



STRAT-O-MATIC REVIEW



Devoted exclusively to the
Strat-O-Matic game fans, with
the consent of the Strat-O-Matic
Game Co.

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The editors of the Strat-O-Matic Review wish to thank you and the hundreds of others like yourself who have subscribed to the opening issues of, what we hope, will be the finest sports table games paper of its kind.

We're hoping in the months ahead that we will get to know each of our subscribers better--hopefully we'll be hearing from you--and that we'll be able to plan future issues around ideas and suggestions that you might pass on.

Our opening issues will include such things as a three-part feature story on Harold Richman, the creator of the Strat-O-Matic Game Co.; a replay of the 1969 football season; a three-part story plus statistics on a 32-term All-time baseball tournament; numerous playing tips, suggestions for starting a league and ways of playing an entire schedule of games; and much, much more.

Since the Review is really devoted to you, the fan of the Strat-O-Matic games, space is provided in future issues for you to pass on interesting playing experiences, replays, league results, or to just let you express how you feel about the Review. In fact, a monthly feature of the Review will be a "Readers Roll 'Em" column, giving readers a chance to have their say.

And if you're interested in starting a league of your own and recruiting other members, or perhaps buying or selling past Strat-O-Matic cards, the Review will also carry advertisements to achieve these goals.

Although we have received help, encouragement and the complete support of the Strat-O-Matic Game Co., the Review is, however, a separate entity and all inquiries concerning such should be sent to the Review (P. O. Box 27, Otsego, Michigan 49078) and not the game company.

The Review will be published monthly (issues should arrive shortly before the first of the month) and is professionally printed. In future issues, pictures will be included, showing the Strat-O-Matic Game Co., its operation and some of the employees who have made the company such a fabulous, mushrooming success.

Profits derived from the Review will certainly make no one rich--especially after printing costs and the time spent producing it are added up. But that's not our goal, anyway. We're interested in Strat-O-Matic (fascinated might be a better word) and are sure there are thousands of others like ourselves who enjoy playing and exchanging information about the games; that's our real purpose in putting out the Review.

Kansas City Repeats As Super Bowl King

History repeated itself in a replay of the 1969 football season as coach Hank Stram's Kansas City Chiefs, with their multiple-offence, again emerged as Super Bowl champions. And, like in real life, the Chiefs won it all despite the fact they were not even division champions.

A few new twists were added to the '69 replay--namely that the division realignment used in 1970 was installed, along with the 1970 schedule.

When the last die had been rolled to cap the 182-game regular season the division champs were: Dallas (Eastern), Green Bay (Central) and Los Angeles (Western) in the National Conference; and the New York Jets (Eastern), Cleveland (Central) and San Diego (Western) in the American Conference. Also qualifying for the post-season playoffs were the late coach Vince Lombardi's Washington Redskins (9-4-1) and Kansas City (10-4), who had the best runnerup records in the National and American Conferences respectively.

You may wonder what happened to Minnesota, Kansas City's real-life victim in the '69 Super Bowl? Well, we'll get to the Vikings a little later--when we cover the big busts of the replay.

Instead of the Vikings, Kansas City's 'Super' foe turned out to be the Dallas Cowboys, who showed--at least for two games--that they didn't "choke" in the big games after all.

Kansas City started the Super Bowl countdown by shooting down the Namath-led Jets in their playoff opener. Trailing 14-13 at halftime, the Chiefs struck for 20 points in the second 30 minutes and kept the Jets off the scoreboard. Lenny Dawson, Kansas City's clever quarterback, completed 12 of 23 passes--including six in a row during one stretch--and pitched three touchdowns. Namath, meanwhile, was true on 14 of 33 passes resulting in 183 yards and two TD strikes. But the real New York problem was coping with Kansas City's ball-control tactics, as the Chiefs ran off 73 plays (46 running) to the Jets' 50. Namath was dumped seven times trying to pass and lost 56 yards plus New York was only able to run off 10 ground plays.

Kansas City next met Cleveland, which reached the second round by demolishing San Diego, 41-17. The Browns had been nipped by the Chargers, 6-3, in a defensive duel during the regular season, but quarterback Bill Nelsen's three touchdown passes sparked the Browns to a 24-3 halftime lead and it was "no contest" after that.

The Chiefs quickly hung the "no contest" sign out in Kansas City's Municipal Stadium when they faced Cleveland. Otis Taylor grabbed two first quarter TD passes as Stram's multiple offense bewildered the Browns to the tune of a 37-3 halftime bulge and coasting in, 49-13. Dawson tied a Strat-O-Matic record in the game by throwing five touchdown passes.

Meanwhile, in the National Conference, Dallas was having it a little tougher keeping its Super Bowl date with the Chiefs. It took a Craig Morton-to-Lance Rentzel 22-yard touchdown pass with 45 seconds to play to give the Cowboys a thrilling 28-27 triumph over Los Angeles in its opener.

Next roadblock was Washington, which had knocked off Lombardi's old team, the Green Bay Packers, 10-3, in a defensive struggle. The Redskins took a 5-0 lead in the first quarter off a safety and field goal, but Morton, who had thrown for four TDs against the Rams, was again on target as he found receivers alone in the end zone three times on the way to a 23-8 win.

The countdown to the Super Bowl was over.

Kansas City already owned a regular season victory over the Cowboys, but it was a far from decisive 23-17 triumph.

Dallas' Cotton Bowl was the showdown site and both teams quickly lived up to their No. 1 (Kansas City) and No. 2 (Dallas) defensive ranking as the first quarter was scoreless.

A 31-yard punt return by Kaycee's Willie Mitchell early in the second quarter was the first big break of the game, as the Chiefs quickly moved from the Dallas 25 goalward and scored at the 11:15 mark when Robert "The Tank" Holmes bulled the final four yards to paydirt.

Dallas was the recipient of a pair of breaks late in the second period, however, converting a fumble and pass interception into 28 and 24-yard field goals by Mike Clark to cut the score to 7-6 by halftime.

With Calvin Hill's bursts into the line keeping the Kansas City defense honest, the passing avenues seemed open for a Dallas comeback in the second half.

Instead Kansas City got the only touchdown of the second half--a 19-yard pass from Dawson to Mike Garrett with 12:15 to play in the fourth period--while Craig Morton, somewhat reminiscent of his 1971 Super Bowl performance, was unable to rive up the Cowboy attack, having a pass intercepted and four others fall harmlessly incomplete as the waning seconds ticked away.

