



STRAT-O-MATIC REVIEW

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

* VOL. 16, JANUARY, 1986 *

S-O-M introduces baseball changes

More extras, plus clutch hitting, ball park adjustment are new

WOW! WOW! WOW!

That, in three words, describes the changes that will be coming your way when the new Strat-O-Matic Baseball cards go on sale in late January.

Not only are the new cards coming out, but the game company has made some improvements in the baseball game (optional, of course), and will have its long-awaited computer version of baseball. And, as if that wasn't enough, the 1950 past season set of baseball cards will be available, too.

Wow!

The changes in the baseball game (they will be part of the super-advanced version) include:

- | | |
|--------------------------|-----------------------------------------------------------------------|
| (1) Clutch hitting | (3) An increase in the number of extra players to close to 140 |
| (2) Ball park adjustment | (4) No injury on a card for a player who is not injured in real-life. |

Most of the changes, if you're familiar with the Readers roll 'em section of the Review, have long been clamored for by the Strat-O-Matic faithful. And, like has been the case so many times in the past, S-O-M has heard the requests...and has responded and delivered.

CLUTCH HITTING

A symbol has been put on a player's card to note clutch hitting proficiency, or deficiency. The symbol is a HORSESHOE (see examples on next page).

"This is the ultimate clutch hitting situation," says Harold Richman, creator of the S-O-M games. "There must be at least one runner in scoring position and there must be two outs for clutch hitting to be in effect. Clutch hitting will only affect batters."

(continued on next page)

In clutch hitting situations when a number is rolled that has a horseshoe symbol to the left of it, the result is reversed. If it's an out - then it becomes a "single **". Conversely, if it reads a base hit - then it becomes a "lineout."

"The league average in clutch hitting situations is 20 points lower," points out Richman. Again it will be part of the new super-advanced game and, according to Richman, "will be very simple and very quick."

R CHET LEMON			cf-1(-1) e2		
stealing: D			bunting: B hit & run: D running 1-13		
39% AGAINST LEFT-HAND PITCHER			61% AGAINST RIGHT-HAND PITCHER		
1	2	3	1	2	3
2-gb (3b) A	2-strikeout	▼2-foulout (c)	2-popout (2b)	2-lo(3b) max	2-fly (cf) B ?
◆3-fly (lf) B ?	3-WALK	113-fly (rf) B ?	▼3-SINGLE (rf)	3-fly (rf) B ?	3-popout (1b)
4-gb (ss) A	4-gb (ss) A	4-gb (ss) A	▼4-gb (ss) B	4-popout (2b)	4-lineout (3b)
5-HR 1-16	5-DO** 1-19	5-SINGLE**	5-HR 1-11	5-SI* 1-5	5-WALK
DO 17-20	SI** 20	6-SI* 1-19	TR 12-20	lo(ss) 6-20	△6-fly (cf) B ?
6-TR 1	6-SINGLE (cf)	lo(ss) 20	6-TR 1-2	6-WALK	SI 1-3
DO 2-20	7-SINGLE**	7-WALK	6-SI** 3-20	7-strikeout	lo(ss) 4-20
7-DOUBLE(f)	8-strikeout	8-strikeout	7-DO 1-11	8-gb (ss) A+	7-strikeout
8-strikeout	9-fly (cf) B ?	9-gb (ss) A+	fly(10B) 12-20	9-gb (3b) A	8-gb (ss) A
△9-fly (lf) B ?	10-SINGLE*	10-HBP	8-strikeout	10-HBP	9-gb (3b) A
SI 1-4	▼11-fly (cf) B ?	11-gb (3b) A+	9-gb (3b) A	11-gb (p) A	10-gb (ss) A
lo(ss) 5-20	12-lo(3b) max	12-gb (ss) A	◆10-HR 1-14	12-foulout (c)	11-popout (ss)
◆10-HOMERUN			◆fly(1f) B 15-20		12-gb (ss) A+
▼11-SINGLE (cf)			◆12-fly (lf) B ?		
◆12-HR 1-2					
◆fly(1f) B 3-20					

BALL PARK ADJUSTMENT

Certain major league parks, as every fan is well aware, are hitters' paradises and nightmares for pitchers, while in others, unless the hit is a cannon shot, it won't get out of the stadium.

Now Strat-O-Matic Baseball's super-advanced version will take into account the different ball parks, for both hitters and pitchers.

Again symbols will be used with a DIAMOND to the left of the number meaning to ignore the reading and go directly to the Ball Park Adjustment chart and check the power rating. An INVERTED TRIANGLE means to check the chart and applies only to singles. And an OPEN TRIANGLE means to look at the second reading under the number, which is in italics and is a split number situation.

R ALAN TRAMMELL			ss-1 e14		
stealing: B			bunting: A hit & run: B running 1-15		
36% AGAINST LEFT-HAND PITCHER			64% AGAINST RIGHT-HAND PITCHER		
1	2	3	1	2	3
2-gb (ss) A+	2-lo(3b) max	2-foulout (c)	2-popout (3b)	2-HBP	112-gb (3b) B
3-lineout (2b)	plus injury	3-gb (ss) B	3-popout (2b)	3-strikeout	3-gb (ss) B+
4-gb (ss) B	▼3-SINGLE (lf)	4-gb (ss) B	4-gb (ss) B	▼4-gb (ss) B	4-gb (ss) B
5-HR 1-13	▼4-gb (ss) B	5-WALK	5-HR 1	115-fly (lf) B ?	5-SI* 1-4
DO 14-20	5-gb (ss) A	6-WALK	DO 2-20	6-SINGLE**	lo(ss) 5-20
6-TR 1-4	6-SI* 1-12	7-WALK	6-TR 1-4	7-fly (cf) B ?	6-WALK
DO 5-20	lo(ss) 13-20	8-gb (ss) A+	6-SI** 5-20	8-gb (ss) A	7-strikeout
7-DO** 1-5	7-fly (cf) B ?	9-WALK	7-DO** 1-10	9-gb (ss) A+	8-gb (ss) A
SI** 6-20	8-strikeout	1110-fly (lf) B ?	SI** 11-20	10-gb (ss) B	9-WALK
8-SINGLE (cf)	9-gb (ss) A	11-gb (3b) B	8-SINGLE (cf)	11-fly (rf) B ?	1110-fly (lf) B ?
◆9-HR 1-16	1110-gb (ss) B	1112-fly (lf) B ?	9-SINGLE (rf)	12-foulout (c)	11-gb (3b) B
◆fly(1f) B 17-20	11-fly (rf) B ?		10-SINGLE (lf)		12-lineout (3b)
10-SINGLE (rf)	12-HBP		▼11-SINGLE*		
◆11-fly (lf) B ?			12-lo(3b) max		
12-WALK			plus injury		

(continued on next page)

Notice in the examples on page 2 and this page that the card patterns have been changed from what they've traditionally been. A hitter now could have two home run splits, whereas before that same batter would have had only one.

Cards used for the samples are actually from last year's set. And, although most of the examples and symbols are clear, do note that only one diamond will be found on the new cards per number (note that on Chet Lemon's card there are two diamonds on 1-12 vs. lefties and 1-10 vs. righties. That second diamond will be eliminated).

Remember, that the diamonds will refer to power, or home runs, while the inverted triangles refer to singles, or batting average.

"In Chicago's Wrigley Field, for example," says Richman, "the home run reading on the Ball Park Adjustment chart might be 1-15. But in the Houston Astrodome, it might be 1-2. Detroit's Tiger Stadium is a good home run park but not that good for batting averages."

Richman also notes that the parks in the National League are the same as far as their effect on right and left-handed batters, while in the American League a number of them are different. Boston's Fenway Park, with the "Green Monster," is a better power park for right-handed batters, while not nearly so good for lefties.

BOB STANLEY

throws RIGHT e27 #1WR pitcher-relief(3)●

52% AGAINST LEFT-HAND BATTER			48% AGAINST RIGHT-HAND BATTER		
4	5	6	4	5	6
2-gb (1b) C	2-GB (ss) X	2-FLY (rf) X	2-fly (cf) B	△2-SINGLE*	2-gb (p) B ●
◆3-N-HR 1-11	△3-SINGLE (rf)	3-GB (1b) X	▽3-SINGLE (rf)	lineout (ss)	3-FLY (rf) X
◆fly(rf)B 12-20	SI	4-FLY (cf) X	4-N-HR 1-7	3-GB (1b) X	4-fly (cf) B
4-N-HR 1-7	lo(2b) 7-20	5-fly (lf) B	fly(lf)B 8-20	4-GB (3b) X	5-fly (cf) C
DO 8-20	4-CATCH-X	6-popout (1b)	5-TR 1-2	5-SI*	6-fly (rf) B
5-TR 1-6	5-fly (cf) C	7-GB (ss) X	SI** 3-20	lo(ss) 6-20	7-GB (ss) X
DO 7-20	6-strikeout ●	8-lineout (2b)	6-DO** 1-3	6-strikeout ●	8-popout (2b)
6-DO** 1-5	7-GB (2b) X	9-popout (ss)	SI** 4-20	7-GB (2b) X	9-fly (lf) B
SI** 6-20	8-fly (rf) B	▽10-gb (p) B	7-SINGLE (lf)	8-strikeout ●	▽10-lineout (3b)
7-SI* 1-15	9-fly (cf) B	11-FLY (lf) X	8-SINGLE (cf)	9-gb (2b) C	11-gb (1b) C
lo(2b) 16-20	10-GB (3b) X	12-strikeout ●	9-SINGLE**	10-FLY (cf) X	12-gb (p) B
8-strikeout ●	11-GB (p) X		10-CATCH-X	11-FLY (lf) X	
9-gb (2b) C	12-FLY (rf) X		11-GB (p) X	12-GB (ss) X	
10-WALK			◆12-N-HR 1-14		
▽11-SINGLE (cf)			◆fly(lf)B 15-20		
◆12-fly (rf) B					

