



## STRAT-O-MATIC REVIEW

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

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### 1984 Tigers edge '68 Tigers

#### Grubb's homer in seventh game decides 'Motor City' series

One of the many great features of Strat-O-Matic games is the what if matchups. What if the 1927 New York Yankees played one of the more recent Bronx Bomber powerhouses? Or what if the 1961 and '27 Yanks tangled?

Or how about the "Miracle Mets" of '69 and the 1986 world champions?

Another intriguing matchup, especially for S-O-M gamers in Michigan, would be the 1968 Denny McLain-led Tigers against the 1984 world champions, led by Jack Morris and Co.

Another lure of the Detroit series would be that it could be played with the automatic version of the S-O-M computer game, since both the 1968 season (re-released with advanced features) and 1984 are included, along with the 1986 season, as far as team disks.

Of course, any computer matchup can be created by simply using the manual version of the game (provided a gamer has the cards, which are a necessity for all versions).

### Warning: Don't use original disks!

The Strat-O-Matic Game Company sends along a word of caution for those who bought the Apple disks last year. You should use only the replacement game disks with the new team disks. The original game disks - those that were breaking down and subsequently all replaced by S-O-M - will not work with the new team disks.

When Review co-editor Del Newell received his new team disks, his first replay, not so surprisingly, pitted the '68 and '84 Tigers.  
(continued on next page)



The automatic version of the computer game was utilized and the series turned out to be a thriller. John Grubb's home run in the bottom of the 14th inning in game seven gave the '84 Tigers a 6-5 victory.

Relievers Pat Dobson ('68) and Doug Bair ('84) each pitched five innings - mostly out of necessity - with Bair finally getting the win after 5 2/3 innings of hitless relief.

Kirk Gibson also homered for the '84 Tigers and Jim Northrup connected for the '68 team. Earl Wilson ('68) and Milt Wilcox were the starters in the final game and both got roughed up. The '84 Tigers, in fact, battered four '68 pitchers for 19 hits.

#### MCLAIN, MORRIS BOTH 1-1

Both pitching aces, 31-game winner Denny McLain ('68) and 19-game winner Jack Morris went head-to-head in the first and fifth games. McLain was dominating in the opener, holding the '84 Tigers to three hits in an easy 8-2 win. Morris and two relievers served up nine hits.

In the rematch, however, Morris evened their personal duel as he scattered nine hits over 10 innings and got the win when Kirk Gibson tripled in the winning run with one out in the bottom of the 10th. McLain gave up only eight hits, struck out six and walked one. Morris fanned five and issued five walks.

In game two, after getting roughed up in the opener, the '84 Tigers bounced back, unleashed a 12-hit attack, and posted a 9-1 win. Larry Herndon and Chet Lemon, a pair of southpaw-eaters, homered off Mickey Lolich. Dan Petry tossed an eight-hitter and got the victory.

John Hiller came on in relief in the sixth inning of game three, gave up only one hit the rest of the way and got the win. Northrup's seventh-inning two-run double put the '68 Tigers ahead to stay. Willie Horton hit the second of his two homers in the series for an insurance run in the eighth for a 3-1 outcome.

The pendulum swung back to '84 in game four as Juan Berenguer hurled a five-hitter and Lance Parrish drove in the go-ahead run in the eighth for a 2-1 triumph.

Game five also went to the '84 Tigers, and by a 2-1 score, with Morris outdueling McLain this time. The '68 Tigers clawed out a 10-7 win in game six as Dick McAuliffe, Bill Freehan and Gates Brown all homered. Lolich, who got blasted in game two, got the win and Petry got blasted.

#### BOTH TIGERS TAMED

Overall, the pitching probably dominated the hitters, as the '84 Tigers had a .254 average with five home runs and the '68 version had a lowly .237 mark but with nine homers to show for the power side of the ledger.

The ERAs were respectable, with the '68 Tigers sporting a 3.11 mark to '84's 3.76. Games three, four and five would all be classified as pitchers' duels, games one and two would be routs and six and seven cliffhangers. An ideal series, in other words.

The computer version was easy to play as, even though two different team disks were utilized, it would be no different than playing a an American League team against a National League with the new 1986-based team disk.

Stats were no problem - just follow the directions for saving the game-by-game statistics - and box scores were printed out without a hitch. The DH was used and some lineup alterations were made. Mickey Stanley, for instance, was used at shortstop (he was injured for two games), just as he was in the 1968 World Series against the Cardinals.

(continued on next page)



Gates Brown was the DH for the '68 Tigers most of the time and he delivered a team-high .333 (8-24) average, five extra-base hits and six RBI. Dick McAuliffe, Willie Horton and Bill Freehan also had two homers for the '68 Tigers, with McAuliffe, the leadoff hitter, driving in seven runs. Norm Cash was a disappointment, batting only .208 with no roundtrippers, while Al Kaline, in the twilight of an illustrious career, batted .217 as the starter most of the time in right field (Northrup moved to center).

McLain was 1-1 but pitched 18 1/3 innings, gave up 11 hits, struck out 12, walked just two and had a 1.96 ERA. Hiller had a win, a save and 1.23 ERA after giving up just one earned run in 7 1/3 innings.

Gibson batted a series-high .355 (11-28), Lou Whitaker .333 while Morris' numbers read: 1-1, 16 2/3, nine strikeouts and a 2.70 ERA.

#### GAME 1

1968 Tigers 000 103 212 - 8 9 0

1984 Tigers 000 010 100 - 2 3 1

McLain and Freehan; Morris, Hernandez (7), Lopez (8) and Parrish.  
HR - McAuliffe (1), Freehan (1). WP - McLain (1-0). LP - Morris (0-1).  
GWRBI - Freehan.

#### GAME 2

1968 Tigers 010 000 000 - 1 8 1

1984 Tigers 030 110 13x - 9 12 0

Lolich, McMahon (5), Patterson (7), Wyatt (8) and Freehan; Petry and Parrish. HR - Horton (1); Herndon (1), Lemon (1). WP - Petry (1-0).  
LP - Lolich (0-1). GWRBI - Herndon.

#### GAME 3

1984 Tigers 000 010 000 - 1 5 1

1968 Tigers 000 000 21x - 3 6 2

Wilcox, Hernandez (7) and Parrish; Wilson, Hiller (6) and Freehan.  
HR - Horton (2). WP - Hiller (1-0). LP - Wilcox (0-1). GWRBI - Northrup

#### GAME 4

1984 Tigers 000 000 020 - 2 6 1

1968 Tigers 000 010 000 - 1 5 1

Berenguer, Hernandez (9) and Parrish; Sparma, McMahon (9) and Freehan. HR - Brown (1). WP - Berenguer (1-0). LP - Sparma (0-1).  
SA - Hernandez (1). GWRBI - Parrish.

#### GAME 5

1968 Tigers 000 100 000 0 - 1 9 1

1984 Tigers 100 000 000 1 - 2 8 0

McLain and Freehan; Morris and Parrish. WP - Morris (1-1). LP - McLain (1-1). GWRBI - Gibson.

#### GAME 6

1984 Tigers 011 004 100 - 7 11 1

1968 Tigers 035 010 10x - 10 10 1

Petry, Rozema (3) and Parrish; Lolich, McMahon (6), Hiller (6) and Freehan. HR - Castillo (1); McAuliffe (2), Freehan (2), Brown (2). W - Lolich (1-1). L - Petry (1-1). SA - Hiller (1). GWRBI - Stanley.

#### GAME 7

1968 Tigers 101 101 001 000 00 - 5 11 1

1984 Tigers 210 010 001 000 01 - 6 19 1

Wilson, Patterson (5), McMahon (7), Dobson (9) and Freehan; Wilcox, Hernandez (8), Bair (9) and Parrish. HR - Northrup (1); Gibson (1), Grubb (1). WP - Bair (1-0). LP - Dobson (0-1). GWRBI - Grubb.

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# Davis, Mattingly MVP choices

4

## Readers also pick Reds, Mets, Yankees, Royals

It'll be Eric Davis and Don Mattingly winning Most Valuable Player awards this fall after the completion of the 1987 season.

At least that's the way most of the gamers, especially in the National League, responded in the Review's annual MVP Contest. Davis was a runaway winner in the N.L., attracting a whopping 151 votes and easily outdistancing his nearest pursuer, Darryl Strawberry of the Mets, who had only 13.

Over in the American League, the Yankees' Mattingly was the choice of 83 gamers, with Jesse Barfield of Toronto and Mattingly's teammate, Rickey Henderson, each garnering 28 votes.

Bad news as of this writing, however, was that Mattingly had just been placed on the disabled list for a back injury sustained while wrestling with a teammate.