Dawson, whose name you'd have to search for with a magnifying glass among the passing leaders, ended up with 16 completions in 29 attempts for 143 yards in the big 14-6 win. Morton, on the other hand, hit his receivers only 12 times in the 28 times he put the ball in the air for 128 yards. Hill was the leading rusher, as Dallas had a 271-225 net yardage edge, with 102 yards in 14 carries.

But the real key that unlocked 'Super' success was the Kansas City defense which, although stung by a 41-yard off-tackle burst by Hill and a 35-yard Morton-to-Rentzel pass, made the clutch stops and never allowed Dallas to seriously threaten to put a six-pointer on the scoreboard.

When it was all over the question still lingered, what happened to the Vikings? The answer is plenty. First off color the Minnesota defense and its "Purple People Eater" front four red. That's for the embarrassing 245 points they gave up (17.5 a game), which was 112 more than allowed in real-life.

Coupled with a defense that ranked 12th among the 26 teams was a rushing "attack" that was 25th (averaging only 79.9 yards per game) and a passing game that was 18th. The Vikings didn't start out like a team that would finish with a 7-7 record, however, whipping Kansas City in the opener, 17-13, and winning three of its first four.

A 37-27 loss to New Orleans in the second game hurt, since the Vikings had overcome a 17-0 deficit before losing when its defense broke down and allowed two touchdowns in the final six minutes. Later the Vikings lost three in a row, including two to Detroit in defensive struggles 21-10 and 14-11, and events deteriorated to the point where a final game win over Atlanta was necessary for the .500 season.

Another big disappointment was Baltimore (2-11-1, yes 2-11-1!). Timely interceptions (by the opposition) and costly fumbles (by the Colts) made the season a nightmare. An interception in the San Diego end late in the fourth quarter preserved a 21-20 loss to the Chargers in the opener and seemed to set the grim mood for the entire season. Colt rushers averaging only 63 yards per game--last in the NFL--didn't help, either.

On the bright side, Green Bay proved the Pack was back by whipping the Detroit Lions, 21-9, in the season's finale to win the NFC Central Division. The Lions finished second (8-5-1), but three straight losses at the tailend of the season cost the Detroiters a title.

San Diego had the best rushing attack and the No. 1 ground gainer in Dick Post and surprised by winning the tough AFC Western Division. The Charger defense found a "cousin" in Oakland quarterback Daryle Lamonica as its secondary intercepted seven of his passes in a 22-7 win in their first meeting, then swiped six the next time around in a 27-14 verdict.

Lamonica, incidentally, fired a league-high 31 TD strikes and was intercepted 36 times--also a league high--including the 13 by the Charger defensive unit.

The Kansas City-San Diego showdowns were classics, as the Chief defense throttled the

Chargers, 21-3, in the first game, and, with the title on the line in the final game, San Diego got revenge when John Hadl flipped a 10-yard scoring pass to Lance Alworth with 45 seconds left for a 10-6 win.

Another big surprise was Pittsburgh--which won only a single game in real-life. In fact, the Steelers (7-7) came within a whisker of tying Cleveland for the AFC's Central title, losing to Philadelphia, 20-17, in its final game when Sam Baker booted a 38-yard field goal with a minute to go.

STRAT-O-MATIC FOOTBALL--1970
(Based on 1969)

NATIONAL CONFERENCE

| EASTERN | W | L | T |
|-----------------|----|----|---|
| 1. Dallas | 10 | 4 | 0 |
| 2. Washington | 9 | 4 | 1 |
| 3. Philadelphia | 6 | 7 | 1 |
| 4. N.Y. Giants | 4 | 8 | 2 |
| 5. St. Louis | 2 | 12 | 0 |

CENTRAL

| | | | |
|--------------|----|---|---|
| 1. Green Bay | 10 | 3 | 1 |
| 2. Detroit | 8 | 5 | 1 |
| 3. Minnesota | 7 | 7 | 0 |
| 4. Chicago | 4 | 9 | 1 |

WESTERN

| | | | |
|------------------|---|----|---|
| 1. Los Angeles | 9 | 5 | 0 |
| 2. New Orleans | 6 | 7 | 1 |
| 3. San Francisco | 6 | 8 | 0 |
| 4. Atlanta | 4 | 10 | 0 |

AMERICAN CONFERENCE

| EASTERN | W | L | T |
|--------------|----|----|---|
| 1. N.Y. Jets | 10 | 4 | 0 |
| 2. Buffalo | 7 | 5 | 2 |
| 3. Boston | 7 | 6 | 1 |
| 4. Miami | 3 | 9 | 2 |
| 5. Baltimore | 2 | 11 | 1 |

CENTRAL

| | | | |
|---------------|---|----|---|
| 1. Cleveland | 8 | 6 | 0 |
| 2. Houston | 7 | 6 | 1 |
| 3. Pittsburgh | 7 | 7 | 0 |
| 4. Cincinnati | 1 | 12 | 1 |

WESTERN

| | | | |
|----------------|----|---|---|
| 1. San Diego | 11 | 3 | 0 |
| 2. Kansas City | 10 | 4 | 0 |
| 3. Oakland | 9 | 5 | 0 |
| 4. Denver | 7 | 7 | 0 |

RUSHING

| | YDS | '69 | AVG | '69 |
|--------------------|------|--------|-----|-------|
| 1. Post, S.D. | 1262 | (873) | 5.8 | (4.8) |
| 2. C. Hill, Dall. | 1029 | (942) | 5.1 | (4.6) |
| 3. Sayers, Chi. | 1023 | (1032) | 4.0 | (4.4) |
| 4. Kelly, Clev. | 196 | (817) | 5.1 | (4.2) |
| 5. L. Brown, Wash. | 930 | (888) | 3.9 | (4.4) |
| 6. Granger, Hous. | 917 | (740) | 4.2 | (4.0) |
| 7. Little, Den. | 904 | (729) | 5.3 | (5.0) |
| 8. Nance, Bost. | 901 | (750) | 4.2 | (3.9) |
| 9. Butler, Atl. | 887 | (655) | 4.8 | (4.0) |
| 10. Simpson, Buff. | 810 | (697) | 4.0 | (3.9) |

PASSING

| | YDS | TD | PCT | '69 |
|-------------------------|------|----|------|--------|
| 1. Jurgensen, Wash. | 2939 | 27 | 58.6 | (62.0) |
| 2. Lamonica, Oakland | 2790 | 31 | 52.8 | (51.9) |
| 3. Tarkenton, NY Giants | 2604 | 15 | 53.0 | (53.8) |
| 4. Kilmer, N.Orleans | 2589 | 20 | 54.0 | (53.6) |
| 5. Nelsen, Clev. | 2570 | 15 | 50.1 | (54.0) |
| 6. Namath, NY Jets | 2533 | 17 | 47.2 | (51.2) |
| 7. Unitas, Balt. | 2320 | 7 | 53.1 | (54.4) |
| 8. Gabriel, Los. Ang. | 2244 | 22 | 52.6 | (54.4) |
| 9. Beathard, Hous. | 2157 | 10 | 53.1 | (48.6) |
| 10. Morton, Dallas | 2149 | 16 | 56.2 | (53.6) |