BOB OJEDA

throws LEFT e13 #1WL pitcher-starter(6)●

19% AGAINST LEFT-HAND BATTER			81% AGAINST RIGHT-HAND BATTER		
4	5	6	4	5	6
2-strikeout	2-GB (ss) X	2-FLY (rf) X	2-gb (p) B	△2-SINGLE (rf)	2-strikeout ●
3-FLY (lf) X	△3-SINGLE (rf)	3-GB (p) X	3-gb (1b) C ●	lineout (ss)	3-FLY (lf) X
4-fly (rf) B	SI	4-FLY (cf) X	4-fly (rf) B	3-GB (p) X	4-FLY (cf) X
5-gb (p) B	lo(2b) 7-20	5-gb (2b) C	5-fly (cf) B	4-CATCH-X	5-fly (rf) C
6-strikeout ●	4-CATCH-X	6-strikeout ●	6-strikeout ●	5-WALK	6-strikeout
7-GB (2b) X	5-strikeout	7-WALK	7-GB (2b) X	6-strikeout	7-WALK
8-SINGLE (rf)	6-strikeout	8-SI* 1-13	8-DO** 1-7	7-GB (ss) X	8-WALK
9-DO** 1-12	7-GB (ss) X	lo(2b) 14-20	SI** 8-20	8-fly (lf) B	9-SI* 1-19
SI** 13-20	8-strikeout	9-SINGLE (cf)	9-TR 1-5	9-gb (2b) C	lo(ss) 20
10-N-HR 1	9-strikeout	▽10-fly (lf) C	SI** 6-20	10-GB (3b) X	▽10-fly (cf) B
fly(rf)B 2-20	10-GB (3b) X	11-GB (1b) X	10-N-HR 1-7	11-GB (1b) X	11-FLY (rf) X
▽11-SINGLE (cf)	11-WALK	12-strikeout	DO 8-20	12-GB (ss) X	12-gb (p) B ●
◆12-N-HR 1-8	12-FLY (rf) X		▽11-SINGLE (cf)		
◆fly(rf)B 9-20			◆12-N-HR 1-16		
			◆fly(lf)B 17-20		

The Ball Park Adjustment factors are also smoothly incorporated into the game. "They're very quick and the playability is terrific," enthuses Richman. "Remember to just ignore the symbols if you wish to play the advanced version."

As far as the effect on statistical accuracy, Richman adds, "That an unbelievable amount of testing was done and that realism, nor speed of play, will be affected much."

It will be possible, of course, to use clutch hitting and ignore the Ball Park factor if you're in a play-by-mail or league that doesn't utilize ball parks. You can also draft ball parks for the first time, because of the changes.

R REID NICHOLS			stealing: D			bunting: C			hit & run: C			running 1-16		
42% AGAINST LEFT-HAND PITCHER			Power: N			58% AGAINST RIGHT-HAND PITCHER			Power: W					
1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
2-strikeout	2-foulout (c)	2-fly (cf) B ?	2-lo(3b) max	2-gb (3b) B	2-gb (3b) B	2-lo(3b) max	2-gb (3b) B	2-gb (3b) B	2-lo(3b) max	2-gb (3b) B	2-gb (3b) B	2-gb (3b) B	2-gb (3b) B	2-gb (3b) B
plus injury	3-gb (2b) B +	3-lineout (3b)	plus injury	3-fly (lf) B ?	3-fly (lf) B ?	plus injury	3-fly (lf) B ?	3-fly (lf) B ?	plus injury	3-fly (lf) B ?	3-fly (lf) B ?	3-fly (lf) B ?	3-fly (lf) B ?	3-fly (lf) B ?
△3-SINGLE (rf)	4-gb (3b) B	4-gb (p) B	▽3-SINGLE (cf)	4-popout (ss)	4-popout (ss)	▽3-SINGLE (cf)	4-popout (ss)	4-popout (ss)	4-popout (ss)	4-popout (ss)	4-popout (ss)	4-popout (ss)	4-popout (ss)	4-popout (ss)
5f	5-WALK	115-fly (lf) B ?	114-popout (ss)	5-WALK	5-WALK	114-popout (ss)	5-WALK	5-WALK	5-WALK	5-WALK	5-WALK	5-WALK	5-WALK	5-WALK
lo(ss) 2:20	6-strikeout	6-HBP	5-lineout (ss)	6-HBP	6-HBP	5-lineout (ss)	6-HBP	6-HBP	6-HBP	6-HBP	6-HBP	6-HBP	6-HBP	6-HBP
▽4-gb (3b) B	7-WALK	7-strikeout	6-gb (3b) B	7-strikeout	7-strikeout	6-gb (3b) B	7-strikeout	7-strikeout	7-strikeout	7-strikeout	7-strikeout	7-strikeout	7-strikeout	7-strikeout
5-gb (ss) B +	8-SI*	8-SI*	7-gb (ss) B +	8-WALK	8-WALK	7-gb (ss) B +	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK
6-fly (cf) B ?	lo(ss) 8:20	119-gb (ss) B	8-popout (2b)	9-SI*	9-SI*	8-popout (2b)	9-SI*	9-SI*	9-SI*	9-SI*	9-SI*	9-SI*	9-SI*	9-SI*
7-strikeout	9-SINGLE (cf)	10-fly (lf) B ?	9-popout (3b)	lo(ss) 19:20	10-lineout (1b)	9-popout (3b)	lo(ss) 19:20	10-lineout (1b)	10-SINGLE (rf)	11-TRIPLE	11-TRIPLE	11-DO**	11-DO**	11-DO**
8-gb (ss) B	10-SINGLE (lf)	▽11-SINGLE (cf)	10-lineout (1b)	10-SINGLE (rf)	11-TRIPLE	10-lineout (1b)	10-SINGLE (rf)	11-TRIPLE	11-TRIPLE	11-TRIPLE	11-TRIPLE	11-DO**	11-DO**	11-DO**
9-gb (3b) B	11-DO**	11-DO**	11-SINGLE (cf)	11-SINGLE (cf)	11-DO**	11-SINGLE (cf)	11-SINGLE (cf)	11-DO**	11-DO**	11-DO**	11-DO**	11-DO**	11-DO**	11-DO**
10-gb (3b) B	SI**	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR
11-fly (rf) B ?	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR	12-HR
12-lo(3b) max	DO	DO	12-lo(3b) max	DO	DO	12-lo(3b) max	DO	DO	DO	DO	DO	DO	DO	DO

R GARY ALLENSON			stealing: E			bunting: C			hit & run: D			running 1-9		
80% AGAINST LEFT-HAND PITCHER			Power: N			20% AGAINST RIGHT-HAND PITCHER			Power: W					
1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
△2-SINGLE (lf)	2-WALK	2-foulout (c)	2-WALK	2-fly (lf) B ?	2-gb (3b) A	2-WALK	2-fly (lf) B ?	2-gb (3b) A	2-WALK	2-fly (lf) B ?	2-gb (3b) A	2-gb (3b) A	2-gb (3b) A	2-gb (3b) A
lineout (ss)	3-fly (rf) B ?	3-popout (3b)	3-gb (ss) A	3-gb (3b) A	3-gb (3b) A	3-gb (ss) A	3-gb (3b) A	3-gb (3b) A	3-gb (ss) A	3-gb (3b) A	3-gb (3b) A	3-gb (3b) A	3-gb (3b) A	3-gb (3b) A
▽3-SINGLE**	plus injury	▽4-popout (1b)	4-fly (lf) B ?	4-fly (cf) B ?	4-gb (ss) A	4-fly (lf) B ?	4-fly (cf) B ?	4-gb (ss) A	4-fly (lf) B ?	4-fly (cf) B ?	4-gb (ss) A	4-gb (ss) A	4-gb (ss) A	4-gb (ss) A
◆4-HR	4-strikeout	5-gb (ss) A	5-strikeout	5-strikeout	5-WALK	5-strikeout	5-strikeout	5-WALK	5-strikeout	5-strikeout	5-WALK	5-WALK	5-WALK	5-WALK
fly(lf)B 16:20	5-gb (ss) A	6-SI*	6-SI*	6-SI*	6-WALK	6-SI*	6-SI*	6-WALK	6-SI*	6-SI*	6-WALK	6-WALK	6-WALK	6-WALK
5-gb (p) A	6-gb (3b) A	lo(ss) 18:20	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK	7-WALK
6-gb (ss) A	7-gb (3b) A +	7-strikeout	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK	8-WALK
7-strikeout	8-popout (2b)	8-SINGLE (rf)	9-WALK	9-gb (ss) A +	9-WALK	9-WALK	9-gb (ss) A +	9-WALK	9-WALK	9-gb (ss) A +	9-WALK	9-WALK	9-WALK	9-WALK
8-gb (ss) A	9-lineout (ss)	9-SINGLE (cf)	10-fly (cf) B ?	10-gb (ss) A	10-fly (lf) B ?	10-fly (cf) B ?	10-gb (ss) A	10-fly (lf) B ?	10-fly (cf) B ?	10-gb (ss) A	10-fly (lf) B ?	10-gb (ss) A	10-gb (ss) A	10-gb (ss) A
9-gb (ss) A	10-fly (cf) B ?	10-SINGLE (cf)	11-fly (rf) B ?	11-gb (3b) A	11-fly (rf) B ?	11-fly (rf) B ?	11-gb (3b) A	11-fly (rf) B ?	11-fly (rf) B ?	11-gb (3b) A	11-fly (rf) B ?	11-gb (3b) A	11-gb (3b) A	11-gb (3b) A
10-fly (cf) B ?	11-gb (2b) A	11-DO**	plus injury	12-gb (3b) A	12-lo(3b) max	plus injury	12-gb (3b) A	12-lo(3b) max	plus injury	12-gb (3b) A	12-lo(3b) max	12-gb (3b) A	12-gb (3b) A	12-gb (3b) A
11-HR	12-lo(3b) max	SI**	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max	12-lo(3b) max
fly(lf)B 6:20		◆12-fly (lf) B ?												
12-HOMERUN														

EXTRA PLAYERS INCREASED

Whereas before S-D-M usually issued an extra player set of between 105-108 players, now the additionals will be increased to close to 140. "Every player that batted 100 times or pitched 60 innings will be included for sure," says Richman. "There will be some duplicates, like we've done before, but basically every player that contributed will have a card."

