



STRAT-O-MATIC REVIEW

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

* VOL. 16, JUNE, 1986 *

Stat package adds new dimension to table-gaming **S-O-M Computer Baseball is huge hit**

When it comes to table-gaming, Strat-O-Matic's newest creation ranks with early man rubbing two sticks together and discovering fire and the wheel for monumental impact.

Strat-O-Matic Computer Baseball, in other words, is truly amazing. Review co-editor Del Newell gave the computer game a World Series test soon after receiving the small green and white box in the mail. And the experience was exhilarating.

Playing the automatic game and matching 1985 editions of the St. Louis Cardinals and Kansas City Royals, Del whipped through five games - that's all it lasted: sorry, Royals fans - in quick time. Not only was the game easy to play, but everything else that went into it was uncomplicated.

A printout of each game's box score was available, as well as total individual and team stats. Sample box scores are found on the following pages.

Of course, Del only scratched the surface of the computer game. He did not attempt to play the manual game, nor did he create his own team(s) for stat purposes. That's all coming up next month.

A friend and fellow GKSM (Greater Kalamazoo Strat-O-Matic League) member, Jeff Kik, did create all-time teams and did use the manual version. "Once I got the the basics down and got into playing the game, I couldn't stop," enthused Kik. "It's fantastic. I stayed up until two in the morning playing games one Friday night."

Kik did encounter a problem when he first slid the game disk into his Apple computer, however. His computer only had 48 K, which was not enough to handle the gaming disks. "I went out and purchased more K (or
(continued on next page)

emory), which was something I had been planning to do for a long time because I had experienced the same problems with other computer games, and it worked great after that."

Setting the game up was easy. You simply picked from the game menu how you wanted to play the game and then selected the teams. After the teams were selected, then it was lineups and starting pitchers. The most frequently used lineup flashed on the screen, accompanied by Nos. 1-9. If you wanted to switch batters in the order, you hit their numbers, or the number of the player to be moved out and then moved the cursor over to the list of subs and transferred the sub.

For example, Del wanted Lonnie Smith to bat first and Willie Wilson second, as was done in the real-life Series. Normally, Wilson leads off and Smith bats second. So, No. 1 and then 2 keys were struck, which changed the two around. If No. 8 hitter was to be switched with No. 2 then the keys struck would be 2 and 8.

Three dice on the side of a miniature diamond activate play. A gamer can decide how long the play takes to be recorded (from three to nine seconds) by pushing Control D (for "delay"). Hitting the space bar activates play for each batter. You can also use the advanced rules, as well as the ball park, home run, clutch hitting and supplementary stealing features of S-O-M's board game.

The DH, which was not used in the 1985 World Series, was not used in the computer game, either.

Stealing and running percentages are flashed on the screen when such situations come out. You know, as a manager, what the chances are of a successful steal or advancing an extra base. It's all computed for you: the runner's rating, the thrower's arm and the number of outs.

In fact, everything is laid out before your eyes (and your fingers resting on the computer keys) to the extent that you feel like you're in control headquarters at a big league ball park.

You don't, if you wish, have to even lift a pencil or pen. Everything, when playing the automatic version, is recorded for you. This alone is tremendously time-saving...and the main reason games can be played rapid-fire. You don't need a pencil or paper.

CARDINALS' HITTING, TUDOR TOO MUCH

In the Series, St. Louis opened with two straight wins - just as in real-life - dropped game three, and then won the last two, including a 9-6, 10-inning thriller in the finale.

The box score printed everything you could possibly want to know about a game. The individual stats, after an initial faux pas (hitting the wrong key) that wiped out the first two games), were compiled for the Series.

The individual stats kept and tabulated included an amazing 22 categories for batters and 18 for pitchers. The batter's individual stats included batting average, slugging average, games, at bats, runs, hits, doubles, triples, home runs, RBIs, walks, hit by pitch, strikeouts, stolen bases, caught stealing, sacrifice hits, sacrifice flies, game-winning RBIs, grand slams, double plays hit into, errors and passed balls.

For the pitchers, the stats included won-and-lost percentage, earned run average, wins, losses, saves, games started, complete games, innings pitched, runs, earned runs, hits, home runs, hit by pitch, strikeouts, shutouts and wild pitches.

As far as the Series, John Tudor pitched St. Louis to victory in games one and four (2-1 and 7-4), allowing only 10 hits in two complete game efforts. He gave up four runs in game four, but all were unearned. Kansas City's only triumph came in game three when Bret Saberhagen blanked the Cards on three hits in a 4-0 win.

On this page and the following page are examples of boxscores that are available with the new S-D-M Computer Baseball game. On this page is a game between the all-time Chicago Cubs' team and Atlanta/Milwaukee, played by Jeff Kik (note that Joe Adcock of the Braves hammered four home runs, all off from his own card). The next page is the fifth and final game of the World Series, as played by Del Newell, won by the Cardinals. [Note: Regardless of what type of printer you have, always use option 1]

3/5: 5/3/86

CUBS: CHICAGO-ALL

AT

BRAVES: ATLANTA/MILWAUKEE -ALL

CHICAGO					ATLANTA/M					ATLANTA/M				
		AB	R	H	RBI			AB	R	H	RBI			
B. DERNIER/84	CF	4	1	2	0	R. GARR/74/DEL	DH	5	0	3	1			
R. SANDBERG/84	2B-3B	4	0	0	0	R. RAMIREZ/83	SS	5	0	1	1			
B. WILLIAMS/70	LF	3	0	2	2	D. MURPHY/83	LF	4	1	1	1			
J. CARDENAL/75	LF	1	0	0	0	M. LUM/73/DEL	LF	1	0	0	0			
E. BANKS/56	SS	3	0	1	0	H. AARON/69	CF	5	3	3	1			
D. KESSINGER/69	SS	1	0	0	0	J. BURROUGHS/77	RF	4	2	2	0			
G. ALTMAN/61	DH	4	0	0	0	J. ADCOCK/56	1B	5	4	4	8			
R. SANTO/69	3B	2	1	0	0	B. HORNER/83	3B	3	0	0	0			
G. BECKERT/71/DEL	2B	1	0	1	0	E. WILLIAMS/72/DE	C	3	0	0	0			
W. MORYN/56	RF	4	1	2	0	F. BOLLING/61	2B	4	2	2	0			
L. DURHAM/84	1B	4	1	1	3	L. BURDETTE/56		0	0	0	0			
J. DAVIS/83	C	4	1	1	0									
B. HANDS/69		0	0	0	0									
D. ECKERSLEY/84		0	0	0	0									
L. SMITH/83		0	0	0	0									
W. BRUSSTAR/83		0	0	0	0									
TOTALS		35	5	10	5	TOTALS		39	12	16	12			

CUBS: CHICAGO-ALL 0 0 2 3 0 0 0 0 0 - 5
BRAVES: ATLANTA/MILWAUKEE -ALL . 4 0 2 0 2 1 3 0 0 -12

CHICAGO	IP	H	R	ER	BB	SO	HR	WP
B. HANDS/69 (L)	3	7	6	6	1	2	4	0
D. ECKERSLEY/84	2	2	2	2	0	0	1	0
L. SMITH/83	2	6	4	4	1	1	1	0
W. BRUSSTAR/83	1	1	0	0	0	0	0	0

ATLANTA/M	IP	H	R	ER	BB	SO	HR	WP
L. BURDETTE/56 (W)	9	10	5	5	1	4	1	0

Game-winning RBI- D. MURPHY/83

DOUBLES- J. BURROUGHS/7, F. BOLLING/61
HOME RUNS- L. DURHAM/84, D. MURPHY/83, H. AARON/69, J. ADCOCK/56 (4)

