. Reply by mail to: Dennis Seybold, 331 Lejuene Drive, Greensburg, PA 15601

WANTED: Baseball teams - 1975 Dodgers, Cubs, A's, Red Sox, Blue Jays, Brewers, Orioles, White Sox, Mariners; 1978 Pirates, Expos, Astros, Cubs, Braves, Cards, A's, Royals, Breweries, Rangers. Teams must be in good condition. Write to: L.O. Melito, Daniel Rd. RFD #1, North Salem, NY 10560

WANTED: S-O-M gamers who are currently attending Purdue University or who will enter the university next year, please contact me as soon as possible and tell me about your S-O-M activities. I will be enrolled in the university next fall. Darren Blankenship, 1321 Turret Road, Bel Air, MD 21014

WANTED: Any baseball teams from 1962 to 1967, your choice \$3 a team with the exception of old-timer teams. Also, 1973 Twins, Orioles, Red Sox, Giants, Dodgers, \$2.50 each. Send list of teams to: Ron Brammer, 2504 NE 52nd Ter., Kansas City, MO 64118

WANTED: 1967, '68, '69, '70, '71, '72, '74, '75, '76 complete football seasons, plus '73 NFC. I will buy from lowest bidder for each season. The following are prices I'm willing to pay, but a lower bid will get the sale: '67 - \$90, '68 - \$80, '69 - \$70, '70 - \$60, '71 - \$55, '72 - \$50, '73 NFC - \$22, '74 - \$40, '75 - \$35, '76 - \$35. Seasons must be complete, except for '73, and teams need not be in ex-

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cellent or mint condition - good to very good is OK. All SASE bids receive reply and bids are open until next subsequent Review is received by me. Richard A. Gray, 5057 Petaluma Hill Rd., Santa Rosa, CA 95404

WANTED: Baseball teams. 1977 Yanks, Giants; 1978 Padres, Mets, Angels, Twins, White Sox, Blue Jays, Mariners, Tigers, Orioles, Indians. Must be in good condition. Write to: L.O. Melito, Daniel Rd. RFD#1, North Salem, NY 10560

WANTED: The following baseball teams: 1963 Indians, A's, Angels, Senators, Houston; 1965 Angels, Cardinals, Cubs, Houston; 1966 Boston; 1967 Indians, A's; 1968 Angels, Senators; 1969 Indians, Chisox, Seattle, San Diego; 1970 Senators, Royals, Brewers, Expos. Please state the condition and your wants (price or needs-- I have over 400 baseball teams). SASE insures reply. Send to: Gary Gannet, 5950 NW 24th Place, Sunrise, FL 33313

WANTED: Badly need 1975 Pittsburgh Steelers. Also want any pre-1977 Steelers. Please state price and condition. Kent Kirchstein, 112 Helen St., Sauk City, WI 53583

For Sale

FOR SALE: How to play by mail! Comprehensive six-page report ready now. Send \$2 to: Bob Warsinski, 17471 Revere St., Southfield, MI 48076

FOR SALE: Computer statistically developed chart and ratings of each team's punter of 1980 pro football season, permitting you to be statistically accurate when attempting to punt the football inside opponent's 20-yard line. With ratings, chart, no longer does a poor punter have an advantage. Send \$1.85 to: Larry Quisberg, M.A., 2712 Tomoka Avenue, Titusville, FL 32780

FOR SALE: Conversion chart. Convert elementary fielding ratings into "e" ratings for pre-1977 cards. \$1.00. Exact error percentages for every "e" rating at every position. \$2.00. Accuracy

guaranteed. John Henshell, Apt. 38, 9800 SW Frewing St., Tigard, OR 97223

FOR SALE: The 1982 S-O-M Basketball Advanced Version Scouting Report. The report rates each player for the following: 1. Field goal percentage for all four types of shots; 2. Three-point field goal percentage; 3. Field goal percentage allowed defending against all four types of shots; 4. Tendency to commit a turnover or replay; 5. Ability to receive a defensive foul. The report rates each defensive card for the following: 1. Field goal percentage allowed against all five types of shots; 2. Tendency to force turnovers. Also included is a free surprise bonus. To order yours, send \$5 to: David L. Smith, 11213 Fairfield Road W., Minnetonka, MN 55343

FOR SALE: I would like to sell one S-O-M Baseball game, excellent condition, \$25, or best offer. All the 1980 card set (26 teams) plus '27 Yanks, '61 Tigers, '78 Yanks (20), Dodgers (24 players); '75 Reds, (18); '76 Reds (20); '68 Tigers and '77 Tigers (20). Greg Bucurestean, 7427 Serina, Detroit, MI 48210

FOR SALE: The 1980-81 S-O-M Hockey shooting report. This report tells the percent chance that a player has of rolling a "goalie rating" or a "goal 1-?" For outside, inside, and reb/bkwy shots. For your copy, send just 50¢ and a SASE. Darren Blankenship, 1321 Turret Road, Bel Air, MD 21014

FOR SALE: Assorted 1969-1975 baseball, football, basketball teams and S-O-M Reviews. Send SASE for detailed bid sheet to: Bob Warsinski, 17471 Revere St., Southfield, MI 48076

FOR SALE: Baseball - Complete 1974 set with all extra players, mint condition; complete 1975 set with all extra players in mint condition; 1973 A's, Padres and Cubs in excellent condition. Football - 1969 Dolphins, Cards, Jets, Bengals, Chargers, Giants, Broncos, Packers, Bills, Falcons, Patriots. All in very good-to-excellent condition. I would prefer to sell the

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teams in complete sets according to year but I am willing to sell individual teams. Send bids to: David Shenker, 863 Loyola Drive, Ormand Beach, FL 32074