Dividing the extra players by 26 teams averages out to a little over five players per team.

(continued on next page)

NO INJURIES, IF...

Another change was to eliminate an injury chance from the card of a player who played as a regular in every game. Before an injury was part of the computer program for every card. That's no longer the case.

AND HERE'S THE 1950 SEASON!

Along with the new cards, the changes and the additional extras, S-O-M is also coming out with the 1950 season. Cost of the 1950 season will be \$17.25. The 1950 card set will not include the super-advanced changes, nor the supplementary stealing. None of the past season card sets, for that matter, have included the supplementary stealing.

HOW TO ORDER

Although a letter and order blanks will be coming your way soon, Strat-O-Matic has passed along word that those gamers wanting to get their orders in early may do so.

Here are the prices:

- (1) 26 baseball teams - \$13.90
- (2) Extra players - \$4.50
- (3) 1950 season teams - \$17.25

Handling Charges (only one per mailing is required, regardless of amount of merchandise)

Up to \$5.00	add \$1.00
\$5.01-\$10.00	add \$1.50
\$10.01-\$15.00	add \$2.00
\$15.01-\$20.00	add \$2.25
\$20.01-\$25.00	add \$2.50
\$25.01-\$30.00	add \$2.75
\$30.01 or more	add \$3.00

Send orders to:

Strat-O-Matic Game Co., Inc.
46 Railroad Plaza
Glen Head, NY 11545

Also, New York state and city residents add sales tax and Canadian and foreign orders add 10% to total purchases. For post office box or rural addresses, add \$1.00. For special handling to Canada, add \$1.10.

Now you can play S-O-M Statistical package Baseball via computer is included on disk

Take the best features of Strat-O-Matic Baseball, add a statistical package, and blend it all together and what have you got?

Strat-O-Matic's newest product - baseball via computer!

After a lengthy testing period, S-O-M computer baseball is ready to throw out its first pitch.

The baseball cards, the heart of S-O-M Baseball, will continue to be used, however. But the tedious tasks - like stat keeping, both for team and individual players, referrals and even rolling dice - will all be handled with the computer.

Not only will the computer compile stats, but it will also print out a box score (see example on following page) as well as print out a list of leaders in 15 batting and pitching categories. It will all be at your fingertips by using S-O-M's newest product.

"You are probably wondering how we maintain the same excitement of the Strat-O-Matic Baseball board game with a computer version?" asks Harold Richman, the guiding genius and owner of S-O-M.

"Yes, you certainly can! Just play the manual version of our computer game. Some initial inputting of player ratings is required, but after that, you are set to play a draft league, all-star game or

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12/4/85 TEST 2 #56

BOSTON RED SOX-1984

AT

DETROIT TIGERS-1984

RED SOX					TIGERS					AB R H RBI				
W.BOGGS	3B	6	0	1	1	L.WHITAKER	2B	6	1	1	0			
D.EVANS	RF	3	1	1	0	A.TRAMMELL	SS	5	2	2	0			
J.RICE	LF	5	0	0	0	K.GIBSON	DH	4	0	0	0			
T.ARMAS	CF	6	0	1	0	C.LEMON	CF	6	1	3	3			
G.HOFFMAN	SS	0	0	0	0	L.PARRISH	C	5	0	1	0			
M.EASLER	DH	4	1	1	1	M.CASTILLO	3B	5	0	1	0			
R.GEDMAN	C	4	1	1	2	B.GARBEY	1B	4	0	2	0			
G.ALLENSON	C	1	0	1	0	D.EVANS	PH	1	0	1	0			
B.BUCKNER	1B	4	0	1	0	H.JOHNSON	PR	0	0	0	0			
M.BARRETT	2B	5	1	2	0	D.BERGMAN	1B	1	1	1	0			
J.GUTIERREZ	SS	3	0	1	0	L.HERNDON	LF	3	0	2	0			
J.NEWMAN	PH	1	0	0	0	R.JONES	LF	2	0	1	2			
R.NICHOLS	CF	0	0	0	0	R.KUNTZ	RF	1	0	0	0			
B.HURST		0	0	0	0	J.GRUBB	RF	2	0	0	0			
B.STANLEY		0	0	0	0	J.MORRIS		0	0	0	0			
						A.LOPEZ		0	0	0	0			
						W.HERNANDEZ		0	0	0	0			
TOTALS		42	4	10	4	TOTALS		45	5	15	5			

BOSTON RED SOX-1984..... 0 3 0 0 1 0 0 0 0 0 - 4
 DETROIT TIGERS-1984..... 0 0 1 0 0 0 1 2 0 0 1 - 5

RED SOX	IP	H	R	ER	BB	SO	HR	WP
B.HURST	6 1/3	9	2	2	4	5	0	0
B.STANLEY (L)	4 1/3	6	3	3	1	4	0	0

TIGERS	IP	H	R	ER	BB	SO	HR	WP
J.MORRIS	5 1/3	7	4	2	3	3	1	0
A.LOPEZ	3 2/3	1	0	0	1	4	0	0
W.HERNANDEZ (W)	2	2	0	0	2	0	0	0

Game-winning RBI- R. JONES

ERRORS- L.WHITAKER, L.PARRISH

DOUBLES- D.EVANS, M.EASLER, A.TRAMMELL (2), C.LEMON (2), L.PARRISH, L.HERNDON

TRIPLES- D.BERGMAN

HOME RUNS- R.GEDMAN

STOLEN BASES- A.TRAMMELL

SACRIFICE HITS- J.GUTIERREZ, R.JONES

WALKS- D.EVANS (3), J.RICE, M.EASLER, B.BUCKNER, K.GIBSON, L.PARRISH,
M.CASTILLO, R.KUNTZ (2)

HIT BY PITCH- A.TRAMMELL, K.GIBSON

STRIKE OUTS- W.BOGGS, D.EVANS, J.RICE, T.ARMAS, M.EASLER, R.GEDMAN,
J.GUTIERREZ, L.WHITAKER (2), K.GIBSON (2), L.PARRISH,
M.CASTILLO (3), J.GRUBB

DOUBLE PLAYS- J.RICE, M.BARRETT

regular-season series in basic, advanced or super advanced. In the manual game you obtain the readings from the player cards and type in the results using easy to learn codes. The automatic version eliminates typing in the results as it actually reads the cards (1985 season, advanced and new super advanced versions only) and records all statistics.

"Drafting and trading players is also featured in the automatic version. But you still need to read those player cards to catch the excitement."

No more will gamers have to refer to fielding and strategy charts, as the computer has all the information and results stored in memory. Even a pitcher's point of weakness is automatically computed.

When considering stealing, sacrificing, hit-and-run situations or base running options, the computer will show your strategy options and chances of success.

The computer will also, by pressing a key, roll the dice for you and can even give you a delayed roll whereby one die appears and the two combined dice show up next, adding to the suspense of the action.

SUPER DELUXE BOX SCORE

One of the main features of the statistical package (as shown on the preceding page) is a complete box score. In fact, the box score is more than just an ordinary box found in most newspaper scoreboard sections. It includes almost everything you could possibly want to know about the game.

All the players are listed, of course, both for batting and pitching. Plus there's a score by innings, who got the winning RBI and a listing of all the other categories, including walks and strikeouts for batters.

The statistical package can also be used for keeping stats for your softball or Little League baseball teams, etc.

ONLY APPLE MODELS CAN BE USED

Slight bit of bad news among all the good news is that S-O-M's computer version of the baseball game can only be used on Apple models (IIE, IIC, II+, etc.). During the summer of 1986, S-O-M plans on having available a computer version compatible with the Commodore 64.

And other versions are planned in the near future, too. When you receive a letter about the computer version, there's a box to check for what other computers you want S-O-M to be compatible with.

WHAT DOES COMPUTER VERSION CONTAIN?

The Strat-O-Matic Computer Baseball game will contain a double-sided game disk (which includes the statistical package, drafting team package and manual and automatic game versions), a double-sided team disk for the automatic version only (which includes 1985 player statistics for advanced and new super advanced versions only), instructions and key cards.

It all can be purchased for \$40.

