



## 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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### Defenses take beating in new set No superstar cards in pro football

There were some stars in Strat-O-Matic's latest set of pro football cards. But there weren't any superstar cards, either on offense or defense.

Sure, Eric Dickerson led the NFL in rushing, gaining over 1,600 yards. And Boomer Esiason can boom the ball, long or short. Jerry Rice of the 49ers is probably the closest to superstar status when it comes to cards, however, as San Francisco's big play flanker has long gains, guessed right or wrong, on Nos. 5 and 7, a gain of 26 yards on No. 6 (right or wrong), and a long gain on No. 4 and 96-yard strike on No. 2, both guessed wrong.

Rice also had three long gains, guessed wrong, on short passes: 3, 6 and 11. And he even had a couple on flat passes: 2, 11 and 12.

Joe Montana has a super card on flat passes, is nearly as good going short, but is so-so trying to connect long.

The defenses, however, make the offenses look better, as there's only one excellent pass defense (Minnesota) and one excellent run defense (Houston).

The 28-team breakdown for pass defenses was seven teams above average, nine average and 12 below average. Against the run, 14 defenses were above average, seven average and seven below.

There wasn't a "very poor" defense, so for some porous teams it could have been worse.

#### MANY NEW RUNNING BACKS

Warren Newell, co-editor of the Review, conducted his annual perusal of the new football cards and here are some of his observations:

\* Many new faces made instant reputations for running the football as the likes of John Stephens, Gary Anderson, Ickey (Shuffle) Woods, (continued on next page)



\* Playing Tampa Bay and Vinny Testaverde is going to be like riding a roller coaster as Testaverde has many good gains, but also many interceptions. Tampa's quarterback does have a good card when must run comes up.

\* Washington doesn't have any fumble recovery chances on its defensive cards.

\* Cincinnati has enough offensive weapons to fill the Los Angeles Coliseum. Esiason connects for +16 yards on No. 7 throwing short on all three results, guessed right and wrong and receiver two-timed. In the short pass column, guessed wrong, only Nos. 3 and 10 are blank.

Icey Woods is another for whom 7 is a lucky number. Woods has short gain straight across. James Brooks isn't too shabby, either. Brooks has three short gains, and also +23 and +21 results, guessed wrong going off-tackle. The others are on Nos. 7 and 9. On an end run, Brooks has short gains on 3, 6 and 10, +25 on 2, +18 on 7, +21 on 11 and +51 on 12. And flanker Eddie Brown rivals Rice for deep strikes, having long gain on guessed wrong numbers of 6, 7 and 8, plus an 86-yard gain on No. 2.

\* New England doesn't have any fumbles on its running cards. John Stephens has a solid running card with very few losses. Quarterback Steve Grogan, who was intercepted 9.3 percent of the time, has a straight +33 interception on No. 7 throwing long.

\* Houston is not only rated "excellent" against the run, but the Oilers can cause a fumble on No. 6 (2-8, 11, 12).

\* Atlanta's John Settle, another member of the "Who is that Guy Club?," has a solid running card with very few losses.

\* Jim Kelly of Buffalo has a good all-around card - he's solid with all three types of passes - plus he's also a good runner. Buffalo's pass defense is among the better ones, being rated "good."

#### KANSAS CITY AWFUL OFF-TACKLE

\* Kansas City, even though its pass defense is rated "good," can be shredded by ground attacks. Going off-tackle against the Chiefs, opposing runners are treated to these gains on rolls of 7 (9, 9, 6) and 8 (short gain, short gain, 7).

\* San Francisco, like Cincinnati, has plenty of firepower. Rice, as previously mentioned, may be the best of them all. Roger Craig is another two-way threat out of the backfield and Montana, although no great shakes throwing deep, is on-target on flat and short passes.

San Francisco's defensive secondary has three 5s and a 6 (free safety Ronnie Lott). John Taylor, the 49ers' only punt returner, has TD on No. 3, +22 on 5 and +14 on 9.

\* Both of San Diego's kickoff returners, Jamie Holland and Anthony Miller, have touchdown on a roll of 2. Gary Anderson has short gain on No. 7 straight across on off-tackle and end runs. He's outstanding.

\* Dan Marino is the Marino of old, with long gain straight across on No. 7 and +29 across on No. 8 when throwing long. But Marino can't offset one of the worst defenses in the NFL (poor against the run and very poor against the pass).

\* Minnesota has an "excellent" pass defense rating, but still has long gain on Nos. 4 and 5, and defender X or long gain, with 0 men in the zone. However, with 1-man in the zone, a roll of 7 results in an interception +32, 2-11.

\* Philadelphia is awesome against lineback and off-tackle runs. Randall Cunningham is closing in on superstar status as he has a fine passing card and is a great runner.

\* Dickerson is old reliable for the Colts, with short gain across on No. 8 and a plethora of 5 and 6-yard pickups. Placekicker Dean Biasucci hits field goals from 33-37 yards on rolls of 2-6, 11 and 12.



Neal Anderson, John Settle, Earl Ferrell, etc., were at the top of the rushing charts. "The old guard seems to be gone," said Newell.

\* There were many terrible pass defenses - "It seems like more long gains on the cards than usual" - and there also appears to be a dearth of "6" defenders.

\* Herschel Walker of Dallas has an exciting two-way card. But the real excitement on the Cowboys is the long pass defensive card, which has long gain, or long gain possibility, on every number but 7 with 0 men in the zone. Nos. 3, 4, 5, 11 and 12 are straight long gains, No. 2 is if the roll is 2-11, Nos. 8 and 9 depend on the defender's rating and Nos. 6 and 10 are "receiver." Ouch.

### Football card corrections

Two changes are needed on the new pro football card sets, according to S-O-M. The most important one is that Neil Lomax's flat pass results are wrong on No. 11. In the guessed right column, make it: Int +5,

2-4

X, 5-12

Guessed wrong it should read: Int +5,

2-3, 12

X, 4-11

The mistakes were typing errors.

The other mistake wasn't as noticeable.

But many gamers called the game company when they discovered Lomax, who had a 2.5 interception percentage, had been given 2-9 (guessed right) and 2-8, 11, 12 (guessed wrong) to be intercepted on No. 11, flat pass.

Fullback John L. Williams' pass block rating was where the other correction should be. Williams, Seattle's fullback, should be a "7" instead of a "6" in the pass block column.

\* Chicago's Neal Anderson is another good runner/receiver two-way threat. And he has almost no losses on his rushing card.

\* Greg Bell, the unsung running back for the Los Angeles Rams, has short gain across on No. 8 for guessed right and wrong on all three kinds of runs. "Jim Everett is excellent," according to Newell who, conversely, points out that LA's listing as average against the long pass doesn't appear to jibe with the card (which is filled with long gain opportunities).

\* Bernie Kosar of Cleveland is an excellent percentage passer. In fact, the Browns have three excellent on-target throwers in Kosar, Mike Pagel and Don Strock. Cleveland also features a defensive secondary that has three 6s in cornerbacks Frank Minnifield and Hanford Dixon and free safety Felix Wright. Free safety Brian Washington is a 0.

\* JoJo Townsell, the Jets' only punt returner, has a TD on No. 2, 11-yard run on No. 4 and 23-yard scamper on No. 6. The Jets' pass defense against the bomb is bad, with another lineup of long gains with 0 men in the zone.

\* Green Bay's Ron Pitts has only one gain - TD on No. 11 - among all his punt return numbers. The Packers are fumble-prone, having a 2-9 chance of fumbling on No. 5 and a fumble, without any split chance, on No. 10.

(continued on next page)



# Here are suggestions for computer baseball

By GORDON HOLCOMB, Albany, OR

I applaud Strat-O-Matic's plans to expand and upgrade the computer version of S-O-M Baseball, as mentioned in the Strat-O-Matic Review (June, 1989).

The following comments and suggestions are based on two years use of the IBM version:

## 'LOOK AND FEEL'

I think that one of the biggest problems with the current version is that it has the "look and feel" of a program written in about 1982. Some examples are the slow screen repainting, the inability to put the whole system on a hard disk and the overall inflexible and unfriendly nature of the program.