FOR SALE: 1966 Dodgers; '71 Expos, LA, Cleveland, Atlanta, Det., Yankees, St. Louis, Boston, Milwaukee, Minnesota; 1973 KC, Cubs, LA, San Diego, Mets; 1974 Cubs, California, Mets, Cincinnati, KC, Cleveland, San Diego (all cards in great condition and complete with extras). Set I - 400 1976 assorted cards in very good condition (might complete those incomplete teams). Set II - 258 1972 assorted cards - Cubs, Boston, Chicago, Houston, Minnesota, Atlanta, St. Louis, Oakland, Detroit, San Francisco, Cincinnati, LA, Baltimore, San Diego (each team almost complete). Set III - 617 1974 cards - 21 of 32 teams have 20-23 players, 9 teams have 19 players and 12 teams have 18, 17, one 16, one 15 players. Sets sold as sets only. David Scheer, 86 Mik St., Spencerport, NY 14559 (716-352-5089)

FOR SALE: The 1982 S-O-M Hockey advanced version scouting report. The report rates each player for the following: 1. Goal scoring percentage for all three types of shots; 2. Passing ability; 3. Defensive ability to take away the puck, or to allow shots; 4. Tendency to lose the puck while shooting or passing; 5. All goalies are rated for their tendency to allow goals. Also included is a free surprise bonus. To order yours, send \$5 to: David L. Smith, 11213 Fairfield Road W., Minnetonka, MN 55343

FOR SALE: The basketball game, it includes all game parts and instructions for both old and new versions, plus all 1980-81 teams (new version, excellent condition), all 1979-80 teams (old version, excellent condition) and the 1977 Bullets, 76ers, Warriors, Lakers and Super-Sonics (old version, fair condition). All this for the giveaway price of \$22. First check I receive will get this valuable set. All other checks will be returned immediately, provided

a self-addressed, stamped envelope is enclosed. I will pay the postage cost of mailing this set. Chuck Gilardi, 1066 Annapolis Dr., San Mateo, CA 94403

FOR SALE: 1978-79 Basketball - Houston, Los Angeles, Milwaukee, Denver, Chicago, San Diego, Nets, Phoenix, Washington, Knicks, San Antonio, Boston. \$12 for set. Baseball - 1978 Yankees, Mets, Red Sox, Royals, Phillies; '62 Mets and Giants; '41 Dodgers. \$9 for set. Both sets \$20. Teams in good condition. Robert Gebeloff, 9 Evergreen Road, West Caldwell, NJ 07006 (201-228-2765)

FOR SALE: Unbreakable 20-sided dice. Forget split decks--20-sided dice are more random and easier to use. Available in a variety of colors: white, yellow, dark green, black, violet, red, royal blue, lime green, burnt orange. \$1.25, postpaid, same day service. Paul Wooden, 5971 East 25th Place, Tulsa, OK 74114

FOR SALE: Final close-out of S-O-M baseball and basketball teams. Over 60 teams - baseball, 1969-76, and complete basketball for '72-73 and '75-76 for sale. Will consider trading for basketball and baseball cards. Chuck Holman, 5210 N. Pueblo Villas, Tucson, AZ 85704 (phone: 1-602-888-4419)

FOR SALE: 1975 baseball cards (except Twins). All teams are in good condition except Mets, Phils, Dodgers, Reds and Pirates, which each have a few much-used cards. Pirates, Padres, Yankees, Indians, Cubs and Boston have one player missing; Brewers have two players missing. Will trade any two of the above teams for any one of the following teams: 1962, 1963, 1964 and 1966 Twins. Send offers and SASE to: Reggie Noot, RR 1, Dunnegan, MO 65640

FOR SALE: Complete 1978 and 1979 Football sets, good to excellent condition. Each set \$15 postpaid. First checks received gets cards. Send to: Al Greuter, 99 Upper Mountain Avenue, Rockaway, NJ 07866 (201-625-9261)

FOR SALE: Football - 1968 Jets, Oilers, Chiefs, Raiders, Broncos,

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Chargers, Dolphins, Bengals and Bills. Basketball - 1973-74, 1975-76 complete sets, ('75-76 with 22 ABA players included). All teams in excellent condition. Make offer to: Scott Wharton, 1333 Woody Drive, Jackson, MS 39212 (601-373-1884)

FOR SALE: 20-sided dice, \$3.50. Numbered 1 to 20. Replacement guarantee against breakage. Same day service. Dale Barnes, 509 Davis, Park Forest, IL 60466

FOR SALE: Football sets, teams and roster sheets. All items are very good to mint. Sets: 1970 with game box and roster; 1971 with roster; 1976. Teams: 1967 Cowboys, Packers, Rams, Bears, Browns, Colts; 1968 AFL; 1969 Vikings, Chiefs, roster; 1970 Bengals, Lions, Cowboys; 1971 Bears, Steelers, Eagles, Chargers, Patriots, Falcons; 1974 Cardinals, Bills, Saints, Browns, roster; 1975 Rams, Colts, Bengals, Steelers, Raiders, roster. Bidding closes at end of month. Bid in cash or pre-1966 baseball teams. Luke Kraemer, 2550 Yeager Rd. 7-8, West Lafayette, IN 47906

FOR SALE: All 1965 baseball teams plus an extra Giants and Phillies; 1967 baseball teams; 1968 baseball; 1969 baseball with extra players plus an extra Expos, Angels, without extra players and an extra Tiger team without McLain and Kilkenny. 1970 baseball with extra players except Senators, Brewers, Padres, Phils, Expos, White Sox, Tigers; 1971 with extra players; 1972 only Tigers, Cubs, A's, Reds, Mets, Orioles, Pirates, all with extra players; 1973 with extra players; 1974 with extra players plus an extra Red Sox, A's, Phillies, Tigers, without extras; 1975 with extra players except for Cubs, Expos, Cards, Dodgers, Astros, Braves; 1976 with extra players plus an extra Expos, Cubs, Cards, Dodgers, Astros, Braves, without extra players; 1977 with extra players; 1978 with extra players; 1979 with extras. I'm also selling virtually all the old-timer teams in baseball and football. I'll sell them cheaply, provided they're

bought in bulk. Football - all 1967 teams; 1968; 1969 except Bengals, Bears, Bills, Packers, Cardinals, Falcons, Colts; 1970 all teams plus two extra 49er, Raider teams and an extra Cowboy team; 1971 all teams plus an extra Patriots team; 1972; 1973 except for Redskins, Patriots, Steelers; 1974 only Steelers, Redskins, Cards, Patriots; 1975 except for Broncos, Chiefs, Browns, Redskins, Giants, Saints and Falcons; 1976; 1977 except Raiders plus an extra Dallas and Denver. Basketball - 1972-73 Bulls, Kings, Bucks, Warriors, Knicks, Lakers, Celtics, Bullets, Hawks, 76ers; all '73-74 plus an extra Bullets, Lakers, Bucks, Knicks, Celtics; '75-76 Warriors, Cavs, Suns, 76ers, Bulls and ABA all-stars. Mint condition basketball set. S-O-M Reviews: March, 1971 - Dec., 1972; Feb., 1973 - April, 1973; Aug., 1973-Jan., 1974; April, 1974-Jan., 1979 [except Oct., 1978]. S-O-M Directories (Dec., 1977 and 1974?). Please send bids to: Chris Jones, 49 Mayflower Road, Needham, MA 02192