You will also need the new cards themselves in order to play the computer version. The total amount for everything needed for the computer game (including the new cards) is \$59.50, plus handling.

It is possible that the new baseball cards will be shipping out before the computer version. If that happens - and it may not - then only one handling charge will be required. It's the same as when you order the football, basketball and hockey cards together, but the cards are shipped out at different times. The countdown to computer begins...

Tim Retchless wins MVP Contest

Hold off, Tim Retchless, on your order for the new Strat-O-Matic Baseball cards.

Retchless, unless he wants an extra set, won't have to order the 1986 card set - because he's the winner of the Review's Most Valuable Player Contest!

Retchless, who calls Olean, NY, home, was one of five gamers who picked Don Mattingly of the Yankees as the American League MVP. No one chose Willie McGee in the National League, however.

So, it came down to how each of the five who picked Mattingly selected the division winners. Advantage to Retchless here, as he called two - Toronto and Kansas City in the A.L. - of the four correctly.

No one else of the quintet got more than one division winner right.

The others who forecast Mattingly's great season were Chris Hottensen, Sesser, IL; Michael Rooney, Bronx, NY; Danny Besser, Flushing, NY; and David Daley, South Windsor, CT.

Hottensen also selected Toronto, but he was off on his other picks of Minnesota, San Diego and the New York Mets. Neither Rooney, Besser or Daley got one division winner correct.

Retchless, in case you were curious, went with the Mets and San Diego to win N.L. divisions, with Darryl Strawberry his choice for N.L. MVP.

Overall, Review readers went with Eddie Murray in the A.L. and Dale Murphy (a whopping 128 votes) in the N.L. Of course, remember also that the entry deadline was May 10, in time for readers to cast their votes for Murphy, who had such an outstanding April.

Division winners, according to the readers, were going to be Toronto, Kansas City, the Mets and Atlanta (???). Not too bad...except for Atlanta. Detroit was picked a close runnerup (by three votes) in the AL East, while Minnesota was expected to give Kansas City its toughest battle for supremacy in the West.

Over in the N.L., Atlanta got 94 votes and San Diego 93 in the West. The Dodgers were a lowly third, with only 35 votes. It was even worse crystal ball gazing in the N.L. East as the Mets got 161 votes and Chicago was far back in second with 70. And the Cardinals, the real-life pennant winners? Well, they got only ONE vote and were pegged for dead last. Even Pittsburgh got more votes (8) than St. Louis.

So, when the last of January rolls around, Tim Retchless can look for the UPS truck bearing a set of the new cards, replete with the extra players, all compliments of the Review.

Incidentally, the new MVP Contest will be starting up soon. Everyone will, of course, start over again from the 1984 winner (Jonathan Lewis of Benton Harbor, MI) to the only two-time winner (Terry Ringen, Beattie, KS, 1977-1978).

The new contest will be the 15th sponsored by the Review. Previous winners have come from California, Utah, Pennsylvania, Florida and Ontario, Canada, as well as Michigan and New York. Four times the winner has come from Michigan.

Lewis, looking back, won the 1984 MVP Contest by being the only subscriber to correctly forecast Ryne Sandberg of the Cubs as the N.L.'s most valuable. Willie Hernandez of Detroit's World Series champions was the MVP in the A.L. and no one predicted that would happen.

To enter the upcoming contest all you have to be is a subscriber to the Review, be willing to take a few moments to jot down your choices and affix a stamp to a card or letter. Only one entry per person and all entries will have to be postmarked before May 10.

More next month. Watch for it.

Readers roll 'em

IT'S A SMALL WORLD

In late October my first issue of the Review arrived. With great surprise, I read that you met Michele Montagni last summer!

The following day I was in Varese (Italy) visiting him. Among other things, we replayed Super Bowl XVIII between the L.A. Raiders and Washington Redskins.

Michele took Washington and I the Raiders. The Raiders won the game in overtime, 10-7, on a 28-yard field goal.

The next day (Sunday) I was on a real field in a football game. Along with playing S-O-M games in my free time, I play as a nose tackle on a local football team (Venice Mariners).

GIORGIO SALVADEGO
Via Castelveccchio 4/6
30174 Mestre (Ve) Italy

WHY THE DELAY?

Thought I'd let you know I finally did receive my copy of the November issue.

I had an ad in it and as of a couple of weeks ago I began getting replies to it. So I knew it had come out a couple of weeks earlier and, even though I do not pay for first-class postage, there shouldn't be that great of a difference.

Postal regulations allow the post office to sit on third-class mail for a maximum of only three days. Since I had not received my copy I thought that maybe I did something wrong when I renewed my subscription.

TOM FISH
1433 Hunter Dr.
Redlands, CA

Editor's note: Third-class mail does take considerably longer to be delivered, depending what part of the country the subscriber is located in. Post

offices can hold mail for up to 72 hours. That's true. But it also means that each postal stop en route to a subscriber can hold it 72 hours - meaning if there are four to five stops, it could be as much as two weeks!

20-SIDED DICE

There was an article in the May, 1985 Review on the ISOMA league.

In the article it was mentioned the ISOMA uses a 20-sided die in place of the split deck. You also added "This is nothing new, of course."

I'd like to know where I could purchase a 20-sided die? (The split deck always wears out too fast).

P.S. The ISOMA's playing tips are great.

JERRY OWENS
Granada Hills, CA

Editor's note: 20-sided dice are available at hobby and toy stores in many cities, but we are unable to give you precise locations. Check with the nearest game store in your area.

'NEW' ISN'T COMPATIBLE

I am inquiring about the possibility of playing the new football teams against the old. Is there a system developed to accommodate those who would like to have that competition?

TODD TURNER
168 W. Main
Hancock, IN

Editor's note: According to the Strat-O-Matic Game Company, and based on our own experiences, the new and old football versions are not compatible. No playing tips have been suggested thus far to make the two games compatible.

(continued on next page)

WANTS MORE PLAYERS

My name is Roy McClure and I am 36 years of age. I am married and have two children. I am employed as a directional drilling engineer for Dailey Directional Services, Inc.

I have been playing sports table games since I was 10 years old...and I started playing Strat-O-Matic about five years ago.

While I have given up the football (I play 90 percent solitaire), I think the baseball is the best on the market.

I usually play solitaire and play the L.A. Dodgers' schedule. I use an auxiliary base running chart for base hits and fly balls to the different outfields. I also use an optional chart for ground balls. I use these homemade charts for solitaire play because I feel it gives the game more realistic action and me more pleasure.

My main gripe with the game is the same as many other readers, which is the lack of fringe players. I do a statistical replay and use old issues of The Sporting News to get my opponent's lineup. I usually find the player I need from a past year's set or find a player with similar statistics.

When I get my charts in a more presentable condition I will pass them along to you and perhaps you could use them or part of them in your readers tips.

ROY MCCLURE
P.O. Box 5293
Kingwood, TX

Editor's note: There's good news for all gamers who want more extra players for baseball. As mentioned in the lead article this month, S-O-M has made some changes - one of them being an increase in the additional players from 105-108 to almost 140. Any player with a significant number of at-bats/innings pitched, and even some without significant numbers for either, will

be included in the newly expanded extra player set.

FIRST COMPLAINT

So far in every single letter I have written to you there have been compliments, but this time I have a question/complaint.

Why do we people in Lexington, MA, always receive our Review two weeks into the month, whereas it seems everybody else gets theirs even before the month?

I can't believe that that many people order first class. I'm just a little curious. I still love your publication, so if it's possible, can you try to respond to this question?

PETER TAO
2 Ross Road
Lexington, MA

Editor's note: Check the answer to the same question on the preceding page. Over 50 percent of our readership does subscribe for first-class mailing, however.

MORE COMPUTER VERSIONS?

Rumors are that S-O-M's latest creation, computer baseball, is excellent, perhaps the best computerized baseball game ever made. Only time will tell, but sources indicate that S-O-M may have a financial bonanza.

But will you be able to play it?

It appears that S-O-M will release only one version (probably for Apple IIc). So, Atari 800 XL, IBM PC and Commodore 64 owners are out of luck. Surprisingly, S-O-M is closing off the market in those areas. Literally thousands of potential customers will be unable to purchase the game.

S-O-M conducted an uninformative poll of S-O-M gamers to reach its decision. But I would think Hal Richman (creator of the Strat-O-Matic games) would set

(continued on next page)

his aims above the S-O-M marketplace. With adequate documentation, S-O-M could put its product in the major stores throughout the country as well as advertise in the major computer magazines.

Perhaps S-O-M is experimenting with one version for the first year while working on the other computer versions for release next year.

I, along with all the other Atari 800 XL owners, hope that is the case.

BILL MODELSKI
Allen Park, MI

Editor's note: The first computer version of S-O-M Baseball will be compatible with Apple models. Soon after that, however, S-O-M plans on issuing a version for the Commodore and then, hopefully, others as well. The computer version will continue to use the S-O-M cards, as the cards are the foundation stone of all the Strat-O-Matic games. If the cards are abandoned, as is the case in some computer versions of former table games, then the concept of that game is also lost. That won't be the case with Strat-O-Matic.

DISKS WILL BE AVAILABLE

Thank you for a great publication which keeps me informed of the S-O-M world.

I have a few questions in general about the game.

One, where can you buy Strat-O-Matic on a computer floppy disk? Could you tell me the address of the company that makes such disks?

Also, why does everyone want a larger roster? I think you can play a realistic replay with the regular roster plus the extra players. A player who hit .360 in only 60 at-bats would be overused, so why even bother expanding rosters.