## BETTER BASEBALL

The following are specific complaints that I have had with the current version:

- (1) The player rosters are limited to only 25 players.
- (2) The game uses incorrect scoring methods on game-ending non-home run hits, which "score" more than one run.
- (3) A better implementation of the DH rule is needed.
- (4) It lacks a manual override in the automatic version. A manual override would allow the input of results in situations governed by special rules, or to easily correct mistakes.
- (5) The inability to take back the last play of the game and to take back a mistake made during lineup changes.
- (6) There is an incompatibility with the card version "X" and "e" charts. Catchers turn double plays and infielders commit a very large number of two-base errors.

## FOR EASE AND ENJOYMENT

The following is a list of suggestions to increase the ease and enjoyment of the game:

- (1) The ability to store two batting orders (one for left-handed pitchers and one for use against right-handed pitchers) instead of just one. Included in this should be a way of storing the position that they play in this lineup.
- (2) It would be nice to have the dice roll displayed for sacrifices, hit-and-run plays and for X-chart plays.
- (3) The ability to select the parameters and options that you use most often and to have them stored so that you don't have to input them each game.

Editor's note: The above letter is the first response received by the Review to the game company's call for suggested improvements in the computer baseball game. In the June issue it was noted that S-O-M planned changes in its computer game and gamers were asked what changes they would like to see in a new and improved version. A copy of the above letter was also sent to the game company.

If a change you want is not included on Holcomb's list, send your suggestion to: Strat-O-Matic Game Co., Inc., Computer Division, 46 Railroad Plaza, Glen Head, NY 11545.



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Chuck Osmak, a dental officer with the U.S. Navy and stationed at Oak Harbor, WA, also has some suggestions for what the new and improved Strat-O-Matic Baseball computer game should include:

"1. As with many others, I prefer the option of a computer opponent. It would make solitaire games much more interesting, entertaining and seem less of a chore while completing the schedule. I guess computer versus computer would be nice for some games, but I could take it or leave it.

2. I would like to see a random chart for odd plays, ejections, rainouts, etc. Before I purchased the computer version I would regularly 'rain out' some early season games to be made up at a later point in the season, or recorded as a rain-shortened game.

It was called the 6-12 chart. Everytime three six's came up we went to the 6-12 chart and rolled all three dice again and found an exotic outcome to the play from catcher's interference to removal of the pitcher for throwing a 'wet one.' This is real baseball; it happens and as of now the computer version does not allow this to take place.

3. I'd like to see the game company put out the best season disks for its past season teams (1961, 1970, 1956). I've got these great seasons but am unable to use them with the electronic game. Also, how about allowing us an input disk to add our old teams that S-O-M doesn't plan to make available on disk? We could take the data off the cards we now have.

4. How about a standings compiler along the lines of the league leaders with the option to print the standings? Also, team stats that print out without the hassle of going into the stats edit mode. Also, eliminate the ridiculous GWRBI.

5. Better display of the strategy chart for sacrifice and hit-and-run, etc.

6. Also on team roster, list right, left or switch-hitting and throwing. How about an asterisk next to pitchers who need only three days rest between starts? Maybe even results to the screen on every play result instead of just fielding chart and split draws. Would this eliminate the need to have cards? Good question!

7. How about putting a schedulemaker into the package? Something that if you entered the number of teams and the number of games for the season (up to 162), it could print out a randomly arranged schedule including doubleheaders, off days and an all-star game and break at about mid-season?

If S-O-M is revising the game, why not ask for the moon?

8. Have an injury roster on the lineup card so in case you inadvertently forget Chris Brown is hurt (again), you won't put him into the game. I used to write this on the top of the card.

Also, don't forget to expand the team rosters to at least 30 players, to allow for trades.

These are all things that I do now for myself and it would be great to have incorporated into the game. I am glad S-O-M is taking an open mind to suggestions and even if I don't see 'my' changes, I'll at least have shared them with others."

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## New computer baseball ahead of schedule

Latest word from Strat-O-Matic was that the new computer baseball game, using IBM, is slightly ahead of schedule. Many of the suggestions on the preceding pages are certain to be included in the new computer version that is being worked on by S-O-M's Bob Winberry (June, 1989).



# Make that six computer replays

## Watson completes another N.L. season

Who in the Strat-O-Matic world averages 4-6 games per day and 25 games over a two-day weekend while replaying a baseball season via computer?

That's an easy one. It has to be Stan Watson, the computer-game buff from Sacramento, CA.

And, of course, it is.

Watson has replayed the 1988 National League season, giving him five N.L. computer replays (all using the manual version).

"I received the new cards on January 26...and completed the last regular-season game, 972 games all told, on June 1," says Watson of his latest solitaire venture. "The playoffs were played June 10. The season yearbook took about 2 1/2 weeks to complete."

Watson decided to keep a log of his game-playing and figured out that he averaged 7.65 games a day, which included 4-6 games on weekdays and 25 for weekends.

Watson says that future computer replays may not be done in such quick-time, however. "The arrival of our first child, which is due in August, will likely cause me to plug along at a much slower pace." Softball, another favorite pastime of Watson, also curtails game-playing in the early spring and summer months.

### METS, DODGERS MEET IN PLAYOFFS

"The offenses were a little stronger than in real-life," notes Watson of the replay, "primarily because players had more playing time. The pitching stats were very close to real life."

Some of the pitching records were more than close - they were exact. David Cone of the Mets was an identical 20-3 in the replay, the same as real life. Danny Jackson was also right-on, compiling a 23-8 record, the same as his actual mark.

Orel Hershisier was 22-9 (23-8 real-life) and Rick Reuschel was 18-12 (19-11).

Both the New York Mets and Los Angeles Dodgers won their respective divisions, just as for real. And their playoff series went the full seven games, also just as in real life. Only change was that the Mets, rather than the Dodgers, prevailed in that decisive seventh game.

Whereas L.A., behind Orel Hershisier, won in real life, 6-0, the Mets won a slugfest in the computer version, 7-6. Hershisier went seven innings and was touched for six runs (five earned), nine hits and two home runs. Mets' starter Bob Ojeda didn't fare much better, serving up six runs (three earned), nine hits and a homer.

Dave Magadan's two-out, run-scoring single in the eighth inning snapped a 6-6 tie. Terry Leach got the win and Randy Myers (one hit over two innings) the save.

Earlier, Hershisier had won game one, 3-2, tossing an eight-hitter and striking out nine, and then fired a two-hitter in a 2-0 triumph in game four.

Atlanta's Gerald Perry won the batting title with a .328 average (.300 actual), while real life hitting king Tony Gwynn finished at .308, five points lower than his actual average.

Ballparks, according to Watson, had good and bad effects on some of the performances. "The ballpark did play a big part in Kal Daniels' season, with 24 of his 32 homers coming in Cincinnati. Ron Gant hit 16 of his 17 home runs in Atlanta...and (Darryl) Strawberry hit 30 of his 45 home runs away from Shea Stadium."

Watson also points to Chris Sabo and Vance Law as computer favorites, players who had "career" years although their real life perform-

(continued on next page)



ances weren't quite as glittering. "Somehow," says an amazed Watson, "they bribed the computer split deck in their favor as they always got the low chance home runs when they came up." Sabo hit 23 and Law 22.

The Mets, thanks to Dwight Gooden and Cone, dominated the pitching. Gooden won his 100th career game (in five replays) and Cone, after a 4-3 start, reeled off 16 straight wins to finish 20-3.

John Franco of Cincinnati broke a N.L. record by getting 46 saves and the Mets' Myers had an almost invisible 0.70 earned-run-average (five earned runs in 64 innings) with 75 strikeouts and 29 saves.

EVERYONE TRAMPLED ON ATLANTA

Looking at the replay, Atlanta got off to a Baltimore Oriole-like start, losing its first 11 games, getting untracked briefly, and then managing to win only 38 games while losing 124. The Braves were so bad that they led the league in walks allowed (547) and errors (191).

