



## 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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\* VOL. 15, June, 1984 \*  
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### TCFL has kept up with changes Revised defensive football cards are part of new look

The far off drum roll means that the Trumbull County Football League is alive and well - and that drafting players, both offense and defense, does work.

The Trumbull League, a 16-member face-to-face league in the Warren, OH area, has completed eight seasons of play, most of the recent being of the draft variety.

As part of the drafting of individual players, the TCFL has standardized the team defensive cards and came out with one set of cards to be used by all. Because of the many changes in S-O-M Pro Football last year, the TCFL has also adapted its standardized defensive cards accordingly.

The TCFL also has incorporated a new timing system - including normal time, inside two minutes before halftime or at the end of a game, and a two-minute drill - a medium gain, in addition to short and long; charts for interception and fumble recovery returns; and special teams kickoff and punt returns.

Since football season isn't far off, many of the TCFL's playing tips could be just what table-top football buffs who want to try something other than actual teams, are looking for to spice up play. The

(continued on next page)

TCFL operates as a draft league with the emphasis on balance and coaching ability. Forty-five players are on each roster and each season a 10-round draft is held.

The TCFL's coaching lineup includes Mark Stishan, Warren, OH (New York Muggers); Gary Stishan, Niles, OH (Winnipeg Bluebombers); Dick Morgan, Youngstown (Cleveland Firefox); John Strong, Warren (Front St. Freaks); Al Aikins, Southington (Canton Bulldogs); Phil Szepietowski, Warren (Boston Bandits); Dave Harness, Niles (New Carlisle Panthers); Bill Herrington, Warren (San Jose Stallions); Thurmond Henry, Leavittsburg (Leavittsburg River Rats); Gary Mansell, Cortland (Cortland Invaders); Ed Collins, Warren (Wichita Wombats); John Armstrong, Warren (Yosemite Sams); Tim Downs, Warren (Warren Alouettes); Tim Waltemire, Warren (Cincinnati Cobras) and Dave Sekerak, Girard (West Chester Commies).

Now for the playing tips, beginning with the TCFL Standard Run Defense card picture above and the short gain, medium gain, long gain, interception return and fumble return charts below:

#	Short Gain	Medium Gain	Long Gain	Int. Return	Fumble Return
2	+20	+30	TD	TD	Long Gain
3	+19	+29	+60	Flat Pass Only TD or +15	Medium Gain
4	+18	+28	+55	+25	+8
5	+17	+27	+48	+20	+5
6	+16	+26	+35	+12	+1
7	+15	+25	+38	0	0 + Fumble
8	+14	+24	+41	+4	0
9	+13	+23	+45	Short Gain	0
10	+12	+22	+50	+13	+3
11	+11	+21	+70	+22	Short Gain or Long Gain (blocked punt) Medium Gain
12	+10	+20	TD	Long Gain	

On fumble returns the card is checked on every fumble (offensive or defensive)

(continued on next page)

## TCFL STANDARD RUN DEFENSE

LINE BACK			OFF TACKLE			END RUN		
1 MAN	2 MEN	3 MEN	0 MEN	1 MAN	2 MEN	0 MEN	1 MAN	2 MEN
2. LB. BEHIND S. GAIN OR M. GAIN	LB. BEHIND +5 OR S. GAIN	LB. IN ZONE +2 OR +4	2. FREE SAFETY FREE SAFETY M. GAIN OR L. GAIN	FREE SAFETY FREE SAFETY M. GAIN OR L. GAIN	4- DEF. TACKLE	2. FREE SAFETY FREE SAFETY M. GAIN OR L. GAIN	LB. IN ZONE +2 OR +4	LB. IN ZONE +2 OR +4
3. OFFENSIVE R. GUARD +6 OR +2	OFFENSIVE R. GUARD +6 OR +2	OFFENSIVE R. GUARD +3 OR -1	3. OFFENSIVE ONSIDE G. +5 OR 0	OFFENSIVE ONSIDE G. +3 OR +2	4- LB. IN ZONE	3. OFFENSIVE ONSIDE G. +7 OR +1	OFFENSIVE ONSIDE G. +3 OR -3	LB. IN ZONE -1 OR +1
4. S. GAIN + LB. BEHIND	9- LB. BEHIND	LB. IN ZONE -2 OR +2	4. 15- LB. BEHIND	8- LB. BEHIND	LB. IN ZONE 0 OR +1	4. SHORT GAIN	SHORT GAIN	4- END
5. FUM. +6+	FUM. +2+	FUMBLE +1	5. FUM. +5+	FUM. +2+	FUMBLE 0	5. FUM. +8+	FUM. +2+	FUM -2
6. 10- DEF. LINEMAN	DEFENSIVE R. TACKLE 0 OR +5	DEFENSIVE L. TACKLE 0 OR +2	6. 10- LB. BEHIND	9- ONSIDE DEF. T.	5- LB. IN ZONE	6. LB. BEHIND +5 OR +8	7- ONSIDE DEF. END	-4
7. +6	DEFENSIVE L. TACKLE +3 OR +5	0	7. LB. BEHIND +3 OR +5	ONSIDE DEF. T. +1 OR +2	-1	7. 14- LB. BEHIND	9- ONSIDE DEF. END	ONSIDE DEF. END -2 OR 0
8. DEFENSIVE LINEMAN +4 OR +7	DEFENSIVE R. TACKLE +1 OR +4	LB. IN ZONE 0 OR +3	8. 10- LB. BEHIND	ONSIDE DEF. T. 0 OR +5	LB. IN ZONE -1 OR +2	8. 10- LB. BEHIND	ONSIDE DEF. END -1 OR +5	LB. IN ZONE 0 OR +5
9. DEFENSIVE LINEMAN +3 OR +5	DEFENSIVE L. TACKLE 0 OR +5	LB. IN ZONE 0 OR +4	9. 12- LB. BEHIND	ONSIDE DEF. T. +1 OR +4	LB. IN ZONE -2 OR +5	9. 12- LB. BEHIND	ONSIDE DEF. END -1 OR +4	LB. IN ZONE -2 OR +4
10. OFFENSIVE CENTER +7 OR +3	OFFENSIVE CENTER +7 OR +3	OFFENSIVE CENTER +6 OR +2	10. OFFENSIVE ONSIDE T. +7 OR +3	OFFENSIVE ONSIDE T. +7 OR +2	ONSIDE DEF. T. 0 OR +3	10. OFFENSIVE ONSIDE END +9 OR +3	OFFENSIVE ONSIDE END +4 OR -2	0
11. OFFENSIVE L. GUARD +6 OR +2	OFFENSIVE L. GUARD +6 OR +2	OFFENSIVE L. GUARD +5 OR +1	11. OFFENSIVE ONSIDE END +7 OR +2	OFFENSIVE ONSIDE END +4 OR -1	4- LB. IN ZONE	11. OFFENSIVE ONSIDE T. +8 OR +2	OFFENSIVE ONSIDE T. +6 OR 0	LB. IN ZONE -1 OR +4
12. BLOCKING BACK +5 OR +1	BLOCKING BACK +5 OR +1	BLOCKING BACK +4 OR 0	12. BLOCKING BACK +6 OR +1	BLOCKING BACK +5 OR 0	-3	12. BLOCKING BACK +5 OR -1	BLOCKING BACK +2 OR -4	3- ONSIDE DEF. END

IF 12 LB. BACKERS NOT BACKING UP PLAY CHANGE RESULT TO S. GAIN

IF 10 LB. BACKER BACKING UP PLAY CHANGE RESULT TO S. GAIN

IF 11 LB. BACKER BACKING UP PLAY CHANGE RESULT TO S. GAIN

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Play	TIMING SYSTEM		
	Normal Time	Inside 2 Min. (% / Game)	2-Min. Drill
<b>A. Running Plays</b>			
1. Defensive Cards	30 sec.	30 sec.	20 sec.
2. Lineback Cards	45	45	30
3. Off-Tackle Cards	30	30	20
4. End Run Cards	15	15	10
<b>B. Passing Plays</b>			
1. Incomplete Pass *	15	15	10
2. Complete Pass			
a. Defense Card	30	30	20
b. Flat Pass QB Card *	15	15	10
c. Down S Out QB Card*	15	15	10
d. All Other Passes	30	30	20
C. Punts & Field Goals *	15	15	15
D. Extra Points *	0	0	0
E. Kickoffs *	15	0	0
F. Punt Returns	0	0	0
G. Kick Returns	0	15	15
H. Fumble Returns	0	0	0
I. Interception Returns	0	0	0
[All results below override normal timing]			
J. Long Gain	Same Timing As Play		
K. Any Touchdown *	15	15	10
L. Any Safety *	15	15	10
M. All Injuries *	15	15	10
N. All Penalties *	15	15	10
O. Timeouts [3 per half]	15	15	10

\* May not call a time-out after this result.