STOLEN BASES- R. GARR/74/DEL

CAUGHT STEALING- B. DERNIER/84

WALKS- R. SANTO/69, J. BURROUGHS/7, B. HORNER/83

HIT BY PITCH- E. WILLIAMS/72

STRIKE OUTS- R. SANDBERG/84 (2), G. ALTMAN/61, J. DAVIS/83, R. RAMIREZ/83 (2), F. BOLLING/61

DOUBLE PLAYS- L. DURHAM/84, H. AARON/69

Never
Before
Helped
Opening Season
2-Game Losing
Streak

WORLD SERIES 5

ST. LOUIS CARDINALS-1985

AT

KANSAS CITY ROYALS-1985

CARDINALS		AB	R	H	RBI	ROYALS		AB	R	H	RBI
W. McGEE	CF	6	2	3	0	L. SMITH	LF	5	1	2	1
D. SMITH	SS	3	2	1	0	W. WILSON	CF	5	1	1	0
T. HERR	2B	5	1	1	1	G. BRETT	3B	4	0	1	1
J. CLARK	1B	4	1	1	3	F. WHITE	2B	5	0	2	1
T. LANDRUM	LF	6	1	4	0	P. SHERIDAN	RF	3	1	1	0
C. CEDENO	RF	4	2	3	2	D. MOTLEY	RF	2	0	0	0
T. PENDLETON	3B	5	0	1	1	S. BALBONI	1B	5	0	0	0
T. NIETO	C	4	0	1	2	J. SUNDBERG	C	5	1	3	0
B. FORSCH	P	4	0	1	0	B. BIANCALANA	SS	2	0	0	1
R. HORTON	P	0	0	0	0	H. McRAE	PH	1	0	0	0
J. LAHTI	P	0	0	0	0	D. CONCEPCION	SS	1	0	0	0
D. PORTER	PH	1	0	0	0	D. JACKSON	P	2	1	1	0
B. CAMPBELL	P	0	0	0	0	J. BECKWITH	P	0	0	0	0
						J. ORTA	PH	0	0	0	0
						D. QUISENBERRY	P	0	0	0	0
						J. WATHAN	PH	1	1	1	1
						M. JONES	P	0	0	0	0
TOTALS		42	9	16	9	TOTALS		41	6	12	5

ST. LOUIS CARDINALS-1985..... 2 0 0 0 1 0 2 0 1 3 - 9
 KANSAS CITY ROYALS-1985..... 0 0 2 1 0 0 0 0 3 0 - 6

CARDINALS	IP	H	R	ER	BB	SO	HR	WP
B.FORSCH	6 1/3	9	3	3	1	0	0	0
R.HORTON	2	2	2	1	0	0	0	0
J.LAHTI (W)	0 2/3	1	1	0	1	0	0	0
B.CAMPBELL	1	0	0	0	0	0	0	0

ROYALS	IP	H	R	ER	BB	SO	HR	WP
D.JACKSON	6 2/3	10	5	5	5	5	0	0
J.BECKWITH	0 1/3	0	0	0	0	1	0	0
D.QUISENBERRY	2	2	1	1	0	1	0	0
M.JONES (L)	1	4	3	3	1	1	0	0

Game-winning RBI- T. HERR

ERRORS- T.PENDLETON

DOUBLES- W.McGEE, J.CLARK, T.LANDRUM, C.CEDENO, L.SMITH, F.WHITE, J.SUNDBERG, D.JACKSON, J.WATHAN

TRIPLES- T.LANDRUM, G.BRETT

STOLEN BASES- C.CEDENO (2), L.SMITH, W.WILSON, P.SHERIDAN

SACRIFICE HITS- T.HERR, T.NIETO

SACRIFICE FLIES- J.CLARK, B.BIANCALANA

WALKS- D.SMITH (3), J.CLARK, C.CEDENO (2), G.BRETT, J.ORTA

STRIKE OUTS- W.McGEE, J.CLARK, C.CEDENO, T.PENDLETON, B.FORSCH (3), D.PORTER

DOUBLE PLAYS- G.BRETT

Don't forget Bostock tournament

Don't forget James Sanders' sixth annual Lyman Bostock Memorial Tournament, which is coming up later this summer, Aug. 2-3, and will be staged at Purdue University, West Lafayette, IN.

Sanders, the personable Gary, IN, policeman, reports that entries are over 70 and running ahead of last year's pace for the five-event tournament that is sponsored in part by the Strat-O-Matic Game Company (provides trophies to the winners and runnersup in each event).

Site of the tournament will be the Stewart Center, room 306, on the Purdue campus. And the starting time for the first tourney on Saturday will be 8 a.m.

Entry fee is \$9.75, which covers both days of the tournament. The events consist of super advanced football (using the old version of the game), super advanced football (using new version), advanced baseball, super advanced hockey and elementary baseball.

Gamers may enter only one tournament on Saturday, according to Sanders, who works tirelessly for months organizing the LBMT. "Elementary baseball and super advanced football (new version) are backup tournaments to be held on Sunday only and are designed to accomodate gamers who do not make the playoffs, or who can only attend on Sunday."

Actual teams will be used in all the tournaments, continues Sanders. The teams will be chosen on a first-apply, first-choose basis.

For more information regarding the popular summertime happening, or to send in your entry fee, call or write: James Sanders, Director, S-O-M Tournament, 5806 Kennedy Terrace, #103, Gary, IN 46403 (1-219-6137). If writing, Sanders urges that you send along a large SASE for return information.

Baseball playing tip

The following playing tip was submitted by Gary Dal Corso, Lakewood, NJ, a 34-year-old gamer who first attended a baseball game in 1961 and that summer saw games in two great ballparks: Connie Mack Stadium (Philadelphia) and Yankee Stadium.

His playing tip applies to picking runners off first base by the pitcher. Although it is based on chance, rather than real-life statistics, it does give gamers another option.

Here's how it works. First, the runner must be held. Secondly, roll dice (one red/two white) and check chart below:

RED	WHITE	RESULT
1-3	2	Balk - runners advance one base
1	3	Error - one base error charged to pitcher; runners advance one base
1-2	4	Picked off
	(has to be 3 & 1)	
1-6	5-10	Runner is safe
1-2	11	Picked off
1	12	Two-base error by pitcher; runner moves to third base

Pickoff may be used only once per baserunning situation.

Readers roll 'em

REVIEWING THE REVIEW

Some idle comments about the Review:

(1) Regarding delivery - On the average I receive my copy of the Review on the 22nd of the month. Occasionally earlier and also occasionally in the following month of issue.

Not knowing when it is mailed, it seems a bit late, although I'm not blaming S-O-M Review. I received the April issue on April 1. April Fool! Pretty funny guys. Hate to think when I'll get the May issue.

(2) Regarding content - I find ads relating to S-O-M products and/or playing aids preferable to writeups on various league results, replays, etc.

Although various members are undoubtedly happy to see their writeups, they are in essence "dead pages" and I simply pass right over them. They are for a very limited audience.

(3) I would like to see more playing tips relating to S-O-M games in each issue as well as systems, aids, etc., relating to solitaire play.

(4) Finally, have you considered publishing a booklet, special issue, or whatever - with playing tips, etc. (no ads)? It would seem to be an idea whose time has come.

MAURICE MALONEY
610 Grand St.
Mechanicville, NY

Editor's note: The Review is usually mailed out on the 19th or 20th of the month. First-class mail, of course, will arrive sooner. Third-class mail, on the other hand, may take anywhere from three to four days up to two weeks. A special playing tips issue is an excellent idea. Now if we could just find the time to put it together...

WHERE ARE HOCKEY ARTICLES?
I agree with Richard Ronzone

and David Moss, who were published in the April issue.

Their gripe was that there was and has not been any articles dealing with changes or information about the hockey game.

I've had a subscription to your publication for nearly a year now. Even though the cover has drawings of baseball, basketball and hockey, the only thing I have read were baseball, baseball and more baseball, with some basketball and a little football.

Myself and several other people I know play two to six hockey games a week. We have even done the playoffs and Stanley Cup games.

My question that I know several other S-O-M Hockey players have also is: When, if at all, do you cover hockey?