RECEIVING

| | PC | '69 | YDS | '69 |
|---------------------|----|------|------|--------|
| 1. Abramowicz, N.O. | 77 | (73) | 1039 | (1015) |
| 2. Rentzel, Dallas | 71 | (43) | 980 | (960) |
| 3. C. Taylor, Wash. | 70 | (71) | 1292 | (883) |
| 4. Gilliam, St. L. | 62 | (52) | 1019 | (997) |
| 5. J. Smith, Wash. | 62 | (54) | 592 | (682) |
| 6. Morrison, Giants | 61 | (44) | 602 | (647) |

SCORING

| | EP | FG | FGM | TP |
|--------------------|----|----|-----|-----|
| 1. Stenerud, KC | 30 | 34 | 16 | 132 |
| 2. J. Turner, Jets | 31 | 28 | 15 | 115 |
| 3. Cox, Minn. | 20 | 30 | 14 | 110 |
| 4. Clark, Dallas | 27 | 27 | 14 | 108 |
| 5. Partee, SD | 30 | 25 | 27 | 105 |
| 6. Gereia, Hous. | 27 | 24 | 24 | 99 |

League Play Is Fun?

When I first got the idea to write on the antics of the Strat-O-Matic game, I didn't quite know where to begin. Over the past years of Strat-O-Matic experience, I've seen drinks thrown, players ripped, fights, chairs broken, glassware broken, and seen players threaten another player's life!!

It all started when I was first asked to join the league. I had played the game before, but never in a league, so it would be a new experience. At the time I started playing, we were playing the '64 season, and I had the Twins. That first night I arrived and met the men I would eventually windup having words with. After I found out who I was supposed to play, we sat down and began. In the seventh inning of the first game I looked across the room, and there was one player shouting at another that he was the luckiest person he had ever seen, and that he got all the breaks and that if he won it would be cheap!! It's ironic, but I wound up saying the same thing later!! On another night, my brother was substituting for a player when late in the game his opponent made a nasty comment to him. Immediately I jumped to my feet and told him to shut his mouth or I'd shut it for him, nothing ever became of that. The first night the league played at my house, violence broke out. It was the bottom of the ninth inning and two outs, Player A was ahead by 3 runs, but Player B was up to bat and had the bases loaded...Player B with sweat pouring out, began to shake the dice, and the number came up a grand slam to beat Player A. At this instant, Player A grabbed his glass of water, and threw it to my floor, sending water all over the place. The same time as Player A was taking his furiousness out on the water, Player B leaped back in his chair in excitement, and broke my wife's brand new chair beyond repair. My wife was out of the house at the time and I began packing my bags!! This just about did it for me, as I was getting a little upset, because my team had gone on a four game losing streak.

One of the favorite tricks of the first place team is to rub in his wins to the second and third place teams. I've seen guys come within one eye blink of being killed at such episodes. Some of the catty remarks include..."My guys just aren't hitting, I'm lucky I'm winning" or "My pitcher, goll darn him, let up 3 earned runs, and I won 10 to 3, but he should have never given them up" or "Since I won that one, it really puts the pressure on you doesn't it?!"!! Things like this tend to provoke players in our league.

If ever a tape recording was made at one of our Monday night meetings, you'd think we were going to kill each other...and we were just playing for fun. In the second league I got into we played for money, and the tempers really flew.

I suppose some of you are wondering why we do it every week. Well, for you Strat-O-Matic league players, you know why we do it. Once it gets in your blood, there is no way of stopping you. When Monday rolls around, we're all the best of friends, after the league ends about 10:30 pm, we could kill each other. I don't know if you have the same sort of episodes in your league, but in ours it is a common thing. So if you're starting a league, remember our league motto, it's not how you play the game or who you hurt or kill that counts, it's whether you win or lose!!

FIRST NO-HITTER

Steve Hunt

Manhattan Beach, California 90266

First, I would like to thank you for finally coming out with a magazine for Strat-O-Matic fans. Now I would like to tell you about the greatest game of Strat-O-Matic baseball I have ever had. It was a game between the 1969 Baltimore Orioles and the 1969 Houston Astros. The starting pitchers were Dave McNally for the Birds and Tom Griffen for the Astros. I felt sure it would be the Orioles game all the way but boy was I mistaken! Homers by Joe Morgan and Denny Menke combined for five of the Astros eight runs and knocked McNally out after seven innings. Griffen had pitched fine ball not

giving up a hit and allowing only three walks, I knew he was pitching a no-hitter but thought nothing of it since he was pitching against the mightiest ball club in the American league. Two innings later he had one out to go for the no-hitter and his team was ahead 8-0. The batter was Andy Etchebarren; he struck him out! The end of the game read like this: the Birds, no runs, no hits, no errors, 3 left; the Astros, 8 runs, 11 hits, no errors, and six left. Tom Griffen had successfully no-hit the Orioles! He also struck out nine.

This is the only no-hitter I have had in the five years I have had my game and I felt I had to send it in to you.

Old-Timer Teams Show Power In All-Time Replay

What was the greatest baseball team of all time?

If you want you can go by the results of NBC television's recent computerized series in which the New York Yankees of 1927 emerged triumphant.

Or, better still, why not try an all-time series of your own with Strat-O-Matic? The great old-timer teams--20 of them--are put out by Strat-O-Matic, plus all the teams since 1962 are available.

Just such a series was played in the fall of 1968, with the 20 old-timer teams and 12 teams of the 1960s competing in an elimination tournament to determine which team was really "the greatest of them all."

The modern-day teams consisted of an assortment of pennant winners, world series champs, teams that flashed unexpected power in replays and either won pennants or came very close and such teams as the Los Angeles Angels of 1962 and Oakland Athletics of 1968, picked as "representative" teams for those expansion clubs.

Best three-out-of-five game series' were played the first, second, quarter-final and semifinal rounds, with the championship series a best-of-seven affair.

Surprises came quickly as the modern-day teams fell like a row of dominoes in first-round matchups against old-timer squads. Only the pennant-winning 1962 New York Giants escaped first-round ouster, as Juan Marichal and Billy Pierce fired shutouts in the third and fourth games to send the Giants into the second round via a 3-1 playoff conquest of the 1948 Cleveland Indians.