T C F L STANDARD PASS DEFENSE											
FLAT/LOOK-IN PASS				SHORT PASS				LONG PASS			
0 MEN	1 MAN	2 MEN		0 MEN	1 MAN	2 MEN		0 MEN	1 MAN	2 MEN	
1. FREE SAFETY N. GAIN OR L. GAIN	+5 OR X 4			2. RECEIVER	D. BACK IN ZONE X OR RECEIVER	INT. +17		2. LONG GAIN	MEDIUM GAIN	RECEIVER	
3. RECEIVER	INT. +3*	INT. +2		3. DEFENDER +12 OR RECEIVER	D. BACK IN ZONE X OR RECEIVER	EXTRA D. BACK IN ZONE X OR S. GAIN		3. RECEIVER OR LONG GAIN *	X OR A. GAIN *		
4. RECEIVER	L.B. IN ZONE 2 OR +3			4.				4. LONG GAIN	X OR RECEIVER *		
5. +9	L.B. IN ZONE +3 OR +3			5. DEFENDER +15 OR RECEIVER	DEFENDER +10 OR RECEIVER			5.			
6. +10*	L.B. IN ZONE X OR RECEIVER			6. SHORT GAIN	RECEIVER			6. RECEIVER *	RECEIVER *		
7. RECEIVER	L.B. IN ZONE X OR S. GAIN			7. DEFENDER X OR RECEIVER	D. BACK IN ZONE X OR RECEIVER			7. INT +30 *	INT +35 *	INT +27	
8. RECEIVER	RECEIVER	RECEIVER		8. RECEIVER *	RECEIVER *	RECEIVER *		8. DEFENDER RECEIVER OR L. GAIN	DEFENDER X OR RECEIVER		
9. RECEIVER	RECEIVER			9. INT +12 *	INT. +15*	INT. +10		9. DEFENDER X OR A. GAIN	D. BACK IN ZONE X OR A. GAIN	EXTRA BACK IN ZONE X OR RECEIVER *	
10. +23	5- L.B. IN ZONE			10. RECEIVER	RECEIVER			10. RECEIVER	RECEIVER	RECEIVER *	
11. SHORT GAIN	RECEIVER			11. FREE SAFETY RECEIVER OR L. GAIN	D. BACK IN ZONE S. GAIN OR RECEIVER			11. DEFENDER RECEIVER OR L. GAIN			
12. MEDIUM GAIN	L.B. IN ZONE +5 OR RECEIVER	INT. +4		12. MEDIUM GAIN				12. MEDIUM GAIN	D. BACK IN ZONE A. GAIN OR RECEIVER		
LOOK UNDER WRONG COLUMN ON OFF. CARDS WHEN ZONE IS LEFT VACANT.											
* ON INTERCEPTION CHANCE USE											
+1 LB INTERCEPT RATING											
* ON COMPLETION CHANCE USE											
+4 LB SOM RATING											
+2 * DEFENDER INT RATING											
+3 * DEF. BACK INT RATING											
LOOK UNDER WRONG COLUMN ON OFFENSE IF ZONE IS VACANT.											
* IF A DEF. BACK IS BLITZING											
READ PLAY AS LONG GAIN											
+3 * DEFENDER INT RATING											
+4 * DEF. BACK INT RATING											
* IF A DEF. BACK IS BLITZING											
READ PLAY AS LONG GAIN											

#### SHOT GUN FORMATION

Create another square on offensive play-board and put quarterback square on it. The offense may call any pass play or the lineback play from this formation.

All other plays are illegal from this formation. The offensive pass blocking rating for all players goes up 1 point. The defensive pass rushing rating for all players goes down 1 point. All other increases and decreases from the other offensive formations when combined with the shotgun also apply, too.

#### END REVERSE CARDS

These cards have to be created by gamer, based on player's performance in that NFL season. TCFL does its own with a computer.

The end/reverse cards

(continued on page )



## Gamer goes 'overtime' for excitement

Jim Keenan of Chicago, IL, is one of the many gamers more than satisfied with the new Strat-O-Matic Pro Football version. "I have been playing S-O-M Football for over 10 years now and most of my complaints about the game itself were dispelled by the revisions in the new edition," writes Keenan.

Keenan isn't completely satisfied, however. The injury system in the game is a nagging concern he's attempted to do something about. And he's also added more excitement to overtime, which he feels many times in real-life on an anti-climatic field goal is the ending.

As far as injuries, Keenan, who was upset in a recent replay when San Diego lost Dan Fouts for five games, thus altering the statistics dramatically, gives each player a number. The number reflects the games that player can miss because of injury. For example, if a player was a "2" and was injured, he could miss the remainder of that game plus two more games. Another injury later in the season would be ignored.

When it comes to overtime, Keenan suggests the following to add more strategy and more excitement:

1. Only one 15-minute quarter will be played in regular-season games that go overtime. If the game is still tied, it remains tied.
2. All other normal rules of overtime apply.
3. Scoring can be done by a touchdown or a safety and the game ends. But if a team elects to kick a field goal - a sore spot with Keenan - then the game is not over. Instead, a kickoff follows and the team behind has one chance to drive down field for a touchdown. The team on offense, however, cannot drive for a field goal and force another overtime.

If the offensive team loses the ball on downs, safety or turnover, the game is over. And if while driving down the field time runs out, the game is also over.

Keenan changes it for the playoffs, permitting as many overtimes as needed to break the deadlock. However, if one team kicks a field goal, the other team is restricted to the time remaining in that quarter to score.

Keenan gave an example of the type of excitement generated by his overtime rule.

The game was between Green Bay and Seattle and was tied at 20. In the overtime, the Packers struck first, going for a field goal from the 16 on a fourth-and-7 situation. Seattle got the ball with one chance to score with 4:45 remaining in the OT.

The Seahawks fumbled the kickoff but fortunately for their hopes recovered. Seattle then proceeded to drive down the field, battling the clock but still playing Lazarus rather than a victim of the first strike in the old sudden-death. Seattle got down to Green Bay's 4 with 15 seconds left. But a desperation pass fell incomplete and Green Bay held on for the victory.

An exciting finish, according to Keenan - and typical of the overtime games he's experienced because of his playing tips.

(Keenan also sent along the results of his latest mini-league, which can be found in this month's League Scene section)

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 Mailing: The Review is mailed monthly, third-class, from Otsego, MI.  
 First-class mailing is available for an extra 20¢ per month.  
 All correspondence should be sent to: Strat-O-Matic Review,  
 P.O. Box 27, Otsego, MI 49078.

## 76ers win NBA Great Teams replay

Basketball replays aren't as rare as finding a dinosaur's eggs in one's backyard - but they come close.

The Review, in other words, doesn't receive many Strat-O-Matic Basketball replays, especially those that are full-season in duration.

Filling the void somewhat was Kurt Smeby, the S-O-M activist from Las Vegas, NV, remembered for his Federal League activities, who conducted an NBA Great Teams replay of 30 games and playoffs.

A couple of the teams - 1981-82 Los Angeles Lakers and 1982-83 Philadelphia 76ers - were great, being NBA champions, but the others were contenders and cannon fodder teams. The two challengers were Boston (1981-82) and Milwaukee ('81-82), while Dallas ('81-82) and Houston ('82-83) were the soft touches that would boost everyone's averages.

Each team would play the other six times, three home and three away. "The home court winning percentage was .633 [57 of 90 games]," says Smeby. "So it was a vital factor - worth about nine points, I calculate."

The first four teams were tightly bunched, with Philadelphia edging out Los Angeles by a game to claim first place. Dallas and Houston won only 11 games out of 60, including splitting six games against each other.

### PHILADELPHIA EDGES L.A. IN PLAYOFFS

Everybody was created equal for Smeby's playoffs, with Houston and Dallas also qualifying. Every series was a best-of-seven affair.

Boston made short work of Houston, winning four straight as Larry Bird, the leading scorer in the regular season with a 24.6 average, poured in 187 for a 46.8 average. Milwaukee ousted Dallas in five games, with Dallas managing one win (111-110) on Mark Aguirre's last-second tip-in. The Bucks bashed Dallas in one game, 143-100, as Marques Johnson scored 51 points.

L.A. cooled off Bird in the semifinals and squeezed past the Celtics 4-3, despite losing the first two games at home. In the showdown seventh game, Jamaal Wilkes racked up 30 points and Mark Landsberger grabbed 14 rebounds in a 132-124 win for the Lakers. Robert Parish did a yeoman job defending L.A.'s big man, Kareem Abdul-Jabbar, holding him to 10.5 points and 6.5 rebounds per game.

Philadelphia had an easier time with Milwaukee, as the Buck series stopped after five games. Moses Malone dominated Bob Lanier in the middle and Bobby Jones shackled Milwaukee's Marques Johnson, holding him to only 27 points in the five games.

The championship series, matching two teams that had split, 3-3, in the regular season, was a thriller as two of the games went overtime and six of seven were decided by four points or less. In the final game it was Philadelphia 133, L.A. 132. But the Lakers had a great chance to pull out victory when, with no time left and trailing by a point, L.A.'s Landsberger had two free throws...and missed 'em both!

"The key was Malone," notes Smeby. "He rebounded so dynamically that the Lakers' fastbreak was unable to get the ball enough to run."

### GUARDS WERE UNSUNG HEROES

Although the 76ers were again sparked by Malone and Julius Erving, Smeby points to the guard combination of Andrew Toney and Maurice Cheeks as also being invaluable. And he seconds the motion (of the guards' importance) when it comes to LA's tandem of Magic Johnson and Norm Nixon.

"Constant backcourt defense (steals) and passing skills (dazzlers) really ignite a team in S-O-M. This may be the most accurate of S-O-M's four games," concludes Smeby.

Standings and leaders are found on the next page:



Standings	W	L	GB	PF	PA	
Philadelphia ('82-83)*	23	7	-	131.7	108.7	* Fastbreak attack
Los Angeles ('81-82)*	22	8	1	133.9	110.7	helped these two
Boston ('81-82)	18	12	5	123.6	112.5	teams, especially
Milwaukee ('82-83)	16	14	7	115.3	111.8	with 40 percent of
Dallas ('81-82)	6	24	17	101.5	132.5	games vs. Houston and
Houston ('82-83)	5	25	18	100.6	130.4	Dallas.

  

Scoring	Rebounding	Assists
Bird BOS 24.6	Malone PHI 17.7	Johnson LA 13.5
Malone PHI 24.2	Bird BOS 14.5	Cheeks PHI 12.2
Moncrief MIL 22.2	Parish BOS 14.4	Nixon LA 10.7
Jabbar LA 20.0	Cooper DAL 14.0	Toney PHI 9.2
Erving PHI 19.6	Erving PHI 11.3	Archibald BOS 9.1

Co-MVP: Bird BOS & Malone PHI.

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## Gamer's dream—to compose an opera

BY PHIL LEDESMA  
Hawthorne, CA

Editor's note: It was 10 years ago that Phil Ledesma last contributed an article to the Review's pages, when he was 15 years old.

"I am a 25-year-old, 12-year Strat-O-Matic veteran. I am married to an accounting specialist who makes time to coach Edmonton in our hockey replay for our Slow Poke Sports Association.

I am a musician that teaches basic harmony, beginning trumpet and baritone horn. My dream is to compose an opera. We have two children: Christa is an S-O-M Hockey girl since age 3, but she gave up the dice-rolling after she turned 4 because she feels that flipping the action deck is more fun. Her brother Billy is almost 2. He doesn't start Strat-O training until after potty training is completed.

