



STRAT-O-MATIC REVIEW

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

* VOL. 19, OCTOBER, 1989 *

Strat-O-Matic spotlight

There's never an all-quiet on the Strat-O-Matic front scenario. True, the football, hockey and, last of all, basketball cards have all been sent out by S-O-M. And it's also true that it won't be long before the game company will be bustling with baseball activity as the preliminary phases for the 1990 set of cards are carried out.

As soon as the statistics are received - usually shortly after the World Series - the game company swings into action.

Meanwhile, gamers have a myriad of activities to keep them busy until new card time officially arrives.

And, as far as quiet times, dice-rollers seldom experience the blahs. That next game, although meaningless in the standings, could be that unusual happening that makes its way onto the pages of the Review.

One of those memorable moments (or in this case, baseball series) occurred when Dave Gineo (manager of the Connecticut Blue Devils) played Bud Drapeazu's Poquonock Chiefs in a face-to-face series in the Fly-By-Night Baseball Association (FBNEA).

Gineo, who lives in Southington, CT, watched his Tim Wallach have a 'career' series, highlighted by twice hitting for the cycle. The first cycle was collecting a single, home run, triple and double and driving in four runs in a 5-3 win. The home run was the toughest of the four hits as Gineo drew a "1" on a "HR 1, Double 2-20" chance.

The second cycle included a walk and strikeout. "The drama occurred in the ninth inning," relates Gineo, "as Wallach came to bat with one out and needing a double for the cycle. Charlie Puleo was brought on to face Wallach and promptly gave up the double on a 5-5 roll."

All told, Wallach, Gineo's third baseman, went 10-for-15 with seven RBI and the same number of runs scored.

PHELPS POWERS FOUR HOMERS

Another feat reported was Ken Phelps hitting four home runs in one (continued on page 2)

game. Phelps' feat happened during the lunch hour when Don Reeder and Dean Drury (Madras, OR) hooked up in a league game. Phelps, batting third, unloaded solo homers in the first, fourth and eighth innings and a two-run shot in the sixth.

Other managers in the league, which plays its games mostly during lunch breaks, are John Hatfield (local merchant), Chris Gabel (CPA), attorneys Dave Glenn and Reeder and Drury, now retired.

The league, perhaps trying to silence any doubters, had all of its managers affix their names to a letter that was sent to the Review describing Phelps' slugging spectacular.

NO HITS...BUT NINE WALKS!

No-hitters continue to arrive at the Review on the average of two-to-three per month.

The most unusual no-hitter was that by Chuck Estrada of the Baltimore Orioles in a replay of the 1961 Minnesota Twins' season conducted by Herb Hewitt.

"I've been rolling the dice since 1964 and have had very few no-hitters," says Hewitt. "The number is probably less than 10."

But Hewitt watched a no-hitter unfold when Estrada mowed down the Twins without a hit. Estrada was anything but perfect, however, as his no-hitter was marred by a whopping nine walks!

Hewitt also added that Twins' sluggers Harmon Killebrew and Jim Lemon were out of the lineup because of injuries.

Reliving Killebrew's career was the main reason Hewitt was replaying '61. "I eventually hope to replay Killebrew's entire career (I'm hoping S-O-M will re-release the rest of the 1960s seasons)," he says.

NO-HITTERS - NOW THAT'S ENTERTAINMENT!

No-hitters aren't as rare in the Entertainment Baseball Association (EBA). In fact, as the current season was winding down, two no-hitters were witnessed.

Danny Jackson of Jeff Smith's Atlantic City Rollers gave up only three walks in no-hitting Scott Salmon's Olney Blue Sox. And Jeff Robinson (Detroit's Jeff Robinson), pitching for Mack Smith's Topeka Legions, allowed two walks and struck out seven in a similar performance against Mike Walker's Richland County Royals.

The EBA and Mack Smith may be familiar to many Review readers. Smith is one of the EBA's, which is just completing its ninth season, major domos. The 1989 EBA draft was highlighted by having over half the league's managers fly into Topeka for a face-to-face draft, and ensuing exhibition games.

Smith is a mortician by trade and one of the busiest S-O-M players on this planet. And, no, he has never threatened to "bury" an opponent.

Smith, you may recall, also is the gamer whose wife, Suzette, gave him round-trip air fare to Glen Head, NY, to pick up the new cards as a Christmas present. Smith says his wife plans to give him the same present this Christmas. "If I'm bad, the ticket will probably be just one way," he quipped.

STANDINGS DETERMINED BY POINTS

One major difference in the EBA and other play-by-mail leagues is that the former uses a point system for determining standings. A team receives one point for every victory at home and two points for a win on the road.

More care, obviously, is put into the instruction sheets for the away series under this points system. Sounds like a good idea.

Diversity added to pass interceptions

Here's a couple of charts to add a little diversity to pass interceptions in Strat-O-Matic Football. The playing tips are contributed by the Gainesville (FL) Strat-O-Matic Association.

"We have used it for two seasons and it seems somewhat accurate," relates Ford McMurtry. "Also are coverage/formation chart has really helped some of our newer players in the heat of a game."

One other addition the Gainesville Association has is being able to use a quarterback as a receiver. "We use the weakest nameless receiver and he is covered by the free safety," says Ford.

INTERCEPTION CHART

After determining that there has been an interception, roll to determine which defensive player has made the play. Then roll for return yardage. Any reading of coverage by a defender double-teaming another receiver should be picked off by the free safety (unless inside the 10-yard line).

FLATS/LOOK-IN ZONE

0-Man	Coverage
1-Man	2-6, 12 Coverage 7-11 Man in Zone
2-Man	2-4, 12 Coverage 5-11 Man in Zone (highest defender)

SHORT PASS ZONE

3-Man	2-8, 12 Coverage 9-11 Free Safety
4-Man	2-6, 12 Coverage 7-9 Free Safety 10-11 Nickle Back, or Free Safety

LONG PASS ZONE

0-Man	Coverage	2-Man	2-4, 12 Coverage 5-9 Free Safety 10-11 Nickle Back, or Free Safety
1-Man	2-6, 12 Coverage 7-11 Man in Zone		

FORMATIONS/EFFECTS - COVERAGE CHART

OFFENSIVE FORMATIONS

	1 Pro Set	2 TE-Off	3 Full-Hse	4 3WR-1RB	5 3WR-2RB	6 3RB-2TE	7 1-Back
Effects:	None	H I	A I	B D J K	D	A G H F	C E
Position:							
Fullback -	L(O)LB	L(O)LB	L(O)LB	L(O)LB?7	L(O)LB	L(O)LB	L(O)LB
Halfback -	R(O)LB	R(O)LB	R(O)LB	R(O)LB??	R(O)LB	R(O)LB	R(O)LB
TE (1st) -	SS	SS	SS	SS	N/A	SS	SS
Flanker -	LC	LC	N/A	LC	LC	N/A	LC
Split End -	RC	N/A	RC	RC	RC	N/A	RC
3rd RB -	N/A	N/A	LC	N/A	N/A	LC	N/A
3rd Wide -	N/A	N/A	N/A	FS	SS	N/A	N/A
2nd TE/BB -	N/A	RC	N/A	N/A	N/A	RC	R(O)LB
Quarterback -	FS	FS	FS	L/R LB	FS	FS	FS

An effects key is found on the next page.

- A - Add (+1) to run blocking of line (and blocking back-formation 3), use highest running back's (RB) run and pass block numbers.
- B - Accept lower result if blocking back (BB) on run by 1RB; Automatic sack if BB rating needed on pass to 1RB.
- C - Use 2nd tight end (TE) or BB's block numbers for all "OFF Onside End" and BE readings; if BB or 2nd TE are intended receivers against an (*) pass rusher, then automatic-sack; BB cannot run, RB cannot block.
- D - Subtract (-1) from run blocking of line and BB; if QB is ball-carrier, then take highest RB block (-1).
- E - Cannot key RB unless in Short Yardage Defense/situation, or offense inside defensive 10-yard line.
- F - In Short Yardage Defense, short pass zone has 4 men.
- G - Free safety moves into zone on all passes, except when double-teaming.
- H - Add (+1) to pass block of line and BB-formation 3.
- I - Free safety moves into zone on pass to flanker-formation 3 and split end-formation 3; except when double-teaming.
- J - Free safety cannot double-team, unless an extra defensive back is brought in to cover the 3rd wide receiver.
- K - Since coach must declare position of 1RB, one linebacker will be free to blitz or double-team (O-Men in flats). Keep in mind that in formation 4, free linebacker is responsible for throw-back to quarterback.