Conversely, the Mets' pitching staff had an ERA of 2.86 and produced five starters with 15 or more wins. Pittsburgh, though, was the most improved team in the East, racking up 16 more wins than a year ago when it was in the basement. Barry Bonds (33 homers, 86 RBI), Bobby Bonilla (.291, 29, 117) and Andy VanSlyke (.301, 26, 102) were the main cannons on the attack.

Chicago had Rookie of the Year Mark Grace (.325) and Andre Dawson (.323, 30, 120). The Cubs led the league in runs scored and batting average. Greg Maddux got off to a 9-1 pitching start and, after losing eight of his next nine decisions, finished strong for a 16-11 record.

L.A. IS BEST IN WEST

The Cardinals ran wild on the basepaths again, stealing 250 bases, led by Vince Coleman's 101. New acquisition Tom Brunansky finished with 36 homers and 112 RBI.

Glenn Davis of the Astros set a record by driving in 149 runs. Mike Scott had his third consecutive 20-win season (20-9), Nolan Ryan was tops in strikeouts with 250 and reliever Larry Andersen had a string of 32 1/3 innings without giving up an earned run.

Cincinnati featured Daniels (.325) and Barry Larkin (.308), although Larkin committed 34 errors. Eric Davis, the previous season's MVP, batted only .257 with 22 homers and 178 strikeouts.

San Diego's Dennis Rasmussen was super, although he didn't come close to winning 20 games. His 16-10 record and 2.76 ERA were overshadowed by Rasmussen's feat of giving up only eight home runs in 222 innings - and in a hitter's park. Reliever Mark Clear had 34 saves and 1.95 ERA.

Los Angeles had a good blend of solid pitching and timely hitting. Kirk Gibson produced a .323 average and joined the 30-30 Club (30 home runs/30 steals).

One inexplicable happening took place when, on Aug. 21 of the schedule, Jack Armstrong - you've gotta love that name - turned in an All-American boy pitching performance. On that day, Armstrong shut out the Cardinals on five hits, 10-0. In his other 14 starts for Cincinnati, Armstrong pitched 70 innings, was ripped for 93 hits and 18 home runs and walked 49. His ERA was 7.81 and his record 0-10.

And that's the way it was in Watson's replay of the 1988 National League season.

Playoffs, standings and leaders:

Game 1		Game 2		Game 3	
Mets	2	WP: Hershiser	Mets 3	WP: Cone	Dodgers 2
Dodgers	3	LP: Gooden	Dodgers 1	LP: Tudor	Mets 0
(continued on following page)				HR: Hamilton	



Game 4  
 Dodgers 2 WP: Hershisier  
 Mets 0 LP: Darling

Game 5  
 Dodgers 0 WP: Gooden  
 Mets 3 LP: Belcher  
 HR: Dykstra

Game 6  
 Mets 8 WP: Cone  
 Dodgers 5 LP: Tudor  
 HR: Jeffries 2,  
 Teufel; Gibson

Game 7  
 Mets 7 WP: Leach HR: Dykstra, McReynolds;  
 Dodgers 6 LP: A.Pena Gibson

East	Won-Lost	Real	GB	West	Won-Lost	Real	GB
NY Mets	106 56	(100-60)		Los Angeles	99 63	(94-67)	-
Pittsburgh	85 75	(89-73)	17	Cincinnati	89 73	(87-74)	10
Montreal	79 83	(81-81)	27	Houston	85 77	(82-80)	14
Chicago	77 85	(77-85)	29	San Francisco	84 78	(83-79)	15
Philadelphia	75 87	(65-96)	31	San Diego	76 86	(83-78)	23
St. Louis	75 87	(76-86)	31	Atlanta	38 124	(54-106)	61

Batting	Home Runs	RBI
Perry ATL .328	Strawberry NY 45	G.Davis HOU 149
Daniels CIN .325	McReynolds NY 40	Strawberry NY 131
Grace CHI .325	G.Davis HOU 38	W.Clark SF 130
Gibson LA .323	Brunansky SL 36	Galarraga MON 121
Dawson CHI .323	Bonds PIT 33	Dawson CHI 120

H:	ERA	Wins
Larkin CIN 203	Hershisier LA 2.17	Jackson CIN 23-8
2B: D.Murphy ATL 47	Cone NY 2.28	Hershisier LA 22-8
3B: VanSlyke PIT 19	D.Robinson SF 2.43	Gooden NY 21-6
R: Strawberry NY 113	Gooden NY 2.46	Cone NY 20-3
Bonds PIT 113	Jackson CIN 2.62	Scott HOU 20-9
SB: Coleman SL 101		
OB%: Daniels CIN .420		

Strikeouts	Saves	CG:
Ryan HOU 250	Franco CIN 46	Hershisier LA 18
DeLeon SL 238	Worrell SL 39	SH: Hershisier LA 6
Cone NY 228	M.Davis SD 34	Darling NY 6
Scott HOU 222	Bedrosian PHI 32	Cone NY 6
Leary LA 208	D.Smith HOU 32	CG: Hershisier LA 18
		HRA: Browning CIN 36

MVP: Strawberry NY; Cy Young Award: Hershisier LA

## 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 formula, which would be necessary to answer some of the questions completely.

**QUESTION:** Does the game company anticipate abandoning its policy of allowing customers to purchase merchandise COD in the near future? I buy almost 100 percent of my items via the COD method. (Mike Craney, Loogootee, IN)

**ANSWER:** S-O-M has no plans at this time to discontinue COD sales.

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## TBA action heats up this summer

It didn't quite rate with a space shuttle liftoff, but the Table Baseball Association had a historic happening the weekend of August 4-6 when the Long Island tournament attracted a record crowd.

"We had 60 people and that's only been surpassed by the 70 we had at the World Tournament," says TBA organizer John Kreuz.

At least three of S-O-M's employees stopped in to watch the dice-rollin' action. The creator of Strat-O-Matic, Harold Richman, was on the scene. Also in attendance were Steve Barkan, the man who tests the computer game as well as researches past-season baseball teams.

Kreuz had an opportunity to meet Bob Winberry, S-O-M's recently hired computer programmer. "I talked with them all for a long time," says Kreuz. "I enjoyed that as much as the tournament."

As far as the tournament, Kreuz said: "It was just perfect. It was everything I hoped that it would be. I think Richman was duly impressed. The plans next year are to run two tournaments on Long Island."

### FOUR MORE TBA KINGS CROWNED

All told, four more TBA tournaments have been held. Along with the bash on Long Island, tourneys were staged at Baltimore, San Diego and Dallas. At all the TBA stops, excepting Baltimore, attendance records were set.

"That was gratifying to me," says Kreuz. "People are appreciative of my efforts and many of them continue to come back and play." Kreuz has also encouraged new tourney gamers to get involved by forming pools for those who don't have the experience.

In fact, the Long Island tourney was won by newcomers, the co-manager tandem of Howard Meyers and Robbie Wachtel of Bellmore, NY. The duo finished ahead of Steve Meyerson of Brooklyn, NY, and earned a berth in the TBA World Tournament, Jan. 19-21, 1990, in Chicago.

At Baltimore, Joe Mleczo of Edgewood, MD, was first and Jim Schwanebeck, the college math professor who resides in Towson, MD, came in second.

The father-son team of Steve P. and Steve B. Garrett, from Spring Valley, CA, captured first-place honors at San Diego, with the duo of Ray Capocchi-Steve Walker, from Burbank, CA, runner-up.

Paul Patrick of Goddard, KS, won at Dallas and Rick Fox, the surgeon from Jacksonville, IL, was his closest pursuer.

Kreuz, who recently celebrated, along with his wife Joyce, wedding anniversary No. 14, says that September will be another busy month for the TBA, with tournaments set for Philadelphia (8-10), Chicago (15-17) and Toronto (29-Oct. 1).