Many of the modern-day teams put up terrific struggles before losing, while others succumbed without hardly a ripple. The Detroit Tigers of 1968, for instance, carried the '41 Yanks five games as Mickey Lolich and Earl Wilson chalked up Detroit pitching wins while 31-game winner Denny McLain failed twice, including the final contest, to halt the Yanks.

Pitcher Bob Veale of the 1966 Pittsburgh Pirates whipped the rough-tough '53 Dodgers, 3-1 and 3-0, allowing only a total of 10 hits, but the Bucs still fell in five to the power-hitting 'Bums'.

Biggest shocker of them all almost occurred in the first playoff series when the '27 Yanks, the pre-tourney favorite and expected to breeze through the early rounds, ran into the upset-minded 1962 Cincinnati Reds.

The Reds stunned the Bronx Bombers by winning the opener, 7-6, in 13 innings as Eddie Kasko singled in the winning run after Babe Ruth's costly error put the game-breaking tally on second base. Then put the Yanks to the wall in the second game with an even more shocking 3-0 shutout triumph--a two-hit masterpiece by Jim O'Toole.

Striking back, finally, the Yanks pounded out 18 hits and got shutout twirling from Herb Pennock to win the third game, 7-0, and knotted the series with a come-from-behind 6-5 win in the fourth as hurler Urban Shocker crashed a home run in the bottom of the ninth inning to snap a 5-5 tie.

In the fifth and final game the Reds called on Mister O'Toole again. But this time the Yanks bombed him out early, jumping away to a 14-0 lead after three innings. O'Toole departed in the second as the Yanks roared to a 21-7 rout, blasting out a whopping 24 hits and seven home runs, including two by Ruth--his first roundtrippers of the series--Lou Gehrig's third in five games and a pair from second baseman Tony Lazzeri, the hero of the fourth game along with Shocker when he singled in the tying run in the eighth inning.

So, one powerful Yankee outfit stayed alive to play another day. But another tough Yankee club didn't make it--the '61 team with the M&M boys, Roger Maris (61 homers) and Mickey Mantle (54).

The 1950 Philadelphia Phillie 'Whiz Kids' shackled the Yankee might, winning the first two games, 3-2 and 8-1. And, after the Yanks tied it up at two games apiece with 3-2 and 2-1 wins, finished the Yanks off in the finale, 4-2, and Del Ennis cracked a two-run homer in the seventh inning to break a 2-2 tie.

Only Roger Maris delivered the heralded Yankee power as he won the fourth game with a solo shot in the bottom of the ninth plus he tied the fifth game up with a clout in the top of the seventh. Mantle, meanwhile, was held without a homer as the Phils unleashed some power of their own, including the rare feat of back-to-back homers by Dick Sisler, Eddie Waitkus and Ed Goliat in the fifth frame of the second game on the way to outhomering the Yanks, 5-3.

Next month the replay summary will continue with highlights from second round and quarter-finals play. Here is the summary of the first-round games plus the set up of the next rounds games.

- 1940 Reds d. 1967 White Sox, 3-0 (Sox were blanked in all three games, collecting only 12 hits).
- vs 1946 Cards d. 1962 Angels, 3-0 (Red Schoendienst was Card batting star; Angels nothing more than cannon fodder).
- vs 1953 Dodgers d. 1966 Pirates, 3-2 (Carl Furillo socked four homers to pace 'Bums').
- vs 1941 Yanks d. 1968 Tigers, 3-2 (Joe Gordon was the batting star in fourth and fifth games for winners; Earl Wilson pitched three-hit, 2-0 shutout for Bengels).
- vs 1950 Phils d. 1961 Yanks, 3-2 (Del Ennis' two-run homer won final game as 'Whiz Kids' stifle Yankee power).
- vs 1962 Giants d. 1948 Indians, 3-1 (Giants became lone modern-day team to survive first round skirmishing).
- vs 1931 Athletics d. 1965 Twins, 3-0 (Lefty Grove--10 strikeouts and a six-hitter--Jimmy Foxx, Mickey Cochrane and Co. were too much for Twins).
- vs 1941 Dodgers d. 1966 Orioles, 3-1 (Orioles outscored Dodgers, 19-18, but still lost series).
- vs 1924 Senators d. 1968 Athletics, 3-0 (Athletics took the same exit as Angels).
- vs 1946 Red Sox d. 1960 Pirates, 3-1 (Rudy York, Johnny Pesky and Ted Williams took turns as Red Sox hitting heroes).
- vs 1922 Giants d. 1967 Red Sox, 3-1 (Casey Stengel's four-for-four batting performance sparked Giants, while pitching staff limited Red Sox to only six runs).
- 1935 Cubs d. 1966 Dodgers, 3-0 (Cubs score two shutout wins plus 6-5 15-inning triumph in finale).
- vs 1950 Yanks d. 1957 Braves, 3-0 (Yogi Berra twice hit a pair of roundtrippers and totaled 8 RBIs in surprising sweep).
- vs 1934 Cards d. 1954 Giants, 3-1 (Giants beat Dizzy Dean in opener, but then dropped three straight--two by one-run margins).
- vs 1927 Yanks d. 1962 Reds, 3-2 (Yankees' power--40 runs, 63 hits and 12 home runs--finally prevailed).
- vs 1954 Indians d. 1968 Cards, 3-1 (Indians erupted for four homers, accounting for 10 of 11 runs, in first game triumph; Bob Gibson was dealt two of Cards' losses).

ADVERTISEMENTS

RATES: Per Issue - up to 30 words, 50¢; 31-50 words, 70¢; 51-70 words, \$1.00; and 71-100 words, \$1.50. When you send in your ads, specify either FOR SALE, WANTED, or LEAGUE, name any card sets by the year upon which they were based.

NOTE: Only advertisements regarding Strat-O-Matic products, related merchandise, and leagues will be accepted. No other brand names may be mentioned or advertised. No advertisement concerning photocopied Strat-O-Matic player cards or related products will be accepted.

Wanted

In this part of "ADVERTISEMENTS" you can advertise for certain years of player cards that you desire. For example:

WANTED: 1963 National League. Willing to pay \$2.00, or will trade for '64 entire major league set. Write: John Doe, 001 West Ave., Stratville, Michigan 00000.

For Sale

This is where old playing cards or other related items you would like to sell, will be placed. For example:

FOR SALE: 1964, '65, & '66 sets at \$5 each. Write: John Doe, 001 West Ave., Stratville, Michigan 00000.