Football card corrections

Two other card corrections have been found for the new pro football set.

Neither one is major, but both do affect coverage responsibilities for the defensive secondary and thus could have an impact.

For Washington, Art Monk is listed as a split end on his card. Monk should be listed as the flanker (covered by the left cornerback). Gary Clark, who does have flanker on his card, meanwhile, should have split end listed.

The cards for both are right, except for the position listing at the top of their cards. On Washington's team rating card for offense and defense, Clark's listing as the split end is correct.

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Guest columnist

A look at S-O-M's games

By JOHN GEDWILL, Tinley Park, IL

It is my opinion that actual replays are 100 percent more playable than all-time all-stars, or condensed four-team super replays. But if you wish that type of gaming, Strat-O-Matic allows you that choice. That is what is so great about this game.

In this column I would like to express some of my different views about S-O-M's games.

BASEBALL

It still takes my heart as the most complete game on the market.

As for experience, I am now in my seventh year of replaying the 1980 American League season. I still (as of this writing) have one more series left to get to the 162-game mark. I started playing this season after using dice for 5 1/2 years, and then converted to my used Apple IIC. Since the conversion, I've played nearly one-third of the season, keeping all statistics and even including fielding.

The fielding has pretty much kept up with the overall percentage of the actual results. There is, however, not enough assists. Looking at the new version (1985-1988), there will be even more "missing assists." I do keep track of them manually, using a form made up to accept putouts, assists, errors and team double plays.

Doing this adds so much to the realism that I'll never play another game without it.

Also, I've added a "triple-N" rule to ensure Willie Horton doesn't have seven triples at the end of the season. It works like this: All triples on hitters' cards are awarded regardless of any circumstance. All triples on pitchers' cards, though, are awarded only when the batter has not reached his triple total in the replay stats. If he has reached his total, award the batter a double (cf). This way the "speedsters" like Rusty Staub will never have two or three triples in one game.

Also, I would like to add that I have made numerous extra-extra cards. Players like Mike Parrott, who had a 1-16 record for Seattle, now have a card. I'd say that I have made about 30-40 players to fill in rosters.

All in all, with 21 games left in the season, I can say that I've never had as much pleasure in a hobby atmosphere as with this replay.

HOCKEY

Is the most exciting game on the market getting stale?

I've completed the 1978-79 and 1980-81 seasons in the past 10 years and (with a friend) am in the process of taking on the 1987-88 season.

I have won a play-by-mail championship and won the "Bostock" in 1985, using this game. I presently take the same opinion about hockey that I do with baseball: There is nothing like a replay.

But, about 1 1/2 years ago, my excitement was starting to decline because hockey was a good game that was becoming average. S-O-M has not done one thing to improve the structure of this once great game. In the meantime, I've made numerous playing tips. But I have trouble with my playing tips because I would prefer a sound system to ensure realism (penalty charts, penetration rules, extra-extra players, icings, unclear rules, etc.).

If the hockey game was in computer form, you would never see me in
(continued on next page)

the winter months (except actually playing ice hockey). I just wish the game company would take the time to see that a masterpiece is wilting and needs restoration and improvement.

FOOTBALL

Another great game - if you understand all the rules.

I have played this game for about the same amount of time since my Strat awakening (around 1978). Right now another friend and I are re-playing the 1985 regular season, playing the basic version. Why are we playing basic? Because we like the playability using the realism of the statistics being accumulated and not losing the head-to-head competition. Also the super-advanced game takes longer to play.

We are very satisfied with the results so far. I do like the super advanced game, though, and think it also is the best football game on the market, except when certain rules take about a month of game-playing to be reinstalled in my head.

If the game company ever puts this game (super advanced) on computer, it would be the most realistic football game ever created.

BASKETBALL

Probably a very good game.

I played a little basketball over the years that it has been in existence and remembering some of the mechanics of the game, it was most enjoyable. I'm not a basketball fan, but I'm sure it will satisfy the basketball gamers' hunger.

I do not, however, understand why basketball has been improved before the hockey game.

STRAT-O-MATIC REVIEW

A very good publication - but not big enough.

I usually can't wait for the Review to appear in the mailbox, so I can see what other gamers are thinking. I've sold and purchased cards through the Review and back in my big gaming days even started PBM leagues.

Editor's note: Anyone wishing to contact John Gedwill to share views and ideas can write him at 7842 West 165th Place, Tinley Park, IL 60477-2408, or call 312-429-9493.

Hockey playing tips

By JUDY GOLDBERG, New York, NY

INTIMIDATION RULE

When a player successfully intimidates at any time during a game (not including opponent takes away puck, possible penalty results), his team gets credit for an intimidation.

If during the game one team has four more successful intimidations then their opponents, from that point on, increase the victimized team's (the team with fewer intimidations) penalty ratings by one grade until they bring the difference under four.

In addition, if a AA player commits an intimidation penalty during the 4+ deficit, he gets an automatic 5-minute spearing major and game (continued on next page)

misconduct (10 additional minutes charged to his PIM statistics). If this occurs, the intimidation rule is no longer in effect for the rest of the game (If playing advanced version, double the power play chart results for shots to be taken; e.g., if result is outside shot for C, inside shot for RW - C takes two outside shots and RW takes two inside shots).

Keep shooting even if goal is scored per NHL rules.

Super Advanced Timing - Run through timer two times, going from 0 to 19+ and back to 0 to 19+ again and then 0-9 (flip eighth action card at 9 instead of 7).

GRETZKY PASSING RULE

In order to distinguish between the passing abilities of Wayne Gretzky and the illustrious Peter Ihnacak, use the assist rating as follows:

Whenever a successful Passing J K or L occurs, offensive coach has option to try for a breakaway shot for pass recipient by picking split card. If split is less than or equal to passer's assist rating, change result to breakaway shot. If split is greater than assist rating, change result to outside shot (no pass or penetration option).

With this rule, Gretzky and Mario Lemieux, for example, can slightly improve the performance of their linemates, without altering the statistics significantly.

During power plays remember to move timer one extra space for the Gretzky option split pick.

Add Young to Whalers

Goldberg, along with a few other on-the-puck hockey gamers, noticed that Scott Young was missing from this year's (1988-89) card set.

Young, who played 76 games for the Whalers, scored 19 goals and had 40 assists, definitely should have been included.

The game company has sent Young's card to everyone whose name S-O-M has on file for having ordered the hockey cards. The card, of course, is at the right for those gamers who may not have received one in the mail.

"Scott Young was inadvertently left off the set," says Steve Barkan of S-O-M. "He's a fourth-line player. And he can be used on the point."

Goldberg also mentions three other corrections (confirmed by S-O-M) that are needed.

(1) Dave Christian of Washington should have 16 power play goals, not six.

(2) Mike Allison of the Los Angeles Kings has defense-3, but his column is for a defense-2.

(3) Tom Lehmann of Boston has defense-2, but column is for defense-3.

SCOTT YOUNG HARTFORD				RIGHT WING LEFT WING
1-1 SKATING - 1-10 FACEOFF - 0				OFFENSE - 4 DEFENSE - 2 PENALTY - 0 BREAKAWAY/PENETRATION - 3
OUTSIDE	INSIDE	REB/BK/WT	PASSING	DEFENSE
2. Goal 1-10	2. Goal 1-10	2. X- any D player	A. Inside shot for LW I-RD	1. Take away puck has outside shot
3. X-OC	3. X-OC	3. Goal 1-18	B. Inside shot for C I-LD	2. Take away puck has outside shot
4. X-OLW	4. X- any D player	4. Goalie rating	C. Outside shot for LW	3. Inside shot for RW I-LD
5. X-ORW	5. X-ORD	5. Goalie rating	D. Inside shot for LW I-OPP	4. Inside shot for C I-RD
6. X-OC	6. Goalie rating	6. X-OLW	E. Outside shot for C	5. Outside shot for RW
7. X-OLD	7. X-OLW	7. Goalie rating	F-G. Outside shot for LW	6. Outside shot for C
8. X-Rel	8. X-Rel	8. X-Rel	H. Outside shot for C	7-10. Take away puck has outside shot ONLY
9. X-ORD	9. X-ORW	9. X-OC	I. Outside shot for any player	11. Penalty
10. Goalie rating	10. Goalie rating	10. X-OLD	J. Inside shot for LW	12. Take away puck
11. X- any D player	11. X-OLD	11. X-ORD	K. Inside shot for C	13. Outside shot
12. Goalie 1-7	12. Goalie 1-8	12. Goalie 1-8	L. Inside shot for any player	14. Outside shot
GAMES 76 POWER PLAY GOALS 6				1988-89 STATISTICS TOTAL GOALS 19 ASSISTS 40 PENALTY MINUTES 27

S-O-M reports that the mistake on Christian's card was simply a typing snafu and that the card is set up to generate 16 power-play goals.