A total of 223 votes were cast, with the winner to receive a set of the new baseball cards, replete with all extras, in January.

### NO CONTEST WINNER IN 1986

Last year, in case you were curious, Strawberry was a big winner with S-O-M gamers in the N.L., receiving 91 votes to 38 for runner-up Dwight Gooden. Mattingly was also the choice in the A.L., with Henderson running second, 45 votes to 31.

The New York Yankees, Kansas City, the Mets and Los Angeles Dodgers were all picked to win divisional honors a year ago. Only the Mets fulfilled the prophecy. And nary a gamer foresaw that Roger Clemens and Mike Schmidt would be the MVPs.

But a new season is well under way and Davis looks like a certain contender for honors and likewise for Mattingly, if his injury isn't serious.

As far as the division winners, readers said it would be the Yankees and Royals in the A.L. and the Reds and Mets in the N.L. The division winners are used in case of ties in picking the MVPs. If there's a tie, then the person coming closest choosing the division champs will receive the new cards.

Here's how readers voted for MVP and division winners for 1987:

<u>AMERICAN LEAGUE</u>		<u>NATIONAL LEAGUE</u>		<u>AL EAST</u>	
1. Mattingly	83	1. E. Davis	151	1. NY Yankees	109
2. Barfield	28	2. Strawberry	13	2. Toronto	65
R. Henderson	28	3. D. Parker	9	3. Cleveland	22
4. Puckett	21	4. Dawson	7	4. Milwaukee	16
5. J. Carter	11	5. Schmidt	6	5. Boston	5
6. Ripken	8	6. Guerrero	5	6. Baltimore	4
				7. Detroit	2
<u>AL WEST</u>		<u>NL EAST</u>		<u>NL WEST</u>	
1. Kansas City	80	1. NY Mets	137	1. Cincinnati	161
2. Texas	50	2. St. Louis	42	2. Houston	29
3. California	46	3. Philadelphia	28	3. San Francisco	19
4. Minnesota	41	4. Chicago	14	4. Los Angeles	14
5. Oakland	6	5. Montreal	1		
		Pittsburgh	1		

Note: Because there was no winner in 1986, if two gamers tie this season the Review will present two sets of baseball cards, with extras, when new-card time rolls around early in 1988. Also worth noting is that Detroit, which was world champion in 1984, received only two votes to win its division and San Diego, the Tigers' opponent in the World Series, had no votes in the NL West.



# Strat-O-Matic spotlight

5

## Now there's 'medical center' for frustrated gamers

Nobody really knows the meaning of Strat-O-Matic. It's not in the dictionary and even Harold Richman, who dubbed his game company with the name, says the inspiration for such a name doesn't come from anything in particular.

No, it didn't come from a food blender, or a misspelled version of a statistically derived word.

The name is well known now, of course.

Occasionally it even pops up in a reference not entirely related to the game company.

Burt Bloom of Brooklyn, NY, sends along a picture (below) showing that, perhaps, there's a place for gamers to go for 'treatment' before, out of frustration, a gamer emulates Jack the Ripper or torches a player's card.

Bloom spotted the building while walking through his neighborhood. "I passed by this new medical building and there was something about its name that struck me like a 'strikeout plus injury' to Tim Raines."

Bloom went home, grabbed his camera, and snapped this picture.

Bloom added the following: "This is a place where frustrated S-O-M gamers can go for special treatment. It specializes in the care of players who have seen too many HR 1-2, fly rf 3-20 wind up with the batter circling the bases. When Dave Parker strikes out three times, when Jack Morris yields a few homers in a game, when Vince Coleman gets thrown out stealing by Mike Fitzgerald because you got a 20 - that's when it's time for a visit to the Strat Medical Building."



### WHERE IS HE NOW?

Bryan Goldberg of Los Angeles sends along an update on Tom VanHynning, who was featured in the June, 1984 issue of the Review.

VanHynning, for those unfamiliar with him, played through numerous replays - 18, in fact, in an 18-year gaming career - and over 7,700 games. Now 31 years old, he's moved to Carbondale, IL, from Hato Rey, Puerto Rico, according to Goldberg, who's a first cousin of VanHynning.

"He got me interested in S-O-M," writes Goldberg, who adds that an ongoing project the two started was a 154-game season of the 1956 teams whereby the A.L./N.L. teams closest in geographical proximity were combined as one team (i.e., Cincinnati/Cleveland, or Ohio Connection).

"Tom has retired from gaming now to pursue a degree in recreational therapy at Southern Illinois University," says Goldberg. "He completed his 1/3 of the replay and I'm working on my 2/3s."

### SHORT SHAKES

...Eric Davis had a first in the Sportsman's Baseball Association when he homered four times for Burke Ittenbach's Cary (NC) Crows in a road game against Darren Dawson's Asheville Tourists. Three of the home runs were off lefty Curt Young. Davis finished with seven RBI.



# The secret of Sanders' success

## Football gamer reveals why he's won 16 straight games

6

By JAMES SANDERS, Gary, IN

When selecting a Strat-O-Matic Football team I want one that has a high turnover ratio on defense and a team with an offense that is capable of coming from behind.

Some gamers prefer the stingy defensive teams such as the 1973 Pittsburgh Steelers. While this team in my opinion is the most dangerous team to play for any one game, it has not fared well in tournaments that I have participated in because the offense cannot come from behind.

Playing good defense is the most important element of the game. Good defense can keep you in those games when you are not getting the dice rolls. Playing good defense is an instinctive thing and many elements cannot be taught.

What I try to do on defense is intimidate my opponent into using his inferior players. This can be done with correct keying and double covering. If I follow my first thought (as to whom to key on or double cover), find that I'm usually right.

Blitzing and not blitzing at the right times can really frustrate your opponent. Also, I adjust my blitzing to the way my opponent is rolling dice. If he is trying to burn me in the flats and cannot roll on the defensive cards, he can become very frustrated.

### QB SNEAK CAN BE OFFENSIVE WEAPON

Offensively, you want to be unpredictable and creative.

At this time I would like to share a play that has been very successful for me. On second down and one I would go into a three wide receiver, one running back offense and call a quarterback sneak the first time. Only two other gamers have ever keyed the quarterback. Also the next time you're in this situation you can see the problems it can cause your opponent in defending against it.

This play was extremely effective playing with the 1958 Colts (Sanders' favorite team) because I would have Lenny Moore at flanker and Alan Ameche at fullback.

Also, ball control is important. If you're controlling the ball and scoring, along with playing good defense, that's a hard combination to beat.

### KNOW FORMATIONS AND YOUR OPPONENT

Knowing the rules and the formations like the palm of your hand is a valuable asset. You can isolate some players or inferior defenders in long and short pass calls.

Do not be afraid to run in passing formations or pass in running formations. I have always liked to throw a variety of formations at my opponent at any given time in a game.

S-O-M Football is a great game and many people have their own philosophies of how to win games. My philosophies cannot guarantee success, but they did help me achieve a 59-10 tournament record, win 24 trophies and never losing early in a tourney and having to play in a consolation tournament.

**Editor's note:** James Sanders is, of course, the policeman from Gary, IN, who puts on the annual Lyman Bostock Memorial Tournament. He's won his last 16 consecutive football games - with his beloved '58 Colts - in tournament competition and announced recently that he's giving up tourney gaming, at least for now.



# New England captures Liberty title <sup>7</sup>

## Bears' defense goes into hibernation in 1985 replay

The ninth season for the face-to-face Liberty Strat-O-Matic Football League proved, among other things, that:

(1) The Chicago Bear defense, if the breaks go against it, is not indomitable;

(2) Trading Jim McMahon for Lynn Dickey benefits no one as neither is effective if taken out of his element.

(3) A restrictive clause will have to be added to the league's rules to prevent overuse of players like Tony Galbreath and Albert Bentley, both of whom had superstar seasons when given 'liberty' from their regular-season carries.

Six coaches again comprised the league, with each coach guiding an NFC and AFC team. Again two teams - one in each conference - were operated by the league to allow coaches to play more games and dilute the talent somewhat. The latest season was based on 1985 real-life.

In addition, each stock team could select one "Class A" player from the teams not in the league. Also, a marginal player could be picked from a "waiver player pile" to fill out a roster consisting of: three quarterbacks, five running backs, four wide receivers and three tight ends.

Trading was also allowed, thus the swap between Chicago coach Tim Smith and Billy Stoddard, who guided the Packers.

Most of the Liberty coaches have been with the league since its early years. In addition to Smith, who's 34, and Stoddard, 33, the lineup of coaches consists of: Norm Evansky, 36; Wayne Benton, 36; Kevin Mullen, 34; and Tom Poley, 39.