SCOTT FRENCH
2108 Del Norte Ave.
Loveland, CO

Editor's note: The articles that appear in the Review, for the most part, come from readers and gamers, like yourself. There has been a dearth of articles, playing tips, etc., about hockey in recent months. We welcome your contributions (even if nothing more than how your Stanley Cup playoff games came out) and maybe we can swing the coverage pendulum more toward the less popular sports (hockey and basketball).

MORE ON HOCKEY

This season Wayne Gretzky had 163 assists and will obviously pass successfully on "L" of his card next season. But, so will Dale Hawerchuk, who only had 59 assists.

From a playmaking standpoint Gretzky's card will be no more valuable than Hawerchuk's. Gretzky will probably receive a 14 or 15 assist rating; Hawerchuk a 6. But most people who have seen Gretzky play can tell you that few of his setups are the

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incidental. after-the-fact assists he will get so many of off split cards in S-O-M.

The game company should seriously consider the following suggestions for players with astronomical scoring records:

(1) Put "possible break-away" on passing A and/or B on the card.

(2) Remove intimidation chances from the players' successful passes for teammates' inside shots: or, as John McTernan suggested in the Oct., 1983 Review, put "goalie rating" on a successful pass to a teammate on J, K or L on the passer's card.

In almost every hockey league I've played in or read about in the Review, Wayne Gretzky had more goals than assists, opposite from real-life.

Any of these suggested improvements would help balance scoring and make Strat-O-Matic Hockey even more realistic than it already is.

KEVIN LASTER
Dallas, TX

SEND IN RESULTS

I have been reading the Review since June, 1985 and have been reading all about other peoples league results and replays, etc.

I think it's interesting to see what is happening elsewhere in the Strat-O-Matic world. But how do I get my own stuff in the Review?

PAUL BRANDENBURG
781 8th St.
Secaucus, NJ

Editor's note: Simple enough; just send your results to the Review.

TOO MANY PLAYERS

There have been many letters complaining about not enough extra players for base-

ball. My complaint is the opposite.

For example, the 1985 Pirates have eight and the Phillies seven. Before 1980 this was a rare occurrence. Writers to the Review should be more reasonable.

RONALD TONTI
Pittsburgh, PA

Editor's note: It should be interesting next year in light of many of the major league teams using a 24-player roster this season.

READERS AREN'T LEFT OUT

Now we know why the Strat-O-Matic Review has been flourishing for 16 years. The Review staff doesn't want any of its readers left out in the cold.

When we want to hear about other leagues, the results are printed. When we want to learn more about S-O-M tournaments, we are informed. And when we have a complaint, we receive a reply.

I was pleased to see my letter printed up in your March issue. Similarly, other readers have been impressed by your expanded "Readers roll 'em" section.

As far as the new card changes go, I felt at first that they would clutter up the card and be confusing. However, since that time I have played quite a number of games and discovered that the changes greatly enhance the game and are not confusing at all after the first few games.

Thanks, Review, for once again catering to your readers' requests. And thanks, S-O-M, for making the baseball game even more fun to play.

MICHAEL SAN CLEMENTE
8 Constitution Road
Lexington, MA 02173

MORE IS NOT BETTER

If you use the new rules for the baseball cards the game has lost its flow. It is disjointed.

Also, if your league is like ours - we drafted our own teams -

(continued on next page)

players stats will be inflated or deflated.

For instance, Glenn Davis will be playing for Atlanta in our league and will not once play in Houston (as we have no Houston team). Bob Welch plays in Boston. With the home runs he gave up against right-handed batters, would you pitch him in Fenway Park?

So, you say, play with the old rules. Fine! Would you like to have a player like George Brett with the season he had and have 1-7 be an out? I doubt it.

S-O-M is the best game around because, overall, it was clean, quick and accurate. More is not better.

Perhaps S-O-M should print two sets of cards - the regular old way and a set of super-advanced.

BILLY THOMPSON

SEEKS STRATEGY SHEET

I am looking to get in a PBM league soon, but I would like to see your idea of a strategy sheet.

I have played S-O-M for 10 years and know all the in's and out's of the game. I have met with some controversy on this issue, so I look to you for an answer.

PAUL GUIFFRE
102 Jackson Ave.
Warren, PA

Editor's note: The latest two issues of the Review (April and May) have both included articles pertaining to this question. In particular, we refer you to the article "Here's PBM baseball instruction sheet" that appeared in the April issue (pages 5-8).

'SCOREBOARD' WANTED

I love your magazine. Most of it is pretty good.

But I think there should be a section called "Scoreboard." Leagues could put the scores of games in the magazine so that

so that people could find out more about the other leagues.

MIKE HOLDEN

Editor's note: We do have the "S-O-M league, replay scene" section, but a pure 'Scoreboard' with a listing of scores would probably not be relevant or of interest for most gamers. Space limitations would also make this unfeasible.

DEFINING CLUTCH HITTING?

The addition of the ballpark effect feature to the baseball game is excellent.

Apparently, however, it must be used together with the clutch hitting feature to avoid statistical distortion, if I read the instructions correctly.

This is unfortunate. I am baffled why normally conservative Strat-O-Matic has started fooling around with clutch hitting when there is no commonly accepted definition of "clutch hitting," and no consensus exists whether clutch hitting exists in any meaningful way, however defined.

S-O-M, which routinely warns customers that many extra players with around 50 at-bats have been issued cards based on "insufficient statistical data," now drastically alters players' performance in the arbitrarily-selected situation of two outs and a runner in scoring position, founded on scarcely more than 50 such situations per season. The resulting vagaries of chance either require managers to ignore what is on the cards, or grossly distort their handling of pinch-hitters.

I suspect that pressure is not an "on-off" phenomenon, but occurs in gradients, depending on the number of outs, number and location of baserunners, inning, score, position of the team in the standings and contract status of the player.

As such, clutch hitting is essentially unmeasurable, or at least unduplicable in a game which achieves such elegant

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simplicity as S-O-M.

Moreover, even though the clutch hitting debate may be in vogue at the moment, I suspect that "clutch hitting" and "clutch fielding" are equally important (or unimportant) in the outcome of real games.

On the other hand, ball park effects are demonstrable and relatively consistent from season to season.

I urge S-O-M to retain the ball park effect feature, but either eliminate the clutch hitting feature, or design the game in such a way that ball park effects can be used independently of clutch hitting.

JACK DECKER

Attorney at Law
316 W. Third Ave.
Columbus, OH

S-O-M SUGGESTION 'BOX'

Does the Strat-O-Matic Game Co. respond to suggestions for changing its games? Has S-O-M ever instituted a change because of a gamer's suggestions?

I realize that the Review has been involved in a change or two, casting my memory back to when S-O-M dumped the "four column pitchers cards" in 1981.

I also recall that Review readers had a lot of input on the addition of catcher's throwing arms in the 1973 card set.

But what about folks who want S-O-M to know about an idea but don't send the idea to the Review? Or maybe the Review got the idea but decided against publishing it.

Does the game company have a "suggestion department?"

DICK HUNT

234 E. Front St.
Ovid, MI

Editor's note: The game company does read the Review carefully each month, particularly the Readers roll 'em section, where readers offer their criticisms, suggestions and, more often than anything else, praise. Over the years, Review readers have had

an impact on the creation of two-sided cards, outfield and catcher throwing ratings, "W" and "N" ratings for batters and most of the changes in all of the games over the years. Many of the changes, granted, would probably have been made in time anyway. But input from readers has played a significant role and has no doubt hastened the process.

OLD PROBLEM RESURFACES

It has been a number of years since I have subscribed to the Review, and I was pleased to find that it was informative as ever. The matter that has spurred me on to write, however, involves an age-old issue, but one that should not be ignored.

In a recent ad for league forming, a Mr. --- advertised for a new PBM league. After talking with him, I sent in my draft and the \$8 fee he requested.

About a month later, I got a short memo in the mail stating that "The league is dead. There is a lack of concern, effort and interest on the part of the managers and a lack of time on my part. The fees that were sent in were spent on copies and for mailing."

Not only is this outright thievery, but it makes it pretty tough to trust anyone. If nothing else, I want this letter to expose the name as someone to avoid.