In the cases of Allison and Lehmann, the game company says the defense rating at the top of the card ("3" for Allison) is correct. "The defensive rating in the column should be reflected in the rating at the top," says S-O-M. Likewise, Lehmann should have a column rating of "2" to match the rating at the top of his card.

S-O-M also points out an error on Dave Hannan's card for the Pittsburgh Penguins. Under the defense column, the blank spot on Hannan's card should have "Takes away puck." The next number should then have "8-11 Penalty."

Questions & Answers

Editor's note: Questions pertaining to individual and team ratings will not be answered in most cases, unless a mistake has been made on the card. The game company cannot, for reasons of security, divulge its card-making formulas, which would be necessary to answer some of the questions completely.

QUESTION: The article in the Review comparing the original 1962 baseball set with the re-issued one was helpful in pointing out discrepancies between the cards mentioned. One discrepancy it missed was the difference in walks listed on the old Hank Aaron card and the new one. The old card credits Aaron with 52 walks, but the new card says 66. Why? (Earl Wilkerson Jr., Atlanta, GA)

ANSWER: The walk total listed on the original cards, in this case 52 for Aaron, did not include intentional walks. The formula used to figure the baseball cards at that time did not provide for intentional walks (remember cards in those early years were done manually, rather than by computer as they are today). The formula has also been changed since then.

QUESTION: This question is pretty trivial, but it must be asked in the interests of Strat perfection. I have just purchased the 1968 re-created set and Mike Andrews of Boston is rated "R" for hit-and-run. What is the correct rating? (Earl Wilkerson)

ANSWER: Andrews should have a "B" rating, and not an "R" for restricted.

QUESTION: Shouldn't Dan Quisenberry have had a card(s) in the 1989 set? I realize he played minor roles with the Royals and Cardinals in 1988, but he still pitched in 53 games and a total of 63 innings. (Randy Johnson, Albertville, AL)

ANSWER: It was S-O-M's opinion that Quisenberry did not pitch enough for any one team to warrant a card.

Readers roll 'em

9

SPEAKING OUT

I have been playing S-O-M for seven years now. And I've been a subscriber to the Review for six. I've decided to speak out after reading years of input from my fellow gamers.

I attended my first baseball tournament a few months ago. Although it was interesting, exciting and enjoyable, I was somewhat disappointed.

When I first purchased S-O-M Baseball, I did so solely because it was such an accurate representation of baseball. At the tournament, that quality of S-O-M was thrown out the window.

For example: In order to achieve a quality draft, one must analyze the back of the players' cards or use a guide such as Baseball Yardstick. That destroys a gamer's confidence in S-O-M. Also, I saw McGriff, Hrbek and Will Clark all get pinch-hit for in favor of players like Glenn Wilson, Tony Armas and Gary Redus. That is very unrealistic.

I also think the pitcher's chart needs to be refurbished. A pitcher cannot pitch more than three games in a row, regardless of innings. In real baseball, I've seen stoppers save five or six consecutive games.

And game speed was reduced greatly because everybody was checking the lead to see if they could draw the balk or wild pitch. I realize all these things are necessary to do well, but it's not for everybody.

Another thing that has disturbed me lately is these "accuracy fanatics." Things like streak factors, fan interference factors,, fielding ability in rain factors, bases loaded-no outs factors, and the ever-popular "Morganna the Kissing Bandit" factor.

It's time we realize how good we have it. No game even

comes close to S-O-M. It's time to stop demanding outrageous baseball acts from S-O-M. Give it time to put some energy into other games.

Now it's time for some of my suggestions: I've been replaying the 1988 A.L. season and the biggest problem has been injuries. I don't see how Kirby Puckett (657 at-bats) can have two injury chances on his card and Eddie Murray (603 AB) has none. Murray probably played all 162 games, but Puckett played 160. I've already lost Puckett (657 AB), Johnny Ray (602), Chilli Davis (600) and Harold Reynolds (598) for 15 games each. That's about 60 at-bats.

JON POEPKE
Brooklyn Park, MN

Editor's note: The first problem you mention - pinch-hitting in tournaments for proven power hitters by using "platoon-type" players with one good side of the card - frequently happens in tournaments, and in small, all-star type draft leagues. If an Eddie Murray comes up against a good lefty - Murray is virtually worthless against southpaws - it would behoove a manager to put in someone - Armas, Wilson, Redus, etc. - who hits lefties. In a replay, perhaps no. But in a tournament, or a draft league, most managers would make the switch. As far as injuries, most leagues we know of limit them, based on the number of at-bats and innings pitched. A player like Puckett, for example, could only be hurt for one game, and after that any injury would be just for the duration of that game.

S-O-M HASN'T LOOKED AHEAD

With the possible start-up of a new baseball league, has the game company thought any of how it would handle the new league?

Also, how will S-O-M handle the International Football League?
(continued on next page)

CAMERON BOLDMAN
Boise, ID

Editor's note: S-O-M has no plans to handle either league at this time.

A PLUG FOR COMPUTERS

I would like to make some comments about items in the June issue of the Review.

First, the letter you featured from Randy Marty sheds some light that Mr. Marty is possibly falling behind the times. Computers are here and making big contributions to our society, so why not in S-O-M as well?

If Mr. Marty has tried the laborious task of trying a full season replay using dice, pencil and scoresheet, he's probably still working on the 1982 season because of the time spent stat-keeping. The task is simply too big for the average gamer to tackle a full season.

However, with the computer and S-O-M software, you can do away with as much as two-thirds of the time usually spent in a replay and almost all of the tedious stat-compiling.

So, where a gamer used to play one game and do the stats in maybe one-two hours, depending how detailed he wanted statistics, S-O-M has made it possible to replay three-four games in the same time with its outstanding stat-compiling package. And in much nicer form than most handwritten forms I've seen.

And, regarding whether it's enjoyable, I wouldn't have put in the immense amount of time on five National League replays if it was. If that's torture, hurt me more, please.

Second, regarding the article by Dave Cadwallader, it's nice to see someone else enjoy the computer game to the tune of three full replays and counting.

I'd very much like to know how to contact Dave and exchange some trade secrets in preparing an all-comprehensive yearbook and comparing notes.

And now I am going to comment on something that will probably irritate some people who find the TBA tournaments sacred and above reproach.

The June issue states the tab for a tourney is \$50, which isn't quite correct. The flyer sent out by John Kreuz has the cost at \$90 for one tournament or \$120 for two. As I live in Sacramento, where two tournaments are held annually, normally attending two wouldn't be a problem. However, I have a job that occasionally requires weekend attention, usually not something I know three months in advance.

Therefore, I have a choice of paying \$120 and not knowing if I'll be able to play in the second tournament because of a work commitment, or pay \$90 and not worry about the uncertainty.

Well, \$90 is simply too rich for me in a single income family, regardless of the great enjoyment I derive from participating. Yes, it's my choice, although for the price a choice really made for me, but how about taking away the two-for-deal pricing scheme for those of us who simply can't plan our lives three months in advance.

I'm one of those who doesn't participate to win for money, I play for enjoyment. So, let's bring down the price, if possible, to a level where more can enjoy the fun.

I don't mean to suggest that Kreuz should take a loss. But I'm not interested in winning for money, but winning for a good time. If it's possible to bring back the \$40 tournament from two years ago without Kreuz taking a loss and possibly making a little profit, let's do away with the big first prizes and get more big turnouts.

STAN WATSON
74 Hidden Cove Circle
Sacramento, CA 95831

Editor's note: As far as Kreuz's TBA tournaments, we acknowledge the price is steep to many folks.
(continued on next page)

But Kreuz is anything but making a huge profit off his TBA endeavors. It is costly - and the cost is rising every year - to arrange for tourney sites, travel and all the other logistics that are a part of every TBA event. And that doesn't include the time Kreuz spends away from his family. We, too, would like to see the cost per tourney back to what it was a few years ago, so that more gamers could afford to play.