FOR SALE: S-O-M Football teams, 1968-1977. The teams will be sold individually, not as complete sets. Most teams are in good to excellent condition. If you meet my price, I will sell immediately. Lower bids will be decided by the end of the month. J.M. Bordelon, 5445 Braesvalley, #724, Houston, TX 77096 (phone: 713-721-5465)

FOR SALE (TRADE): College football game with 24 all-time teams and 32 1977 teams - \$16 + \$1.50 postage. Basketball game [contains all parts for the old version and new version] - includes 1977 season, 6 1978 teams, 4 1980 teams. \$17 + \$1.50. Will sell or will trade for baseball teams or loose players. Send list and 13¢ postal card or SASE to: Larry Gavlak, RD#1, Box 410, Houtxdale, PA 16651

For Trade

FOR TRADE: 1973-74 basketball teams. I have 16 teams - all in mint condition, never used. Few teams missing one player. L.D. Melito, Daniel Rd. RFD#1, North Salem, NY 10560

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FOR TRADE: 1974-75 basketball teams - Portland, Detroit, Houston, Buffalo, Philadelphia, Washington, New Orleans, Cleveland, Seattle, Boston, Golden State, Atlanta. All in mint condition - a few teams missing one player. L.D. Melito, Daniel Rd. RFD#1, North Salem, NY 10560

League Forming

LEAGUE FORMING: Denver area gamers interested in playing S-O-M Baseball should call or write: Dave Weber, 6900 Warren Dr., Denver, CO 80221 (426-5451)

LEAGUE FORMING: Eight pairs of managers are needed for a new PBM, advanced, basketball league. It will be a straight team, 16-team league with limited trading. Pairs of managers are needed because one manager will manage the visiting team from the visiting manager's strategy sheet and the other manager will manage his own team. Entry fee is \$20 with \$10 being refunded if you complete the season. The league will run from late May to mid-September. We will play a 78-game schedule. Each pair of managers must be able to play a maximum of 5 games a week against each other. Rookie draft is in February. Duane Lyons, 9404 O. Day Drive, Highland, IN 46322

LEAGUE FORMING: Adult league for responsible high-caliber gamers. If you are one who has done well in other leagues, join this one because we already have some highly competitive managers signed up. Our entry fee of \$10 plus \$15 deposit will help insure the success of the league. Deposit will be refunded if you complete the league on time. We will feature: interesting newsletters with stats and team analysis and stories from all managers. Trophies to champs. Draft will be held before cards come out. Mid-season convention. Complete, practical rules. Guidelines to help streamline compilation of stats, yet retain meaningful categories. Distribution of duties. Other leagues are invited to participate in post-season playoffs. Other imaginative, but stable concepts. Please mail qualifica-

tions quickly to: Frank Bartus, 6613 West Bancroft, Toledo, OH 43615

LEAGUE FORMING: Two PBM baseball draft leagues, advanced. Winter league established, summer league starting from scratch. Drafts held when cards come out. Play starts in Oct. and ends in March. Bring friends. Cards held from year to year. Summer league starts in March and ends in Oct. Jack Carter, RR1, Calhoun, KY 42327 (phone: 502-785-4551)

LEAGUE FORMING: PBM draft league forming. We will start with 10 members and retain cards. Write or call for more details: Jack Carter, RR1, Calhoun, KY 42327 (502-785-4551)

LEAGUE FORMING: SOMSBA, starting its second season, an expansion year, is looking for backup managers. If interested, write: SOMSBA c/o Andrew Shelofsky, 34 Devon Dr., Orangeburg, NY 10962

LEAGUE FORMING: I am looking for 7 responsible, dependable coaches to form an eight-team PBM hockey league. The league will be using the newest set of cards, plus extras, and the super-advanced version of the game. Many in-depth newsletters will be given to each coach. If you have time and are responsible, and this sounds interesting to you, just drop me a line or call and I'll contact you. There will be a minor entry fee to pay, but that will be taken care of after the league is set. Write: Phil Kahn, S.U.N.Y. at Plattsburgh, Adirondack Hall Room 1106 - Box 299, Plattsburgh, NY 12901. I will be home for Christmas vacation between Dec. 18-Jan. 13, so if you try to reach me at this time, write: Phil Kahn, 160 Lake Avenue, Saratoga Springs, NY 12866 (or call 518-884-6051)

LEAGUE FORMING: Hey! Basketball fans. How would you like to coach Magic Johnson, Larry Bird or Dr. J? You can. I'm looking for 12 reliable coaches for a new continual PBM basketball league. Based on the new cards. We will play an 88-game season. I will send instructions on how to draft. We will draft as soon as 12 coaches

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are picked. There is a \$4 fee to join. We'll have newsletters, yearbook and trophy for the champs. If you're interested, write to: Larry Hernandez, 1312 E. Lemon, Lompoc, CA 93436 or call me at 805-736-8443 anytime.

LEAGUE FORMING: Looking for S-O-M gamers in the Baltimore area who would be interested in forming a face-to-face hockey league. Call or write: Darren Blankenship, 1321 Turret Road, Bel Air, MD 21014 (301-879-7818)

LEAGUE FORMING: Now forming a PBM A.L. draft league based on the upcoming cards. It will be a 162-game season. The HMBL is looking for 8 reliable managers for this 10-team league. All replies answered. Send resume to: Tom Millard, 111 Cleaveland Road, Apt. 48, Pleasant Hill, CA 94523

LEAGUE FORMING: Lower Westchester County, NY, would like to meet other S-O-M gamers to form face-to-face baseball, super-advanced version, league for 1992. Anyone living within driving distance will be considered. Call or write to: Bob Warren, 23 Chester St., Mt. Vernon, NY 10552 (914-664-7794). All inquiries answered. No fee.