### NEW ENGLAND IS 'SUPER'

New England, which got rocked and rolled by Chicago in the real-life Super Bowl, won it all in the Liberty League. A sorry 9-7 record by the Bears made it easier for the Patriots to prevail at the end.

New England was guided by Evansky, dubbed "snake eyes" by the other coaches for reasons having nothing to do with vision. The Patriots won the AFC with a 12-4 record, combining the best of all worlds. Quarterback Bill Kenney was the No. 1 draft choice; the defense was No. 1 vs. the run, No. 4 vs. the pass and No. 2 overall and produced a league-high 55 turnovers, and Craig James rushed for 1,277 yards and Tony Franklin led league in scoring with 155 points.

Oh, and the Patriots were 3-0 in overtime games.

What happened to the Bears? Well, they struggled in with a 9-7 record but managed to qualify for the playoffs. Stephone Paige, a wide receiver, was Chicago's draft pick. Walter Payton did rush for 1,401 yards and the defense did rank No. 2 against both the run and pass. But Dickey disappointed and the Bears were snakebitten in close games, losing four games by the margin of a field goal.

In the playoffs (fourth-place team plays third-place, winner plays second-place and winner of that plays first-place, in each conference), the Bears self-destructed, committing seven turnovers, and were routed by San Francisco, 59-37. Joe Montana completed 20 of 33 passes for 326 yards and five touchdowns, while Dickey was 15 of 42 with three interceptions.

Here's a capsule summary of all the teams:

**NEW YORK GIANTS** - Norm Evansky...12-4...Cris Collinsworth...Joe Morris rushed for 1,534 yards and draft choice Collinsworth had 83 receptions for 1,533 yards...Twice defeated Washington by three-point margins in pivotal encounters...Phil Simms was NFC's MVP with 88.8 quarterback rating...Also had Tony Galbreath (112-631).

(continued on next page)



**WASHINGTON** - Wayne Benton...12-4...Neil Lomax...Balanced offense: George Rogers rushed for 1,100 yards, John Riggins 1,012 and Art Monk set a Liberty record with 104 catches and 1,572 yards...Defense gave up league-low 294 points and, led by Dexter Manley, had league-high 75 sacks.

**CHICAGO** - Tim Smith...9-7...Stephone Paige..."By far league's biggest disappointment," says Liberty's end-of-season review.

**SAN FRANCISCO** - Kevin Mullen...8-8...George Wonsley...Came on fast at finish, winning five of last seven games to make playoffs...Draft pick Wonsley had NFC-high 5.3 average rushing for 913 yards. Roger Craig added 946 yards and Russ Francis caught 100 passes.

**DALLAS** - League team...8-8...Stump Mitchell...Mitchell zipped to 1,429 yards and Doug Cosbie caught 81 passes for 926 yards...Danny White, despite a 56 percent completion rate, was inconsistent.

**GREEN BAY** - Billy Stoddard...6-10...Gerald Riggs...Defense gave up Liberty-high 498 points...Riggs (667 yards) didn't help much, mainly because of injuries, while McMahon threw league-high 30 interceptions.

**LOS ANGELES RAMS** - Tom Poley...2-14...Tommy Kramer...Lost first seven games and never got untracked...Eric Dickerson rambled to 1,389 yards, but led league in fumbles and didn't get much help...Defense, which was expected to be strong, was last in NFC in sacks and gave up 483 points.

**NEW ENGLAND** - Norm Evansky...12-4...Bill Kenney...Highlights, of which there were many, have already been mentioned.

**SEATTLE** - League team...9-7...Randy McMillan...Trade for Joe Theismann was a plus as he had league-high 57.4 completion percentage and was 7-4 as starting QB...McMillan gained 1,011 yards and Curt Warner added 706...Defense had 53 sacks, good enough for No. 2 in AFC.

**MIAMI** - Billy Stoddard...8-8...Kevin Mack...Dan Marino was a disappointment, completing only 48.4 percent of his passes...Mack gained 1,018 yards rushing, but Marino's ineffectiveness and shaky defense led to sub-par season.

**PITTSBURGH** - Wayne Benton...8-8...Dan Fouts...Had 7-4 start, but lost four of last five games...Fouts was tremendous, passing for 4,947 yards and 41 TDs, while Louis Lipps caught 17 TD passes and gained 1,749 yards via receptions...Two of late-season losses occurred when Gary Anderson (2-10 chance) misfired on field goals...AFC's best offense (441 points).

**NEW YORK JETS** - Kevin Mullen...7-9...James Wilder...Ken O'Brien was AFC's most efficient passer (85.6 rating)...Mid-season slump in which Jets lost six straight, and being outscored by 77 points overall, doomed New York to sub-.500 season.

**DENVER** - Tim Smith...6-10...Albert Bentley...Bentley (54-288 in real-life) led league in rushing with whopping 1,702 yards...John Elway had bad season, however, completing only 46.5 percent of his passes...Defense surrendered AFC-high 443 points and was last against run.

**LOS ANGELES RAIDERS** - Tom Poley...5-11...Boomer Esiason...One of preseason favorites, but 0-7 start finished that idea...Marcus Allen rushed for 1,364 yards and caught 69 passes for 818 more...Raiders lost seven games by a touchdown or less.

#### PLAYOFFS

**MIAMI 47, PITTSBURGH 28** - Marino was 17 of 28 for 281 yards, one TD and no interceptions and Mack rushed 24 times for 128 yards. Steelers had six turnovers and trailed 33-14 at halftime. Fouts completed 17 of 39 for 271 yards and two TDs but had three interceptions.

**SAN FRANCISCO 59, CHICAGO 37** - Montana was 20 of 33 for 326 yards  
(continued on next page)



and five touchdowns and George Wonsley contributed 118 yards rushing as 49ers rolled up over 500 yards. Seven turnovers put Bears in hibernation as Lynn Dickey was only 15 of 42 passing with three interceptions. Payton did gain 103 yards rushing.

SEATTLE 41, MIAMI 7 - Ball control was key as Seattle slaughtered Dolphins. Seattle had 82 plays, Miami only 59. Dave Kreig started in place of Theismann and was 16 of 31 for 160 yards and three TDs. Randy McMillan gained 118 yards on 38 carries.

SAN FRANCISCO 27, WASHINGTON 23 - San Francisco rallied from 16-point deficit to score 20 unanswered fourth-quarter points. Redskins lost six fumbles, three in fatal fourth period. Montana was again on-target, going 18 of 37 for 260 yards and three TDs. Neil Lomax was 29 for 54 for 398 yards, two TDs and no interceptions for Washington, which had 84-65 play advantage.

NEW ENGLAND 23, SEATTLE 20 - New England won AFC championship by scoring 10 points in final 10 minutes - Bill Kenney passed 15 yards to Stanley Morgan and Tony Franklin booted 48-yard game-winning field goal with eight seconds left - although Seattle won statistical battle, 448-282. Four Seattle turnovers hurt cause immensely. McMillan did rush for 147 yards off 23 attempts for losers. Kreig was 19 of 40 for 273 yards and two TDs.

SAN FRANCISCO 20, NEW YORK GIANTS 17 - Wendell Tyler's one-yard smash with 1:53 remaining gave 49ers victory. Montana was 21 of 38 for 181 yards and one TD and Wonsley churned out 177 yards in 28 carries as 49ers won NFC championship.

SUPER BOWL - New England rode Craig James' running (156 yards, 30 carries) and slowed the 'Frisco offense by recovering three turnovers en route to 24-17 Super Bowl triumph. Kenney did workmanlike job, completing 18 of 35 throws for 172 yards and two TDs. Montana, meanwhile, had an off day, hitting on only 16 of 42 passes for 197 yards and two scores. A 44-yard Montana-to-Clark TD strike did draw the 49ers within seven points with 1:45 remaining, but that was as close as they got.