WHO'S RUNNING THE TEAM?

I strongly disagree with Strat-O-Matic's primary goal, as mentioned on page 16 of the June, 1989, Review.

Trying to reflect a team's won-lost record is unfair to the vast majority of S-O-M fans who play draft leagues as well as those who do replays.

I feel that I should have the exact same talent as the actual manager of a given major league franchise if I should try to do a replay.

Tommy Lasorda did quite well to take the '88 Dodgers all the way. But should that Dodger team be "altered" so that any Tom, Dick or Harry could easily do the same?

Strat argues that Alfredo Griffin was given a "1" rating at shortstop because of his higher "e" rating than Dave Anderson, thus keeping Anderson in a backup role. The truth is that Griffin did not have class "1" range. But Tom Lasorda's ability to win the division with this L.A. team forced S-O-M to alter Griffin's rating to make the team perform as in actual life.

If Don Zimmer takes the Cubs to a N.L. East title, expect more of these "alterations" to players' ratings.

Hockey has seen an even greater injustice. When Gary Lupul of the '83-84 Vancouver Canucks played 40 games and scored around 20 goals, his card was not included with the set because Lupul's card would have made the Canucks

too strong. It seems to me that if an NHL coach can't make a team play up to its potential, then you as the coach in the replay must be handicapped because of the actual coach's inability to succeed.

I thought we could be the head coach or manager. I didn't realize I had to keep the actual coach on my staff, but Harold Richman has built him into my team. Just give us the talent and see what we can do.

PHIL LEDESMA
Wellington, KS

APPLE BEING ABANDONED

This letter is in response to the article on the new computer game in the August edition.

As an apple computer owner I am disgusted that S-O-M has followed the pack in abandoning the Apple II line. Everyone seems to be heading the way of IBM. I thought that with the hiring of a professional programmer that the new baseball game would be something to get.

Now I see that Apple owners are left behind again. I would really like to know the reasoning behind it.

S-O-M says that it can't get the program to fit a 64K machine. So what. Apple hasn't made a 64K computer in over five years (I'm not sure how long before that). Apple IIE's have 128K and the new GS's have a minimum of 512K.

I'm not a professional, but I've done some programing and if you can get the IBM version below 180K than any programmer worth his salt could get a 128K version for the Apple also.

To show how behind the times the S-O-M Company was in the Apple version, the current game was written for Dos 3.3 and Apple switched to Prodos almost 10 years ago.

The Apple computer game is by no means a disappointment. But with some sound programing and a little common sense, it could really be in a class by itself.

(continued on next page)

In our current PBM league, the Apple owners outnumber the IBM crowd three to one.

Apple owners are alive and buying.

MIKE DORAN
Lennon, MI

Editor's note: Since the Review owns two Apple IIc computers, we also are a little concerned about the switch to IBM. S-O-M's rationale is that everything is going to IBM (check computer shops for the number of programs available for Apple compared to IBM) and that, along with more memory capacity, is the reason IBM is the leadoff computer system for the new baseball product. Since investing in an IBM would not be an inexpensive venture, the Review is waiting and watching the new developments before purchasing an IBM, or IBM-compatible. We will keep the gaming public posted. The game company has admitted, however, that to re-convert the Apple and Commodore programs to the new game as is being done for IBM, would take an estimated two years per program. "We would have to start from scratch in creating programs for the other two computers," says S-O-M.

APPLE OWNER DISTRESSED

I am deeply distressed by the article appearing in the August Review concerning the new computer version.

It is wonderful that progress has been made on the IBM version, but as an Apple user that has no impact on me.

The suggestion by Steve Barkan that IBM compatible computers have come down in price is absurd. I don't believe that too many gamers will throw their present computer away along with their current software and spend \$600 on an IBM compatible in order to play S-O-M.

Let's be honest. S-O-M is upgrading its computer game in response to competition from other companies in the IBM

format. S-O-M is the only company in the Apple and Commodore markets and it chooses to relinquish its position as a leader in that market while attempting to catch up in the IBM market.

I participate in three PBM leagues and am the commissioner of one of those leagues. I have discussed this problem with several gamers and the consensus is that we feel alienated and disappointed. I suggest that S-O-M wake up before it loses its leadership in the valuable Apple and Commodore markets.

CRAIG BERGLAND
Greenwood, IN

ADVANCING TO ADVANCE

In my mini replay of the '87 season, for about the first 35 games I used the basic side of the cards. But whenever the dice roll yielded a choice between an out and a single or home run, the ball park chart was consulted instead of the result on the player's card.

One day when I had some extra time I tried playing the advanced side. I was pleased to discover that it didn't take that much more time to play the advanced side and it was a lot of fun.

The righty-lefty factor seems to make the game more accurate.

For example, one of the reasons that the Cubs led their league in runs scored is probably because Jerry Mumphrey batted against any pitcher and was only taken out for defensive reasons. When I switched to the advanced side, Mumphrey didn't bat against left-handers.

I really enjoy S-O-M's super advanced game. The only bad thing is that it now seems like something is missing when I play the old-timers that are only in basic version.

The only change I would recommend would be to add a player's on-base percentage to the stats listed.

MARK GAST
Taft, CA

Magic puts on 'dazzling' show

Lakers whip 'Bad Boys' before they become good

Detroit's "Bad Boys" were a year away when Review co-editor Del Newell replayed the 1988 NBA championship series. The "Bad Boys," in fact, were just plain bad.

Or more apt, Detroit should have been called the gang that couldn't shoot straight, for the way it put the ball in the basket against the Los Angeles Lakers.

Detroit could only connect on 40.3 percent of its field goal attempts against the fastbreaking Lakers, who shot a crisp 48.2 percent and pinned four straight losses on the Pistons.

Remember, this was in '88, and L.A. had both Magic Johnson and his Dazzler Show and Bryon Scott, both of whom were injured in Detroit's sweep this spring.

Magic was easily the MVP of the championship series as he averaged 20.8 points, 10.5 rebounds, shot 46.5 percent (33-71) from the floor, swished 17 of 18 free throws and, most importantly, was credited with 12.3 dazzler passes each game.

Detroit was simply defenseless when it came to slowing L.A.'s break and Magic's dazzler passes (he was 3-20 = dazzler, in a normal offense; 6-20 = dazzler, in a fastbreak).

Both Magic and Scott averaged 20.8 points, while forward James Worthy was close behind, pumping in 19.5 points per game. Three other Lakers - Kareem Abdul-Jabbar (10.8), Mychal Thompson (10.5) and Tony Campbell (10.0) - averaged in double figures.

THOMAS IS LEADING SCORER, BUT...

The Pistons had the more prolific scorers in Isiah Thomas, who averaged a series high 23 points, and Adrian Dantley (21.8), plus Bill Laimbeer tossed in 15.5 each game and pulled down a series-tops 12.5 rebounds.

But no one, particularly the guards, could connect for Detroit when it was crunch time, or the game was on the line in the waning seconds.

Thomas, on paper, was a respectable 47 percent shooter (39-83). But his sidekicks in the backcourt, Joe Dumars and Vinnie Johnson, were colder than Lake Superior in the winter. Dumars, who was this year's championship series MVP, had a dismal series, netting only 13 of 44 shots (29.5 percent) and averaging 7.8 points.

And Vinnie Johnson (a.k.a. Microwave) never heated up either. Johnson was 18 of 53 for chilly 34 percent floor shooting. In game four, with the Pistons fighting for their playoff lives, Dumars and Johnson misfired on eight shots in the final quarter. The Lakers outscored Detroit, 6-2, in the last two minutes to complete the sweep.

WHAT ABOUT NEXT YEAR'S SERIES?

As mentioned before, the cards used were based on the 1987-88 season. Since the same two teams reached the final in 1989, a replay is again in the works. Biggest dilemma faced by Newell is whether or not to use Scott (who didn't play at all) and Johnson (who missed most of the last three games)?

Minutes were adhered to as much as possible in this replay. Dazzler passes were kept for Magic (49 total in four games) and Thomas (19). Ironically, the Lakers only netted two 3-pointers (out of eight attempts), while Detroit was 4-of-17 from long range.