LEAGUE FORMING: Attention! All those S-O-M gamers out there who were disappointed when they received their set of 36 past season teams can now rejoice. A new PBM league is being formed now. It will use the basic side. Nine managers are needed in this 12-team, 162-game, "draft" league. We will draft players from the following teams: '63 Dodgers, '64 Yanks, '65 Giants, '65 Indians, '68 Cardinals, '68 Tigers, '69 Mets, '69 Twins, '69 Orioles, '69 Cubs, '69 Braves, '70 Reds, '71 Pirates, '72 A's, '74 Dodgers, '75 Rangers, '75 Red Sox, and the '76 Royals. To draft, just list players, in order of preference (Koufax, Mays, Bench, etc.) or list the positions in order of preference (catcher, second base, left field, starting pitcher, etc.). And under each position, write the players (under catcher, write...Bench,

Yeager, etc.]. Send this list along with your name, address, phone number, league experience, if any, to: Greg Schwarze, 1410 Westaire Ave., Peoria, IL 61614, or call 309-688-0310 (no collect calls please). No experience necessary, but dependability is! You must keep up in this league or else be dismissed. Backup managers are waiting.

LEAGUE FORMING: I would like to start a league; need 11 managers for league. Two teams per manager. Using next year's cards. Two leagues - American and a Canadian. American League teams (East): This is a complete draft league. Boston, Detroit, Grosse Pointe, New York, Philadelphia, Washington, [West] Chicago, Denver, Hawaii, Los Angeles, Oakland, Seattle. The Canadian League consists of Halifax, Hamilton, Montreal, Ottawa, Quebec and Toronto from the East and Calgary, Edmonton, Moose Jaw, Regina, Vancouver and Winnipeg in the west. Pick one from each league. You pick the nickname for the teams you have. Contact: Greg Bucurestean, 7427 Sarena, Detroit, MI 48210, or call 1-313-361-3077

LEAGUE FORMING: Old-timer league is now looking for 5 very reliable managers who are serious about playing O-T teams. This will be a draft league to start opening day of major league season. I am forming league so soon because I want it to be as successful as possible. To be successful, the league needs all rules made far in advance. Also mature, reliable managers with plenty of spare time to set aside is a must. I am 25 and am looking for any age gamer dependable and who meets all of above requirements. If interested, send resume for more information. All letters will be answered promptly. Write to: Jeff Eli, 314 Hamby Ave., Dawson Springs, KY 42408

LEAGUE FORMING: League requires managers for NHL teams. We offer minimum 30-game face-to-face season, playoffs, with trophy; plus admission to Kingston vs. Peterborough Annual Tournament. Write: Darrel Bates, P.O. Box 157 Wolfe Island, Ontario K0H 2Y0 or James Gray, Trent University, (continued)

Peterborough, Ontario K9J. Also, for KPA Tournament information, write above named people. SASE.

LEAGUE FORMING: Looking for more managers to expand already established PBM hockey league. It will be a continuous draft league. We will use the basic game and the new cards. For more information, write: Cliff Dolgins, 67 Old Country Road, New Rochelle, NY 10804. All letters will be answered.

LEAGUE FORMING: It is the start of a new baseball season and the "New" California Gold Dust League is looking for eager, responsible managers, as well as backup managers. The PBM league will conduct its opening draft to establish rosters. The CGDL is looking forward to its first of many exciting seasons. The CGDL will hopefully prove to be one of the most exciting leagues around; it will feature an all-star game using player balloting, minor leagues, individual awards, as well as trophies for the division winners. The CGDL will also use a front office system; it is not complicated at all and will only take a few minutes extra per game. It will include player salaries, multi-year contracts, ticket sales, broadcasting contracts; teams will receive more ticket sales when star performers play, also receive a share of ticket sales while your team is on the road. The CGDL will use the new 1981 player cards. The CGDL will be a 12-team league and will start in April. So, don't delay. For more information, write to: Jeff Dangel, 12430 Oak Knoll Rd., #31, Poway, CA 92064. All replies will be answered. No experience necessary.

LEAGUE FORMING: Looking for new managers for already established PBM draft baseball league. There is free agency dealing with money. A rookie draft every year. There are contracts for every player. We will use the advanced version. For more information, write: Cliff Dolgins, 67 Old Country Road, New Rochelle, NY 10804. All letters will be answered.

Contests

CONTESTS: 1981-82 Hockey Challenge Tournament. A brand new play-by-mail, super-advanced elimination tournament to decide who's the best hockey coach in the S-O-M world. \$120 in guaranteed prizes, \$60 to the winner. 1981-82 Hockey Challenge Tournament uses a system which gives all participants a chance to win. All games are played by the organizer using both coaches' instructions. The tourney is open to all. For rules and information on the tournament, write to: Larry King, 401 East 102 Street, Apt. 60, New York, NY 10029

CONTESTS: The California Classic Challenge Series is a unique PBM baseball tournament. It will be double-elimination, so even if you lose one series you are still in the running for the money. Cards from the 1976 to 1980 season will be used. There will be at least \$150 of prize money guaranteed, but as more people enter that pot can grow. This is your opportunity to test your skill against other gamers from around the world. The entry fee is only \$4 and the tournament begins in March. IF interested, write to: Jeff Williams, Box 1031, University of Santa Clara, Santa Clara, CA 95053

Looking back issues of Review?

1981

Oct., Sept., August, July, June, April, March, Feb. Cost: 70¢ each.

1980

Dec., Nov., Oct., Sept., July, April (limited), Feb. Cost: 60¢ each.

1979

Dec., Oct., Sept., August (limited), June, April, Feb. (very limited). Cost: 60¢ each.

To order any of the above, write: Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078, and enclose proper amount.