### 1989 POINT STANDINGS

1. James Schwanebeck, Towson, MD.....159
2. Ed Scofield, Stratford, CT.....121
3. Jim Jasper, Schaumburg, IL.....107
4. Bill Meinhardt, Malden, MA.....105
5. Howard Meyers, Bellmore, NY.....98
6. Bob Scofield, Stratford, CT.....96
7. Joe Mleczo, Edgewood, MD.....91
8. tie, Rick Fox, Jacksonville, IL...98
- Joe Janssen, Hastings, MN.....98
10. tie, Jeff Watson, Upper Darby PA...89
- Kevin Vedrine, Mt. Prospect, IL...89

John Kreuz's address: 4732 Laurel,  
Glenview, IL (1-312-635-6747)

### LIFETIME POINTS STANDINGS

1. Jim Jasper.....455
2. Bill Meinhardt.....392
3. Bob Scofield.....370
4. Jeff Watson.....344
5. Bill Fenlon,  
Chicago, IL.....337
6. Kevin Vedrine.....329
7. Jim Battista,  
West Chester, PA...324
8. Jay Rader,  
Yonkers, NY.....293
9. Greg Jeffrey,  
Jersey City, NJ....291
10. Jim Schwanebeck.....290



## Baseball playing tip

# Ingredients of good batting order

By TOM FISH, San Bernardino, CA

**Element 1 - The Leadoff Man:** A good leadoff man should have and be able to do the following, in order of importance: (a) have an excellent on-base percentage, (b) be able to reach scoring position on his own (i.e., be able to steal bases), (c) have enough speed to score consistently from second base on a single.

**Element 2 - The Number Two Man:** The number two man should have good bat control and also be a productive hitter. It is important to "bunch" your best hitters together and the number two man is the key to this. He needs to have good bat control, but not at the expense of a good hitter.

The correlation of runs scored in the No. 2 slot to the total runs scored by the team is closer than for any other position (Bill James, "1986 Baseball Abstract").

**Element 3 - Bunching:** A team's best hitters should be "bunched" together in the order. Simply put, if your best hitters are spread out with poor hitters in between, you would get three outs before four hits (and one run) were accomplished. But with your best hitters together the chances of you getting four hits (and one run) without making three outs yet are much greater.

**Element 4 - The Best Hitter:** The best hitter should bat near the top, preferably as one of the first four hitters. The higher in the order a team's best hitter bats, the more at-bats and run-scoring opportunities he will have.

**Element 5 - Clutch Hitters:** Most, if not all, of your "clutch" hitters should bat in the No. 4 through No. 7 positions in the order. Those are the positions that are up most often when a clutch situation occurs.

The second most grouping is the No. 8 and 9 positions, and the No. 1 through 3 positions come up the least often (they automatically lose any clutch possibility in their first trip to the plate).

**Element 6 - The Number Five Hitter:** The fifth man in the order should have a decent on-base percentage. On the average the No. 5 hitter leads off more often than any other position, except for the leadoff hitter.

**Element 7 - Heavy Home Run Hitters:** Big homer hitters should bat no higher than fourth and no lower than sixth. Batting them there increases the chances that they'll come to bat with runners on base, and decreases the chances that they will be walked with a weak hitter batting right behind.

**Element 8 - Doubleplay Hitters:** If at all possible the batters that will hit into the most doubleplays should follow either a speed hitter (because he'll steal second often and eliminate the doubleplay) or a low on-base hitter to reduce the chances that he'll come up in a doubleplay situation.

**Editor's note:** Tom Fish is a longtime manager in Strat-O-Matic Baseball play-by-mail leagues and a frequent contributor to the Review.



# How to build baseball winner

## Ringen offers tips...after watching others roll 'em

By WILLIS RINGEN, Topeka, KS

It was with interest that I read the letter in the May issue of the Review from Gary Wnek, a charter member of the PHSL Hot Stove league of which I am commissioner. In the 13 years of the league, Gary has never won a divisional championship and, as he said, seldom finished over .500, though he is usually near the .500 mark. In the season just completed, Gary was 82-80.

Your answer to Gary when he asked what he was doing wrong was "Did you ask Willis Ringen what you are doing wrong?"

Maybe my comments on how to have a winning team will be of interest to other readers.

First a little background on myself. I am a 59-year-old gamer and have been playing Strat-O-Matic for about 15 years. Currently I am playing in five different play-by-mail baseball leagues besides being commissioner of the PHSL, which I do not play in. Over the years I have played in 30-some different leagues, most of which folded for various reasons.

I am not an expert on how to build a winning (or championship) team if you go on my record. I have won very few championships with any of my teams. However, I have noted what managers I have been associated with have done to build winning teams.

It appears to me that the way to build a championship team is to continually improve a team by: 1. Trading; and 2. proper drafting.

### SOME MANAGERS ARE ALWAYS BIG WINNERS

There are several managers who consistently have championship teams, or teams who are always near the top of the standings. These include my sons, Terry Ringen (Bryon, NE) and Deron (Topeka, KS), Doug Crandall (Deerfield, KS), Paul Patrick (Goddard, KS), C.J. Shull (Olathe, KS) and Murray Zabitsky (Thornhill, Ontario).

Each of these have different methods of building and keeping a top-notch team, plus there are similarities for each. All six invariably do a good job of drafting and all of them trade quite a bit, but some trade more than others.

C.J. and Paul build teams similarly. Both are usually platoon managers, that is they have one lineup for opposing right-handed pitchers and another lineup for opposing left-handed pitchers. In drafting and trading they go more for specialty types that can be used rather than the "big names."

Deron is different, but just as successful. Deron tries to get the best player at each position and stays with a set lineup. He doesn't trade a lot, but when he does it usually is a blockbuster. For example, the latest trade Deron made he sent Tim Raines and Joe Magrane, along with two draft picks, for Kevin Mitchell, Kevin McReynolds, Tim Leary and Lance McCullers.

### 110 WINS MEANS YOU'RE SUCCESSFUL

In the recent PHSL season, Deron won 110 games with a lineup of Will Clark (1b), Ryne Sandberg (2b), Buddy Bell (3b), Jose Uribe (ss), Benito Santiago (c) and Raines, Tony Gwynn and Pedro Guerrero in the outfield, with Barry Bonds as a defensive replacement for Guerrero.

His pitching staff consisted of Orel Hershisier, Magrane, Sid Fernandez and Dennis Martinez. Danny Darwin was a part-time starter. Todd Worrell, Ken Dayley and Tim Burke were his primary relievers. He also

(continued on next page)



had Bobby Bonilla on his team to replace the retired Bell.

Deron lost in the recent PHSI playoffs to Paul Patrick's team, which consisted of infielders Von Hayes, Randy Ready, Jose Oquendo, Ozzie Smith, Vance Law, Tim Teufel and Tim Wallach; catchers Mike LaValliere and Lance Parrish; outfielders Kal Daniels, Eric Davis, Andre Dawson, Bobby Dernier, Deon James and Len Dykstra.

His starting pitching was Mike Scott, Nolan Ryan, Ron Darling and Eric Show, with Mark Davis as a swing man. Pat Perry, Jeff Robinson, Andy McGaffigan and Roger McDowell formed the bullpen.

#### TRADING IS WAY TO TRANSFORM BAD TEAM

Terry Ringen and Crandall both enjoy taking over a very poor team and building it into a pennant contender. Both have been successful. Both do it primarily via trades. Neither hesitates to trade a star player, especially if they can get two star players in return.

However, Doug also goes for high draft picks. He usually ends up with three-to-five first-round draft picks. Terry loves to trade players and it is not unusual for him to be involved in 10 or more trades in a season. His motto in trading is: "Be sure when you trade that your team is a little bit better than it was before the trade."

Murray also builds his team through both trading and drafting. The league Murray plays in allows drafting of 'prospects' (i.e., players who do not as yet have an S-O-M card). Murray has already drafted such players as Ken Griffey Jr., Junior Felix, Derek Park, Ben McDonald, Ty Griffin and Ramon Martinez.

#### RULES FOR DRAFTING, TRADING

In summary, the results of these successful managers can be listed as follows: 1. Draft smart; 2. Trade shrewdly.