The Lakers also got the better of the shot-blocking, swatting away 30 shots (Worthy and A.C. Green had seven apiece, Jabbar six) to

(continued on next page)

Detroit's 19 (Laimbeer had seven, Mahorn and Salley four each).
Now for a look at each game in the series:

GAME 1

Los Angeles set the pattern for the series by outscoring cold-shooting Detroit in the second quarter, 32-20, en route to a 33-point victory...L.A. shot 52.6 percent (51-97) while Detroit was 35.5 percent (38-107)...Worthy, who had 10 points in the opening quarter, led L.A. with 28 and Scott had 23. Jabbar had his best scoring game of the playoffs with 14 points, all in the second half...Thomas connected on 11 of 22 field goal attempts and finished with 25 points...Magic had 12 dazzlers. LAKERS 125, PISTONS 92

GAME 2

Tony Campbell came off the bench and scored eight of L.A.'s 12 straight points in the third quarter, which expanded the Lakers' lead from 64-56 at halftime to a commanding 76-56...Magic had his best game with 30 points, 11 rebounds and 10 dazzlers...Thomas again led Pistons, who shot a respectable 45.5 percent (46-101) from the field, with 24 points, while Dantley and Laimbeer each had 20. Laimbeer also had 15 rebounds. LAKERS 128, PISTONS 111

GAME 3

Detroit came close, carrying an 80-78 lead into the final quarter, but L.A. connected on 11 of 22 shots in the fourth to outpoint the Pistons, 30-24, and snatch away victory...Worthy had 10 of his team-high 22 points in the last period...L.A. swished all 17 of its free throw chances...Detroit, despite playing at home, still suffered shooting blahs, making only 19 of 50 second-half field goals...Dantley led all scorers with 25 points, 17 coming in second half. LAKERS 108, PISTONS 104

GAME 4

Lakers outscored Detroit 6-2 in final two minutes and blocked a series-high 11 shots for the game, sweeping the cold-shooting Pistons (37.8 percent, 42-111)...Magic had 23 points, 12 rebounds and 12 dazzler passes, while Scott also tossed in 23 points...Thomas and Dantley again did everything they could to stave off defeat, with Thomas pumping in 27 points (13-24 shooting) and Dantley 24...Dumars and Vinnie Johnson were 9-of-32 from the floor, however, and that was the story of the game and series. LAKERS 108, PISTONS 104

CHAMPIONSHIP BOXSCORES

Game 1 - At Inglewood Forum

DETROIT (92)

Dantley 5-21 8-8 18, Mahorn 3-6 1-1 7, Laimbeer 7-18 2-2 16, Thomas 11-22 2-2 25, Dumars 2-7 1-2 5, V. Johnson 5-15 0-0 10, Rodman 4-9 1-4 9, Salley 1-4 0-0 2, Edwards 0-5 0-0 0. Totals: 38-107 15-19 92

LOS ANGELES (125)

Worthy 8-15 12-12 28, A. Green 4-7 0-0 8, Jabbar 7-12 0-0 14, M. Johnson 6-12 4-4 16, Scott 10-16 3-3 23, Campbell 3-8 0-0 6, Cooper 5-13 0-0 10, Thompson 4-6 3-4 11, Rambis 1-2 0-0 2, Matthews 3-6 1-1 7. Totals: 51-97 23-24 125.

Detroit 21 20 24 27 - 92
Los Angeles 25 32 39 29 - 125

(continued on
next page)

3-point goals: Thomas. Total fouls: Detroit 27, Los Angeles 18. Fouled out: Thompson. Rebounds: Detroit 60 (Rodman 12, Dantley 10); Los Angeles 55 (Worthy 10). Turnovers: Detroit 15, Los Angeles 9. Blocks: Detroit 4 (Salley 2, Laimbeer 2); Los Angeles 6 (Worthy 2, Jabbar 2).

Game 2 - At Inglewood Forum

DETROIT (111)

Dantley 6-14 8-9 20, Mahorn 3-6 2-2 8, Laimbeer 9-15 1-1 20, Thomas 10-23 2-2 24, Dumars 3-11 1-1 7, V.Johnson 3-12 0-2 6, Rodman 3-7 0-0 6, Salley 5-6 2-4 12, Edwards 4-7 0-1 8. Totals: 46-101 16-22 111.

LOS ANGELES (128)

Worthy 4-13 4-8 12, Green 3-7 3-4 9, Jabbar 5-12 1-1 11, M.Johnson 11-23 8-9 30, Scott 6-15 2-2 14, Campbell 7-12 1-2 15, Cooper 3-13 0-0 6, Thompson 7-10 3-4 17, Rambis 3-4 0-0 6, Matthews 4-5 0-1 8. Totals: 53-114 22-31 128.

Detroit 30 26 22 33 - 111
Los Angeles 32 32 34 30 - 128

3-point goals: Thomas 2, Laimbeer. Total fouls: Detroit 28, Los Angeles 19. Fouled out: Rodman. Rebounds: Detroit 54 (Laimbeer 15); Los Angeles 67 (M.Johnson 13, Green 10, Jabbar 10). Turnovers: Detroit 18, Los Angeles 5. Blocks: Detroit 4 (Laimbeer 3); Los Angeles 11 (Jabbar 3, Worthy 2, Green 2, Cooper 2).

Game 3 - At Pontiac Silverdome

LOS ANGELES (108)

Worthy 11-22 0-0 22, Green 7-12 4-4 18, Jabbar 5-9 0-0 10, M.Johnson 5-15 4-4 14, Scott 9-21 4-4 23, Campbell 1-4 4-4 6, Cooper 2-6 0-0 4, Thompson 4-7 1-1 9, Rambis 1-2 0-0 2. Totals: 45-98 17-17 108.

DETROIT (104)

Dantley 9-18 7-8 25, Mahorn 1-6 5-8 7, Laimbeer 6-13 4-4 16, Thomas 5-14 6-8 16, Dumars 2-7 2-2 6, V.Johnson 7-13 2-2 16, Rodman 1-6 0-0 2, Salley 2-4 4-7 8, Edwards 4-4 0-0 8. Totals: 37-85 30-39 104.
Los Angeles 31 25 22 30 - 108
Detroit 26 28 26 24 - 104

3-point goals: Scott. Total fouls: Los Angeles 29, Detroit 24. Fouled out: none. Rebounds: Los Angeles 53 (Green 12); Detroit 51 (Laimbeer 15). Turnovers: Los Angeles 12, Detroit 13. Blocks: Los Angeles 4 (Green 2); Detroit 7 (Mahorn 3, Laimbeer 2).

Game 4 - At Pontiac Silverdome

LOS ANGELES (108)

Worthy 8-21 0-0 16, Green 1-3 0-0 2, Jabbar 3-8 2-3 8, M.Johnson 11-21 1-1 23, Scott 11-19 0-2 23, Campbell 6-9 1-2 13, Cooper 3-7 0-0 6, Thompson 2-9 1-3 5, Rambis 2-3 4-4 8, Matthews 2-2 0-0 4. Totals: 49-102 9-15 108.

DETROIT (104)

Dantley 7-18 10-11 24, Mahorn 1-6 2-2 4, Laimbeer 4-12 2-2 10, Thomas 13-24 1-2 27, Dumars 6-19 1-1 13, V.Johnson 3-13 0-0 6, Rodman 5-9 0-0 10, Salley 2-5 0-0 4, Edwards 1-5 4-6 6. Totals: 42-111 20-24 104.

Los Angeles 38 23 25 22 - 108
Detroit 32 23 26 23 - 104

3-point goals: Scott. Total fouls: Los Angeles 23, Detroit 19. Fouled out: none. Rebounds: Los Angeles 62 (M.Johnson 12, Green 11); Detroit 63 (Laimbeer 11, Rodman 11). Turnovers: Los Angeles 13, Detroit 8. Blocks: Los Angeles 9 (Green 3, Thompson 2, Worthy 2); Detroit 4 (Edwards 2).

Which teams are greatest of all-time?

A 'greatest losers' baseball set, anyone?

BY RENE JOSE SILVA, Miami, FL

I'd like to take the time to offer some observations on the Strat-O-Matic Baseball world.

I'd like to begin by saying that you do a super job in your Review and I think a lot of readers that write in sometimes do not appreciate the amount of work that goes into a publication such as yours. My hat is off to all of you.

My preference in S-O-M is playing teams from different eras against each other, the bottom line being a constant search for which teams are the greatest of all-time. With this in mind, I'd like to offer some suggestions:

* In reprinting back seasons, the game company should next try to focus on eras that have not yet been covered. For example, the pre-1920 (pre-Ruth) era does not have any past seasons.