#### Standings and leaders:

NFC		AFC		SACKS	
Won-Lost		Won-Lost			
NY Giants	12 4	New England	12 4	Manley WAS	31
Washington	12 4	Seattle	9 7	Mann WAS	25
Chicago	9 7	Miami	8 8	Tippett NE	18
San Francisco	8 8	Pittsburgh	8 8	<u>Interceptions</u>	
Dallas	8 8	NY Jets	7 9	Kinard NYG	11
Green Bay	6 10	Denver	6 10	Fellows DAL	9
LA Rams	2 14	LA Raiders	5 11	Fencik CHI	9
				Jordan WAS	9
Rushing		Receiving		No.-Yds.	
Att-Yds.	TD Avg.			TD Avg.	
Bentley DEN	346-1702 5 4.9	Monk WAS	104-1572 11 15.1		
Morris NYG	326-1534 11 4.7	Francis SF	100- 770 12 7.7		
Mitchell DAL	289-1429 9 5.0	Stallworth PIT	96-1502 10 15.7		
Payton CHI	307-1401 10 4.6	Collingsworth NYG	83-1533 9 18.5		
Dickinson RAM	346-1389 8 4.0	Largent SEA	83-1076 7 13.0		
Allen RAID	311-1364 11 4.4	Shuler, NYJ	83- 636 8 7.7		
Passing		Int%		Rating	
Att-Comp.	Pct. Yds. Avg. TD				
Simms NYG	429-228 53.2 3338 7.78 28	2.8	88.8		
O'Brien NYJ	406-219 53.9 2650 6.53 24	2.0	85.6		
Fouts PIT	625-317 50.7 4947 7.92 41	5.0	78.5		
Montana SF	473-262 55.4 2995 6.33 25	3.6	74.5		
Marino MIA	405-196 48.4 3300 8.15 20	4.4	74.4		
Theismann SEA	284-163 57.4 1577 5.55 14	3.9	73.2		

Punt Returns - Green WAS 13.4; Fryar NE 12.9. (continued on  
Kickoff Returns - Brown RAM 31.5; Monroe SF 29.7. back page)



# Want an S-O-M pal in Nepal?

10

## Globetrotting gamer needs help with card collection

Perhaps it should be in the wanted section, under advertisements. But then again maybe it should be on the travel page - if one existed in the Review.

Or how about the lost-and-maybe-someday-it-will-be-found department?

All of the above refer to the Strat-O-Matic Baseball cards lost by Jeff Bejach, cards that were stolen in 1984 when a thief broke into a car owned by him in Honolulu, Hawaii.

"I had compiled all-star teams for each major league team for the period 1968 to 1984," relates Bejach. Stolen were all-star teams for St. Louis, Pittsburgh, Chicago, San Diego, San Francisco and Atlanta.

Bejach, who is S-O-M's globetrotter by virtue of his having been to 509 major league games in 21 of the 26 stadiums (two of which, Bloomington Stadium and Kansas City's Municipal Stadium, no longer exist), including nine World Series games. He's also been to eight National League playoff contests, five Super Bowl games, 47 of the 50 states, as well as 38 countries.

He has a bachelor's degree in geography from University of Hawaii. Oh, and he's currently residing in Kathmandu, Nepal, where his favorite "watering hole" is a Marine bar and where there are as many S-O-M leagues as Abominable Snowmen (a.k.a., Bigfoot, Yeti, Sasquatch).

Bejach, who's trekked over 200 kilometers in the Himalayas, would trade in much of his travels for the missing S-O-M cards. His replay efforts have bogged down when it comes to the above teams and he's hoping someone can provide him with the cards listed below.

As mentioned above, the Review does not normally make special pleas for would-be advertisers. But then how many times does a gamer live in Nepal, have cards stolen in Honolulu and rate 1971 Willie Stargell and Joe Torre and 1975 Ted Simmons as the priority cards sought?

Anyway, if anyone can help out Jeff Bejach, here's his address and below is his want list: (Jeff Bejach, c/o A.K. Shrestha, Pasupati Soap Factory, Lazimpat, Ranibari, Kathmandu, Nepal)

1971: Stargell (Pitt); Torre (St. Louis); Aaron, E. Williams (Atlanta); D.Roberts, Kirby (San Diego); Beckert (Cubs); Cash (Det.); D.Johnson (Balt.).

1972: Speier, Fuentes (SF); B.Williams (Cubs); Hebner, D.Ellis (Pitt); Lyle (Yanks).

1973: Bonds (SF); D.Johnson, D.Evans (Atlanta); Munson (Yanks); Stargell (Pitt); G.Perry (Cleve.); D.Roberts (SD).

1974: Garr, House (Atlanta).

1975: dSimmons, Hrabosky (St. Louis); R.Jones, Fuentes (SD); Madlock (Cubs); Palmer (Balt.); Gullett (Cinn.).

1976: Madlock, Monday (Cubs).

1977: Sutter, R.Reuschel (Cubs); J.Cruz (Houston); Candelaria (Pitt); Hendrick (SD); Burroughs (Atlanta); LeFlore (Det.); Bostock (Minn.).

1978: Parker (Pitt); J.Clark, Halecki (SF); G.Perry (SD); Garber (Atlanta).

1979: Winfield (SD); Kingman (Cubs); Horner, Matthews (Atlanta); Templeton (St. Louis); Minton (SF).

1980: Burgmeier (Bost.); Hassey (Cleve.); Hendrick (St. Louis).

1981: Camp (Atlanta); J.Nolan (Cinn.).

1982: Lowenstein (Balt.); Kennedy, Show (SD); Harrah (Cleve.); Soto (Cinn.); Caudill (Seattle).

1983: Murphy (Atlanta); Quisenberry (KC); Hammaker, Lavelle (SF); L.Smith, J.Davis (Cubs); Holland, Denny (Phil.); Orosco (Mets); Ladd (Milwaukee); Honeycutt (Texas).

1984: Sutter (SL); Bedrosian (Atlanta); Murphy (Oak.).



# Readers roll 'em

## EXTRA PLAYERS A PLUS

The new Strat-O-Matic Baseball cards, with the additional extra players, are a big improvement. I'm sure the Review had a lot to do with S-O-M adding the extra players.

When will S-O-M announce which past season will be available next? Is 1962 still the likely choice?

Why did S-O-M switch from two past seasons a year to one? Putting a second one out in October or November (after NHL/NBA work is done) would sell well, I believe.

National Hockey League should have separate cards for each goalie.

I enjoy your informative publication - keep up the excellent work.

ALAN COHEN  
5907 North 5th Rd.  
Arlington, VA

EDITOR'S NOTE: Thanks for the kind words, but as far as the additional extras the readers had the greatest impact on S-O-M. Regarding the next past baseball season, 1962 (the first year S-O-M came out with a full compliment of teams) still is the next choice. The two-seasons-per-year plan bogged down under the weight of all the recent changes in the baseball game, the computer versions and now the revised college football game. S-O-M does plan separate cards for goalies in the next card set.

## IDLE THOUGHTS ABOUT S-O-M

Some idle thoughts and comments about Strat-O-Matic and the Review:

1. I still think you guys (Review) should publish a booklet containing all the game tips, etc., for the various S-O-M games - with a suitable price. It's an idea whose time has come. Last year you came up with

the excuse that time was the problem. Got to have a different one this year.

2. With regards to the various yearly replays, all teams have approximately 10 percent or less of "missing" innings with regards to the pitching so the gamer has to "overuse" somebody in order to complete the season (154 games in the 1950 season).

Could S-O-M tighten things up in this area along with, of course, the 10 percent missing at-bats?

3. S-O-M should publish with each yearly replay a list with all significant trades of that season, which would add to the realism and accuracy.

I think it is important to know that Jim Hearn of the New York Giants pitches his 134 innings primarily in the second half of the season; that Mickey Vernon wasn't available to the hapless Senators until June 14, or Gene Bearden until August; or that Walker Cooper didn't come to the Braves until May 13 from Cincinnati.

S-O-M could easily put out a trade sheet with a minimum of effort and without adding to the cost of the game significantly. Also, other key events on the sheet for 1950 would be the date Whitey Ford became available, or the date of Ted Williams' injury.

S-O-M probably won't do it, so it would seem to be a logical sale item for some of the gamers advertising their wares in the ad section.

4. The ultimate would be a double card with a player's performance possibilities documented for each team he performed for. At the minimum, S-O-M should publish a trade sheet with each year replay.

MAURICE MALONEY  
610 Grand St.  
Mechanicville, NY

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### DIRECTORY WANTED

Has the Review considered (maybe jointly with the game company) publishing a directory of gamers, including addresses, phone numbers and Strat-O-Matic experience?

The gamer's name for inclusion would be by permission only, of course, and the directory could be printed at a nominal cost.

A yearly update would complete the package and gamer's permission could be submitted upon renewal of the Review subscription, MVP Contest, etc. It would be great to know that a fellow fanatic lives within a few blocks. I would appreciate response from other gamers.

Thanks again for bringing the S-O-M world closer together.

CHUCK MURPHY

EDITOR'S NOTE: Both an updated directory and a booklet of playing tips would be nice, but extremely time-consuming. Hopefully, one or the other can be tackled in the near future.

### DECREASE BALL PARK FACTORS

I feel that the recent changes incorporated into the baseball game (ball park home runs and singles, clutch hitting) are, for the most part, a very good addition to the game.

I agree that they were needed, but I disagree from the standpoint that I feel they are being overused and abused.