I now have the additional frustration of not being in a PBM league and I assume the best ones are set up and running full steam. I would like to play in a well-run league that is drafting from scratch, uses the advanced version and all the players.

So, if there's anyone out there who needs a prompt, experienced manager (who's normally not a rabble rouser!), please contact me as soon as possible.

KEVIN ANDERSON

1871 Kilkenny Dr.

Lake Oswego, OR 97034

(continued on back page)

Strat-O-Matic spotlight

It didn't take Mike Walker long, in a replay of the 1985 baseball season, to experience a no-hitter. Mark it down as game No. 2 for the first no-hitter, in fact.

The first series matched St. Louis against the New York Mets, who led off with Dwight Gooden. Gooden allowed only two hits although the Mets were beaten in 10 innings, 2-0.

In game two the pitching matchups were Ron Darling for the Mets and John Tudor for St. Louis. A six-run second inning finished off Darling's chance for a no-hitter, as well as a victory for the Mets. Meanwhile, Tudor mowed down New York hitters for five innings in a perfect game bid. An error by Tudor ended that in the sixth inning.

Tudor had a close call in the seventh and then, with one out in the ninth inning, Howard Johnson hit a "gbX" to Jack Clark at first base (4 e20). But a "19" was drawn and Tudor, and Walker, breathed easier. Kelvin Chapman's lineout then ended the suspense for Walker, who calls Olney, IL, home.

Ironically, Walker had been at St. Louis Aug. 8, 1985, when Tudor one-hit the Chicago Cubs, the only hit being a bouncer off the bat of Leon Durham that glanced off the glove of Clark.

"You can image the horrible flashback I experienced on Clark's 'gbX' in the ninth," said a relieved Walker.

Another no-hitter - make that two no-hitters, but by the same pitcher, Nolan Ryan - was also sent along by Jack Decker, an attorney at law in Columbus, OH.

Ryan, 1979 California Angels' version, no-hit the 1973 A's as the Express struck out seven and walked five. Then, on Oct. 21, 1985, in a full-season replay of divisional winners from 1969-84 seasons, Ryan's 1969 card with the New York Mets shut down the 1982 Cardinals without a safety.

"Through the miracle of Strato," quips Decker, "which allows him to be two places at once, Ryan is the first in major league history to pitch a no-hitter in both leagues in the same season."

SHORT SHAKES

While on the topic of lawyers, Craig Daschut and Pete Nicholson, both lawyers in Downers Grove, IL, picked off first and second places in the Elkhart Invitational Football Tournament put on by Dan Barrett, Elkhart, IN. Daschut's 1970 Lions defeated Nicholson's '73 Dolphins in the finals, 21-10. Ken Donnelly's '79 Steelers finished third...After 45 games of the Will County Hot Stove League, Alan Trammell is hitting a whopping .438 (79-160) and Cesar Cedeño .400 (76-190)...The 1962 Green Bay Packers were no match for Joe Namath-led 1968 New York Jets in the championship game of the James Sanders Memorial solitaire football tournament. "I dedicated it to Sanders since he has done a lot to promote Strato," enthuses Jim Currie of Haskell, NJ. In the final, the Jets, taking full advantage of seven Packer turnovers including four lost fumbles by Jim Taylor, roared to a 45-17 victory over the Pack. Namath was only 7 of 21 for 152 yards passing, although he did connect three times for touchdowns. Matt Snell added 107 yards rushing in 23 carries for the winners, who also sacked Bart Starr six times. In earlier games, the Jets rocked Kansas City ('69), 38-24, as Namath threw for four scores and 292 yards, and the 1972 Miami Dolphins, 24-23. Strangely, Miami led 23-3 early in the third quarter after intercepting Namath four times in the first half. Namath passed to George Sauer for two late TDs and a Mercury Morris fumble at the goal line was turned into another score. Green Bay got into the final by nipping '79 Pittsburgh in the semifinals, 22-21, on Jerry Kramer's last-play field goal.

St. Louis surprises 'Air Marino'

11

Last pick in NFC draft finishes first in playoffs

Paul Friederich is called the "Bushwacker" by his S-O-M Football friends and foes. Following the completion of the Belleville Convenient League's seventh season, you can call Paul Friederich the "Ambusher," too.

Friederich, one of the organizers and driving forces behind the BCL, a 12-team, face-to-face league that plays the advanced version of the game, guided two teams in the latest season (based on 1984 real-life). In the AFC, where he had first choice of the field, he selected Seattle. But in the NFC, after five teams had been chosen, Friederich got the last pick and selected St. Louis.

Miami, the real-life Super Bowl runnerup, wasn't picked until the fourth round. Ralph Friederich, Paul's brother and a U.S. assistant district attorney for St. Clair County (IL), selected the Dan Marino-led Dolphins. Oh, and San Francisco, real-life Super Bowl champ, went first in the NFC, with Al Skidmore going with the 49ers.

Back to Friederich, who guided Seattle to a not-so-surprising second place finish behind Miami in the AFC, but did surprise with St. Louis as the Cards wound up in a three-way tie with Green Bay - another surprise - and San Francisco in the NFC.

St. Louis was led by Neil Lomax, who completed 330 of 606 passes for 54.5 percent accuracy, 3,675 yards and 23 touchdowns. Lomax also only had nine interceptions and was sacked a mere 19 times.

There was no limit on number of attempts rushing or passing, although actual teams were used with no trades allowed. A 15-game schedule was played, with teams playing each other twice within the division and five games against the opposite division.

Paul Friederich was one of four coaches to guide two teams - one in each division - with the others being Randy Breitling, Skidmore and Mark Evansco.

Friederich, Breitling, Evansco and Don Smith are all factory workers, while Skidmore is employed in the graphics department at Scott Air Force Base. Dale Hund, another coach, manages a Tru-Value hardware store.

Friederich's wife, Kathy, who two years ago won James Sanders' Lyman Bostock Tournament championship, directed Denver in the AFC and shared Washington with Hund in the NFC. Another dual coaching situation was Smith and Ralph Friederich sharing the Los Angeles Rams in the NFC.

ST. LOUIS, NFC PULL SURPRISES

For those pro football fans who believe the AFC is superior when it comes to overall prowess, the BCL's cross-division play and the performance of St. Louis could change that thinking.

First of all, the NFC won 23 of 30 regular-season games against an AFC opponent.

And St. Louis, after forging the tie, went on to defeat Chicago (29-23) and San Francisco (44-21) in the playoffs before running into Miami in the Super Bowl. It was brother versus brother, in other words.

"The Super Bowl was one of the greatest games I've ever played," enthused Paul Friederich. "I won 23-21 when Ralph missed a 2-6 field goal attempt from the 13-yard line with eight seconds left (on the league's two-minute clock). It was an intense, nerve-wracking ending to a great game."

Lomax was 17 of 28 passing for 283 yards and one TD and Stump Mitchell rushed for 80 yards on 13 carries. Tight end Doug Marsh caught seven passes for 164 yards.

(continued on next page)

Marino, for his part, lived up to his billing as he connected on 317 of 568 passes for 55.8 percent accuracy. Marino threw for 4,877 yards and 40 TDs, the latter two marks being league records. Tight end Joe Rose caught 82 of the passes for 1,014 and Mark Duper had 81 for 1,783 yards, tops in the league.

Miami also fared well against NFC teams, winning four of five games. That means the rest of the AFC teams went 3-22 in cross-over play.

In the playoffs, Miami edged Seattle, 23-17, when Marino hit Duper on a 27-yard TD strike in overtime.

Eric Dickerson of the Rams was the most dynamic runner as he carried 520 times and turned them into 2,540 yards and a 4.9 average. In 13 games, Dickerson rushed for over 100 yards and in four he gained over 200, with a high of 264 against a stunned Seattle team. "Dickerson hit four 12s for a long gain on me," lamented Friederich. "Three of them were guessed right!"