Personally, I believe the 1914 race with the miracle Braves is the best from this time period; there is a bonus in that the third "major league" - the Federal League - could also be included. As a Phillie fan my vote, however, goes to the 1915 season when they won the pennant. This 1900-1920 era is the Cobb, Speaker, Wagner, Mathewson, Alexander period and is vital to anyone who has a sense of the history of the game of baseball.

Another era that is not covered is the Dimaggio, Williams, Feller era when they were in their prime - from the late '30s to right after the war years. It's amazing that we don't really have these guys available in the advanced game at all while they were in their prime. My preference is for the 1941 season - Williams hit .406 (last .400 hitter), Dimaggio had his 56-game hitting streak, Feller won 25.

Also, 1939 would be great and 1942 would be okay (except Feller was already drafted in World War II). The point is to have the stars of this era available to play in the advanced game version.

INDIVIDUAL OLD-TIMER TEAMS

* As far as individual old-timer teams, S-O-M has done a pretty good job of covering most bases. Nonetheless, there are some additions that should be made. I think teams should be selected under two criteria: (1) If they are truly a great team of all-time and (2) if the team in question is an unusual team for some reason.

Under truly great teams, I think S-O-M has only missed a few: The Red Sox teams of the 1910s were almost a dynasty, winning pennants in 1912, 1915, 1916 and 1918; the 1894-96 Baltimore Orioles of the National League were considered by many baseball experts to be the greatest team of all-time until the Yankees came along in 1927.

Under unusual teams, I would include the 1914 miracle Boston Braves, the 1915 Phillies, the 1916 Brooklyn Dodgers (in an era where the Dodgers were almost laughed at), 1919 Reds (replay the Black Sox series), 1911 to 1913 New York Giants, 1926 or 1928 Cardinals (with Rogers Hornsby on one hand and Frankie Frisch and Chick Hafey on the other), 1933 Senators, 1947 Brooklyn Dodgers (year that Jackie Robinson broke the color barrier) and the 1948 Boston Braves (their last winner - Warren Spahn, Johnny Sain, etc.).

SUGGESTION FOR S-O-M

When the old-timers were originally issued many years ago when I was still young, baseball research had not yet uncovered the home runs
(continued on next page)

allowed by pitchers prior to 1950. These statistics are now available and the numbers require, for accuracy's sake, that pitchers' cards be revised for those teams prior to 1950. I don't really believe this will require a lot of work.

Also, why can't the old-timers set be reissued with advanced side cards and ratings?

IN THE FUTURE...

* If the game company is going to reissue, in the advanced format, any more full seasons from the 1960s, I highly recommend the 1964 set. The National League is a piece of real baseball history (especially in Philadelphia - I know, I was there!) with the Cards, Phils, Giants and Reds all finishing within three games and the Braves only five games out.

The American League had a three-team race with the Yanks, White Sox and Orioles all within two games of each other. Eight out of 20 teams contending all in the same year.

* I think S-O-M should seriously consider somehow including the old Negro League stars in the game. There is a lack of statistical volume and, of course, this is the entire basis of the game. But I believe formulas such as those used in the nameless player cards could be used.

At the very least, I'd like to see a Hall of Fame set which includes (or exclusively consists of) these great players: Josh Gibson (the black Babe Ruth), Satchel Paige, Buck O'Neil, Martin Dihigo, Ray Dandridge, John Henry Lloyd and others, all of whom are presently in Baseball's Hall of Fame in Cooperstown.

The best case scenario would be, however, to be able to play some of the old Negro League full teams - Pittsburgh Crawfords, Kansas City Monarchs, etc.

Although I'm certain this would entail a lot of research and work for the game company in order to be as realistic as possible, this in and of itself would once again put S-O-M on the cutting edge of the table baseball game industry, which is becoming more and more competitive.

A GREATEST LOSERS SET?

* One final observation that would make S-O-M truly unique: How about an old-timer Greatest Losers set? At first it seems laughable, but a little research shows some real "winners" among the losers that gamers may want to purchase and play. Here are some examples:

	Won-Lost	Pct.	GB
1952 Pirates	42 112	.273	54 1/2
1939 Browns	43 111	.279	64 1/2
1932 Red Sox	43 111	.279	64
1941 Phillies	43 111	.279	57
1904 Senators	38 113	.251	55 1/2
1916 A's	36 117	.235	54 1/2

Could these teams give the '62 Mets a run for their money, or what? Can you picture playing the Greatest Losers of All-Time League to its final, demented finish?

Editor's note: Obtaining statistics, or even boxscores, for the Negro League teams is almost impossible, so realism would be sacrificed if such teams/players were ever reproduced by S-O-M. As far as past seasons, the bottom line for the game company is still how well would they sell? If there's little market for teams of the '10s and '20s, then S-O-M will not be likely to reproduce such teams.

Strat-O-Matic league, replay scene

NEW YORK METRO STRAT LEAGUE II - This face-to-face draft league has a shorter schedule than many - 120 games - but its yearbook is in the colossal category, 135 pages from cover to cover...Latest report is from the 1988 (1987 real-life cards) season, which was won by Howie Belgrod (Massapequa Park, NY), who defeated commissioner Anthony Abilo (Bayside, NY), 4-3...Advanced rules, except for ballparks, are used... League has 16 managers, plus seven on a backup list...Section of yearbook dealing with trades consumed 13 pages and covered 183 - yes, 183! - transactions. First trade was Belgrod shipping Tony Armas to Bill Mallon for his third-round draft pick. And the No. 183 was Pete Miller trading his fifth-round draft pick and sixth-round (acquired in trade No. 38) to Belgrod for the fourth-round draft pick (acquired in trade No. 107). How's that, again? And all the trading had to take place between the time of the draft and the first 16 games of the season... B.J. Surhoff, Terry Steinbach, Randy Myers, Rick Reuschel and Dion James were the first five players taken in the draft...Jack Clark, who belonged to Pete Miller, was the MVP, bashing 45 home runs, driving in 106 runs, batting .311 and walking 128 times, all in 399 official at-bats...Belgrod's Paul Molitor led in many of the other categories: batting (.382), hits (190), doubles (47) and runs (124)...The NYMSLII, as might be imagined, keeps comprehensive statistics. For batters, along with the basics, stats kept include hit-by-pitch, strikeouts, sacrifice hits and times hit into double plays.

Standings:

Standings:						
East	Won-Lost	GB	West	Won-Lost	GB	
Anthony Abilo	81	39	-	Howie Belgrod	88	32
Jeff Steinberg	60	60	21	Pete Miller	68	52
Bill Luongo	56	64	25	Eric Ferber	61	59
Franz Gritsch	42	78	39	Cory Shorr	41	79
North			South			
Dan Benschner	73	47	-	Joe Catanzaro	63	57
Bill Krolikowski	64	56	9	Steve Melchione	61	59
Ed Mallon	45	74	28	John Miller	59	61
Steve Peace	39	81	35	Bill Mallon	59	61

FAITH BAPTIST CHURCH S-O-M LEAGUE - Eight-team league that plays a 98-game schedule and calls Perkasié, PA, home...Highlight of season was Doyle Alexander pitching a perfect game against Russ Hollenbach's Giants. Alexander made George McNair, manager of the Pirates, a most happy gamer with the perfect performance...Tim Kuhn's Phillies won the league title and swept the Pirates in the World Series. The Phillies featured a pitching staff of Mike Scott, Orel Hershisier and Tim Burke, plus the hitting of Darryl Strawberry (34 homers, 86 RBI, .313 average) and Bobby Bonilla (.303). Phillies won a league-record 67 games...Eric Davis of the Pirates, however, was the MVP after setting a league record with 35 homers and driving in a league-high 91 runs...Strawberry personally destroyed the Pirates in the Series, hitting four of his team's 10 home runs in a 4-0 sweep.