MATT FULTON
8522 Meltricia
Grand Blanc, MI

Editor's note: Floppy disks are not yet available for S-O-M Baseball. They will be at the end of January, however, and can be purchased from the game company only. It will come as a two-disk (double density) package and will sell for \$40. See lead article in this issue of the Review for more details.

SOMETHING'S MISSING

The first time I ever bought a Strat-O-Matic Baseball game was in 1970. It contained, of course, the 1969 season and was one of the last sets to be released in basic version only.

When the game company offered that season in the new advanced version I had the order form filled out before the mailman had returned to his truck.

In my haste, I may have overlooked something and maybe you can help. The catchers came with their throwing ratings and "T" ratings. But I don't remember seeing any advanced stealing data for the baserunners.

Did these remakes not include stealing charts for baserunners? Did I fail to notice that the game company charges extra for the advanced stealing data?

It seems awkward using the advanced stealing rules for the catchers and not for the runners. So, if there is any information available on this I would appreciate having it passed along to me.

KEN HANSEN
22416 19th Ave. SE
Bothwell, WA

Editor's note: Previous card sets that have been reissued do not include the advanced-version, supplementary stealing ratings.

RATINGS WANTED ON CARDS

I have a suggestion for the S-O-M game company in regards to (continued on next page)

baseball advanced side stealing ratings. Why doesn't S-O-M print the ratings (jump/sb-cs) on the back side of the card?

Every year it takes forever to write the ratings in. If someone didn't want to use it, they could just ignore the information.

Any idea which past years' cards are going to be printed next? I think it would be great if they eventually did all the baseball years back to the early 1900s.

Printing past years would be great for football and basketball, also.

College football would be a big seller if it were in a similar format as the pro football cards. I don't, however, like the 'small' (as compared to past years) football cards.

ALBERT HARTLEY

Editor's note: S-O-M has no plans at this time to include the supplementary stealing information on the cards.

BACKUPS PLAY, TOO

I am the commissioner of the North America Football Association (NAFA). The league is FBM, super-advanced and consists of 16 teams.

Our NAFA group is made up of six teams from the old Lombardi Football League and the structure is four four-team divisions.

The interesting twist of our league is the use of backup coaches who make up the Central Division and play an equivalent AAA eight-game schedule. The backup games include two contests against the major league talent, which only count for the backup coaches.

This setup proves advantageous as it allows the league proven backups for good continuity in the major divisions, while providing the Central Division coaches with more than their name on a waiting list.

The progress of the league is amazing, with rivalries developing overnight and two expansion franchises jumping to the top of their divisions after four weeks.

MICHAEL MACHER

Football playing tip

James Sanders, the policeman from Gary, IN, and founder of the Lyman Bostock Memorial Tournaments that have been so popular in recent summers, has a football playing tip.

It's designed to eliminate fair catches of punts on the 10 yard line or closer. If a punt lands on the 10 or inside, the receiving team has the option of taking the ball at the spot or electing to use the rule and rolling two dice and checking the chart below:

- | | |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 - Touchback | 7 - Roll |
| 3 - Ball rolls dead on 1 | 8 - Roll |
| 4 - +8 | 9 - Roll |
| 5 - Roll | 10 - Roll |
| 6 - Roll | 11 - +5 |
| | 12 - Possible fumble - roll two dice and if 2 or 12 come up the ball hits a member of the punt return team and is fumbled. Roll two dice for recovery; 2-6, 12 - Punt return team recovers. |
| | 7-11 - Punting team recovers. If no fumble occurs, then punt return team would have a roll. All fumbles are recovered where ball landed. |
| | + - This means ball bounces away from goal line and rolls dead at stated yardage. |
| | Roll - Means punt return team rolls two dice, combines result and this is where punt landed. If 10, 11 or 12, then punt has gone into end zone. Otherwise, this is where punt rolled dead and offense has possession. All roll results are marked off toward the goal line. |

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 CONTESTS. 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: 1967 football. I need Philadelphia, Washington, LA, Chicago, Pittsburgh, Atlanta, Detroit, New Orleans and Minnesota. I will pay top dollar for mint condition, but lesser condition okay. Also I have many football, 1968-1983, to trade. Otto Hernandez, 26 Broadway, Hammonton, NJ 08037 (609-561-6139)

WANTED: Any/all complete baseball seasons, 1971-earlier. Willing to pay reasonable, but not outlandish price. Will also pay any/all postage. Garry Goetz, 509 Camellia, Ontario, CA 91764 (714-391-3105)

WANTED: \$6 paid for each of the following teams (extras preferred, but not necessary): 1983 White Sox, Orioles; 1982 Angels, Brewers, Cardinals; 1981 Expos, Dodgers; 1979 Pirates; 1978 Red Sox; 1971 Giants. Contact: Tony Caminiti, P.O. Box 873, Stony Brook, NY 11790 (call collect: 516-751-7893). I will pay postage.

WANTED: Baseball - complete set with extras, 1981 and 1982. Must be in excellent condition. Would like to purchase both editions; would settle for one. Please contact: Corey Gill, 9058 Winding Woods Dr., Lake Worth, FL 33467 (305-965-0527)

WANTED: 1971 through 1980 complete baseball sets, with extras; in good to excellent condition.

Robert Schipper, 700 Waterview Court, Grandville, MI 49418 (616-457-5248)

WANTED: Football, 1981 Cincinnati Bengals. Send asking price to: Kent Conlan, 4400 Bouvet Ct., Austin, TX 78727

WANTED: Tampa Bay Buccaneers football team cards of 1981 and 1982. Extra players are not necessary. Good condition. I'm willing to pay \$3 for 1981 team and \$2 for 1982 team, plus postage. Randy Streitmatter, 11712 Burning Oaks Road, Oklahoma City, OK 73150

WANTED: Someone who wants a real steal. Every baseball card I own for \$10. Deal includes cards from 1984, '83 and '82. Add \$2 postage; shipped immediately. Keith Miller, 318 Dale Avenue, Willard, OH 44890

WANTED: S-O-M Hockey PBM rules and S-O-M Hockey players for PBM games or face-to-face, if possible. Write to: Giorgio Salvadeo Via Castelveccchio, 4/6, 30174 Mestre (VE), Italy

For Sale

FOR SALE: Finally, something special for Strato Football fanatics. Thirty-page Football Playbook I gives you individual interception return ratings, plus these features: interceptor
(continued)

system/ratings, audible system/ratings, team fumble recovery/return ratings, individual kicker/returner extras. Based on 1984 statistics. Only \$8.50. Paul Ladewski, 14340 Maple, Midlothian, IL 60445

FOR SALE: Football teams, 1968-78. Good condition. If you meet my price, I will sell immediately. Lower bids will be decided at the end of the month. Mike Bordelon, 5445 Braesvalley, #724, Houston, TX 77096 (713-721-5465)

FOR SALE: I started with 5,000 and now I have 10,000 loose S-O-M Baseball cards from 1930-1984. Check your card sets, missing any, some worn? Send your list and include year, team, player's name and a SASE to: Chris Rosen, 731 Bergen St., Philadelphia, PA 19111 (215-745-5247). Lowest prices ever.

FOR SALE: Help! I am moving and must get rid of all my cards. Would like to be made an offer on everything or large quantities. Baseball - single teams and complete seasons, '65-present. Football - complete seasons and single teams, '70-present. Hockey - single teams, '77-present. Basketball - every season ever made. Sal Mangiapane, 23 W. Lincoln Ave., Cranford, NJ 07016

FOR SALE: Super-advanced rules enhance the realism and detail of S-O-M Baseball while preserving the speed of play that makes it fun. Includes easily memorized rules for more realistic base advances on hits, outs and errors; outfield throwing errors and misplayed hits; trail runners sometimes advancing on throws (or being thrown out on cut-offs); injury chart with rare plays; balks, pickoffs, pickoff errors, rundowns;

infielders positioned in or back individually; outfield shallow; suicide squeeze, safety squeeze and sacrifice charts where fielder's ability and runner's speed play a part; hit-and-run method that also takes into account pitcher's abilities and characteristics, fielding, runner's speed; and much more, all blended into the game so as not to disturb statistical accuracy or ease of play. Fully tested and refined in face-to-face league play. \$8, with money-back guarantee. Richard Robb, #305-7100 Gilbert Rd., Richmond, B.C., Canada V7C 5C3

FOR SALE: 42 S-O-M Baseball teams from 1973 to 1978. Must sell - therefore prices have been reduced. Teams are in good shape and most have extra players. Send SASE to: Bill Bourdon, 5 Joseph Ave., Lee, MA 01278 (413-243-9847)

FOR SALE: Purists - at last, easy-to-use systems to improve S-O-M hit-and-run and catcher's card. Both systems add realism and strategy without increasing play time. Hit-and-run uses results directly from player cards, giving each player truly individual H&R ability. Catcher's card incorporates individual wild pitch ratings for pitchers, passed ball ratings for catchers. Statistically accurate for all '85 pitchers and catchers. Works equally well playing stock teams or draft leagues. Just \$3 for each system, \$5 for both. Check or money order (for fast service) to: Glenn Guzzo, 2018 Green St., Philadelphia, PA 19130

FOR SALE: Individual player cards from 1974-1982. Many complete or semi-complete teams, some with extras also available. Complete 1977 Cubs, Brewers, Blue Jays, Orioles, Indians, Mariners, Angels, Rangers, Dodgers; 1978 Yankees, Red Sox, A's, White Sox, Twins, Expos, Brewers, Giants, Cubs; 1979 Angels, Brewers, A's, (continued)