The Slow Poke Sports Association (SPSA) consists of four coaches. We do complete replays of hockey, baseball and basketball, with strict player limits on the last two.

Hockey is our experimentation game as I evaluate every player for overall abilities, then play every team's best 17 skaters. Goalies start as often as the game company suggests. We use a "team" combined defense rating because hockey is not a man-to-man game.

We utilize an injury chart that adds extra injury games to the players that played the fewer games. All 80-game players are allowed to subtract one from injury duration. Gretzky may subtract two if he plays all 80 games. Our forward shifts last three cards (two minutes) because it is more realistic. All players that are computed to receive less than 40 penalty minutes in 80 games do not intimidate unless short handed or if a delayed penalty occurs.

I also have invented my own goalie and bench minor penalty system that is still in the testing stages. I want to give it a full season before assessing their accuracy.

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## Hockey playing tips

Hockey season is still a few months off for most gamers, but John Weimer of Fenton, MI, is offering these playing tips for possible inclusion in your gaming endeavors when the time arrives.

**PENALTY SHOTS** - After a breakaway has been determined, take the shot as usual. If lose to DRW or something like that comes up then the possibility of a penalty shot has occurred. Roll the two die, if doubles occur then a penalty shot has been given. Pick any player for the penalty shot

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# Hockey playing tips

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[Continued from page ]

and roll on the breakaway/rebound column. Ignore any Lose to DRW or the like readings. All Goal+ and Goal+1 to whatever count, as do goalie rating+. This rule applies to all 4 and 3 offensive-rated players. For 2 and 1 offensive players, roll the dice twice and if double occur both times, than a penalty shot is given. These players lose the puck most of the time. If the shot is not successful, than a penalty is given to the man who defended on the play.

NO GOAL - After a goal, roll the two dice and if doubles are rolled, do again. If doubles come up the second time then the goal has been disallowed. The following chart tells what happened. Roll one die.

- |                   |                         |
|-------------------|-------------------------|
| 1 - Man in crease | 4 - Penalty before goal |
| 2 - Off hand      | 5 - Off high stick      |
| 3 - Kicked in     | 6 - Goal is counted     |

GOALIE PENALTY - After a Goalie Rating comes up and the split-card is drawn, refer to the number of the split card. If the number falls between the stated numbers then that goalie receives a penalty. All goalies except those mentioned below, get a penalty if the number is 20. If this number falls within the goal range, then the goal is counted, not the penalty. These goalies, mentioned now, all received over 20 minutes of penalty time. For them the following adjustment is made. The list gives the goalie and the numbers on his card that will give him a penalty.

Goalie	Number on card
Pete Peeters BOS	19-20
Greg Stefan DET	1-2
Billy Smith NYI	1-3 & 19-20
Roland Melanson NYI	12-14

OFFSIDES - After a draw from the Advanced Action Deck is taken, roll two dice. If doubles occur or a 2, then the play went offsidess. Faceoff follows.

ICING - After a draw from the Advanced Action Deck, roll two dice. If doubles are rolled, then the puck was passed off-target and the defending team touched the puck. Faceoff inside the offensive team's zone.

TIP-INS - After a goal, roll two dice. If double occurs, then a tip-in has happened. Roll one die. Check the result below:

- |                |  |
|----------------|--|
| 1 - Goal by LD | 4 - Goal by RW                         |
| 2 - Goal by LW | 5 - Goal by RD                         |
| 3 - Goal by C  | 6 - Goal scored by the player who shot |

This does not apply on rebounds or breakaways.

\*\*\*\*\*

## Football playing tips

[continued from page 3]

### Special Team Kickoff Returns

#	7	8	12
2	+30 yd.	+9 yd.	Long G.
3	Med. G.	Long G.	23 yd.
4	+12	+11	Med. G.
5	+14	Med. G.	Long G.
6	+20	+24	Med. G.
7	+18	+20	+40
8	+16	+15	+48
9	+22	+9	+19
10	Med. G.	+32	+21
11	+10	+13	+35
12	+8	+45	Long G.

### Special Team Punt Returns

#	7	8	12
2	Short G.	-4 yd.	-1 yd.
3	Fair C.	+1 yd.	Med. G.
4	+7	Short G.	+10
5	+6	+10	Short G.
6	+5	+8	Short G.
7	+4	+6	Med. G.
8	+3	+5	Short G.
9	+2	Short G.	Short G.
10	+1	+4	+2
11	+10	Short G.	Short G.
12	-3	Med. G.	Long G.



# Advertisements

8

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. Photo-copied cards also are prohibited from being 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 Rams, Oilers; 1968 Cowboys, Jets, Raiders, Chiefs; 1969 Cowboys, Chiefs; 1970 Raiders, Cowboys, Dolphins; 1972 Dolphins. Respond by mail only. Send your price and condition of cards to: Sam Gindy, 6607 Convent Blvd., Sylvania, OH 43560

WANTED: 1978 Milwaukee Brewers with extra players. I would like them to be in good to excellent condition. I will pay postage. Send condition of cards and price to: Steve Pavcek, 8213 W. Cloverbrook St., Milwaukee, WI 53223

WANTED: Complete 1967 football season. Each team must be complete and in good condition. Send price to: Dennis L. Cole Jr., 5-1547-D, Swanton, OH 43558 (419-826-1336 after 5 p.m.)

WANTED: Football - 1977 Cowboys; 1979 Oilers; 1980 Browns. Baseball - 1976 Reds. All teams must be in excellent condition; no writing on cards. Send offers to: Matthew Cline, 6832 Garden Terrace Road, Columbus, OH 43229

WANTED: Need managers and expansion managers for the PZML. We are a play-by-mail league using current cards every season. We are a 12-team league. We hold telephonic draft and have a minor league draft during the season. Our league runs from April to September (162-game schedule). If interested, contact: Rook Messick, 2nd Operations Battalion USAFSA, Box 2715, APO New York, 09458

WANTED: Baseball, select teams from 1972, 1974 and 1978 Cubs, with additional. FOR SALE: Baseball, 1975, '76, '77, '78 - all complete sets, AL and NL with additional and in good condition. For list of teams wanted and to bid on baseball sets (as well as some scattered football teams) send SASE to: Lee Andrade, 737-30th St., Richmond, CA 94804

WANTED: To purchase: 1973 Oakland A's; 1975 Cincinnati Reds, Boston Red Sox; 1977 NY Yanks; 1979 Pirates. Will pay \$2.75 apiece; extras not necessary. Good condition. Dan Hagger, Box 746, Oostburg, WI 53070

WANTED: Our league needs three managers at the present time, with room for expansion. The Play-By-Mail Baseball League has been in existence for approximately six years. For more details, please call or write: Tom Coleman, 1572 Cove. Dr., Prospect Heights, IL 60070 (312-459-8084)

WANTED: Complete baseball seasons with extras, for 1974 and 1978. Send bids to: Bernie Ward, 510 Elizabeth St., Pinckneyville, IL 62274, or call 618-357-5009 after 5 p.m. All replies will be answered.

WANTED: I need all possible Pete Rose and Bill Buckner S-O-M cards from their beginning through 1979. Will buy or trade. If you can help, contact me: Chris Sinatra, 600 Adees Lane, Gretna, LA 70053

WANTED: Roster sheets for the following years: 1975, 1977, 1981, 1982 baseball; 1979-80 basketball.

(continued)



Also looking for gamers with pre-1981 baseball and pre-1981 hockey. Dean Ruffner, 1433 Alameda, Lakewood, OH 44107

## For Sale

**FOR SALE:** 4,000 assorted S-O-M Baseball cards for sale...1966-1983. Send your list (year, player, team) and SASE to: Chris Rosen, 731 Bergen St., Philadelphia, PA 19111

**FOR SALE:** Get batting average, on-base percentage and slugging percentage vs. LHP and RHP for each batter in 1983 card set. Receive 3-decimal averages (not just an expression of chances per 100), a six ratings for each batter delivered to you by June for \$5. Pitchers averages vs. LHB and RHB available for additional \$5. Includes extras. Roger Johnson, 7526 Chairman Ave., Baton Rouge, LA 70817

**FOR SALE:** Will take first reasonable offer on: 1972 baseball; 1977, 1978 baseball with extras; 1971 Yankees, Bosox; 1973 Indians, Tigers, Royals; 1975 Phillies. Selling for \$1.50 each: 1976 Dodgers, Royals, A's; 1977 Pirates, Cardinals, Padres, Angels, Rangers, A's, Orioles, Royals, Jays; 1980 Pirates, A's, Rangers, Royals, Padres. All sets, teams above in good or better condition. Teams with writing for 60¢: 1966 Cardinals; 1971 Astros, Pirates, Orioles, Bosox; 1972 Royals; 1973 Indians. Also have thousands of loose cards, 1965-83. Send list of your needs. Write to: (SASE appreciated): Marc Jacobson, 11990 Ferndale, Philadelphia, PA 19116

**FOR SALE:** Fielding chart analysis - complete ratings for all fielding positions on the Strat-O-Matic advanced fielding chart. Now you can compare and rate players quickly and accurately for best results in player drafts and lineup selections. 20 pages of computer-generated ratings. Also still available - 20-number random spinners. Send \$5 for fielding ratings, \$3.50 for spinner, or \$7.50 for both to: RLM Enterprises, 725 Elm

Ct., LeSueur, MN 56058

**FOR SALE:** 1969 Raiders, \$13. 1973 Dolphins, \$15; Cowboys, Raiders, Redskins, \$5 each. 1974 Steelers, \$8; Vikings, \$6; Redskins, Cardinals, Dolphins, \$5. 1975 Steelers, \$8; Rams, Raiders, Vikings, Colts, Cowboys, \$4.50. 1978 Steelers, Cowboys, \$6; Dolphins, Redskins, Patriots, \$4. Prices flexible. Leon H. Kalayjian, 30 Mansion Drive, Hyde Park, NY 12538