Standings and leaders:

	Won-Lost	GB		Won-Lost	GB
Phillies (Tim Kuhn)	67	31	-	Astros (Jim Clymer)	41 57 26
Pirates (George McNair)	54	44	13	Cards (Don Tyson)	36 62 31
Giants (Russ Hollenbach)	52	46	15		
Cubs (Dale Moe)	50	48	17	BA: Gwynn AST	.360
Braves (Arlen Mutter)	48	50	19	HR: E.Davis PIR	35
Dodgers (John Longaker)	44	54	23	(continued on next page)	

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RBI: E.Davis PIR 91 **ERA:** Ryan DOD 2.17; Hershisere PHI 2.34
SE: Gwynn AST 43 **W:** Hershiser PHI 19-3
 K: Ryan DOD 222

ICBL - A 12-team play-by-mail baseball league that has completed eight seasons, the latest using cards based on 1987 real-life....Super advanced rules are used as are all cards (10 percent can be added to real-life at-bats and innings pitched...Murray Zabitsky of Thornhill, Ontario, proved to be a thorn in the side of every other manager in the league. His sluggers walloped an amazing 397 home runs as a team in a 162-game season. Thirteen hitters were in double digits when it came to collecting home runs. Eric Davis had 53, Jack Clark 49, Mike Schmidt 42 and Danny Tartabull 36...George Bell cracked an amazing 62 home runs and Mark McGwire was close behind with 60...League dues are \$15...Since Zabitsky has a Fax machine, stats and instructions can be quickly shipped back and forth...One of the ICBL's managers is J.P. Wright (Tornados), who played minor league baseball last summer with the Kenosha Twins of the Midwest League...Here's the managerial lineup for the ICBL: Jim MacLellan (Knowlton, Quebec; Barnesfield Blazers; teacher) Jeff Smith (Avenel, NJ; White Dragons; college student); John Pilla (Richmond Hill, NY; RH Sky Express; freight business); Ron Iwaszkiewicz I (Bloomfield Hills, MI; Hampton Barons; automotive engineer); Vic Moise (Canton, MI; Ghetto Boys; financial consultant); Ray Ross (Tacoma, WA; Rolling Thunder; physical education teacher); Ed Trecartin (Belton, TX; Nighthawks; retired army officer); Marilyn Heitman (Byron, NB; Byron Mavericks; farmer); Jim Reid (St. Stephen, New Brunswick); Willis Ringen (Topeka, KS; Topeka Owls; teacher for blind adults); and Wright (Topeka, KS; Tornados).

Standings, playoffs and leaders:

	Won-Lost	GB	Playoffs:
Toronto	127 35	-	Titans d. Thunderbirds, 4-0;
Thunderbirds	82 80	45	Mavericks d. Barons, 4-2. World
White Dragons	79 83	48	Series: Titans d. Mavericks, 4-2/
RH Sky Express	67 95	60	Mike Schmidt of Titans was playoff
			MVP after hitting .349 with seven
			home runs and 21 RBI in 10 playoff
			games.
Hampton Barons	86 76	-	
Red Devils	79 83	7	
Wrigley Bangers	71 91	15	Batting
Nighthawks	69 93	17	Gwynn .356
			Boggs .344
Byron Mavericks	90 72	-	Guerrero .343
Mooseheads	79 83	11	Fernandez .339
Topeka Owls	75 87	15	
Tornados	68 94	22	Home Runs
			G.Bell 62
			McGwire 60
			E.Davis 53
			J.Clark 49
ERA			RBI
Saberhagen 2.89			G.Bell 152
Scott 3.48			McGwire 129
Rhoden 3.58			Samuel 127
Key 3.69			Dawson 127
Candiotti 3.69			Strikeouts
	Wins		CG: Saberhagen 20
	Ryan 23		IP: Hough 300
	Hershiser 22		L: Viola 21
	Reuschel 21		Hurst 21
Saves	Morris 21		HRA: Stewart 70
Bedrosian 23	Welch 20		
Burke 17			

Note: Teams were not listed for individual leaders in report to Review.

Advertisements

Rates per issue are as follows: 25 words or less - \$1.00; 26-50 words - \$2.00; 51-75 words - \$3.00; 76-100 words - \$4.00. 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. Also, no photo-copied or reprinted cards should ever 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: Football, complete sets, 1977-1981. Please state condition and asking price. Richard Gulezian, One Robinhood Road, Windham, NH 03087

WANTED: 1967 Raideers, Cowboys, Jets; 1968 Giants, Colts. Not picky about condition. Contact: Alan Cohen, 5907 North 5th Road, Arlington, VA 22203

WANTED: 1976 complete baseball set. Must have extra players and be in good, excellent or mint condition. Will consider purchasing just the 1976 Phillies under same conditions. Contact: Rene J. Silva, 9401 SW 4th Street, Apt. 309, Miami, FL 33174 (305-220-1853 evenings and weekends only; no collect calls, please)

WANTED: S-O-M Baseball sets for seasons 1977-1983, including extras. Send years, conditions, prices to: Robert Garber, 402 North 41st Dr. #19, Phoenix, AZ 85009

WANTED: April, 1988 issue of Strat-O-Matic Review. Name your price. Send condition with offer to: Fred Floreth, 625 N. Franklin, Litchfield, IL 62056-1618

WANTED: S-O-M gamer needs your help in developing player cards for football, baseball and basketball. Will pay all reasonable costs for copies of charts, formulas, etc. on rating players/ player cards. Write: Bruce Tangeman, 512 West Perry St., Papillion, NE 68046

WANTED: The Universal Baseball Association, a 20-team PBM league, has successfully completed its 10th season. One or two teams may be available for next year. Computer users preferred. Write or call the commissioner, Patrick A. Curtis, 520 West Roscoe, Chicago, IL 60657 (312-871-2518)

For Sale

FOR SALE: I am now holding at about 1,100 individual S-O-M Baseball teams from 1930-1987. I now have over 30,000 assorted S-O-M Baseball cards from 1930-1988. I also have a new assortment of complete sets. Send a SASE (with 85 cents postage on it) for my Giant 1989 teams list and/or send your list of assorted cards that you want to: Chris Rosen, 731 Bergen St., Philadelphia, PA 19111 (215-745-5247). Special note: I have a lot of new stock and am interested in buying more.

FOR SALE: Baseball schedules. Great for S-O-M replays. Every season available. \$1 per season and SASE. 20-sided dice, \$2. Richard Breest, 1332 Greenlea Drive, Holiday, FL 34691

FOR SALE: To make mortgage payments, lifetime gamer forced to disband complete Strat-O-Matic baseball, football and hockey empire. All teams in excellent to mint condition. Too many teams to list here. Send \$1 and SASE for complete list to: David Holubec, 1865 Martingrove Road #306, (continued)

Rexdale, Ontario, Canada
M9V-3S7

FOR SALE: Show your team's true colors with 6-, 10- and 20-sided dice in your choice of nine colors: red, white, blue, black, purple, orange, green, yellow and brown. Guaranteed unbreakable. Only \$2 each postpaid. Specials: 3 for \$5, 7 for \$10. Strat player's special: 3 6-sided dice plus one 20-sided die for \$6. It's all a dice-roller needs. David de la Fuente, 41 Marshall Ave., Apt. 4, Akron, OH 44302

FOR SALE: Exact schedules and pitching rotations for all seasons,, 1901-1988. Write for quotes - all sets \$8 or less each. Add realism to your replays. Rich Pray, 533 Timber Ridge Dr., Pensacola, FL 32514

FOR SALE: Your S-O-M Baseball will be even more true-to-life and fun with my super-advanced rules, which add realism and detail while preserving the game's speed of play and accuracy. Simple rules provide outfield throwing errors and mis-played hits; more realistic base advances; injury chart with rare plays; improved wild pitch, balk and pickoff system, including errors; rundowns; infielders positioned in or back individually; outfield shallow; suicide squeeze, safety squeeze and sacrifice charts that incorporate fielding ability and the runner's speed; hit-and-runs involving the pitcher, fielders and runner's speed; and much more, all smoothly blended into S-O-M. Over 300 satisfied customers. \$9, with money-back guarantee. Richard Robb, #305-7100 Gilbert Road, Richmond, B.C., Canada V7C 5C3 (or PO Box 1776, Point Roberts, WA 98281)

FOR SALE: Several S-O-M complete sets (in near mint condition and with all extra cards, charts and rosters): Basketball - 1980-81,

1981-82, 1982-83, 1983-84, 1984-85, 1985-86, 1986-87 and 1987-88 sets. Football - 1978, 1981, 1983 1984, 1985, 1986 and 1987. Baseball - 1983, 1984, 1986 and 1987. Also, 90 percent of 1977 baseball individuals for sale plus 1927 Yankees, 1934 Cardinals, 1961 Tigers, 1962 Giants, 1962 Mets, 1965 Dodgers, A.L. Hall-of-Fame Group A and N.L. Hall-of-Fame Group A and B. Please make the best offer in writing to: Steven L. Wright, 604 Cuyahoga Court, Columbus, OH 43210 (614-293-9998, 5-11 p.m. or all day weekends; absolutely no collect calls accepted).