The ball park home run factors come into play much too often. I think the ♦ should have been put in the traditional home run areas of the cards (1-5, 1-6, 4-4, 4-5, 3-6, etc.) rather than all over the cards.

When the ♦ occurs and the ball is not a home run, it is just natural to assume that it was a flyball that was caught up against or near the fence. With the ♦ symbol all over both hitters and pitchers cards, these long flyouts occur much too often than in a real game.

Also, from a traditional standpoint, if one decides not to use

this feature, then I have noticed from experience that too many home runs will occur. This makes it very difficult to play the game in the traditional manner (before the ball park factors were introduced).

Along the same lines the ball park singles effect is also too abundant on a great many cards. Just as the home run effect, I feel these ball park single factors should have been put into the areas of the cards where singles would normally occur.

I also find it difficult to accept a result that turns a 'flyball' into a ground ball with the ball park single factor coming into play.

Also, how can one of these ground balls that doesn't sneak through the infield suddenly be converted into a lineout?

Again, I believe this makes the game very difficult to play using the traditional format.

I am also curious why the ▲ is being utilized. I don't understand why the initial reading is not simply done away with in the first place if the intent is to create the most realistic result possible.

There is no doubt in my mind that Strat-O-Matic is the best table-top sports game to be found. Playing the game has given me hours and hours of enjoyment and, at times, caused me a great deal of frustration upon losing a close one in a must win situation. The small changes I mentioned above would, in my opinion, make the best game even better and allow those gamers that wanted to stick with the old style format to do so.

MIKE CRANEY

Loogootee, IN

### WHERE ARE APPLE DISKS?

I think it is a disgrace that the Apple team computer disks are still not available. The cards have been out for more than two months, but we still can't use our computer.

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The worst part about all this is that leagues using the new cards have already started their seasons, including one I'm in. Here I am playing PEM by hand (the whole tedious process of sorting the cards, writing all the lineups down, etc.), while my computer sits and eats popcorn in the stands.

More consideration should be shown for the gamer. What is this delay all about? Is it because the game company is improving the computer game? About five cards were added to every team, but the computer version can only accommodate 25 players. When will this problem be solved?

MURRAY ZABITSKY  
Thornhill, Ontario

EDITOR'S NOTE: The problems the game company was experiencing in preparing the new computer disks for Apple, Commodore and IBM were chronicled in the June issue of the Review. Hopefully, everyone now has their disks. Strat-O-Matic has been upset with the problems, too. Our disks (Apple) have since arrived and a letter explaining the problems was enclosed.

#### HALL OF FAME C

As the baseball Hall of Fame grows, so does the need for a Hall of Fame Series C. The A and B sets are great, but there are some now obvious omissions.

After all, shouldn't you be able to pit an outfielder of Mays, Clemente and Aaron (Series B) against Kaline, Jackson and Yastrzemski?

The following is my list for a suggested Hall of Fame Series C:

American League - Earl Averill (of; .318, 238 HRs); Rod Carew (2b/lb; 7 batting titles); Earl Combs (of; .325); Sam Crawford (of; .309, 312 triples); Harry Hooper (of); Al Kaline (of; .297, 399 HRs, 3007 hits); Joe Sewell (ss/3b; .312); Bobby Wallace (ss/2b; 25 years); Thurman Munson (c; .292); Brooks Robinson

(3b; 268 HRs, 23 years same team) Reggie Jackson (of; still active) Carl Yastrzemski (of/lb; 3 batting titles); Red Faber (p; 254 wins, 3.15 ERA); Goose Goslin (of; .316, 248 HRs); Waite Hoyt (p; 237, 3.59); Jim Palmer (p; 268, 2.78); Catfish Hunter (p; 224, 3.26); Gaylord Perry (p; 314); Rollie Fingers (p; 328 saves); Harmon Killebrew (3b/lb/ of; 573 HRs).

National League - Dave Bancroft (ss; .279); Jim Bottomley (1b; .310, 219 HRs); Frank Chance (1b; .297, 405 steals); Johnny Evers (2b); Billy Herman (2b; .304); Chuck Kline (of; .320, 300 HRs); Ralph Kiner (of; HR king seven straight years); Fred Lindstrom (of/3b; .311); Joe Tinker (ss); Lloyd Waner (of; .316); Hack Wilson (of; .307, 190 RBI in '30); Johnny Bench (c; 389 HRs); Willie McCovey (1b; 521 HRs); Pete Rose (3b/2b/of/lb); Bob Gibson (p; 251 wins, 2.91 ERA); Rube Marquard (p; 201, 3.08); Juan Marichal (p; 243, 2.89); Tom Seaver (p); Steve Carlton (p); Phil Niekro (p).

The Hall of Fame cards are just plain fun. I haven't played more than 50 games using them, but enjoy pulling them out and watching the great ones in the same lineup.

I am looking forward to seeing a Hall of Fame Series C in the near future. I'll be the first to order.

RODNEY JOHNSON  
956 W. Lajolla  
Tempe, AZ

#### ANOTHER '3'...

In the new baseball cards there is a defensive rating I just cannot agree with. It is for Spike Owen. My reaction is simply ...check the stats.

I believe he should be a '1' or at the least a '2.' When I try to gauge an infielder's defensive rating the stat I rely on most is average assists per game. A more complete stat would be assists per inning, but I don't have

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access to that sort of stat. This may look to be simple and unencompassing of all the factors involved in a fielder's defensive worth. But I feel it is by far of the most significance.

Last season Owen led the entire American League in assists per game with 3.03. In fact, he was the only A.L. shortstop with three or more assists per game.

Second was Alan Trammell at 2.99 and third was Cal Ripken at 2.98. Over in the National League, only two players - Ozzie Smith and Shawon Dunston - had more assists per game than Owen.

Add that to the fact Owen had the fourth highest fielding percentage for A.L. shortstops, plus he led the league in doubleplays by a shortstop with 133 (28 more than the next highest, and Owen played fewer games) and I think the stats clearly show that he gets to a lot of groundballs and handles them very well.

He doesn't always play the whole game as do many other shortstops. Plus he had three keystone partners in '86, while playing his home games on two totally different surfaces. He had to make a lot of adjustments and did.

By the way, Owen led the A.L. in assists per game in 1985 with 3.06 and again was the only one with three or more. That kind of consistency says a lot about his fielding ability.

Yes, Owen made a couple of errors in the ALCS, but so did other players. Furthermore, he committed no errors in the World Series.

He should get his just and deserving reward: A 2 rating at short, maybe even a 1.

TOM FISH

EDITOR'S NOTE: S-O-M says the rating for Owens is correct.

#### 'CLUTCH PITCHING'?

I am writing in response to something Ed Grant said in the May issue of the Review.

Grant said, among other things, that there should be

a "clutch pitching" rule to distinguish set up relievers from closers.

He cited Tim Burke of the 1985 Expos as an example of a setup man whose good card might enable him to be used (unrealistically) as a closer.

Jeff Reardon, the real life closer for the Expos in '85, had 41 saves, while Burke had eight. Presumably much of this difference was due to Reardon's "clutch pitching" ability.

I admit that Reardon's card that year was a little better than Burke's, but not five times as good (41 to 8). I also realize that Grant probably did not have Reardon on his draft team.

However, the point I am trying to make is that a player's success as a "closer" may not lie as much with his abilities as it does with the role his manager is willing to use him in.

We Minnesota fans know this only too well. At this writing, the same Jeff Reardon (10.69, 8 saves) is still secure in his role as closer for the Twins, while Juan Berenguer (2.05 ERA, 1 save) has been used as a setup man and spot starter. That's not a typo, Reardon's ERA is 10.69. Obviously, Reardon's saves are due more to the thick-headedness of the manager than they are to any "clutch pitching" ability.

I hope that Strat-O-Matic doesn't get so "realistic" that we are doomed to repeat the same mistakes that real-life managers make. Where is the fun in that?

If things continue as they are going, Reardon will be a mop-up man at best in my 1987 Twins replay. I am only glad that I still have the option to play unrealistically.

When we start to base the game on opinion, rather than "raw statistics," we are treading dangerous water indeed.

MARK FROBOM  
Minneapolis, MN

EDITOR'S NOTE: More reader comments on Ed Grant's letter are found on the next page.



## Readers respond to letter

**Editor's note:** The following letters are responses to Ed Grant's article that appeared in the May, 1987 Review.

By LARRY KIDD, Commissioner A\*C\*T\*U\*A\*L\*

First, let me say that change should come slowly for Strat-O-Matic Baseball. Why change the best game of its kind? You can either make it a little bit better, or ruin it completely.