Yankees, Mariners, Cubs, Mets.
 Jeff Sadie, 24341 Bluegrass
 Ct., Sunnymead, CA 92388
 (phone: 714-924-6596)

FOR SALE: Get your copy of
 the S-O-M Baseball "Kit,"
 a valuable addition to any
 gaming situation, but espec-
 ially for solitaire players.
 Includes complete system for
 organizing solitaire play,
 outline for setting up leag-
 ues and miscellaneous rules
 and variations. Money back
 guarantee. \$4.50 postpaid.
 Gopher Graphics, Rd.-2 Box
 323, Greene, NY 13778

FOR SALE: Individualized
 football defensive squares
 for all current or past NFL
 seasons. Each square has the
 name, position(s), defensive
 rating and pass rush rating
 in each team's colors. Teams
 are 75 cents each or all 28
 for \$8. State desired sea-
 son(s). Ron Brammer, 2508
 NE 52nd Ter., Kansas City,
 MO 64118 (816-455-2366)

FOR SALE: Fanatics - make your
 season more realistic with
 Baseball Replay '85. Exact day-
 to-day 1985 schedules and act-
 ual starting pitchers; com-
 plete list of roster changes
 (trades, disabled players and
 minor league callups); plus a
 unique lineup guide to assure
 realistic player use. Ideal
 for playing one team's season
 or a whole league. More than
 100 hours of research at your
 fingertips for only \$6 for A.L.
 or N.L., \$10 for both. Order
 now and have your replay ready
 when the new cards arrive.
 Check or money order to: Glenn
 Guzzo, 2018 Green St., Phila-
 delphia, PA 19130

FOR SALE: 1982 American League
 teams, 1979 Cubs, 1984 American
 League teams. Also thousands of
 loose S-O-M cards. 1961 set
 with extras. James Barooshian,
 217 Broad Sound Ave., Revere,
 MA 02151

FOR SALE: Eight complete foot-
 ball seasons, 1974-1981 - \$35
 per season. Very good to mint
 condition. First come basis.
 shipped UPS paid. Gary Wnek, PO
 Box 132, Cromwell, CT 06416
 (203-635-2961)

FOR SALE: Complete 1986 baseball
 on-base percentages and for the
 first time a statistical ratings
 for each card against lefties and
 righties that will give you that
 extra edge in your drafting and
 playing. This ratings system has
 met the challenge of time: in
 eight years its sole user has won
 his league championship five
 times. The ratings system is com-
 parable to the NFL quarterback
 ratings system in that key stat-
 istical elements are factored in
 to come out with one number to
 compare against all other cards.
 You may purchase for \$7 all the
 OBP and for \$12 OBP and ratings.
 If you're unconvinced, send away
 just for the OBP and we'll send
 the ratings (with an explanation
 of its use) for one of the posit-
 ions for free. If you're satis-
 fied, send us another \$5 and we'll
 forward the rest. We'll send
 out data two weeks after cards
 are released. Send check to: Marc
 Silver, 3017 Holiday Parkway Dr.,
 Merrick, NY 11566

FOR SALE: Baseball sellout, 1984
 complete season with extras, \$12.
 36 past season teams, \$8. Follow-
 ing miscellaneous teams, all with
 20 players unless noted: 1982
 Braves, Cardinals, Brewers, Ang-
 els, \$2 each. 1980 Red Sox, Dod-
 gers, Royals, Yankees, Expos, As-
 tros, Phillies, Orioles, Pirates,
 Brewers, \$2.50 each. 1979 Pirates
 (24); '75 Reds; '73 Angels, Brav-
 es (21); '72 Pirates; '71 Tigers,
 Cards; '66 Angels, \$3.50 each.
 '35 Cubs, '50 Phillies, '50 Yank-
 ees, '53 Dodgers, '54 Giants, '54
 Indians; '57 Braves; '61 Reds,
 Tigers, Yankees; '62 Giants; '65
 Twins, Dodgers; '67 Red Sox, 50
 cents each. Hall of Fame set A &
 B, \$3. Reviews, 9/81 through 9/85
 missing only issues 9/82 and
 (continued)

10/84, \$10. Whole package for \$90, with game parts. Terry Henry, 6132 Oakcrest Circle, Orlando, FL 32808 (305-298-4632)

FOR SALE: Defensive rating comparison chart. Is a 3e12 at first base better than a 4e4? This chart allows you to easily compare defensive ratings such as these. Good year after year. Only \$2 (a 4e4 is better than a 3e12!). Rohn Morin, RFD #4, Box 399, Auburn, ME 04210

FOR SALE: Baseball - 1969-1984 (with extras). Football - 1968-1984. All teams are in good to excellent condition. Will consider bids on individual seasons but will give preference to multiples. Send bids, telephone number and SASE to: Pat Gibbons, 195 Buckingham Way, San Francisco, CA 94132

FOR SALE: Solitaire Strat-O-Matic Football. It is very realistic, more than anything I have ever seen. It does everything you can think of. It took over 40 hours of testing and renovations to get the game to its present state. You can get all six charts (front and back) and over six pages of rules for the price of \$6.65 cents for postage and handling. For a free brochure, write to: Alan Rawiszer, 1139 Washington St., Hollywood, FL 33019

FOR SALE: 1986 edition card analysis for advanced baseball. Includes OBP and power percentages for batters and pitchers, also gBA percentages for batters. All this plus additional card info condensed into a handy form. Categorized by position. Great for planning lineups against certain pitchers or for quick reference during a game. Greatly enhances chance of winning. I'm a nine-year veteran of gaming, with a bachelor's degree in math and I've always enjoyed winnings seasons using it.

Still only \$5. Why not get the edge this season? Rohn Morin, RFD #4, Box 399, Auburn, ME 04210

League Forming

LEAGUE FORMING: The Fly-Bv-Night Baseball Association is looking to add four quality managers for the 1986 season. We will be entering our 12th successful season. We now have 16 play-by-mail managers and will expand to 20 for the 1986 season. We are a draft baseball league using advance side of cards with advance rules. The league fee is \$15 per year. If you believe you are a quality manager and would like to team up with one of the top leagues in the country, please send a 4-by-9 inch SASE to receive a questionnaire to help determine who the four new managers will be to: Steven M. Walters, 2349 SE Hollis and St., Port St. Lucie, FL 33452

LEAGUE FORMING: Sportsman's Baseball Association entering second season. PBM. Advanced rules. Emphasis on sportsmanship, communication and promptness. For 1986 membership application and details, contact promptly: Burke Ittenbach, 104 Macon Dr., Mobile Estates, Cary, NC 27511

LEAGUE FORMING: Coaches wanted for super-advanced, continuous ownership football league in Detroit/tri-county area. OFL is starting 9th season. No experience necessary. Please write: Mark Chadwick, 406 Pontiac State Bank Building, Pontiac, MI 48058 or call 313-334-7999.

LEAGUE FORMING: The No. 1 PBM hockey league, the Federal Hockey League, will begin its fourth season of play in December. We have a couple of managerial openings and need backups as well. The FHL (see Oct., '83-'84 and Dec., 1985 Reviews) is a super-advanced, 18-team league that uses special innovations such as Bob Lopeck's penalty system, a
(continued)

five defensemen plan, league instruction manual and optional phone draft. If you are knowledgeable, reliable and hungry for first-class competition, write to: Bob Laird, 63 Spear St., Oakland, NJ 07436 (201-337-5381). Canadian gamers are welcome.

LEAGUE FORMING: Now's the time to become part of one of the better established baseball play-by-mail leagues around, the Mid-Atlantic Table Sports Association (MATSA). We play a reasonable 132-game schedule from April to August and are a continuous, National League only, draft league entering our 7th season. We need a couple good people to get involved now to participate in off-season trading and get a feel for their team. For more info, write: Ed Grant, 17A Chatfield Drive, Stone Mountain, GA 30083

LEAGUE FORMING: The ALT will begin its first season this year and some good managers are needed. The inaugural draft will be held sometime before the cards come out. This league will use the A.L. cards plus lots of other interesting features, including injuries from HBPs, shallow outfielders and more. If you're interested and feel you can handle the "work load" of a FBM league, send a sample strategy sheet, brief resume and references to: Jack Biggars, 8 Constitution Road, Lexington, MA 02173 or call (617-862-8103)

LEAGUE FORMING: This is a new FBM Draft Baseball League that will be using the 1984 cards. If you enjoyed the 1984 season as much as I did, then this league is for you. I am looking for 10 to 12 very serious baseball managers for the league. No slackers will be permitted to play in the Scott Winchester Memorial Baseball League. There

will be about a 120-game schedule in the first season. Here are some extras involved in the league: 25-player roster for each team with a five-player reserve list, World Series, an all-star game and playoff series. A trophy will be awarded to the World Series winner, with the manager's name and won-and-lost record engraved on a gold plaque. League fee is \$3 per manager. For more information, write or call: Jim Teal, 5446 Glenfield Drive, Saginaw, MI 48603 (517-799-5185)

LEAGUE FORMING: The A.N.U.A.L., a FBM advanced baseball draft league in its inaugural season, is looking for long-lasting managers. No experience is necessary, but honesty, S-O-M knowledge and your guarantee to complete the season are required. Features include: 12-16 teams, using 1985 cards with extras. Phone draft. 162 games, March-October. Divisions based on AL/NL team composition percentages. Restricted year-round trading. DH/away and injuries, pitcher/home. Traditional stats, charts, plus additions by members. Constitution, yearbook, newsletters. Preseason instructions, rotations offset late instructions. All managers will be involved in rules, all-star games, playoffs. Possible split season format for more playoff teams. \$20 fees, partially refundable. Send personal background, photo, sample strategy sheet, S-O-M references, \$20 and SASE to: Jeff McMillen, Peru State College, 112 Delzell Hall, Peru, NE 68421. Also, list the do's and don'ts you wish to incorporate. Let's get organized now!