FOR SALE: Baseball teams - 1950, 1956, 1961, 1969, 1970, 1982, 1987 full seasons with extras, plus 1984, 1986 seasons with no extras. Three teams from 1975: San Diego, Los Angeles, Pittsburgh/no extras. All teams in good shape. Best offer receives teams. Send offers to: David Straka, 5396 Brian Ridge, Castro Valley, CA 94552

FOR SALE: 1986 and 1987 baseball sets. Hockey sets from 1985-86 to present. All five sets include extras in very good to excellent condition. Bids start at \$25/set postage paid. Also available, optional hockey rules/goalie penalty system, only \$1. Write: Phil Ledesma, 815 N. Woodlawn #142, Wellington, KS 67152

FOR SALE: 1971, 1973 football seasons (\$60 each). 1974, 1975 and 1976 football seasons (\$50 each). 1977 through 1981 football (\$40 each). 1980 baseball season complete with extra players (\$50). All football and baseball cards are enclosed in clear adhesive plastic. 1978-79 hockey season (\$50). Gerald Smedinghoff, 2319 Meadow Spring Circle, Columbus, OH (614-792-7698)

FOR SALE: 1968 Cincinnati Bengals; 1967 Dolphins, Saints, Falcons, in good condition. W. Petterson, 524 N. 17th St.,
(continued)

Grand Forks, ND 58203

FOR SALE: Complete football seasons in excellent condition. 1973 - \$60; 1974 - \$55; 1975 - \$50; 1976 - \$45; 1977 - \$45; 1978 - \$40; 1979 - \$40, or all seven sets for \$300. First-come, first-serve. Also interested in trading for baseball, 1971 and 1972 sets with extras. Will trade all seven football sets for the two baseball seasons if in excellent condition. Contact: Stan Watson, 74 Hidden Cove Circle, Sacramento, CA 95831 (916-391-9779)

FOR SALE: Single plastic card protectors for your S-O-M cards. Size: 5" x 3". Great fit; no more worry or damage. Keep your cards in great shape for years. Each 100 for \$6, which includes shipping and handling. Shawn Frye, Route 1, Box 546, Munford, AL 36268

FOR SALE: Attention statistical buffs! Imagine all statistics for your favorite season in an easy-to-read booklet. Booklet contains league standings, individual leaders and a complete rundown on every team's individual performances for a particular sport/year. No more shuffling for incomplete data in "all talk" and "no stat" yearbooks. Let the statman research your statistical needs. Sports/years available: 1901-69 baseball, \$5; 1970-present baseball, \$3; 1960-present football, \$3; 1960-present basketball, \$3; 1980-present hockey, \$3, or a sample team/year. SASE to Statman John, 7842 W. 165th Place, Tinley Park, IL 60477-2408 (312-429-9493). Special requests welcome.

FOR SALE: Baseball sets, extras and excellent condition (unless noted): 1930, '50, '56 (unused), 1968-70 (advanced ratings written), all 42 oldtimers (fair), 36 mini teams (\$14, write for availability), 1976 (\$50), 1978 (\$40), 1979 (no extras, \$30), 1985 extras (\$3). Hockey, 1977-80 (\$15). Money order co: Marc Jacobson, 555 Crown St. #3F, Brooklyn, NY 11213

FOR SALE: S-O-M Hockey sets, seasons 1977-78 through 1987-88. Contact: Marty Stimac Jr., 2454 W. Foster #2, Chicago, IL 60625. SASE only.

FOR SALE: Tired of doing your instructions at the start of each season? Too much like homework? For \$20 you get instructions with lineups. All you have to do is write in series number, opponent and starting rotation. Not only saves you time and effort but gives you independent insight into your team and maybe a new slant. Service provided by highly successful 10-year veteran of PBM wars. For an extra \$5, get a scouting report/numerical breakdown of your team. Send money and relevant information to: Murray Zabitsky, 199 Mullen Drive, Thornhill, Ontario, Canada L4J 2V8

League Forming

LEAGUE FORMING: The Can-Am League, an existing, well-established play-by-mail league in existence for eight years, is looking for experienced play-by-mail managers to take over existing franchises in a 24-team league of A.L. and N.L. players. We have a 162-game schedule utilizing all super-advanced rules, annual draft, trading, etc.; as close as you can get to the real-life thrill of owning your own major league team. If interested, write or call: John Pilla, 91-17 110 St., Richmond Hill, NY 11418 (718-849-7774)

LEAGUE FORMING: Wanted - one super reliable manager. The ECBA, a 16-year-old, face-to-face and PBM baseball league, is looking for a manager in the Central New Jersey, Allentown, Philadelphia area to join our league for 1990 before our rookie draft. We are a 12-team league with two divisions. Approximately 90 of our 162-game schedule is played face-to-face within each division. Must be 25 and be able to follow (continued)

a timetable. Constant newsletters throughout the year. Once a player's yours, he's yours. Franchises continue; it's as close to being a real G.M. as you'll get. Go for youth and build your own team through trades and our rookie draft. Unbelievable talent available. Roster limit. All cards used to 110 percent of real-life stats. No one-year wonders need apply. We're looking for someone for many years. Chris Franco, 18 Reading Road, Apt. J, Edison, NJ 08817 (201-549-1363)

LEAGUE FORMING: Franchises available in the United League of Moderate Gamers (PBM draft league) as it expands from 12 to 16 teams for its second year. We also need reliable backups and replacements for current corps of GMs. Super-advanced rules, 162-game schedule that requires you to play 3-5 games per week with no waiting on others. Call 216-678-8116, or send information and SASE to: Todd Burkes, 1002 Lake St. #F-433, Kent, OH 44240

LEAGUE FORMING: We need more managers to start a face-to-face league in Contra Costa County, CA. Four games a night, one night a week. This will be a draft and continuous ownership league. Call: John Felles (415-947-2340 days; 415-370-7267 nights).

LEAGUE FORMING: Well-established face-to-face super advanced football league is looking to expand and continue our past success. We will be starting our 12th season and have been well-documented in the Review. We are located in the beautiful Sullivan County Catskill Mountains in Liberty, NY. We play on the average of once a week and are flexible. If you're looking for a well-organized league (run by local businessmen), great stats, halftime festivities and a great time, give us a call. Everyone gets a shot at a solid playoff team. Wayne Benton

(914-292-4119) or Norman Evansky (914-292-5799)

LEAGUE FORMING: Nationwide PBM basketball league is expanding to 18 teams for its 13th year and has two immediate openings. Good players available. Our 44-game schedule (22 home games, from October to April) and our mature coaches have made us a success. If interested and reliable, call Richard Robb (604-270-4596)

LEAGUE FORMING: Managers wanted for forming a new PBM league. Continuous rosters, drafting as soon as all managers are aligned. Super-advanced rules. Any honest manager who can meet a deadline consistently is welcome. Contact: Mike Davis, 2211 23rd Street, Rockford, IL 61108 (815-398-9016) or Darin Davis (815-874-3429)

LEAGUE FORMING: The Coast-to-Coast AL (CTCAL) is a highly successful 12-team, super-advanced, PBM league utilizing AL players. The CTCAL features: (1) Face-to-face winter meetings, soon to take place during spring training; (2) A hefty operating budget to ensure league success; (3) Mature, responsible, fanatical group of franchise owners (1/2 over age 30); (4) Weekly standings and quarterly newsletters; (5) A unique, sophisticated playing format, including limited drafting of minor leaguers, computerized injury determination, rotating administrative responsibilities, etc. The CTCAL is seeking mature, creme de la creme type managers to take over start-up franchises in a sister National League we plan to start this fall. AL back-up managers sought as well. If interested, please respond, with appropriate detail and SASE to: Robert Smith, 2124 East 69th Street (side door), Brooklyn, NY 11234

LEAGUE FORMING: Managers and coaches for Michiana Indoor S-O-M League. Call: Ken Donnelly, South Bend (234-9381); Pat Tafelski, (continued on back page)



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Advertisements

(continued from page 23)

Mishawaka (259-3657); Kevin Frick, Walkerton (656-4827).

Contest

CONTEST: Three separate northern Indiana tournaments. Your choice or try 'em all. October 1 - College

Football in the land of Rockne. December 3 - Advanced and super-advanced baseball. January 21 - Pro Football. Contact: Ken Donnelly, 55657, Fairview Lane, South Bend, IN 46628 + 1107 (219-234-9381). Enclose long SASE, please.