It should be mentioned that if you have something for sale and you also want an old set, instead of purchasing two ads, you can include both in the same ad, saving money.

League's Forming

This is the part of Strat-O-Matic Review where you can advertise to start leagues with other Strat-O-Matic fans in your area. Or, you can also advertise for interested persons for play-by-mail league. Example:

LEAGUE FORMING: Want to get in contact with people in the Stratville area who are interested in starting a league. Write: John Doe, 001 West Ave., Stratville, Michigan 00000 or call 987-6543.

Readers Roll 'Em

As you know, the Strat-O-Matic Review is a paper for you to share league and game replays, playing tips, and other points of the Strat-O-Matic game that you find interesting. In this particular section, you can speak out on the Review, or how you feel about the game itself, or you may wish to comment on articles or letters written by other subscribers. If you have something you would like to say, or suggestions you would like to make, just write.

Dear Sirs:

Enclosed is \$1.05 for 3 months of the Review. I have had Strat-O-Matic baseball since '65 and football since its founding. I recently wrote to Strat-O-Matic concerning a new idea for the game. They told me they would send it to their research department for

further study. Nothing came of it. Could you print the rule to see how many game players would be interested? The rule is as follows: an individual player would have a left-handed and right-handed card, thus enabling the manager to start right hand hitting lineups and lefties. Also the opposing manager would have to decide whether to use a right handed pitcher or a south paw.

Sincerely,

Charles Blau, Commissioner B.B.K.L.
South Orange, New Jersey 07079

Dear Sir:

Enclosed is a check for \$4.20, for a year subscription to your magazine, "The Strat-O-Matic Review." A friend and I are in the third week of an NFL replay using the '69 teams. Due to the need for speed in such a league, we use the elementary version of your great game. The league is extremely enjoyable and is progressing rapidly. So far, the most surprising game was the New York Giants' 16-10 upset over Minnesota in Yankee Stadium. St. Louis and Detroit have been the impressive defensive clubs so far while Washington and Dallas have shown the most exciting offenses. Sonny Jurgenson is the top passer while teammate Charley Taylor is the leading receiver. The rushing statistics have been dominated so far by the big three, Leroy Kelly, Calvin Hill, and Gale Sayers with Kelly the leader. Our goal is the complete 14 game schedule, but if that proves impossible, we will cut it off at 10.

I bought my first Strat-O-Matic baseball game in 1966, and since then no less than 8 of my friends have made their purchases! I have cards from '65, '66, '67 and '69 in addition to ten oldtimer teams. I've had numerous leagues with these and my favorite teams have been the '27 Yankees, '53 Dodgers, '65 Dodgers and Phillies and the '67 Redsox. Out of nearly 500 games I have never had a no-hitter!

My latest league was a 5-team, 24 game league with the Baltimore Orioles winning with a 19-5 record. Bobby Tolan of the Reds took the MVP honors with a .366 avg., 6 HRS, and a league leading 38 hits and 23 runs scored. Baltimore then went on to beat the Eastern League winners Los Angeles in 5 games to become world Champs. (The Birds were from the Pacific League).

The setting was Ebbets Field, the contestants - 1953 Dodgers vs 1950 Phillies.

It's the ninth inning and Clem Labine has not yielded a hit to the Whiz Kids! With one down, Ashburn walks. Up comes slugger Del Ennis with the potential first and winning run on base. But Ashburn steals second safely under Reese's tag so Companella calls for the intentional pass. So now there are runners on first and second and Dick Sisler is called out on strikes. So now catcher Andy Seminick steps up to the plate. One pitch later Labine has lost both the no-hitter and the game as Seminick singles in the winning run.

Please feel free to print whatever you feel would be of interest to your readers. Thank you and keep up the good work.

Yours truly,

Jim McGhee

ALL-TIME GREATS LEAGUE
Richie Winters
Highland Park, Illinois 60035

I have just finished a league with my 20 old-timer teams. I thought somebody might be interested in my results. I divided them into two divisions. The '27 Yankees swept over their division and came in first (24-11) beating the '48 Indians (21-14) by three

||||| ||| ||| ||| |||

games, the '46 Red Sox (20-15) by four games and the '31 A's (19-16) by 5 games. I won't continue with this division because every other team in this division were 6 to 12 games out.

In the other division the '61 Yankees and '54 Giants tied (21-14). The Yankees won the play-off 2 out of 3. The '34 Cards finished one game out (20-15). The '35 Cubs were 2 games out (19-16). The '41 Dodgers were 3 games out (18-17). The other teams in the division finished 4-9 games out. The '27 Yankees won the world series 4-3 over the '61 Yankees.

I bought twelve '69 teams and split them also into two divisions. The Orioles finished on top (23-10). The Phillies came in second (22-11). The Tigers were third (19-14) tied with the Cardinals (19-14). The other division's records weren't any good compared to the other one. The Twins won it. So one can see the world series was between the Twins and Orioles. I also had a league with six '68 teams. The Cardinals finished first (24-12). The Tigers were second (22-14). The Giants were third (20-16). The A's fourth (17-19). The Cubs were sixth (15-21).

One can see how realistic the teams finished. The '27 Yankees won 110 games that year. The '61 Yankees won 109 games. These two teams are 2 and 3 in games won for the 20 old-timer teams and were 1-2 in my league.

The '69 Orioles faced the '69 Twins for the American league playoffs and in my league faced each other in what would have been the playoffs if I had had more teams.

In '68 it was the Cards against the Tigers in the World Series and these two teams finished 1-2 in my league.

May I conclude that I think Strat-O-Matic is the best baseball game on the market and I have played ----, ----- and ----- baseball games and these are no where near Strat-O-Matic. I am anxiously waiting for my '70 teams to start a new league.

Pitching's Name Of The Game

The Chicago White Sox rode the strong pitching arms of Joel Horlen, Gary Peters and Tommy John to the 1967 American League pennant in a solitaire replay with Strat-O-Matic.

After a real-life pennant battle that had thrills galore--as the Boston Red Sox rose from ninth place the year before to nip the Detroit Tigers by a lone game on the season's last day--the replay was just as dramatic as five teams made bids for the title, and only 13 games separated the first and last place teams.

And, again the pennant race went right down to the season's final games, as the White Sox posted a 4-2 victory over the Minnesota Twins and the Red Sox rallied for four runs in the top of the ninth inning to dash Detroit's hopes, 5-3, giving the Pale Hose the pennant by a lone game over both Boston and Detroit.

Pitching was the key to the White Sox success, as the "Big Three" of Horlen, Peters, and John unlocked victory 54 times as Chicago compiled an overall 82-72 record.