Standings and playoff results:

AFC	Won-Lost-Tie	Playoffs
Miami (Ralph Friederich)	11 4 0	Denver d. Pittsburgh, 14-7
Seattle (Paul Friederich)	8 7 0	Seattle d. Denver, 20-7
Pittsburgh (Mark Evansco)	5 10 0	Miami d. Seattle, 23-21
Denver (Kathy Friederich)	4 10 1	
LA Raiders (Randy Breitling)	4 10 1	
San Diego (Al Skidmore)	4 11 0	

NEC	Won-Lost	Playoffs
Green Bay (Breitling)	10 5	St. Louis d. Chicago, 29-23, OT
San Francisco (Skidmore)	10 5	St. Louis d. San Francisco, 44-21
St. Louis (P.Friederich)	10 5	St. Louis d. Green Bay, 42-24 *
Chicago (Evansco)	9 6	
LA Rams (Friederich/Smith)	9 6	
Washington (Dale Hund/Friederich)	5 10	

* Note that Lomax completed 16 of 24 passes for 195 yards and six touchdowns in this playoff game.

Football playing tips

The Belleville Convenient League also has some football playing tips to pass on to readers of the Review. Since the table-top football season isn't far off, we thought the playing tips would be timely.

First off, Paul Friederich says all of the league's members "enjoy the new format. We feel there is much more strategy because of the individual pass blocking and rushing, the different formations, the defensive substitutions, the 'cleaned up' running and passing cards and the fact you need to guess 'right' or 'pass' to get a sack. It seemed ridiculous to get sacks guessed wrong in the old game."

* We play the middle linebacker can double-team the tight end the same as the outside receivers. We may only double-team two of the three players with linebackers, though. We feel this gives the defense flexibility and adds more strategy to the game.

* We play containment on third down from the 5 to the 9-yard line. It is an optional help for the defense. If one does that, though, he cannot be double-teaming, plugging holes or rushing the passer, so it has its drawbacks.

* We have made "6" backs playable. Instead of five linemen and six

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backs. we allow a more realistic 4-1-6 defense. The defense can play four down linemen and a 'floating linebacker' who may play anywhere on the line of scrimmage, or in the flat pass or look-in areas. The defense may choose any linebacker and the pass rush and defensive rating are kept when plugging holes or defending the flats.

There is no double-teaming. The free safety may do whatever he chooses. We found this defense effective in second and 19 or third and 10 or more situations, or as a deterrent to Marino's bombs. However, this defense weakens the pass rush, weakens double-teaming power, makes it harder to 'contain' runners and leaves at least two flats open (unless someone wanted to move their free safety into a flat zone along with a linebacker).

This rule worked better for 4-3 defenses because we allowed them to hedge and call run if they wanted. Meanwhile, 3-4 defenses had to 'switch over' to a 4-3, lost their defensive run ratings and had to call pass. Our '6' back defense offered another playable alternative, although it actually was used sparingly, except when playing Miami. Against Miami, most of us replaced two linebackers with fifth and sixth defensive backs and selected a roving linebacker and four defensive linemen.

Football league also has backup division

Who are those guys in NAFA?

In most play-by-mail leagues, the coaches are like faces in a crowd: no one knows who they are.

That isn't the case with the North America Football Association, a play-by-mail, super-advanced, 16-team league. True, the NAFA has the usual reams of statistics. But along with the standings and stats sent to the Review was a listing of all the coaches and a thumbnail sketch of each.

The NAFA (once-upon-a-time it was known as the Lombardi Football League) also has a unique situation in that it has one division that includes backup coaches only. The backups play an eight-game schedule, including two games against regular NAFA teams. They provide continuity and are considered an integral part of the NAFA.

Ages of the coaches ranged from 36 to 15, with Sal Fiore, a contract painter from Staten Island, NY, and coach of the Browns, being the senior citizen and Mike Toigo, 15, a high school student in Piscataway, NJ, and coach of the Hurricanes, the babe in the woods.

Here's a sketch of most of the NAFA members:

SAL FIORE, 36, Staten Island, NY...coach of Browns...contract painter...charter member of old Lombardi Football League...Made mistake of overusing Joe Montana during regular-season and, after qualifying for playoffs, not being able to use him in playoffs.

MARK TOIGO, 17, Piscataway, NJ...Chiefs...high school senior; employed part-time as financial clerk...got off to slow start, being blasted in opener 51-6, but came on strong at end to win three of final four games and just missed playoffs.

MICHAEL MACHER, 29, Middlesex, NJ...Rattlers...system analyst; graduate of Wake Forest...commissioner of NAFA and also latest champion after having most explosive offensive team...second-year in NAFA...went 4-1 in games played face-to-face.

JIM DENAPOLI, 34, Piscataway, NJ...Packers...warehouseman...first PBM league; one of most dedicated coaches, but unstable quarterback situation caused team to miss playoffs.

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MIKE TOIGO, 15, Piscataway, NJ...Hurricanes...high school student. ...began as backup coach (Central Division is the backup division) and later took over the Tanners in the East Division...brother of Mark Toigo.

MIKE KOSTOPOULOS, 24, Navarre, FL...Crimson Tide...real estate salesman...guided expansion team to 11-5 record, which matched that of Macher's Rattlers...defense allowed fewest points (263, which was 29 fewer than next stingiest team)...one of more enthusiastic league members as he frequently made phone calls to find out game results and for possible trades.

BILL COWART, 19, Tallahassee, FL...Marauders...international economy major at University of Pennsylvania...solid administrator whose team won final three games and made playoffs, losing in semifinals.

LARRY HILL, 28, Spokane, WA...Shockers...graduate of Santa Clara; manager trainee...charter member of LFL, but increased waned late in latest season and franchise may not survive.

BOB BRICKEEN, 23, Henderson, KY...Purple Aces...graduate of University of Evansville...started season in Central Division and took over Apaches in week six and with sub-par talent still made the playoffs.

JOE HORNBACK, 25, Bardwell, KY...Chiropractor; graduate of Southeast Missouri State...used first expansion draft pick to trade for Dan Marino and had one of most feared NAFA teams...reached championship game...well-organized game plans, particularly for playoffs.

GEORGE MURPHY, 28, Los Angeles, CA...Beagles...assistant manager...flat passes were his not-so-secret weapon...moved from Kansas to the west coast in mid-season...only a tiebreaker prevented Beagles from barking in playoffs.

In the playoffs, first-round action saw the Kings overcome a 10-0 disadvantage and claim a 35-17 win over the Purple Aces and the Marauders, despite six turnovers, outlasting the Browns, 27-19. Steve Bartkowski passed for 338 yards for the winners, while the Browns were obviously handicapped with Montana having to sit out.

The Kings, after scoring 24 unanswered second-half points, rolled to a 31-21 victory over the Crimson Tide in one semifinal matchup, with the Rattlers striking for TDs on four of their last six drives to down the Marauders, 30-24, in the other. Bartkowski had another super game, passing for 309 yards and two scores.

It appeared the Kings, after two playoff wins, were primed to give the Rattlers a fierce battle in NAFA Bowl I. Not so. The Rattlers, behind the passing of Joe Theismann (18-24) and a ball-control offense, dominated the Kings completely, roaring to a 42-21 win. Marino ended up being sacked eight times.

Standings and leaders:

North	Won-Lost	East	Won-Lost	West	Won-Lost
Rattlers	11 5	Crimson Tide	11 5	Purple Aces	9 7
Browns	9 7	Colts *	9 7	Kings	8 8
Packers	6 10	Marauders	8 8	Beagles	8 8
Chiefs	6 10	Hurricanes	7 9	Shockers	4 12

Note: Colts were disqualified from playoffs when coach dropped out.