**FOR SALE:** Baseball seasons, 1966, 1971-72 complete no/extras, plus 1973 through 1982 seasons, complete with/extras. All excellent to mint condition. Will respond to all bids. But SASE required. Selling Full sets only - not individual clubs. I will absorb mailing costs. L.D. Melito, Daniel Rd., North Salem, NY 10560

**FOR SALE:** Baseball - all with extras and in good condition. 1972 Boston, KC, NY, \$4.25 each. 1973 KC, NY, \$3.75 each. 1974 Cin., Mont., Mets, Phil., SF, St. Louis, Bost., Chicago, Det., KC, Minn., NY, \$3.25 each. 1975 Cubs, Mets, SF, St. Louis, Bost., Chic., Cleve., Det., Minn., NY, Oak., Texas, \$2.75 each. 1976 Houston, Mets, all AL except NY, Balt., Oakland, \$2.25 each. Most 1978 and 1979 teams, \$1.25 each. Football teams, in good condition, 1974-1979, price range [\$1.25 to \$3]. Basketball - complete sets, 1974-1975 [\$15] and 1976-77 [\$13]. For list send to: Jon Bourdon, 5 Joseph Ave., Lee, MA 01238 [413-243-9847]

**FOR SALE:** Housecleaning! Football - 1967 KC, San Diego, Giants; 1968 entire set; 1972 Miami [17-0], Washington; 1973 Minnesota, Miami, Buffalo [O.J., 2,003 yards]; 1979 Rams, Pittsburgh; 1980 Oakland, Philadelphia. Basketball - 1972-73 Knicks, Lakers; 1973-74 Milwaukee [Kareem Abdul-Jabbar and Oscar Robertson], Boston, Buffalo; 1974-75 Golden State, Washington, Celtics; 1975-76 Celtics, Phoenix; 1980-81 Houston, 76ers. Hockey - 1977-78 Kings, Colorado; 1980-81 Minnesota, Islanders. All cards in good to mint condition. Send

(continued)

bids to: J.J. Marcoccio, 155 Park View Ave., Warwick, RI 02888. No phone calls.

FOR SALE: Over 14,000 baseball cards in stock, 1966 to present. Send requests to: Sports Games Association, P.O. Box 60062, Oklahoma City, OK 73103

FOR SALE: Six old-timer football: '58 Colts, '58 Giants, '60 Eagles, '62 Packers, '63 Bears, '65 Browns. Also '69 Chiefs, Raiders, Packers, Browns; '75 Cowboys. Also have complete sets for 1974, 1976, 1979 at \$15/set and 1977 complete (except for Bears) for \$12. Will separate sets if enough good offers. Mike Olszewski, 7199 144th Ct. W., Apple Valley, MN 55124 (612-431-6750)

FOR SALE: After months of research, here's another first for S-O-M fanatics. Now pitchers can play a major role with individual ratings for fielding range, stealing, bunting, hit-and-run, running and power. Expanded pitcher's fielding chart included. All pitchers (including extras) are precisely rated based on official statistics and formulas very similar to those used for non-pitchers. 1982 and 1983 seasons are \$3 each, or \$5.50 for both. Also available: Playbook I can be used solitaire or head-to-head and involves super advanced strategy where managing makes the difference. Playbook II gives you advanced hit-and-run, sacrifice/squeeze play, outfield/infield drawn in and injury charts. Playbooks I and II are \$6 each, or \$11 for both. Playbook III involves weather effects based on team, month and season. 1970 and 1983 seasons are \$3 each, or \$5.50 for both. Playbooks are professionally typewritten. Paul Ladewski, 14340 Maple, Midlothian, IL 60445

FOR SALE (or TRADE): 1981-82 hockey, football 1968 to 1982. Cal Whitbeck, 206 North Ct., Mason, MI 48854 (517-676-5145)

FOR SALE: S-O-M Baseball game with the following items: National and American League Hall

of Famers; 1906 Cubs; 1927 Yankees; 1934 Cardinals; 1953 Dodgers; 1961 Yankees; 1965 Dodgers, Twins; 1969-70 Twins; 1972 Tigers, Red Sox, Pirates, Reds, A's; 1973 White Sox, Angels, Indians, Tigers, Brewers, Yankees, Red Sox, A's, Orioles, Rangers, Twins, Royals, Mets, Cardinals, Pirates, Padres, Phillies, Cubs, Expos, Giants, Astros, Braves, Dodgers, Reds; 1974 Astros, Giants, Padres, Mets, Cubs, Expos, Red Sox, Yankees, Orioles, Tigers, White Sox, Reds, Royals, Angels, Brewers, Twins, Indians, Rangers, A's, Cardinals, Pirates, Phillies, Braves, Dodgers; 1975 Yankees, Braves, Cubs, Padres, Giants, Astros, Dodgers, Expos, Cardinals, Pirates, Royals, Rangers, Twins, White Sox, Angels, Royals, Red Sox, Orioles, Brewers, Tigers, Reds, Phillies, Mets, A's, Indians; 1976 Phillies, Reds, Brewers, White Sox, Astros, Dodgers, Rangers, Angels, Twins, Tigers, Giants, Red Sox, Pirates, Mets, Indians, Cubs, Orioles, Cardinals, Expos, Yankees, Braves, Padres, Royals, A's. All in good condition. Send offers to: J. Terwee, P.O. Box 146, Fairview, SD 57027 (phone: 605-987-4125)

FOR SALE: Baseball - all teams offered originals, no reprints. 1963 teams. Excellent to mint condition. Yankees, Orioles, A's, Red Sox, Mets, Indians, Angels, Reds (17 players). 1965 - excellent condition (pencil marks on some); Indians, Tigers, Orioles, Twins, Red Sox, Giants, Yankees, Senators, Braves, A's, Angels, Reds, White Sox, Astros, Pirates (19 players), Phillies (19 players). Following in excellent condition: 1969 Expos; '71 Pirates; '70 White Sox; '72 A's, Tigers, White Sox (including extras); '74 A's, White Sox, Rangers; '75 Pirates, Cubs, Reds. Serious bids only for '60's teams; winners notified by 10th of month. Orders under \$10, you pay postage. James Neubert, 1851 Taft, Rolling Meadows, IL 60008 (312-359-5548)

FOR SALE: Football - 1971, 1973, 1974, 1976, complete. Baseball - 1978, complete, w/extras; 1971 Yanks, Padres, Tigers; 1973 Expos, Pirates, Twins, Rangers, Phils,

[continued]



Yanks, Brewers, Tigers, Padres, Royals, Angels. Basketball - 1977-78 complete. Hockey - 1977-78 complete. Will accept any reasonable bid - I must sell. \$200 takes everything, including game parts, etc. Very sincere. Peter Papageorgantis, 284 Quassaick Ave., New Windsor, NY 12550

FOR SALE: Basketball - 1972-73 through 1979-80 inclusive; all sets complete and in excellent/mint condition. Send bids with SASE to: Charles Steinmetz, 2114 Oakmont St., Philadelphia, PA 19152. Bids end June 30.

FOR SALE: Baseball - 1964 White Sox, Dodgers; 1965 Braves, Reds, Astros, Phils, Cards, Indians; 1966 White Sox; 1967 Angels, White Sox, Tigers, Dodgers, Cubs, Red Sox, Senators; 1970 set (minus Expos, White Sox); 1970 Yanks, Red Sox. Football - 1968 Eagles, Falcons, Bills, Saints; 1969 Jets, Chargers, Bills, Bengals; 1970 Lions, Rams, 49ers, Raiders, Chiefs, Dolphins, Cowboys, Browns, Colts, Falcons, Vikings, Bengals; 1972 Dolphins. 1973 set, 1974 set, 1975 set. Send offers to: Alan Rothschild Jr., 2328 Fairway Ave., Columbus, GA 31906 [404-322-8101]

## League Forming

LEAGUE FORMING: The OTSOML is looking for managers to take part in an all old-timers, partial draft league. Each team will protect five players, with the rest subject to a re-entry draft. A 138-game schedule, with the season divided into months, with games due twice a month. Penalties for lateness. Around a \$13 fee with \$5 refunded at finish of season. Newsletters twice a month. Send previous experience, telephone number and a list of your top 20 teams to: Gary Quick, 6384 Senoma Dr., Salt Lake City, UT 84121 [801-272-2407]

LEAGUE FORMING: Two S-O-M PBM draft baseball leagues with continuous ownership using the advanced rules needs managers

and backup managers. Entering our 7th season; one league is a summer league with three divisions, 12 teams, uses the DH and uses mostly AL cards. The winter league has three divisions, 10 teams, no DH, uses mostly NL cards and is the only league anywhere that has individualized pitchers' batting cards. Five teams in each league make the playoffs and they will get trophies. As many as three teams from any division can qualify. Competition?? We have two managers consistently near the top every year. Join us and see if you can outwit them. Write: Thomas Angel, P.O. Box 55, Astor, FL 32002

LEAGUE FORMING: The Pioneer Hot Stove League, PBM advanced baseball, needs managers for National League teams. The PHSL will start its 9th season. The National League is being reorganized and all six NL teams will be drafted from scratch. For more detail, contact: Willis Ringen, Beattie, KS 66406 [913-353-2278]

LEAGUE FORMING: The SOMFBL II is in its third season and needs managers. If you're not dependable, then stop reading now! This is a basic league using straight teams with no trading. The \$15 entry fee includes trophies, monthly newsletters and a massive yearbook. No experience is needed, but is helpful. If you're honest and reliable, then you're qualified, otherwise try another league. For more information, call or write: Jeff Schwarze, 1410 Westaire Ave., Peoria, IL 61614 [309-688-0310]

LEAGUE FORMING: Honest and reliable managers wanted to begin a new advanced-rule PBM league. The league uses 16 actual teams, 8 from each league, and a six-round draft of the teams not picked. Planned for over six months, this league has some of the best ideas to assure success. Reply by June 15 and include your top 10 choices of teams, in order of preference, in both leagues. Include a short resume and league preference (AL/NL). All replies answered by June 25. Play will

[continued on next page]

start as soon as possible. Greg Kaufmann, 5237 Beard Ave. S., Minneapolis, MN 55410

**LEAGUE FORMING:** Looking for an already existing hockey league? But don't want to get stuck with a losing team? Well, the CGMHL is for you! We are a 14-team, continuous draft hockey league with 30-man rosters. We currently need four managers for our second season, to form four teams from a pool of approximately 150 players. Lots of talent available; Bri. Sutter, A. Secord, Tom McCarthy, Dale Hinder, Bellows, Petterson, Lindberg and Riggan are just a few. The new teams will be all placed in the same seven-team conference, so playoff chances are great. Entry fee is \$10 Canadian; this gets you stat sheets, trading pad, constitution, the Gardiner Report, which is the league's monthly newsletter, and other important league material. We hope to start by July. For more information, write or call: Keith MacLean, 301 Ave. Y.N., Saskatoon, Sask., S7L-3K8 Canada [306-382-7703]

**LEAGUE FORMING:** The Gamers League (formerly S-O-M ABL) is expanding from 6 to 10 teams in the AL and forming a 10-team NL league. AL expansion has 6 original teams protecting 18 players each, expansion draft from there. NL will be a draft league. When responding, state whether you are interested in AL, NL, or both. Schedule reasonable, but deadlines must be met. There is a \$10 league fee. For information, write or call: Larry Hill, 9218 E. Grace, Spokane, WA 99206 (509-926-7675). Schedule to start as soon as draft concludes.