It's much better to take time testing, etc...to be sure the change is right for ALL gamers, than to rush into something and do damage to a great game. There is always something that a number of gamers (whether they be many, or just a few) think will make the game better, and there is room for modifications (see the many ads in any Review), so why do something that a number of gamers want when it will make things worse, or just plain harder for the majority of gamers?

To Mr. Grant's other point, and though he mentions various items, he is rehashing the same truth...he and many other gamers are asking the game company to include "heart" in a cardboard playing card. How can you possibly do that?

Regardless of what type 'clutch pitching,' or 'clutch hitting' adjustments are placed on a card, or allowed for, you are still asking one man or one group of people to decide how much "guts" a particular player has.

No one, not even the player involved, knows how a pitcher is going to perform when he takes the mound. That pasta he had the night before might be weighing heavily in his stomach, or he may not have eaten and has a minor headache, or he's worrying about his son's schoolwork, or any number of things could contribute to his performance.

With all these problems, the two hanging curves he throws might wind up in the glove of the shortstop (after a fabulous diving catch) and the glove of the rightfielder (who jumped to the top of the fence for a catch), and the pitcher goes home a hero.

Any number of similar situations affecting a batter or a fielder could also occur.

The cards can only be done, for any period of time (in S-O-M's case, for a season), by the statistics supplied by the individual player and the team he performs for. I am sure that many cards would look a lot different if they included whole careers. But they do not and it is not realistic to expect the game company to include this.

### IRREGULARITIES ARE BUILT INTO GAME

Anyone that has played S-O-M for any length of time knows that there are certain irregularities, based on major league play, that come into account in this particular game.

A pitcher that works as a setup man for the stopper will normally have a great card (re: Ron Davis when he pitched for the Yankees) simply because he usually starts an inning and after working two or three innings and as soon as he gets in trouble, the stopper is brought in to retire the side and earn the save. The setup man gets two or three good innings of stats, while the stopper gets only one, or two-thirds. Of course, I'm going to take the pitcher with 95 innings over the one with 55 innings, if their stats and ERAs are similar, right?

Many leadoff batters work out better as No. 2 batters in draft leagues simply because they usually have speed, good sacrifice ratings and can usually be counted on to have an A, or B hit-and-run rating. In the same vein, a good No. 2 batter is usually an excellent leadoff bat-

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ter in a PBM league because of the same reasons and the fact he usually has a better on-base stat due to his high number of sacrifices or 'free chances' due to the situations he bats in, with the heart of the lineup behind him.

The same thing is true of a lot of the recent changes added by S-O-M. I can remember about four or five straight games during the 1986 season that I saw Rafael Santana come through in the clutch, but his clutch rating was poor. That was because those games I mentioned were probably his only good days.

Stop complaining, people; you have the best game in the world and if it can get better over the years, the people at Strat-O-Matic will find a way to do it.

If you are going to play with the game, and not use exact teams as presented by S-O-M, then some adjustments are going to be made. As any experienced gamer will tell you...learn to play the cards and do not play the names.

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By JIM ELLIOTT, Orange, CA

First, let me say I found it to be an intriguing letter (trying to differentiate between a player's human qualities and the numbers in a board game). But, alas, it would be very difficult, at best, to quantify many of these human qualities in a board game and at the same time retain any semblance of accuracy. I believe the following example will illustrate my point:

Last year Wally Joyner had a great rookie season for California. Also on the Angels' roster was the great Reggie Jackson, in the twilight of his career but still a producer as a player and an inspirational leader to the team. As any fan can attest, Reggie's contribution to a team far transcends his statistical output, as his knowledge gained from years of play and his legendary status have quite an impact on the younger players, especially rookies on the team.

Shortly after Joyner went on a home run tear at the start of the '86 season, it was learned young Joyner's boyhood idol had been none other than Jackson, and he considered it a dream come true to play on the same team with Reggie. And I'm sure it didn't stop there, as Jackson gave young Joyner the benefit of all of those years of experience plus valuable batting tips and knowledge of pitchers.

So, what was Reggie's overall contribution to the Angels last year? How many of Joyner's home runs resulted from the knowledge gained from Jackson, or just the thrill of association with the legendary superstar, driving him on to greater heights? I'm certain Joyner would not have had such a great rookie season if he played for Seattle, a club devoid of any legendary players.

#### S-O-M ON THRESHOLD OF GREATNESS

It's fun to speculate about such human factors and their possible effect on a board game. But such intangibles would, at best, be merely subjective in nature - one's opinion over someone else's - and virtually impossible to incorporate in a board game.

Any board game based on chance occurrences can only reflect the sport it represents in a quantifiable manner, otherwise it is nothing more than conjecture. But the more decisions it places in the hands of the gamer, and the more unusual happenings it contains within its framework, the closer it comes to mirroring the real thing.

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I believe S-O-M Baseball is on that very threshold of greatness. No other baseball game gives gamers so many options that they can control themselves, and now it even makes a difference which ball park you're playing in and who you have up there in clutch situations.

I would add only three more things to this fantastic game. First, I believe there is a pressing need for a pitcher's hold-on factor with respect to baserunners. As everyone knows, most base stealers steal off the pitcher's move, or lack of it, rather than off the catcher's throwing arm. Thus, pitchers with better moves would chalk up more pickoffs than those with poor moves. This is a quantifiable item with the play-by-play available for the advanced game.

Secondly, I would like to see a surface factor with respect to fielding on artificial turf versus real grass. The ballplayers will tell you it really does make a difference which surface you're playing on, as there are more doubles and triples on AstroTurf due to high, unnatural bounces, than on real grass.

And since there are still a number of grass fields and a lot of turf fields, this factor could be built into the game in much the same manner as the Ball Park Factor, on a stadium-by-stadium basis, depending on where the game is being played. Since the game company has opened the door with respect to stadium effects, I would like to see it go all the way with surface factor, too.

#### AND NOW FOR THE WEATHER CONDITIONS...

Finally, I would like to see a weather chart, not only for clear skies, but also for rainouts, threatening rain (which could rainout a contest at any moment) and wind (blowing in or out). Weather still plays a part in deciding baseball games.

I've devised a weather chart that incorporates all of the above factors, which I've been using for my South Coast League replay of old-timer teams. It really does create additional interest in the games in more ways than one might think.

For example, a recent game at Fenway Park, with the wind blowing out, saw nine home runs walloped, three of which were wind-aided, as the 1950 Red Sox outlasted the 1956 Reds, 12-10. I just laughed and laughed, as I've seen a number of games at Fenway Park under just such conditions when practically everything was sailing into the bleachers. For me it was indeed a very realistic outcome.

In another game, which began under threatening rain, the Red Sox quickly moved out to a 7-2 lead over the '57 Braves, as Ted Williams belted a homer in a big inning.

Then I sat on pins and needles for five innings, when a rainout could occur on any dice roll and wash out Williams' home run. I was more worried about Ted losing that homer than I was about the Sox losing the game. Finally, I relaxed when the fifth inning was history and, as it turned out, the game was played to its completion, with the Sox blasting the Braves, 12-5.

I was as nervous as if I had a no-hitter going, but the threat of rain can do that to you, when you want a game so badly. Of course, games can be rained out at the very outset, too, and these have to be rescheduled later and become part of doubleheaders, oftentimes during the heat of a pennant race and placing an added burden on the pitching staff, especially the starters who sometimes have to do yeoman duty. But that, too, is like real baseball.

As you can see, a weather chart can be a lot of fun - and even stressful at times. I believe it would be the crowning touch to the greatest baseball game I've ever seen.

Editor's note: Jim Elliott is a frequent contributor to the Review, particularly on the subjects of card selection and the '50 Red Sox.



# Advertisements

Rates per issue are as follows: 50 words or less - \$1.00; 51-100 words - \$2.00; 101-150 words - \$3.00. Maximum length of an ad will be 150 words. When sending in ads, specify either WANTED, FOR SALE, FOR TRADE, LEAGUE FORMING, or CONTEST. And name card sets by the year upon which they were based. Note also that only advertising for Strat-O-Matic products or closely related merchandise will be accepted and that merchandise competing with S-O-M products may not be offered for sale. Ads, to be included in the next issue, must be in to the Review by the third of the previous month. Late ads will be held over for inclusion the following month.