Gary Tien reigns as newest baseball king

GKSML completes 22nd replay

The Greater Kalamazoo Strat-O-Matic League (GKSML) would never lay claim to being the best baseball league in Stratodome. In fact, it might not even rank in the top 20 when it comes to organization, dedication of members, league by-laws, yearbooks, etc.

But the GKSML has to be the longest-running S-O-M league around. How many others can top 22 full-season replays?

The GKSML, of which Review co-editors Warren and Del Newell are members, is impatiently waiting for No. 23 to start, as soon as the new cards arrive later this month.

Season No. 22 became part of history in early August as a 154-game National League replay was completed. John Madden, who's now residing in Wisconsin and teaching at the college level, captured the N.L. title with what was thought to be one of the greatest teams ever assembled in GKSML history.

He had a pitching staff consisting of Steve Carlton (25-8, 3.25 ERA and 284 strikeouts in 307 innings), Nolan Ryan (18-7, 2.80), Jim Bibby (21-6, 3.47) and Jerry Reuss (17-4, 2.67). And, as if that wasn't enough, he had Joe Sambito (8-8, 10 saves, 2.90) coming out of the bullpen.

On the attack Madden (no relation to the former Oakland Raider coach and current TV sportscaster) had such a formidable lineup that Pete Rose was reduced to batting only 126 times and Dave Winfield was platooned.

Garry Templeton led the team in hitting, batting .331, while Steve Garvey (.317), Ted Simmons (.310), Cesar Cedeno (.299) and Ron Cey (35 home runs) were other big contributors to an attack that produced 153 homers and 720 runs.

SURPRISE IN WORLD SERIES

For those unfamiliar with the GKSML, it is a 10-team, face-to-face draft league in which both the A.L. and N.L. are replayed over 154 games. At-bats and innings pitched are strictly adhered to and each manager is allowed to protect 15 players from the previous season's roster.

A draft is held before each season, with selections made in reverse order of finish, and rosters consist of 26 players, including a third catcher in most cases.

There are two divisions in each league and the winners in each meet in a best-of-five playoff. League champs then meet in the World Series. League winners receive trophies, and also are "awarded" the last draft pick the following year.

Ages of the GKSML members range from Del Newell (40) to his son, Todd, who is 18 and the league's only teen-ager. Most are in their late 30s, and reside in the Kalamazoo-Otsego, MI, area.

As previously mentioned, John Madden captured the N.L. title, winning 106 games, two short of the GKSML all-time record. In the playoffs he met Bruce Mulder's East Division champs, 80-74, a team figured to fold quickly in the face of Madden's juggernaut.

Instead Bruce, behind a pair of route-going performances by Rick Reuschel, extended John the full five games, before succumbing in a tense, 1-0 final. Nolan Ryan's five-hit pitching and Garvey's first-inning RBI single were the difference in the finale.

In the World Series it was Gary Tien's American League champions against Carlton, Garvey, Ryan and Co. Again, Madden was heavily favored. But, after Madden won two of the first three games, Gary went on to ride the pitching of Rudy May to victory, winning the Series in seven games. May, a trade acquisition by Gary who was instrumental in the drive toward the A.L. pennant, was sensational in the Series. He pitched a five-hit shutout in the opener, a two-hit shutout in game four and won the decisive last game, 7-2, allowing seven hits.

Overall May hurled 26 1/3 innings, gave up 14 hits and didn't allow an earned run. May earned the World Series trophy for Gary, for sure!

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Other Series heroes for Gary were Bobby Grich, whose homer accounted for the only run in game four, and Robin Young, who had four hits and three RBI in the final game. Ron Cey hit five home runs in the playoffs/ Series for John Madden and Carlton, after failing to win a game in the playoffs, rebounded to notch a pair of victories in the Series.

N.L. RACE WAS MADDENING

Madden, of course, had little problem winning the West Division of the N.L. Most opposing batting attacks buckled and broke under the pressure of having to face that formidable pitching staff game after game. The team also was tops in hitting, carrying a .283 batting average, plus it was charged with only 106 errors--not bad considering Templeton had a whopping 41 bobbles at shortstop.

Del Newell, bolstered by the additions of Nos. 1 and 2 draft picks, relievers Dave Smith and Rick Camp, finished a distant second in the West, despite winning 91 games, while Bruce won 11 less games than Del but still captured the East title.

Mike Schmidt, property of Dale Holland, blasted 48 home runs and knocked in 139 runs--both league highs.

Other notable achievements on the table-top [the league met every Sunday evening from early Feb. through July] were Omar Moreno stealing 136 bases out of 174 attempts and Don Sutton who had a minuscule 1.64 earned run average, yielding only 40 earned runs in 219 innings, both for Gary.

Other league members included Jeff Green, 1980 GKSM World Series champion and holder of the one-season win record; Jeff Kik and Pat Stemas, the latter a teacher who was given a crash course in losing by fellow gamers, suffering 98 defeats and finishing 50 games off the pace in the West.

Standings and leaders:

in the West.

Standings and leaders:

East	Won-Lost	GB	AVG	ERA	West	Won-Lost	GB	AVG	ERA		
Bruce Mulder	80	74	-	.244	3.27	John Madden	106	48	-	.283	3.47
Gary Tien	75	79	5	.271	3.50	Del Newell	91	63	15	.275	3.67
Todd Newell	74	80	6	.269	3.52	Dale Holland	81	73	25	.254	3.14
Jeff Green	67	87	13	.250	4.03	Warren Newell	76	78	30	.266	4.36
Jeff Kik	64	90	16	.267	2.80	Pat Stemas	56	98	50	.253	4.00

Batting [477 ABs]	Home Runs	RBI	H: Buckner GT
Oberkfell DN .334	Schmidt DH 48	Schmidt DH 139	198
Templeton JM .331	Cey JM 35	Dawson DN 106	28: Dawson DN 47
Buckner GT .330	Horner WN 34	Cey JM 99	38: J.Cruz PS 14
McBride TN .320	Carter PS 30	Oriessen DN 96	R: Mazzilli JG
Garvey JM .317	Luzinski GT 29	Baker DN 93	102
Cromartie WN .315	Hendrick JK 26	Horner WN 90	88: Morgan BM 98
Hendrick JK .315			98: Moreno GT
			136/174