Some consensus drafting rules include:

1. Your first-round draft pick should be someone who has the potential to be a "franchise" player.
2. Seldom will a pitcher be a franchise player, and never a relief pitcher. Examples of potential franchise players available in most of the draft held this year included Greg Jefferies, Mark Grace, Chris Sabo, Damon Berryhill, Gary Sheffield and Jay Buhner.
3. Do not pick a relief pitcher before the third round unless you really don't need anything else, or if the draft is very thin, or if the reliever has a chance to be an impact pitcher such as Tom Gordon of Kansas City.

Trading rules:

1. Don't be afraid to trade.
2. Don't trade for the sake of trading.
3. Be as certain as possible that any trade made will benefit your team, either immediately or in the future.
4. Don't get "married" to a player just because he is one of your real-life favorites, or just because he had always been on your team or because you gave up a lot to get him. If you can improve your team by trading him, then trade.

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### The Review staff

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 Production: Karen Newell (Otsego, MI).  
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## Basketball playing tips

# Randomness added to action deck

Anthony Giacobbe Jr. of Staten Island, NY, wants some randomness instead of regimentation in Strat-O-Matic's Pro Basketball game.

Precisely, what Giacobbe did was to tinker with the action deck. "I felt frustrated that a given split (action) card reading, such as a RG (right guard) to C (center) pass, could not occur more than once in a quarter," he says.

"It seems to me that this reduces the true random nature of each game," continues Giacobbe, 22, a recent graduate of Georgetown University who will be attending Columbia's Law School/Business School this fall.

What the league that Giacobbe is commissioner of (Strat-O-Matic Basketball Traders League) did was to use a six-sided die and a 20-sided die (from which numbers 0 through 9 were used) to recreate the 60 possibilities. This was done for all readings including control, fast-break, rebounds, etc.

"A 10-sided die will be used for all readings which formerly came off of the action cards," continues Giacobbe. "It will be rolled in conjunction with a six-sided die. The 20-sided will be used for all passing (1-20) and split number (X 1-4, 0 1-8, etc.) readings."

### TEAM DEFENSIVE CARDS

The other major change introduced by Giacobbe, who is commissioner of the SOMBTL, was the creation of standardized team defensive cards: a normal, sag and close defensive cards for both the home and away teams.

It took Giacobbe six hours (on Sept. 12, 1984) to create the defensive cards (he plans a For Sale ad in the Review to sell the cards). Here's what he did:

"(1) First, the average NBA S-O-M card was found by adding up the 23 team defensive cards and finding the average for each shot. Then the shot percentages were reduced in order to compensate for baskets resulting from individual defense ratings. Also, in order to reduce our high scoring, the cards were reduced by about five percent. Then the cards were split into home and visitor cards.

"(2) The visiting team was given the better card because (a) the home team advantage from the action cards is 8 points, according to S-O-M's estimate; (b) the home coach has the advantage of playing the game; he can juggle his lineup and has an 'unwritten' advantage which I estimate at about 5 points; and (c) the advantage from these defensive cards is estimated at 6 points, so it matches the 'unwritten' advantage and leaves the home advantage where it should be in the first place.

"The visiting defensive cards are estimated to be about 11 percent better than those of the home team."

Here are the numbers (activated by dice instead of an action deck card) for Normal Control, Fastbreak Control, First Rebound, Second Rebound, Visitor, Home, Fastbreak Defender, Switch Defender, Press Control, Press Readings, Outside/Inside Shot Assists and Fastbreak Assists:

### FAST BREAK DEFENDER (6 and 10-sided dice)

10-25 - RF	32-47 - RG	54-69 - LG
26-31 - C	48-53 - LF	

(continued on next page)



**SWITCH DEFENDER**  
(20-sided die)

1-4 - C            9-12 - RF            17-20 - RG  
5-8 - LF        13-16 - LG

## VISITOR

## HOME

10 - OP O/I	40 - OD 40	10 - OP O/I	40 - OD 40
11 - TO	41 - OD 41	11 - Switch	41 - OD 41
12 - O/I	42 - OD 42	12 - O/I	42 - OD 42
13 - Switch	43 - OD 43	13 - Replay	43 - OD 43
14 - O/I	44 - OD 44	14 - Switch	44 - OD 44
15 - Replay	45 - OD 45	15 - O/I	45 - OD 45
16 - O/I	46 - Replay 3	16 - Replay 2+	46 - Switch
17 - Replay	47 - O/I	17 - OP O/I	47 - Replay 3
18 - O/I	48 - Replay	18 - O/I	48 - O/I
19 - Replay	49 - Replay	19 - Switch	49 - O/I
20 - Switch	50 - O/I	20 - O/I	50 - Switch
21 - OD 21	51 - Replay 2+	21 - OD 21	51 - O/I
22 - OD 22	52 - Switch	22 - OD 22	52 - O/I
23 - OD 23	53 - Replay	23 - OD 23	53 - Switch
24 - OD 24	54 - O/I	24 - OD 24	54 - Replay
25 - OD 25	55 - Replay 3	25 - OD 25	55 - O/I
26 - OD 26	56 - O/I	26 - OD 26	56 - Replay 3
27 - OD 27	57 - Replay	27 - OD 27	57 - Switch
28 - OD 28	58 - O/I	28 - OD 28	58 - O/I
29 - OD 29	59 - Switch	29 - OD 29	59 - O/I
30 - OD 30	60 - O/I	30 - OD 30	60 - Switch
31 - OD 31	61 - O/I	31 - OD 31	61 - O/I
32 - OD 32	62 - Replay	32 - OD 32	62 - Replay
33 - OD 33	63 - O/I	33 - OD 33	63 - O/I
34 - OD 34	64 - Replay 2+	34 - OD 34	64 - Switch
35 - OD 35	65 - O/I	35 - OD 35	65 - O/I
36 - OD 36	66 - Replay	36 - OD 36	66 - Replay 2+
37 - OD 37	67 - Switch	37 - OD 37	67 - Switch
38 - OD 38	68 - TO	38 - OD 38	68 - O/I
39 - OD 39	69 - OP O/I	39 - OD 39	69 - Replay

Key: OD - Opponent Defense; O/I - Outside/Inside shot for player positioned outside/inside; OP O/I - Open outside/inside shot for player positioned outside/inside; Replay + -Replay unless + (number) in lineup; TO -Turnover.

## NORMAL CONTROL

10 - C	25 - RF	40 - LF	55 - LG
11 - RG to C	26 - RG to RF	41 - C to RG	56 - RF
12 - LF	27 - C	42 - C	57 - RF to Any
13 - LG to LF	28 - LF	43 - RG	58 - C to RF
14 - LG	29 - RG	44 - RG to Any	59 - LF
15 - RF to RG	30 - LF	45 - LG	60 - LF to LG
16 - RG	31 - LG to RG	46 - RF	61 - RF
17 - C to LF	32 - RF	47 - LF to RG	62 - RF to C
18 - C	33 - LG to Any	48 - RG to LG	63 - RG
19 - LF to C	34 - LG	49 - C	64 - RG to LF
20 - LG	35 - C	50 - RG	65 - LG
21 - RG to Any	36 - RG	51 - LG to RF	66 - LF
22 - LF	37 - LF to RF	52 - C	67 - LG to C
23 - LG	38 - RF	53 - RG	68 - RG to Any
24 - RF to LG	39 - C to LG	54 - LG	69 - RF

(continued on next page)



## FASTBREAK CONTROL

10 - FBS LG	25 - RG to LG	40 - RG to LG	55 - FBS RF
11 - RF to LG	26 - FBS C	41 - FBS RG	56 - RG to C
12 - FBS RG	27 - RG to RF	42 - RG to RF	57 - FBS RG
13 - RG to C	28 - FBS LG	43 - FBS LG	58 - RG to LG
14 - FBS LF	29 - RG to LF	44 - RG to LG	59 - FBS C
15 - RF to RG	30 - FBS RG	45 - RF to RG	60 - FBS LG
16 - FBS RF	31 - FBS C	46 - FBS RF	61 - RG to RF
17 - RG to RF	32 - RG to LG	47 - RG to C	62 - FBS RG
18 - FBS RG	33 - FBS RF	48 - FBS LF	63 - RG to LG
19 - RG to LG	34 - RG to RF	49 - RF to RG	64 - LG to RG
20 - FBS LG	35 - FBS RG	50 - FBS LF	65 - FBS RF
21 - RG to RF	36 - LG to RG	51 - RG to RF	66 - LG to RF
22 - FBS RF	37 - FBS LG	52 - FBS LG	67 - FBS LG
23 - LG to RG	38 - RG to LF	53 - RG to LF	68 - FBS RG
24 - FBS RG	39 - FBS RF	54 - RF to RG	69 - LG to RG