Horlen was the big stopper for the Sox. After compiling a so-so 9-7 mark the first half of the season, the wily righthander won 11 of his 15 second half decisions, finishing with a 20-11 won-and-lost slate, a league-leading earned run average of 1.73 and an AL high of 11 shutouts.

Peters (18-15) and John (16-15) were close behind Horlen in the ERA department, Peters finishing third, behind Mickey Lolich of Detroit (2.17) with a 2.24 mark, and John fourth with 2.42.

The Sox pitching success becomes even more important when you glance at the Chicago hitting accomplishments. Of the regulars, Don Buford, the diminutive switch-hitter, was tops with a .241 batting mark (exactly what he hit in real-life)...placing him in the 33rd spot on the list of AL hitters who qualified for the batting title.

Only one Chicago player, former St. Louis Cardinal veteran Ken Boyer, hit over .300. He finished with a .313 mark, far above his .262 actual swat mark, but father time

limited Boyer to only 88 games and 224 at-bats.

Otherwise the Sox didn't have anybody in the top ten in hitting, home runs or runs-batted-in. Pitching truly was the name of the game for the White Sox in 1967.

Both Detroit and Boston finished second, with 81-73 records, while Minnesota was fourth (79-75, three games behind) and Baltimore fifth (78-76, four games back).

The 1967 season was not followed to the letter in this replay, however. Instead of 10 teams, there were eight, with Washington-Kansas City and Cleveland-New York forming combination teams (not just the best players were chosen, though), while the schedule was cut to 154 games for each team, instead of 163, because of the 20-player roster limit and the fact that each player would more likely approach his number of real-life at-bats and innings pitched with the shorter schedule.

Al Kaline, Detroit's versatile right fielder, led the AL in hitting with a .328 average, while Baltimore's Frank Robinson (.321) and Carl Yastrzemski of Boston, (.307) were the only other .330-plus hitters.

Frank Robinson was chosen the most valuable player. He led the loop in home runs with 42 and knocked in 102 runs along with his .321 average. Harmon Killebrew of Minnesota was right behind in home runs with 41 and led the league in RBIs with 104.

Cy Young Pitching Award winner was, naturally, Horlen who toiled a total of 301 innings and was the only AL hurler to win 20 games. Both Denny McLain of Detroit and Dean Chance of Minnesota notched 19 victories, while Boston's Jim Lonborg, who won 18 games, was tops in strike outs with 260 and innings pitched with 308.

1968 STRAT-O-MATIC BASEBALL (BASED ON 1967 STATISTICS)

| Standings | Won | Lost | GB |
|------------------|-----|------|----|
| 1. White Sox | 82 | 72 | - |
| 2. Tigers | 81 | 73 | 1 |
| 3. Red Sox | 81 | 73 | 1 |
| 4. Twins | 79 | 75 | 3 |
| 5. Orioles | 78 | 76 | 4 |
| 6. Senators-A's | 75 | 79 | 7 |
| 7. Angels | 71 | 83 | 11 |
| 8. Indians-Yanks | 69 | 85 | 13 |

| Batting | '67 |
|----------------|-------------|
| 1. Kaline | .328 (.308) |
| 2. Robinson | .321 (.311) |
| 3. Yastrzemski | .307 (.326) |
| 4. Davalillo | .293 (.287) |
| 5. Blair | .290 (.293) |

| Home Runs | '67 |
|----------------|---------|
| 1. Robinson | 42 (30) |
| 2. Killebrew | 41 (44) |
| 3. Yastrzemski | 40 (44) |
| 4. Howard | 33 (36) |
| 5. Kaline | 32 (25) |

| RBIs | '67 | Wins | '67 |
|----------------|-----------|------------|---------|
| 1. Killebrew | 104 (113) | 1. Horlen | 20 (19) |
| 2. Robinson | 102 (94) | 2. McLain | 19 (17) |
| 3. Yastrzemski | 101 (121) | 3. Chance | 19 (20) |
| 4. Allison | 100 (75) | 4. Lonborg | 18 (22) |
| 5. Kaline | 95 (78) | 5. Peters | 18 (16) |

| ERA | '67 |
|------------|-------------|
| 1. Horlen | 1.73 (2.06) |
| 2. Lolich | 2.17 (3.04) |
| 3. Peters | 2.24 (2.28) |
| 4. John | 2.42 (2.47) |
| 5. Lonborg | 2.54 (3.16) |

| Strikeouts | '67 |
|-------------|-----------|
| 1. Lonborg | 260 (246) |
| 2. Lolich | 250 (---) |
| 3. Peters | 246 (215) |
| 4. McDowell | 244 (236) |
| 5. Chance | 221 (220) |

Orioles Fly High; Foil Mets In Replay

12

REMEMBER the year of the "Miracle Mets" and their victory in five over the mighty Baltimore Orioles? For those of you who don't, the year was 1969. Some of the more famous sportscasters said it was destiny that took the Mets to the World Championship, others said it was in the "cards". However, when we decided to replay this "Team of Destiny" and the "Big Bad Birds", we found the cards were telling a different story--Strat-O-Matic cards that is.

Instead of five, the series only lasted four games, and instead of the Mets, it was the Orioles that dominated play. The first game went as planned; Seaver vs. Cuellar, with Cuellar winning 2-1, despite Seaver's 4-hit pitching performance. You see, Tom made the mistake of tossing the gopher ball to Boog Powell with Frank Robinson on base in the first inning, and that was all the Orioles needed.

So far, things were going as planned for the Miracle Mets, but in the seventh inning of number two, the cards decided to change history. The Mets were leading 1-0 with Koosman throwing a strong six-hitter. Then Belanger lead off with a single and stole second; Etchebarren got on by route of an error, and, after McNally popped out, Blair doubled them both home. So much for game two: final score, 4-1. Orioles now up 2-0 in Series.

Game number three saw Baltimore jump ahead 2-0, only to have the Mets tie it in the eighth on a homer by Art Shamsky. However, Tug McGraw made the same mistake Seaver made in game one, only more so. In the top of the ninth with two on and nobody out, Powell hit one that cleared the barrier and gave Baltimore the lead and victory number three, 6-2.

In game number four the cards told just how they thought it should have been very decidedly. The Mets were in the game until the umpire yelled "play ball." Final 6-2 Baltimore. Cuellar picked up his second win of the series along with most valuable pitcher honors by winning two of the four games. And Boog Powell was voted most valuable batter, because of these statistics: AB-12 H-7 2b-1 HR-2 RBI-7. Not bad for only four games. Not only that, both of Boog's homers were game winners. If you were shicked by the outcome, think how I felt, I managed the Mets. Anyone know a fortune teller?