**LEAGUE FORMING:** The DOPS Football League will begin its 16th season in 1984. We are a face-to-face league in the Los Angeles-Orange County area. We are an on-going draft league, which means that when you acquire the rights to a player, either through the draft or by trade, you keep them for life. New teams draft from an expansion

pool which includes many quality veteran players. All teams draft from the previous year's NFL rookies. We follow NFL draft and scheduling rules and our season runs concurrently with the NFL. For further information, write: P.O. Box 4141, Downey, CA 90241. Or call: Paul Mankiewicz, 213-861-2151, or Dave Sieminski, 213-640-8008, or Steve Ambers, 213-479-5280.

**LEAGUE FORMING:** Looking for managers for a face-to-face baseball league in the Houston area. Brand new draft from 1984 cards. Open on suggestions for league format. Entries must be 18-years-old and up. For more information, write or call: Dale Polley, 8714 Varner, Houston, TX 77080 [713-973-6232]

**LEAGUE FORMING:** Looking for managers in the Santa Clara County, CA, San Francisco area for Draft Baseball League beginning in June or July, 1984. If interested, call [415-493-7316] or write to: David Straka, 4085 Laguna Way, Palo Alto, CA 94306. FOR SALE: Baseball - complete 1979 and 1980-season teams, \$10 each.

**LEAGUE FORMING:** Hockey league; an established [5 years] draft hockey league has openings for a few reliable people for the fall. If interested, send a SASE to: Charlie Marshall, 116-27 237th St., Elmont, NY 11003, or phone [516-285-7370] any evening after 7.

**LEAGUE FORMING:** Established PBM Football league wants reliable mature managers for second season of exciting PBM Football. Lombardi Football League has expanded and needs capable backups and a few franchises are available now. Don't wait, join now. For more information, send SASE to: Larry Scotti, 638 Woodrow Road, Staten Island, NY 10312

## Contests

**CONTEST/POLL:** Basketball fanatics. With Kareem Abdul-Jabbar breaking the all-time scoring mark, another "untouchable" record has fallen. During this time in basketball history, such high marks were

[continue on page 14]



## Sixteen leagues...6,700 S-O-M games

Tom Van Hyning is 29 years old, works for a consulting firm and for the last 28 years has called Hato Rey, Puerto Rico, home. He's also been playing Strat-O-Matic Baseball since 1967...a span of time covering 16 leagues, 6,357 league games, 124 playoff contests and 132-plus preseason and fun games. That's over 6,700 S-O-M games.

Four times he's gone the distance, or completed a full-season replay. His leagues have varied from 30 games to 162 in duration. He's played the old-timers, Hall of Famers and currently is working on replaying the 1982 American League season.

Most of the replays were solitaire [in fact, 14 of 16]. Van Hyning also created winter leagues [Puerto Rico] using S-O-M cards. While setting up the latter leagues he discovered a number of real-life superstars who played in Puerto Rico, including Hank Aaron, Sandy Koufax, Frank Robinson, Steve Carlton, Johnny Bench, Phil Niekro, Denny McLain, Willie Mays and Mike Cuellar, among others.

"I got kind of carried away with the P.R. baseball," admits Van Hyning. "I've thought about approaching S-O-M with the possibility of putting out Winter League cards, but have felt that there might not be much interest on the U.S. mainland."

### SIXTEEN LEAGUES ISN'T ENOUGH

Van Hyning, for all his dice-rollin', hasn't shown any signs of tiring out. If he does, there's always play-by-mail league play.

Here's a summation of Van Hyning's S-O-M endeavors over the years:

\* Modern (AL and NL, 1967-present)

League	# Teams	Games/Team	Games Played	S-O-M Year	Champion
1967 AL/NL	5	30	75	1966	Philadelphia
1967 AL/NL	6	50	150	1966	Pittsburgh
1968 NL	10	162	810	1967	Philadelphia
1975 AL	12	162	972	1974	NY Yankees
1978 AL/NL	8	154	616	1977	LA Dodgers
1979 AL East	6	100	300	1978	Baltimore
1970s AL/NL	6	70	210	various	'71 Pitts'gh
* Old-Timers (AL/NL, 1920s, 1930s, 1940s, 1950s, 1960s, Hall of Fame)					
1920s AL/NL	8	112	448	various	'27 Yankees
1930s-40s	8	112	448	various	'41 Dodgers
AL/NL	['27 Yankees d. '41 Dodgers in championship series, 4-3]				
NL/AL Hall of Fame	8	154	616	various	'27 Yankees
AL/NL	24	36	432	many	[see below]
Divisional champs: '66 Baltimore, '53 Dodgers, '41 Dodgers, '27 Yankees. Semifinals: '41 Dodgers d. '66 Baltimore; '27 Yankees d. '53 Dodgers. Championship: '27 Yankees d. '41 Dodgers.					
NY Yankees	6	60	181	various	'27 Yanks d. '36 Yanks in playoff

After all that game-playing, Van Hyning rated the old-timer teams (before 1967) in this order:

1. '27 Yankees (won four league titles);
2. '41 Dodgers (perennial runnerup to '27 Yanks);
3. '36 Yankees (lack of pitching did them in; match for '27 Yanks in hitting);
4. '53 Dodgers (home run punch - Gil Hodges, Duke Snider, Roy Campanella, Carl Furillo - but so-so pitching);
5. '66 Baltimore (solid defense, power - Frank Robinson, Brooks Robinson, Boog Powell - excellent bullpen).

After the old-timers, says Van Hyning, "I do not have as clear an opinion as which one is the best. I will mention, however, that the 1977 Los Angeles Dodgers proved to be my most solid S-O-M team in the 8-team

(continued on next page)

154-game season pitting them against the Cincinnati Reds, Pirates, Phillies, Yanks, Royals, Rangers and Red Sox." The Dodgers had five players hit 30 or more home runs: Reggie Smith (41), Steve Garvey (38), Dusty Baker (40), Rick Monday (34) and Ron Cey (30).

Smith knocked in 122 runs, Garvey 118 and Baker 116. The mound staff was led by Tommy John (23-4, 2.95 ERA) and Burt Hooton (20-7, 3.43). As a team the Dodgers hit a whopping 247 homers.

Other highlights of that league included Al Oliver winning the batting title (.344) and Carlton posting a 25-10 record for the Phillies, who won only 73 games all season.

In the 154-game old-timer season, Honus Wagner led in hitting (.393, 245 hits in 623 at-bats), Babe Ruth had 62 homers, 176 RBI and batted .333 for the '27 Yanks (105-49), Lou Gehrig had 55 homers and 181 RBI and Mickey Mantle (HOF) had 57 roundtrippers. Hank Greenburg cracked 56 and Johnny Mize 50.

Christy Mathewson was the big winner on the hill, going 33-14 after finishing 37 of 44 starts. Mathewson, who hurled 392 innings, also had nine shutouts. Koufax (1965 card) fanned the most, 353, while Bob Feller ('48 HOF) had 314 K's.

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## Advertisements

(continued from page 12)

something to shoot for. Now, I am conducting a poll to see what gamers have had for highs in points, rebounds and assists. These results will be tabulated and averaged and the results, along with the all-time highs, will be sent to the Review. So, for a chance to have your "paper champion" acknowledged, send your highs in now. Over 25 responses already. Deadline is June 30. Dean Ruffner, 1433 Alameda, Lakewood, OH 44107

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## Looking for back issues of Review?

The following back issues of the Strat-O-Matic Review are available by writing: Strat-O-Matic Review, P.O. Box 27, Otsego, MI 49078.

The cost per issue is 75¢. Please order a second choice in case issues marked "limited" are unavailable.

### 1984

Jan., Feb., March, April (limited), May. Cost for 1984 is \$1.00 per issue.

### 1983

Feb., March, April, May, July, Sept. (limited), Oct.,

Nov., Dec.

### 1982

Jan. (very limited), March, April, August, Sept., Nov., Dec.

### 1981

Feb., March, April, June, July, August (limited), Sept., Oct., Nov., Dec.

### 1980

Feb. (limited), July, Sept., Nov., Dec.

### 1979

April (limited), June, August (limited), Sept., Oct., Dec.

### 1978

Jan., Feb., March, April, May, June, August, Sept., Oct., Nov., Dec.

### 1977

Sept., Oct., Nov., Dec.

### 1976

Jan. (very limited), Oct. (very limited), Nov., Dec.

### 1975

Jan., June (very limited), July, August.

### 1974

Dec.

All other issues of the Review have been sold out and are no longer available.



# Baseball replay takes five years

15

## All-time greats can't match feats of yesteryears

The Soviet Union isn't the only one with five-year plans. Larry Israelson of Thousand Oaks, CA, also had one, although its duration wasn't anticipated.

Israelson, 23 and an employee of the accounting division of California Federal Savings, married and soon to be a father, picked out eight of his favorite all-time teams and had them go at it over a 154-game season.