Receiving	No.-Yds.	ID	Avg.	Rushing	Att-Yds.	ID	Avg.
Marsh BEA	157 1165	4	7.4	Dickerson PACK	374 2009	11	5.4
Williams BEA	109 646	2	5.9	Payton P.A.	310 1204	4	3.9
Ramsey CHI	100 816	3	8.2	Tyler RAT	210 1076	12	5.1
Passing	Att-Comp.	Yds.	ID-Int.	Allen COLT	223 932	5	4.2
Marino KING	551 328	4676	34 17	Dorsett SHOC	200 922	2	4.6
Simms RAT	412 228	3591	34 17	Riggs HUR	209 890	6	4.3
Montana BRO	502 285	3592	25 12	McNeil BRO	201 850	8	4.2
Lomax BEA	534 342	3461	20 16				

Questions & Answers

Editor's note: Questions pertaining to individual and team ratings will not, in most cases, be answered, 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: On Alfredo Griffin's card (Oakland A's, 1985 season), there was a PLUS INJURY reading on the elementary side at 1-12. Should he have an injury as he played in all the games.

ANSWER: S-O-M says there shouldn't be an injury on Griffin's card, either side (he doesn't have an injury on the advanced side). Make the reading a foulout and scratch the injury.

QUESTION: In figuring out individual pitchers/batters ballpark probabilities, were they calculated independent of the ballpark the player normally plays in, or was some weight given to that factor? In other words, for example, suppose one could theorize that given an average batters ballpark (say Cincinnati), both Leon Durham (who actually had 21 homers playing half his games in Wrigley Field) and Jose Cruz (who hit nine playing half the time in the Astrodome) would each hit 15 homers last year. Would the cards reflect that fact or would they be somewhat weighted under the assumption that Durham is a Cub and Cruz an Astro?

ANSWER: A player's card reflects the statistics compiled over the whole season, playing half the games in the home park. In other words, the ballpark factor is already built into the cards (via stats). A player who plays in Seattle's cozy park, and has a high home run output as a result, has a card that reflects that prowess.

QUESTION: On certain basketball cards (John Paxson, Scott Wedman), why does a "FB shot ?" appear on their fastbreak passing section?

ANSWER: According to S-O-M's instruction booklet for basketball, page 10, "...if a player is positioned at RG (right guard) and his passing reading is followed by a question mark, ignore the reading and assume pass to be a turnover. Remember, the question mark takes precedence only if the player is stationed at RG."

QUESTION: Dave Richter, defenseman for the Minnesota North Stars, is rated a 2. His defense column is that of a 1-rated player. Which is right?

ANSWER: S-O-M says to change number at top from a 2 to a 1 on Richter's card.

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QUESTION: Why in hockey are two goalies on a team put on the same card? Does S-O-M have any plans to put them on separate cards?

ANSWER: S-O-M reports that a lot of hockey gamers have questioned the policy of putting two goalies on one card. "We are aware of it (the disapproval)" and may soon do something to correct it, reports S-O-M's Bob Yonke, who does much of the research and card preparation for hockey.

QUESTION: If Grant Fuhr of Edmonton had 14 assists in 1983-84 as a goalie and his rating was a "5," why did the latest hockey card set have a "6" for Tom Barrasso when he had only six assists?

ANSWER: S-O-M says there were some minor adjustments in the ratings from 1983-84 to the current card set, but that the "5" rating then and the "6" rating now are essentially the same.

QUESTION: Are all the sacks on the elementary pass defense cards automatic? If so, the average team gets a sack every 6 1/2 times the opposition calls a short pass and teams will average between 60 and 100 sacks per replay.

ANSWER: Yes, S-O-M says the sacks on the elementary pass defense cards are automatic. Remember, however, the basic game is designed for speed, simplicity of play and with as much realism as can be incorporated under those guidelines. If a gamer wants complete realism for such statistics as sacks, then the advanced game should be played. Individual pass rush ratings and pass blocking ratings were two of the main changes when the football game was revamped three years ago.

QUESTION: A question in regards to the Supplementary Stealing system: A player with an asterisk is not held and the offensive manager automatically looks to the first stealing rating number. Is the catcher's throwing arm also taken into account and deducted/added to this number?

ANSWER: Yes.

QUESTION: Stealing situation, runners on first and third and runner on first is an AA. Can I send just the runner on first and follow the regular procedure for stealing?

ANSWER: Yes.

QUESTION: Why wasn't Bert Blyleven given a card with Cleveland?

ANSWER: Blyleven was given a card with the last team (Minnesota) that he played for, even though he pitched more for Cleveland.

Blyleven, for the record, pitched 179.2 innings for Cleveland and 114 for Minnesota. It has always been S-O-M's policy to give a player a card with the last team he performed for.

QUESTION: When a player with an asterisk is not being held on, does the offensive manager automatically look to the first number? And if so, is the catcher's throwing rating also taken into account from this number?

ANSWER: The answer is yes to both questions.

QUESTION: What are the fielding/error ratings on the advanced side of Ken Harrelson's card with the 1969 Cleveland Indians in the re-issue set? Due to a printing quirk, his ratings are obscured on my card set. I need his throwing arm also.

ANSWER: Ken Harrelson's ratings should be: rf-4(-1) e5/ 1b-3 e10

QUESTION: How come football is not represented on the cover of the Review?

ANSWER: An omission on our part. We usually change the figures by the seasons. As soon as the NBA and NHL playoffs are over (which may not be until July), then one of the two figures will be dropped and football added, again.

QUESTION: In S-O-M Baseball the rules state that only a pitcher with an asterisk can start every four games (three-game rest), all others starting every five games (four-game rest). However, I've never seen a rule that covers the use/abuse of a pitcher that can start and relieve. Specifically, how soon after a start is a pitcher listed as "starter/relief" eligible to be used in relief? Also, is there a period that such a player must refrain from relieving in order to "rest" for his next start? If no official rules exist, does the GKSM (or any other league) employ such a rule?

ANSWER: The Greater Kalamazoo Strat-O-Matic League (featured in the May, 1986 issue), has rules covering the use of starter/relievers. A starter must have two days - not games, but days - rest before he can start again. However, innings pitched in real-life are strictly adhered to, so that's the overall factor determining how often a starter can start. Once a starter/reliever goes more than two innings as a starter, he has to have a two-day rest before pitching in a relief role. As far as relief pitchers, if they pitch the innings limitation on the card (1, 2 or usually 3), then the reliever must rest at least one game before being utilized as a reliever; two games before starting. That's three, six or nine outs as far as innings (2 2/3 is considered 2 innings, not 3). The GKSM also has a rule that a starter cannot be removed before four innings if he hasn't given up a run.

Advertisements

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

Wanted

WANTED: The following teams: 1971 St. Louis, Cincinnati, Oakland; 1973 California; 1977 Cincinnati, LA Dodgers, Kansas City, Texas; 1979 Cubs, St. Louis, Milwaukee; 1980 Phillies, Montreal, Kansas City. Condition of cards not important as long as they are legible. Send your prices to: Stanley Staton, P.O. Box 244, Dana, NC 28724

WANTED: 1975 Red Sox (originals), '78 Phillies, '82 Brewers, '83 Orioles, all w/extras. Also, extras only for '77 Yankees, '84 Cubs, '84 Tigers. Please state price and condition. Ken Rogers, 1017 Sheridan Road, Evanston, IL 60202 (312-475-5905)

WANTED: Strat-O-Matic seasons, teams, players, 1971 to 1983. Also would like to have the re-released seasons, 1930, 1950, 1956, 1961, 1969 and 1970. Send me a list of what you have for sale. Will pay reasonable prices. Bruce Carmichael, 318 S. Frederick, Maryville, MO 64468 (816-562-2955 after 6 p.m. CST).

WANTED: Football teams - 1967 Bears; '68 Bears, Cowboys; '72 Redskins. Baseball teams - 1971, '72, '76 Indians. Don Templeman, 3717 Lynnfield Rd., Cleveland, OH 44122

WANTED: 1977-78 Montreal Canadiens; 1979-80 Buffalo Sabres; 1975 or 1976 Cincinnati Reds. Please state price and condition.