LEAGUE FORMING: Join the Game Towne Sports Leagues in San Diego - baseball, 162-game season; baseball, short seasons; football, short seasons. All are face-to-face draft leagues, with draft and World Series/Super Bowl parties. Contact: Game Towne, 3954 Harney St. Old Town, San

(continued)

Diego, CA 92110 (619-291-1666)

LEAGUE FORMING: Bay Area Association is looking for experienced managers and backups. We play advanced version, PBM draft league. National League. Many already established teams available. Many unique features with this league. Call or write: Tom Millard, 732 Dolphin Drive, Danville, CA 94526 (phone: 415-820-0704)

LEAGUE FORMING: The Universal S-O-M Baseball Federation has just completed the first 15 rounds of its inaugural draft and is looking for 2-3 managers to take over teams. Managers must have PBM experience and super reliability. Second half of draft after cards come out. Contact: Peter Tao, 2 Ross Road, Lexington, MA 02173

LEAGUE FORMING: Now undergoing plans for face-to-face football league in the mid-Michigan area. Will start in the fall of '86. Experienced commissioner for five years in old CMFL. Weekly newsletters, Super Bowl trophy and more. For additional information, contact: Jim Perkins, 4503 N. Peoples Road, Edmore, MI 48829 (517-762-5413)

LEAGUE FORMING: The NASOMBL is looking for three managers and backups for the 1986 season. We are a 16-team PBM baseball league using players from both leagues. We are entering our fifth season. Our league features trophies, cash prizes for statistical leaders and more. Available teams include players such as Cal Ripken, Don Mattingly, Bob Horner, Lee Smith and others. These are not bad teams. Their managers had other commitments and sacrificed their teams. We plan a telephone draft in January. Experience preferred. Call or write now for more information: Richard Fox, 1 Jacobs Lane, Jacksonville, IL 62650 (217-245-8164)

LEAGUE FORMING: The Bay Area Replay Teams Association (BART) is looking for managers and coaches for face-to-face baseball and football dice-rolling. There will be no dues. Format for league play is flexible and will be determined by league members. Interested gamers should contact: David Black, 215 Red Rock Way #J-303, San Francisco, CA 94131 (415-648-3607)

LEAGUE FORMING: American League draft league: Need managers and backups for 3-year-old sophisticated A.L. PBM draft league. This is a fast-moving, demanding league full of talented, experienced managers, so only serious players need apply. Send resume of PBM experience and qualifications to: Bruce Herman, P.O. Box 3205, Incline Village, NV 89450

LEAGUE FORMING: 18-team, continuous ownership, PBM league needs two managers immediately and several backups. Write or call: Ron Iwaszkiewicz, C.A.B.L., 1805 Hickory Bark Lane, Bloomfield Hills, MI 48013 (313-852-1303)

LEAGUE FORMING: DELCA, entering our 8th season, is looking for two managers to take over existing franchises. This is a PBM baseball league using American League players only, playing 162 games. Don't miss this opportunity to join a quality league. Contact: Gordon Willett, 1021 Edward Tayloor Road, Ocean City, MD 21842 (301-524-0965) or Rod Melotte, 221 North 5th St., Madison, WI 53704 (608-249-2794)

LEAGUE FORMING: The Garden State Baseball Association will begin its first season when the new cards come out. I need gamers who live in the Union-Essex area for this face-to-face perpetual draft league. Contact: Sal Mangiapane, 23 W. Lincoln Ave., Cranford, NJ 07016 (201-546-9698)

LEAGUE FORMING: The Bergen-Rockland Baseball League will
(continued)

begin its sixth season in March and is looking to add four new teams. This is a face-to-face draft league, with holdovers. We play a 96-game schedule with play-offs. Anyone interested please contact Bob at 212-281-8000 between 7 a.m. and 4 p.m. Monday through Friday.

LEAGUE FORMING: Fanatastic new happening for New York metropolitan area Strat-O-Matic players. Two leagues have merged from two different states (New York and New Jersey). We will hold a common draft with New York players meeting each other and New Jersey players meeting each other in separate playing sessions, with a couple of inter-divisional sessions along the way and, of course, the grand finale. the winner of each division meeting for metro area bragging rights. If you feel up to the challenge and commitment needed to take part in this unique Strato experience, call in New Jersey: Bob (201-591-0386); call in New York: Mark (516-379-6953)

Looking for back issues of the Review?

The following back issues of the Strat-O-Matic Review can still be purchased (note limited and very limited issues and order a second choice in case those are no longer in stock):

1985

Jan., March, April, May, June, July, August, Sept., Oct., Nov. Cost: \$1 per issue.

1984

Jan., Feb., March, May, July, Aug., Sept., Nov., Dec.

Cost: \$1 per issue.

1983

Feb., March, April, May, July, Oct., Nov., Dec. Cost: \$1 per issue.

1982

March, April, Aug., Sept., Nov., Dec. Cost: \$1 per issue.

1981

Feb., March, April, June, July, Sept., Oct., Nov., Dec. Cost: \$1 per issue.

1980

July, Sept., Nov., Dec. are only issues in stock. Cost: \$1 per issue.

1979

April (limited), June, Aug. (very limited), Sept., Oct., Dec. Cost: \$1 per issue.

1978

Jan., Feb., March, April, May, June, Aug., Sept., Oct., Nov., Dec. Cost: \$1 per issue.

1977

Sept., Oct., Nov., Dec. are only issues in stock. Cost: \$1 per issue.

1976

Nov., Dec. are only issues in stock. Cost: \$1 per issue.

1975

Jan., July, Aug. are only issues in stock. Cost: \$1 per issue.

1974

Dec. is only issue for 1974 remaining in stock. Cost: \$1. Write: Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078

Sanders' '58 Colts corral foes

Nothing can stop James Sanders' 1958 Baltimore Colts in Strat-O-Matic Football tournament play - not even a bounty!

The 'bounty' in question was only a joke, of course, but it was done with the idea of distracting the policeman from Gary, IN. and organizer of the Lyman Bostock Memorial tournaments, this fall in the annual Mid-Michigan Invitational Tournament held at the township hall in the small community of McBride.

Sanders won the tournament the last two years and had captured honors in the Bostock Memorial last summer as well. So, the idea was conceived - in the form of a 'bounty' - to silence Sanders' dice-rolling. A poster was drawn up, replete with a picture of Sanders, and "Wanted" was emblazoned across the top.

None of it worked.

Sanders made it three straight championships (the tourney's been held for five years) by compiling a 4-0 record in the double-elimination, super-advanced tournament that featured great teams of the past.

In fact, Sanders defeated the No. 1 'bounty hunter,' Ron Brammer of Kansas City, MO, in the final game.

Brammer, who had the 1968 Kansas City Chiefs, had come out of the losers bracket to challenge Sanders. And when it was over, Sanders' Colts had a 38-34 victory, driving for the winning touchdown with under four minutes left.

"The hunter was captured by the game (hunted)," quipped Sanders, after defeating Brammer and the Chiefs.

Why the 'bounty'?

According to Brammer, who passed out flyers to all tourney hopefuls,

"To appreciate this 'Bounty Poster' you must understand that James Sanders has a career record in tournament play of 50-9...Coaches were shying away from playing him."

All told, 13 coaches took part in the 'hunt,' including tourney organizer Jim Perkins, who coached the 1971 Dallas Cowboys.

Other coaches and their teams and home towns included:

Craig Dashut, Downers Grove, IL ('68 Jets); Pete NicholSEN, West Chester, IL ('62 Packers); Stan Kowalski, Burnham, IL ('75 Steelers); Eric Lathrup, Calumet City, IL ('77 Cowboys); Dan Barrett, Elkhart, IN ('68 Cowboys); Ken Donnelly, South Bend, IN ('63 Bears); Mark FroboM, Minneapolis, MN ('79 Patriots); Dave Miller, Minneapolis ('67 Rams); Rick Rice, Kansas City, MO ('70 Lions) and Roger Bigelow, Edmore, MI ('80 Chargers).

Both Dashut and NicholSEN are lawyers...but neither was consulted by Sanders to bring suit against Brammer.

(continued on next page)



JAMES SANDERS (LEFT), RON BRAMMER

Play began Saturday at 5:30 p.m. and didn't end until Sunday night at 9. Sanders, as mentioned, won his third straight championship trophy. But he trailed Brammer three times in the final and had to drive 73 yards in four plays to pull out the win, with Lenny Moore capping the drive by scoring from six yards out.

Along the way, Sanders' Colts defeated the '67 Rams (34-24), '71 Cowboys (16-3), '70 Lions (41-14). And Brammer, who lost to the '68 Jets in the first round, 30-27, came out of the loser's bracket by knocking off the '71 Cowboys (23-20), '70 Lions (30-24), '67 Rams (26-24), '77 Cowboys (28-10) and '79 Patriots (30-3).