Some of the questions he hoped to answer were: "Are the 1927 New York Yankees the greatest team in history? Can Lefty Grove win 30 games? Can Babe Ruth swat 60 homers? Could 1953 Brooklyn overcome weak pitching? Can the four members of the 1977 Dodgers hit at least 30 home runs again? And would the 1962 Mets be a better team in S-O-M (since there isn't a "5" fielder and only 20 of the pathetic Met players can be on the roster) than in real-life?"

And what about Al Simmons, can he make the short leap from .390 to .400?

Those questions, plus having a dice-rollin' good time, were what this replay was all about.

As far as Israelson's background, he already has experienced a multitude of S-O-M thrills, including working his way through two full-season replays (1975 National League and the favorite-teams), witnessed four no-hitters or near-misses (Ray Culp, '68 Red Sox; Gene Bearden, '48 Indians; and Jim Beattie, '81 Mariners, had the no-hitters and Ken Forsch, '82 Angels, who retired 25 batters in a row and wound up with a one-hitter after facing only 27 batters, had the near-miss) and once watched in amazement as Curt Flood, without a home run chance on his card, hit three in one game for the '67 Cardinals.

Another memorable moment was when the 1975 card set arrived and, in the first game with the new cards, George Brett went 6-for-6. Jimmy Foxx, '34 A's, once hammered seven homers in four games, including four in one game and two that came with the bases loaded.



### YANKEES PROVE GREATNESS, BUT...

In the eight-team replay that also included the '48 Indians, '31 A's, '53 Dodgers, '46 Red Sox, '77 Dodgers, '71 Pirates and '62 Mets in addition to the '27 Yanks, most of the questions posed by Israelson were answered in the negative.

The '27 Yankees did win the league, true, by seven games over the '48 Indians. But in the playoffs the Indians held the powerful Yanks to 34 hits and 13 runs in five games, four of 'em victories, and won the so-called "Super Series." Joe Gordon was a major thorn in the Yankees' side as, after batting only .238 during the regular-season, he went 8-for-16 with three homers in the playoffs.

Other revelations were Lefty Grove finishing a respectable 24-9, but being upstaged by teammate George Earnshaw (26-9, 2.69 ERA) for the A's. Ruth only hit 48 homers, five behind league-leader Willie Stargell, while the '77 Dodgers almost had four players clout 30 or more round-trippers. Reggie Smith, who finished with 27 after missing 51 games with injuries, just missed.

[continued on next page]

The '53 Dodgers lived up to their reputation - both for scoring and giving up runs. The Bums averaged 5.8 runs per game (892 overall), with four players driving in 119 or more, but the pitching staff surrendered 211 homers. Simmons didn't come close to .400, although he did lead the league with a .355 average.

The Mets were just as bad as anticipated, with .238 and 5.82 ERA for numbers. And the Mets also committed 173 errors which led directly to 135 unearned runs. Marv Throneberry, the Marvelous Marv of baseball folklore, had a respectable season, however, batting .253 with 23 doubles, eight triples, 30 homers and 84 RBI.

#### A LOOK AT THE TEAMS

1927 YANKEES - Had plenty of offensive firepower as Earle Combs went 44-for-92 (.478) at outset of season and finished at .343 with league-high 22 triples, Gehrig had 41 homers, 147 RBI, 106 runs and 114 walks and Ruth led league with 148 RBI and 139 runs plus 159 free passes...Two pitchers won 20 or more games: Urban Shocker (23-7, 2.88 ERA) and Herb Pennock (20-9).

1948 CLEVELAND - Pitching was great as staff had 17 shutouts and 2.99 ERA, the latter an amazing accomplishment...Gene Bearden was ace with 23-10 mark. Bearden had only no-hitter, shutting down '71 Pittsburgh...Bob Lemon, thanks to a 10-1 second half, finished 20-13 with 2.72 ERA...Ageless Satchel Paige had 13 saves, 1.53 ERA and was only hurler not to yield a home run.

1953 BROOKLYN - Another with great offense as Jackie Robinson hit .333, scored 123 runs and struck out only 28 times; Duke Snider shook off ill effects of early-season slump and finished .312 with 34 homers and 126 RBI; Roy Campanella (.317, 25, 119) and Gil Hodges (.311, 31, 119) also were big sticks, while Carl Furillo almost won batting title with .349 mark...Pitching staff was battered, however, with Preacher Roe going 14-11 - not too bad - but giving up 46 homers and sporting 5.74 ERA...Carl Erskine surrendered 32 homers but worked around the long ball and won 23 times.

1931 PHILADELPHIA - Lack of fourth starter hurt...Had big three on offense in Jimmie Foxx (.301, 41, 105), Simmons (.355, 18, 103) and Mickey Cochrane (.346, 22, 97).

1946 BOSTON - Ted Williams was major disappointment despite 26 homers, 95 RBI and .313 average...Sox were hurt by one-run games (18-28) ...most of team slumped in second half.

1977 L.A. DODGERS - Batted only .242 but overcame it with league-high 187 home runs...Had trio of 30-plus home run hitters in Steve Garvey (34), Dusty Baker (36) and Ron Cey (31).

1971 PITTSBURGH - Awful record at home (25-52)...lost 12 in row early in season...Roberto Clemente was second in batting (.351), but walked just 19 times...Willie Stargell hammered 53 homers, but whiffed 149 times.

1962 N.Y. METS - Shut out victims 20 times, allowed 219 homers and 1020 runs...no player batted over .275 or had ERA lower than 5.00...Roger Craig was "ace" with 9-22 record, 5.80 ERA and allowed 301 hits.

#### Standings and leaders:

	W	L	GB	AVG.	ERA	Batting	
'27 Yankees	99	55	-	.289	3.49	Simmons PHI	.355
'48 Indians	92	62	7	.269	2.99	Clemente PIT	.351
'53 Dodgers	90	64	9	.285	4.49	Furillo BROK	.349
'31 A's	86	68	13	.282	4.07	Cochrane PHI	.346
'46 Red Sox	76	78	23	.265	3.65	Ruth NYY	.343
'77 LA Dodgers	76	78	23	.242	4.19	Combs NYY	.343
'71 Pirates	58	96	41	.264	5.23	Home Runs	
'62 NYM	39	115	60	.238	5.82	Stargell PIT	53
H: Combs NYY 208						Ruth NYY	48
2B: Mausel NYY 58						Campanella BROK	41
3B: Combs NYY 22						Foxx PHI	41 [continued on
R: Ruth NYY 139						Gehrig NYY	41 next page]



<b>RBI</b>		<b>ERA</b>		<b>Wins</b>	
Ruth NYY 148		Moore NYY 2.61		Earnshaw PHI 26	
Gehrig NYY 147		Bearden CLE 2.62		Grove PHI 24	
Stargell PIT 131		Earnshaw PHI 2.69		Erskine BROK 23	
Snider BROK 126		Lemon CLE 2.72		Bearden CLE 23	
<b>SB:</b> Lopes LA 64		Shocker NYY 2.88		Shocker NYY 23	
<b>BB:</b> Ruth NYY 159		Hoyt NYY 3.00		Pennock NYY 20	
				Lemon CLE 20	
<b>IP:</b> Earnshaw PHI 322					
<b>CG:</b> Earnshaw PHI 26		<b>Strikeouts</b>			
<b>SH:</b> Zoldak CLE, Bearden CLE 6		Earnshaw PHI 234			
		Feller CLE 211			
<b>SA:</b> Labine BROK 20		Grove PHI 209			
Giusti PIT 18		Erskine BROK 204			
<b>HRA:</b> Roe BROK 46					

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## Calculator split-number system revisited

BY HAROLD COLEMAN

I was glad to see Paul Quesada's article published in the Nov., 1963 issue on random split numbers generated by a hand-held calculator. I, too, have been using this method for years, after having discarded my split deck and losing interest in the dice method of generating splits.

Some of his comments really hit home, like comparing the calculator to an umpire in real-life. There is a certain aura of authority and non-partiality in the electronic wizard.

I have one problem with Quesada's program. How does he generate the "positive number less than one" in step 35? First off, not choosing such a number in a random fashion could definitely affect the randomness of the split number. Second, manually choosing and entering the number is very time-consuming.

Let me discuss my method which I consider superior:

I use an old model Hewlett-Packard 25 for generating my splits. I first used a program outlined in HP's programming guide that generated a split number from 1-100 and modified it to give me a 1-20 random number. I used it for a couple of years before I realized that there was a subtle bias built into it and I was not getting totally random numbers.

The system was similar to Quesada's, but the "random number less than one" used as the "seed" and added to to initiate the process was actually the fractional part of the previous random number. And that is where the bias was introduced. I found this out by programming the calculator and letting it run overnight while storing the results.

The numbers I generated were pretty horrifying statistically. I solved it by randomizing the exponent used in addition to the fractional component. Here is the program I now use (HP uses "reverse Polish" sequencing of arithmetic functions):

### KEYING IN THE PROGRAM

1. g $\pi$	8. g FRAC	15. g $\pi$	22. 2
2. RCL 1	9. STO 1	16. RCL 2	23. 0
3. +	10. 3	17. +	24. X
4. 6	11. X	18. RCL 3	25. f INT
5. .	12. 4	19. f $\pi$	26. 1
6. 0	13. +	20. g FRAC	27. +
7. f $\pi$	14. STO 3	21. STO 2	28. G TO 00

Now, the only thing left is to enter random positive numbers ("seeds") between 0 and 1 to storage registers 1 and 2. This only has to be done once when setting up the program and I do it by rolling nine dice, then combining their sums in various manners by groups of 3's. For example,

(continued on next page)

after rolling 9 dice together, they read from left to right:  
 6 3 2 6 5 1 4 2 2

My random fraction is 0.195216864. Now, you ask? Here goes. Taking the first group of 3 dice,  $6+3+2=11$  but drop the 10's place = 1,  $6+3=9$ ,  $3+2=5$ . The second 3 dice give me  $6+5+1=12$  but drop 10 = 2,  $6+5=11=1$ ,  $5+1=6$ . Store this number in storage register 1. Push .195216864, STO 1. Roll the 9 dice again and you get:

1 1 1 4 3 6 2 5 5

The random fraction is .322379270. Enter that in storage register 2, clear the program and you're in business. Push .322379270, STO 2, F PRGM, FCLX.