Introducing The Editors

The Strat-O-Matic Review is actually the brainchild of three young men, all of whom have had extensive experience playing the Strat-O-Matic baseball and football games. So you'll come to know us better, as we hope to you in the near future, here are brief sketches of each of us.

MIKE ALLISON--21, married, currently news director for radio station WAOP in Otsego, Michigan (located about 12 miles north of Kalamazoo). He's been in radio work for five years as a disc jockey--doing both rock and country western shows plus play-by-plays of high school football and basketball games. He rises at 5:30 every morning during the week to play Strat-O-Matic (averaging 10 baseball games a day) before going off to work.

DAVE THOMPSON--20, married, program director at WAOP, where he's been a disc jockey for the last two years. Enjoys play-by-play broadcastings, plus, of course, playing Strat-O-Matic. Along with Mike, he's been active in league play and is completely sold on the football game, which he calls "the greatest game in the world."

DEL NEWELL--29, married, senior member of trio. Former teacher and coach for five years and now sports writer for Kalamazoo Gazette, which he's been for the last three years. Started playing Strat-O-Matic baseball in 1963 and has been hooked ever since--completing numerous replays plus being active in league play.

Teenage Dream Becomes Reality For Strat-O-Matic's Creator

Because a teenager had a dream about sports table games, thousands and thousands of people all over the country are a lot happier today.

Harold Richman, the creator of the Strat-O-Matic Game Co., was an 11-year old boy who was rather disgusted with baseball games in 1948. So he began to create his own games, receiving a patent on a baseball game at 17 and futilely trying to sell it to larger companies such as Milton Bradley and Selchow and Writer. He even had an interview with the Brooklyn Dodgers regarding it.

That was the beginning of the dream that has today materialized into a fabulous success story and made Richman and Strat-O-Matic's baseball and football games household words.

Success didn't come easy, however, and for a time it looked as if the insurance and accounting worlds might reap the benefit of Richman's talents and his teenage dream might never materialize.

Richman, who's 34 years old, married and the father of a "one-half year-old cheerleader and one year-old ballplayer," graduated from Buchnell University, Lewisburg, PA, in 1958 with a degree in business and a major in accounting.

It seemed as if his life's work was all laid out for him. His father, who had built a small but successful insurance business over the past 40 years, wished to retire and his college-educated son was being groomed to take his place and add new vigor to the business.

For six months after graduation from Buchnell, Richman worked for his father. Then he went into the army. While in the service he decided to seek employment in the game industry.

"I had always wanted to pursue my interest in game development, but, quite frankly, was afraid of the future financially. My father's business offered me financial security, but I had absolutely no interest in selling insurance."

So, once out of the service, Richman plunged ahead--with misgivings about what the future held in store for him and his ideas--and sought employment in the game industry.

"I was referred to an individual in our neighborhood who was a toy buyer for an above average size firm," Richman relates. "Armed with four games I had created over a period of years (baseball, football and two monopoly like games), I anxiously met with Hal French."

"French reviewed my work quite extensively and indicated to me that I had talent, but that all my work was lacking in commercial appeal. He felt strongly that I should seek employment in the toy field and he, in fact, would help me get a job."

Richman's disappointments were just beginning, however, as he found out quickly that most firms were willing to hire him in a selling capacity, but that they scoffed at his ideas for game development.

One interviewer was deeply shocked at Richman's ideas, since he was neither an artist nor an engineer, qualities he felt necessary for successful game development. This company's ideas were foreign to Richman, as well as the games were beautifully packaged and merchandised, but without any real content to them.

Finally he did take a job with a Japanese toy import firm. After 12 months on the job--meanwhile working and developing his baseball game, quite similar to its present structure--he approached management with his ideas. Although impressed, the president of the company was not sure his game would sell and so let his ideas wither on the vine.

Perhaps the president of the firm was afraid to take another big chance and face failure. Shortly before he had purchased sailboats "that were substantial looking, very reasonably priced, but, unfortunately, did not float."

END OF FIRST PART

HOW CLOSE CAN YOU GET
Calvin Kirk
Mount Vernon, Illinois 62864

This upcoming baseball season will be my sixth season for Strat-O-Matic. I have finished my 1970 season with 1969 cards. I played the whole season for the National League Eastern Division. Here are some of the results.

| | <u>Wins</u> | <u>Losses</u> | <u>Leading Hitters</u> | <u>Home Runs</u> |
|--------------|-------------|---------------|---------------------------|------------------|
| 1970 Chicago | 97 | 65 | 1. Clemente .364 (Pitt) | Staub, Mets 35 |
| *New York | 97 | 65 | 2. Cleon Jones .336 (NY) | Allen, Phil. 34 |
| Pittsburgh | 97 | 65 | 3. Sanguillen .329 (Pitt) | Hickman, Chi. 33 |
| St. Louis | 84 | 78 | 4. M. Alou .313 (Pitt) | |
| Philadelphia | 59 | 103 | 5. Brock .309 (St. L) | |
| Montreal | 52 | 110 | | |

*Won Playoff

| <u>Pitching</u> | <u>W</u> | <u>L</u> | <u>ERA</u> | <u>Champions of Previous Years</u> | <u>Leading HRS</u> |
|---|----------|----------|----------------------------|------------------------------------|--------------------|
| Gibson (St.L.) | 20 - 11 | 2.90 | 1966 San Fran isco Giants | Willie Mays | 34 |
| Jenkins (Chic.) | 20 - 13 | 3.18 | 1967 Atlanta Braves | Henry Aaron | 30 |
| Koosman (NY) | 16 - 9 | 2.33 | 1968 Philadelphia Phillies | O. Cepeda | 25 |
| | | | 1969 Pittsburgh Pirates | R. Allen | 45 |
| | | | 1970 New York Mets | R. Staub | 35 |
| A no-hitter was pitched by Noland Ryan. | | | | | |

A no-hitter was pitched by Noland Ryan.

GIVE STRAT-O-MATIC AN "A" FOR EXTRA EFFORT

Last season four major players were traded to pennant contending teams late in the season. They were: Jim Grant, Ron Herbal, Hoyt Wilhelm, and Dean Chance. We at the Strat-O-Matic Review, being against this type of pennant race dealing, became concerned that these players might not be given cards, which would be a great injustice to the teams they played with through most of the season, especially Jim Grant who won or saved a total of 30 games for the Oakland A's. We have taken notice that some other game companies have not given these players cards. And, although Strat-O-Matic did not put these players on the 20 player roster list, or as a matter of fact on the 96 extras, Strat-O-Matic is actually giving you these players for your own discretion. If you send in for the 96 extras you receive the four extra players free. You might say this is another service of Strat-O-Matic to make your season replay as realistic as possible. Strat-O-Matic we salute you.