Matthew Reinbold, 247 Nagel Dr., Cheektowaga, NY 14225 (716-684-4339)

For Sale

FOR SALE: Baseball schedules for entire 1930, 1950, 1956, 1961, 1969 and 1970 seasons. Great for S-O-M replays. Other seasons also available. Both AL and NL. Send \$1 per season and a postage stamp per order. Mailed immediately. Richard Breest, 1332 Greenlea Dr., Holiday, FL 33590-6759

FOR SALE: Individual S-O-M Baseball teams from 1950-1985. Loose baseball cards from 1930-1985. Send a SASE for teams list and or your list for loose cards to: Chris Rosen, 731 Bergen Street, Philadelphia, PA 19111 (215-745-5247). A lot of new stock.

FOR SALE: 1979 baseball set with extras. Very good condition. Also have hockey sets with extras from 1978-79 to present in excellent to mint condition. I pay postage. Send bids to: Phillip Ledesma, 3626 W. 139th St., Hawthorne, CA 90250

FOR SALE: The exact schedules and pitching rotations played by all major league teams for any season, 1901-present. 1985 sells for just \$8.00, 1956 for \$7.25. Write for quotes on all other seasons. Rich Pray, 7800 LaNain Dr., Pensacola, FL 32514

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FOR SALE: Super-advanced rules enhance the realism and detail of S-O-M Baseball while preserving the speed of play that makes it fun. Includes easily memorized rules for more realistic base advances on hits, outs and errors; outfield throwing errors and mis-played hits; trail runners sometimes advancing on throws (or being thrown out on cut-offs); injury chart with rare plays; balks, pickoffs, pickoff errors, rundowns; infielders positioned in or back individually; outfield shallow; suicide squeeze, safety squeeze and sacrifice charts where fielder's ability and runner's speed play a part; hit-and-run system that also takes into account pitcher's abilities and characteristics, fielding, runner's speed; and much more, all blended into the game so as not to disturb statistical accuracy or ease of play. Fully tested and refined in face-to-face league play. \$8, with money-back guarantee. Richard Robb, #305-7100 Gilbert Rd., Richmond, B.C., Canada V7C 5C3

FOR SALE: Complete baseball 1976, '77, '78, '79, '80, '81, '82; single teams 1971-present. Football, single teams, '70-present. Hockey complete - 1977-78, '81-82; single teams, '77-present. Many loose cards, 1963-present. Sold as set only. Send offers and SASE to: Sal Mangiapane, 23 W. Lincoln Ave., Cranford, NJ 07016 (201-276-5457)

FOR SALE: Individual baseball teams 1971-81. Individual hockey teams 1978-79-'81-82. Priced to sell. Send SASE for list to: Drew Elliott, 9241 Rosser St., Bellflower, CA 90706

FOR SALE (or TRADE): Football game with all parts. Teams are 1982 Dolphins, Chargers, Steelers, Cowboys, Redskins; 1984 Dolphins, 49ers. I also have a set of nameless players. Game and teams are in good to excellent condition. Some wear of cards. Will sell or trade for complete

set of 1981-82 hockey cards. Send offers to: Brent Robertson, 133 Banbury Road, Brantford,, Ontario Canada, N3P 1E3

FOR SALE (or TRADE): Have 1973 baseball cards (mint) and nine teams from 1974 (good). Would trade all for a 1971, 1972 or 1975 football card set or will sell 1973 set for \$35 and 1974 set for \$10. Please contact: Ralph Rink, 46 Barber St., Auburn NY 13021

FOR SALE: Taking offers for S-O-M's first full season set - 1962. All teams complete and in mint condition - never used. Game box and accessories are included. SASE guarantees reply. Richard Hicks, 2943 Bradley Road, Huntington, WV 25704

FOR SALE: Darling, Mahler and Valenzuela do more than pitch. They play a complete game with Playbook IV, exclusive pitcher ratings for fielding range, stealing, bunting, hit-and-run and running. Now includes individual wild pitch, passed ball ratings. Seasons 1982-85 remain \$3 each or \$6 for all four. Playbook III is a revolutionary weather and effects system used by month or season. Ratings are based on results from 1970, 1983-85 seasons, which remain \$3 each or \$6 for all four. Playbook II includes super advanced hit-and-run, sacrifice-squeeze play, outfield/infield pulled in and injury charts. Playbooks I and II are \$6 each. Special: Playbooks I-IV for \$22. The prices haven't changed and neither have the quality and realism. Satisfaction guaranteed. Paul Ladewski, 14340 Maple, Midlothian, IL 60445

FOR SALE: One hundred plus teams from 1963-1983. Average to mint. All with 20 cards, some with extras. Money order only. \$115. Richard Gulezian, One Robinhood Road, Windham, NH 03087

FOR SALE: Join the hundreds who
(continued)

have enhanced their S-O-M play with the S-O-M Baseball "Kit." This "Kit" includes a complete system for organizing solitaire play, an outline for setting up leagues and miscellaneous rules and variations. Take advantage now. Send \$4.50 postpaid to: Gopher Graphics, RD-2 Box 323, Greene, NY 13778

League Scene

LEAGUE FORMING: Enthusiastic managers needed to continue the successful legacy of the North America Football Association (NAFA) PBM league. Several openings are available in this 18-team league for the fourth (1986-87) season. Special features of the NAFA rules incorporate playing face-to-face, neutral and home games, a 16-game schedule (Sept.-Jan.), a four-team backup division, super-advanced S-O-M rules, an annual rookie draft in August and league awards for participation. A personal commitment and a basic knowledge of the game are required, but prior PBM experience is not necessary. Don't miss out on this opportunity to join one of the most successful PBM football leagues. Become a NAFA coach by contacting: Michael Macher, 415 Walnut St., Middlesex, NJ 08846 (201-469-9331)

LEAGUE FORMING: Would like to meet with fellow fanatics in the Atlanta area. Possibly forming a face-to-face league. I play baseball, basketball and football. If interested, write me: Brad Schrade, 585 Oakhaven Dr., Roswell, GA 30075 (404-992-8429)

LEAGUE FORMING: Two experienced gamers are forming a face-to-face advanced baseball league in the Kansas City area. The league will feature an 80-game schedule, continuous ownership, all-star game and playoffs. Team composition will be by a modified draft format. Managers must be willing to travel throughout the Kansas

City metropolitan area. For more information, contact: Wade Sanders, 809 W. Main, Odessa, MO 64076 (816-633-8189)

LEAGUE FORMING: I would like to start a face-to-face S-O-M Football league this coming fall. We can use all the super advanced rules. If interested and you live in the Los Angeles or Orange County area, contact: Cliff Knotek, P.O. Box 7105, Buena Park CA 90622 (714-828-1327)

LEAGUE FORMING: The Tampa Bay Baseball League is now forming and looking for managers. Enjoy the thrill of owning your own team, making trades, drafting rookies and maybe winning the league championship series. No experience is necessary, but honesty, S-O-M knowledge, enthusiasm and your guarantee to complete the season are required. Five manager slots have been filled already. This will be a face-to-face league with games held one night a week. Season will probably run from June-Nov. Features include: 8-12 teams using 1985 cards, advanced version game rules, full draft to design your own team, newsletters, rest and rotation rules, full stats, restricted year-round trading, trophies. Anyone within 50-mile distance from Clearwater, FL, can apply. Call or write now to set up an interview to manage in what will be one of the best face-to-face, continuous and fun S-O-M Baseball leagues in the country. Call (8 a.m.-5 p.m.) 813-539-3721 and evenings and weekends at 813-796-5885 or write to: Louis Gilbert, 2599 Countryside Blvd. #211, Clearwater, FL 33519

LEAGUE FORMING: The International Football League (IFL) is about to set out on its maiden voyage. The IF will be a continuous draft PBM league, with drafting of individual offensive and defensive players. I have four experienced Strat managers and I am looking for 6-8 more. Each owner will

(continued)

have two teams, one NFC and one AFC. League dues will be \$11. If interested, call 213-670-7193) or write: George Murphy, 8033 Chase Ave., Los Angeles, CA 90045