Each time you need a random number, push the R/S button. The first numbers generated by the above seeds are: 4, 6, 15, 11, 8, 18, 10, 1, 9, 4...

#### PROGRAM OUTLINE

- 1..Begin with "π".
2. Add fraction stored in #1 storage register to it.
3. Raise the total to the 6th power.
4. Take the fractional part of the result and store it in SR#1.
5. Multiply it by 3 and add 4. This gives you a random number between 4 and 7. Store it in SR#3.
6. Begin with "π" again.
7. Add fraction stored in #2 SR to it.
8. Raise the sum to the power of the number from SR#3 - the random exponent feature.
9. Isolate the fractional part of the result and store it in SR#2.
10. Multiply it by 20.
11. Isolate the integer part of that result and add 1. And presto, random number!

I'd like to add that it takes me about a minute to enter the program and the random seeds, but this is less time than it takes to shuffle cards several times and infinitely more accurate than either cards or dice. The program may be modified to accomodate the "language" of other calculators or personal computers, just follow the outline.

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## Strat-O-Matic spotlight

### COMPARISON MADE OF DRAFT LEAGUES

It's interesting sometimes to see how various draft leagues - well - actually draft. Both the GKSM (Greater Strat-O-Matic League, which includes Review co-editors Warren and Del Newell) and the NTL (National Texas League) had their drafts earlier this spring, drafting based on the new National League cards.

Both leagues retained players from year to year, so only rookies, players traded from the American to the N.L., etc., were available.

How did the two drafts come out? Well, let's take a look:

#### National Texas League

1. Darryl Strawberry
2. Alejandro Pena
3. John Denny
4. Jose DeLeon
5. Frank DePino
6. Bill Dawley
7. Bill Doran
8. Craig McMurtry
9. Cecilio Guante
10. Charlie Hudson

#### Greater Kalamazoo S-O-M League

1. Darryl Strawberry
2. John Denny
3. Alejandro Pena
4. Craig McMurtry
5. Jose DeLeon
6. Bill Dawley
7. Frank DePino
8. Charlie Hudson
9. Nick Easky
10. Gary Redus

[continued on back page]



# Readers roll 'em

## ROSTER SHEETS EARLY?

I am writing to back a couple of points in the April issue of the Review.

I think that Strat-O-Matic should expand its rosters to a minimum of 27 or 28 players. California alone had four players with over 100 at-bats who did not receive cards.

The thing about S-O-M that appeals to most managers I know is that you, the manager, are in control. Twenty-four players doesn't give a lot of mobility to the manager.

As far as these player additions being unrealistic, I think S-O-M should leave this up to the manager. Personally, I prefer a replay such as one that answers "what is Burleson, Grich and DeCinces had played the whole year?"

I also think it would be an excellent idea for S-O-M to mail out the roster sheets of who will receive cards with the preseason prices. This would be very helpful to those who are in draft leagues.

KEVIN McDERMOTT  
U. of New Brunswick  
Fredricton, NB

Editor's note: S-O-M has expanded rosters more than most gamers give it credit for doing. Additional players provide for a minimum of 24 cards per team, but many teams have more players. The New York Yankees and Houston, for instance, both had six additional players in the 1984 set for a total of 26. And there were others with five. Eight players had either no team listed on their card or had two cards because they performed for two teams. In other words, there is no hard and fast rule that S-O-M only provides for a maximum of 24 players per team.

## 'REASONING MISLEADING'

With all due respect to Derek Premac (Readers Roll 'Em, April 1984), I believe that most of his assumptions regarding ball players and particular stadiums are correct, but some of his

reasoning behind the assumptions is misleading.

I agree with his belief that Gary Ward's offensive productivity will diminish in Texas, but the reasons for it will not be any that Premac mentioned.

If stadium measurements put out by the teams are to be believed, the Metrodome and Arlington Stadium are basically equivalent in size. And neither will it be the humidity that dampens Ward's statistics; having gone to school for a year in Dallas, I can tell you that it is the swirling, incoming winds that kill flyballs and render sluggers helpless. But don't ask me - ask players like Pat Putnam and Pete O'Brien.

I found Premac's letter interesting for another reason. In it he mentions John Butcher and Mike Smithson, the two pitchers acquired by Minnesota in the Ward trade - and two pitchers I happen to own in the Federal League. Smithson was already on the team when I inherited it, but I decided to acquire Butcher in the trade for O'Brien because (1) I felt he would become a starter in Minnesota and (2) if you have the arm, you can pitch anywhere.

This letter is being written before opening day, but by the time people have seen it the season will probably be 1/3 over. By then Premac and I should have some sort of read on our respective players and we will know whether the winter meetings were indeed our downfall.

DAVID DE LA FUENTE  
471 Dansel  
Kent, OH

## ALWAYS A CHANCE...

I am writing in response to the answer given for a question in the Feb. issue:

"Runner on first in baseball, you hit-and-run with the next batter and he swings and misses. You fail to get a good lead with the runner on first and the catcher is a -3 throwing. The chances are 7-4-3=0. Should there even be a throw attempt simply to see if the

(continued on next page)

catcher might throw the ball into the outfield?

"Obviously, if he gets the ball there the runner is dead. But can he, in fact, throw the ball away and allow the runner that slim chance? What would the game company rule on that one?"

"Answer: The game company's ruling is that the runner is automatically out."

Well, I can't believe someone actually thought this one out. First, if there is no throw then the runner is safe and gets a stolen base. So, there must be a throw.

In life, baseball and even Strat-O-Matic there is always a chance, no matter how remote, for success or failure. This factor helps in holding interest in things.

As far as stealing bases, even Greg Luzinski stole a couple last year. The opposing catcher was probably laughing so hard that he couldn't make a throw. The rules incorporate these remote chances by stating that running ratings may not exceed 1-19. For the same reason a rating should not be less than 1.

The correct ruling in this case should be 2-19 out stealing; if a 1 is drawn, then it results in a stolen base and draw another card to see if catcher made a throwing error.

JERRY UNGER  
San Jose, CA

Editor's note: The answer given was supplied by Strat-O-Matic. However, we can see reader Unger's argument that no matter what the situation in S-O-M gaming, there is always that "slim chance" of success, such as in the above-mentioned. The GKSM (Greater Kalamazoo Strat-O-Matic League), which includes Review co-editors Warren and Del Newell, handles such situations - and they've occurred very seldom - according to S-O-M's ruling.

#### BASKETBALL REBUTTAL

In the April issue of the Review, Fred Kruse mentioned that scoring statistics (i.e.

team scoring and individual assists) were excessively high when fast-breaking teams play each other.

His evidence was Greg Schwartz' '83 Finals replay with LA and Philly.

I am working on the '82-83 season replay and find that the game company is uncannily accurate if players are used as close to actual playing time as possible.

Magic Johnson would have to play 48 minutes every game against a majority of fast-breaking teams to reach the 1,000-assist mark mentioned by Kruse.

PHIL LEDESMA  
3626 W. 139th St.  
Hawthorne, CA

#### A VOTE FOR MATTINGLY

This letter is in response to Larry Fryer's "who should you draft article." I think he should have mentioned Don Mattingly of the New York Yankees.

I can positively say that for the next 14-15 years, Mattingly will hit .315-.330 each year. He has that classic swing, like Rod Carew. He also will hit 12-15 home runs in Yankee Stadium.

As for his fielding, he could be a future Gold Glove winner at first base, but probably won't play there enough to earn it. His outfield play has improved and he should warrant a "2" in right and left field, with at least a [-4] arm.

So, if you want a versatile .300 lifetime hitter, draft Don!

RICH MEYERSON  
East Meadow, NY

#### 'GREENING' OF THE CARDS

I received my 1961 and 1970 baseball cards not long ago and have a few comments.

The idea of the cards is great and I can't wait to use Roger Maris' 61% home run card. The cards themselves, however, are somewhat of a disappointment. The brown ink used on the basic side of the 1970 cards doesn't bother me much, as I only play using the advanced side of the

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cards.

The green ink on the advanced side of the 1961 cards, however, is awful. Never mind that it is unsightly, it is also irritating to the eyes.

Does S-O-M have a reason for this green ink? IF I had any say I would have chosen either blue or black.

CHARLES VAN DEN CORPUT

Editor's note: We have no good reason for why the green ink. Perhaps a new printer put together the card set and he/she was Irish.

#### SPREADING THE 'WORD'

I think the S-O-M Review is just what the Strat fan needs.

I started playing S-O-M in the mid-'60's and since, with the help of my brother, have spread the S-O-M fever to parts of six different states.

In doing so, however, I have run into the trouble with matching a certain team with the player wanting the team (for example, one friend wanted the 1975 Steelers but had to settle for the 1979 Steelers because S-O-M doesn't carry a stock of old teams.

LES BEASLEY JR.

Editor's note: Strat-O-Matic's inventory of many older teams, especially in baseball and football, is very limited at best. As far as securing past teams, we suggest an ad in the Wanted section of the Review.

#### TINKERING WITH FOOTBALL

This is in regards to a few of the rules and the solitaire chart for S-O-M Pro Football.

S-O-M tries to make the football game as realistic as possible, but in one instance, according to S-O-M, you can't complete a pass inside the 10-yard line and not have it go for a TD.

I've seen in real life many a time that a pass will be completed for only 5 yards or less and still get stopped from scoring. Short pass says you will score everytime you complete a pass inside the 10.

What we have done in the South Bay Football League is to say you can only throw a flat or look-in pass inside the 10. We have had good results from this.

In one other instance it is impossible for a quarterback, according to S-O-M, to get sacked while throwing a flat or look-in pass. Again this doesn't seem too realistic.

What we have done here is throw that little black die on every pass guessed right. This has also added realism.

Now, about the solitaire chart. On 1st and 10 I would advise the defense never to guess pass because he'll never guess it right because 1-3 are run plays and 4-6 are option. So, if the defense calls a pass, then the offense calls a run.