Most of the games were hotly contested, according to Perkins, who also reported that four of the tense struggles were decided in overtime. Third-place went to Rick Rice and his '70 Lions, while Dave Miller's '67 Rams won the consolation tournament.

Dates revealed for '86 Bostock

Along with adding another championship trophy to his growing list of accomplishments with his beloved 1958 Baltimore Colts, James Sanders took enough time out to detail his plans for next summer's Lyman Bostock Memorial Tournament.

It will be the sixth annual and again, as last summer, will be staged at Purdue University in West Lafayette, IN. Dates will be August 2-3. Entry fee for the two-day tournament, which will get under way Saturday, Aug. 2, at 8 a.m. at the Stewart Center, room 306, is \$9.75.

The following tournaments will be conducted:

- A. Super-advanced football (old version of the game).
- B. Super-advanced football (modern version).
- C. Advanced baseball.
- D. Super-advanced hockey.
- E. Elementary baseball.

"Gamers may enter only one tournament on Saturday," says Sanders. "Elementary baseball and super-advanced football (modern version) are backup tournaments to be held on Sunday only, to accommodate gamers who do not make the playoffs, or who can only attend on Sunday.

"Actual teams will be used and chosen on a first-apply, first-choice basis."

Trophies, compliments of the Strat-O-Matic Game Company, which is again sanctioning the tournament, will be awarded both winner and runner-up in each event.

Accommodations are available to gamers at Purdue University's Memorial Union Building. Other facilities will again be available for use by conventioners.

All of last year's winners--Frank Luisi (advanced baseball), Sanders (super-advanced football, old version), John Jedill (super-advanced hockey), Rich Newman (elementary baseball) and Paul Friederick (super-advanced football, modern version)--will be back to defend their titles. Sanders has said he will not participate this year, however, because of the myriad of duties connected with the smooth-running of the popular tournament.

For more information, write or call Sanders at his home. And if writing, be sure to enclose a long SASE. His address is:

James Sanders
Director, S-O-M Tourney (No collect calls will be accepted)
5806 Kennedy Terrace, #103
Gary, IN 46403
1-219-938-6137

Andujar gets his revenge

Cardinal pitching ace keeps 'cool' in Series replay

Call it Andujar's Revenge!

In a replay of the 1985 World Series conducted by gamer Max Monroe of Parkersburg, WV, Joaquin Andujar redeemed himself for the MVP (Most Vicious Player) performance he put on as Kansas City rallied for a 4-3 World Series triumph over the embattled St. Louis Cardinals.

Whereas Andujar had nothing but problems - many of his own doing - in real-life, on the tabletop he was a model of composure, calm and effectiveness.

Monroe's replay also went seven games...and St. Louis also jumped out to a 2-0 lead and looked as if it was going to terminate the Royals in four games.

But Kansas City, just as in real life, fought back, won a crucial game six to tie the series and then fell in the seventh game because of Andujar's hurling.

The 1984 cards were used. Since Vince Coleman was injured and didn't play in the World Series, Monroe didn't have to create a card for St. Louis' rookie sparkler.

Jack Clark's card with the Giants was used, as were cards from the Phillies for Ivan DeJesus and Bill Campbell and the Pirates for John Tudor. Lonnie Smith's card with St. Louis in '84 was transported over to the Royals, who also had Jim Sundberg's card with Milwaukee and Steve Farr's with Cleveland.

Brian Harper and Ken Dayley had nameless player cards for the Cards.

SABERHAGEN IS A FLOP

Andujar was the MVP (in this case, Most Valuable Player) in the series, starting three games, completing two and winning both, hurling 25 innings, giving up only 15 hits and compiling a 1.08 ERA. Andujar also struck out 13 and walked only two. He served up only one home run. Quite a contrast from the fate of Andujar in real-life.

Likewise, the performances of Kansas City's pitcher Brett Saberhagen were vastly different, too.

A stopper and MVP in the real life series, Saberhagen was shelled on the tabletop. He didn't lose a game but his ERA of 5.25 and allowing 15 hits in 12 innings tells the tale of how effective he was.

"It was truly astounding how similar those two teams were," says Monroe. "In hitting, pitching and fielding I found it quite difficult to say one had the edge over the other."

Willie McGee surprised by slamming four home runs and knocking in 10 runs for the Cards, while Willie Wilson swiped seven bases and Frank White provided clutch hitting for the Royals.

Clark batted .300 and chipped in two home runs, while Cesar Cedeno hit at a .407 clip (11-27) and Andy VanSlivke .333 (8-24). For Kansas City, Wilson hit .419 (13-31) and stole seven of 10 bases. George Brett batted .320 (8-25) and had five RBI and White got the max from a .233 average by belting two home runs and driving in eight tallies.

Andujar was the only pitcher to win more than one game - he won two - while Tudor, although not with anything approaching the card he'll have next year, was 1-1 but with a 4.80 ERA. Quisenberry again had his troubles as Kansas City's bullpen ace was 1-1 with no saves and a balloon-like 6.58 ERA.

Here are the line scores and a brief summary of the World Series games:

		GAME 1	
St. Louis	001 001 003	- 5 7 1	Andujar shut down Kansas City
Kansas City	000 000 000	- 0 4 0	(continued on next page)

Andujar (W, 1-0); Black (L, 0-1), Beckwith (7), Beckwith (8), Farr (9), Jones (9).

GAME 2

St. Louis 200 100 023 - 8 12 1
 Kansas City 010 001 020 - 4 8 0
 Tudor (W, 1-0), Campbell (8);
 Lewibrandt (L, 0-1), Quisenberry (9).
 SA: Campbell (1), HR: McGee 2 (2).

on only four hits. Clark had three singles and drove in two runs for St. Louis.

McGee was batting star, going 4-for-5 with pair of two-run homers, double and single. Cards scored in ninth to wrap up game.

GAME 3

Kansas City 450 000 100 - 10 15 0
 St. Louis 011 040 200 - 8 14 0
 Saberhagen, Gubicza (4; W, 1-0),
 Quisenberry (9); Cox (L, 0-1), Horton
 (1), Kepshire (2), Lahti (3), Dayley
 (7), Campbell (8), HR: Balboni (1);
 McGee (3), Cedeno (1).

Steve Balboni had three-run HR as Royals jumped out to 9-0 lead after two innings and held on as Cards pecked away. McGee belted home run No. 3 and boosted RBI total to seven.

GAME 4

Kansas City 000 001 010 - 2 7 3
 St. Louis 021 110 02x - 7 13 1
 Black (L, 0-2), Beckwith (4),
 Farr (7), Jones (9); Andujar (W, 2-0).
 HR: Clark (1), VanSlyke (1).

Clark and VanSlyke homered to back seven-hit pitching of Andujar. Royals' hurling again fails, although K.C. speedsters are 8-of-9 in steals.

GAME 5

Kansas City 000 230 104 - 10 13 2
 St. Louis 000 010 000 - 1 2 1
 Leibrandt (W, 1-1); Tudor (L,
 1-1), Dayley (5), Lahti (7), Campbell
 (9), Horton (9), HR: Brett (1), White
 (1).

Leibrandt was great, issuing no walks and giving up only two hits. Clark and Darrell Porter singled for the only St. Louis hits.

GAME 6

St. Louis 012 000 000 - 3 5 1
 Kansas City 000 100 003 - 4 7 1
 Cox (L, 0-2), Lahti (9); Saber-
 hagen, Quisenberry (9; W, 1-0), HR:
 Clark (2), McGee (4); White (2).

There wasn't a controversial play at first base...but K.C. still had a big inning in the ninth to keep series going. White's two-run homer and a single by Quisenberry accounted for three runs in ninth.

GAME 7

St. Louis 000 000 010 2 - 3 14 1
 Kansas City 000 010 000 0 - 1 7 0
 Andujar, Tudor (8), Campbell (9;
 W, 1-0); Black, Quisenberry (9; L,
 0-1), HR: L.Smith (1).

Cardinal pitching proves superior as Royals are held to seven hits. Andujar goes seven but doesn't get the win. Cedeno's double in 10th drives in winning run.

Editor's note: The above World Series replay was conducted in late October while the real-life series was fresh in Max Monroe's memory. Because of the similarity between the two teams, as Monroe notes, replays when the new cards come out are unlikely to be dominated by one team. Saberhagen should make a difference...but then again Tudor should have a much better card than based on '84. Even in the replay, Kansas City exploded in one game - unfortunately for the Royals it was in game five and not the decisive seventh as in real-life.

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Don't forget Philadelphia tourney

Remember, the first stop on the Table Baseball Association's regional tournament tour is scheduled for Jan. 17-19 in Philadelphia. Timothy Johnson, one of the prime movers behind the regional tournament concept, says all signals are "go" for the Kickoff event, which will be held at the Airport Ramada Inn.

"There will be an advertisement appearing in the Dec. 23 issue of The Sporting News," says Johnston. "And Strat-O-Matic has agreed to send fliers with all of its mailings. Both should give the tournaments validity. There probably are still some people wondering if the tournaments will actually take place.

"But we are guaranteeing that they will. The first one in Philadelphia is extremely important. We have done everything we can do to promote the tournaments. Now, it's up to people to respond if they are interested in this type of concept."

For more information about the tournament tour check the Nov. and Dec. issues of the Review, or write: Table Tourneys, Inc., 6417 - Suite 2E, Cameron Forest Lane, Charlotte, NC 28210 (or phone: 704-553-7658).