ERA [154 IP]	Strikeouts	E: Templeton JM
Sutton GT 1.64	Carlton JM 284	41
Welch DH 2.36	Ryan JM 179	GA: Fingers WN 88
Reuss JM 2.67	Soto TN 178	CG: Carlton JM 24
Ryan JM 2.80	P.Niekro GT 168	IP: Carlton JM 307
Rogers DH 2.82	Blyleven DN 167	BB: Carlton JM 99
Mura DH 2.86		
Seaver JK 2.88		

ERA [relief]	SH: Reuss JM 6	SA: Reardon PS 20, Camp DN 17
Minton DH 1.12		Minton DH 17
Tidrow JK 1.85		
D.Smith DN 2.10	HRA: J.Niekro PS 31	

Playoff results: John Madden d. Bruce Mulder, 3-6, 7-4, 3-1, 3-5, 1-0

World Series results: Gary Tien d. John Madden, 6-0, 1-5, 0-6, 1-0, 2-4, 3-2, 7-2.

Questions & Answers

Editor's note: Questions regarding 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 in some instances in order to answer such questions completely. If your question regarding ratings does not appear in the Review within four months after being submitted, you may assume the rating is correct.

QUESTION: What happens when a faceoff occurs in the defensive team's end of the ice and the offensive team wins the faceoff?

ANSWER: If the offensive team wins the faceoff, the player receiving the puck on the faceoff immediately has an outside shot on goal. He may also try to penetrate for an inside shot or, in the advanced game, may pass.

QUESTION: When does a period or game end in hockey? If the last card drawn calls for a shot and the result is a rebound, is the action played out? If a save is made and a defensive player gets the puck, does action continue?

ANSWER: The period or game ends when the last action card is drawn. If the last card calls for a shot, play it out. BUT if there is a rebound or any other result, ignore it. Time has run out. If the result is a goal, score it as a last-second goal. If a defensive player gets the puck, ignore it. There is no time for the defensive player to advance up the ice or start a rush with the pass.

QUESTION: Please explain these readings found in the Power Play section of the advanced hockey action cards: Inside shot for RD (LD) I LD (RD) and Outside shot only C (LW).

ANSWER: These readings specify shots for the power play team--the team with the man advantage. The player designations NOT in parenthesis are used if the designated player does NOT have possession of the puck at the time the card is drawn. If the designated player DOES have possession, then the action is a pass to the player in parenthesis who then takes the shot.

QUESTION: If a rebounded shot goes to an offensive player, does he automatically take a rebound shot or does he draw an action card and go from there?

ANSWER: The offensive player automatically takes a rebound shot. Visualize the situation. The goalie makes a save and the puck slithers free to an offensive player hanging around the goal mouth. This situation in Strat-O-Matic depicts the pile-up in front of the goal when the goalie can't corral the puck and an offensive player pounces on it and slams it home for a goal.

QUESTION: During a delayed penalty, I will pull the goalie of the team in control of the puck. On the advanced action card, do I read results from the power play section or from the offensive setup--1, 2 or 3--that was being played at the time the delayed penalty was called?

ANSWER: Read from the power play section because when you pull the goalie, you gain an extra attacker on the offense, just as if

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you were flying down the ice on a power play.

QUESTION: In the advanced action hockey cards, there are no results that call for a forward or defense line change. How are these determined?

ANSWER: Take the "Forward Line Change" and "Defensemen Line Change" cards from the basic game action card deck. Count off 10 advanced action cards and insert a "Forward Line Change" card; count off five more and insert a "Defensemen Line Change" card; and count off five more and stick in a "Forward Line Change" card.

QUESTION: When a penalty is called on a defenseman, does someone else take his place on the ice?

ANSWER: Just like the real-life NHL coaches, you must suffer when your star defenseman is relegated to the sin bin for two minutes. Under the rules, every short-handed team must have two forwards and two defensemen. You must replace the player who gets the penalty with another defenseman. But here's a tip for tight games, I sometimes, in shorthanded situations, will play an offense-minded defenseman as a forward in shorthanded situations if he has a good defensive rating -- say a 3 or 4 -- and is a prolific goal-scorer. Remember that you are the coach and the bench is at your disposal. Don't be afraid to use your team as you see fit within reason. Those cards reflect the personality of your players on the ice. What is missing is your coaching ability.

QUESTION: Don't beat around the bush, about whether or not a goal is scored on an empty net situation when the reading on a player's card reads X-DC.

ANSWER: No bush-beating here. When the net is empty after you have pulled your goalie, ANY shot that relies on an action by the goalie is a goal. An "X" means a save and if the goalie isn't there because you have pulled him, the shot can be nothing but a goal. Try to visualize the real action and you will see the logic of this. One of the best things about S-O-M Hockey is that you've got to keep your mind "in the game" as the coaches say. Thanks to Bill Modelski of Allen Park, MI, for a good forecheck on a previous answer.

[Note that the hockey questions were answered by Dave Hager, an S-O-M as well as longtime hockey buff. Dave has answered questions before for the Review when they pertained to hockey. He's an assistant City Editor at the Kalamazoo Gazette, Kalamazoo, MI]

QUESTION: In a press situation in the new basketball game, after drawing situation card #4, press reading states: "Opponent defense 25." Checking, say Wally Walker's [Seattle] card under defense - "Pass to any 1+ for pos. shot" - what shot selection should the offensive player take?

ANSWER: If the offensive player is stationed inside that has such a rating, then he would have to take an inside shot; if positioned outside, then he could shoot either an outside shot, attempt a three-point field goal or penetrate.

QUESTION: In the football game, No. 9 for interception return says "Flat pass only touchdown." Does that include look-in passes?

ANSWER: No. It pertains only to the more high-risk flat passes.