## FIRST REBOUND

10 - Any 15	25 - DC 2	40 - ORF 2	55 - DC
11 - DTR	26 - DLF 2	41 - OLF 1	56 - DRF 1
12 - Any 7	27 - OLF 4	42 - DLF 4	57 - OLG 3
13 - OC 3	28 - DRF	43 - OLG 2	58 - DRF
14 - DRF	29 - DLG 2*	44 - DRF 2	59 - DC 5
15 - DLF 1	30 - ORF 4	45 - DLF	60 - DLF
16 - DC	31 - DLF 3	46 - OC 2	61 - DLG 3
17 - DRG 4*	32 - DLG 1*	47 - DC	62 - ORG 1
18 - DRF 3	33 - DC	48 - DRG 3	63 - DC
19 - DLF	34 - DRG 2*	49 - DC 4	64 - OC 1
20 - DLG 4*	35 - ORF 3	50 - DLF 5	65 - DRG 1*
21 - DC 1	36 - DLF	51 - ORG 2	66 - DLF 6
22 - DC	37 - OLF 2	52 - DRF	67 - Any 15
23 - OLG 1	38 - DC 3	53 - OLF 3	68 - Any 7
24 - OC 4	39 - ORG 3	54 - ORF 1	69 - DTR

Key: DTR - Defensive team rebound. \* - If defensive guard does not get rebound, the result is a rebound for offensive center. Any (7, 15, etc.) - If anyone, first on the defensive team, has a rebound rating that matches this number or is higher, than that player grabs the rebound. Next check the offensive team if the defensive team doesn't have such a rebounder. Otherwise a defensive team rebound.

## SECOND REBOUND

10 - Any 15	25 - DLF 3	40 - DRF 3	55 - OLG 2
11 - DTR	26 - DLF	41 - DC	56 - DRF
12 - Any 7	27 - DLG 4*	42 - OLG 3	57 - DRG 4*
13 - DTR	28 - OC 2	43 - OC 3	58 - DRF 1
14 - OTR	29 - DLF	44 - DRF	59 - DLF
15 - DRG 1*	30 - ORF 3	45 - DRG 3	60 - OC 4
16 - DC 1	31 - DRG 2*	46 - OLF 3	61 - DC 4
17 - DLF 5	32 - DC	47 - DLF	62 - DC 4
18 - DLF	33 - DLF 1	48 - DLG 2*	63 - DC
19 - ORG 2	34 - OLF 4	49 - DLF 4	64 - DLG 1
20 - DRF	35 - DC	50 - DRF	65 - Any 15
21 - ORF 4	36 - DLG 3	51 - DLF 6	66 - OTR
22 - DC	37 - DLF	52 - DC	67 - DTR
23 - DRF 2	38 - DRG 3	53 - ORF 2	68 - Any 7
24 - DC 5	39 - DC 3	54 - DC 2	69 - DTR



## PRESS READINGS

(One 10- and one 6-sided die)

#	Result	#	Result
10-14	- Replay	37-39	- OD 38
15	- OD 21	40-42	- OD 39
16	- OD 22	43-45	- OD 40
17	- OD 23	46-48	- OD 41
18	- OD 25	49-51	- OD 42
19	- OD 26	52-53	- OD 43
20	- OD 27	54-55	- OD 44
21	- OD 28	56-57	- OD 45
22	- OD 30	58-59	- OD 46
23	- OD 31	60-61	- OD 47
24	- OD 32	62-63	- OD 48
25-27	- OD 34	64-65	- OD 49
28-30	- OD 35	66-67	- OD 50
31-33	- OD 36	68-69	- OD 51
34-36	- OD 37		

## OUTSIDE/INSIDE SHOT ASSIST

(Also For Open C/I)

(20-sided die)

1-4	- LG	13-16	- C
5-8	- RG	17-20	- LF
9-12	- RF		

## PRESS CONTROL

(One 10- and one 6-sided die)

#	Result	#	Result
10-24	- RG	60	- LG to RG
25-37	- LG	61	- LG to LF
38-47	- RF	62-63	- RG to RF
48-52	- C	64-65	- RG to LF
53-57	- L	66-67	- RG to C
58	RF to RG	68-69	- RG to LF
59	RF to C		

## FAST BREAK ASSIST

(One 10- and one 6-sided die)

10-39	- No Assist
40-44	- RG-1
45-49	- RG-2
50-55	- RG-3
56-59	- RF
60-63	- LG
64-66	- Reb. (RF)
67-69	- Reb. (LG)

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## Questions & Answers

(continued from page 8)

**QUESTION:** If a reading such as "DO (no stars) 1-8, Fly (RF) B 9-20" occurs and the result is a double, doesn't the right fielder make the throw since that's where the ball was hit? (Ken Donnelly, South Bend, IN)

**ANSWER:** Yes, the right fielder makes the throw.

\*\*\*\*\*

**QUESTION:** Situation: Late in game, last action card or two, and team on defense trails by two points and offense has just missed a shot. Obviously once defensive team rebounds ball with just a few seconds remaining (in real life, say eight or nine seconds) they are going to fastbreak down the court to get some type of a shot off. Say they are in normal control and no possible shot will happen? Or even in fastbreak control no shot occurs. Or if fastbreak control indicates automatic shot, do you use that reading instead of the normal control reading based upon common sense? It just seems logical that some shot attempt would occur. What do you or S-O-M recommend for this situation? Or is the game over? (Mike Craney, Loogootee, IN)

**ANSWER:** S-O-M says the game is over and that the cards have to be played as they are. The Review suggests that perhaps an innovative gamer might try to come up with a "Last-Second" chart that will provide for just such opportunities at the end of the half and game.



## Strat-O-Matic league, replay scene

CORONA HOCKEY LEAGUE - Nine-member face-to-face draft league that calls Corona, NY, home...Super-advanced rules are used...20-player game rosters, 28-player overall rosters...Jose Morel is CHL's commissioner and Beto Almonte is its president...First draft went as follows: 1. Mario Lemieux (Boston, Billy Farley); 2. Wayne Gretzky (Montreal, John Cranco); 3. Tom Barrasso (St. Louis, Danny Miller); 4. Steve Yzerman (NY Rangers, Gigi Vano); 5. Kirk Muller (Buffalo, John Virero); 6. Darren Pang (New Jersey, Jason Cuevas); 7. Ray Bourque (Detroit, Gus Thas); 8. Mark Messier (Los Angeles, Frankie Demma); 9. Glenn Anderson (NY Dragons, Danny Campiverde)...32-game schedule was played, with all but one team qualifying for playoffs...Los Angeles, after going so-so 18-10 in regular-season, won playoffs by going 12-5, including winning five overtime games. L.A.'s power play was super in playoffs as 14 goals resulted from 33 opportunities, a 42 percent efficiency clip...Boston's Larry Robinson won Norris Trophy and Patrick Roy was the outstanding goalie, while No. draft pick Lemieux had 31 goals and 14 assists in 17 playoff games. But Roy slumped, Robinson got hurt and penalty-killing suffered in Stanley Cup loss to L.A...Detroit had the most short-handed goals, 15...NY Rangers were only team to have two 40-goal scorers in Yzerman (45-46--91 points) and Michel Goulet (40-29--69). Goulet was big surprise as he wasn't drafted until fifth round...Buffalo was king of traders, making 12 moves and running 55 players through its revolving door...St. Louis gave opponents only 53 power-play opportunities...NY Dragons' Jeff Brown led all defensemen with 12 goals...Gretzky led league in goals with 48 and was chosen MVP...New Jersey was the "Bad Boys" of the CHL, being whistled for 860 penalty minutes, twice as many as the next most penalized team.