Playing Tip

If you're trying to play through an entire schedule, play a series rather than one game at a time with two teams. Rather than following the schedule and playing it day-by-day, follow it and play it series-by-series, thus saving time and cutting down on the constant shuffling of teams. A series of games also makes it possible to get to know the players better and have more of a "feel" for each team (its pitching rotation, hot hitters, slumping hitters, injuries and subsequent replacements, etc.).

ALL-TIME RECORDS

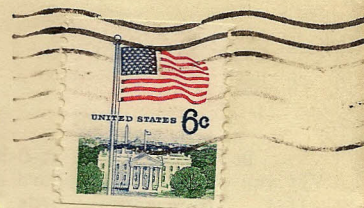
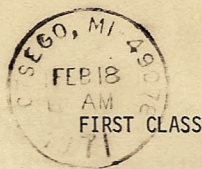
Do you have a Strat-O-Matic performance that betters any of the listed records below? If you do, send the record along to the Review and you'll be added to the All-Time Records list. Some of the records listed should fall easily--as many are based on a small number of replays--while others will be much tougher to surpass. The real-life records are something else, as they look to be even more difficult to smash.

| | <u>FOOTBALL</u> | |
|---------------------------------|--|---|
| | <u>Strat-O-Matic</u> | <u>Real-Life</u> |
| Passes attempted one game: | (43) John Unitas, 1967; Randy Johnson, 1967 | (68) George Blanda, 1964 |
| Most passes completed: | (27) Roman Gabriel, 1969 | (37) George Blanda, 1964 |
| Most yards passing: | (363) John Unitas, 1967 | (554) Norm Van Brocklin, 1951 |
| Most touchdown passes: | (5) John Unitas, 1967 Len Dawson, 1969 | (7) held by five players |
| Most passes intercepted: | (7) Daryle Lamonica, 1969 | (8) Jim Hardy, 1950 |
| Most rushing attempts: | (28) Gale Sayers, 1967 Mel Farr, 1967 | (38) Harry Newman, 1934 Jim Nance, 1966 |
| Most yards rushing: | (238) Leroy Kelly, 1968 | (243) Cookie Gilchrist, 1963 |
| Most touchdowns rushing: | (3) Gale Sayers, 1967 Junior Coffey, 1967 | (6) Ernie Nevers, 1929 |
| Most pass receptions: | (11) Bernie Casey, 1967 | (18) Tom Fears, 1950 |
| Most yards gained: | (231) Boyd Dowler, 1967 | (303) Jim Benton, 1945 |
| Most touchdowns caught: | (4) Dan Abramowicz, 1969 | (5) Bob Shaw, 1950 |
| Most field goals: | (6) twice by Mike Clark, both in 1969 | (7) Jim Bakken, 1967 |
| Most passes caught (season): | (77) Dan Abramowicz, 1969 | (101) Charley Hennigan, 1964 |
| Most touchdown passes (season): | (35) Daryle Lamonica, 1969 | (36) George Blanda, 1961 Y.A. Tittle, 1963 |

| | <u>BASEBALL</u> | |
|---------------------|--|-----------------------------|
| | <u>Strat-O-Matic</u> | <u>Real-Life</u> |
| Batting average: | (.356) Frank Robinson, 1962 | (.440) High Duffy, 1894 |
| Runs-batted-in: | (131) Willie Mays, 1962 | (190) Hack Wilson, 1930 |
| Hits: | (233) Dick Groat, 1964 | (257) George Sisler, 1920 |
| Home Runs: | (50) Harmon Killebrew, 1964 | (61) Roger Maris, 1961 |
| Doubles: | (52) Tony Oliva, 1964 | (67) Earl Webb, 1931 |
| Triples: | (13) Maury Wills, 1969; Zoilo Versalles, 1964 | (36) Owen Wilson, 1912 |
| Runs: | (107) Hank Aaron, 1969 | (192) Billy Hamilton, 1894 |
| Stolen bases: | (61) Bobby Bonds, 1969 | (104) Maury Wills, 1962 |
| Earned run average: | (1.31) Bob Gibson, 1968 | (1.01) Dutch Leonard, 1914 |
| Most wins: | (28) Bob Gibson, 1968 | (41) Jack Chesbro, 1904 |
| Innings pitched: | (337) Bob Gibson, 1968 | (482) Amos Rusie, 1893 |
| Strikeouts: | (316) Bob Gibson, 1968 | (382) Sandy Koufax, 1965 |
| Shoutouts: | (11) Joel Horlen, 1967 Denny McLain, 1968 | (16) Grover Alexander, 1916 |

Incidentally, Mike Allison is currently finishing up a replay of the 1969 American League season and he reports that Frank "Hondo" Howard has belted 55 home runs and still has approximately 15 games left. Thus, Harmon Killebrew's Strat-O-Matic mark of 50 will tumble, and, who knows, Maris' 61 might be in danger.

STRAT-O-MATIC REVIEW
P. O. Box 27
Otsego, Michigan 49078



The number before th name is the date of your last issue.

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In our next issue will be Part II of the creation of Strat-O-Matic, the second round of the All-Time Old Timer Series, plus stories of replays from our readers, along with Readers Roll 'Em, more playing tips and so on. All letters sent in to the Review become the property of the Review and cannot be returned, and we reserve the right to print any letter that is sent to us. If you will be sending us something that you would like in the Review, it must be in by the third of the month to make the next issue.

Playing Tip

If you tire of shuffling your split deck every couple of innings, her's a suggestion you might follow: arrange columns of numbers (reverse every other column) on a sheet of paper, using your split number pack numerous times to fill in the columns. Then, blocking off the top number with a card, slide it down as split numbers are called for in your games.

Another suggestion is to make up a number of these sheets, thus eliminating any possible attempt to memorize the sheet. Also, beware of the overzealous game player who continually slides the card down too far, thus getting a peek at the next number.

It should be noted that many of these playing tips are to increase the speed at which you play. Of course, when you increase speed, you lose some things. For instance, in this playing tip, the speed of your game is increased tremendously, however, you run the risk of unintentionally memorizing your number sheet in certain areas, which of course, would make a big difference when you plan to steal, or take that extra base. For more speed, try a number sheet, but to make sure you don't know what the next number is, stick with the split cards.