S-O-M league, replay scene

1979-80 BASKETBALL REPLAY - Jeff Polman of Burlington, VT, did all the dice-rollin' for a full-season replay that saw the Los Angeles Lakers whip the surprising Atlanta Hawks in the championship series, 4-0...Polman says the replay moved rapidly--particularly after he learned how to play games in 30 minutes...Washington was too good in the replay and Phoenix too mediocre, reports Polman, otherwise the results were quite realistic...He still prefers the old-style game over the new, but admits the new, after a cursory check, "is far more realistic"...Adrian Dantley of Utah led the league in scoring with a 28.5 average, while George Gervin of San Antonio and Jabbar were two-three with 27.5 and 26.3 outputs... In the championship series, after L.A. had downed Milwaukee in the Western Finals and Atlanta ousted Boston in the Eastern, both in six games, the Lakers swept the Hawks with little trouble. L.A. won the opener, 109-106, as Eddie Johnson missed a three-point try at the buzzer; Jabbar poured in 35 points, offsetting 31 by John Drew, as L.A. won the second, 117-115; seven players cracked double figures in a third-game blowout, 121-98; and Jabbar, the series' MVP, scored 39 in a 113-92 romp in game No. 4.

Standings, scoring leaders and playoff results:

Atlantic				Central				Midwest			
W	L	GB		W	L	GB		W	L	GB	
Boston *	55	27	-	Atlanta	53	29	-	Milwaukee	54	28	-
Philadelphia	55	27	-	San Antonio	41	41	12	Kansas City	44	38	10
Washington	52	30	3	Indiana	36	46	17	Utah	38	44	16
New York	37	45	18	Houston	34	48	19	Chicago	36	46	18
New Jersey	34	48	21	Cleveland	34	48	19	Denver	29	53	25
				Detroit	25	57	28				

Pacific				Scoring				Eastern Semifinals			
W	L	GB									
Los Angeles	57	25	-	Dantley UT	28.5			Boston 119, New York 116			
Seattle	56	26	1	Gervin SA	27.5			Boston 133, New York 118			
Phoenix	43	29	14	Jabbar LA	26.3			Boston 121, New York 96			
Portland	39	43	#8	Davis PHO	24.2			Boston 122, New York 93			
Golden State	32	50	25	Malone HOU	24.2			Atlanta 117, San Ant. 94			
San Diego	18	64	39	Gilmore CHI	24.0			Atlanta 132, San Ant. 108			
				Erving PHI	23.5			San Antonio 110, Atl. 107			
				Wedman KC	23.4			Atlanta 117, San Ant. 105			
				Hayes WASH	23.1			Atlanta 117, San Ant. 103			

Western Semifinals				Eastern Finals			
Milwaukee 111, Seattle 97				Atlanta 112,			
Milwaukee 103, Seattle 100				Boston 105			
Milwaukee 111, Seattle 93				Boston 119,			
Milwaukee 113, Seattle 105				Atlanta 88			
				Atlanta 119,			
				Boston 101			
				Atlanta 118,			
				Boston 107			
				Boston 98,			
				Atlanta 89			
				Atlanta 125,			
				Boston 103			

Western Finals				Los Angeles 120, Phoenix 108			
L.A. 138, Milwaukee 99				Los Angeles 104, Phoenix 94			
L.A. 114, Milwaukee 100				Phoenix 106, Los Angeles 94			
Milwaukee 107, L.A. 96				Phoenix 106, Los Angeles 104			
Milwaukee 113, L.A. 109				Phoenix 122, Los Angeles 95			
L.A. 111, Milwaukee 106				Los Angeles 116, Phoenix 100			
L.A. 120, Milwaukee 109				Los Angeles 110, Phoenix 94			

LOS ANGELES GIVES SAN DIEGO THE BOOT - Frank Corral's 29-yard field goal in overtime was the difference as Los Angeles edged San Diego, 23-20, in the Super Bowl, concluding a 12-team replay of the 1980 season conducted by Bob Batz of Aliquippa, PA...San Diego reached the Super showdown by downing Pittsburgh, 27-21, thanks to a Willie Buchanan interception in the final seconds; and L.A. turned back Philadelphia, 21-17, to win the other berth...Five runners topped 1,000 yards and 11 receivers also had more than 1,000...Tony Hill of Dallas caught 21 TD passes and Alfred Jenkins

(continued)

of Atlanta averaged 25.7 per reception...Charles Rome of Buffalo returned two interceptions for TDs, including a 97-yarder against Cleveland...Jim Plunkett of real-life Super Bowl king Oakland passed for an amazing 432 yards and eight TDs against the once indomitable Pittsburgh defense. Cliff Branch accounted for 325 of the yards...Other highlights included William Andrews of Atlanta rushing for 211 yards against the Vikings while a lowlight was Tommy Kramer of Minnesota throwing 27 interceptions and winding up the second leading rusher on the team with 56 yards total.

Standings and leaders:

AFC	W	L	PF	PA	NFC	W	L	T	PF	PA
San Diego	11	5	387	271	Philadelphia	9	6	1	336	278
Pittsburgh	11	5	343	265	Los Angeles	9	7	0	407	365
Oakland	10	6	372	278	Dallas	7	8	1	369	432
Houston	9	7	311	347	Atlanta	7	9	0	327	320
Buffalo	7	9	284	273	New England	7	9	0	336	353
Cleveland	4	12	238	377	Minnesota	4	12	0	297	443

Passing	Att-Comp	Yds.	Pct.	TD-Int	Rating
Jaworski PHI	422-249	3468	59.0	25-9	96.2
Ferragamo LA	354-204	3208	57.6	27-16	94.2
Plunkett OAK	385-207	3187	59.7	30-10	89.6
Fouts SD	487-266	3919	54.6	26-13	87.6
Bradshaw PIT	353-184	3010	52.1	25-17	84.4

Rushing	Att-Yds.	TD	Avg.	Receiving	No.-Yds.	TD	Avg.
Campbell HOU	349-1696	14	4.8	Carmichael PHI	91-1677	11	18.4
Dorsett DAL	295-1296	12	4.3	Branch OAK	86-1610	15	18.7
Peacock LA	220-1127	11	5.1	T. Hill DAL	82-1426	21	18.0
Andrews ATL	226-1068	7	4.7	Montgomery PHI	78-1555	2	6.9
Montgomery PHI	260-1058	11	4.0	Jefferson SD	76-1741	7	22.9