LEAGUE FORMING: The World's Best Basketball League (WBBL) is looking for two coaches for the upcoming season. We are a 12-team, continuous ownership PBM draft league playing a 76-game schedule. We are an established league looking for dedicated gamers. If interested and want more information, contact: Doug Crandall, Box 161, Deerfield, KS 67838 (316-426-2532)

LEAGUE FORMING: We have eight managers but would like to add two more in a face-to-face S-O-M Baseball league in Orange and Los Angeles counties. If interested, contact: John Fellet (818-961-3629 at work; 818-968-1588 at home) or Cliff Knotek, P.O. Box 7105, Buena Vista, CA 90622

LEAGUE FORMING: Eight-ten managers needed for new old-timers league using basic rules and full-size set of 42 old-timer teams. Will be open to enhancements of basic rules. No previous experience needed. All applicants must submit a sample strategy sheet along with previous S-O-M experience - from solitaire to league play. Face-to-face and PBM will be used. All requests will be answered with a SASE. Startup date - July. Contact: Jerry A. Jelinek, P.O. Box 356, Naperville, IL 60566

LEAGUE FORMING: The RCMBL is looking for one manager and three backup managers for the upcoming season to start in August. We are a six-team A.L. and six-team N.L. PBM continuous ownership draft baseball league. If interested or would like more information, contact: Doug Crandall, Box 161, Deerfield, KS 67838 (316-426-2532)

LEAGUE FORMING: The North American

Hockey League (NAHL) is considering expansion. We are an 8-year-old, 16-team, continuous draft PBM winter league. We use advanced/super-advanced rules and our season runs from November to March with a draft of new players each October. Statistics are required and a yearbook is published each year. Currently we have teams in Sweden, Ontario, New York, Wisconsin, Michigan, Indiana and Illinois. If you are interested in joining an established league please contact: John Stewart, 13240 S. Carondelet Chicago, IL 60633 (312-646-3933)

LEAGUE FORMING: S-O-M adult, advanced baseball draft league is now expanding its face-to-face play in Philadelphia's western suburbs (based in West Chester, PA). Character and fairness are very important. Our only goals are competition and fun. Call Lee at 431-0549 before 10 p.m. (Lee Goldberg, 273 Summit House, West Chester, PA 19382)

Contests

CONTEST: Sixth annual Lyman Bostock Memorial Tournament will be held the weekend of Aug. 2-3, 1986, at Purdue University in West Lafayette, IN. Featuring five big events with trophies awarded to all winners and runnersup. Meet fellow gamers from all over the country and Canada. Truly a great weekend of fun and excitement. Many leagues, play-offs, championships. Tournament is approved and backed by the Strat-O-Matic Game Company. For further details, write or call (if writing, please enclose a long SASE): James Sanders, 5806 Kennedy Terrace #103, Gary, IN (1-219-938-6137). Entry for two-day tournament is \$9.75. Tournaments include: Super advanced football (old version), super advanced football (new version), advanced baseball, super advanced hockey and elementary baseball.

Larger action deck will create more problems

BY KEN BROADWATER, Potomac, MD

Not long ago I received my second issue of the S-O-M Review (April 1986) and am pleased with my decision to subscribe.

I am writing because I feel compelled to comment on Dick Hunt's suggestion regarding S-O-M Basketball. I would appreciate it if you could print this because it would clear up Mr. Hunt's misconceptions and possibly provide some insights to your readers as to the difficulties of designing a table-top sports game.

Having played sports games since the age of seven and having designed my own games (including basketball), I feel qualified to speak on the subject.

Although I agree with the basic premise of having a wider range of results for split readings, Mr. Hunt's suggestion won't have near the effect he claims. In fact, if the idea were incorporated into the present version of the game, it would create more problems than it would solve.

First, Mr. Hunt claims the passing phase of the game would be improved. Although there would be a greater number of passing possibilities, his suggestion would not eliminate the assist rating that certain players receive. The reason for this is that all the expanded range does is allow for "fine-tuning;" it doesn't increase assist possibilities.

Players like Magic Johnson and Isiah Thomas (with assists ratings) will still have the same proportion of assists after their passing column is adjusted for turnovers. The reason these players have assist ratings is because they won't receive enough assists through the passing phase of the game.

The only way to eliminate the assist rating is to increase the number of passing column possibilities in the action deck and there are three very good reasons why that shouldn't be done:

(1) Although Mr. Hunt calls these belated assists, assists derived from the assist rating actually make the game more realistic. Not every assist is the cause of a basket being scored. A good number of Thomas' assists come when he hits someone like Kelly Tripucka or Vinnie Johnson coming off a screen, who then bury a 20-foot jumper. Magic Johnson also boosts his assist total when he dumps the ball inside to Kareem Abdul-Jabbar, who then wheels left and drops in a sky hook. Certainly the cause of these baskets wasn't the pass.

(2) If the action deck is changed, player cards for members of the Pistons, Lakers and any other team with a player possessing an assist rating would have to be reworked. These players' field goal shooting would have to be adjusted downward to compensate for the increase in free and easy hoops created by the elimination of the "belated" assist.

(3) If S-O-M were to change the action deck, then the past several editions of the cards would be incompatible with the new version and the game company would be forced to produce revised cards for past seasons if gamers are to be able to pit teams from different years against each other.

The second thing I'd like to point out about Mr. Hunt's article is that the examples of Mark Eaton and Tree Rollins aren't that accurate. Although they both have similar block ratings (Eaton: 1-20; Rollins: 1-19), Eaton will block many more shots as a result of his X-column than Rollins will.

Gamers should be sure to take into account the X-column when judging a player's shot-blocking capability. It is an excellent fine-tuning mechanism. Mr. Hunt can rest assured that Eaton will block more shots than anyone else in S-O-M Basketball - at least until next year when Manute Bol receives his first card!

Hockey playing tips

BY BILL MODELSKI, Allen Park, MI

A frequent criticism of Strat-O-Matic Hockey has been "forwards should not penetrate against forwards."

Some leagues have wings penetrate against defensemen, centers against centers, and defensemen against wings. But I feel that plan simply jumps from one extreme to the other. My suggestion would be to have forwards penetrate against defensemen 60 percent of the time and against their opposing forward (like the present system) 40 percent of the time.

Here's how it would work:

If the previously turned split card is from 1-12, wings penetrate like this.....

LW against RD
RW against LD

If the split number is from 1-12 and even (2, 4, 6, 8, 10, 12) the center would penetrate...

C against LD

If the split number is from 1-12 and odd (1, 3, 5, 7, 9, 11) the center would penetrate...

C against RD

If the previously turned split card is from 13-20, forwards penetrate against their opposing forward (like the present system).

This system is used during even strength only. The present system is used for power plays. Defensemen would not be affected by the system. Just like the present system, defensemen always penetrate against the opposite defensemen.

Additional comments:

(1) To make the system easier to use and less prone to error, you could easily write the necessary information on the corners of the split cards. For example, in the corner of split card "1" you would write:

LW/RD
RW/LD
C/RD

(2) If a 60 percent factor is felt to be incorrect, obviously any other figure could be adopted just as easily. An 80 percent factor would use split cards 1-16. But I personally feel 60 percent is about right.

(3) Since the previously turned split card is used, no additional shuffling would be required. In the case of a new deck, just use the first split card.

The Review staff

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Readers roll 'em

(continued from page 9)

Editor's note: The name of the party placing the ad and, after collecting the entry fee, then announcing the league had folded, has been withheld in the letter. However, the Review has written to the party for an explanation. If people pay and entry fee for a league, that fee should be returned if the league folds with the season never having been started. Even short-lived leagues, where the gamer's not at fault for its demise, owe members at least a partial refund. But to collect the entry fee and

a short time later reveal that both the league and its treasury have been dissolved, is a no-no. Until we hear from the party mentioned by Kevin Anderson, we will not print the name. However, if there is no response, or the explanation is unsatisfactory, we will print the name in the next issue and warn readers to beware. Hopefully, though, the matter can be resolved for all parties and the Review will not have to take out of mothballs its "Dirty Dealers" list.