### Standings, playoffs and leaders:

	W	L	T	Pts.	Playoffs:
1. Boston	20	7	5	45	Boston d. Montreal, 4-1;
2. Detroit	21	9	2	44	Detroit d. NY Dragons, 4-0; St.
3. NY Rangers	20	11	1	41	Louis d. NY Rangers, 4-2; Los Ang-
4. Buffalo	19	12	1	39	eles d. Buffalo, 4-1. Semifinals -
5. Los Angeles	18	10	0	36	Boston d. St. Louis, 4-2; Los Ange-
6. St. Louis	13	16	2	28	les d. Detroit, 4-2. Final - Los
7. NY Dragons	12	17	1	25	Angeles d. Boston, 4-2.
8. Montreal	7	22	3	17	
9. New Jersey	1	26	3	5	

	G	A	Pts.	Power Play Goals	Short-Handed Goals
Yzerman NYR	45	46	91	Goulet NYR 19	Lemieux BOS 9
Coffey NJ/DET	11	67	78	Lemieux BOS 15	Gretzky MON 8
Gretzky MON	42	27	75	Yzerman NYR 12	Yzerman NYR 8
Goulet NYR	40	29	69		
Lemieux BOS	47	17	64		

	G	A	Pts.	Goalie Avg.	Save %
Yzerman NYR	45	46	91	Roy BOS 3.69	Roy BOS .902
Coffey NJ/DET	11	67	78	Barrasso SL 3.78	Hayward DET .877
Gretzky MON	42	27	75	Hayward DET 3.80	Vanbiesbroock BUF .874
Goulet NYR	40	29	69	Hrudey BOS 3.92	Hrudey BOS .864
Lemieux BOS	47	17	64	Hextall NYR 4.20	Hextall NYR .843

	G	A	Pts.	Shooting %	Penalty Minutes
Top Defensemen					
Coffey NJ/DET	11	67	78	P.Stastny BOS 31.7	Probert NJ 204
Bourque DET	7	56	63	Gretzky MON 30.9	Petit NJ 137
Hartsburg SL	9	45	54	Lemieux BOS 28.8	Tocchetti NJ 136
Ellett BOS	8	44	52		
Housley NYR	8	42	50		

	G	A	Pts.	Game Ending Goals	Power Play %
Shots On Goal					
Yzerman NYR	189			Lemieux BOS 9	NY Ranger6 50.5
Lemieux BOS	163			Verbeek NYR/BUF 5	Detroit 47.1
				Goulet NYR 5	Boston 36.3



# Readers roll 'em

## BALKS AND WILD PITCHES

Has anyone noticed the problems with S-O-M's new balk/wild pitch system?

For one thing, a balk/wild pitch occurs only when someone is trying to get a good lead. Didn't pokey teams like the Red Sox ever see any balks/wild pitches? If so, it seems like this new setup would greatly reduce the B/WP that a team would see if it doesn't steal much.

More importantly, what if a gamer doesn't wish to use the balk system? According to S-O-M, that is an option, but "it will increase the number of steal attempts."

From what I hear from friends around the SOM scene, that is the understatement of the decade. Personally, I use the balk system when playing with the 1988 cards, but my friends who don't use it in their league play are complaining about the wild stealing which results from not using the balk system.

These guys are seeing individual catchers who are giving up 150 to 200 steal attempts in a season. According to one league, a pitcher with a poor hold rating is pure poison at draft time when you don't use the balk system.

If all of what I hear is true, then it's the first time I've ever seen S-O-M punish gamers for not using an "optional" rule.

I was just wondering if the Review, or anyone else around, has heard complaints of this nature? I assume S-O-M will dump the balk part of the system anyway, now that the balk rules have been loosened up again.

What's the story?

DICK HUNT  
Bar Harbor, ME

Editor's note: We have not heard of any major complaints, such as

you describe, from readers about the new balk/wild pitch system. And usually we hear if something is amiss. The game company did say it was optional, and it also said it was an untested system. The GKSML (Greater Kalamazoo Strat-O-Matic League), of which Review co-editors Warren and Del Newell are members, voted not to use the balk/wild pitch option this season. But the GKSML usually doesn't adopt options the first year, anyway. Stolen bases in our league have been about normal, with +2 catchers and pitchers with +3 or more holding on ratings being "poison." How about other gamers that have been using (or not using) the new balk/wild pitch option?

## NEWCOMER TO BASEBALL

Just last year I bought my first baseball game (1987 teams) and was very impressed with it. So impressed was I that I bought this year's set and the '86 teams from a friend.

I now have three draft leagues going and an old-timer league with six teams.

In the sets before the '87 season, why were there so few players? I know there are 520, but you are very limited.

And why are there so few old-timer teams? I understand the computer game is being made, but most of the research is done and I would enjoy more teams.

I received my College Football teams, my third set. Again I was impressed with them. Are there ever going to be all-time great college teams?

And how about college basketball? I don't want to have to have an expensive IBM-PC to play HOOPS.

I think Eric Johns' "pitcher power" idea (July, 1989) is good and should be adopted. The other day, Jay Howell got rocked beyond belief, and that's not the first time it's happened.

KEVIN LEMASTER



# 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:** Two managers to take over the teams currently in first place in the NL and AL of our face-to-face baseball league in the Burbank-Los Angeles area. Almost all games are played on computer, but you do not have to own a computer as we have them. In our third year, draft league with 72-game seasons in the AL and NL, eight NL teams and nine in AL. Managers ages from 16-41, most in late 20s. Contact: Ray Cappocchi, 931 E. Verdugo, Burbank, CA 91501 (818-842-0732)

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

**WANTED:** S-O-M Hockey sets for seasons 1979-1980 through 1986-1987 (including extras). Please send years, condition, price to: Judy Goldberg, 105 Bennett Ave., Apt. 24 A, New York, NY 10033

**WANTED:** Strat-O-Matic additional player cards for 1984 - American and National leagues. Will consider almost any price. Contact: Dan, 910 Sanctuary Court, Naperville, IL 60540

**WANTED:** Football - complete sets, 1977-1981. Please state condition and asking price. Richard Gulezian, One Robinhood Road, Windham, NH 03087

**WANTED:** Following three teams from 1972 pro football season. Lions, Bengals and Browns. Also want 1984 additional players (63 cards). Address: Todd Berenstein, 6600 Alpha Dr., Apt. 116, Kent, OH 44240 (216-678-8962)

**WANTED:** Gary Carter cards for the 1975, 1976, 1977, 1978 and 1980 seasons, in near mint condition. Would be willing to purchase entire Montreal Expos' team sets for those years. Write first describing condition of card(s) and price. Include SASE. Fred Lenger, 13362 Vergennes Road, Lowell, MI 49331

**WANTED:** 1978 Willie Stargell or 1978 Pittsburgh Pirates. Also, the following extra players: 1979 Dave Roberts (Pittsburgh), Tim Stoddard and Pat Kelly (Baltimore); 1982 Jeff Lahti and John Martin (St. Louis); 1983 Bob Dernier (Philadelphia) and 1983 Juan Agosto and Jerry Hairston (Chicago White Sox). I will buy entire teams if necessary. Will pay good price for cards in good condition. Contact: Don Benner, 2747 Harrison Avenue N.W., Canton, Ohio 44709

**WANTED:** Copies of 1962, 1963 and 1965 of New York Mets Yearbook, 1986 New Jersey Nets basketball Yearbook and 1986 New Jersey Devils Yearbook. Contact: Francis Wildprett, 2719 Avenue K, Brooklyn, NY 11210-4731

(continued)



WANTED: Older version of college football game (card game version). Kevin Hennessy, 982 Ivy Avenue East #202, St. Paul, MN 55106 (home: 612-778-0581; work: 612-298-5219)

## For Sale

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, Rexdale, Ontario, Canada M9V-3S7

FOR SALE: I am now holding at about 1000 individual S-O-M Baseball teams from 1930-1987. I now have over 29,000 assorted S-O-M Baseball cards from 1930-1987. I also have an all 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 Street, Philadelphia, PA 19111 (215-745-5247). Special note: I have a lot of new stock and am interested in buying more.