OAKLAND RAIDERS 1980 REPLAY - S.J. Adams of Bakersfield, CA, guided the Super Bowl champs to a real-life repeat performance, winning 12 of 16 games. The record was, in fact, one game better than the real thing... Adams adhered to real-life as far as replacing Dan Pastorini with Jim Plunkett; Plunkett taking over in game five and completing 136 of 275 passes for 22 touchdowns and a 49.4 percent accuracy rating... Rushers and receivers bettered their real-life statistics as Kenny King gained 1,024 yards on only 177 carries for a 5.7 average, Mark VanEeghan had 944 in 220 attempts for a 4.2 average, Raymond Chester snagged 76 passes for 962 yards and eight TDs and Cliff Branch had 49 receptions and a 25.8 average per catch... Highlights included Ray Guy punting for a 46-yard average!, the defense recording 57 sacks, three more than real-life, Plunkett throwing for four TDs and 344 yards against Cincinnati and Plunkett, with 45 seconds left, completing two passes - one for 69 yards to Branch, the other 23 yards to Chester for a TD - to lift the Raiders over Denver, 20-16... Lowlights included a 17-14 loss to Dallas in a game in which Oakland coughed up the ball five times, three on interceptions and twice via fumbles.

MONTGOMERY S-D-M CLUB - May be the the first public, government sponsored S-D-M league. Organized by recreation director Jim Dunwiddie, a 16-year gaming veteran, the MSOMC is an all-star draft league using players from the 1950-67 old-timer teams... The league is one of the regular programs sponsored by Montgomery Township in New Jersey... A 68-game schedule was played, including a "township World Series"... Roy Campanella of the Yankees was the Triple Crown winner, finishing with 29 home runs, 61 RBI and a .347 average... Cy Young winner was Sandy Koufax, also a member of the Yankees, who had a 1.82 ERA, 12-1 record and fanned 130. Bob Lemon [10-3, 2.98] and Bob Gibson [10-4, 2.38] were also on the Yankee staff... The second-place Wrecks, managed by Dunwiddie, had the leading

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thief in Maury Wills (41 steals) and featured Mike Garcia (11-1, 1.83 ERA) on the mound...One unusual happening was Elston Howard's going 0-for-29 the same day that he died of a heart attack. Howard, who at one time led the league with a .391 average, finished at .308.

Standings and leaders:

	W	L	GB	Batting	Home Runs
Yankees	52	16	-	Campanella YANK .347	Campanella YANK 29
Wrecks	44	24	8	Yastrzemski YANK .331	Mantle YANK 21
Reds	28	40	24	Avila MET .322	Snider WRECK 21
Giants	27	41	25		
Mets	23	45	29		
				RBI	ERA
				Campanella YANK 61	Koufax YANK 1.82
				Yastrzemski YANK 51	Garcia WRECK 1.83
				Cash WRECK 50	Drysdale REDS 1.96

MILWAUKEE BREWERS' 1979 REPLAY - While in most team replays the manager is able to improve on the real-life performance, Craig Artl's calling of the strategy shots for the 1979 Brewers left Milwaukee 11 games poorer in the win column..."As a manager, I wasn't very successful," admits Artl, who lives in West Allis, WI, is married and the father of a two-year-old son, and is a Systems Programmer-Analyst at RTE Corporation in Waukesha, WI...Artl, 26, began his gaming career in the late '60s. Most of his ventures have been of the mini-season and elimination tournament variety, with the replay of the Brewers being his first full-season undertaking...Basic side of cards was used, but advanced fielding and bunting charts were also incorporated... At-bats and innings pitched were adhered to, although pitchers were overused simply because only 20 players (7 pitchers) were utilized...Milwaukee's hitters mauled the opposition, smashing 207 home runs, but the pitchers were almost as generous, surrendering 204...Gorman Thomas slammed 49 HRs, Sixto Lezcano had 32 to go with a .349 average and 101 RBI, while Ben Oglivie and Cecil Cooper had 33 and 23 home runs, respectively...Mike Caldwell was the ace of a frequently shelled pitching staff, winning 21 games despite a 4.01 ERA...Reliever Bill Castro performed like Rollie Fingers did in '81, going 5-2 with 19 saves and a minuscule 0.56 ERA. Castro only gave up one home run in 81 innings...Milwaukee's final record was 84-78...The batting average was a respectable .272 while the staff ERA was a dis-respectable 4.14 as Moose Haas served up 49 homers en route to a 9-21 record and lofty 5.54 ERA.



CRAIG ARTL

LAS VEGAS S-O-M FOOTBALL LEAGUE - Tony Barilla's Atlanta Falcons were surprise winners of this nine-team replay of the 1980 season, setting a LVSLFL record by winning 15 of 16 games...In the playoffs, after receiving a bye in the first round, Atlanta topped Houston, 20-17, and then, in the Super Bowl, Denver, 21-17...Barilla was named Coach of the Year and Steve Bartkowski was the league's MVP; only loss 20-17 to Denver...Other coaches included Ron Hanna (Denver), assistant commissioner; Kurt Smeby (Philadelphia), commissioner of the LVSLFL; Gary Kostka (Houston), Alan Licciardo (Oakland), Tim Huffman (Los Angeles), Tony Maccanello (San Diego), Don Loeffler (Cleveland) and Ken Flesher (Dallas)...LVSLFL is 10 years old and is face-to-face...Flesher was a rookie coach, and he paid the price as Dallas won only four games and was once

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S-O-M league, replay scene

(continued from page 23)

slaughtered by Philadelphia, 53-31...Oakland and its coach, Alan Liciardo, had a lot of luck--all of it bad! The offense of the real-life Super Bowl kings was sub-par and such losses as a 31-3 crunching at the hands of Denver were especially hard to Liciardo to take.

Standings and playoff results:

	W	L	T
Atlanta	15	1	0
Denver	12	4	0
Philadelphia	10	5	1
Oakland	9	7	0
Houston	8	8	0
Los Angeles	5	11	0
San Diego	4	11	1
Cleveland	4	12	0
Dallas	4	12	0

Playoffs: Houston 17, Oakland 14
Denver d. San Diego (no score given)
Philadelphia 43, Los Angeles 28
Atlanta 20, Houston 17
Denver 34, Philadelphia 14
Atlanta 21, Denver 17