What I have done is to eliminate a run/pass option and changed the chart a little, which I'm sure will not be much use here.

Also, I use the old defense chart to set up the defense. This way I don't set up the defense and I don't call the offensive plays. This way a game will not be influenced by a good or poor call on my part.

I still believe S-O-M is the best football game around, but I also believe it is up to each individual to set it up according to what he feels is best.

LARRY SIPE  
760 Lomita #40  
Harbor City, CA

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## Football playing tips

Here is a playing tip that provides for sacks that are not always -9. The chart averages out to 8.44 yards per sack.

Roll two dice and check chart:

2	-	-3 yards
3	-	-5 yards
4	-	-6 yards
5	-	-7 yards
6	-	-8 yards
7	-	-9 yards
8	-	-10 yards
9	-	-11 yards
10	-	-12 yards
11	-	-4 yards
12	-	-13 yards

# S-O-M league, replay scene

NORTH AMERICAN HOCKEY ASSOCIATION - The NAHA is one of the few hockey leagues to come close to a full-season replay, playing a 76-game regular-season plus playoffs...PBM league has some of the top names in S-O-M gaming, including Kurt Smeby of the Federal League, Larry Scotti, a frequent contributor of hockey playing and player tips; the Paldino brothers, Joe and Anthony; Harold Coleman and Junu Kim, whose most frequently used power-play and penalty-killing lines are an annual highlight of the Review and an invaluable playing tip...last NAHA newsletter was loaded with statistics, including final standings, but little information about individual teams...Nevertheless, the Comets, coached by George Benson of Hicksville, NY, won the NAHA's version of the Stanley Cup by defeating First Lt. Anthony Paldino's (APO, NY) Kingsmen in a duel of conference champions. It went six games...The Comets had to go seven games in the semifinals before edging Lonney Whitehead's Lynx (Amboy, MN), who were led by league scoring champion Wayne Gretzky...Managerial lineup, addresses and teams consisted of: Joe Paldino, Brooklyn, NY (Assassins); B.J. Fischer, Bowling Green, OH (Black Swampers); Eric Siegel, Wellesley, MA (Bruins); Benson (Comets); Scotti, Staten Island, NY (Devils); Whitehead (Lynx); and new commissioner David Oldham, Newark, DE (Voyageurs), all in the Howe Conference. In the Orr Conference were Coleman, Allentown, PA (Blue Hens); Duane Lyons, Highland, IN (Cardinals); Smeby, Las Vegas, NV (Polar Bears); Lou Ferrara, Douglasville, PA (Flyers); George Lantz, Buffalo, NY (Islanders); Anthony Paldino (Kingsmen) and Kim, Wilmette, IL (Maple Leafs).

## Standings and leaders:

Howe	W	L	T	PTS	GF	GA	PPG	PP	SHGA	PP%
Comets (CM)	42	24	10	94	347	285	64	217	3	29.49
Lynx (LX)	41	24	11	93	357	304	71	243	3	29.22
Voyageurs (VY)	38	28	10	86	297	268	42	208	1	20.19
Assassins (AS)	34	31	11	79	316	282	45	192	1	23.44
Black Swampers (BS)	31	35	10	72	270	330	60	234	2	25.64
Devils (DV)	19	47	10	48	238	335	39	209	1	18.66
Bruins (BR)	18	46	12	48	263	364	59	204	0	28.92
Orr										
Kingsmen (KM)	52	13	11	115	449	254	83	268	0	30.97
Blue Hens (BH)	47	19	10	104	338	225	54	208	3	25.96
Cardinals (CA)	43	25	8	94	344	299	53	207	4	25.60
Maple Leafs (ML)	40	26	10	90	374	319	66	229	3	28.82
Islanders (IS)	26	41	9	61	251	337	41	217	0	18.89
Flyers (FL)	18	46	12	48	272	340	56	245	3	22.86
Firebirds (FB)	14	58	4	32	225	399	34	176	0	19.32

Scoring	G	A	PTS	Goals	Assists
Gretzky LX	84	85	169	Gretzky LX	84
Trottier KM	58	106	164	Bossy KM	79
Bossy KM	79	73	152	Stoughton AS	64
Maruk CA	59	68	127	Vaive BH	60
Federko KM	33	90	123	Dionne FL	59
P.Stastny ML	51	71	122	Maruk CA	59
B.Smith BH	43	79	122	Trottier KM	58
				Lukowich FL	76

Power Play Goals	GW Goals	SH Goals	Penalty Min.
Gretzky LX	26	Maruk CA	13
Dionne FL	21	Bossy KM	11
P.Gardner BR	19	Barber CA	9
Trottier KM	15	Gretzky LX	9
		Barber CA	2
		Paientment DV	2

<u>Games Won</u>		<u>Goals Allow.</u>		<u>Shutouts</u>		
Dion LX	35	Resch BR	286	B.Smith BS	4	
Edwards KM	29	Sauve FL	237			
Baron BH	26	Dion LX	230	Melanson KM	3	(continued on
Fuhr CM	25	Parro FB	209	Peeters AS	3	next page]
Peeters AS	25					

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next page)



NAHA playoffs: Lynx d. Assassins, 4-3  
 Comets d. Voyageurs, 4-2  
 Kingsmen d. Maple Leafs, 4-1  
 Cardinals d. Blue Hens, 4-0  
 Kingsmen d. Cards, 4-1  
 Comets d. Lynx, 4-3  
 Comets d. Kingsmen, 4-2

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SOLITAIRE FOOTBALL REPLAY - New cards (with revised game) were used for this mini replay by Jim Keenan, Chicago, IL...Only 10 teams and only 10-game schedule...Each team was allowed four draft picks from unused teams...Miami, which didn't have any of the statistical leaders, slaughtered Seattle, which had the No. 1 rusher and receiver, in the Super Bowl, 31-7...Miami, once it got by second-place Detroit, 28-27, in the conference playoff game, had title wrapped up. Seattle edged Cincinnati in the other playoff game in overtime, 23-17.

Standings and leaders:

Division A			Division B			Rushing			Att.-Yds.		
	W	L		W	L						Avg.
Seattle	6	4	Miami	8	2	Rogers SEA	219	896	4.1		
Cincinnati	5	5	Detroit	7	3	McNeil NY	182	852	4.7		
Philadelphia	4	6	Washington	6	4	Allen CIN	175	737	4.2		
NY Jets	4	6	Green Bay	4	6						
Buffalo	2	8	San Diego	4	6	Receiving			No.-Yds.	Avg.	
						D.Clark SEA	62	979	15.8		
						W.Walker NY	53	909	17.2		
						Sims DET	51	552	10.8		

Passing			Att.-Com.			Yds.			TD-Int		
Anderson CIN	370	235	2679	14	11						
Montana DET	309	186	2403	14	15						
Kramer SEA	328	184	2231	14	10						
Todd NY	355	184	2297	21	2						

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SOLITAIRE FOOTBALL TOURNAMENT - Jeff Horlen, Richland, WA, broke out 96 teams - at least two from each franchise - from his collection, seeded them and then conducted a single-elimination tourney...best game of the tourney, which featured the good, bad and the ugly of the S-O-M teams, was '81 Cincinnati's 38-37 win over the '75 Colts. The Bengals scored 28 points in the fourth quarter, including a TD with 1:00 left, to pull out victory...biggest rout was '72 Miami's 51-21 humbling of the '69 Saints in a game that could have been worse...some great individual performances were turned in by: Mercury Morris, '72 Miami, who rushed 96 times for 648 yards and scored an amazing 11 touchdowns in only six games; O.J. Simpson, '75 Buffalo, who had 847 yards and six TDs in 120 carries through five games; Fran Tarkenton, '75 Minnesota, who completed 87 of 151 passes for 1101 yards and eight TDs in a mere four games; and Cliff Branch, '76 Oakland, who had 26 catches for 597 yards and five TDs in six games...the top 32 teams according to the seeding drew first-round byes...first seeded teams to bow out were the '81 49ers (No. 7), who lost 23-17 to the '72 Chiefs; the '58 Colts (No. 8), who were nipped by the '75 Bills in overtime, 16-13; and the '80 Raiders (9), who fell to the '79 Patriots, 23-10...in the semifinals, the '72 Dolphins (No. 1) edged the '75 Steelers in a thriller, 31-30, after forcing six Pittsburgh turnovers, and '76 Oakland (No. 3) broke away from a 17-17 standoff at halftime and crushed '81 Cincinnati, 41-24. Ken Stabler was 14 for 27 for 281 yards and two TDs in the romp...in the finale, it was Miami living up to its No. 1 reputation as the Dolphins jumped out to a 21-0 halftime advantage over the shocked Raiders (No. 3). The Dolphin defense made it easy for the offense by sacking Stabler eight times. Oakland did score the first TD of the second half, cutting the lead to 21-7, and it then drove to Miami's 11, before fumbling away the chance and game. It was 31-7...O.J.'s '75 Bills were the surprise team of the tournament as, after ousting the '58 Colts, they knocked out, in order, the '62 Packers, 28-14, and '71 49ers, 24-17. The '62 Packers had been seeded No. 3...the '81 Bengals finally got rid of the Bills, 27-20, but it took an 80-yard drive in the final minutes to do it.

Strat-O-Matic Review  
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Otsego, MI 49078



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## Strat-O-Matic spotlight

(continued from page 18)

### NTL

11. Carlos Diaz
12. Mike Marshall
13. Bob James
14. Gary Redus
15. Brian Little
16. Lee Tunnell
17. Mark Davis
18. Brian Giles
19. Andy Van Slyke
20. Greg Brock

### GKSML

11. Andy Van Slyke
12. Lee Tunnell
13. Mike Scott
14. Carlos Diaz
15. Bill Scherrer
16. Greg Brock
17. Jerry Mumphrey
18. Walt Terrell
19. Carmelo Martinez
20. Jim Morrison

Note that in both leagues Strawberry was selected No. 1. And also that eight of the top 10 picks were found on both lists.

Eight of the first 10 choices in the NTL were pitchers while seven of

the GKSML's selections were also hurlers.

It's also interesting that Strawberry, young slugger for the New York Mets, was picked over the likes of Cy Young winner Denny.