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 dela Fuente 41 Marshall Ave., Apt. 4, Akron, OH 44302

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: Baseball - 1976-1980 seasons with extra players; 1979, 1984 seasons without extra players (never used); 1985-1987 seasons with extra players. Highest bid takes all or part. William Cox, 24 Thorne St., Fort Rucker, AL 36362 (205-598-4760)

FOR SALE: Baseball set (1988), \$12, includes postage. Baseball computer disk, 1987, Commodore 64, \$10. Keith Miller, 318 Dale St., Willard, OH 44890

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 misplayed hits; more realistic base advances; injury chart with rare plays; improved wild pitch, balk and pick-off 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 P.O. Box 1776, Pt. Roberts, WA 98281)

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

(continued)



FOR SALE: Football - 1967 Browns, Oilers, Falcons, Saints, Giants, Packers, Cowboys, Eagles, Colts, Redskins, Rams, Bears. Complete seasons - 1974, 1975, 1976, 1977, 1978, 1979. College Football - Original version complete game with 1975, 1976 all-time set. Hockey - 1977-78, 1978-79, 1979-80. Bid by mail only - no phone calls please. Craig Heiland, 9408 "A" San Luis Ave., South Gate, CA 90280

FOR SALE: 1986 and 1987 College Football seasons, \$25 each, \$45 both or best offer. Mint condition, barely used. All 48 teams from each season. Contact: Bill Menz Jr., 5 Danbury Ct., South Elgin, IL 60177 (312-888-4002)

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, 1987-88 sets. Football - 1978, 1981, 1983, 1984, 1985, 1986, 1987. Baseball - 1983, 1984, 1986, 1987. Also, 90% of 1977 baseball individual cards for sale, plus 1927 Yankees, 1934 Cardinals, 1961 Tigers, 1962 Giants, 1962 Mets, 1965 Dodgers, AL Hall-of-Famers Group A and NL Hall-of-Famers Group A and B. Please make best offer in writing to: Steven L. Wright, 604 Cuyahoga Court, Columbus, OH 43210, or call 614-293-9998 5-11 p.m. or all day weekends. Absolutely no collect calls accepted.

FOR SALE: All originals - no reprints. 1962 Red Sox, Angels, Twins, White Sox, Yankees, Reds, Giants, Dodgers, Braves, Cardinals; 1963 Yankees, Senators, Dodgers; 1964 Cardinals, Giants; 1965 Twins, Angels, White Sox, Senators, A's, Astros, Cardinals, Dodgers, Braves; 1966 Orioles; 1967 NL except Mets, Reds; 1967 AL except Yankees. Complete baseball seasons: 1970, 1974, 1976 (including expansion set), 1979, 1980. All sets 1970 and later include additional players. Bid

by mail only - no phone calls please. Craig Heiland, 9408 "A" San Luis Ave., South Gate, CA 90280

FOR SALE: Complete games, 1987-88 hockey; 1987 baseball, 1988 baseball - \$18 each. Baseball cards: 1984 - \$33; 1985 - \$30; 1986 - \$28. Everything excellent. Will consider trades for Sporting News Baseball guides in excellent condition, 1962 to present. Cal Whitbeck (phone: 517-676-6563)

FOR SALE: Baseball with additional, except for the original 1970 set: 1970, 1977, 1978, 1979, 1980, 1983, 1984, 1985, 1986. Cards are in fair-to-good condition. Half a dozen cards have rubber band markings. Handful have typing of additional stats or uniform numbers. A handful also have been laminated. Want to sell as a group. Take all as is for \$150, or best offer. That includes postage. Also interested in copies of league constitutions and would like to buy old Sporting News Football and Baseball guides. Ray Siere, 108 Homann Court, Humboldt, IL 61931 (217-856-2324)

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: 1971 National League, \$75; 1972 all teams except Yankees, Giants, Brewers, Orioles, Angels, \$80; 1973 National League, \$50; 1975 Red Sox, Phillies, Reds Pirates, \$15; 1974 complete set, \$80; 1976, \$55; 1977, \$50; 1978, \$45; 1979, \$40; 1980, \$35. Hall of Famers, Old-Timer teams plus  
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loose Old Timer cards, \$15; 1979 football, \$20; 1980 football, \$18; 1978-79 hockey, \$25. Please address all correspondence to: Neil Lanctot, 346 East Lancaster Avenue, Apt. 104, Wynnewood, PA 19096 (215-649-1871)

FOR SALE: Full sets S-O-M cards: 1961, 1962-78, 1981, 1983-86. Best offer. Send it and SASE to: Wayne Varner, 1205 Main Avenue Drive NW, Hickory, NC 28601

FOR SALE: Baseball sets: 1975 with no extras; 1976, 1977, 1979 except for the Cubs, Pirates, Giants, Reds, Braves; 1983 except for Tigers, A's, Royals; 1984 except for Dodgers; 1985, 1986. The 1976-86 have extras included and are in good condition. Would like to sell the whole group, but will sell individual years. Dean Brown, 2851 W. 32nd, Dubuque, IA 52001 or call 319-556-5142 or 319-556-1312.

## 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 AL and NL 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: Four experienced PBM managers offer the opportunity to enter on the ground floor of a new league. We plan to use the American League players and 10 draft format teams. We expect to have our player draft late this summer and will play a full schedule. Do not miss this chance to get a fresh start. Contact: Gerard

Coyne, 11 Gaines Road, Sharon, MA 02067 (617-784-2507; call quickly).

LEAGUE FORMING: The WCBA PBM baseball league needs backup managers. It seems that some of our skippers have been implicated in the Pete Rose scandal and others have been sending pictures of Margo Adams with their road instructions. Reliable, committed and squeaky clean managers should contact: Mark Panagos, 3602 Livorno Ct., Chino, CA 91709 (714-597-5844). 16 teams, 162-game season, draft league, March-September, emphasis is on timeliness.

LEAGUE FORMING: A new professional Strat-O-Matic Hockey league offers a ground-floor opportunity. The United States Hockey League is now accepting franchise applications. This will be a no-nonsense league. Plans are for an 80-game schedule our first year. Only serious coaches need apply. Experience is not required - just a strong commitment to work hard and have fun. Draft your dream team. Contact: U.S.H.L., Paul Obermayer, 995 Plum Tree Drive, Crystal Lake, IL 60014

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

(continued)



backup 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:** The No-Name League is entering its fourth year. We are looking for one manager to take over an existing team which features such players as Don Mattingly, Alan Trammell, Mike Scott, Greg Jefferies, etc. The league is a draft league from both the National and American leagues. We use advanced rules, with many additional features. There is no fee, and a monthly newsletter, trades, trophies and much more. If interested, call or write to: Larry Vieira, 14 Herman St. Unit I, West Haven, CT 06516 (203-937-6222)

**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 at least 25 and be able to follow 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:** Managers and coaches for Michiana Indoor S-O-M League. Call: Ken

Donnelly, South Bend (234-9381); Pat Tafelski, Mishawaka (259-3657); Kevin Frick, Walkerton (656-4827)

**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:** The RBI League, entering its eighth season, is expanding from 12 to 16 teams. We need experienced PBM managers to take expansion teams. Build your own team from scratch through supplemental draft (for expansion teams only) and top picks in every round of the rookie and re-entry drafts. Our 162-game season runs from the drafts in January and February through the World Series in October. Advanced rules, monthly newsletters, computerized quarterly stats. Reliable managers only. Dave Owens, 1410 Man-grum, Pflugerville, TX 78660 (512-251-2086)

**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  
(continued on back page)





STRAT-O-MATIC REVIEW  
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## Advertisements

(continued from page 23)

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).

## Contests

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.