## Wanted

WANTED: Baseball - 1963, 1964 and 1965 New York Mets. Also 1965, 1966 and 1967 NY Yankees and other 1963 teams not found in S-O-M old-timer/past season sets. Contact: Alan Cohen, 5907 North 5th Road, Arlington, VA 22203

WANTED: To join S-O-M leagues in the Miami, Fort Lauderdale (south Florida) area. Willing to play in any of the big three sports. Contact me at: Box 640116, North Miami Beach, FL 33164 (days: 800-562-2833; evenings: 759-8293)

WANTED: Following baseball teams - 1973 Pirates, A's, Braves, Mets, Reds, Twins; 1974 Pirates, Reds, Dodgers, A's, Twins, Rangers; 1975 Pirates, Twins, Phillies, Reds, A's, Red Sox; 1976 Phillies, Pirates, Reds, Yankees, Royals, Twins. Would prefer very good to mint condition. Will buy as a whole or just single teams. Contact: Mike Russell, 3025 Jersey Ave. No., Minneapolis, MN 55427

WANTED: 1977, 1978, 1980, 1983 baseball teams; mint condition; complete with additional players, roster, supplementary stealing system. Strat-O-Matic Reviews; excellent condition, without marks, writing, postage stamp. Send a list of seasons/issues for sale, condition, prices. Frederick L. Henry Jr., 424 Ridgeford Road, Dallastown, PA 17313

WANTED: 1968 baseball season;

1969 Indians, White Sox, Tigers, Pilots, Senators, Cardinals, Giants, Padres. 1968 football season - Dallas, Washington, Cleveland, Baltimore. J. Richards 2022 Clearview Circle, Benicia, CA 94510 (707-746-1525)

WANTED: Baseball, complete sets, 1980, '81, '82, '83. Brewer team, any year. Individual - Joe Keough Mike Schmidt, Gary Carter, Doug DeCinces, any year. Managers wanted for face-to-face league in Rice Lake area. Write: Dan Bauer, Route Two, Birchwood, WI 54817

WANTED: Baseball - 1977, 1979, 1982 complete seasons with extras. Single baseball teams - 1973 Braves; 1975 Reds; 1976 Reds Tigers; 1978 Phillies, Pirates, Red Sox, Orioles; 1980 Astros, Expos, Yankees, Royals, Brewers; 1981 Reds, Phillies, Cardinals, Yankees, Astros, Red Sox. Will pay top price for all. Call or write: Daniel Bailey, 17215 King James Way, Apt. 202, Gaithersburg, MD 20877 (301-869-4271 after 5 p.m.)

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

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interest I will contact the head of the TBA to see if he will schedule one for Dallas. Again, all I'm doing is trying to find out who might be interested in attending. No obligation. For information, write to: R.J. Robbins, 6448 Dunstan Lane, Dallas, TX 75214 or call 214-739-2435. All letters will be answered. At the present, interest has been encouraging.

## For Sale

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

FOR SALE: "Mystery" hockey team in demand. League commissioners' inquiries welcome. SASE gets full details. S.N.T., c/o Ira Wolins, 1230 Passmore Street, Philadelphia, PA 19111

FOR SALE: 1969 Orioles. 1968 Dolphins, Jets, Oilers, Falcons; 1969 Bengals, Chargers; 1967 Packers; 1970 Bears. Will trade for other years. Write or call: Jeff Richards, 2022 Clearview Circle, Benicia, CA 94510 (707-746-1525)

FOR SALE: Improve the realism and detail of S-O-M Baseball with my super-advanced rules, which preserve the game's speed of play and fun. Included are easily memorized rules for more realistic base advances on hits, outs and errors; outfield throwing errors and misplayed hits; trail runners advancing on throws (or being thrown out on cutoffs); injury chart with rare plays; balks, pickoffs, pickoff errors, rundowns; infielders positioned in or back individually; outfield shallow; suicide squeeze, safety squeeze and sacrifice charts where fielding ability and the runner's speed play a

part; hit-and-run system that also takes into account the pitcher's abilities and characteristics, fielding, and the runner's speed; and much more, all blended into the game so as not to disturb statistical accuracy or ease of play. Fully tested and refined. Over 200 satisfied customers. \$8, with money-back guarantee. Richard Robb, #305-7100 Gilbert Road, Richmond, B.C., Canada V7C 5C3

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

FOR SALE: Football teams - good condition, \$2 each: 1976 Bucs; 1977 Vikings; '78 Seahawks, Bucs, Bills, Giants, Vikings; '79 Vikings, Broncos (fair); '80 Vikings (fair), Falcons, Broncos, \$1 each. 1981 Vikings, Oilers, Falcons; '82 Cowboys, Chargers, Bengals, Redskins, Dolphins, Pats, Seahawks, Raiders (bad), Packers, Vikings, Saints; '83 Cowboys, Pats, Saints, Seahawks, Vikings, Falcons, Chiefs, two for \$1 (must buy in pairs). Football game: \$3. Everything for \$20. Hockey - write for list and prices. Kevin Laster, 7608 Cliffbrook, Dallas, TX 75240. I pay postage.

FOR SALE: 1974 football, complete set, excellent condition. \$30. Send SASE to ensure reply. Glenn Reigrod, 66-22 Fleet St., Forest Hills, NY 11375

FOR SALE: 1984 baseball with extras (excellent), \$25. Also, copies of S-O-M roster sheets: 1970-74, '76, '77, '79-81. \$1 per five seasons. Require SASE. Write: Brian Fischel, 2517 Teal Road, Wilmington, DE 19805 (302-994-8682)

(continued)



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

FOR SALE: Hockey - complete set 1981-82 (one year), including game parts, never been played. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St., Apt. B, El Segundo, CA 90245

FOR SALE: Over 200 baseball teams from 1969-1984. All teams are original and most have extras. Most are in excellent condition or better. Also have original 1970 complete season with extras, excellent condition, for \$23. Give me a call or send large SASE for list. Tony Recchia, 37 Iadarola Ave., Milford, MA 01757 (617-478-3069; please no calls after 10 p.m. EST).

FOR SALE: 1971 season (\$50, good condition); 1978 (\$30, mint condition); 1982 (\$20, minus Toronto). 1984 teams, \$1 each - Braves, Cards, Pirates, Rangers, Mariners, Twins, Brewers, Blue Jays, Indians, Royals, Giants, Dodgers, Astros. 1983 teams, \$1.10 each - Twins, Mariners, Angels, Blue Jays, Royals, A's, Yankees, Padres, Astros, Giants. 1972-74 teams, \$4 each - 1972 Yanks; 1973 Royals, Brewers; 1974 Braves, Brewers, Phillies, Yankees, Pirates, Rangers, Expos, Padres, Angels, Twins, Astros, Tigers, Cubs. Frank Green, 412 Holly Point Road, Grafton, VA 23642

FOR SALE: 1978 football season, includes all game parts. Everything in new condition. \$45 or best offer. Dave Bowser, 211 King St., Neenah, WI 54956 (414-722-3303)

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

FOR SALE: Complete baseball sets, 1982 w/extras - \$15; 1984 w/extras - \$15; 1985 w/extras - \$15; 1971 w/o extras - highest bid; 1982-1985 excellent shape, 1971 have pencil marks on most cards. Send SASE for reply. Doug Root, 2610 Belmont Dr., Beloit, WI 53511

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

FOR SALE: Basketball - all of following sold as a unit or as individual cards/teams: 1972-1973 (one year) - LA, Chicago, Det., Baltimore, Buffalo, NY Knicks, Golden St., Milwaukee. May be missing a few cards, otherwise complete sets: 1973-74, 1974-75, 1975-76, 1977-78, 1978-79, 1979-80, 1980-81, 1981-82. High bid of month receives cards. You pay postage. All letters answered if you enclose SASE. Albert Hartley, 543 Virginia St., Apt. B, El Segundo, CA 90245

FOR SALE: Baseball - complete sets: 1967, 1968 (original cards) 1981, 1979 (KC missing D. Porter). Hundreds of cards from each of following sets - sold as a unit or as individual cards/teams: 1969 (original version), 1970 (new version), 1972, 1976, '77, '78, '79, '80, '81, '82, '83; 100-200 cards from 1963 and 1965, 315 cards from 1964. High bid of month receives cards. You pay postage. All letters answered (continued)



if you enclose SASE. Albert Hartley, 543 Virginia St., Apt. B, El Segundo, CA 90245

## League Forming

LEAGUE FORMING: Looking to join a reliable and enjoyable PBM football league? Here is your chance to become a member of the North America Football Association (NAFA). Several openings are available in this league, which features super-advanced S-O-M rules, playing face-to-face, neutral and home games, a special expansion draft and league awards for participation. A personal commitment and a basic knowledge of the game are only requirements. Don't delay, become a NAFA coach today by contacting Michael Macher, 415 Walnut St., Middlesex, NJ 08846 (201-469-9331)

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

LEAGUE FORMING: The IFL is looking for dependable managers 25 or older

for PBM draft football league to take over existing teams. Managers may select an NFC, AFC team or both. If interested, please write to: George Murphy, 8033 Chase Ave., Los Angeles, CA 90045

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

LEAGUE FORMING: Wanted, two super reliable managers. The ECBA, a 12-year-old face-to-face and PBM baseball league, is looking for a manager in the NJ, New York city, Philadelphia area and a manager in the San Diego, CA area to join our league this fall before our rookie draft. We are a 10-team league with two divisions. Approximately 1/2 our 162-game schedule is played face-to-face within each division. Must be over 21 and able to follow a time-table. Constant newsletters throughout the year. Once a player's yours, he's yours. Franchises continue; it's as close to being a real GM as you'll get. Go for youth and build your own team through trades and our rookie draft. Unbelievable talent available. 40-player roster limit. All cards used to 120% of real-life stats. No one-year wonders need apply. Chris Franco, 954 New Dover Road, Edison, NJ 08820 (201-549-4835)

LEAGUE FORMING: New face-to-face league starting in Harrisburg, PA area. All founding members of new league will have say in league's constitution. Contact: Paul Cunard, 3225 North 3rd Street, Harrisburg, PA 17110 (717-238-5597 or 232-2577)

LEAGUE FORMING: Looking to help someone form a face-to-face baseball league or join existing league in the east side of Detroit suburbs. I do not have time alone. Preferably in the fall  
(continued)



with 1986 cards and possible salary system. SASE ensures reply. Bill Marx, 14015 Southgate, Sterling Heights, MI 48078

LEAGUE FORMING: Teenagers wanted for a face-to-face draft league in the northern New Jersey-Bergen County area. Dennis Bronstein, 100 Demarest Ave., Closter, NJ 07624 (201-768-8132)

LEAGUE FORMING: American Texas League: head-to-head Houston draft baseball league looking for qualified and interested managers. We play February to October, every other Tuesday night at rotating homes. Age of current managers is 25-37. We are currently in 7th season. Seven of eight teams have made playoffs in the past. We have three teams make the playoffs yearly. If interested and knowledgeable about baseball, call us. If you don't know baseball well, you will get beat like a drum. We have a lot of fun with regular in-depth computerized stat reports. If you want the best and have the time and interest, call me, today. John Blomstrom (855-4735)

LEAGUE FORMING: Want another try with 1985 baseball? NL draft team replay, relaxed schedule, advanced/super-advanced rules, third replay season, constitution, easy PBM rules. Need managers and backups. Fee - \$10 and \$10 deposit. This is for those of us who live in faraway places, or who want a second, less demanding replay. All queries answered; enclose SASE if you're from USA. Send team draft preferences, preference for advanced or new super-advanced, plus short note on experience in PBM, to: Steven Edell, P.O. Box 3231, 91031 Jerusalem, Israel.

LEAGUE FORMING: If we can get enough people (at least eight), I would like to start a straight-team league using 1968 advanced

cards. PBM from anywhere. This will be a relaxed schedule of about four games a week. No set starting time till we get enough people. Philip A. Lupi, 308 Salem St., Safety Harbor, FL 33572

LEAGUE FORMING: National Texas League (unique combination head-to-head/face-to-face league) has two divisions of five teams in managerial lineup. One division - all in Houston; the other division - St. Louis, Atlanta, Austin, TX. We are currently in 12th year of continuous National League (only) draft play. All games are played head-to-head, as each city has at least two managers. Current managers range in age from 23-38, with five managers having at least seven years in league. We've been covered numerous times in the Review. We are seeking managers within commuting distance of Atlanta, St. Louis, Houston or Austin, TX. If you are a knowledgeable baseball fan who enjoys building a team, following his players, trading, drafting, playing Strat and talking baseball, this league is for you. If interested, please send information as to why you think you're our guy. Contact: John Blomstrom, 4931 Whispering Falls, Houston, TX 77084 (713-855-4735)

LEAGUE FORMING: Chicagoland S-O-M Football League looking for coaches. Call Jay Koziolk, or write to: Jay Koziolk, 2249 C. West Nichols Road, Arlington Heights, IL 60004

LEAGUE FORMING: AGDL, PBM baseball draft league, once featured in the Review. Now in its 11th year. Need one-two managers to take over existing teams or backup for future openings. Monthly newsletters, low annual dues (\$15 in 1987) and very tough competition. If interested, please contact: John Chiu at 312-860-0222 daytime or 312-674-1494 or write: 4855 Elm St. #2-B, Skokie, IL 60077 for more information and  
(continued on page 23)



## Jeff Schwarze moves to top of National Rankings

### 'Rookies' win TBA tournaments

Rookies stole the show at two recent Table Baseball Association tournaments as the duo of Jed Corman/Arnie Pollinger and Rich Domovic captured championships in their initial TBA ventures.

All have played Strat-O-Matic, of course, but not in the more pressurized scenario of a TBA tournament, where the competitive challenge has been taken up by gamers from coast to coast.

Corman, who hails from Brookline, MA, and Pollinger, who calls Boston home, won their final 16 games and reigned in the Boston TBA tourney that was put on recently by the TBA's John Kreuz.

From Boston, Kreuz, who lives in Glenview, IL, returned 'home' and conducted a tourney in Chicago. Domovic, of Cicero, IL, won out in a field that included defending champ Jeff Schwarze of Palatine, IL.

At the Boston gathering, the most dramatic moment occurred in the final series when Lance Parrish hit a two-out, three-run homer on a 2-8 (HR 1-10, Flyout 11-20) against Tom Henke for an 8-7 victory for the Corman-Pollinger connection.

Other highlights at Boston were Roger Clemens' no-hitter for Paul G. Tremblay of Beverly, MA, and seven stolen bases in one game by Jay Rader's (Yonkers, NY) team against catcher Mike Fitzgerald's "under-handed" tosses to the bases.

Domovic won in Chicago, defeating Mike Wilson of Buffalo Grove, IL in the final series. Schwarze, even though he didn't win, reached the quarterfinals and garnered enough National Ranking Points (NRP) to vault to No. 1 on Kreuz's list (based on tournament showings).

#### NATIONAL RANKING POINTS

1. Jeff Schwarze, Palatine, IL	90
2. Jed Corman, Brookline, MA	77
Arnie Pollinger, Boston, MA	
3. Jim Battista, Yeadon, PA	74
4. Rich Domovic, Cicero, IL	63
5. Mike Wilson, Buffalo Grove, IL	55
6. Bill Fenlon, Chicago, IL	52
7. Dana Perlstein, Hollywood, CA	50
8. Bill Meinhardt, Malden, MA	48
9. Ed Scofield, Stratford, CT	48
10. Gerard Carlse, Scarborough, Ont.	45

#### UPCOMING TOURNAMENTS

New York - June 26-28
Montreal - July 10-12
Cincinnati - July 17-18
Milwaukee - July 24-26
San Diego - July 31-Aug. 2

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### Advertisements

(continued from page 2\*)

application.

LEAGUE FORMING: The NOMBL is a baseball league looking for a couple of new managers and needs backup managers. Teams are already formed. League runs from April through August. It is a play-by-mail league, which likes realism. Play basic side of card with most aspects of advanced game being used. So, if you like baseball realism and are a dedicated manager, contact: Dick Provau, 830 Pixley Dr., Riverdale, GA

30296, or call Robert White at 804-480-9509.

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



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 The above prices for the two states, Canada and Puerto Rico include first-class mailing. Also, note that the expiration date is listed first and the month second on the label.

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## Liberty's all-time football records

(continued from page 9)

The Liberty Football League also sent along its all-time leaders:

<u>Rushing</u>	<u>Att-Yds.</u>	<u>TD</u>	<u>Long</u>	<u>Avg.</u>	<u>Receiving</u>	<u>No.-Yds.</u>	<u>TD</u>	<u>Avg.</u>
Payton	2471-11,346	78	72	4.6	Stallworth	428-7561	52	17.7
Riggins	2385- 8,441	80	51	3.5	Payton	374-3022	19	8.1
Dorsett	1878- 7,727	44	60	4.1	Monk	353-5462	41	15.5
F.Harris	1760- 6,300	50	55	3.6	Swann	315-5764	49	18.3
G.Rogers	1158- 5,008	34	63	4.3	T.Hill	314-6050	29	19.3

<u>Passing</u>	<u>Att-Comp.</u>	<u>Pct.</u>	<u>Yds.</u>	<u>TD</u>	<u>Int%</u>	<u>Avg.</u>	<u>Rating</u>
Fouts	3257-1792	55.0	24,085	171	4.1	7.40	79.5
Marino	1483- 786	53.0	11,219	82	4.0	7.57	79.5
Theismann	2452-1358	55.4	16,530	105	3.8	6.74	74.8
Montana	2451-1334	54.4	15,663	109	3.7	6.39	73.7
Simms	1342- 671	50.0	9,375	65	3.9	6.99	72.7